



UNDYING DYNASTIES - UPDATE IN PROGRESS

TEST - 2 430 POINTS



370 pts (15.00%) 260 pts (11.00%) 0 pts (0.00%) 210 pts (9.00%) 0 pts (0.00%) 1590 pts (65.00%)

Special **Rare** **Heroes** **Lords** **Mount** **Core**
 (50 Max) (25 Max) (50 Max) (50 Max) (0 NoLimit) (25 Least)

Lords



DEATH CULT HIERARCH #1
 Death Cult Hierarch - *Standard - Infantry - 20x20mm*

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarch	4	3	3	3	4	3	2	1	8	Infantry
Model Rules	Undead • Dust to Dust • Risen (1)									

Options	Level 4 (Wizard Master)
Magic	Level 3 Wizard Master . Generate spells from the Path of the Sands, Light or Death.

Core



SKELETONS #2
 Skeletons x10 - *Standard - Infantry - 20x20mm*

510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

Options	exchange Shields for Aspen Bows
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SKELETONS #3
 Skeletons x10 - *Standard - Infantry - 20x20mm*

510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

Options	exchange Shields for Aspen Bows
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SKELETONS #1
 Skeletons x20 - *Standard - Infantry - 20x20mm*

570 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeleton	4	2	2	3	3	1	2	1	6	Infantry
Model Rules	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

Options	Spears • Musician • Standard Bearer
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Special



NECROPOLIS GUARD #1

Necropolis Guard x15 - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necropolis Guard	4	3	3	4	4	1	3	1	8	Infantry
Model Rules	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									



SHABTIS #1

Shabtis x3 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shabti	6	4	2	5	4	3	3	3	8	Monstrous Infantry
Model Rules	Fear • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									



SHABTIS #2

Shabtis x3 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Shabti	6	4	2	5	4	3	3	3	8	Monstrous Infantry
Model Rules	Fear • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

Rare



CHARNEL CATAPULT #1

Charnel Catapult - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeletons (3)	4	2	2	3	3	-	2	1	6	
Model Rules	Undead • Dust to Dust • Risen (1)									



CHARNEL CATAPULT #2

Charnel Catapult - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeletons (3)	4	2	2	3	3	-	2	1	6	
Model Rules	Undead • Dust to Dust • Risen (1)									

Magics

Model Rules

Bodyguard:

Dust to Dust:

Fear:

Innate Defence (5+):

Lethal Strike:

Light Armour:

Magical Attacks:

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+3):

Shields:

Undead:

Undead Construct:

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.

Charnel Catapult #1



Charnel Catapult #2



Death Cult Hierarch #1



Necropolis Guard #1



Shabtis #1



Shabtis #2



Skeletons #2



Skeletons #3



Skeletons #1

