



UNDYING DYNASTIES - UPDATE IN PROGRESS

PHAROAHS MIGHT - 4 697 POINTS



1774 pts (38.00 %) 380 pts (8.00 %) 0 pts (0.00 %) 553 pts (12.00 %) 0 pts (0.00 %) 1990 pts (42.00 %)

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

Lords



IMHOTEP II

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	4	3	2	1	8	Infantry
Model Rules	Undead • Dust to Dust • Risen (1)									

Options	Level 4 (Wizard Master) • Talisman of Supreme Shielding x1
Magic	Level 3 Wizard Master . Generate spells from the Path of the Sands, Light or Death.



SETESH I

Pharaoh - Standard - Infantry - 20x20

293 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	Shield • May take a Great Aspen Bow • Scourge of Kings • Armour of Destiny
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Core



THE SHIFTING SANDS

Skeleton Cavalry x5 - Standard - Infantry - 20x20

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	2	3	3	1	2	1	6	Cavalry
Champion	4	4	3	3	3	1	2	2	6	
Skeletal Horse	8	2	-	3	3	1	2	1	3	
Model Rules	Risen (D3+2) • Vanguard • Scout • Light Troops • Undead • Dust to Dust • Shields • Mount's Protection (6+)									

Options	exchange Shields for Aspen Bows • Champion • Musician • Standard Bearer
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BITE OF THE ASP

Skeleton Cavalry x5 - Standard - Infantry - 20x20

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	2	3	3	1	2	1	6	Cavalry
Champion	4	4	3	3	3	1	2	2	6	
Skeletal Horse	8	2	-	3	3	1	2	1	3	
Model Rules	Risen (D3+2) • Vanguard • Scout • Light Troops • Undead • Dust to Dust • Shields • Mount's Protection (6+)									

Options	exchange Shields for Aspen Bows • Champion • Musician • Standard Bearer
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THE SPEARS OF THE PHAROAH

Skeletons x40 - Standard - Infantry - 20x20

680 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	Spears • Champion • Musician • Standard Bearer
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STING OF THE SCORPION KING

Skeletons x40 - Standard - Infantry - 20x20

680 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	Spears • Champion • Musician • Standard Bearer
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Special



THE SHIELDS OF OSIRIS

Necropolis Guard x30 - Standard - Infantry - 20x20

1 120 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	
Model Rules	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									

Options	May take Shields • Halberds • Champion • Musician • Standard Bearer
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THE GUARDIANS OF THE UNDERWORLD

Shabtis x8 - Standard - Infantry - 20x20

654 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shabti	6	4	2	5	4	3	3	3	8	Monstrous Infantry
Champion	6	5	3	5	4	3	3	4	8	
Model Rules	Fear • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

Options	Champion • Musician • Standard Bearer • Paired Weapons • Halberds
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Rare



MEMPHIS

Colossus - Standard - Infantry - 20x20

185 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+)									

Options	Paired Weapons
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HELIOPOLIS

Colossus - Standard - Infantry - 20x20

195 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+)									

Options	Giant Aspen Bow
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Magics

Magic items

Talisman of Supreme Shielding:

Armour of Destiny:

Scourge of Kings:

Model Rules

Bodyguard:

Dust to Dust:

Fear:

Flammable:

Grinding Attacks (D3+1):

Innate Defence (5+):

Lethal Strike:

Light Armour:

Light Troops:

Magical Attacks:

Mount's Protection (6+):

Mummy's Curse:

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+2):

Risen (D3+3):

Scout:

Shields:

Undead:

Undead Construct:

Undying Will:

Vanguard:

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.

Memphis
Heliopolis
Imhotep II
The Shields
Setesh I
The Guardians of the
The Shifting
Bite of the
The Spears of the
Sting of the

