



# UNDYING DYNASTIES

## LIST DYNASTIES IMMORTELLES #4 - 1 650 POINTS



0 pts (0.00 %)    550 pts (33.00 %)    480 pts (29.00 %)    0 pts (0.00 %)    0 pts (0.00 %)    900 pts (55.00 %)

Mason's Menagerie    Characters    Ancient Ordnance    Special    Entombed    Core

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

### Characters

#### SARCOPHAGE DE PHATEP DANS TA GUEULE

Casket of Phatep - Standard - Infantry - 75mm round

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Casket	-	-	-	-	4	5	-	-	-	War Machine
Necropolis Guard (3)	4	3	3	4	-	-	3	1	8	
<b>Model Rules</b>	Undead • Dust to Dust • Casket of Phatep - Not a character • Light Armour									
<b>Model Rules (Casket)</b>	Divine Light • Phatep's Curse									
<b>Model Rules (Necropolis Guard (3))</b>	Lethal Strike • Poisoned Attacks • Magical Attacks • Ward Save (5+) • Halberd									

#### SETHI

Death Cult Hierarch - Standard - Infantry - 20x20mm

350 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
<b>Model Rules</b>	Undead • Dust to Dust • Wizard Apprentice									

**Options** May become Wizard Master • Evocation • 2 spells

**Magic items** Armour of Eternities

### Core

Core

#### ARCHERS SQUELETTES DU FIST

Skeleton Archers x20 - Standard - Infantry - 20x20mm

280 POINTS



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

**Options** Champion • Musician

Core

#### CHARS SQUELETTES RECTAUX

Skeleton Chariots x4 - Standard - Infantry - 50x100mm

400 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	3	-	-	-	Chariot
Charioteer (2)	-	3	2	3	-	-	2	2	7	
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	
<b>Model Rules</b>	Undead • Mount's Protection (6+) • Dust to Dust • Light Armour • Mount's Protection (6+)									
<b>Model Rules (Charioteer (2))</b>	Scoring • Light Lance • Aspen Bow									

**Options** Champion • Standard Bearer

Core

## SQUELETTES DU CUL

Skeletons x20 - Standard - Infantry - 20x20mm

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletons	4	2	2	3	3	1	2	1	4	Infantry
<b>Model Rules</b>	Scoring • Undead • Dust to Dust • Light Armour • Shield									

**Options**

Champion • Musician • Standard Bearer

### Ancient Ordnance

## CATAPULTE D'OSSEMENTS

Charnel Catapult - Standard - Infantry - 75mm round

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	4	5	-	-	-	War Machine
Skeleton (3)	4	2	2	3	-	-	2	1	4	
<b>Model Rules</b>	Undead • Dust to Dust • Charnel Catapult									

## Magics



### Evocation

		Casting	Range	Type	Duration	Effect
5	Whispers of the Veil	9+	24"	Hex	Remains in play	The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.
3	Ancestral Aid	7+ [9+]	12"	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat <a href="#">[and Shooting]</a> Attacks.
4	Touch of the Reaper	7+ [10+]	12" [24"]	Hex, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.
6	Hasten the Hour	12+	18"	Hex, Damage, Direct	Instant	Choose 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 Piercing (6).
1	Spectral Blades	5+ [10+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls in Close Combat. <a href="#">[The target gains Lethal Strike]</a>
T	Evocation of Souls	5+ [8+] {11+}	18" [6"Aura] {12"Aura}	Augment	Last one Turn, Instant	If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase. If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.
2	Danse Macabre	6+ [11+]	12" [12"Aura]	Augment	Instant	The target may perform an 8" Magical Move, and counts as having Ethereal during this move.

## Magic items

**Armour of Eternities:** Type: Plate Armour. The wearer gains +1 Wound.

## Model Rules

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

**Casket of Phatep - Not a character:** The Casket of Phatep is not a Character, even though it counts towards the Characters category.

**Charnel Catapult:** This weapon can be fired in two ways:

– As a Catapult (4) Artillery Weapon with Range 12 - 60", Strength 3[7] [Multiple Wounds (D3, Clipped Wings)]. This weapon ignores all shooting modifiers to hit.

– As a Catapult (6) Artillery Weapon with Range 12 - 48", Strength 3, Flaming Attacks and Magical Attacks. This weapon ignores all shooting modifiers to hit.

Units that suffer at least one casualty from this weapon must take a Panic Test just as if it had suffered 25% casualties. Panic Tests caused by a Charnel Catapult are taken at -1 Leadership.

**Divine Light:** The Casket of Phatep adds +1 to Channel rolls in friendly Magic Phases. Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to all of their casting rolls. When a Casket of Phatep is removed from play, all units within 12" suffer 3D3+3, Strength 1, Armour Piercing (6) hits.

**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.

#### **Halberd:**

**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:**

**Magical Attacks:** Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

**Mount's Protection (6+):** No matter how many mounts a model has, it still only gains the largest bonus once.

#### **Mount's Protection (6+):**

**Phatep's Curse:** Unless the Casket of Phatep moved earlier in this Player Turn, it can cast the following Bound Spell: Power Level 4, Range 36", Hex, Damage. Duration: Instant. The target must take a Leadership Test with an additional D6. If failed, for each point the test is failed, the target suffers 1 wound with Armour Piercing (6).

**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 to hit 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.

**Ward Save (5+):** Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

**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.

Sarcophage de Phatep dans ta gueule



Catapulte d'ossements



Sethi



Archers squelettes du fist



Chars squelettes rectaux



Squelettes du cul