



UNDYING DYNASTIES

UNDYING DYNASTY - 2 705 POINTS




575 pts (13.00 %) 1215 pts (27.00 %) 190 pts (4.00 %) 345 pts (8.00 %) 300 pts (7.00 %) 425 pts (9.00 %)

Characters **Core** **Special** **Ancient Ordnance** **Entombed** **Mason's Menagerie**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max) (35 Max)


Characters



CASKET OF PHATEP #1

Casket of Phatep - Standard - Construct - 75mm round

180 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|--------------------------|-----|-----|-----|-----|--|--|
| | 4" | 4" | 8 | 2 | Phatep's Curse, Fearless, Dust to Dust, War Machine, Channel, Divine Light, Undead, Not a Leader | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 1 | 4 | 0 | Light Armour, Aegis | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Necropolis Guards | 3 | 3 | 4 | 1 | 3 | Poison Attacks, Hand Weapon, Halberd, Magical Attacks, Lethal Strike |




PHARAOH #1

Pharaoh - Large - Construct - 50x100mm

395 POINTS



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




MOUNT SKELETON CHARIOT

| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------------------|-----|-----|-----|-----|---------------------------|------------------------|
| | 8" | 10" | C | | Light Troops, Swiftstride | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Skeletal Horse | 1 | 2 | 3 | 0 | 2 | Harnessed |
| Chassis | | | 4 | 1 | | Impact Hits, Inanimate |

Options | Two additional Skeletal Horses and base size increased to 100x100 mm • General • Great Weapon • Skeleton Chariot • Godslayer


Core



SKELETONS #1

Skeletons x60 - Standard - Infantry - 20x20mm

515 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules |
|-----------|-----|-----|-----|-----|---|
| | 4" | 8" | 4 | 7 | Scoring, Fearless, Dust to Dust, Undead |
| Defensive | HP | Def | Res | Arm | |

| | | | | | |
|------------------|------------|------------|------------|------------|----------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | Light Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Skeleton | 1 | 2 | 3 | 0 | 2 Spear |

| | |
|----------------|--|
| Options | Spear • Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|



SKELETON CAVALRY #1
Skeleton Cavalry x24 - Standard - Cavalry - 25x50mm

355 POINTS



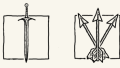
| | | | | | |
|---------------|------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 8" | 16" | 6 | 4 | Scoring, Fearless, Dust to Dust, Vanguard, Undead |

| | | | | | |
|------------------|-----------|------------|------------|------------|----------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 3 | 1 | Light Armour, Shield |

| | | | | | |
|------------------|------------|------------|------------|-----------|---------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Rider | 1 | 3 | 3 | 0 | 2 Light Lance |


| | | | | | |
|-----------------------|---|---|---|---|-------------|
| Skeletal Horse | 1 | 2 | 3 | 0 | 2 Harnessed |
|-----------------------|---|---|---|---|-------------|

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Stalker's Standard |
|----------------|--|



SKELETON ARCHERS #1
Skeleton Archers x30 - Standard - Infantry - 20x20mm

345 POINTS




| | | | | | |
|---------------|------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 4" | 8" | 4 | 6 | Scoring, Fearless, Dust to Dust, Undead |

| | | | | | |
|------------------|-----------|------------|------------|------------|--------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | Light Armour |

| | | | | | |
|------------------------|------------|------------|------------|-----------|-------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Skeleton Archer | 1 | 2 | 3 | 0 | 2 Aspen Bow |


| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|

Special



NECROPOLIS GUARD #1
Necropolis Guard x15 - Standard - Infantry - 20x20mm

190 POINTS



| | | | | | |
|---------------|------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> |
| | 4" | 8" | 8 | 4 | Scoring, Fearless, Dust to Dust, Bodyguard, Undead |

| | | | | | |
|------------------|-----------|------------|------------|------------|--------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 4 | 0 | Light Armour |

| | | | | | |
|-------------------------|------------|------------|------------|-----------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Necropolis Guard | 1 | 3 | 4 | 1 | 3 Poison Attacks, Magical Attacks, Lethal Strike |

Entombed



SAND SCORPION #1
Sand Scorpion - Large - Beast - 50x50mm

150 POINTS



| | | | | | | |
|------------------|------------|------------|------------|------------|--|-------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | 2 | Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 4 | 4 | 5 | 2 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sand Scorpion | 4 | 4 | 5 | 2 | 3 | Poison Attacks, Lethal Strike |



SAND SCORPION #2
Sand Scorpion - Large - Beast - 50x50mm

150 POINTS



| | | | | | | |
|------------------|------------|------------|------------|------------|--|-------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | 2 | Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 4 | 4 | 5 | 2 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sand Scorpion | 4 | 4 | 5 | 2 | 3 | Poison Attacks, Lethal Strike |

Mason's Menagerie



BATTLE SPHINX #1
Battle Sphinx - Gigantic - Beast - 50x100mm

425 POINTS



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

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:

- 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 |
| <i>When resolving the spell, choose one of the following effects:</i> | | | | |
| <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. | | | | |
| <i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i> | | | | |
| *The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell. | | | | |

Magic items

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).

Magic banners

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.

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

Model Rules

Aegis:

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.

Breath Attack:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Divine Light: Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to their casting rolls. When a Casket of Phatep is removed as a casualty, all units within 12" suffer 3D3+3 hits with Strength 1 and Armour Penetration 10.

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:

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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.

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:

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).

Not a Leader: The model cannot be the General.

Phatep's Curse: Unless this model made an Advance Move or March Move during the current Player Turn, it can cast the following Bound Spell with

Power Level (6/6): Type: Damage, Hex, Range 36" Duration: Instant. The target **must** take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Spear:

Special Ambush:

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.

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.

Casket of Phatep #1



Skeletons #1



Skeleton Cavalry #1



Skeleton Archers #1



Pharaoh #1



Battle Sphinx #1



Sand Scorpion #1



Sand Scorpion #2



Necropolis Guard #1

