



UNDYING DYNASTIES

SCREAMING SKULL - 4 499 POINTS



795 pts (18.00 %) 1980 pts (44.00 %) 439 pts (10.00 %) 390 pts (9.00 %) 0 pts (0.00 %) 895 pts (20.00 %)

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

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

Characters



CEASAR THE EMBALMED

Pharaoh - Standard - Infantry - 20x20

440 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	Fear, Fearless, Undead, Dust to Dust, Undying Will	
Defensive	HP	Def	Res	Arm		
	4	6	5	0	Flammable, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	3	Mummy's Curse, Hand Weapon

Options	General • Heavy Armour • Paired Weapons • Lord of the Barrow Legion • Crown of the Pharaohs • Book of the Dead • Titanic Might
Notes	With the Eunuch Guard



VIZIER

Death Cult Hierarch - Standard - Infantry - 20x20

130 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Wizard Apprentice, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarch	1	3	3	0	2	Hand Weapon

Options	Divination • Hierophant
Notes	Know Thine Enemy



BRUTUS THE REVIVED

Tomb Harbinger - Standard - Infantry - 20x20

225 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Dust to Dust, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Flammable, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	3	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon

Options	Heavy Armour • Shield • Scourge of Kings • Ghostly Guard
----------------	--

Core



PEPPER


Skeleton Archers x30 - Standard - Infantry - 20x20

315 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
--------	-----	-----	-----	-----	-------------


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	6	Fearless, Scoring, Undead, Dust to Dust
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	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	2 Aspen Bow




SALT

Skeleton Archers **x25** - Standard - Infantry - 20x20

265 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	6	Fearless, Scoring, Undead, Dust to Dust
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	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	2 Aspen Bow




CHILLS

Skeletons **x20** - Standard - Infantry - 20x20

165 POINTS




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



SHAKES

Skeletons **x20** - Standard - Infantry - 20x20

165 POINTS



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



SHIVERS

Skeletons **x20** - Standard - Infantry - 20x20

165 POINTS



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



WINGS OF DEATH

Skeleton Cavalry x20 - Standard - Cavalry - 25x50

370 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Fearless, Scoring, Undead, Vanguard, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	3	3	0	2	Light Lance
Skeletal Horse	1	2	3	0	2	Harnessed

Options	Champion • Standard Bearer • Barrow Legion Barding • Lance
----------------	--



TAILS OF DEATH

Skeleton Cavalry x20 - Standard - Cavalry - 25x50

370 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Fearless, Scoring, Undead, Vanguard, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	3	3	0	2	Light Lance
Skeletal Horse	1	2	3	0	2	Harnessed

Options	Champion • Standard Bearer • Barrow Legion Barding • Lance
----------------	--



CHATTERS

Skeletons x20 - Standard - Infantry - 20x20

165 POINTS



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

Special



EUNUCH GUARD

Necropolis Guard x27 - Standard - Infantry - 20x20

439 POINTS



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

Options	Shield • Champion • Standard Bearer
----------------	-------------------------------------

Mason's Menagerie



RHODOS
Colossus - Gigantic - Infantry - 50x50

425 POINTS



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

Options	Giant Aspen Bow (5+)
----------------	----------------------



BUBBA
Battle Sphinx - Gigantic - Beast - 50x100

470 POINTS



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

Ancient Ordnance



YODELLER
Charnel Catapult - Large - Construct - 75

195 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	4	2	Fearless, Undead, War Machine, Dust to Dust, Charnel Catapult	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	2	3	0	2	Move or Fire



THROATSINGER
Charnel Catapult - Large - Construct - 75

195 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	4	2	Fearless, Undead, War Machine, Dust to Dust, Charnel Catapult	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	2	3	0	2	Move or Fire

Magics

Racial Trait Spell

Undying Dynasties do not have a regular Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). At step 1 of each Casting Attempt of a non-Attribute non-Bound Spell of type Augment with a Death Cult Hierarch, the owner may declare that the Wizard will cast an amplified version of the spell:

- The Casting Value of the amplified version is increased by 2.
- If the amplified version is successfully cast, Death is Only the Beginning is automatically cast (as an Attribute Spell).

Casting	Range	Type	Duration
---------	-------	------	----------

	Casting	Range	Type	Duration
A Death is Only the Beginning				
Mf	-	See below*	Translation missing: en.magic_spell.type_target.Augment	Instant
<p>When resolving the spell, choose one of the following effects:</p> <ul style="list-style-type: none"> The R&F part of the target Raises a number of Health Points equal to its Resurrected value. Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. <p>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</p> <p>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</p>				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

Magic items

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" & quote; Aura.

Crown of the Pharaohs: The bearer increases the range of its Commanding Presence by 6" & quote; . 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" & quote; . This unit gains Undying Will until the start of your next Player Turn.

Titanic Might: Attacks made with this weapon gain +3 Strength and become Magical Attacks.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Scourge of Kings: While using this weapon, the wielder's Attack Value is set to 6. Attacks made with this weapon become **Magical Attacks** and, when fighting a Duel **must** reroll failed to-wound rolls.

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.

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.

Breath Attack:

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:

- Catapult (4x4), Range 12-60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]

- Catapult (6x6), Range 12-48", Shots 1, Str 3, AP 0, Flaming Attacks, Magical Attacks. For the purpose of Panic Tests, 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.

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.

Flammable:

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: Model parts without Harnessed in the model's unit gain Battle Focus.

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.

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:

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).

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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 on 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: 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.

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, Beasts, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Yodeller	ThroatsingeRhodos	Ceasar the Enchanted	Eunuch Guard	Pepper	Salt	Chills	Shakes	Shivers	Wings of Death	Tails of Death	Vizier	Bubba	Brutus the Revived	Chatters
