



UNDYING DYNASTIES

LIST UNDYING DYNASTIES #2 - 4 035 POINTS



660 pts (16.00 %) 3375 pts (84.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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

Characters



NOMARCH #1

Nomarch - Standard - Infantry - 20x20mm

230 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

Magic items

Crown of the Pharaohs



DEATH CULT HIERARCH #2

Death Cult Hierarch - Standard - Infantry - 20x20mm

225 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

Options

Wizard Adept • Divination

Magic items

Scroll of Desiccation



DEATH CULT HIERARCH #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

205 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

Options

Wizard Adept • Evocation

Core



SKELETONS #1

Skeletons x20 - Standard - Infantry - 20x20mm

160 POINTS



<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>
Skeleton	1	2	3	0	2

Options	Musician
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LEGION SKELETON CHARIOTS #1

Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

643 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Musician • Standard Bearer
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LEGION SKELETON CHARIOTS #2

Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

643 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Musician • Standard Bearer
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LEGION SKELETON CHARIOTS #3

Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

643 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Musician • Standard Bearer
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LEGION SKELETON CHARIOTS #4
Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

643 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Musician • Standard Bearer
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LEGION SKELETON CHARIOTS #5
Legion Skeleton Chariots x6 - Large - Construct - 50x100mm

643 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Bound in Death, Legion Charioteers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Charioteer(2)	2	3	3	0	2	Devastating Charge, Halberd, Aspen Bow (5+, 5+)
Skeletal Horse(2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, D3+1), Chariot Host

Options	Musician • Standard Bearer
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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).

Casting	Range	Type	Duration
<i>Death is Only the Beginning</i>			
Mf	-	Augment	Instant
<p>The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</p>			
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> • The R&F part of the target Raises a number of Health Points equal to its Resurrected value. • Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. 			
<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.

		<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	Scrying	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.
6	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.
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.
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.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 10 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>
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].
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.
A	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.
5	Touch of the Reaper	7+ [9+]	(24") {18"}]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 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.
6	Danse Macabre	5+ {9+}	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

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.

Scroll of Desiccation: After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Field, Forest, or Water Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.

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.

Bound in Death: Universal Rule.

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.

Chariot Host: Special Attack.

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).

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

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:

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).

Legion Charioteers: Universal Rule.

The model loses Light Troops and gains Scoring. Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank).

Light Armour: Armor +1

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.

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.

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

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

Your can print this page to have all your army's units qr code and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Nomarch #1



Death Cult Hierarch #2



Death Cult Hierarch #1



Skeletons #1



Legion Skeleton Chariots #1



Legion Skeleton Chariots #2



Legion Skeleton Chariots #3



Legion Skeleton Chariots #4



Legion Skeleton Chariots #5

