




UNDYING DYNASTIES

XXX - 2 255 POINTS



1485 pts (33.00 %) **Characters** (40 Max)
 770 pts (17.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Ancient Ordnance** (35 Max)
 0 pts (0.00 %) **Entombed** (30 Max)
 640 pts (14.00 %) **Mason's Menagerie** (35 Max)


Characters



PHARAOH #1

Pharaoh - Gigantic - Beast - 50x100mm

670 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	Hand Weapon




MOUNT SHA GUARDIAN

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	C		Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	7	5	6	4	Eternal Guardian	
Offensive	Att	Off	Str	Ap	Agi	
Sha Guardian	4	4	5	2	3	Harnessed, Lethal Strike, Poison Attacks


Options | Great Weapon • Sha Guardian • Book of the Dead • Godslayer





PHARAOH #2

Pharaoh - Gigantic - Beast - 50x100mm

600 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	Hand Weapon

MOUNT SHA GUARDIAN

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	C		Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	7	5	6	4	Eternal Guardian	
Offensive	Att	Off	Str	Ap	Agi	
Sha Guardian	4	4	5	2	3	Harnessed, Lethal Strike, Poison Attacks

Options | Halberd • Sha Guardian • Rod of Battle • Cleansing Light



DEATH CULT HIERARCH #1

Death Cult Hierarchy - Standard - Infantry - 20x20mm

215 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 Hierarchy	1	3	3	0	2	Hand Weapon

Options

Talisman of the Void • Book of Arcane Mastery

Core



SKELETON CHARIOTS #1

Skeleton Chariots x7 - Large - Construct - 50x100mm

575 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	Fearless, Light Troops, 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	3	3	0	2	Halberd, Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed
Chassis			4	1		Impact Hits, Inanimate

Options

Standard Bearer • Stalker's Standard



SQUELETTES #1

Skeletons x20 - Standard - Infantry - 20x20mm

195 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	
Skeleton	1	2	3	0	2	

Options

Standard Bearer • Banner of the Relentless Company

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 Hierarchy, 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*	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>			

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"; Aura.

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).

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and Magical Attacks.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Book of Arcane Mastery: Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

Talisman of the Void: The bearer gains Channel (1).

Magic banners

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

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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.

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.

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 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).

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.

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.

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.

Pharaoh #1



Pharaoh #2



Death Cult Hierarch #1



Skeleton Chariots #1



Squelettes #1

