



UNDYING DYNASTIES - UPDATE IN PROGRESS

RDT 1500 PTS CHARS ET MONSTRES (AVEC SKAVEN) - 2 546 POINTS



745 pts (29.00 %) 245 pts (10.00 %) 125 pts (5.00 %) 347 pts (14.00 %) 45 pts (2.00 %) 1084 pts (43.00 %)

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

Lords



ROI DES TOMBES SUR CHAR
Pharaoh - Standard - Infantry - 20x20


347 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pharaoh	4	6	3	5	5	4	3	4	10	Infantry
Wasteland Chariot	-	-	-	4	4	3	-	-	-	Chariot
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	
Model Rules	Risen (1) • Undying Will • Mummy's Curse • Fear • Flammable • Undead • Dust to Dust • Light Armour									
Model Rules (Wasteland Chariot)	Undead • Dust to Dust • Mount's Protection (6+)									
Model Rules (Wasteland Chariot)	Undead • Dust to Dust • Mount's Protection (6+)									


Options Heavy Armour • Great Weapon • Mount : Chariot • Bluffer's Helm - cannot be taken by Large Targets • Talisman of Supreme Shielding x1 • Divine Icon

Heroes



PRETRE LICHE HIEROPHANTE
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
Model Rules	Undead • Dust to Dust • Risen (1)									

Options Level 2 (Wizard Apprentice) • Dispel Scroll

Magic Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.

Core



CHARS SQUELLETES
Skeleton Chariots x5 - Standard - Infantry - 20x20

520 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	
Champion	-	4	3	3	-	-	2	3	7	
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	
Model Rules	Undead • Dust to Dust • Risen (D3+1) • Aspen Bows • Light Armour • Light Lances • Mount's Protection (6+)									

Options Champion • Standard Bearer • Banner of Speed



ARCHERS SQUELETTES

Skeletons **x19** - Standard - Infantry - 20x20

564 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
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Special



SHINX DE GUERRE

Battle Sphinx - Standard - Infantry - 20x20

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Sphinx	6	4	-	5	8	5	1	4	8	Ridden Monster
Riders (4)	-	4	3	4	-	-	3	2	8	
Model Rules	Undead Construct • Risen (1) • Innate Defence (5+) • Light Lances									
Model Rules (Battle Sphinx)	Poisoned Attacks									
Model Rules (Riders (4))	Lethal Strike									



CAVALIERS DES TOMBES

Tomb Cataphracts **x3** - Standard - Infantry - 20x20

525 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	May take Underground Ambush • Standard Bearer
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Rare



ARCHE DES AMES

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	
Model Rules	Wailing Spirits • Magical Attacks • Poisoned Attacks • Lethal Strike • Ward Save (5+) • Undead • Dust to Dust • Risen (1) • Light Armour • Halberds									



CATAPULTE A CRANE MAUDITS
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	
Model Rules	Undead • Dust to Dust • Risen (1)									

Magics

Magic items

Dispel Scroll:

Bluffer's Helm - cannot be taken by Large Targets:

Divine Icon:

Talisman of Supreme Shielding:

Magic banners

Banner of Speed:

Model Rules

Aspen Bows:

Dust to Dust:

Fear:

Flammable:

Halberds:

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:

Wailing Spirits:

Ward Save (5+):

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.

Shinx de guerre	Arche des ames	Catapulte à crane maudits	Prêtre liche hiérophante	Roi des tombes sur char	Chars squelettes	Archers squelettes	Cavaliers des tombes
							