



# UNDYING DYNASTIES

## LIST DYNASTIES IMMORTELLLES #18 - 3 155 POINTS



1250 pts (40.00 %) **640 pts (20.00 %)** 0 pts (0.00 %) 480 pts (15.00 %) 755 pts (24.00 %) 350 pts (11.00 %)

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

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

### Characters



#### NOMARQUES #1

Nomarch - Gigantic - Beast - 50x100mm

550 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



#### MOUNT SHA GUARDIAN

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	C		Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	7	5	6	4	Eternal Guardian	
Offensive	Att	Off	Str	Ap	Agi	
Sha Guardian	4	4	5	2	3	Harnessed, Poison Attacks, Lethal Strike

<b>Options</b>	Sha Guardian • General
<b>Magic items</b>	Crown of the Pharaohs



#### SHIERARQUE DU CULTE DES MORTS #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Fearless, Undead, 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>	Wizard Master • Divination
<b>Magic items</b>	Sacred Hourglass



#### SARCOPHAGE DE PHATEP #1

Casket of Phatep - Standard - Construct - 75mm round



225 POINTS





Global	Adv	Mar	Dis	Rea	Model Rules
	4"	4"	8	2	, War Channel (1, 1), Fearless, Not a Leader Machine, Undead, Dust to Dust, Divine, Phatep's Curse
Defensive	HP	Def	Res	Arm	



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	, Light Aegis (5+) Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Necropolis Guards(3)</b>	3	3	4	1	3	Lethal Strike, Poison Attacks, Magical Attacks, Halberd, Hand Weapon



## Core

	<b>SQUELETTES #1</b> Skeletons x40 - Standard - Infantry - 20x20mm					<b>320 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>		
	4"	8"	4	7	Scoring, Fearless, Undead, Dust to Dust		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	2	3	0	Light Armour	, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Skeleton</b>	1	2	3	0	2		
<b>Options</b>	Champion • Musician • Standard Bearer						

	<b>SQUELETTES #2</b> Skeletons x40 - Standard - Infantry - 20x20mm					<b>320 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>		
	4"	8"	4	7	Scoring, Fearless, Undead, Dust to Dust		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	2	3	0	Light Armour	, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Skeleton</b>	1	2	3	0	2		
<b>Options</b>	Champion • Musician • Standard Bearer						


## Ancient Ordnance

	<b>TRAQUEURS DES DUNES #1</b> Sand Stalkers x3 - Large - Beast - 50x100mm					<b>240 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>		
	7"	14"	8	2	, Ensouled Fear, Light Troops, Fearless Statue		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	3	4	2			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Sand Stalker</b>	2	3	4	1	3	Halberd, Petrifying Gaze (3+, 3+)	

	<b>TRAQUEURS DES DUNES #2</b> Sand Stalkers x3 - Large - Beast - 50x100mm					<b>240 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>		

Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, Light Troops, FearlessStatue	
Defensive	HP	Def	Res	Arm		
	3	3	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Stalker	2	3	4	1	3	Halberd, Petrifying Gaze (3+, 3+)


## Mason's Menagerie

Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	1	, Ensouled FearlessStatue	
Defensive	HP	Def	Res	Arm		
	5	4	6	2	Light Armour (+1, +1)	
Offensive	Att	Off	Str	Ap	Agi	
Colossus of destiny	5	4	6	3	2	Bound Spells: Fate's Judgment from Divination, Power Level (4/8) , Bound Spells: Ice and Fire from Cosmology, Power Level (4/8) , Scales of Destiny , Grind Attacks (1D3, 1D3)

435 POINTS




## Entombed

Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, FearlessStatue , Underground Ambush	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Scorpion	4	4	5	2	3	Lethal Strike, Poison Attacks

175 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, FearlessStatue , Underground Ambush	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Sand Scorpion	4	4	5	2	3	Lethal Strike, Poison Attacks

175 POINTS



## 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 Hierarchy, 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).

	Casting	Range	Type	Duration
<b><i>Death is Only the Beginning</i></b>				
<i>Mf</i>	-	The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.	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>				



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.

		Casting	Range	Type	Duration	Effect
<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, Divine Attacks and Magical Attacks.
<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.
<b>A</b>	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.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Crown of the Pharaohs:** The bearer increases the range of its Commanding Presence by 6". At the start of each of your Player Turns, the bearer may lose Undying Will until the start of your next Player Turn and choose a friendly unit within 12". This unit gains Undying Will until the start of your next Player Turn.

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

## Model Rules

### Aegis:

**Bound Spells: Fate's Judgment from Divination, Power Level (4/8):** 18" Hex Missile Damage Instant

The target suffers <D3> {D6} hits with Magical Attacks that wound automatically, with no Special Saves allowed (note that Armour Saves are allowed).

**Bound Spells: Ice and Fire from Cosmology, Power Level (4/8):** range 24+

Cosmos  
Hex, Missile, Damage Instant  
The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled.

Chaos  
The target suffers 2D6 hits with Strength 4 and Armour Penetration 0. Successful Armour Saves against wounds caused by this spell must be rerolled.

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Divine Light:** Universal Rule.

Enemy Wizards within 36" of one or more Caskets of Phatep suffer a -1 modifier to their casting rolls. When a Casket of Phatep is removed as a casualty, all units within 12" suffer 3D3+3 hits with Strength 1 and Armour Penetration 10.

**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

**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 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.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**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 against 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.

**Not a Leader:** The model cannot be the General.

**Petrifying Gaze:** Shooting Weapon.

Range 12", Shots D6+1, Str 2, AP 10, Quick to Fire.

When rolling to wound with this attack, use the target's Agility instead of the target's Resilience. For Multipart Models, use the highest Agility value.

**Phatop's Curse:** Universal Rule.

Unless this model made an Advance Move or March Move during the current Player Turn, it can cast the following Bound Spell with Power Level (6/6):

Type: Damage, Hex, Range 36", Duration: Instant.

The target must take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.

**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.

**Scales of Destiny:** Melee Weapon.

The wielder suffers -1 Attack Value.

The model has two Bound Spells:

- Touch the Heart from Cosmology,

Power Level (4/8)

- Ice and Fire from Cosmology,

Power Level (4/8)

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**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.

**Underground Ambush:** The model follows the rules for Ambush, with the following exception. Instead of entering the Battlefield from the Board Edge:

1. Choose an arriving unit with Underground Ambush.
2. Place the unit anywhere on the Battlefield in a legal formation more than 1" from other units, Impassable Terrain, and the Board Edge.
3. Roll a D6:
  - If 5-6 is rolled, the unit arrives where it was initially placed.
  - If 1-4 is rolled, move the unit (without changing the direction it is facing) 2D6" in a randomly chosen direction. If this would bring the unit within 1" of other units, Impassable Terrain, or the Board Edge, the unit stops 1" short of them and each model in the Ambushing unit must take a Dangerous Terrain (1) Test. The unit may then perform a Pivot (and must follow the Unit Spacing rule after the Pivot). None of these manoeuvres prevent the unit from moving following the rules for Ambush afterwards.
4. Repeat steps 1-3 for all other arriving units with Underground Ambush.

**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, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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.

Nomarques #1



sHérarque du Culte des morts #1



Sarcophage de Phatep #1



Squelettes #1



Squelettes #2



Traqueurs des dunes #1



Traqueurs des dunes #2



Scorpion des sables #1



Scorpion des sables #2



Colosse du destin #1

