




UNDYING DYNASTIES

PJ DYNASTY - 4 491 POINTS



1240 pts (28.00%) Characters (40 Max) 1211 pts (27.00%) Core (25 Least) 710 pts (16.00%) Special (0 NoLimit) 865 pts (19.00%) Ancient Ordnance (35 Max) 930 pts (21.00%) Mason's Menagerie (35 Max) 0 pts (0.00%) Entombed (30 Max)


Characters



LVL 4 MAGE

Death Cult Hierarch - Standard - Infantry - 20x20

475 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------------|-----|-----|-----|-----|---|-------------|
| | 4" | 8" | 7 | 1 | Wizard Apprentice, Fearless, Undead, 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 | Wizard Master • Cosmology • Sacred Hourglass



PLEB 1

Nomarch - Standard - Infantry - 20x20

195 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 | | |
| | 3 | 4 | 5 | 0 | Flammable, Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Nomarch | 2 | 4 | 4 | 1 | 3 | Mummy's Curse, Hand Weapon |

Options | Heavy Armour • Shield • Sun's Embrace



PHARAOH #1

Pharaoh - Large - Construct - 50x100

570 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 |


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(2) | 1 | 2 | 3 | 0 | 2 | Harnessed |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|-------------------------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Chassis | | | 4 | 1 | | Inanimate, Impact Hits (D3+3, D3+3) |

Options Heavy Armour • Great Weapon • Skeleton Chariot • General • Obsidian Rock • Jackal's Blessing • Godslayer

Core



LEGION SKELETON CHARIOTS #1
 Legion Skeleton Chariots **x7** - Large - Construct - 50x100

746 POINTS



| | | | | | | |
|--------------------------|------------|------------|------------|------------|--|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
| | 8" | 10" | 7 | 3 | Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 1 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Charioteer(2) | 2 | 3 | 3 | 0 | 2 | Devastating Charge, Halberd, Aspen Bow (5+, 5+) |
| Skeletal Horse(2) | 1 | 2 | 3 | 0 | 2 | Harnessed |
| Chassis | | | 4 | 1 | | Inanimate, Impact Hits (D3+1, D3+1), Chariot Host |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



SKELETON ARCHERS #1
 Skeleton Archers **x30** - Standard - Infantry - 20x20

325 POINTS



| | | | | | | |
|------------------------|------------|------------|------------|------------|---|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
| | 4" | 8" | 4 | 6 | Scoring, Fearless, 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 (5+, 5+) |

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|----------------|----------|
| Options | Musician |
|----------------|----------|



SKELETON SCOUTS #1
 Skeleton Scouts **x5** - Standard - Cavalry - 25x50

140 POINTS



| | | | | | | |
|-----------------------|------------|------------|------------|------------|---|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
| | 8" | 16" | 6 | 4 | Vanguard, Light Troops, Fearless, Scout, Undead, Dust to Dust | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 3 | 3 | 1 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Rider | 1 | 3 | 3 | 0 | 2 | Aspen Bow (5+, 5+) |
| Skeletal Horse | 1 | 2 | 3 | 0 | 2 | Harnessed |

Special



TOMB CATAPHRACTS #1
 Tomb Cataphracts **x6** - Large - Cavalry - 50x100


710 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------|-----|-----|-----|-----|--|---------------------------|
| | 7" | 14" | 8 | 2 | Fear, Scoring, Fearless, 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 | Champion • Musician • Standard Bearer • Banner of Speed


Ancient Ordnance




CHARNEL CATAPULT #1

Charnel Catapult - Large - Construct - 75

200 POINTS




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



CHARNEL CATAPULT #2

Charnel Catapult - Large - Construct - 75

200 POINTS



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

Mason's Menagerie



BATTLE SPHINX #1

Battle Sphinx - Gigantic - Beast - 50x100

480 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(4) | 2 | 4 | 4 | 1 | 3 | Lethal Strike, Light Lance |
| Battle Sphinx | 4 | 4 | 5 | 2 | 1 | Harnessed, Poison Attacks, Breath Attack |



DREAD SPHINX #1

Dread Sphinx - Gigantic - Beast - 50x100

450 POINTS



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

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|---------------------|------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 6" | 12" | 8 | 1 | Light Troops, Fearless, Ensouled Statue, Autonomous, Fly (6", 12", 6", 12") |
| | 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, Colossal Kopesh |

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 |
|---|-------|---|----------|
| <i>Death is Only the Beginning</i> | | | |
| <i>Mf</i> | - | The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell. | Instant |
| <p><i>When resolving the spell, choose one of the following effects:</i></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><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p> | | | |



Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------------------|---------|-------|----------------------------|----------|---|
| 4 | Perception of Strength Chaos | 8+ | 24" | Hex | One Turn | The target suffers -1 Strength and -1 Armour Penetration. |
| 5 | Unity in Divergence Cosmos | 10+ | 24" | Augment | One Turn | All models in the target unit gain Aegis (5+) . |
| 5 | Unity in Divergence Chaos | 10+ | 24" | Hex Damage Direct | Instant | Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks. |
| 4 | Perception of Strength Cosmos | 8+ | 24" | Augment | One Turn | The target gains +1 Strength and +1 Armour Penetration. |
| 6 | Truth of Time Cosmos | 7+ | 24" | Augment Focused | Instant | The target Recovers 1 Health Point |
| 6 | Touch the Heart chaos | 7+ | 24" | Hex Missile Damage Focused | Instant | The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 1 | Altered Sight Chaos | 5+ | 24" | Hex | One Turn | The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1. |
| 2 | Truth of Time Cosmos | 5+ | 24" | Augment | One Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll. |
| 2 | Truth of Time Chaos | 5+ | 24" | Hex | One Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll. |
| 1 | Altered Sight Cosmos | 5+ | 24" | Augment | One Turn | The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1. |
| 3 | Ice and Fire Cosmos | 7+ | 24" | Hex Missile Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled. |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|--------------------|----------------|--------------|--------------------|-----------------|--|
| 3 | Ice and Fire Chaos | 7+ | 24" | Hex Damage Augment | Instant | The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled. |

Magic items

Sacred Hourglass: The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

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

Godslayer: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become **Divine Attacks** and **Magical Attacks**, and gain **Multiple Wounds (2, against Aegis)** (note that the latter also applies against models with Aegis Saves with Conditional Application).

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

Obsidian Rock: The bearer gains Magic Resistance (2).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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: Dead 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: Universal Rule.

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.

Breath Attack:

Chariot Host: Special Attack.

If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).

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:

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

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

Colossal Kopesh: Melee Weapon.

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

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

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 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).

Legion Charioteers: Universal Rule.

The model loses Light Troops and gains Scoring. Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank).

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:

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.

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 against 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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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, 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.

| LvL 4 Mage | Pleb 1 | Legion Skeleton Chariots #1 | Skeleton Archers #1 | Skeleton Scouts #1 | Battle Sphinx #1 | Tomb Cataphracts #1 | Charnel Catapult #1 | Pharaoh #1 | Dread Sphinx #1 | Charnel Catapult #2 |
|--|---|---|---|---|---|--|---|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |