



# UNDYING DYNASTIES - TERRACOTTA ARMY

## BORCHA UD UB20 - 4 235 POINTS



1605 pts (36.00 %) 1710 pts (38.00 %) 0 pts (0.00 %) 920 pts (20.00 %) 292 pts (6.00 %) 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 ON CHARIOT GG

Pharaoh - Large - Construct - 50x100mm

600 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



#### MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+3, D3+3)

<b>Options</b>	Heavy Armour (Death Cheater) • Great Weapon (Godslayer) • Skeleton Chariot • Great Aspen Bow (4+) • 4 skeleton horses (base size increased to 100x100mm) • General
<b>Magic items</b>	Godslayer (Great Weapon) • Death Cheater (Heavy Armour) • Obsidian Rock



#### DEATH CULT HIERARCH, MASTER OF COSMOLOGY

Death Cult Hierarch - Standard - Infantry - 20x20mm

410 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>	Wizard Master • Cosmology
<b>Magic items</b>	Ankh of Naptesh
<b>Notes</b>	plus Sacred Hourglass (120pts)



#### TOMB HARBINGER ON CHARIOT BSB

Tomb Harbinger - Large - Construct - 50x100mm

300 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
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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



### MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+3, D3+3)

**Options** Battle Standard Bearer • Shield • Heavy Armour • Skeleton Chariot • Aspen Bow (4+)



### NOMARCH ON CHARIOT

Nomarch - Large - Construct - 50x100mm

295 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		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Nomarch	2	4	4	1	2	Mummy's Curse, Hand Weapon



### MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+3, D3+3)

**Options** Heavy Armour • Shield • Skeleton Chariot • 4 skeleton horses (base size increased to 100x100mm) • Aspi bow (4+)

**Magic items** Book of the Dead

Core



### LEGION SKELETON CHARIOTS

Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

783 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	8"	10"	7	3	, Ensouled Scoring, Swiftstride, Undead, Dust to DustStatue , Bound in Death, Chariot
Defensive	HP	Def	Res	Arm	
	3	3	5	1	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi

<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, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)
<b>Notes</b>	Terracotta: +1 Res, -1 Agi +90pts



### LEGION SKELETON CHARIOTS


Legion Skeleton Chariots x5 - Large - Construct - 50x100mm

## 635 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 Scoring, 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, Devastating Charge


<b>Options</b>	Champion • Musician • Standard Bearer
<b>Notes</b>	Terracotta: +1 Res, -1 Agi +75pts



### SKELETON ARCHERS


Skeleton Archers x11 - Standard - Infantry - 20x20mm

## 146 POINTS



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


<b>Options</b>	Musician
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### SKELETON ARCHERS

Skeleton Archers x11 - Standard - Infantry - 20x20mm

## 146 POINTS



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

## Mason's Menagerie

**BATTLE SPHINX**

Battle Sphinx - Gigantic - Beast - 50x100mm

480 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	5"	12"	8	1	Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	5	4	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Rider (4)	2	4	4	1	3	Lethal Strike, Light Lance
Battle Sphinx	4	4	5	2	1	Harnessed, Poison Attacks, Breath Attack

**COLOSSUS OF DESTINY**

Colossus of destiny - Gigantic - Infantry - 50x50mm

440 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	, Ensouled Fearless Statue	
Defensive	HP	Def	Res	Arm		
	5	4	6	4	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Colossus of destiny	5	4	6	3	2	Bound Spells: Fate's Judgment from Divination, Power Level (4/8) , Bound Spells: Ice and Fire from Cosmology, Power Level (4/8) , Grind Attacks (D3, D3)

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



## Cosmology

**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects: Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks</b> .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains <b>+1 Strength</b> and <b>+1 Armour Penetration</b> .
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1 Health Point</b>
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers <b>-1 Offensive Skill</b> and <b>-1 Defensive Skill</b> , and has its weapons' Aim <b>worsened</b> by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains <b>+1 Offensive Skill</b> and <b>+1 Defensive Skill</b> , and has its weapons' Aim <b>improved</b> by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.

## Magic items

**Ankh of Naptesh:** The bearer gains **Hierophant**. R&F models in the bearer's unit gain **Fortitude(6+)**.

**Book of the Dead:** The bearer can cast Death is Only the Beginning as a Bound Spell with Power Level (4/8) and the following modification: The spell's range is changed to 12" Aura.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Godslayer:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Divine Attacks and Magical Attacks, and gain Multiple Wounds (2, against Aegis) (note that the latter also applies against models with Aegis Saves with Conditional Application).

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

## Magic banners

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

**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.

**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.

**Bound Spells: Fate's Judgment from Divination, Power Level (4/8):** 18" Hex Missile Damage Instant

The target suffers <D3> {D6} hits with Magical Attacks that wound automatically, with no Special Saves allowed (note that Armour Saves are allowed).

**Bound Spells: Ice and Fire from Cosmology, Power Level (4/8):** range 24+ Cosmos

Hex, Missile, Damage Instant

The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled.

Chaos

The target suffers 2D6 hits with Strength 4 and Armour Penetration 0. Successful Armour Saves against wounds caused by this spell must be rerolled.

**Breath Attack:**

**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).

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**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.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also 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

**Light Lance:**

**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.

**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.

**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.

**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 on Chariot GG



Death Cult Hierarch, Master of Cosmology



Tomb Harbinger on Chariot BSB



Nomarch on Chariot



Legion Skeleton Chariots



Legion Skeleton Chariots



Skeleton Archers



Skeleton Archers



Battle Sphinx



Colossus of destiny

