



UNDYING DYNASTIES

LIST DYNASTIES IMMORTELLES #1 - 1 440 POINTS



0 pts (0.00 %) 596 pts (40.00 %) 144 pts (10.00 %) 0 pts (0.00 %) 170 pts (11.00 %) 674 pts (45.00 %)

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

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

Characters

SES MORTS

Death Cult Hierarch - *Standard - Infantry - 20x20mm*

230 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarch	4	3	3	3	3	3	2	1	7	Infantry
Model Rules	Undead • Dust to Dust • Wizard Apprentice									
Options	May become Wizard Master • 1 spell									

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Monarchs of the Dead - Pharaoh - *Standard - Infantry - 20x20mm*

366 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Monarchs of the Dead - Pharaoh	4	6	3	5	5	4	3	4	9	Infantry
Skeletal Horse	8	2	-	3	3	1	2	1	3	War Beast
Model Rules	Undead • Dust to Dust • Fear • Flammable • Undying Will • Mummy's Curse • Light Armour									
Model Rules (Skeletal Horse)	Mount's Protection (6+)									
Model Rules (Skeletal Horse)	Mount's Protection (6+)									
Options	Shield • Halberd • Skeletal Horse • General									

Core

Core

BIDETS

Skeleton Cavalry **x8** - *Standard - Infantry - 25x50mm*

260 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	2	3	3	1	2	1	6	Cavalry
Skeletal Horse	8	2	-	3	3	1	2	1	3	
Model Rules	Undead • Dust to Dust • Light Armour • Shield • Mount's Protection (6+)									
Model Rules (Rider)	Vanguard • Scoring • Light Lance									
Options	Champion • Musician • Standard Bearer									

Core

PIETONS

Skeletons **x25** - *Standard - Infantry - 20x20mm*

270 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Dust to Dust • Light Armour • Shield									
Options	Champion • Musician • Standard Bearer									

Core

ARCHERS

Skeleton Archers x12 - Standard - Infantry - 20x20mm

144 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton Archers	4	2	2	3	3	1	2	1	4	Infantry
Model Rules	Scoring • Undead • Dust to Dust • Light Armour • Aspen Bow									

Entombed

PIQUE

Sand Scorpion - Standard - Infantry - 25x25mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sand Scorpion	7	4	-	5	5	4	3	4	8	Monstrous Beast
Model Rules	Fear • Lethal Strike • Poisoned Attacks • Magic Resistance (2) • Undead Constructs • Innate Defence (5+) • Underground Ambush									

Magics

Model Rules

Aspen Bow: Shooting Weapon. Range 24", Strength 3, Volley Fire. This weapon ignores all shooting modifiers to hit.

Dust to Dust: At the end of any phase in which the Hierophant is removed as a casualty, every unit in the army with one or more models with Dust to Dust must pass a Leadership Test or suffer a number of wounds equal to the amount by which the test was failed with no saves of any kind allowed. These wounds are distributed following the rules for Unstable, except that they can never be distributed to models that do not have Dust to Dust. The number of wounds inflicted is reduced by 1 if the unit is receiving Hold Your Ground.

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 an eligible Character who is a Wizard using Evocation. This Character is your new Hierophant.

At the start of each friendly Player Turn in which the army's Hierophant has been removed as a casualty (and no new Hierophant has been selected), every unit with the Dust to Dust special rule must once again pass a Leadership Test or suffer wounds as described above.

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Flammable: Attacks with the Flaming Attacks special rule must reroll failed to wound rolls against models with this special rule.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Lethal Strike: If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an unmodified '6' to wound, this Wound has Armour Piercing (6) and Regeneration Saves cannot be taken against it.

Light Armour:

Light Lance:

Magic Resistance (2): All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

Mount's Protection (6+):

Mummy's Curse: When a model with this rule is removed from play, the model which caused the final wound automatically suffers a Strength 6 hit with Armour Piercing (6). If more than one model was part of the action which brought the downfall of the character, the hit is randomly distributed like shooting.

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Undead: Units with this special rule gain Unstable and Immune to Psychology. Undead units cannot March, unless they start their move within the range of a friendly model's Inspiring Presence. The only Charge Reaction an Undead unit can make is Hold.

Undead Constructs: Models with this special rule have Innate Defence (5+). They suffer one less wound from the Unstable and Ashes to Ashes special rules.

Underground Ambush: A unit with this rule follows the rules for Ambush with the following exception: instead of entering the Battlefield from a table edge, the unit enters the board from a location called the Underground Point.

To designate an Underground Point, the owning player selects any point on the Battlefield more than 3" away from enemy units and more than 1/2" away from Impassable Terrain. Roll aD6. On a result of 5+, the point stays where it is.

On any other result, move the point 2D6" in a random direction.

- If the Underground Point is located beneath an enemy unit, place the Ambushing unit in base contact with this enemy's front facing instead (maximizing contact as normal). The arriving unit counts as having successfully charged, with no charge reaction allowed.

- Otherwise, the Underground Ambush unit is placed with the front of its first rank or back of its rear rank touching the Underground Point.

- If it is not possible to place the Ambushing unit for whatever reason, the Ambush is failed and the player must roll for Ambush again next turn.

Undying Will: A Pharaoh with this rule may grant Weapon Skill 6 to all Undead models in its unit. A Nomarch may instead grant Weapon Skill 5 to all Undead models in its unit. The owning player may choose to do so at the start of any Round of Combat.

If the Character is mounted on a Towering Presence, it may instead choose to confer this bonus to a friendly Undead unit within 6", or if it is Engaged in Combat, to one friendly Undead unit Engaged with the same enemy unit as the Character. In either case, the effect lasts until the end of the phase.

Vanguard: After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves subphase, including any actions and restrictions the unit would normally have in the Remaining Moves subphase (such as Wheeling, Reforming, joining units, leaving units and so on).

The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. 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: Wizard Apprentices add +1 to their casting and dispelling rolls.

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.

Ses morts



1



Bidets



Piétons



Archers



Pique

