



# UNDYING DYNASTIES

## LISTE REGULIERE LANCIER - 4 485 POINTS



1340 pts (30.00%) 1125 pts (25.00%) 1270 pts (28.00%) 965 pts (21.00%) 0 pts (0.00%) 520 pts (12.00%)

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

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

### Characters



#### THOUT MOISIS

Death Cult Hierarch - Large - Construct - 60x100mm

650 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



#### MOUNT ARK OF AGES

Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	C		, Sacred War PlatformArk, Well of Souls, Fearless	
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Guard(2)	1	3	4	1	3	Lethal Strike, Poison Attacks, Magical Attacks, Aspen Bow (5+, 5+)
Bound Spirits	2	2	2	0	2	Harnessed, Magical Attacks
Chassis	-	-	5	2	-	Impact Hits (1D6, 1D6), Inanimate

<b>Options</b>	Wizard Master • Evocation • Soul Conduit • Light Armour (Alchemist's Alloy) • Ark of Ages
<b>Magic items</b>	Sacred Hourglass • Alchemist's Alloy (Light Armour)



#### SEHEK ANKHARE

Nomarch - Standard - Infantry - 20x20mm

190 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 FlammableArmour	
Offensive	Att	Off	Str	Ap	Agi	
Nomarch	2	4	4	1	3	Mummy's Curse, Hand Weapon

<b>Options</b>	Shield • General
<b>Magic items</b>	Death Mask of Teput



#### SETH AMPAFHE

Death Cult Hierarch - Standard - Infantry - 20x20mm

295 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	7	1	Wizard Apprentice, Fearless, Undead, Dust to Dust

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Death Cult Hierarch</b>	1	3	3	0	2
<b>Hand Weapon</b>					

<b>Options</b>	Wizard Adept • Divination • Hierophant
<b>Magic items</b>	Book of Arcane Mastery



### TOMB ARCHITECT #1


Tomb Architect - Standard - Infantry - 20x20mm

## 205 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	7	1	Fearless, Undead, Dust to Dust, Master of Stone
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	Flammable, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Tomb Architect</b>	2	4	4	1	3
<b>Hand Weapon</b>					

## Core



### LEGIION INNOMBRABLE D'IAKE DETHON

Skeletons x60 - Standard - Infantry - 20x20mm

## 560 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>
<b>Skeleton</b>	1	2	3	0	2

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)



### LEGIION PERDUE DES OUBLIES DE METEHOUMONPOT


Skeleton Archers x22 - Standard - Infantry - 20x20mm

## 255 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	6	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
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skeleton Archer</b>	1	2	3	0	2
<b>Aspen Bow (5+, 5+)</b>					


<b>Options</b>	Champion • Musician
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### ZENITH DES HYKSOS

Skeleton Scouts x5 - Standard - Cavalry - 25x50mm

## 140 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	16"	6	4	Vanguard, Light Troops, Fearless, Scout, Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	3	3	0	2	Aspen Bow (5+, 5+)
Skeletal Horse	1	2	3	0	2	Harnessed



### COHORTE INNACCESSIBLE DE SAHAKHARA

Skeleton Archers x10 - Standard - Infantry - 20x20mm

## 170 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	6	Scoring, Fearless, Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skeleton Archer	1	2	3	0	2	Aspen Bow (5+, 5+)

<b>Options</b>	Standard Bearer
<b>Magic banners</b>	Banner of the Entombed (Banner Enchantment)
<h2>Special</h2>	



### PERIHELIE D'EZSCHEK ET MAAT


Shabti x8 - Large - Infantry - 40x40mm

## 800 POINTS



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


<b>Options</b>	Halberd • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)



### DIVISION D'ON NEBOU-RE

Tomb Cataphracts x4 - Large - Cavalry - 50x100mm

## 470 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	, Ensouled Fear, Scoring, FearlessStatue	
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

<b>Options</b>	Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)

## Ancient Ordnance



### AFFLICTION

Charnel Catapult - Large - Construct - 75mm round

**200** POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	4	2	, War FearlessMachine , Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew</b>	3	2	3	0	2	Move or Fire , Charnel Catapult (5+, 5+)



### DESOLATION

Charnel Catapult - Large - Construct - 75mm round

**200** POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	4"	4	2	, War FearlessMachine , Undead, Dust to Dust	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew</b>	3	2	3	0	2	Move or Fire , Charnel Catapult (5+, 5+)

## Entombed



### ANΘU DENΘU AMPIFRE

Sand Scorpion - Large - Beast - 50x50mm

**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	
<b>Sand Scorpion</b>	4	4	5	2	3	Lethal Strike, Poison Attacks



### PTAHPABAFRE

Sand Scorpion - Large - Beast - 50x50mm

**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	
<b>Sand Scorpion</b>	4	4	5	2	3	Lethal Strike, Poison Attacks

## 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
<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).



Evocation

		Casting	Range	Type	Duration	Effect
<b>1</b>	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].
<b>3</b>	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.
<b>2</b>	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.
<b>A</b>	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.
<b>5</b>	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.
<b>6</b>	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.
<b>4</b>	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

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Death Mask of Teput:** Enemy units in base contact with the bearer suffer -2 Offensive Skill.

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

## 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.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Stalker's Standard:** The bearer's unit gains Strider.

## 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.

**Charnel Catapult:** Artillery Weapon.

This Artillery Weapon always hits on a roll equal to or greater than its Aim. It can be fired in two ways:

- As a Catapult (4x4) with Range 12-60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]

- As a Catapult (6x6) with Range 12-48", Shots 1, Str 3, AP 0, Flaming Attacks, Magical Attacks. For the purpose of Panic Test, a unit suffering one or more Health Point losses from this weapon is treated as having suffered 25% Health Point losses. Panic Tests caused by this weapon are taken at -1 Discipline.

**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:**

**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 at least one model part with Harnessed is considered to be mounted.

**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.

**Master of Stone:** Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), and at the start of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Fortitude (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**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.

**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.

**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.

**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

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## 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.

Thout Moïsis



Sehek Ankharé



Seth Ampafhé



Tomb Architect #1



Légion innombrable d'Iaké Déthon



Légion perdue des oubliés de Metehoumonpot



Zénith des Hyksos



Cohorte inaccessible de Sahakhara



Périhélie D'Ezscheck et Maât



Division d'On Nebou-Rê





Affliction



Désolation



Anou Denou Ampifrê



Ptahpabafrê

