



UNDYING DYNASTIES - UPDATE IN PROGRESS

TEST - 500 POINTS



1000 pts

0 pts (0.00 %) **185 pts (37.00 %)** 65 pts (13.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 250 pts (50.00 %)

Special **Rare** **Heroes** **Lords** **Mount** **Core**

(50 Max) (25 Max) (50 Max) (50 Max) (0 NoLimit) (25 Least)

Heroes



DEATH CULT ACOLYTE #1
Death Cult Acolyte - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Acolyte	4	3	3	3	3	2	2	1	7	Infantry
Model Rules	Undead • Dust to Dust • Risen (1)									

Magic

Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.

Core



SKELETONS #1
Skeletons **x50** - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

Rare



COLOSSUS #1
Colossus - Standard - Infantry - 20x20

185 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Colossus	6	4	2	6	6	5	2	5	8	Monster
Model Rules	Grinding Attacks (D3+1) • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

Options

Paired Weapons

Magics

Model Rules

Dust to Dust:

Grinding Attacks (D3+1):

Innate Defence (5+):

Light Armour:

Risen (1):

Risen (D3+3):

Shields:

Undead:

Undead Construct:

Qr codes of your army

Your 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.

Colossus #1



Death Cult Acolyte #1



Skeletons #1

