



# UNDYING DYNASTIES - TERRACOTTA ARMY

## DINASTIAS ETERNAS - 4 345 POINTS



1635 pts (36.00 %) 1290 pts (29.00 %) 780 pts (17.00 %) 430 pts (10.00 %) 500 pts (11.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Mason's Menagerie**      **Ancient Ordnance**      **Entombed**

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (35 Max)      (30 Max)

### Characters



#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

485 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	, Ensouled Fear, Undead, Dust to DustStatue, Undying Will	
Defensive	HP	Def	Res	Arm		
	4	6	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	2	Mummy's Curse, Hand Weapon

<b>Options</b>	Heavy Armour • Paired Weapons (Blessed Inscriptions) • Great Aspen Bow (4+) • General
<b>Magic items</b>	Blessed Inscriptions (Paired Weapons) • Crown of the Pharaohs • Death Mask of Teput



#### TOMB HARBINGER #2

Tomb Harbinger - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	, Ensouled Undead, Dust to DustStatue, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	2	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Heavy Armour • Paired Weapons (Hero's Heart)
<b>Magic items</b>	Hero's Heart (Paired Weapons) • Obsidian Rock



#### DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

605 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	, Ensouled Wizard Apprentice, Undead, Dust to DustStatue	
Defensive	HP	Def	Res	Arm		
	3	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarch	1	3	3	0	1	Hand Weapon

<b>Options</b>	Light Armour (Destiny's Call) • Wizard Master • Hierophant
<b>Magic items</b>	Destiny's Call (Light Armour) • Sacred Hourglass



### CASKET OF PHATEP #1

Casket of Phatep - Standard - Construct - 75mm round

235 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	8	2	Channel (1, 1), Not a LeaderMachine, Undead, Dust to DustStatue, Divine Light, Phatep's Curse, War, Ensouled	
Defensive	HP	Def	Res	Arm		
	5	1	5	0	Aegis (5+)Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Necropolis Guards	3	3	4	1	2	Lethal Strike, Poison Attacks, Magical Attacks, Halberd, Hand Weapon

## Core



### SKELETONS #1

Skeletons x30 - Standard - Infantry - 20x20mm

330 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	7	Scoring, Undead, Dust to DustStatue, Ensouled	
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skeleton	1	2	3	0	1	

#### Options

Champion • Standard Bearer • Spear



### SKELETON ARCHERS #1

Skeleton Archers x25 - Standard - Infantry - 20x20mm

290 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	6	Scoring, Undead, Dust to DustStatue, Ensouled	
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skeleton Archer	1	2	3	0	1	Aspen Bow (5+, 5+)



### SKELETON CHARIOTS #1

Skeleton Chariots x3 - Large - Construct - 50x100mm

335 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	3	Swiftstride, Undead, Dust to DustStatue, Ensouled, Bound in Death, Chariot	
Defensive	HP	Def	Res	Arm		
	3	3	5	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer (2)	2	3	3	0	1	Halberd, Aspen Bow (5+, 5+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skeletal Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		, Impact Hits (D3+1, Chariot InanimateHost) , Chariot Host



### SKELETON CHARIOTS #2


Skeleton Chariots x3 - Large - Construct - 50x100mm

## 335 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	, Ensouled Swiftstride, Undead, Dust to DustStatue , Bound in Death, Chariot	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer (2)	2	3	3	0	1	Halberd, Aspen Bow (5+, 5+)
Skeletal Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		, Impact Hits (D3+1, Chariot InanimateHost) , Chariot Host


## Special



### NECROPOLIS GUARD #1

Necropolis Guard x30 - Standard - Infantry - 20x20mm


## 780 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	8	3	, Ensouled Scoring, Undead, Dust to DustStatue , Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	5	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Necropolis Guard	1	3	4	1	2	Lethal Strike, Poison Attacks, Magical Attacks

<b>Options</b>	Shield • Paired Weapons • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

## Ancient Ordnance



### CHARNEL CATAPULT #1

Charnel Catapult - Large - Construct - 75mm round

## 210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	4"	4	2	War Machine , Ensouled , Undead, Dust to DustStatue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	3	2	3	0	1	Charnel Catapult (5+, 5+)

## Mason's Menagerie



## COLOSSUS #1

Colossus - Gigantic - Infantry - 50x50mm

430 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	Ensoiled Statue	
Defensive	HP	Def	Res	Arm		
	5	4	6	3		
Offensive	Att	Off	Str	Ap	Agi	
Colossus	6	4	6	3	2	Grind Attacks (D3, D3)

Options	Paired Weapons
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## Magics

### Racial Trait Spell

Undying Dynasties do not have a Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). Whenever the Wizard successfully casts a non-Attribute non-Bound Spell of Type Augment, the Hereditary Attribute is automatically cast.

	Casting	Range	Type	Duration
<b>Death is Only the Beginning</b>				
Mf	-		Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <li><i>The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</i></li> <li><i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i></li> </ul> <p><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				

## Magic items

**Blessed Inscriptions:** Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

**Crown of the Pharaohs:** Pharaohs and Nomarchs only.

The bearer increases the range of its Commanding Presence by 6". At the start of each of your Player Turns, the bearer may lose Undying Will until the start of your next Player Turn and choose a friendly unit within 12". This unit gains Undying Will until the start of your next Player Turn.

**Death Mask of Teput:** Enemy units in base contact with the bearer suffer -2 Offensive Skill.

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Sacred Hourglass:** The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## Model Rules

### Aegis:

**Aspen Bow:** Shooting Weapon.

Range 24", Shots 1, Str 3, AP 0, Volley Fire.

This weapon always hits on a roll equal to or greater than its Aim.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Bound in Death:** Universal Rule.

R&F models in this unit must be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as this unit.

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Chariot:** The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with

Chariot, unless noted otherwise.

**Chariot Host:** Special Attack.

If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).

**Charnel Catapult:** Artillery Weapon.

This Artillery Weapon always hits on a roll equal to or greater than its Aim. It can be fired in two ways:

- As a Catapult (4×4) with Range 12–60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]

- As a Catapult (6×6) with Range 12–48", Shots 1, Str 3, AP 0, Flaming Attacks, Magical Attacks. For the purpose of Panic Test, a unit suffering one or more Health Point losses from this weapon is treated as having suffered 25% Health Point losses. Panic Tests caused by this weapon are taken at –1 Discipline.

**Divine Light:** Universal Rule.

Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to their casting rolls. When a Casket of Phatep is removed as a casualty, all units within 12" suffer 3D3+3 hits with Strength 1 and Armour Penetration 10.

**Dust to Dust:** At the end of any phase in which the Hierophant was removed as a casualty, every unit in the army with Dust to Dust must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant.

At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust must once again pass a Discipline Test or lose Health Points as described above.

**Dust to Dust:** At the end of any phase in which the Hierophant was removed as a casualty, every unit in the army with Dust to Dust must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant.

At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust must once again pass a Discipline Test or lose Health Points as described above.

**Ensouled Statue:** The model gains Undead and Dust to Dust. If more than half of the models in a unit have Ensouled Statue, reduce the number of Health Points lost by this unit due to Dust to Dust and Unstable by 1.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**Guardian's Wrath:** Attack Attribute - Melee.

The model and all model parts in the same unit, except model parts without Harnessed in its unit gain Battle Focus.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**Mummy's Curse:** When the model with Mummy's Curse is removed as a casualty, it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 against the model that caused the final Health Point loss. This is considered a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with Mummy's Curse, randomise which of those models suffers the hit.

**Not a Leader:** The model cannot be the General.

**Phatep's Curse:** Universal Rule.

Unless this model made an Advance Move or March Move during the current Player Turn, it can cast the following Bound Spell with Power Level (6/6):

Type: Damage, Hex, Range 36", Duration: Instant.

The target must take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Royal Guard:** Universal Rule.

The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, unless another model does so first:

- A Tomb Harbinger must issue a Duel.
- A Tomb Harbinger must accept a Duel.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Undead:** The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

**Undying Will:** Units with one or more models with Undying Will gain +2 Offensive Skill, +2 Defensive Skill, Lethal Strike, and replace their Shooting Weapons' Aim with (4+). Characters, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Pharaoh #1



Tomb Harbinger #2



Death Cult Hierarch #1



Casket of Phatep #1



Skeletons #1



Skeleton Archers #1



Skeleton Chariots #1



Skeleton Chariots #2



Necropolis Guard #1



Colossus #1



Charnel Catapult #1

