



# UNDYING DYNASTIES - UPDATE IN PROGRESS

## LIST UNDYING DYNASTIES - UPDATE IN PROGRESS #3 - 5 530 POINTS



1810 pts (33.00 %) 365 pts (7.00 %) 335 pts (6.00 %) 325 pts (6.00 %) 20 pts (0.00 %) 2695 pts (49.00 %)

**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 Hierarchy - Standard - Infantry - 20x20mm

325 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarchy	4	3	3	3	4	3	2	1	8	Infantry
Skeletal Horse	8	2	-	3	3	1	2	1	3	War Beast
<b>Model Rules</b>	Undead • Dust to Dust • Risen (1)									
<b>Model Rules (Skeletal Horse)</b>	Undead • Dust to Dust • Mount's Protection (6+)									
<b>Model Rules (Skeletal Horse)</b>	Undead • Dust to Dust • Mount's Protection (6+)									

<b>Options</b>	Level 4 (Wizard Master) • Mount : Skeletal Horse • May take Barding • May be upgraded to Soul Conduit
<b>Magic items</b>	Book of the Dead
<b>Magic</b>	Level 3 Wizard Master . Generate spells from the Path of the Sands, Light or Death.

### 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
<b>Model Rules</b>	Undead • Dust to Dust • Risen (1)									

<b>Options</b>	Level 2 (Wizard Apprentice)
<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.



#### NOMARCH #1

Nomarch - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nomarch	4	5	3	4	5	3	3	3	9	Infantry
<b>Model Rules</b>	Fear • Flammable • Undead • Dust to Dust • Risen (1) • Undying Will • Mummy's Curse • Light Armour									

<b>Magic items</b>	Potion of Swiftiness
--------------------	----------------------



#### TOMB HARBINGER #1

Tomb Harbinger - Standard - Infantry - 20x20mm

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tomb Harbinger	4	4	3	4	5	2	3	3	8	Infantry
<b>Model Rules</b>	Poisoned Attacks • Lethal Strike • Flammable • Undead • Dust to Dust • Risen (1) • Undying Will • Light Armour									



<b>Options</b>	Shield • Heavy Armour
<b>Magic items</b>	Dragonfire Gem

## Core

	<b>SKELETON CHARIOTS #1</b> Skeleton Chariots <b>x6</b> - <i>Standard - Infantry - 20x20mm</i>	<b>555</b> 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	-	
<b>Model Rules</b>	Undead • Dust to Dust • Risen (D3+1) • Aspen Bows • Light Armour • Light Lances • Mount's Protection (6+)									

<b>Options</b>	May take Light Troops • Champion • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

	<b>SKELETONS #1</b> Skeletons <b>x10</b> - <i>Standard - Infantry - 20x20mm</i>	<b>510</b> POINTS	
----------------------------------------------------------------------------------	------------------------------------------------------------------------------------	-------------------	-------------------------------------------------------------------------------------



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

<b>Options</b>	exchange Shields for Aspen Bows
----------------	---------------------------------

	<b>SKELETONS #2</b> Skeletons <b>x10</b> - <i>Standard - Infantry - 20x20mm</i>	<b>510</b> POINTS	
------------------------------------------------------------------------------------	------------------------------------------------------------------------------------	-------------------	---------------------------------------------------------------------------------------

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

<b>Options</b>	exchange Shields for Aspen Bows
----------------	---------------------------------

	<b>SKELETONS #4</b> Skeletons <b>x10</b> - <i>Standard - Infantry - 20x20mm</i>	<b>510</b> POINTS	
------------------------------------------------------------------------------------	------------------------------------------------------------------------------------	-------------------	---------------------------------------------------------------------------------------

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

<b>Options</b>	exchange Shields for Aspen Bows
----------------	---------------------------------

	<b>SKELETONS #3</b> Skeletons <b>x28</b> - <i>Standard - Infantry - 20x20mm</i>	<b>610</b> 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	
<b>Model Rules</b>	Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields									

<b>Options</b>	Spears • Champion • Standard Bearer
----------------	-------------------------------------

# Special



## BATTLE SPHIX #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	
<b>Model Rules</b>	Undead Construct • Risen (1) • Innate Defence (5+) • Light Lances									
<b>Model Rules (Battle Sphinx)</b>	Poisoned Attacks									
<b>Model Rules (Riders (4))</b>	Lethal Strike									

<b>Options</b>	May take Innate Defence (4+) • May take Breath Weapon (Strength 4, Flaming Attacks)
----------------	-------------------------------------------------------------------------------------



## NECROPOLIS GUARD #1

Necropolis Guard x21 - Standard - Infantry - 20x20mm

**966** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Necropolis Guard	4	3	3	4	4	1	3	1	8	Infantry
Champion	4	4	4	4	4	1	3	2	8	
<b>Model Rules</b>	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									

<b>Options</b>	May take Shields • Champion • Standard Bearer
----------------	-----------------------------------------------

<b>Magic banners</b>	War Standard (Banner Enchantment)
----------------------	-----------------------------------



## SAND SCORPION #1

Sand Scorpion - Standard - Infantry - 20x20mm

**85** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sand Scorpion	7	4	-	5	5	4	3	4	8	Monstrous Beast
<b>Model Rules</b>	Fear • Poisoned Attacks • Lethal Strike • Magic Resistance (2) • Undead Construct • Risen (1) • Underground Ambush • Innate Defence (5+)									



## SAND SCORPION #2

Sand Scorpion - Standard - Infantry - 20x20mm

**85** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sand Scorpion	7	4	-	5	5	4	3	4	8	Monstrous Beast
<b>Model Rules</b>	Fear • Poisoned Attacks • Lethal Strike • Magic Resistance (2) • Undead Construct • Risen (1) • Underground Ambush • Innate Defence (5+)									



## SHABTIS #1

Shabtis x3 - Standard - Infantry - 20x20mm

**404** POINTS



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

<b>Options</b>	Champion • Standard Bearer • Paired Weapons
----------------	---------------------------------------------

<b>Magic banners</b>	Icon of the Relentless Company (Banner Enchantment)
----------------------	-----------------------------------------------------

## Rare



### CASKET OF PHATEP #1

Casket of Phatep - Standard - Infantry - 20x20mm

**115** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Casket	-	-	-	-	7	3	-	-	-	War Machine
Necropolis Guard (3)	4	3	3	4	4	-	3	1	8	
<b>Model Rules</b>	Wailing Spirits • Magical Attacks • Poisoned Attacks • Lethal Strike • Ward Save (5+) • Undead • Dust to Dust • Risen (1) • Light Armour • Halberds									



### DREAD SPHINX #1

Dread Sphinx - Standard - Infantry - 20x20mm

**250** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Sphinx	6	5	-	5	8	5	1	5	8	Monstrous Beast
<b>Model Rules</b>	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts and Monsters), • Poisoned Attacks • Large Target • Lethal Strike • Fly (7) • Devastating Charge • Armour Piercing (1) • Terror • Undead Construct • Risen (1) • Innate Defence (5+)									

<b>Options</b>	May be upgraded with Innate Defence (4+)
----------------	------------------------------------------

## Magics

### Magic items

**Book of the Dead:**

**Dispel Scroll:**

**Dragonfire Gem:**

**Potion of Swiftmess:**

### Magic banners

**Banner of Speed:**

**Icon of the Relentless Company:**

**War Standard:**

### Model Rules

**Armour Piercing (1):**

**Aspen Bows:**

**Bodyguard:**

**Devastating Charge:**

**Dust to Dust:**

**Fear:**

**Flammable:**

**Fly (7):**

**Halberds:**

**Innate Defence (5+):**

**Large Target:**

**Lethal Strike:**

**Light Armour:**

**Light Lances:**

**Magic Resistance (2):**

**Magical Attacks:**

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

**Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts and Monsters),:**

**Mummy's Curse:**

**Poisoned Attacks:**

**Risen (1):**

**Risen (D3+1):**

**Risen (D3+3):**

**Shields:**

**Terror:**

**Undead:**

**Undead Construct:**

**Underground Ambush:**

**Undying Will:**

**Wailing Spirits:**

**Ward Save (5+):**

## Qr codes of your army

Your 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



Casket of Phatep #1



Death Cult Acolyte #1



Death Cult Hierarch #1



Dread Sphinx #1



Necropolis Guard #1



Nomarch #1



Sand Scorpion #1



Sand Scorpion #2



Shabtis #1



Skeleton Chariots #1



Skeletons #1



Skeletons #2



Skeletons #4



Skeletons #3



Tomb Harbinger #1

