



# UNDYING DYNASTIES - UPDATE IN PROGRESS

## LIST UNDYING DYNASTIES - UPDATE IN PROGRESS #1 - 2 913 POINTS



1270 pts (44.00%) 0 pts (0.00%) 273 pts (9.00%) 420 pts (14.00%) 0 pts (0.00%) 950 pts (33.00%)

**Special** (50 Max)    **Rare** (25 Max)    **Heroes** (50 Max)    **Lords** (50 Max)    **Mount** (0 NoLimit)    **Core** (25 Least)

### Lords



#### DEATH CULT HIERARCH #1

Death Cult Hierarchy - Standard - Infantry - 20x20mm

245 POINTS



| Troops               | M                                 | WS | BS | S | T | W | I | A | Ld | Type     |
|----------------------|-----------------------------------|----|----|---|---|---|---|---|----|----------|
| Death Cult Hierarchy | 4                                 | 3  | 3  | 3 | 4 | 3 | 2 | 1 | 8  | Infantry |
| <b>Model Rules</b>   | Undead • Dust to Dust • Risen (1) |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Level 4 (Wizard Master)   |
| <b>Magic items</b> | Dispel Scroll   |
| <b>Magic</b>       | Level 3 Wizard Master . Generate spells from the Path of the Sands, Light or Death. |



#### PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

175 POINTS



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

### Heroes



#### DEATH CULT ACOLYTE #1

Death Cult Acolyte - Standard - Infantry - 20x20mm

125 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 |
| <b>Model Rules</b> | Undead • Dust to Dust • Risen (1) |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Level 2 (Wizard Apprentice)   |
| <b>Magic items</b> | Book of the Dead  |
| <b>Magic</b>       | Level 1 Wizard Apprentice . Generate spells from the Path of the Sands, Light or Death. |



#### TOMB HARBINGER - BSB

Tomb Harbinger - BSB - Standard - Infantry - 20x20mm

148 POINTS



| Troops             | M  | WS | BS | S | T | W | I | A | Ld | Type     |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Tomb Harbinger     | 4  | 4  | 3  | 4 | 5 | 2 | 3 | 3 | 8  | Infantry |
| <b>Model Rules</b> | Poisoned Attacks • Lethal Strike • Flammable • Undead • Dust to Dust • Risen (1) • Undying Will • Light Armour |    |    |   |   |   |   |   |    |          |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Shield  |
| <b>Magic items</b> | Axe of Battle • Mithril Mail - models on foot only (Heroes) |

### Core



### SKELETON CHARIOTS #1

Skeleton Chariots x3 - Standard - Infantry - 20x20mm

135 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 | -  |         |
| <b>Model Rules</b> | Undead • Dust to Dust • Risen (D3+1) • Aspen Bows • Light Armour • Light Lances • Mount's Protection (6+) |    |    |   |   |   |   |   |    |         |



### SKELETON CHARIOTS #2

Skeleton Chariots x3 - Standard - Infantry - 20x20mm

135 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 | -  |         |
| <b>Model Rules</b> | Undead • Dust to Dust • Risen (D3+1) • Aspen Bows • Light Armour • Light Lances • Mount's Protection (6+) |    |    |   |   |   |   |   |    |         |



### SKELETONS #1

Skeletons x40 - Standard - Infantry - 20x20mm

680 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  |          |
| <b>Model Rules</b> | Risen (D3+3) • Undead • Dust to Dust • Light Armour • Shields |    |    |   |   |   |   |   |    |          |

#### Options

Spears • Champion • Musician • Standard Bearer

## Special



### GREAT VULTURES #1

Great Vultures x2 - Standard - Infantry - 20x20mm

60 POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type      |
|--------------------|---|----|----|---|---|---|---|---|----|-----------|
| Great Vulture      | 2   | 3  | -  | 4 | 4 | 2 | 3 | 3 | 4  | War Beast |
| <b>Model Rules</b> | Skirmishers • Fly (10) • Undead • Dust to Dust • Risen (D3+1) |    |    |   |   |   |   |   |    |           |



### GREAT VULTURES #2

Great Vultures x2 - Standard - Infantry - 20x20mm

60 POINTS



| Troops             | M   | WS | BS | S | T | W | I | A | Ld | Type      |
|--------------------|---|----|----|---|---|---|---|---|----|-----------|
| Great Vulture      | 2   | 3  | -  | 4 | 4 | 2 | 3 | 3 | 4  | War Beast |
| <b>Model Rules</b> | Skirmishers • Fly (10) • Undead • Dust to Dust • Risen (D3+1) |    |    |   |   |   |   |   |    |           |



## NECROPOLIS GUARD #1

Necropolis Guard x30 - Standard - Infantry - 20x20mm

**1 150** 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  |          |
| <b>Model Rules</b> | Risen (D3+1) • Magical Attacks • Poisoned Attacks • Lethal Strike • Bodyguard • Undead • Dust to Dust • Light Armour |    |    |   |   |   |   |   |    |          |

|                      |   |
|----------------------|---|
| <b>Options</b>       | May take Shields • Halberds • Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Holy Icon (Banner Enchantment)                                      |

### Magics

#### Magic items

**Axe of Battle:**

**Book of the Dead:**

**Dispel Scroll:**

**Mithril Mail - models on foot only (Heroes):**

#### Magic banners

**Holy Icon:**

#### Model Rules

**Aspen Bows:**

**Bodyguard:**

**Dust to Dust:**

**Fear:**

**Flammable:**

**Fly (10):**

**Lethal Strike:**

**Light Armour:**

**Light Lances:**

**Magical Attacks:**

**Mount's Protection (6+):**

**Mummy's Curse:**

**Poisoned Attacks:**

**Risen (1):**

**Risen (D3+1):**

**Risen (D3+3):**

**Shields:**

**Skirmishers:**

**Undead:**

**Undying Will:**

### 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 Acolyte #1



Death Cult Hierarch #1



Great Vultures #1



Great Vultures #2



Necropolis Guard #1



Pharaoh #1



Skeleton Chariots #1



Skeleton Chariots #2



Skeletons #1



Tomb Harbinger - BSB

