



UNDYING DYNASTIES

BONE TRAIN - 4 475 POINTS



1170 pts (26.00 %) 1740 pts (39.00 %) 705 pts (16.00 %) 0 pts (0.00 %) 1155 pts (26.00 %) 410 pts (9.00 %)

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

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

Characters

PHARAOH #1

Pharaoh - Large - Construct - 50x100

505 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 (+1, +2)	Flammable, Heavy Armour, Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	3	Hand Weapon, Lance

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	
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options General • Shield • Heavy Armour • Great Aspen Bow (4+) • Lance • Skeleton Chariot • Steeds of Nepheth-Ra • Sun's Embrace • Jackal's Blessing • King Slayer

TOMB HARBINGER #1

Tomb Harbinger - Large - Construct - 50x100

325 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	3	4	5	0 (+2)	Flammable, Heavy Armour, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	3	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon, Paired Weapons

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	
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options Battle Standard Bearer • Heavy Armour • Aspen Bow (4+) • Paired Weapons • Skeleton Chariot • Legion Standard x1 • Death Mask of Teput • Potion of Strength • Scourge of Kings



DEATH CULT HIERARCH #1

Death Cult Hierarchy - Standard - Cavalry - 25x50

340 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 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarchy	1	3	3	0	2	Hand Weapon



MOUNT SKELETAL HORSE

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Skeletal Horse	1	2	3	0	2	Harnessed

Options | Light Armour • Wizard Adept • Skeletal Horse • Divination • Hierophant • Book of the Dead • Scroll of Desiccation • Essence of Mithril

Core



SKELETON CHARIOTS #1

Skeleton Chariots x7 - Large - Construct - 50x100

640 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Fearless, Light Troops, Swiftstride, Undead, Dust to Dust, Bound in Death	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Halberd, Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options | Legion Charioteers • Champion • Musician • Standard Bearer • Aether Icon



SKELETON CHARIOTS #2

Skeleton Chariots x6 - Large - Construct - 50x100

550 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Fearless, Light Troops, Swiftstride, Undead, Dust to Dust, Bound in Death	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Halberd, Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options | Legion Charioteers • Champion • Musician • Standard Bearer



SKELETON CHARIOTS #3

Skeleton Chariots **x6** - Large - Construct - 50x100

550 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Fearless, Light Troops, Swiftstride, Undead, Dust to Dust, Bound in Death	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Halberd, Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options Legion Charioteers • Champion • Musician • Standard Bearer

Special



TOMB CATAPHRACTS #1

Tomb Cataphracts **x6** - Large - Cavalry - 50x100

705 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	Fear, Fearless, Scoring, Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	3	4	4	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rider	2	4	4	1	3	Lethal Strike, Halberd
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

Options Special Ambush (Open Terrain) • Champion • Musician • Standard Bearer

Entombed



SAND SCORPION #1

Sand Scorpion - Large - Beast - 50x50

150 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	Fear, Fearless, Special Ambush (Open Terrain), Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Scorpion	4	4	5	2	3	Lethal Strike, Poison Attacks



SAND SCORPION #2

Sand Scorpion - Large - Beast - 50x50

150 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	Fear, Fearless, Special Ambush (Open Terrain), Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Scorpion	4	4	5	2	3	Lethal Strike, Poison Attacks



SAND SCORPION #3
Sand Scorpion - Large - Beast - 50x50

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	7"	14"	8	2	Fear, Fearless, Special Ambush (Open Terrain), Ensouled Statue
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sand Scorpion	4	4	5	2	3 Lethal Strike, Poison Attacks

Mason's Menagerie



DREAD SPHINX #1
Dread Sphinx - Gigantic - Beast - 50x100

410 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	8	1	Fearless, Fly, Light Troops, Autonomous, Ensouled Statue, Colossal Kopesh
	6"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	8	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Sphinx	5	5	5	1	0 Lethal Strike, Poison Attacks

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:

- If the spell targets one or more units containing any models with Ensouled Statue, 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
A Death is Only the Beginning				
<i>Mf</i>	-	See below*	Translation missing: en.magic_spell.type_target.Augment	Instant
<i>When resolving the spell, choose one of the following effects:</i>				
• 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.				
<i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>				
*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.				



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).

		Casting	Range	Type	Duration	Effect
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 .
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
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

Jackal's Blessing: The wearer gains +2 Health Points and **Fortitude (5+)**.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Steeds of Nephth-Ra: Models with at least one Skeletal Horse model part in the bearer's unit gain **Ghost Step** and +4" March Rate.

Sun's Embrace: The bearer gains **Distracting** while using this Shield.

Death Mask of Teput: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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.

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.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Scroll of Desiccation: After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Field, Forest, or Water Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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.

Autonomous: Undead units consisting entirely of models with Autonomous may perform March Moves as normal even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Bound in Death: 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.

Colossal Kopesh: Close Combat Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and Multiple Wounds (D3, against Towering Presence).

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:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers

move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Guardian's Wrath: Model parts without Harnessed in the model's 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 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).

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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 Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

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.

Special Ambush:

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, Beasts, 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

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.

Skeleton Chariots #1	Pharaoh #1	Tomb Harbinger #1	Death Cult Hierarch #1	Skeleton Chariots #2	Skeleton Chariots #3	Dread Sphinx #1	Tomb Cataphracts #1	Sand Scorpion #1	Sand Scorpion #2	Sand Scorpion #3
										