



UNDYING DYNASTIES - UPDATE IN PROGRESS

RENCONTRE 9TH AGE MAI 2016 - 1500PTS - 3 389 POINTS



1349 pts (40.00 %) 130 pts (4.00 %) 90 pts (3.00 %) 210 pts (6.00 %) 0 pts (0.00 %) 1610 pts (48.00 %)
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 Hierarch - *Standard - Infantry - 20x20mm*

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Death Cult Hierarch	4	3	3	3	4	3	2	1	8	Infantry
Model Rules	Undead • Dust to Dust • Risen (1)									

Magic items	Dispel Scroll
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*

90 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)									

Options	Level 2 (Wizard Apprentice)
Magic	Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death.

Core



SKELETON CHARIOTS #1
 Skeleton Chariots x6 - *Standard - Infantry - 20x20mm*

520 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 • Standard Bearer
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SKELETONS #2
 Skeletons x15 - *Standard - Infantry - 20x20mm*

540 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
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SKELETONS #1

Skeletons x15 - Standard - Infantry - 20x20mm

550 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 • Standard Bearer
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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)
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NECROPOLIS GUARD #1

Necropolis Guard x24 - Standard - Infantry - 20x20mm

994 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	
Model Rules	Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour									

Options	May take Shields • Champion • Musician • Standard Bearer
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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+)									

Rare



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)									

Magics

Magic items

Dispel Scroll:

Model Rules

Aspen Bows:

Bodyguard:

Dust to Dust:

Fear:

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):

Shields:

Undead:

Undead Construct:

Underground Ambush:

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



Charnel Catapult #1



Death Cult Acolyte #1



Death Cult Hierarch #1



Necropolis Guard #1



Sand Scorpion #1



Skeleton Chariots #1



Skeletons #2



Skeletons #1

