



# UNDYING DYNASTIES

## MIRKO - 2 035 POINTS



|                   |                       |                         |                         |                   |                          |
|-------------------|-----------------------|-------------------------|-------------------------|-------------------|--------------------------|
| 415 pts (21.00 %) | 715 pts (36.00 %)     | 310 pts (16.00 %)       | 115 pts (6.00 %)        | 300 pts (15.00 %) | 275 pts (14.00 %)        |
| 395 pts (20.00 %) | 755 pts (38.00 %)     | 310 pts (16.00 %)       | 115 pts (6.00 %)        | 300 pts (15.00 %) | 275 pts (14.00 %)        |
| <b>Characters</b> | <b>Core</b>           | <b>Special</b>          | <b>Ancient Ordnance</b> | <b>Entombed</b>   | <b>Mason's Menagerie</b> |
| (40 Max) (40 Max) | (25 Least) (25 Least) | (0 NoLimit) (0 NoLimit) | (35 Max) (35 Max)       | (30 Max) (30 Max) | (35 Max) (35 Max)        |

### Characters

#### DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

## 160 POINTS

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

**Options** | Light Armour • Evocation • Basalt Infusion

#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

## 235 POINTS

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

**Options** | General • Lord of the Barrow Legion • Shield • Willow's Ward

### Core

#### SKELETON ARCHERS #1

Skeleton Archers x10 - Standard - Infantry - 20x20mm

## 115 POINTS

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

**Options** | Heavy Armour



**SKELETON CHARIOTS #1**  
Skeleton Chariots **x3** - Large - Construct - 50x100mm

**250 POINTS**



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



**SKELETONS #1**  
Skeletons **x20** - Standard - Infantry - 20x20mm

**195 POINTS**



| Global    | Adv | Mar | Dis | Rea    | Model Rules                             |       |
|-----------|-----|-----|-----|--------|---|-------|
|           | 4"  | 8"  | 4   | 7      | Scoring, Fearless, Dust to Dust, Undead |       |
| Defensive | HP  | Def | Res | Arm    |   |       |
|           | 1   | 2   | 3   | 0 (+2) | Light Armour, Heavy Armour, Shield      |       |
| Offensive | Att | Off | Str | Ap     | Agi                                     |       |
| Skeleton  | 1   | 2   | 3   | 0      | 2                                       | Spear |

**Options**

Heavy Armour • Spear • Champion



**SKELETONS #1**  
Skeletons **x20** - Standard - Infantry - 20x20mm

**195 POINTS**



| Global    | Adv | Mar | Dis | Rea    | Model Rules                             |       |
|-----------|-----|-----|-----|--------|---|-------|
|           | 4"  | 8"  | 4   | 7      | Scoring, Fearless, Dust to Dust, Undead |       |
| Defensive | HP  | Def | Res | Arm    |   |       |
|           | 1   | 2   | 3   | 0 (+2) | Light Armour, Heavy Armour, Shield      |       |
| Offensive | Att | Off | Str | Ap     | Agi                                     |       |
| Skeleton  | 1   | 2   | 3   | 0      | 2                                       | Spear |

**Options**

Heavy Armour • Spear • Champion

**Special**



**SCARAB SWARMS #1**  
Scarab Swarms **x2** - Standard - Beast - 40x40mm

**105 POINTS**



| Global       | Adv | Mar | Dis | Rea | Model Rules  |                                   |
|--------------|-----|-----|-----|-----|--|-----------------------------------|
|              | 5"  | 10" | 7   | 4   | Fearless, Dust to Dust, Undead, Light Troops, Skirmisher |                                   |
| Defensive    | HP  | Def | Res | Arm |  |                                   |
|              | 5   | 3   | 2   | 0   | Distracting, Hard Target                                 |                                   |
| Offensive    | Att | Off | Str | Ap  | Agi  |                                   |
| Scarab Swarm | 5   | 3   | 2   | 1   | 3  | Poison Attacks, Extra Support (3) |



**SHABTIS #1**  
Shabtis x3 - Large - Infantry - 40x40mm

**205 POINTS**



| Global        | Adv | Mar | Dis | Rea | Model Rules                              |                                |
|---------------|-----|-----|-----|-----|--|--------------------------------|
|               | 6"  | 12" | 8   | 2   | Scoring, Fearless, Fear, 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  | Paired Weapons, Paired Weapons |

Options

Paired Weapons

**Entombed**



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

**150 POINTS**



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



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

**150 POINTS**



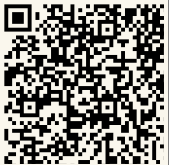
| Global               | Adv | Mar | Dis | Rea | Model Rules  |                               |
|----------------------|-----|-----|-----|-----|--|-------------------------------|
|                      | 7"  | 14" | 8   | 2   | Special Ambush (Open Terrain), Fearless, Fear, Ensouled Statue |       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

**Mason's Menagerie**



**ANCIENT GIANT #1**  
Ancient Giant - Gigantic - Infantry - 50x75mm

**275 POINTS**



| Global               | Adv | Mar | Dis | Rea | Model Rules         |      |
|----------------------|-----|-----|-----|-----|---------------------|------|
|                      | 7"  | 14" | 8   | 1   | Giant See, Giant Do |      |
| Defensive            | HP  | Def | Res | Arm |                     |      |
|                      | 7   | 3   | 5   | 1   |                     |      |
| Offensive            | Att | Off | Str | Ap  | Agi                 |      |
| <b>Ancient Giant</b> | 5   | 3   | 5   | 2   | 3                   | Rage |

**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 |
|---|---------|------------|---------|----------|
| <b>A Death is Only the Beginning</b>  |         |            |         |          |
| <i>Mf</i>   | -       | See below* | Augment | Instant  |
| <i>When resolving the spell, choose one of the following effects:</i>   |         |            |         |          |
| • 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.                      |         |            |         |          |



Evocation

|          |                      | Casting      | Range           | Type                                  | Duration      | Effect  |
|----------|----------------------|--------------|-----------------|---------------------------------------|---------------|---|
| <b>6</b> | Danse Macabre        | 6+ {9+}      | 18"<br>[9"Aura] | Augment                               | Instant       | The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.   |
| <b>4</b> | Spectral Blades      | 5+ [9+]      | 18"             | Augment                               | Last one Turn | The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.  |
| <b>5</b> | Touch of the Reaper  | <7+><br>{9+} | <24"><br>{18"}  | Hex, Missile, Damage, Focused, Direct | Instant       | The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience. |
| <b>1</b> | Ancestral Aid        | 6+ [7+]      | 12"<br>[18"]    | Augment                               | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks.   |
| <b>4</b> | Evocation of Souls   |              |                 |                                       | Instant       | If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.  |
| <b>2</b> | Whispers of the Veil | 8+           | 24"             | Hex                                   | Last one Turn | The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.   |
| <b>3</b> | Hasten the Hour      | 7+ [10+]     | 24"<br>[18"]    | Hex, Damage, Direct                   | Instant       | Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.       |

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

## 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.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Extra Support:**

**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:**

**Giant See, Giant Do:**

**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.

**Hard Target:**

**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).

**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 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.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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.

**Rage:**

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Spear:**

### Special Ambush:

**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.

Scarab Swarms #1



Death Cult Hierarch #1



Sand Scorpion #2



Skeleton Archers #1



Pharaoh #1



Skeleton Chariots #1



Shabtis #1



Skeletons #1



Skeletons #1



Sand Scorpion #1



Ancient Giant #1

