



UNDYING DYNASTIES - UPDATE IN PROGRESS

TEST - 3 790 POINTS



2070 pts (55.00%) **Special** (50 Max) 315 pts (8.00%) **Rare** (25 Max) 0 pts (0.00%) **Heroes** (50 Max) 285 pts (8.00%) **Lords** (50 Max) 0 pts (0.00%) **Mount** (0 NoLimit) 1120 pts (30.00%) **Core** (25 Least)

Lords



GENERAL

Pharaoh - Standard - Infantry - 20x20mm

285 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pharaoh	4	6	3	5	5	4	3	4	10	Infantry
Model Rules	Risen (1) • Undying Will • Mummy's Curse • Fear • Flammable • Undead • Dust to Dust • Light Armour									

Options	Heavy Armour • Shield
Magic items	Vanquisher Eternal - Model on foot only • Armour of Eternities - Model on foot only • Talisman of Shielding

Core



CARROS ESQUELETO

Skeleton Chariots x6 - Standard - Infantry - 20x20mm

540 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 • Musician • Standard Bearer
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ARQUEROS

Skeletons x20 - Standard - Infantry - 20x20mm

580 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
Notes	Guerreros esqueleto

Special



GUARDIA DEL SEPULCRO

Necropolis Guard x20 - Standard - Infantry - 20x20mm

950 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	Paired Weapons • Champion • Musician • Standard Bearer
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NECROPOLIS GUARD #2

Necropolis Guard x20 - Standard - Infantry - 20x20mm

950 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	Paired Weapons • Champion • Musician • Standard Bearer
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GOLEM SCORPION

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+)									

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)									



COLOSSUS #1

Colossus - Standard - Infantry - 20x20mm

185 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	Paired Weapons
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Magics

Magic items

Armour of Eternities - Model on foot only:

Talisman of Shielding:

Model Rules

Aspen Bows:

Bodyguard:

Dust to Dust:

Fear:

Flammable:

Grinding Attacks (D3+1):

Innate Defence (5+):

Lethal Strike:

Light Armour:

Light Lances:

Magic Resistance (2):

Magical Attacks:

Mount's Protection (6+):

Mummy's Curse:

Poisoned Attacks:

Risen (1):

Risen (D3+1):

Risen (D3+3):

Shields:

Undead:

Undead Construct:

Underground Ambush:

Undying Will:

Qr codes of your army

Your 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.

Charnel Catapult #1



Colossus #1



Guardia del sepulcro



Necropolis Guard #2



General



Golem Scorpion



Sand Scorpion #2



Carros esqueleto



Arqueros

