



UNDYING DYNASTIES

JANVIER 2020 - 4 421 POINTS



1415 pts (32.00 %) 1156 pts (26.00 %) 155 pts (4.00 %) 740 pts (17.00 %) 780 pts (18.00 %) 175 pts (4.00 %)

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

Characters

NOMARQUES #1

Nomarch - Large - Construct - 50x100mm

260 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 | | |
| | 3 | 4 | 5 | 0 | , Light Flammable Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Nomarch | 2 | 4 | 4 | 1 | 3 | Mummy's Curse, Hand 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(2) | 1 | 2 | 3 | 0 | 2 | Harnessed |
| Chassis | | | 4 | 1 | | Inanimate, Impact Hits (D3+3, D3+3) |

| | |
|--------------------|--|
| Options | Heavy Armour (Alchemist's Alloy) • Shield • Skeleton Chariot • General |
| Magic items | Scroll of Desiccation • Alchemist's Alloy (Heavy Armour) |

HIERARQUE DU CULTE DES MORTS #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

450 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 • Divination |
| Magic items | Binding Scroll • Sceptre of Power |

HIERARQUE DU CULTE DES MORTS #2

Death Cult Hierarch - Standard - Infantry - 20x20mm

295 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 | |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|----------------------------|------------|------------|------------|-----------|------------|--------------------|
| Death Cult Hierarch | 1 | 3 | 3 | 0 | 2 | Hand Weapon |

| | |
|--------------------|---------------------------------------|
| Options | Wizard Adept • Evocation • Hierophant |
| Magic items | Book of Arcane Mastery |



HIERARQUE DU CULTE DES MORTS #3


Death Cult Hierarch - Standard - Infantry - 20x20mm

205 POINTS



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


| | |
|----------------|--------------------------|
| Options | Wizard Adept • Cosmology |
|----------------|--------------------------|



ARCHITECTE DES TOMBES #1

Tomb Architect - Standard - Infantry - 20x20mm

205 POINTS



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

Core



SQUELETTES #1

Skeletons x20 - Standard - Infantry - 20x20mm

160 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|------------|---|--|
| | 4" | 8" | 4 | 7 | Scoring, Fearless, Undead, Dust to Dust | |
| <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 | |

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



SQUELETTES #2

Skeletons x20 - Standard - Infantry - 20x20mm

200 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|------------|---|--|
| | 4" | 8" | 4 | 7 | Scoring, Fearless, Undead, Dust to Dust | |
| <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> | |
| | | | | | | |

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

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|----------------------|---|
| Options | Standard Bearer |
| Magic banners | Stalker's Standard (Banner Enchantment) |



CHARS SQUELETTES DE LA LEGION #1

Legion Skeleton Chariots x7 - Large - Construct - 50x100mm


796 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
|--------------------------|------------|------------|------------|------------|--|---|
| | 8" | 10" | 7 | 3 | Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 4 | 1 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| 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 | Champion • Musician • Standard Bearer |
| Magic banners | Rending Banner (Banner Enchantment) |

Special



GRANDS VAUTOURS #1


Great Vultures x3 - Standard - Beast - 40x40mm

155 POINTS



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


Ancient Ordnance



ARCHERS SHABTIS #1

Shabti Archers x8 - Large - Infantry - 40x40mm

740 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Rea</i> | <i>Model Rules</i> | |
|----------------------|------------|------------|------------|------------|---|--------------------------|
| | 6" | 12" | 8 | 2 | Ensouled Fear, Scoring, FearlessStatue | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 4 | 4 | 2 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Shabti Archer | 3 | 4 | 5 | 1 | 3 | Great Aspen Bow (5+, 5+) |

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|----------------------|-------------------------------------|
| Options | Musician • Standard Bearer |
| Magic banners | Rending Banner (Banner Enchantment) |

Mason's Menagerie



FAUCHEURS SEPULCRAUX #1

Tomb Reapers x4 - Large - Infantry - 50x75mm

780 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|--------------------|-----|-----|-----|-----|--|----------------------|
| | 6" | 12" | 10 | 2 | Fear, Light Troops, Fearless, Swiftstride, Ensouled , Fly (6", 12", 6", 12"), Autonomous | |
| | 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

Paired Weapons

Entombed



SCORPION DES SABLES #1

Sand Scorpion - Large - Beast - 50x50mm

175 POINTS



| Global | Adv | Mar | Dis | Rea | Model Rules | |
|----------------------|-----|-----|-----|-----|---|--------------------------------------|
| | 7" | 14" | 8 | 2 | Fear, Fearless, Ensouled , Underground Ambush | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 4 | 5 | 2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Sand Scorpion | 4 | 4 | 5 | 2 | 3 | Lethal Strike, Poison Attacks |

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 | | | | |
| <i>Mf</i> | - | 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> | | | | |



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------------------|---------|-------|------|---------------|---|
| 4 | Perception of Strength Chaos | 8+ | 24" | Hex | Last one Turn | The target suffers -1 Strength and -1 Armour Penetration. |

| | | <i> Casting </i> | <i> Range </i> | <i> Type </i> | <i> Duration </i> | <i> Effect </i> |
|---|-------------------------------|------------------|----------------|-------------------------------|-------------------|---|
| 5 | Unity in Divergence Cosmos | 10+ | 24" | Augment | Last one Turn | All models in the target unit gain Aegis (5+) . |
| 5 | Unity in Divergence Chaos | 10+ | 24" | Hex, Damage, Direct | Instant | Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks . |
| 4 | Perception of Strength Cosmos | 8+ | 24" | Augment | Last one Turn | The target gains +1 Strength and +1 Armour Penetration. |
| 6 | Truth of Time Cosmos | 7+ | 24" | Augment, Focused | Instant | The target Recovers 1 Health Point |
| 6 | Touch the Heart chaos | 7+ | 24" | Hex, Missile, Damage, Focused | Instant | The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 1 | Altered Sight Chaos | 5+ | 24" | Hex | Last one Turn | The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1. |
| 2 | Truth of Time Cosmos | 5+ | 24" | Augment | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll. |
| 2 | Truth of Time Chaos | 5+ | 24" | Hex | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll. |
| 1 | Altered Sight Cosmos | 5+ | 24" | Augment | Last one Turn | The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1. |
| 3 | Ice and Fire Cosmos | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled. |
| 3 | Ice and Fire Chaos | 7+ | 24" | Hex, Damage, Augment | Instant | The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled. |



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.

| | | <i> Casting </i> | <i> Range </i> | <i> Type </i> | <i> Duration </i> | <i> Effect </i> |
|----------|------------------|------------------|-----------------|----------------------|-------------------|---|
| 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 | Screying | 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. |
| A | 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> |
|----------|----------------------|------------------|----------------|---------------------|-------------------|--|
| 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] . |
| 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. |
| 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. |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|---------------------|----------------|-----------------|---------------------------------------|-----------------|--|
| 4 | 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. |
| 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. |
| 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. |
| 4 | Ancestral Aid | 6+ [7+] | 12" [18"] | Augment | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Scroll of Desiccation: After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Field, Forest, or Water Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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

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: Undead 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).

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.

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 Chargers move,

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.

Great Aspen Bow: Shooting Weapon.

Range 36", Shots 1, Str 5, AP 2, Volley Fire.

This weapon always hits on a roll equal to or greater than its Aim.

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 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.

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.

Underground Ambush: The model follows the rules for Ambush, with the following exception. Instead of entering the Battlefield from the Board Edge:

1. Choose an arriving unit with Underground Ambush.
2. Place the unit anywhere on the Battlefield in a legal formation more than 1" from other units, Impassable Terrain, and the Board Edge.
3. Roll a D6:
 - If 5–6 is rolled, the unit arrives where it was initially placed.
 - If 1–4 is rolled, move the unit (without changing the direction it is facing) 2D6" in a randomly chosen direction. If this would bring the unit within 1" of other units, Impassable Terrain, or the Board Edge, the unit stops 1" short of them and each model in the Ambushing unit must take a Dangerous Terrain (1) Test. The unit may then perform a Pivot (and must follow the Unit Spacing rule after the Pivot). None of these manoeuvres prevent the unit from moving following the rules for Ambush afterwards.
4. Repeat steps 1–3 for all other arriving units with Underground Ambush.

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.

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.

Nomarques #1



Hiérarque du Culte des morts #1



Hiérarque du Culte des morts #2



Hiérarque du Culte des morts #3



Architecte des tombes #1



Squelettes #1



Squelettes #2



Chars squelettes de la legion #1



Grands vautours #1



Archers shabtis #1



Faucheurs sépulcraux #1



Scorpion des sables #1

