



# UNDYING DYNASTIES

## CAPE DES DUNES - 4 496 POINTS



1755 pts (39.00 %)   1126 pts (25.00 %)   535 pts (12.00 %)   290 pts (6.00 %)   0 pts (0.00 %)   1080 pts (24.00 %)  
**Characters**                      **Core**                      **Special**                      **Ancient Ordnance**                      **Entombed**                      **Mason's Menagerie**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (35 Max)                      (30 Max)                      (35 Max)

### Characters



#### HIERARQUE DU CULTE DES MORTS #1

Death Cult Hierarch - *Standard - Infantry - 20x20mm*

**285 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	Hand Weapon
Death Cult Hierarch	1	3	3	0	2	

<b>Options</b>	Wizard Adept • Evocation
<b>Magic items</b>	Book of Arcane Mastery



#### ARCHITECTE DES TOMBES #1

Tomb Architect - *Large - Cavalry - 50x100mm*

**305 POINTS**



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Dust to Dust, Master of Stone	
Defensive	HP	Def	Res	Arm		
	3	4	4	0	, Light Flammable Armour	
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Tomb Architect	2	4	4	1	3	

Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	C		Ensouled Statue, Fear	
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

<b>Options</b>	Amuut
<b>Magic items</b>	Essence of Mithril (Light Armour) • Sekhem Sceptre



#### NOMARQUE #1

Nomarch - *Large - Construct - 50x100mm*

**300 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Nomarch</b>	2	4	4	1	3	<b>Mummy's Curse, Hand Weapon</b>



### MOUNT SKELETON CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	C		<b>Light Troops, Swiftstride</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skeletal Horse</b>	1	2	3	0	2	<b>Harnessed</b>
<b>Chassis</b>			4	1		<b>Impact Hits, Inanimate</b>

<b>Options</b>	General • Lance • Skeleton Chariot • Heavy Armour (Ghostly Guard) • Shield
<b>Magic items</b>	Steeds of Nephet-Ra • Ghostly Guard (Heavy Armour)



### HERAUT DES TOMBES #1

Tomb Harbinger - Large - Construct - 50x100mm

330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	7	1	<b>Fearless, Undead, Dust to Dust, Royal Guard</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	0	<b>, Light Flammable Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tomb Harbinger</b>	3	4	4	1	3	<b>Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon</b>



### MOUNT SKELETON CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	C		<b>Light Troops, Swiftstride</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skeletal Horse</b>	1	2	3	0	2	<b>Harnessed</b>
<b>Chassis</b>			4	1		<b>Impact Hits, Inanimate</b>

<b>Options</b>	Lance (Supernatural Dexterity) • Skeleton Chariot • Heavy Armour (Basalt Infusion) • Shield (Sun's Embrace)
<b>Magic items</b>	Supernatural Dexterity (Lance) • Basalt Infusion (Heavy Armour) • Sun's Embrace (Shield)



### HIERARQUE DU CULTE DES MORTS #2

Death Cult Hierarch - Standard - Infantry - 20x20mm

275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	7	1	<b>Fearless, Undead, Wizard Apprentice, Dust to Dust</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Death Cult Hierarch</b>	1	3	3	0	2	<b>Hand Weapon</b>

<b>Options</b>	Wizard Adept • Divination • Hierophant
<b>Magic items</b>	Talisman of the Void



## HERAUT DES TOMBES #2

Tomb Harbinger - Standard - Infantry - 20x20mm

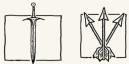
260 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Fearless, Undead, Dust to Dust, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	, Light Flammable Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	3	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon

<b>Options</b>	Paired Weapons (Hero's Heart) • Heavy Armour (Alchemist's Alloy) • Shield
<b>Magic items</b>	Sandstorm Cloak • Alchemist's Alloy (Heavy Armour) • Hero's Heart (Paired Weapons)

### Core



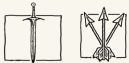
## ECLAIREURS SQUELETTES #1

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	
Rider	1	3	3	0	2	Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed



## ECLAIREURS SQUELETTES #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	
Rider	1	3	3	0	2	Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed



## CHARS SQUELETTES #1

Skeleton Chariots x7 - Large - Construct - 50x100mm

631 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	3	Fearless, Light Troops, Swiftstride, Undead, Dust to Dust, Bound in Death	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer	2	3	3	0	2	Halberd, Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			4	1		<b>Impact Hits, Inanimate, Chariot Host</b>

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

	<b>ARCHERS SQUELETTES #1</b> Skeleton Archers x17 - Standard - Infantry - 20x20mm	<b>205 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	6	<b>Fearless, Scoring, Undead, Dust to Dust</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skeleton Archer</b>	1	2	3	0	2	<b>Aspen Bow</b>

<b>Options</b>	Champion • Musician
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## Special

	<b>CATAPHRACTES DES TOMBES #1</b> Tomb Cataphracts x5 - Large - Cavalry - 50x100mm	<b>535 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	7"	14"	8	2	<b>Fear, Fearless, Scoring</b> , Ensouled Statue


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	3	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Rider</b>	2	4	4	1	3	<b>Lethal Strike, Halberd</b>

<b>Amuut</b>	3	3	5	2	3	<b>Harnessed, Poison Attacks</b>
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<b>Options</b>	Musician • Standard Bearer
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## Mason's Menagerie

	<b>FAUCHEURS SEPULCRAUX #1</b> Tomb Reapers x2 - Large - Infantry - 50x75mm	<b>305 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	10	2	<b>Fear, Fearless, Fly, Light Troops, Swiftstride, Autonomous</b> , Ensouled Statue

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tomb Reaper</b>	4	5	5	2	4	<b>Lethal Strike</b>

	<b>FAUCHEURS SEPULCRAUX #1</b> Tomb Reapers x2 - Large - Infantry - 50x75mm	<b>305 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	10	2	, Ensouled Fear, Fearless, Fly, Light Troops, Swiftstride, Autonomous Statue
	6"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Tomb Reaper</b>	4	5	5	2	4 <b>Lethal Strike</b>



**SPHINX DE GUERRE #1**  
Battle Sphinx - Gigantic - Beast - 50x100mm

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	5"	12"	8	1	, Ensouled Fearless Statue
	5"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	8	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Rider</b>	2	4	4	1	3 <b>Lethal Strike, Light Lance</b>
<b>Battle Sphinx</b>	4	4	5	2	1 <b>Breath Attack, Harnessed, Poison Attacks</b>

## 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
<p><i>When resolving the spell, choose one of the following effects:</i></p> <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> <p><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p> <p><i>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i></p>			



### Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Unerring Strike <7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
<b>3</b>	Scrying <7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	The Stars Align <8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
<b>6</b>	Portent of Doom 8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
<b>1</b>	Know Thy Enemy <7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

		Casting	Range	Type	Duration	Effect
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<7+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Evocation

		Casting	Range	Type	Duration	Effect
5	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.
3	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.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
6	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.
1	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].
4	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.
2	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.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Sandstorm Cloak:** The bearer gains **Fly (5&quot;, 15&quot;)**, Light Troops, and Swiftstride, and can perform a **Sweeping Attack** that causes 2D6 hits with Strength 2 and Armour Penetration 1.

**Sekhem Sceptre:** The bearer gains **Autonomous** and **Stubborn**.

**Steeds of Nephth-Ra:** Models with at least one Skeletal Horse model part in the bearer's unit gain **Ghost Step** and +4&quot; March Rate.

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

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## 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.

**Autonomous:** Undead units consisting entirely of models with Autonomous may perform March Moves as normal, even when outside the range of Commanding Presence of any friendly models. The unit **must** still pass a Discipline Test in order to do so if within &quot;; of non-Fleeing enemy units.

**Bound in Death:** R&F models in this unit **must** be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as this unit.

**Breath Attack:**

**Chariot Host:** If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).

**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:**

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Guardian's Wrath:** Model parts without Harnessed in the model's unit gain Battle Focus.

**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

**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.

**Heavy Armour:** +2 Armor

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

#### **Light Lance:**

**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.

**Master of Stone:** Right before the battle (during step 7 of the Deployment Phase Sequence), and at the start of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18"; of the Tomb Architect. This unit gains **Fortitude (5+)** until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

**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.

**Royal Guard:** The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, unless another model does so first: • A Tomb Harbinger must issue a Duel. • A Tomb Harbinger must accept a Duel.

**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.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**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

## 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.

Hiérarque du Culte des morts #1



Architecte des tombes #1



Nomarque #1



Éclaireurs squelettes #1



Éclaireurs squelettes #1





Héraut des tombes #1



Chars squelettes #1



Archers squelettes #1



Cataphractes des tombes #1



Faucheurs sépulcraux #1



Faucheurs sépulcraux #1



Sphinx de guerre #1



Hiérarque du Culte des morts #2



Héraut des tombes #2



