



UNDYING DYNASTIES - UPDATE IN PROGRESS

LIST UNDYING DYNASTIES - UPDATE IN PROGRESS #2 - 5 343 POINTS



1804 pts (34.00 %) 180 pts (3.00 %) 124 pts (2.00 %) 750 pts (14.00 %) 150 pts (3.00 %) 2485 pts (47.00 %)

Special **Rare** **Heroes** **Lords** **Mount** **Core**
 (50 Max) (25 Max) (50 Max) (50 Max) (0 NoLimit) (25 Least)

Lords



LEVEL 4 ON ARK OF AGES, SOUL CONDUIT [SAND]

Death Cult Hierarch - Standard - Infantry - 20x20

460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarch	4	3	3	3	4	3	2	1	8	Infantry
Ark of Ages	-	-	-	4	5	4	-	-	-	Chariot
Necropolis Guard (2)	-	3	3	4	-	-	3	1	8	
Bound Spirits	4	2	-	2	-	-	2	6	-	
Model Rules	Undead • Dust to Dust • Risen (1)									
Model Rules (Ark of Ages)	Magical Attacks • Poisoned Attacks • Lethal Strike • War Platform • Ward Save (5+) • Undead Construct • Aspen Bow • Mount's Protection (6+)									
Model Rules (Ark of Ages)	Magical Attacks • Poisoned Attacks • Lethal Strike • War Platform • Ward Save (5+) • Undead Construct • Aspen Bow • Mount's Protection (6+)									

Options	Level 4 (Wizard Master) • Mount : Ark of Ages • May be upgraded to Soul Conduit • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master . Generate spells from the Path of the Sands, Light or Death.



TOMB KING [GENERAL]

Pharaoh - Standard - Infantry - 20x20

290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pharaoh	4	6	3	5	5	4	3	4	10	Infantry
Model Rules	Risen (1) • Undying Will • Mummy's Curse • Fear • Flammable • Undead • Dust to Dust • Light Armour									

Options	Heavy Armour • Shield • Ogre Sword • Dragonscale Helm • Talisman of Supreme Shielding x1
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Heroes



TOMB HERALD - BSB

Tomb Harbinger - BSB - Standard - Infantry - 20x20

124 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tomb Harbinger	4	4	3	4	5	2	3	3	8	Infantry
Model Rules	Poisoned Attacks • Lethal Strike • Flammable • Undead • Dust to Dust • Risen (1) • Undying Will • Light Armour									

Options	Halberd • Mithril Mail - models on foot only (Heroes)
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Core



SKELETON ARCHERS #1


Skeletons x20 - Standard - Infantry - 20x20

580 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									

Options	exchange Shields for Aspen Bows • Musician
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SKELETON ARCHERS #2


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

580 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									


Options	exchange Shields for Aspen Bows • Musician
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SKELETON BUNKER


Skeletons **x35** - Standard - Infantry - 20x20

655 POINTS



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

Options	Champion • Musician • Standard Bearer
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SKELETON WARRIORS #1

Skeletons **x40** - Standard - Infantry - 20x20


670 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									

Options	Spears • Musician • Standard Bearer
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Special



TOMB GUARD


Necropolis Guard **x38** - Standard - Infantry - 20x20

1 234 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necropolis Guard	4	3	3	4	4	1	3	1	8	Infantry
Model Rules	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									


Options	May take Shields • Halberds • Musician • Standard Bearer • Flaming Standard
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TOMB CATAPHRACTS #1

Tomb Cataphracts **x4** - Standard - Infantry - 20x20

570 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	3	4	4	1	3	2	8	Monstrous Cavalry
Amuut	7	3	-	5	4	3	3	3	8	
Model Rules	Fear • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+) • Light Lances • Mount's Protection (6+)									
Model Rules (Rider)	Lethal Strike									
Model Rules (Amuut)	Poisoned Attacks									

Options	Musician • Standard Bearer
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Rare



COLOSSUS #1
Colossus - Standard - Infantry - 20x20

180 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+)									

Magics

Magic items

Book of Arcane Power (Lords):

Dragonscale Helm:

Ogre Sword:

Talisman of Supreme Shielding:

Mithril Mail - models on foot only (Heroes):

Magic banners

Flaming Standard:

Model Rules

Bodyguard:

Dust to Dust:

Fear:

Flammable:

Grinding Attacks (D3+1):

Innate Defence (5+):

Lethal Strike:

Light Armour:

Light Lances:

Magical Attacks:

Mount's Protection (6+):

Mummy's Curse:

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+3):

Shields:

Undead:

Undead Construct:

Undying Will:

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 | Level 4 on Ark of Ages, Soul | Tomb Guard | Tomb King | Skeleton | Skeleton | Skeleton | Skeleton | Tomb | Tomb Herald

