

# Undying Dynasties

*Some Tomb Lords still have a desire to adventure, even in their Undeath.*

## Special Rules

If the Liche Priest dies, and you have no Acolytes in your party, the party will be completely destroyed.

No Pain – this model treats Stunned as Knocked Down when Injured.

No Brain – this model cannot gain Experience.

## Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	6	6	5	5	5	5	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche Priest / Acolyte	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-15

## Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>Gladiator</li><li>Warlock</li><li>Witch</li></ul>	<ul style="list-style-type: none"><li>Demicus, the Great Wizard</li></ul>

## Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Tomb Lord	1	20	150pg
Liche Priest	1	8	55pg
Acolyte	1-2	0	20pg

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Skeleton	-	20pg
Tomb Guard	1-2	30pg
Giant Scorpion	1-3	15pg

## **Special Equipment**

### **Serpent Staff**

<b>Range</b>	<b>Strength</b>
Close Combat	As User

### **Special Rules**

Parry

Two-handed

Serpent Strike – the user can choose to forgo all normal attacks and the Parry special rule in order to make a single Always Strikes First at WS4, S4.

### **Asp Arrows**

A model equipped with a bow may also equip these arrows. They grant the weapon +1 to hit.

## **Equipment**

<b>Undead</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace	3pg
Axe / Shield	5pg
Sword / Halberd / Spear / Bow / Asp Arrows (Tomb Lord only) / Javelins	10pg
Morning Star / Double-handed Weapon / Flail	15pg
Light Armour	20pg

<b>Priest</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace / Staff	3pg
Sword	10pg
Morning Star	15pg
Serpent Staff (Liche Priest Only)	30pg

## **Warrior Profiles**

### **Tomb Lord**

*The Tomb Lord was once a great explorer whose re-awakened soul still yearns for adventure.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	3	4	5	3	3	2	8

**Equipment** – any from Undead list.

**Skills** – Combat, Shooting, Strength

### **Special Rules**

Leader

Fear

Undead

Immune to Poison

Immune to Psychology

No Pain

Cannot run

Any fire based attack causes 2 wounds to the Tomb Lord instead of 1.

### **Liche Priest**

*The Liche Priest is a head of the Mortuary Cult.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	2	3	3	1	3	1	7

**Equipment** – any from Priest list.

**Skills** – Academic

### **Special Rules**

Fear

Undead

Immune to Poison

Immune to Psychology

No Pain

Cannot run

Wizard – uses Liche Priest Rituals

### **Acolyte**

*Acolytes are assistants of the Liche Priest.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	2	3	3	1	3	1	7

**Equipment** – any from Priest list.

**Skills** – Combat, Academic

### **Special Rules**

Fear

Undead

Immune to Poison

Immune to Psychology

No Pain

Cannot run

### **Skeleton**

*Skeletons are the former soldiers of the Tomb Lord's armies.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	2	3	3	1	2	1	5

**Equipment** – any from Undead list.

### **Special Rules**

Fear

Undead

Immune to Poison

Immune to Psychology

No Pain

No Brain

Cannot run

### **Tomb Guardian**

*Tomb Guardians are the Tomb Lord's elite bodyguard.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	2	4	3	1	3	1	5

**Equipment** – any from Undead list.

### **Special Rules**

Fear

Undead

Immune to Poison

Immune to Psychology

No Pain

Cannot run

### **Giant Scorpion**

*Liche Priests are able to command these living creatures.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	2	-	2	2	1	4	1	4

**Equipment** – none.

### **Special Rules**

Animal

Scorpion Sting – Giant Scorpions have an additional attack with the Poisoned Attacks special rule.

## **Liche Priest Rituals**

1. Spell of Awakening
2. Lifestealer
3. Reanimation
4. Spell of Doom
5. Ancient Vigour
6. Death Vision

### **Spell of Awakening – Auto cast**

If an enemy Hero is killed on the Serious Injuries chart at the end of the skirmish, then the caster resurrects them as an undead servant. The Hero retains all characteristics and equipment, but not skills.

The model counts as a Henchman group consisting only of the one model.

The Hero cannot buy any more equipment

The Hero now has the following special rules:

Fear, Immune to Psychology, Immune to Poison, Undead, No Pain, No Brain

### **Lifestealer – Difficulty 10**

Range 6". Target a single enemy model. The model suffers a wound with no armour saves allowed, and the caster gains an extra wound for the rest of the skirmish (even above maximum). Does not effect Daemonic or Undead models.

### **Re-animation – Difficulty 9**

One Skeleton that has been taken Out of Action returns to life and is placed within 6" of the caster. Cannot be placed in base contact with an enemy.

### **Spell of Doom – Difficulty 9**

Range 12". Target a single enemy model. The model must pass a S test or roll on the Injury table.

### **Ancient Vigour – Difficulty 6**

Range 6". Target a single friendly Skeleton or Tomb Guard within range. The model may make a move up to its maximum M. It can move into base contact with an enemy model, which counts as charging.

### **Death Vision – Difficulty 6**

The caster causes Fear for the rest of the skirmish.