



# UNDYING DYNASTIES

## LIST UNDYING DYNASTIES #1 - 1 061 POINTS



0 pts (0.00 %) Mason's Menagerie (35 Max)   
 1061 pts (24.00 %) Characters (40 Max)   
 0 pts (0.00 %) Ancient Ordnance (35 Max)   
 0 pts (0.00 %) Special (0 NoLimit)   
 0 pts (0.00 %) Entombed (25 Max)   
 0 pts (0.00 %) Core (25 Least)

### Characters

#### MONARCHS OF THE DEAD - PHARAOH #1

Monarchs of the Dead - Pharaoh - Standard - Infantry - 20x20

501 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Monarchs of the Dead - Pharaoh	4	6	3	5	5	4	3	4	9	Infantry
<b>Model Rules</b>	Undead • Dust to Dust • Fear • Flammable • Undying Will • Mummy's Curse • Light Armour									

<b>Options</b>	Shield • Armour of Destiny • Death Mask of Teput
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#### DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20

560 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarch	4	3	3	3	3	3	2	1	7	Infantry
Ark of Ages	-	-	-	4	5	5	-	-	-	Chariot
Guards (2)	-	3	3	4	-	-	3	1	8	
Bound Spirits	4	2	-	2	-	-	2	6	-	
<b>Model Rules</b>	Undead • Dust to Dust • Wizard Apprentice									
<b>Model Rules (Ark of Ages)</b>	Undead Construct • War Platform • Ward Save (5+) • Necromantic Aura • Magical Attacks • Divine Protection • Sacred Ark • Lethal Strike • Poisoned Attacks • Magical Attacks • Magical Attacks • Aspen Bow • Mount's Protection (5+)									
<b>Model Rules (Ark of Ages)</b>	Undead Construct • War Platform • Ward Save (5+) • Necromantic Aura • Magical Attacks • Divine Protection • Sacred Ark • Lethal Strike • Poisoned Attacks • Magical Attacks • Magical Attacks • Aspen Bow • Mount's Protection (5+)									

<b>Options</b>	Cosmology • 2 spells • Wizard Apprentice • Ark of Ages
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### Magics



<Duality:> All Cosmology spells are divided into two versions; **Cosmos** and Chaos. When Casting Cosmology spells, always declare which version of the spell you are using.

Whenever a spell from Cosmology is successfully cast and caster had no Cosmology counter, it gains a counter matching that version; a **Cosmos** counter for **Cosmos** version, or a Chaos counter for Chaos version.

Non-Bound Spells from Cosmology have {their Casting Values reduced by 2} when cast by a Caster with a Cosmology counter matching the version of the Spell that is cast (i.e. **Cosmos** versions of spells have reduced casting values for casters with a **Cosmos** counter, and vice versa for Chaos). When a Caster attempts to cast a Cosmology spell of a version not matching its counter, it immediately loses its Cosmology counters.

At the end of each of your Magic Phases, replace all your **Cosmos** counters with Chaos counters, and all Chaos counters with **Cosmos** counters.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Perception of Strength	10+ {8+}	18"	Augment	One Turn	The target gains +1 Strength.
<b>3</b>	Truth of Time	9+ {7+}	18"	Augment	One Turn	When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.
<b>4</b>	Ice and Fire	9+ {7+}	18"	Hex Missile Damage	Instant	The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	Unity in Divergence	11+ {9+}	18"	Augment	One Turn	All models in the target unit gain a Ward Save (5+).
<b>1</b>	Touch the Heart	7+ {5+}	18"	Augment Focused	Instant	The target Recovers 1 Wound.
<b>0</b>	Altered Sight	7+ {5+}	24"	Augment	One Turn	The target gains +1 Weapon Skill and +1 Ballistic Skill.
<b>2</b>	Mind Games	7+ {5+}	18"	Augment	Remains in Play	The target gains +1 Leadership.

## Magic items

**Armour of Destiny:** Infantry, Cavalry and War Beasts only.  
Type: Heavy Armour. The wearer gains a Ward Save (4+).

**Death Mask of Teput:** 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.

## Model 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 is receiving 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 Evocation. 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.

**Fear:** All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

**Flammable:** Attacks with the Flaming Attacks special rule must reroll failed to wound rolls against models with this special rule.

**Light Armour:**

**Mummy's Curse:** When a model with this rule is removed from play, the model which caused the final wound automatically suffers a 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 like shooting.

**Undead:** Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

**Undying Will:** A Pharaoh with this rule may grant Weapon Skill 6 to all Undead models in its unit. A Nomarch may instead grant Weapon Skill 5 to all Undead models in its unit. The owning player may choose to do so at the start of any Round of Combat. If the Character is mounted on a Towering Presence, it may instead choose to confer this bonus to a friendly Undead unit within 6", or if it is 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.

**Wizard Apprentice:** Wizard Apprentices add +1 to their casting and dispelling rolls.

## 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 profile with your phone.

Monarchs of the Dead - Pharaoh #1



Death Cult Hierarch #1

