# 3000 Pts - Undying Dynasties Roster | Inncon 2024

| Unit Name | ## | Adv | Mar | Dis | HP | Def | Res | Arm | Spe | Att | Off | Str | AP | Agi | Type | Cost |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Pharaoh | 1 | 4 | 8 | 9 | 4 | 6 | 5 | 5+ | | 4/5 | 6 | 5/7 | 2/4 | 3 | SI | 345 |
| Standard Infantry; Resurrected (1); Undead; Dust to Dust; Fear; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Discipline.; Great Weapon; Heavy Armour; Flammable; Undying Will | | | | | | | | | | | | | | | | |
| *Godslayer* | | | | | | | | | | | | | | | | [80] |
| The wielder gains +1 Attack when using this weapon. Attacks made with this weapon gain Divine Attacks and gain Multiple Wounds (2, against Aegis). Great Weapon enchantment. | | | | | | | | | | | | | | | | |
| *Dragonfire Gem* | | | | | | | | | | | | | | | | [20] |
| The bearer gains Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves. | | | | | | | | | | | | | | | | |
| Death Cult Hierarch Adept | 1 | 4 | 8 | 7 | 3 | 3 | 3 | 2+ | 5+ | 1 | 3 | 3 | 0 | 2 | SI | 325 |
| Standard Infantry; Resurrected (1); Undead; Dust to Dust; The Evocation; Wizard Adept; Hierophant; Hand Weapon; Light Armour | | | | | | | | | | | | | | | | |
| *Essence of Mithril* | | | | | | | | | | | | | | | | [50] |
| The wearer gains +5 Armour, to a maximum of 5. Suits of Armour Enchantment. Cannot be taken by Large Constructs or models with Towering Presence | | | | | | | | | | | | | | | | |
| *Talisman of Shielding* | | | | | | | | | | | | | | | | [50] |
| The bearer gains Aegis (5+). | | | | | | | | | | | | | | | | |
| Skeletons | 28 | 4 | 8 | 4 | 1 | 2 | 3 | 5+ | | 1 | 2 | 3 | 1 | 2 | SI | 258 |
| Standard Infantry; Resurrected (7); Undead; Dust to Dust; Scoring; Spear; Light Armour; Shield; Standard; Musician | | | | | | | | | | | | | | | | |
| Champion | 1 | 4 | 8 | 4 | 1 | 2 | 3 | 5+ | | 2 | 2 | 3 | 1 | 2 | | [10] |
| Skeleton Chariots | 3 | 8 | 10 | 7 | 3 | 3 | 4 | 4+ | | D3+1 | | 4 | 1 | | LCo | 250 |
| Large Construct; Resurrected (2); Undead; Dust to Dust; Swiftstride; Inanimate, Impact Hits (D3+1); Halberd; Heavy Armour; Bound in Death; Light Troops | | | | | | | | | | | | | | | | |
| Charioteer | 6 | | | | | | | | | 2 | 3 | 3/4 | 0/1 | 2 | | [0] |
| Aspen Bow (5+) | | | | | | | | | | | | | | | | |
| Skeletal Horse | 6 | | | | | | | | | 1 | 2 | 3 | 0 | 2 | | [0] |
| Harnessed | | | | | | | | | | | | | | | | |
| Skeleton Chariots | 3 | 8 | 10 | 7 | 3 | 3 | 4 | 4+ | | D3+1 | | 4 | 1 | | LCo | 250 |
| Large Construct; Resurrected (2); Undead; Dust to Dust; Swiftstride; Inanimate, Impact Hits (D3+1); Halberd; Heavy Armour; Bound in Death; Light Troops | | | | | | | | | | | | | | | | |
| Charioteer | 6 | | | | | | | | | 2 | 3 | 3/4 | 0/1 | 2 | | [0] |
| Aspen Bow (5+) | | | | | | | | | | | | | | | | |
| Skeletal Horse | 6 | | | | | | | | | 1 | 2 | 3 | 0 | 2 | | [0] |
| Harnessed | | | | | | | | | | | | | | | | |
| Shabtis | 5 | 6 | 12 | 8 | 3 | 4 | 4 | 4+ | | 3 | 4 | 5/6 | 2/3 | 3 | LI | 390 |
| Large Infantry; Resurrected (2); Ensouled Statue; Scoring; Fear; Halberd; Light Armour | | | | | | | | | | | | | | | | |
| Colossus | 1 | 6 | 12 | 8 | 5 | 4 | 6 | 3+ | | 6/7 | 4/5 | 6 | 3 | 2 | GI | 415 |
| Gigantic Infantry; Resurrected (1); Ensouled Statue; Grind Attacks (D3); Paired Weapons; Light Armour | | | | | | | | | | | | | | | | |
| Battle Sphinx | 1 | 5 | 12 | 8 | 5 | 4 | 8 | 4+ | | 4 | 4 | 5 | 2 | 1 | GB | 425 |
| Gigantic Beast; Resurrected (1); Ensouled Statue; Breath Attack (Str 4, AP 1, Flaming Attacks); Poison Attacks; Harnessed | | | | | | | | | | | | | | | | |
| Riders | 4 | | | | | | | | | 2 | 4 | 4 | 1 | 3 | | [0] |
| Lethal Strike; Light Lance | | | | | | | | | | | | | | | | |
| Sand Scorpion | 1 | 7 | 14 | 8 | 4 | 4 | 5 | 5+ | | 4 | 4 | 5 | 2 | 3 | LB | 150 |
| Large Beast; Resurrected (2); Ensouled Statue; Fear; Fearless; Special Ambush (Open Terrain); Poison Attacks; Lethal Strike | | | | | | | | | | | | | | | | |
| Charnel Catapult | 1 | 4 | 4 | 4 | 5 | 1 | 4 | | | 3 | 2 | 3 | 0 | 2 | LCo | 190 |
| Large Construct; Resurrected (2); Undead; Dust to Dust; War Machine; Charnel Catapult (5+) | | | | | | | | | | | | | | | | |

| Option Footnotes: | |
|---|---|
| Aspen Bow (5+) | 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 | R&F models in this unit must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as this unit. |
| Charnel Catapult (5+) | Artillery Weapon. Catapult (6x6), Range 12-48", Shots 1, Str 3 [7], AP 0 [4], Flaming Attacks, Magical Attacks, [Multiple Wounds (D3)]. This weapon always hits on a roll equal to or greater than its Aim. Panic Tests caused by this weapon are taken at -1 Discipline. |
| Great Weapon | Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks |
| Halberd | Attacks with +1 Strength and +1 AP. Cannot be used with Shield against Melee attacks |
| Hand Weapon | All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee 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 to get the Parry Defensive Trait. |
| Heavy Armour | Armour Save (+2) |

| Option Footnotes: | | |
|---|---|---|
| Hierophant | One of a Kind. An Undying Dynasties Army must include a single model with this Universal Rule. When the Hierophant casts Death is Only the Beginning as a non-Bound Spell, it may choose to target a friendly unit within 18" (instead of the spell's normal target restrictions). | |
| Light Armour | Armour Save (+1) | |
| Light Lance | Attacks gain Devastating Charge (+1 Strength and +1 AP). | |
| Musician | Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld. | |
| Paired Weapons | Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks | |
| Shield | +1 AS; Parry (foot models only) | |
| Spear | Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing. | |
| Standard | +1CR | |
| Undying Will | Models in a unit 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, Beasts, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will. | |
| Wizard Adept | The Wizard gains Channel (1) and and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1 ,2, 3 and 4 of its chosen Path and its Hereditary Spell. | |

|  | **Total** | **2998** |
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Resurrected: Some unit profiles contain the additional Characteristic Resurrected, shortened Rsr, which determines the number of Health Points Raised with Death is Only the Beginning (Hereditary Attribute Spell).

Models in Army: 42

## Validation Results for Army List '1. Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

| Troop Type | Count | Unused | Points | Unused | Percent |
|---|---|---|---|---|---|
| Characters  (<=40%) | 2 | n/a | 670 | 530 | 22% |
| Core  (>=25%) | 3 | n/a | 758 | 2242 | 25% |
| Special  (<=100%) | 1 | n/a | 390 | 2610 | 13% |
| Ancient_Ordnance  (<=35%) | 1 | n/a | 190 | 860 | 6% |
| Masons_Menagerie  (<=35%) | 2 | n/a | 840 | 210 | 28% |
| Entombed  (<=30%) | 1 | n/a | 150 | 750 | 5% |
| Magic Item Summary | 4 | n/a | 200 | n/a | 6% |