



# UNDYING DYNASTIES - UPDATE IN PROGRESS

## RDT 1500 PTS INFANTRIE - 3 330 POINTS



1039 pts (31.00 %) 245 pts (7.00 %) 286 pts (9.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 1760 pts (53.00 %)

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

### Heroes



#### DEATH CULT ACOLYTE #1

Death Cult Acolyte - Standard - Infantry - 20x20

125 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
<b>Model Rules</b>	Undead • Dust to Dust • Risen (1)									

<b>Options</b>	Level 2 (Wizard Apprentice) • Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.



#### PRINCE DES TOMBES

Nomarch - Standard - Infantry - 20x20

161 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nomarch	4	5	3	4	5	3	3	3	9	Infantry
<b>Model Rules</b>	Fear • Flammable • Undead • Dust to Dust • Risen (1) • Undying Will • Mummy's Curse • Light Armour									

<b>Options</b>	Great Weapon • Armour of Eternities - Model on foot only • Dragonfire Gem x1
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### Core



#### SKELETONS #1

Skeletons x20 - Standard - Infantry - 20x20

570 POINTS



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

<b>Options</b>	exchange Shields for Aspen Bows
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#### SKELETONS #2

Skeletons x20 - Standard - Infantry - 20x20

570 POINTS



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

<b>Options</b>	exchange Shields for Aspen Bows
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**SKELETONS #3**  
Skeletons **x30** - Standard - Infantry - 20x20

**620** 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	
<b>Model Rules</b>	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

<b>Options</b>	Champion • Standard Bearer
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**Special**



**NECROPOLIS GUARD #1**  
Necropolis Guard **x29** - Standard - Infantry - 20x20

**1 039** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necropolis Guard	4	3	3	4	4	1	3	1	8	Infantry
Champion	4	4	4	4	4	1	3	2	8	
<b>Model Rules</b>	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									

<b>Options</b>	May take Shields • Champion • Standard Bearer
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**Rare**



**CASKET OF PHATEP #1**  
Casket of Phatep - Standard - Infantry - 20x20

**115** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Casket	-	-	-	-	7	3	-	-	-	War Machine
Necropolis Guard (3)	4	3	3	4	4	-	3	1	8	
<b>Model Rules</b>	Wailing Spirits • Magical Attacks • Poisoned Attacks • Lethal Strike • Ward Save (5+) • Undead • Dust to Dust • Risen (1) • Light Armour • Halberds									



**CHARNEL CATAPULT #1**  
Charnel Catapult - Standard - Infantry - 20x20

**130** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeletons (3)	4	2	2	3	3	-	2	1	6	
<b>Model Rules</b>	Undead • Dust to Dust • Risen (1)									

**Magics**

<b>Magic items</b>	
<b>Dispel Scroll:</b>	
<b>Armour of Eternities - Model on foot only:</b>	
<b>Dragonfire Gem:</b>	

<b>Model Rules</b>	
<b>Bodyguard:</b>	

Dust to Dust:

Fear:

Flammable:

Halberds:

Lethal Strike:

Light Armour:

Magical Attacks:

Mummy's Curse:

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+3):

Shields:

Undead:

Undying Will:

Wailing Spirits:

Ward Save (5+):

### 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.

Casket of Phatep #1	Charnel Catapult #1	Death Cult Acolyte #1	Necropolis Guard #1	Prince des tombes	Skeletons #1	Skeletons #2	Skeletons #3
							