



UNDYING DYNASTIES

TEST - 1 280 POINTS



450 pts (35.00 %) **Mason's Menagerie** (35 Max)
 260 pts (20.00 %) **Characters** (40 Max)
 240 pts (19.00 %) **Ancient Ordnance** (35 Max)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Entombed** (25 Max)
 570 pts (45.00 %) **Core** (25 Least)

Characters

DEATH CULT HIERARCH #1
Death Cult Hierarch - Standard - Infantry - 20x20

260 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
Model Rules	Undead • Dust to Dust • Wizard Apprentice									

Options	Evocation • 3 spells
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Core

SKELETON ARCHERS #1
Skeleton Archers x10 - Standard - Infantry - 20x20

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton Archers	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Dust to Dust • Light Armour • Aspen Bow									

SKELETON ARCHERS #2
Skeleton Archers x10 - Standard - Infantry - 20x20

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton Archers	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Dust to Dust • Light Armour • Aspen Bow									

SKELETON CHARIOTS #1
Skeleton Chariots x3 - Standard - Infantry - 50x100

330 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	3	-	-	-	Chariot
Charioteer (2)	-	3	2	3	-	-	2	2	7	
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	
Model Rules	Undead • Mount's Protection (6+) • Dust to Dust • Light Armour • Mount's Protection (6+)									
Model Rules (Charioteer (2))	Scoring • Light Lance • Aspen Bow									

Options	Musician • Standard Bearer
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Mason's Menagerie

BATTLE SPHINX #1

Battle Sphinx - Standard - Infantry - 50x100

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Sphinx	6	4	-	5	8	5	1	4	8	Monster
Rider (4)	-	4	3	4	-	-	3	2	8	
Model Rules	Innate Defence (4+)									
Model Rules (Battle Sphinx)	Undead Constructs • Breath Weapon (Strength 4, Flaming Attacks) • Poisoned Attacks									
Model Rules (Rider (4))	Lethal Strike									

Magics



Evocation

		Casting	Range	Type	Duration	Effect
5	Whispers of the Veil	9+	24"	Hex	Remains in Play	The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.
3	Ancestral Aid	7+ [9+]	12"	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat [and Shooting] Attacks.
4	Touch of the Reaper	7+ [10+]	12" [24"]	Hex Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.
6	Hasten the Hour	12+	18"	Hex Damage Direct	Instant	Choose up to 3 different models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Piercing (6).
1	Spectral Blades	5+ [10+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls in Close Combat. [The target gains Lethal Strike]
T	Evocation of Souls	5+ [8+] [11+]	18" [6" Aura] [12" Aura]	Augment	One Turn	If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase. If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.
2	Danse Macabre	6+ [11+]	12" [12" Aura]	Augment	Instant	The target may perform an 8" Magical Move, and counts as having Ethereal during this move.

Model Rules

Aspen Bow: Shooting Weapon. Range 24", Strength 3, Volley Fire. This weapon ignores all shooting modifiers to hit.

Breath Weapon (Strength 4, Flaming Attacks):

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.

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Lethal Strike: If an Attack with this Special Rule, or a Close Combat Attack from a model with this Special Rule, rolls an unmodified '6' to wound, this wound has Armour Piercing (6) and Regeneration saves cannot be taken against it. If a multipart model has this rule, then the rule is only applied to the part of the model that has the rule.

Light Armour:

Light Lance:

Mount's Protection (6+): No matter how many mounts a model has, it still only gains the largest bonus once.

Mount's Protection (6+):

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

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.

Undead Constructs: Models with this special rule have Innate Defence (5+). They suffer one less wound from the Unstable and Ashes to Ashes special rules.

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 profil with your phone.

Battle Sphinx #1



Death Cult Hierarch #1



Skeleton Archers #1



Skeleton Archers #2



Skeleton Chariots #1

