



# UNDYING DYNASTIES - UPDATE IN PROGRESS

## RDT A POUPE - 2 807 POINTS



528 pts (19.00 %) 180 pts (6.00 %) 255 pts (9.00 %) 245 pts (9.00 %) 60 pts (2.00 %) 1599 pts (57.00 %)

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

### Lords



#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

245 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	-	
<b>Model Rules</b>	Risen (1) • Undying Will • Mummy's Curse • Fear • Flammable • Undead • Dust to Dust • Light Armour									
<b>Model Rules (Wasteland Chariot)</b>	Undead • Dust to Dust • Mount's Protection (6+)									
<b>Model Rules (Wasteland Chariot)</b>	Undead • Dust to Dust • Mount's Protection (6+)									

#### Options

Heavy Armour • Shield • Halberd • Mount : Chariot

### Heroes



#### DEATH CULT ACOLYTE #1

Death Cult Acolyte - Standard - Infantry - 20x20mm

140 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
Skeletal Horse	8	2	-	3	3	1	2	1	3	War Beast
<b>Model Rules</b>	Undead • Dust to Dust • Risen (1)									
<b>Model Rules (Skeletal Horse)</b>	Undead • Dust to Dust • Mount's Protection (6+)									
<b>Model Rules (Skeletal Horse)</b>	Undead • Dust to Dust • Mount's Protection (6+)									

#### Options

Level 2 (Wizard Apprentice) • Mount : Skeletal Horse • Dispel Scroll

#### Magic

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



#### NOMARCH #1

Nomarch - Standard - Infantry - 20x20mm

115 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									

### Core



**SKELETON CAVALRY #1**  
Skeleton Cavalry **x12** - Standard - Infantry - 20x20mm

**394** 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	
<b>Model Rules</b>	Risen (D3+2) • Vanguard • Scout • Light Troops • Undead • Dust to Dust • Shields • Mount's Protection (6+)									

<b>Options</b>	Light Lances • Champion • Musician • Standard Bearer
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**SKELETONS #2**  
Skeletons **x20** - Standard - Infantry - 20x20mm

**600** 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>	exchange Shields for Aspen Bows • Champion • Musician • Standard Bearer
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**SKELETONS #1**  
Skeletons **x25** - Standard - Infantry - 20x20mm

**605** 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>	Spears • Champion • Musician • Standard Bearer
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Special



**SHABTIS #1**  
Shabtis **x6** - Standard - Infantry - 20x20mm

**528** 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	
<b>Model Rules</b>	Fear • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

<b>Options</b>	Champion • Musician • Standard Bearer • Paired Weapons
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Rare



**COLOSSUS #1**  
Colossus - Standard - Infantry - 20x20mm

**180** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Colossus	6	4	2	6	6	5	2	5	8	Monster
<b>Model Rules</b>	Grinding Attacks (D3+1) • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

## Magics

### Magic items

Dispel Scroll:

### Model Rules

Dust to Dust:

Fear:

Flammable:

Grinding Attacks (D3+1):

Innate Defence (5+):

Light Armour:

Light Troops:

Mount's Protection (6+):

Mummy's Curse:

Risen (1):

Risen (D3+2):

Risen (D3+3):

Scout:

Shields:

Undead:

Undead Construct:

Undying Will:

Vanguard:

### 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.

Colossus #1



Death Cult Acolyte #1



Nomarch #1



Pharaoh #1



Shabti #1



Skeleton Cavalry #1



Skeletons #2



Skeletons #1

