



UNDYING DYNASTIES - UPDATE IN PROGRESS

NAINS DE KHEMRI - 4 950 POINTS



1070 pts (22.00%) 570 pts (12.00%) 100 pts (2.00%) 245 pts (5.00%) 0 pts (0.00%) 2965 pts (60.00%)

Special (50 Max) **Rare** (25 Max) **Heroes** (50 Max) **Lords** (50 Max) **Mount** (0 NoLimit) **Core** (25 Least)

Lords



DEATH CULT HIERARCH #1

Death Cult Hierarchy - Standard - Infantry - 20x20mm

245 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
Model Rules	Undead • Dust to Dust • Risen (1)									

Options	Level 4 (Wizard Master)
Magic items	Book of the Dead
Magic	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

100 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)									

Magic items	Dispel Scroll
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

425 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	May take Light Troops • Champion • Standard Bearer
----------------	--



SKELETON CHARIOTS #2


Skeleton Chariots x3 - Standard - Infantry - 20x20mm

425 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	May take Light Troops • Champion • Standard Bearer
----------------	--



SKELETONS #1

Skeletons x10 - Standard - Infantry - 20x20mm

510 POINTS



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

Options	exchange Shields for Aspen Bows
----------------	---------------------------------



SKELETONS #2

Skeletons x10 - Standard - Infantry - 20x20mm

510 POINTS



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

Options	exchange Shields for Aspen Bows
----------------	---------------------------------



SKELETONS #3

Skeletons x10 - Standard - Infantry - 20x20mm

510 POINTS



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

Options	exchange Shields for Aspen Bows
----------------	---------------------------------



SKELETONS #4

Skeletons x20 - Standard - Infantry - 20x20mm

585 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	Spears • Champion • Musician • Standard Bearer
----------------	--

Magic items	Razor Blade
--------------------	-------------

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)
----------------	---



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
Model Rules	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
Model Rules	Fear • Poisoned Attacks • Lethal Strike • Magic Resistance (2) • Undead Construct • Risen (1) • Underground Ambush • Innate Defence (5+)									



SCARAB SWARMS #1

Scarab Swarms x2 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scarab Swarm	5	3	-	2	2	5	1	5	10	Swarm
Model Rules	Underground Ambush • Poisoned Attacks • Scout • Armour Piercing (1) • Undead • Dust to Dust • Risen (D3+3)									



SHABTIS #1

Shabtis x8 - Standard - Infantry - 20x20mm

560 POINTS



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

Options

Great Aspen Bow

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	
Model Rules	Wailing Spirits • Magical Attacks • Poisoned Attacks • Lethal Strike • Ward Save (5+) • Undead • Dust to Dust • Risen (1) • Light Armour • Halberds									



CHARNEL CATAPULT #1

Charnel Catapult - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeletons (3)	4	2	2	3	3	-	2	1	6	
Model Rules	Undead • Dust to Dust • Risen (1)									



CHARNEL CATAPULT #2

Charnel Catapult - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Charnel Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeletons (3)	4	2	2	3	3	-	2	1	6	
Model Rules	Undead • Dust to Dust • Risen (1)									



COLOSSUS #1

Colossus - Standard - Infantry - 20x20mm

195 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Colossus	6	4	2	6	6	5	2	5	8	Monster
Model Rules	Grinding Attacks (D3+1) • Undead Construct • Risen (1) • Light Armour • Innate Defence (5+)									

Options	Giant Aspen Bow
---------	-----------------

Magics

Magic items

Book of the Dead:
 Dispel Scroll:
 Razor Blade:

Model Rules

Armour Piercing (1):
 Aspen Bows:
 Dust to Dust:
 Fear:
 Grinding Attacks (D3+1):
 Halberds:
 Innate Defence (5+):
 Lethal Strike:
 Light Armour:
 Light Lances:
 Magic Resistance (2):
 Magical Attacks:
 Mount's Protection (6+):

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+3):

Scout:

Shields:

Undead:

Undead Construct:

Underground Ambush:

Wailing Spirits:

Ward Save (5+):

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



Casket of Phatep #1



Charnel Catapult #1



Charnel Catapult #2



Colossus #1



Death Cult Acolyte #1



Death Cult Hierarch #1



Sand Scorpion #1



Sand Scorpion #2



Scarab Swarms #1



Shabtis #1



Skeleton Chariots #1



Skeleton Chariots #2



Skeletons #1



Skeletons #2



Skeletons #3



Skeletons #4

