



UNDYING DYNASTIES

TEST UNDYING - 2 465 POINTS



Petites listes pour tester les blocs de bases pour l'armée de Khemri. Beaucoup de magie et beaucoup de blocs avec juste le test du scroll of dessiccation qui n'est pas dans la liste à 4500 pour voir si ça vaut le coup.

850 pts (34.00 %) 645 pts (26.00 %) 490 pts (20.00 %) 355 pts (14.00 %) 480 pts (19.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Ancient Ordnance** **Mason's Menagerie** **Entombed**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (35 Max) (30 Max)

Characters

DEATH CULT HIERARCH #1
Death Cult Hierarch - Large - Construct - 60x100mm

675 POINTS

| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------------|-----|-----|-----|-----|---|-------------|
| | 4" | 8" | 7 | 1 | Wizard Apprentice, Fearless, Undead, 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 |

MOUNT ARK OF AGES

| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------|-----|-----|-----|-----|---|--|
| | 4" | 8" | C | | War Platform, Sacred Ark, Well of Souls, Fearless | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | C | 5 | C+2 | Aegis (5+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Guard(2) | 1 | 3 | 4 | 1 | 3 | Lethal Strike, Poison Attacks, Magical Attacks, Aspen Bow (5+, 5+) |
| Bound Spirits | 2 | 2 | 2 | 0 | 2 | Harnessed, Magical Attacks |
| Chassis | - | - | 5 | 2 | - | Impact Hits (1D6, 1D6), Inanimate |

Options | Wizard Master • Cosmology • Soul Conduit • Hierophant • Ark of Ages • Sacred Hourglass

NOMARCH #1
Nomarch - Standard - Infantry - 20x20mm

175 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 | | |
| | 3 | 4 | 5 | 0 | Flammable, Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Nomarch | 2 | 4 | 4 | 1 | 3 | Mummy's Curse, Hand Weapon |

Options | Heavy Armour • Shield • General • Scroll of Desiccation

Core



SKELETON ARCHERS #1

Skeleton Archers x20 - Standard - Infantry - 20x20mm

215 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------------|-----|-----|-----|-----|---|--------------------|
| | 4" | 8" | 4 | 6 | Scoring, Fearless, Undead, Dust to Dust | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Skeleton Archer | 1 | 2 | 3 | 0 | 2 | Aspen Bow (5+, 5+) |



SKELETON CHARIOTS #1

Skeleton Chariots x3 - Large - Construct - 50x100mm

290 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-------------------|-----|-----|-----|-----|---|---|
| | 8" | 10" | 7 | 3 | Light Troops, Fearless, Swiftstride, Undead, Dust to Dust, Bound in Death | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 1 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Charioteer(2) | 2 | 3 | 3 | 0 | 2 | Halberd, Aspen Bow (5+, 5+) |
| Skeletal Horse(2) | 1 | 2 | 3 | 0 | 2 | Harnessed |
| Chassis | | | 4 | 1 | | Inanimate, Impact Hits (D3+1, D3+1), Chariot Host |



SKELETON SCOUTS #1

Skeleton Scouts x5 - Standard - Cavalry - 25x50mm

140 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|----------------|-----|-----|-----|-----|---|--------------------|
| | 8" | 16" | 6 | 4 | Vanguard, Light Troops, Fearless, Scout, Undead, Dust to Dust | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 1 | 3 | 3 | 0 | 2 | Aspen Bow (5+, 5+) |
| Skeletal Horse | 1 | 2 | 3 | 0 | 2 | Harnessed |

Special



NECROPOLIS GUARD #1

Necropolis Guard x30 - Standard - Infantry - 20x20mm

490 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|------------------|-----|-----|-----|-----|--|--|
| | 4" | 8" | 8 | 3 | Scoring, Fearless, Undead, Dust to Dust, Bodyguard | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Necropolis Guard | 1 | 3 | 4 | 1 | 3 | Lethal Strike, Poison Attacks, Magical Attacks |

Mason's Menagerie

**BATTLE SPHINX #1**Battle Sphinx - *Gigantic* - *Beast* - 50x100mm**480** POINTS

| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------|-----|-----|-----|-----|---------------------------|--|
| | 5" | 12" | 8 | 1 | Fearless, Ensouled Statue | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 4 | 8 | 3 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider(4) | 2 | 4 | 4 | 1 | 3 | Lethal Strike, Light Lance |
| Battle Sphinx | 4 | 4 | 5 | 2 | 1 | Harnessed, Poison Attacks, Breath Attack |

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 |
|---|---------|---|---------|----------|
| Death is Only the Beginning | | | | |
| <i>Mf</i> | - | The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell. | Augment | Instant |
| <p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> • The R&F part of the target Raises a number of Health Points equal to its Resurrected value. • Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. <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> | | | | |



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------------|---------|-------|----------------------|---------------|---|
| 1 | Altered Sight Cosmos | 5+ | 24" | Augment | Last one Turn | The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1. |
| 1 | Altered Sight Chaos | 5+ | 24" | Hex | Last one Turn | The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1. |
| 2 | Truth of Time Cosmos | 5+ | 24" | Augment | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll. |
| 2 | Truth of Time Chaos | 5+ | 24" | Hex | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll. |
| 3 | Ice and Fire Cosmos | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled. |
| 3 | Ice and Fire Chaos | 7+ | 24" | Hex, Damage, Augment | Instant | The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled. |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|-------------------------------|----------------|--------------|-------------------------------|-----------------|---|
| 4 | Perception of Strength Cosmos | 8+ | 24" | Augment | Last one Turn | The target gains +1 Strength and +1 Armour Penetration. |
| 4 | Perception of Strength Chaos | 8+ | 24" | Hex | Last one Turn | The target suffers -1 Strength and -1 Armour Penetration. |
| 5 | Unity in Divergence Cosmos | 10+ | 24" | Augment | Last one Turn | All models in the target unit gain Aegis (5+) . |
| 5 | Unity in Divergence Chaos | 10+ | 24" | Hex, Damage, Direct | Instant | Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks . |
| 6 | Truth of Time Cosmos | 7+ | 24" | Augment, Focused | Instant | The target Recovers 1 Health Point |
| 6 | Touch the Heart chaos | 7+ | 24" | Hex, Missile, Damage, Focused | Instant | The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |

Magic items

Sacred Hourglass: The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

Scroll of Desiccation: After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Field, Forest, or Water Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.

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: Universal Rule.

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.

Breath Attack:

Chariot Host: Special Attack.

If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).

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:

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 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).

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 Lance:

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).

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 against 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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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, 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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

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.

Death Cult Hierarch #1



Skeleton Archers #1



Skeleton Chariots #1



Necropolis Guard #1



Nomarch #1



Skeleton Scouts #1



Battle Sphinx #1

