



# UNDYING DYNASTIES

## MELEE - 1 995 POINTS




785 pts (39.00 %) 805 pts (40.00 %) 200 pts (10.00 %) 205 pts (10.00 %) 0 pts (0.00 %) 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



#### DEATH CULT HIERARCH #1


Death Cult Hierarch - Standard - Infantry - 20x20mm

## 435 POINTS



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


<b>Options</b>	Wizard Master
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#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm


## 350 POINTS



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

<b>Options</b>	General • Commander of the Terracotta Army • Book of the Dead • King Slayer
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### Core



#### SKELETON CAVALRY #1

Skeleton Cavalry x10 - Standard - Cavalry - 25x50mm

## 180 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Fearless, Scoring, Undead, Vanguard, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	3	3	0	2	Light Lance
Skeletal Horse	1	2	3	0	2	Harnessed

<b>Options</b>	Champion
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### SKELETONS #1

Skeletons **x20** - Standard - Infantry - 20x20mm

255 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	7	Fearless, Scoring, Undead, Dust to Dust
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

<b>Options</b>	Champion • Standard Bearer • Banner of Speed
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### SKELETONS #2

Skeletons **x20** - Standard - Infantry - 20x20mm

245 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	7	Fearless, Scoring, Undead, Dust to Dust
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

<b>Options</b>	Standard Bearer • Rending Banner
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### SKELETON ARCHERS #1

Skeleton Archers **x10** - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	6	Fearless, Scoring, Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Skeleton Archer</b>	1	2	3	0	2	Aspen Bow

## Special



### SHABTIS #2

Shabtis **x3** - Large - Infantry - 40x40mm

200 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	8	2	Fear, Fearless, Scoring, Ensouled Statue
Defensive	HP	Def	Res	Arm	
	3	4	4	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Shabti</b>	3	4	5	2	3

## Ancient Ordnance



## CHARNEL CATAPULT #1

Charnel Catapult - Large - Construct - 75mm round

205 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	4	2	Fearless, Undead, War Machine, Dust to Dust, Charnel Catapult	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	2	3	0	2	Move or Fire

## 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:

- 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
<b><i>A Death is Only the Beginning</i></b>				
Mf	-	See below*	Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <li>• <i>The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</i></li> <li>• <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i></li> </ul> <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>				

## Magic items

**Book of the Dead:** The bearer can cast Death is Only the Beginning as a Bound Spell with Power Level (4/8) and the following modification: The spell's range is changed to 12" and Aura.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## 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.

### Charnel Catapult: Artillery Weapon.

This Artillery Weapon always hits on a roll equal to or greater than its Aim. It can be fired in two ways:

- Catapult (4x4), Range 12–60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]
- Catapult (6x6), Range 12–48", Shots 1, Str 3, AP 0, Flaming Attacks, Magical Attacks. For the purpose of Panic Tests, a unit suffering one or more Health Point losses from this weapon is treated as having suffered 25% Health Point losses. Panic Tests caused by this weapon are taken at -1 Discipline.

**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:**

**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 with at least one model part with Harnessed is considered to be mounted.

**Light Armour:** Armor +1

**Light Lance:**

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Mummy's Curse:** When the model with Mummy's Curse is removed as a casualty, it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 on the model that caused the final Health Point loss. This is considered a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with Mummy's Curse, randomise which of those models suffers the hit.

**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.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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

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## 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.

Skeleton Cavalry #1



Skeletons #1



Charnel Catapult #1



Skeletons #2



Death Cult Hierarch #1



Pharaoh #1



Shabtis #2



Skeleton Archers #1

