

# Fantasy Battles

## The 9<sup>th</sup> Age



# Undying Dynasties

Army Rules

Version 1.1.0 - 02 September 2016

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# Army Wide Rules

## Risen

Some units' profiles contain an additional Characteristic: "Risen", which determines the number of wounds Raised with the *No Rest in Death* spell.

## Rulers of the Dead

An Undying Dynasty army requires the player to field a special model called the **Hierophant**. The Hierophant of the army must be a Wizard using the Path of the Sand and must be designated as the Hierophant on the Army List. The Hierophant and all models in the same unit as the Hierophant gain Regeneration (6+).

# Special Rules

## Dust to Dust

At the end of any phase in which the Hierophant is removed as a casualty, every unit in the army with one or more models with Dust to Dust must pass a Leadership test or suffer a number of wounds equal to the amount by which the test was failed, with no saves of any kind allowed. These wounds are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Dust to Dust. The number of wounds inflicted is reduced by 1 if the unit received Hold Your Ground.

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 an eligible Character who is a Wizard using the Path of the Sand. This Character is your new Hierophant.

At the start of each friendly Player Turn in which the army's Hierophant has been removed as a casualty (and no new Hierophant has been selected), every unit with the Dust to Dust special rule must once again pass a Leadership test or suffer wounds as described above.

## Undead Construct

Models with the Undead Construct special rule have both Undead and Dust to Dust. If at least half of the models in a unit has this special rule, reduce the number of wounds caused to this unit by Dust to Dust and Unstable by 1.

## Undying Will

A Character with this rule may confer its unmodified Weapon Skill to all Undead models that are part of its unit. The player may choose to do so at the start of any Close Combat Phase. If the Character is mounted on a Large Target, it may instead choose to confer this bonus to a friendly Undead unit within 6", or if it's Engaged in Combat, to one friendly Undead unit Engaged with the same enemy unit as the Character. In either case, the effect lasts until the end of the phase.

## Necromantic Aura

All friendly units within 6" of one or more models with this special rule reduce the number of wounds caused by Dust to Dust and Unstable by 1. Models with Necromantic Aura cannot benefit from Necromantic Aura themselves.

## Mummy's Curse

When a model with this rule is removed as a casualty, the model which caused the final wound automatically suffers 1 Strength 6 hit with Armour Piercing (6). If more than one model was part of the action which brought the downfall of the Character, the hit is randomly distributed between these models.

## Underground Ambush

A unit with this rule follows the rules for Ambush with the following exception: instead of entering the Battlefield from a table edge, the unit enters the board from a location called the Underground Point.

To designate an underground point, the owning player selects any point on the Battlefield more than 3" away from enemy units and more than 1/2" away from Impassable Terrain. The point is then Scattered 2D6". The Underground Ambush unit is placed with the front of its first rank or back of its rear rank touching the underground point. If the underground point is located beneath an enemy unit, place the Ambushing unit in base contact with this enemy's front facing instead (maximizing contact as normal). The arriving unit counts as having successfully charged, with no charge reaction allowed. If it is not possible to place the Ambushing unit for whatever reason, the Ambush is failed and the player must roll for Ambush again next turn.

# Armoury

### Aspen Bow

Shooting Weapon. Range 24", Strength 3, Volley Fire; This weapon ignores all shooting modifiers to hit.

### Great Aspen Bow

Shooting Weapon. Range 36", Strength 5, Volley Fire; This weapon ignores all shooting modifiers to hit.

In combat, a Great Aspen Bow is a special Close Combat Weapon with -1 Strength.

# Monarchs of Undeath

These options represent alternative kinds of Undead forces that can be encountered in the world. A Pharaoh can choose to command one of the following forces instead of a standard force of Undying Dynasties.

## Commander of the Terracotta Army

Skeletons, Skeleton Archers, Skeleton Cavalry and Necropolis Guard must be upgraded with +1 Toughness, -1 Initiative and Undead Construct for +3 pts/model.

Necropolis Guard may only add up to **20** models to each unit.

All other non-Undead Construct units (including Characters) must be upgraded with +1 Toughness, -1 Initiative and Undead Construct for +15 pts/model, while losing Flammable if they have it.

Skeleton Chariots may only add up to **3** models to each unit.

All models have their Risen Characteristic set to 1.

Non-Flying models in the army with Underground Ambush and/or Light Troops lose these special rules (and cannot gain it in any way).

Great Vultures, Scarab Swarm and Winged Reapers may not be taken in the army.

## Lord of the Barrow Legion

Skeletons and Skeleton Archers must take Heavy Armour for +2 pts/model.

Skeletons may exchange Spear and Shield for Halberd for +1 pts/model.

Skeleton Cavalry may take Lance for +3 pts/model; may take Barding for +3 pts/model.

Skeleton Chariots must take Heavy Armour for +5 pts/model; may take Halberd for +5 pts/model; may only add up to **4** models to each unit.

Necropolis Guard must be upgraded with Heavy Armour for +2 pts/model; may only add up to **25** models to each unit.

Scarab Swarms must be upgraded with the Ethereal special rule for +15 pts/model; may only add up to **2** models to each unit.

Ethereal models have their Risen Characteristic set to 1.

Models with Large Target and Monstrous Cavalry may not be taken in the army.

Models in the army with Underground Ambush and/or Scout lose these special rules (and cannot gain it in any way).

Non-Flying models with Heavy Armour lose Light Troops special rule (and cannot gain it in any way).

# Magical Items

## Magical Weapons

**Vanquisher Eternal** (55 pts) - Models on foot only  
Type: Halberd. All attacks made with this weapon gain Lethal Strike. The Weapon has two types of attacks: Focused Strike and Sweeping Strike. Choose at the beginning of each Round of Combat which mode is used.

**Focused Strike:** Attacks made with the weapon gain Multiple Wounds (D3).

**Sweeping Strike:** The wielder cannot make normal Close Combat Attacks. Instead, the wielder makes one attack towards each enemy model in base contact with it; these attacks hit automatically. The wielder also makes one attack towards each enemy model which could make a Supporting Attack against it; these attacks hit on 4+. These attacks are resolved using the normal rules (Vanquisher Eternal is a Halberd with Lethal Strike).

**Scourge of Kings** (50 pts/30 pts)

Type: Hand Weapon. Attacks made with this weapon gain Armour Piercing (1). Every successful hit with this weapon becomes two hits instead of one.

## Magical Armour

**Crown of the Pharaohs** (45 pts)

Type: None (6+ Armour Save). The bearer may use its Undying Will on a single friendly unit within 6". If the wearer is Engaged in Combat, he may only choose to confer his unmodified Weapon Skill to one friendly Undead unit Engaged with the same enemy unit as the Character. In addition, the bearer may choose to use its Undying Will special rule in the Shooting Phase by bestowing its unmodified Ballistic Skill instead of its Weapon Skill. Undying Will may be used only in a single phase of each Player Turn. Characters on a mount with Large Target add 6" to the range of this item.

**Armour of Eternities** (35 pts) - models on foot only

Type: Plate Armour. The wearer gains +1 Wound.

## Talismans

**Brooch of the Sun** (15 pts)

At the start of each Round of Combat, nominate one enemy model in base contact with bearer. For the duration of this Round of Combat, one part of the chosen model (bearer's choice) has -1 Attack, to a minimum of 1.

## Enchanted Items

**Death Mask of Teput** (35 pts)

At the beginning of each Round of Combat, the bearer may choose either Inspiring Presence or Hold Your Ground. Enemy units in base contact with the bearer cannot benefit from the chosen rule for the rest of the phase.

**Sandstorm Cloak** (30 pts)

The bearer's unit gains Hard Target.

**Chariot of Nephth-Ra** (25 pts) - models on Chariots only.

Impact Hits and attacks made by the bearer's Chariot and its pulling beasts gain Magical Attacks and Flaming Attacks, and are resolved at +1 Strength.

## Arcane Items

**Book of the Dead** (50 pts/35 pts)

Spells from the Path of the Sand cast by the bearer have their casting values reduced by 1. Furthermore, each successful casting of the Path of the Sand Attribute by the bearer Raises one additional Wound on the target unit(s). Characters and Large Targets cannot benefit from this.

## Magical Standards

**Banner of the Entombed** (65 pts)

Models with Underground Ambush in the army may add +1 to their Ambush roll (declare usage before rolling). If this is used, the starting Underground Point must be placed within 24" of the bearer, and the starting point only Scatters 1D6".

# Army List

## LORDS



### Pharaoh 160 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	6	3	5	5	4	3	4	10	1	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Light Armour											up to 100
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											
<i>Special Rules:</i>											
Fear, Flammable, Undying Will, Mummy's Curse											
<i>Options:</i>											<i>pts</i>
May take Magical Items											up to 100
May take any of the following:											
Heavy Armour											12
Shield											3
May take a Great Aspen Bow											10
May take a weapon (one choice only):											
Paired Weapons											5
Flail											5
Halberd											10
Lance											15
Great Weapon											15
May take a mount (one choice only):											
Skeletal Horse											20
Skeleton Chariot											35
Royal Sphinx											185
May select one of the Monarchs of Undeath (General only):											
Commander of the Terracotta Army											free
Lord of the Barrow Legion											free



### Death Cult Hierarch 170 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	3	3	3	4	3	2	1	8	1	Infantry 20x20mm base
<i>Undead Special Rules:</i>											<i>pts</i>
Undead, Dust to Dust											
<i>Magic:</i>											
<b>Level 3 Wizard Master</b>											
Generates spells from the Path of the Sand, Light or Death.											
<i>Options:</i>											<i>pts</i>
May become a Level 4 Wizard Master											30
May take Magical Items											up to 100
May take a mount (one choice only):											
Skeletal Horse											20
Ark of Ages											170
May be upgraded to Soul Conduit											50

**Soul Conduit:** If a friendly model with this rule is present on the Battlefield at the beginning of a friendly Magic Phase, the owning player rolls D3+7 instead of 2D6 to determine the effects of the Magic Flux roll. The number of Dispel Dice for the opposing player is always 6 plus any generated through Channelling and other means.

# HEROES



## Nomarch 100 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	5	3	4	5	3	3	3	9	1	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Light Armour											up to 50
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											12
											3
<i>Special Rules:</i>											
Fear, Flammable, Undying Will, Mummy's Curse											3
											3
											3
											3
											4
											6
											6
											20
											35
											200



## Death Cult Acolyte 65 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	3	3	3	3	2	2	1	7	1	Infantry 20x20mm base
<i>Undead Special Rules:</i>											<i>pts</i>
Undead, Dust to Dust											25
											up to 50
<i>Magic:</i>											
<b>Level 1 Wizard Apprentice.</b>											15
Generates spells from the Path of the Sand, Light or Death.											180



## Tomb Harbinger 70 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	4	3	4	5	2	3	3	8	1	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Light Armour											25
<i>Undead Special Rules:</i>											up to 50
Undead, Dust to Dust											
<i>Special Rules:</i>											
Flammable, Lethal Strike, Poisoned Attacks											
<b>Guardian's Wrath:</b> The Tomb Harbinger and all models in the same unit as the Tomb Harbinger gain Hatred. Mounts are not affected.											
<b>Royal Guard:</b> Should a Pharaoh or Nomarch in the same unit as a Tomb Harbinger be attacked in Close Combat, before rolling to wound, one hit may be transferred onto a Tomb Harbinger in the same unit instead. A Tomb Harbinger may intervene against only a single attack in each Round of Combat and cannot intervene against hits suffered during a Challenge.											
<i>Options:</i>											
May be the Battle Standard Bearer											25
May take Magical Items											up to 50
May take any of the following:											
Shield											3
Heavy Armour											12
May take an Aspen Bow											3
May take a weapon (one choice only):											
Paired Weapons											3
Flail											3
Halberd											4
Lance											6
Great Weapon											6
May take a mount (one choice only):											
Skeletal Horse											20
Skeleton Chariot											50
Amuut											50



M	WS	BS	S	T	W	I	A	Ld	Risen
<b>4</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>7</b>	<b>1</b>

25

# CHARACTER MOUNTS

## Skeletal Horse

M	WS	BS	S	T	W	I	A	Ld
8	2	-	3	3	1	2	1	3

War Beast, 25x50mm base

Mount's Protection (6+)

*Options:* pts  
May take Barding 10

## Amuut

M	WS	BS	S	T	W	I	A	Ld
7	3	-	5	4	3	3	3	8

Monstrous Beast, 50x100mm base

Mount's Protection (6+)

Undead Construct, Fear, Poisoned Attacks

## Royal Sphinx

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	6	5	1	4	8

Monstrous Beast, 50x100mm base

Undead Construct, Terror, Stomp (D6), Large Target, Poisoned Attacks

*Options:* pts  
May be upgraded with (one choice only):  
Lethal Strike 25  
Necromantic Aura 15

## Skeleton Chariot

	M	WS	BS	S	T	W	I	A	Ld
Skeleton Chariot	-	-	-	4	4	3	-	-	-
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-

Chariot, 50x100mm base

Mount's Protection (6+)

*Options:* pts  
May be pulled by two additional Skeletal Horses free  
(base size increased to 100x100mm)

## Ark of Ages

	M	WS	BS	S	T	W	I	A	Ld
Ark of Ages	-	-	-	4	5	5	-	-	-
Guard (2)	-	3	3	4	-	-	3	1	8
Bound Spirits	4	2	-	2	-	-	2	6	-

Chariot, 60x100mm base

Mount's Protection (5+)

Undead Construct, War Platform, Magical Attacks, Aspen Bow (Guard only), Lethal Strike (Guard only), Poisoned Attacks (Guard only), Ward Save (5+),

**Divine Protection:** If mounted by Hierophant the model gains Ward Save (4+).

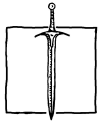
**Sacred Ark:** A Wizard mounted on an Ark of Ages adds 3" to the range of its non-Vortex spells and gains three additional spells:

- *Wind Blast* from the Path of Heavens,
- *Curse of the Westerlies* from the Path of Heavens
- *Shifting Sands* from the Path of the Sand.

The Wizard gains these spells in addition to its normal spells. Duplicate spells are resolved following the normal rules for duplicate spells.

*Options:* pts  
May gain Necromantic Aura 15

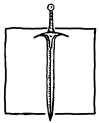
# CORE



## Skeletons 80 pts

20 models, may add up to 40 models 5 pts/model

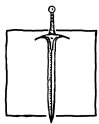
	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	2	2	3	3	1	2	1	4	D3+3	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Shield, Light Armour											free
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											
<i>Options:</i>											<i>pts</i>
May take a Spear											free
May upgrade one model to each of the following:											
Champion											10
Musician											10
Standard Bearer											10
- may become the Veteran Standard Bearer											



## Skeleton Archers 60 pts

10 models, may add up to 20 models 6 pts/model

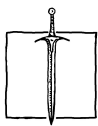
	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	2	2	3	3	1	2	1	4	D3+3	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Aspen Bow, Light Armour											
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											
<i>Options:</i>											<i>pts</i>
May upgrade one model to each of the following:											
Champion											10
Musician											10
Standard Bearer											10
- may become the Veteran Standard Bearer											



## Skeleton Cavalry 65 pts

5 models, may add up to 15 models 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
Rider	4	3	2	3	3	1	2	1	6	D3+2	
Skeletal Horse	8	2	-	3	3	1	2	1	3		Cavalry 25x50mm base
<i>Armour:</i>											<i>pts</i>
Mount's Protection (6+), Shield											
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											
<i>Special Rules:</i>											
Vanguard, Scout, Light Troops											
<i>Options:</i>											<i>pts</i>
May exchange Scout and Light Troops for											
Light Armour											1 / model
May take (one choice only):											
Light Lance											1 / model
exchange Shield and Vanguard for											
Aspen Bow											free
May upgrade one model to each of the following:											
Champion											10
Musician											10
Standard Bearer											10
- may become the Veteran Standard Bearer											



## Skeleton Chariots 135 pts

3 models, may add up to 7 models 35 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen
Chariot	-	-	-	4	4	3	-	-	-	<b>D3+1</b>
Charioteer (2)	-	3	2	3	-	-	2	2	7	
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	

Chariot 50x100mm base

### Weapons:

Light Lance, Aspen Bow

### Armour:

Mount's Protection (6+), Light Armour

### Undead Special Rules:

Undead, Dust to Dust

### Options:

May take Light Troops

May upgrade one model to each of the following:

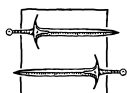
Champion 10

Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer

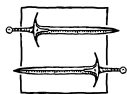
# SPECIAL



## Necropolis Guard 70 pts

10 models, may add up to 30 models 11 pts/model

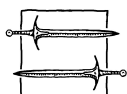
	M	WS	BS	S	T	W	I	A	Ld	Risen	
	4	3	3	4	4	1	3	1	8	D3+1	Infantry 20x20mm base
<i>Armour:</i>											<i>pts</i>
Light Armour											1 / model
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											May take one of the following:
											Paired Weapons 1 / model
											Halberd 2 / model
<i>Special Rules:</i>											May upgrade one model to each of the following:
Lethal Strike, Bodyguard, Magical Attacks,											Champion 10
Poisoned Attacks											Musician 10
											Standard Bearer 10
											- may take a Magical Standard up to 50



## Scarab Swarms 70 pts

2 models, may add up to 5 models 25 pts/model

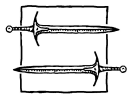
	M	WS	BS	S	T	W	I	A	Ld	Risen	
	5	3	-	2	2	5	1	5	10	D3+3	Swarm 40x40mm base
<i>Undead Special Rules:</i>											
Undead, Dust to Dust											
<i>Special Rules:</i>											
Armor Piercing (1), Poisoned Attacks, Hard Target,											
Distracting, Underground Ambush											



## Shabtis 110 pts

3 models, may add up to 7 models 37 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	6	4	2	5	4	3	3	3	8	1	Monstrous Infantry 40x40mm base
<i>Armour:</i>											<i>pts</i>
Light Armour, Innate Defence (5+)											May take a weapon (one choice only):
											Paired Weapons 5 / model
<i>Undead Special Rules:</i>											Halberd 10 / model
Undead Construct											Great Aspen Bow free
<i>Special Rules:</i>											May upgrade one model to each of the following:
Fear											Champion 10
											Musician 10
											Standard Bearer 10
											- may take a Magical Standard up to 25



## Tomb Cataphracts 165 pts

3 models, may add up to 3 models 55 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
Rider	4	4	3	4	4	1	3	2	8	1	
Amuut	7	3	-	5	4	3	3	3	8		Monstrous Cavalry 50x100mm base

### Weapons:

Light Lance

### Options:

May take Underground Ambush

pts

20

May upgrade one model to each of the following:

### Armour:

Mount's Protection (6+), Light Armour,

Innate Defence (5+)

Champion

10

Musician

10

Standard Bearer

10

- may take a Magical Standard

up to 50

### Undead Special Rules:

Undead Construct

### Special Rules:

Lethal Strike (Rider only), Fear,

Poisoned Attacks (Amuut only)



## Great Vultures 80 pts

3 models, may add up to 6 models 20 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	2	3	-	4	4	2	3	3	4	D3+1	War Beast 40x40mm base

### Undead Special Rules:

Undead, Dust to Dust

### Special Rules:

Fly (9), Skirmishers



## Sand Scorpion 85 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen	
	7	4	-	5	5	4	3	4	8	1	Monstrous Beast 50x50mm base

### Armour:

Innate Defence (5+)

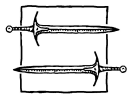
### Undead Special Rules:

Undead Construct

### Special Rules:

Lethal Strike, Fear, Poisoned Attacks,

Magic Resistance (2), Underground Ambush



## Sand Stalkers 150 pts

3 models, may add up to 4 models 50 pts/model

M	WS	BS	S	T	W	I	A	Ld	Risen
---	----	----	---	---	---	---	---	----	-------

7	3	5	4	4	3	3	2	8	1	Monstrous Beast 50x100mm base
---	---	---	---	---	---	---	---	---	---	-------------------------------

### Weapons:

Halberd

### Options:

May take Underground Ambush

May upgrade one model to a Champion

pts

20

10

### Armour:

Innate Defence (5+)

### Undead Special Rules:

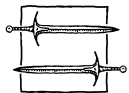
Undead Construct

### Special Rules:

Fear, Light Troops

**Petrifying Gaze:** Models with this rule may perform a Special Shooting Attack with the following profile:

Range 12", Strength 2, Armour Piercing (6), Multiple Shots (D6+1), Quick to Fire. When rolling to wound with this attack, substitute Toughness with Initiative.



## Battle Sphinx 220 pts

single model

M	WS	BS	S	T	W	I	A	Ld	Risen
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Battle Sphinx	6	4	-	5	8	5	1	4	8	1
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Rider (4)	-	4	3	4	-	-	3	2	8	
-----------	---	---	---	---	---	---	---	---	---	--

Ridden Monster 50x100mm base

### Weapons:

Light Lances

### Options:

May take Innate Defence (4+)

May take a Breath Weapon

(Strength 4, Flaming Attacks)

pts

25

25

### Armour:

Innate Defence (5+)

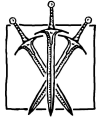
### Undead Special Rules:

Undead Construct

### Special Rules:

Lethal Strike (Rider only), Poisoned Attacks (Battle Sphinx only)

# RARE

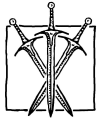


## Winged Reapers 155 pts

2 models, may add up to 3 models 72 pts/model

	M	WS	BS	S	T	W	I	A	Ld	Risen		
	6	5	3	5	5	4	4	4	10	1	Monstrous Infantry	50x75mm base
<i>Armour:</i>											<i>Options:</i>	<i>pts</i>
Innate Defence (5+)											May take Light Armour	10 / model
<i>Undead Special Rules:</i>											May take a weapon (one choice only):	
Undead Construct											Paired Weapons	5 / model
											Halberd	12 / model
<i>Special Rules:</i>											May take (one choice only):	
Fly (6), Lethal Strike, Fear											Autonomous	10 / model
											Necromantic Aura	20

**Autonomous:** The unit may March even when outside the General's Inspiring Presence range.



## Dread Sphinx 245 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen		
	6	5	-	6	8	5	1	4	8	1	Monster	50x100mm base
<i>Weapons:</i>											<i>Options:</i>	<i>pts</i>
Paired Weapons											May be upgraded with Innate Defence (4+)	25
<i>Armour:</i>												
Innate Defence (5+)												
<i>Undead Special Rules:</i>												
Undead Construct												
<i>Special Rules:</i>												
Fly (6), Lethal Strike, Poisoned Attacks, Multiple Wounds (2, Monsters and Ridden Monsters)												



# Colossus 195 pts

single model

M WS BS S T W I A Ld Risen

6 4 2 6 6 5 2 5 8 1 Monster 50x50mm base

## Armour:

Light Armour, Innate Defence (5+)

## Options:

May take a weapon (one choice only):

pts

Scales of Destiny

5

Paired Weapons

10

Great Weapon

10

Giant Aspen Bow

10

## Undead Special Rules:

Undead Construct

## Special Rules:

Grinding Attacks (D3+1)

**Scales of Destiny:** Close Combat Weapon. Type: Hand Weapon, -1 Attack in Close Combat.

The Colossus has two Bound Spells:

*Burning Brightness* from the Path of Light (Power Level 4)

*Touch of the Reaper* from the Path of Death (Power Level 4).

**Giant Aspen Bow: Bolt Thrower Artillery Weapon** with Range 48", Strength 6, Multiple Wounds (D3), Armour Piercing (6); This weapon ignores all shooting modifiers to hit.



## Casket of Phatep 115 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen
Casket	-	-	-	-	7	3	-	-	-	1
Necropolis Guard (3)	4	3	3	4	4	-	3	1	8	

War Machine 75mm round base

### Weapons:

Halberd

### Armour:

Light Armour

### Undead Special Rules:

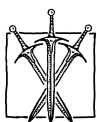
Undead, Dust to Dust

### Special Rules:

Lethal Strike, Poisoned Attacks, Magical Attacks, Ward Save (5+)

**Divine Light:** The Casket of Phatep adds +1 to Channeling rolls in friendly Magic Phases. Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to all of their casting rolls. When a Casket of Phatep is removed from play, all units within 12" suffer 3D3+3, Strength 1, Armour Piercing (6) hits.

**Phatep's Curse:** The Casket of Phatep can cast *Divine Judgement* from the Path of the Sand as a Bound Spell (Power Level 4). If the model moved earlier in the this Player Turn, it cannot use it.



## Charnel Catapult 90 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	Risen
Charnel Catapult	-	-	-	-	7	3	-	-	-	1
Skeleton (3)	4	2	2	3	3	-	2	1	4	

War Machine 75mm round base

### Undead Special Rules:

Undead, Dust to Dust

### Options:

pts

May replace Charnel Catapult Artillery Weapon with

Cursed Ammunition

35

### Weapons:

#### Charnel Catapult:

**Catapult (3") Artillery Weapon** with Range 12 - 60", Strength 3(9) [Multiple Wounds (Ordnance)]

**Cursed Ammunition: Catapult (5") Artillery Weapon** with Range 12 - 48", Strength 3, Flaming Attacks and Magical Attacks.

Units that suffer at least one casualty from this weapon must take a Panic Test just as if it had suffered 25% casualties. Panic Tests caused by a Charnel Catapult are taken at -1 Leadership.

# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

<u>CHARACTERS</u>		M	WS	BS	S	T	W	I	A	Ld
L	Pharaoh	4	6	3	5	5	4	3	4	10
	Death Cult Hierarchy	4	3	3	3	4	3	2	1	8
H	Death Cult Acolyte	4	3	3	3	3	2	2	1	7
	Nomarch	4	5	3	4	5	3	3	3	9
	Tomb Harbinger	4	4	3	4	5	2	3	3	8
	Tomb Architect	4	4	3	4	4	2	3	2	7

<u>INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Skeleton	4	2	2	3	3	1	2	1	4
	Skeleton Archer	4	2	2	3	3	1	2	1	4
S	Necropolis Guard	4	3	3	4	4	1	3	1	8

<u>MONSTROUS INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
S	Shabti	6	4	2	5	4	3	3	3	8
R	Winged Reaper	6	5	3	5	5	4	4	4	10

<u>WAR BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Great Vulture	2	3	-	4	4	2	3	3	4
M	Skeletal Horse	8	2	-	3	3	1	2	1	3

<u>MONSTROUS BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Sand Scorpion	7	4	-	5	5	4	3	4	8
	Sand Stalker	7	3	5	4	4	3	3	2	8
M	Amuut	7	3	-	5	4	3	3	3	8
	Royal Sphinx	6	4	-	5	6	5	1	4	8

<u>SWARMS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Scarab Swarm	5	3	-	2	2	5	1	5	10

<u>CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Skeleton Cavalry	4	3	2	3	3	1	2	1	6
	- Skeletal Horse	8	2	-	3	3	1	2	1	3

<u>MONSTROUS CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
S	Tomb Cataphract	4	4	3	4	4	1	3	2	8
	- Amuut	7	3	-	5	4	3	3	3	8

<u>CHARIOTS</u>		M	WS	BS	S	T	W	I	A	Ld
C	Skeleton Chariot	-	-	-	4	4	3	-	-	-
	- Charioteer (2)[0]	-	3	2	3	-	-	2	2	7
	- Skeletal Horse (2)[2-4]	8	2	-	3	-	-	2	1	3
M	Ark of Ages	-	-	-	4	5	5	-	-	-
	- Guard [2]	-	3	3	4	-	-	3	1	8
	- Bound Spirits	4	2	-	2	-	-	2	6	-

(2) - number of crew members when taken as a separate unit  
[0] - number of crew members when taken as a mount

<u>MONSTERS</u>		M	WS	BS	S	T	W	I	A	Ld
R	Colossus	6	4	2	6	6	5	2	5	8
R	Dread Sphinx	6	5	-	6	8	5	1	4	8

<u>RIDDEN MONSTERS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Battle Sphinx	6	4	-	5	8	5	1	4	8
	- Rider (4)	-	4	3	4	-	-	3	2	8

<u>WAR MACHINES</u>		M	WS	BS	S	T	W	I	A	Ld
R	Casket of Phatep	-	-	-	-	7	3	-	-	-
	- Necropolis Guard (crew)	4	3	3	4	4	-	3	1	8
	Charnel Catapult	-	-	-	-	7	3	-	-	-
	- Skeleton Crew	4	2	2	3	3	-	2	1	4

	<u>SPECIAL SHOOTING WEAPON</u>		Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
-common-	Aspen Bow	-	24	3	-	-	-
-common-	Great Aspen Bow	-	36	5	-	-	-
Colossus	Giant Aspen Bow	Bolt Thrower	48	6	-	D3	6
Sand Stalker	Petrifying Gaze	-	12	2	D6+1	-	6
Charnel Catapult	Charnel Catapult	Catapult (3")	12-60	3[9]	-	[Ordnance]	-
	Cursed Ammunition	Catapult (5")	12-48	3			

## RISEN

All Characters	1	Other:	Skeletons	D3+3	Necropolis Guard	D3+1
All Undead Constructs	1		Skeleton Archers	D3+3	Skeleton Chariot	D3+1
All War Machines	1		Scarab Swarm	D3+3	Great Vultures	D3+1
			Skeleton Cavalry	D3+2		

Changelog:

v1.1.0

- Great Aspen Bow, clarification