



# UNDYING DYNASTIES

## LIST DYNASTIES IMMORTELLLES #14 - 4 095 POINTS



1100 pts (24.00 %) **840 pts (19.00 %)** 1915 pts (43.00 %) 590 pts (13.00 %) 0 pts (0.00 %) 650 pts (14.00 %)  
**Characters** **Core** **Special** **Ancient Ordnance** **Mason's Menagerie** **Entombed**  
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (35 Max) (30 Max)

### Characters



#### NOMARQUES #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



#### HIERARQUE DU CULTE DES MORTS #2

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



#### HIERARQUE DU CULTE DES MORTS #1

Death Cult Hierarch - Standard - Infantry - 20x20mm

400 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 Master • Hierophant



#### HERAUT DES TOMBES #1

Tomb Harbinger - Standard - Infantry - 20x20mm

265 POINTS



| Global    | Adv | Mar | Dis | Rea | Model Rules                                 |
|-----------|-----|-----|-----|-----|---|
|           | 4"  | 8"  | 7   | 1   | Fearless, Undead, Dust to Dust, Royal Guard |
| Defensive | HP  | Def | Res | Arm |   |
|           |     |     |     |     |   |

| <i>Defensive</i>      | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |                             |  |
|-----------------------|------------|------------|------------|------------|-----------------------------|--|
|                       | 3          | 4          | 5          | 0          | , Light<br>Flammable Armour |  |
| <i>Offensive</i>      | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                  |  |
| <b>Tomb Harbinger</b> | 3          | 4          | 4          | 1          | 3                           | Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Heavy Armour (Jackal's Blessing) • Shield |
| <b>Magic items</b> | Jackal's Blessing (Heavy Armour)          |

## Core

|  |                      |                   |   |
|--|----------------------|-------------------|---|
|  | <b>SQUELETTES #1</b> | <b>490 POINTS</b> |  |
| Skeletons x50 - Standard - Infantry - 20x20mm                                    |                      |                   |   |

| <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<br>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> | Rending Banner (Banner Enchantment)           |

|  |                              |                   |  |
|--|------------------------------|-------------------|--|
|   | <b>ARCHERS SQUELETTES #1</b> | <b>175 POINTS</b> |  |
| Skeleton Archers x15 - Standard - Infantry - 20x20mm   |                              |                   |  |

| <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<br>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          | Aspen Bow (5+, 5+) |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|

|  |                              |                   |   |
|--|------------------------------|-------------------|---|
|   | <b>ARCHERS SQUELETTES #2</b> | <b>175 POINTS</b> |  |
| Skeleton Archers x15 - Standard - Infantry - 20x20mm   |                              |                   |   |

| <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<br>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          | Aspen Bow (5+, 5+) |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|

## Special



## GARDE DES NECROPOLES #1

Necropolis Guard x40 - Standard - Infantry - 20x20mm

**790** POINTS



| Global                  | Adv | Mar | Dis | Rea | Model Rules  |  |
|-------------------------|-----|-----|-----|-----|--|--|
|                         | 4"  | 8"  | 8   | 3   | Scoring, Fearless, Undead, Dust to Dust, Bodyguard |  |
| Defensive               | HP  | Def | Res | Arm |  |  |
|                         | 1   | 3   | 4   | 0   | Light Armour                                       |  |
| Offensive               | Att | Off | Str | Ap  | Agi  |  |
| <b>Necropolis Guard</b> | 1   | 3   | 4   | 1   | 3  | Lethal Strike, Poison Attacks, Magical Attacks |

|                      |  |
|----------------------|--|
| <b>Options</b>       | Halberd • Champion • Musician • Standard Bearer • Shield |
| <b>Magic banners</b> | Rending Banner (Banner Enchantment)                      |



## CATAPHRACTES DES TOMBES #1

Tomb Cataphracts x6 - Large - Cavalry - 50x100mm

**752** POINTS



| Global       | Adv | Mar | Dis | Rea | Model Rules                                 |                           |
|--------------|-----|-----|-----|-----|---|---------------------------|
|              | 7"  | 14" | 8   | 2   | , Ensouled<br>Fear, Scoring, FearlessStatue |                           |
| Defensive    | HP  | Def | Res | Arm |   |                           |
|              | 3   | 4   | 4   | 3   | Light Armour                                |                           |
| Offensive    | Att | Off | Str | Ap  | Agi   |                           |
| <b>Rider</b> | 2   | 4   | 4   | 1   | 3   | Lethal Strike, Halberd    |
| <b>Amut</b>  | 3   | 3   | 5   | 2   | 3   | Harnessed, Poison Attacks |

|                |   |
|----------------|---|
| <b>Options</b> | Musician • Standard Bearer • Underground Ambush |
|----------------|---|



## GRANDS VAUTOURS #1

Great Vultures x3 - Standard - Beast - 40x40mm

**155** POINTS



| Global               | Adv | Mar | Dis | Rea | Model Rules   |
|----------------------|-----|-----|-----|-----|---|
|                      | 2"  | 4"  | 4   | 3   | , Fly (9", 18", 9",<br>Light Troops, Fearless, Skirmisher, Undead, Dust to Dust18") |
|                      | 9"  | 18" |     |     |   |
| Defensive            | HP  | Def | Res | Arm |   |
|                      | 2   | 3   | 4   | 0   | Hard Target (1, 1)  |
| Offensive            | Att | Off | Str | Ap  | Agi   |
| <b>Great Vulture</b> | 3   | 3   | 4   | 1   | 3   |



## GRANDS VAUTOURS #2

Great Vultures x6 - Standard - Beast - 40x40mm

**218** POINTS



| Global               | Adv | Mar | Dis | Rea | Model Rules   |
|----------------------|-----|-----|-----|-----|---|
|                      | 2"  | 4"  | 4   | 3   | , Fly (9", 18", 9",<br>Light Troops, Fearless, Skirmisher, Undead, Dust to Dust18") |
|                      | 9"  | 18" |     |     |   |
| Defensive            | HP  | Def | Res | Arm |   |
|                      | 2   | 3   | 4   | 0   | Hard Target (1, 1)  |
| Offensive            | Att | Off | Str | Ap  | Agi   |
| <b>Great Vulture</b> | 3   | 3   | 4   | 1   | 3   |

# Ancient Ordnance



## TRAQUEURS DES DUNES #1

Sand Stalkers x3 - Large - Beast - 50x100mm

**240** POINTS



| Global              | Adv | Mar | Dis | Rea | Model Rules  |  |
|---------------------|-----|-----|-----|-----|--|--|
|                     | 7"  | 14" | 8   | 2   | Fear, Light Troops, Fearless, <b>Ensouled</b> Statue |  |
| Defensive           | HP  | Def | Res | Arm |  |  |
|                     | 3   | 3   | 4   | 2   |  |  |
| Offensive           | Att | Off | Str | Ap  | Agi  |  |
| <b>Sand Stalker</b> | 2   | 3   | 4   | 1   | 3  | <b>Halberd, Petrifying Gaze (3+, 3+)</b> |

## 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>   | -       | <b>The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</b> | <b>Augment</b> | <b>Instant</b> |
| <p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <li>• <i>The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</i></li> <li>• <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i></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> |         |  |                |                |

## 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.

**Jackal's Blessing:** The wearer gains +2 Health Points and **Fortitude (5+)**.

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## 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.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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:**

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Guardian's Wrath:** Attack Attribute - Melee.

The model and all model parts in the same unit, except model parts without Harnessed in its unit gain Battle Focus.

**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

**Hard Target:**

**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.

**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.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**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.

**Petrifying Gaze:** Shooting Weapon.

Range 12", Shots D6+1, Str 2, AP 10, Quick to Fire.

When rolling to wound with this attack, use the target's Agility instead of the target's Resilience. For Multipart Models, use the highest Agility value.

**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.

**Royal Guard:** Universal Rule.

The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, unless another model does so first:

- A Tomb Harbinger must issue a Duel.
- A Tomb Harbinger must accept a Duel.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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

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.

Nomarques #1



Hiérarque du Culte des morts #2



Hiérarque du Culte des morts #1



Héraut des tombes #1



Squelettes #1



Archers squelettes #1



Archers squelettes #2



Garde des nécropoles #1



Cataphractes des tombes #1



Grands vautours #1



Grands vautours #2



Traqueurs des dunes #1