



UNDYING DYNASTIES

UD 230101 002 - 4 500 POINTS



1320 pts (29.00%) 1134 pts (25.00%) 2046 pts (45.00%) 155 pts (3.00%) 670 pts (15.00%) 0 pts (0.00%)
Characters **Core** **Special** **Ancient Ordnance** **Entombed** **Mason's Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (30 Max) (35 Max)

Characters

DEATH CULT HIERARCH #1

Death Cult Hierarch - Large - Construct - 60x100mm

730 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	Model Rules
Death Cult Hierarch	1	3	3	0	2	Hand Weapon

MOUNT ARK OF AGES

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	C		Sacred Ark, War Platform	
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Guard(2)	1	3	4	1	3	Lethal Strike, Poison Attacks, Magical Attacks, Aspen Bow
Bound Spirits	2	2	2	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits, Inanimate

Options	General • Light Armour (Death Cheater) • Wizard Master • Ark of Ages • Divination • Hierophant • Soul Conduit
Magic items	Sacred Hourglass • Death Cheater (Light Armour)

CASKET OF PHATEP #1

Casket of Phatep - Standard - Construct - 75mm round

195 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	8	2	Channel, Fearless, Not a Leader, UndeadMachine, Phatep's Curse, War, Divine, Dust to DustLight	
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Light AegisArmour	
Offensive	Att	Off	Str	Ap	Agi	Model Rules
Necropolis Guards	3	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks, Halberd, Hand Weapon

CASKET OF PHATEP #1

Casket of Phatep - Standard - Construct - 75mm round

195 POINTS

Global	Adv	Mar	Dis	Rea	Model Rules
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Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	8	2	, War Channel, Fearless, Not a Leader, UndeadMachine , Divine , Dust to DustLight , Phatep's Curse	
Defensive	HP	Def	Res	Arm		
	5	1	4	0	, Light AegisArmour	
Offensive	Att	Off	Str	Ap	Agi	
Necropolis Guards	3	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks, Halberd, Hand Weapon



DEATH CULT HIERARCH #2

Death Cult Hierarchy - Standard - Infantry - 20x20mm

200 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	
Death Cult Hierarchy	1	3	3	0	2	Hand Weapon

Options	Light Armour • Evocation
Magic items	Talisman of the Void • Obsidian Rock

Core



SKELETON CHARIOTS #1

Skeleton Chariots x3 - Large - Construct - 50x100mm

335 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	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
Chassis			4	1		Impact Hits, Inanimate

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



SKELETON CHARIOTS #1

Skeleton Chariots x3 - Large - Construct - 50x100mm

335 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	2	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>	
Chassis			4	1		Impact Hits, Inanimate

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



SKELETON SCOUTS #1


Skeleton Scouts x5 - Standard - Cavalry - 25x50mm

155 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	6	4	Fearless, Light Troops, Scout, Undead, Vanguard, Dust to Dust	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	3	3	0	2	Aspen Bow
Skeletal Horse	1	2	3	0	2	Harnessed


Options	Musician
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SKELETONS #1

Skeletons x28 - Standard - Infantry - 20x20mm

309 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	7	Fearless, Scoring, 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>
Skeleton	1	2	3	0	2

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

Special



TOMB CATAPHRACTS #1

Tomb Cataphracts x3 - Large - Cavalry - 50x100mm

325 POINTS



<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, Fearless, Scoring Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	2	4	4	1	3	Lethal Strike, Halberd
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

Options	Champion • Musician • Standard Bearer
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TOMB CATAPHRACTS #1


Tomb Cataphracts x3 - Large - Cavalry - 50x100mm

325 POINTS




Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, Fearless, Scoring Statue	
Defensive	HP	Def	Res	Arm		
	3	4	4	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rider	2	4	4	1	3	Lethal Strike, Halberd
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

Options	Champion • Musician • Standard Bearer
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SHABTIS #1
Shabtis x6 - Large - Infantry - 40x40mm

548 POINTS




Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	2	, Ensouled Fear, Fearless, Scoring Statue	
Defensive	HP	Def	Res	Arm		
	3	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Shabti	3	4	5	2	3	

Options	Paired Weapons • Champion • Musician • Standard Bearer
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SHABTIS #1
Shabtis x6 - Large - Infantry - 40x40mm

548 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	6"	12"	8	2	, Ensouled Fear, Fearless, Scoring Statue	
Defensive	HP	Def	Res	Arm		
	3	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Shabti	3	4	5	2	3	

Options	Paired Weapons • Champion • Musician • Standard Bearer
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GREAT VULTURES #1
Great Vultures x3 - Standard - Beast - 40x40mm

150 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	2"	4"	4	3	Fearless, Fly, Light Troops, Skirmisher, Undead, Dust to Dust	
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	3	4	0	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Great Vulture	3	3	4	1	3	



GREAT VULTURES #1
Great Vultures x3 - Standard - Beast - 40x40mm

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	2"	4"	4	3	Fearless, Fly, Light Troops, Skirmisher, Undead, Dust to Dust
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Hard Target
	2	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Great Vulture	3	3	4	1	3

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:

- If the spell targets one or more units containing any models with Ensouled Statue, 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>
<i>A Death is Only the Beginning</i>				
<i>Mf</i>	-	See below*	Augment	Instant
<i>When resolving the spell, choose one of the following effects:</i>				
• <i>The R&F part of the target Raises a number of Health Points equal to its Resurrected value.</i>				
• <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i>				
<i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>				
* <i>The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i>				



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>
5	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 .
3	Screaming	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	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.
A	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.
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	<5+> {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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
4	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}.
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.
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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<i>A</i>	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.
<i>I</i>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<i>5</i>	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 Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.

Magic items

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Obsidian Rock: The bearer gains Magic Resistance (2).

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

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.

Banner of the Entombed: If taken by a Character, the bearer gains **Underground Ambush**. If taken by a R&F model, the bearer's unit gains Underground Ambush and additional models cannot be added to the unit during Army List creation. Standard Height models using this banner to Ambush **must** arrive in a formation containing exactly 5 models per rank (except for the last) and cannot make a Reform (or a Swift Reform) during this Player Turn. Units with Underground Ambush also count towards Entombed.

Model Rules

Aegis:

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.

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.

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: 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.

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.

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

Hard Target:

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 Armour

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: Armour +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).

Not a Leader: The model cannot be the General.

Phatep's Curse: 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.

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.

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

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank). Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

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.

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.

Death Cult Hierarch #1



Casket of Phatep #1



Casket of Phatep #1



Skeleton Chariots #1



Skeleton Chariots #1



Skeleton Scouts #1



Tomb Cataphracts #1



Tomb Cataphracts #1



Shabtis #1



Shabtis #1



Skeletons #1



Great Vultures #1



Great Vultures #1



Death Cult Hierarch #2

