



# UNDYING DYNASTIES

## DAN - 4 504 POINTS



1630 pts (36.00 %) 1480 pts (33.00 %) 668 pts (15.00 %) 591 pts (13.00 %) 0 pts (0.00 %) 425 pts (9.00 %)

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

(40 Max)      (25 Least)      (0 NoLimit)      (35 Max)      (30 Max)      (35 Max)

### Characters



#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

440 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	, Light Flammable Armour	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	3	Mummy's Curse, Hand Weapon

<b>Options</b>	General • Shield (Sun's Embrace)
<b>Magic items</b>	Scourge of Kings (Hand Weapon) • Sceptre of Power • Destiny's Call (Light Armour) • Scroll of Desiccation • Sun's Embrace (Shield)



#### DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

610 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Wizard Apprentice, 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

<b>Options</b>	Light Armour • Wizard Master • Evocation • Hierophant
<b>Magic items</b>	Scourge of Kings (Hand Weapon) • Sacred Hourglass • Dragonfire Gem



#### NOMARCH #1

Nomarch - Standard - Infantry - 20x20mm

240 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

<b>Options</b>	Aspen Bow (4+) • Heavy Armour (Alchemist's Alloy)
<b>Magic items</b>	Blessed Wrappings • Shield Breaker (Hand Weapon) • Alchemist's Alloy (Heavy Armour)



## DEATH CULT HIERARCH #2

Death Cult Hierarch - Standard - Infantry - 20x20mm

340 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Wizard Apprentice, 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

<b>Options</b>	Light Armour • Wizard Adept • Evocation
<b>Magic items</b>	Ankh of Naptesh • Book of the Dead • Scourge of Kings (Hand Weapon)

### Core



## SKELETON ARCHERS #1

Skeleton Archers x20 - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	6	Fearless, Scoring, 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

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



## SKELETON ARCHERS #2

Skeleton Archers x20 - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	6	Fearless, Scoring, 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

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



## SKELETONS #1

Skeletons x30 - Standard - Infantry - 20x20mm

285 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	7	Fearless, Scoring, 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	

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Legion Standard (Banner Enchantment)



### SKELETONS #2

Skeletons x40 - Standard - Infantry - 20x20mm

## 365 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	7	Fearless, Scoring, Undead, Dust to Dust
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Skeleton</b>	1	2	3	0	2

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Legion Standard (Banner Enchantment)



### SKELETON SCOUTS #1

Skeleton Scouts x5 - Standard - Cavalry - 25x50mm

## 145 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Fearless, Light Troops, Scout, Undead, Vanguard, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
<b>Rider</b>	1	3	3	0	2	Aspen Bow
<b>Skeletal Horse</b>	1	2	3	0	2	Harnessed



### SKELETON SCOUTS #2

Skeleton Scouts x5 - Standard - Cavalry - 25x50mm

## 145 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Fearless, Light Troops, Scout, Undead, Vanguard, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
<b>Rider</b>	1	3	3	0	2	Aspen Bow
<b>Skeletal Horse</b>	1	2	3	0	2	Harnessed

## Special



### SHABTIS #1

Shabtis x3 - Large - Infantry - 40x40mm

## 252 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	8	2	, Ensouled Fear, Fearless, Scoring Statue
Defensive	HP	Def	Res	Arm	
	3	4	4	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Shabti</b>	3	4	5	2	3

<b>Options</b>	Paired Weapons • Champion
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### SHABTIS #1

Shabtis x3 - Large - Infantry - 40x40mm

## 252 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	8	2	, Ensouled Fear, Fearless, Scoring Statue
Defensive	HP	Def	Res	Arm	
	3	4	4	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Shabti	3	4	5	2	3

<b>Options</b>	Paired Weapons • Champion
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### SCARAB SWARMS #1


Scarab Swarms x3 - Standard - Beast - 40x40mm

## 164 POINTS



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


## Mason's Menagerie



### COLOSSUS #1

Colossus - Gigantic - Infantry - 50x50mm

## 425 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	6"	12"	8	1	, Ensouled Fearless Statue
Defensive	HP	Def	Res	Arm	
	5	4	6	3	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Colossus	6	4	6	3	2 Grind Attacks

<b>Options</b>	Giant Aspen Bow (5+)
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## Ancient Ordnance



### SAND STALKERS #1

Sand Stalkers x4 - Large - Beast - 50x100mm

## 301 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	7"	14"	8	2	, Ensouled Fear, Fearless, Light Troops Statue
Defensive	HP	Def	Res	Arm	
	3	3	4	2	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sand Stalker</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	<b>Halberd</b>

<b>Options</b>	Champion
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## 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).

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>A Death is Only the Beginning</i></b>				
<i>Mf</i>	-	See below*	Augment	Instant
<i>When resolving the spell, choose one of the following effects:</i>				
<ul style="list-style-type: none"> <li>• The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</li> </ul>				
<i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>				
<i>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i>				



Evocation

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

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

**Ankh of Naptesh:** The bearer gains **Hierophant** and can never lose it. R&F models in the bearer's unit gain **Fortitude (6+)**.

**Blessed Wrappings:** The bearer gains +1 Health Point and loses Flammable if it had it (note that this does not prevent the model from gaining Flammable from other sources).

**Book of the Dead:** The bearer can cast Death is Only the Beginning as a Bound Spell with Power Level (4/8) and the following modification: The spell's range is changed to 12" &quot; Aura.

**Destiny's Call:** The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

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

**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).

**Scourge of Kings:** While using this weapon, the wielder's Attack Value is set to 6. Attacks made with this weapon become **Magical Attacks** and, when fighting a Duel must reroll failed to-wound rolls.

**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.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Sun's Embrace:** The bearer gains **Distracting** while using this Shield.

## Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## 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.

**Chitinous Tide:** The model can make a number of Supporting Attacks equal to its Attack Value.

**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:**

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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.

**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.

**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 on 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.

**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, Beasts, 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

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## 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



Nomarch #1



Death Cult Hierarch #2



Skeleton Archers #1



Skeleton Archers #2



Skeletons #1



Skeletons #2



Skeleton Scouts #1



Skeleton Scouts #2



Shabtis #1



Shabtis #1



Colossus #1



Sand Stalkers #1





Scarab Swarms #1

