



13/09/20

1180 pts (26.00 %) **829 pts (18.00 %)** 885 pts (20.00 %) 450 pts (10.00 %) 420 pts (9.00 %)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

Characters

FRACOALT

Cuatl Lord - *Standard - Infantry - 50x50*

725 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|------------------|-----|-----|-----|-----|------------|--|
| | 4" | 8" | 8 | | | Cold-Blooded, Tall, Palanquin, Wizard Master |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 2 | 4 | 0 | Aegis (4+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| CuatlLord | 1 | 2 | 3 | 0 | 2 | Hand Weapon |

Options | Battle Standard Bearer • Pyromancy • General • Grasp of the Immortal • Symbiosis

SAK

Skink Priest - *Standard - Infantry - 20x20*

190 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|---------------------|-----|-----|-----|-----|-----|---|
| | 6" | 12" | 5 | | | Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link |
| Defensive | HP | Def | Res | Arm | | |
| | 2 | 2 | 2 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Skink Priest | 1 | 2 | 3 | 0 | 4 | Hand Weapon |

Options | Wizard Adept • Druidism

BAK

Caiman Ancient - *Large - Infantry - 40x40*

265 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|-----------------------|-----|-----|-----|-----|--------------|-----------------------------|
| | 6" | 12" | 7 | | | Strider, Fear, Cold-Blooded |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 5 | 3 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Caiman Ancient | 4 | 5 | 5 | 2 | 3 | Born Predator, Hand Weapon |

Options | Raptor Spirit

Core

LES ENFANTS D'OPAL

Saurian Warriors **x25** - *Standard - Infantry - 25x25*

510 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|--------|-----|-----|-----|--|--|-----------------------|
| | 4" | 8" | 8 | | | Scoring, Cold-Blooded |

| | | | | | |
|------------------|------------|------------|------------|------------|-----------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 4 | 2 | Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Saurian Warrior | 2 | 3 | 4 | 1 | 2 Born Predator |

| | |
|----------------|---|
| Options | Spear • Champion • Musician • Standard Bearer |
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|--|---|-------------------|---|
|  | LES FLECHES RAMPANTES Skink Braves Archer x33 - Standard - Infantry - 20x20 | 319 POINTS |  |
|--|---|-------------------|---|

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|---------------|------------|------------|------------|--------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 6" | 12" | 5 | Strider, Scoring, Cold-Blooded |

| | | | | | |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 2 | 1 | |

| | | | | | |
|------------------|------------|------------|------------|-----------|----------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Skink Braves | 1 | 2 | 3 | 0 | 4 Bow (4+, 4+) |

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|----------------|----------|
| Options | Musician |
|----------------|----------|

Special

| | | | |
|--|--|-------------------|---|
|  | LA GARDE DU SOLEIL VERT Temple Guard x20 - Standard - Infantry - 25x25 | 515 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 4" | 8" | 8 | Scoring, Fearless, Cold-Blooded, Bodyguard |

| | | | | | |
|------------------|-----------|------------|------------|------------|----------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 4 | 2 | Light Armour, Shield |

| | | | | | |
|------------------|------------|------------|------------|-----------|------------------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Temple Guard | 2 | 4 | 4 | 1 | 2 Born Predator, Cobalt Club |

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|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

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|--|--|-------------------|---|
|  | LE LIT DE LA RIVIERE VERTE Snake Swarms x3 - Standard - Infantry - 40x40 | 160 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 7 | Light Troops, Fearless, Fearless, Skirmisher, Cold-Blooded, Unstable, Venomous Tide |

| | | | | | |
|------------------|-----------|------------|------------|------------|--------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 3 | 2 | 0 | Hard Target (1, 1) |

| | | | | | |
|------------------|------------|------------|------------|-----------|------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Snake Swarm | 5 | 3 | 2 | 0 | 1 Poison Attacks |

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|--|--|-------------------|---|
|  | LES TAILLEURS DE LA CITE Caimans x3 - Large - Infantry - 40x40 | 210 POINTS |  |
|--|--|-------------------|---|

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|---------------|------------|------------|------------|--------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 6" | 12" | 7 | Strider, Scoring, Cold-Blooded |

| | | | | | |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 4 | 3 | |

| | | | | | |
|------------------|------------|------------|------------|-----------|-----------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Caiman | 3 | 3 | 5 | 2 | 2 Born Predator |

Jungle Guerillas



LES GARDIENS DE LA CANOPEE

Pteradon Sentries x3 - Large - Cavalry - 40x40

180 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|-----------------|-----|-----|-----|-----|--------------------|---|
| | 2" | 4" | 5 | | | Strider, Feigned Flight, Vanguard, Light Troops, Skirmisher, Cold-Blooded, Fly (9", 18", 9", 18") |
| | 9" | 18" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 2 | 2 | 3 | 2 | Hard Target (1, 1) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Rider | 1 | 2 | 3 | 0 | 4 | Light Lance |
| Pteradon | 1 | 3 | 4 | 1 | 2 | Harnessed, Release Rocks |

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|----------------|----------------|
| Options | Fire Bola (4+) |
|----------------|----------------|



LES OMBRES DE LA GRANDE JUNGLE

Chameleons x5 - Standard - Infantry - 20x20

135 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|------------------|-----|-----|-----|-----|--------------------|--|
| | 6" | 12" | 6 | | | Strider, Light Troops, Scout, Skirmisher, Cold-Blooded |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 2 | 1 | Hard Target (2, 2) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Chameleon | 1 | 2 | 3 | 0 | 4 | Blowpipe (4+, 4+) |



LA VOLONTE DU SERPENT

Chameleons x5 - Standard - Infantry - 20x20

135 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|------------------|-----|-----|-----|-----|--------------------|--|
| | 6" | 12" | 6 | | | Strider, Light Troops, Scout, Skirmisher, Cold-Blooded |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 2 | 1 | Hard Target (2, 2) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Chameleon | 1 | 2 | 3 | 0 | 4 | Blowpipe (4+, 4+) |

Thunder Lizards



SUK LE VOYAGEUR

Stygiosaur - Large - Cavalry - 50x100

420 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|--------------------|-----|-----|-----|-----|-----|---|
| | 7" | 14" | 6 | | | Fear, Towering Presence, Terror, Cold-Blooded |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 4 | 5 | 4 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Skink Rider | 1 | 2 | 3 | 0 | 4 | |
| Stygiosaur | 4 | 4 | 5 | 2 | 2 | Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack |

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|----------------|------------------|
| Options | Mystic Traveller |
|----------------|------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|------------|-------------|--|----------|
| Spark of Creation | | | | |
| <i>Mf</i> | 6+ [9+] | [36"] [18"] | Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage | Instant |
| The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks. | | | | |



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

| | | Casting | Range | Type | Duration | Effect |
|----------|---------------------|--------------|--------|---------------------|-----------|--|
| 5 | Stone Skin | 9+ {8+} | 12" | Augment | One Turn | The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience. |
| 3 | Entwining Roots | 6+ {5+} | 12" | Hex | One Turn | The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks. |
| 4 | Summer Growth | 11+ {10+} | 24" | Augment | Instant | This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies. |
| A | Fountain of Youth | | 12" | Augment Focused | Instant | The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell. |
| 6 | Spirits of the Wood | 7+ {6+} | 12" | Augment {Universal} | One Turn | Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).} |
| 2 | Master of Earth | 6+ {5+} | 18" | Hex Damage Direct | Instant | The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks. |
| 0 | The Oaken Throne | 4+ | Caster | Caster | Permanent | If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil). |
| 1 | Healing Waters | 7+ {6+} | 12" | Augment | One Turn | The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}. |



Pyromancy

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------|-----------------|--------------------|----------|---|
| 6 | Enveloping Embers | 10+ | 24" | Hex Damage Direct | Instant | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cascading Fire | 5+ [8+] | 24" [12"] | Hex | One Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 3 | Flaming Swords | 8+ [11+] | 18" [6"Aura] | Augment | One Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 1 | Fireball | 4+ | 36" | Hex Missile Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |
| A | Blaze | | 18" | Hex Missile Damage | Instant | The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks. |
| 5 | Scorching Salvo | 8+ | 24"Aura | Hex Damage | Instant | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 4 | Pyroclastic Flow | 7+ [10+] | 24" [12"] | Hex Missile Damage | Instant | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |

Magic items

Raptor Spirit: The bearer gains +4" Advance Rate, +4" March Rate, and **Swiftstride**. This Artefact cannot be taken by a model with Ranger's Boots.

Model Rules

Aegis:

Blowpipe: Shooting Weapon.

Range 12", Shots 2, Str 2, AP 0, Poison Attacks, +1 to hit against units consisting entirely of models with Towering Presence.

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.

Born Predator: Close Combat

Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

Bow:

Breath Attack:

Cobalt Club: Melee Weapon.

Attacks made with this weapon gain +2 Strength.

Cold-Blooded: The model's Discipline Tests are subject to Minimised Roll.

Crush Attack:

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

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.

Light Armour: Armor +1

Light Lance:

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.

Palanquin: Universal Rule.

When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

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.

Poisoned Javelin: Shooting Weapon.

Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.

Release Rocks: Special Attack.

Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.

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.

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.

Stomp Attacks:

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Tall:

Telepathic Link: A Cuatl Lord may cast spells through a friendly model with Telepathic Link with the following conditions and restrictions:

- The Cuatl Lord is considered to be the Caster.
- The model with Telepathic Link must be within 24" of the Cuatl Lord.
- The spell must have type Damage.
- Line of Sight and Front Arc of the model with Telepathic Link are used.
- The spell's range is reduced by half and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscast, apply the following effects:

- The Cuatl Lord suffers the Miscast effect as normal.
- The model with Telepathic Link suffers a single hit with Armour Penetration 2 and a Strength equal to the number of Magic Dice used.

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through the model with Telepathic Link as well, applying the same conditions and restrictions listed above. If not all of the conditions are met, the Attribute Spell is not cast.

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Unstable:

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.

Venomous Tide: All models in enemy units must take a Dangerous Terrain (1) Test after successfully charging a unit of Snake Swarms.

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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Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and 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 QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Fraoatbak bak Les les La garde Le lit de la Les Les coureurs Les gardiens Les ombres de la La Kaa maitre suk
enfants flèches du soleil rivière tailleurs de Quezczoa de la canopée grande jungle volonté de la le

