



UNDYING DYNASTIES

RDT 3 GARDES - 4 500 POINTS



1335 pts (30.00 %) 1184 pts (26.00 %) 1531 pts (34.00 %) 0 pts (0.00 %) 450 pts (10.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Ancient Ordnance** **Entombed** **Mason's Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max) (35 Max)

Characters



HERAUT DES TOMBES #1
 Tomb Harbinger - Large - Construct - 50x100

275 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Dust to Dust, Undead	
Defensive	HP	Def	Res	Arm		
	3	4	5	0 (+1, +2)	Light Armour, Flammable, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	3	Poison Attacks, Hand Weapon, Guardian's Wrath, Lethal Strike



MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Swiftstride, Light Troops	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options Shield • Heavy Armour • Skeleton Chariot • Scourge of Kings • Sun's Embrace • Ghostly Guard



PHARAOH #1
 Pharaoh - Large - Construct - 50x100

520 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	Fearless, Undying Will, Dust to Dust, Fear, Undead	
Defensive	HP	Def	Res	Arm		
	4	6	5	0	Light Armour, Flammable	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	3	Hand Weapon, Great Weapon



MOUNT SKELETON CHARIOT

Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	C		Swiftstride, Light Troops	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options General • Great Aspen Bow (4+) • Great Weapon • Skeleton Chariot • Death Mask of Teput • Destiny's Call • Godslayer



HIERARQUE DU CULTE DES MORTS #1

Death Cult Hierarch - Standard - Infantry - 20x20

540 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Fearless, Dust to Dust, Undead	
Defensive	HP	Def	Res	Arm		
	3	3	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarch	1	3	3	0	2	Hand Weapon

Options | Light Armour • Wizard Master • Evocation • Hierophant • Blessed Wrappings • Essence of Mithril • Magical Heirloom

Core



CHARS SQUELETTES #2

Skeleton Chariots x3 - Large - Construct - 50x100

270 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Bound in Death, Fearless, Dust to Dust, Swiftstride, Undead, Light Troops	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Aspen Bow, Halberd
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits

Options | Musician • Standard Bearer



CHARS SQUELETTES #2

Skeleton Chariots x3 - Large - Construct - 50x100

270 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Bound in Death, Fearless, Dust to Dust, Swiftstride, Undead, Light Troops	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Aspen Bow, Halberd
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits

Options | Musician • Standard Bearer



CHARS SQUELETTES #1

Skeleton Chariots x7 - Large - Construct - 50x100



644 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	8"	10"	7	2	Bound in Death, Fearless, Dust to Dust, Legion Charioteers, Swiftstride, Undead, Light Troops
Defensive	HP	Def	Res	Arm	
	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	3	3	0	2	Aspen Bow, Halberd
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits

Options	Legion Charioteers • Champion • Musician • Standard Bearer • Stalker's Standard
Special	

	GARDES DES NECROPOLES #1 Necropolis Guard x15 - <i>Standard - Infantry - 20x20</i>	235 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	8	4	Scoring, Fearless, Dust to Dust, Bodyguard, Undead	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0 (+1)	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Necropolis Guard	1	3	4	1	3	Poison Attacks, Magical Attacks, Lethal Strike

Options	Shield • Champion • Musician • Standard Bearer
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	GARDES DES NECROPOLES #2 Necropolis Guard x20 - <i>Standard - Infantry - 20x20</i>	350 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	8	4	Scoring, Fearless, Dust to Dust, Bodyguard, Undead	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Necropolis Guard	1	3	4	1	3	Poison Attacks, Paired Weapons, Magical Attacks, Lethal Strike

Options	Paired Weapons • Musician • Standard Bearer
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	SHABTIS #1 Shabtis x8 - <i>Large - Infantry - 40x40</i>	641 POINTS	
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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	2	Scoring, Fearless, Fear, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Shabti	3	4	5	2	3	Halberd, Halberd, Halberd

Options	Halberd • Musician • Standard Bearer
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	CATAPHRACTES DES TOMBES #1 Tomb Cataphracts x3 - <i>Large - Cavalry - 50x100</i>	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	7"	14"	8	2	Scoring, Fearless, Fear, Ensouled Statue
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3		Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	2	4	4	1	3	Halberd, Lethal Strike
Amuut	3	3	5	2	3	Poison Attacks, Harnessed

Options	Musician • Standard Bearer
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Entombed

	SCORPION DES SABLES #3 Sand Scorpion - Large - Beast - 50x50	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	8	2	Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sand Scorpion	4	4	5	2	3	Poison Attacks, Lethal Strike

	SCORPION DES SABLES #1 Sand Scorpion - Large - Beast - 50x50	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	8	2	Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sand Scorpion	4	4	5	2	3	Poison Attacks, Lethal Strike

	SCORPION DES SABLES #1 Sand Scorpion - Large - Beast - 50x50	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	8	2	Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sand Scorpion	4	4	5	2	3	Poison Attacks, Lethal Strike

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:

- If the spell targets one or more units containing any models with Ensouled Statue, 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>A Death is Only the Beginning</i>				
<i>Mf</i>	-	See below*	Translation missing: en.magic_spell.type_target.Augment	Instant

	Casting	Range	Type	Duration
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <i>The R&F part of the target Raises a number of Health Points equal to its Resurrected value.</i> <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i> <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> <p><i>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i></p>				



		Casting	Range	Type	Duration	Effect
6	Danse Macabre	6+ [9+]	18" [9" Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
4	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains (Lethal Strike).
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex Missile Damage Focused Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
4	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 {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 Penetration 10 and Magical Attacks.

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Scourge of Kings: While using this weapon, the wielder's Attack Value is **set** to 6. Attacks made with this weapon become **Magical Attacks** and, when fighting a Duel **must** reroll failed to-wound rolls.

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

Death Mask of Teput: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

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).

Blessed Wrappings: The bearer gains +1 Health Point and loses Flammable if it had it (note that this does not prevent the model from gaining Flammable from other sources).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

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.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bound in Death: 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.

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:

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Guardian's Wrath: Model parts without Harnessed in the model's unit gain Battle Focus.

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 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: 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 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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Special Ambush:

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, Beasts, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

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.

Gardes des nécropoles #1	Chars squelettes #2	Chars squelettes #2	Héraut des tombes #1	Gardes des nécropoles #2	Shabti #1	Cataphractes des tombes #1	Chars squelettes #1	Scorpion sables #3	Pharaon #1	Hiérarque du Culte des morts #1	Scorpion des sables #1	Scorpion des sables #1