



UNDYING DYNASTIES - UPDATE IN PROGRESS

LIST UNDYING DYNASTIES - UPDATE IN PROGRESS #2 - 2 167 POINTS



270 pts (12.00%) 0 pts (0.00%) 125 pts (6.00%) 0 pts (0.00%) 0 pts (0.00%) 1772 pts (82.00%)
Special **Rare** **Heroes** **Lords** **Mount** **Core**
 (50 Max) (25 Max) (50 Max) (50 Max) (0 NoLimit) (25 Least)

Heroes



DEATH CULT ACOLYTE #1

Death Cult Acolyte - Standard - Infantry - 20x20mm

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Acolyte	4	3	3	3	3	2	2	1	7	Infantry
Model Rules	Undead • Dust to Dust • Risen (1)									

Options	Level 2 (Wizard Apprentice)
Magic items	Book of the Dead
Magic	Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.

Core



SKELETON CHARIOTS #1

Skeleton Chariots x3 - Standard - Infantry - 20x20mm

460 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	
Champion	-	4	3	3	-	-	2	3	7	
Skeletal Horse (2)	8	2	-	3	-	-	2	1	-	
Model Rules	Undead • Dust to Dust • Risen (D3+1) • Aspen Bows • Light Armour • Light Lances • Mount's Protection (6+)									

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



SKELETONS #2

Skeletons x17 - Standard - Infantry - 20x20mm

582 POINTS



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

Options	exchange Shields for Aspen Bows • Champion • Musician • Standard Bearer
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SKELETONS #1

Skeletons x40 - Standard - Infantry - 20x20mm

730 POINTS



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

Options	exchange Shields for Aspen Bows • Champion • Musician • Standard Bearer
Magic items	Dragonscale Helm

Special



BATTLE SPHINX #1

Battle Sphinx - Standard - Infantry - 20x20mm

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Sphinx	6	4	-	5	8	5	1	4	8	Ridden Monster
Riders (4)	-	4	3	4	-	-	3	2	8	
Model Rules	Undead Construct • Risen (1) • Innate Defence (5+) • Light Lances									
Model Rules (Battle Sphinx)	Poisoned Attacks									
Model Rules (Riders (4))	Lethal Strike									

Options	May take Innate Defence (4+) • May take Breath Weapon (Strength 4, Flaming Attacks)
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Magics

Magic items

Book of the Dead:

Dragonscale Helm:

Magic banners

Banner of Speed:

Model Rules

Aspen Bows:

Dust to Dust:

Innate Defence (5+):

Lethal Strike:

Light Armour:

Light Lances:

Mount's Protection (6+):

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.

Battle Sphinx #1



Death Cult Acolyte #1



Skeleton Chariots #1



Skeletons #2



Skeletons #1

