



UNDYING DYNASTIES

PROBA ROZPY NA SWARMACH COPY - 4 330 POINTS



1380 pts (31.00 %) 1240 pts (28.00 %) 1145 pts (25.00 %) 345 pts (8.00 %) 565 pts (13.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Ancient Ordnance** (35 Max) **Mason's Menagerie** (35 Max) **Entombed** (30 Max)

Characters



PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

380 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 |

| Options | Great Weapon • General • Death Mask of Teput • Godslayer |
|---------|--|
|---------|--|



DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

540 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 |

| Options | Wizard Master • Evocation • Soul Conduit • Sacred Hourglass • Ankh of Naptesh |
|---------|---|
|---------|---|



DEATH CULT HIERARCH #2

Death Cult Hierarch - Standard - Infantry - 20x20mm

205 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 |

| Options | Wizard Adept • Divination |
|---------|---------------------------|
|---------|---------------------------|



TOMB ARCHITECT #1

Tomb Architect - Standard - Infantry - 20x20mm

255 POINTS




| Global | Adv | Mar | Dis | Rea | Model Rules |
|--------|-----|-----|-----|-----|-------------|
|--------|-----|-----|-----|-----|-------------|

| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------------------|-----|-----|-----|-----|---|-------------|
| | 4" | 8" | 7 | 1 | Fearless, Undead, Dust to Dust, Master of Stone | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 4 | 0 | Flammable, Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Tomb Architect | 2 | 4 | 4 | 1 | 3 | Hand Weapon |

| | |
|----------------|----------------------|
| Options | Talisman of the Void |
|----------------|----------------------|


Core



SKELETONS #1

Skeletons **x46** - Standard - Infantry - 20x20mm

448 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------------|-----|-----|-----|-----|---|--|
| | 4" | 8" | 4 | 7 | Scoring, Fearless, 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 | Spear • Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|



SKELETON ARCHERS #1

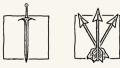
Skeleton Archers **x17** - Standard - Infantry - 20x20mm

205 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+) |

| | |
|----------------|---------------------|
| Options | Champion • Musician |
|----------------|---------------------|



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 |



LEGION SKELETON CHARIOTS #1

Legion Skeleton Chariots **x4** - Large - Construct - 50x100mm

447 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-------------------|-----|-----|-----|-----|--|---|
| | 8" | 10" | 7 | 3 | Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 1 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Charioteer(2) | 2 | 3 | 3 | 0 | 2 | Devastating Charge, 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 |

| | |
|----------------|----------|
| Options | Musician |
| Special | |




TOMB CATAPHRACTS #1
Tomb Cataphracts x6 - Large - Cavalry - 50x100mm

700 POINTS




| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-----------|-----|-----|-----|-----|--|---------------------------|
| | 7" | 14" | 8 | 2 | Fear, Scoring, Fearless, Ensouled Statue | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 4 | 3 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 2 | 4 | 4 | 1 | 3 | Lethal Strike, Halberd |
| Amuut | 3 | 3 | 5 | 2 | 3 | Harnessed, Poison Attacks |

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| Options | Musician • Standard Bearer • Banner of Speed |
|---------|--|




GREAT VULTURES #1
Great Vultures x3 - Standard - Beast - 40x40mm

155 POINTS




| Global | Adv | Mar | Dis | Rea | Model Rules | |
|---------------|-----|-----|-----|-----|--|--|
| | 2" | 4" | 4 | 3 | Light Troops, Fearless, Skirmisher, Undead, Dust to Dust, Fly (9", 18", 9", 18") | |
| | 9" | 18" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 2 | 3 | 4 | 0 | Hard Target (1, 1) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Great Vulture | 3 | 3 | 4 | 1 | 3 | |



SCARAB SWARMS #1
Scarab Swarms x6 - Standard - Beast - 40x40mm

290 POINTS



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



TOMB REAPERS #1

Tomb Reapers x3 - Large - Infantry - 50x75mm

565 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|-------------|-----|-----|-----|-----|--|---------------|
| | 6" | 12" | 10 | 2 | Fear, Light Troops, Fearless, Swiftstride, Ensouled Statue, Autonomous, Fly (6", 12", 6", 12") | |
| | 6" | 12" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 5 | 2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Tomb Reaper | 4 | 5 | 5 | 2 | 4 | Lethal Strike |

| | |
|---------|---------|
| Options | Halberd |
|---------|---------|

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 | | | | |
| Mf | - | 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> | | | | |



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

| | | Casting | Range | Type | Duration | Effect |
|---|------------------|----------|-----------------|----------------------|---------------|--|
| 5 | Unerring Strike | 7+ [10+] | 18" | Hex, Missile, Damage | Instant | The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks. |
| 3 | Scrying | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Distracting and Hard Target. |
| 4 | The Stars Align | 8+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks. |
| 6 | Portent of Doom | 8+ | 24" | Hex | Permanent | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1 | Know Thy Enemy | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| 4 | Guiding Light | | 12" | Augment | Last one Turn | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase. |
| 2 | Fate's Judgement | 5+ [9+] | 18" | Hex, Missile, Damage | Instant | The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed). |



Evocation

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|-----------------|---------------------------------------|-----------------|---|
| 5 | Touch of the Reaper | 7+ [9+] | (24") [18"] | Hex, Missile, Damage, Focused, Direct | Instant | The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience. |
| 3 | Hasten the Hour | 7+ [10+] | 24" [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. |
| 4 | Ancestral Aid | 6+ [7+] | 12" [18"] | Augment | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |
| 6 | Danse Macabre | 5+ [9+] | 12" [9"Aura] | Augment | Instant | The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move. |
| 1 | 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]. |
| A | 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. |
| 2 | 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. |

Magic items

Death Mask of Teput: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

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).

Ankh of Naptesh: The bearer gains **Hierophant**. R&F models in the bearer's unit gain **Fortitude (6+)**.

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

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

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.

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

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.

Autonomous: ndead units consisting entirely of models with Autonomous may perform March Moves as normal even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-fleeing enemy units.

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.

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).

Chitinous Tide: Attack Attribute - Melee.

The model can make a number of Supporting Attacks equal to its Attack Value.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

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:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, a Charge, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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).

Legion Charioteers: Universal Rule.

The model loses Light Troops and gains Scoring. Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank).

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.

Master of Stone: Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), and at the start of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Fortitude (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

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.

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.

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.

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



Death Cult Hierarch #1



Death Cult Hierarch #2



Tomb Architect #1



Skeletons #1



Skeleton Archers #1



Skeleton Scouts #1



Legion Skeleton Chariots #1



Tomb Cataphracts #1



Great Vultures #1



Scarab Swarms #1



Tomb Reapers #1

