

# Z'AKKE



BASE SIZE	TYPE	SP	ME	SH	DE	US	ATT	NE
40 x 40	Champion	5	4+	4+	5+	1	D3+4	14+

## Special Rules

**Fired up!** - this unit may re-roll one die for each friendly unit within 6" of it, when rolling to hit with a Ranged attack.

**Inspiring** - If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands.

## Ranged Attack

**Fireball (12", Piercing (1))** - All hits caused by Ranged attacks from this unit have a +1 modifier when rolling to damage.)

**Champion Rule:** Flame on! - In the Champion Phase this unit can place a Fire token on another Friendly unit. In the Combat phase, a unit with one or more Fire tokens can remove any or all of them before rolling to hit during a Melee attack to add +1 to its Att stat for each token spent in this way, up to a maximum of +3.



# Z'AKKE



Z'akke is an experienced mage-priest of the Lava Tail clan. He became a champion of his people after his success as an adventurer gained him enough influence to attract Basilean aid for the cure of a disease ravaging his clan. Normally a gentle and thoughtful priest, he is prone to outbursts of unbridled rage and violence in the defense of those he deems to be good and needy.

# JANDRIX'S SCOUTS



BASE SIZE	TYPE	SP	ME	SH	DE	US	ATT	NE
100 x 40	Core	5	4+	-	4+	1	10	13+

## SPECIAL RULES

**Jungle Fighters** - while this unit's base is touching a terrain piece, whenever the unit rolls to hit during Melee attacks, it must re-roll all dice that score a natural, unmodified 1.

**Pathfinder** - The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.



# JANDRIX'S SCOUTS



Even within reptilian society, only fools underestimate Ghekkotah based on their physical size. Possessing both a natural aggression and uncanny ability to hunt and fight together as a team, Ghekkotah largely live in their own villages away from reptilian temple-cities. Jandrix's band of followers are both hunters and musicians; dedicated to their music in times of peace and to feral displays of violence in times of war.



# VAL'TH'S LANCERS



BASE SIZE	TYPE	SP	ME	SH	DE	US	ATT	NE
125 x 50	Support	6	4+	-	5+	2	10	14+

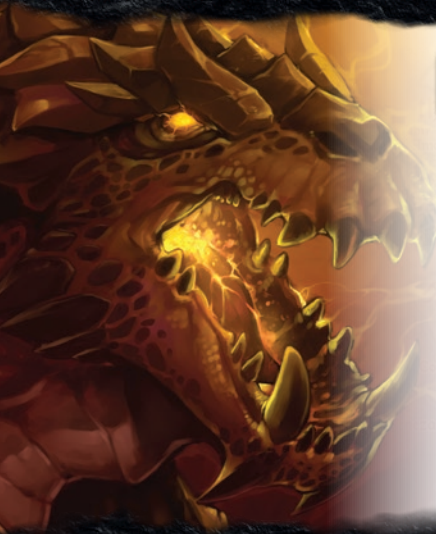
## SPECIAL RULES

**Jungle Fighters** - while this unit's base is touching a terrain piece, whenever the unit rolls to hit during Melee attacks, it must re-roll all dice that score a natural, unmodified 1.

**Crushing Strength (1)** - All hits caused by Melee attacks from this unit have a +1 modifier when rolling to damage.



# VAL'TH'S LANCERS



Val'th's Lancers have fought on many a campaign in the army of the Gold Crest clan. Waging war against the Ahmunites in the desert sands and the orcs in the mountains of the north, and everything in between, her warriors are every bit as lethal as the deadly Kaise nor raptors they ride into battle.

# HAELTHORN SALAMANDERS



BASE SIZE	TYPE	SP	ME	SH	DE	US	ATT	NE
125 x 50	Core	4	3+	-	5+	1	8	11+

## SPECIAL RULES

**Jungle Fighters** - while this unit's base is touching a terrain piece, whenever the unit rolls to hit during Melee attacks, it must re-roll all dice that score a natural, unmodified 1.

**Slow Burn** - add (n) to this unit's Ne value, where (n) is the current Round number.



# HAELTHORN SALAMANDERS



A glimpse at another world - both physically and culturally - the salamanders discovered at Haelthorn were volunteers that had been frozen in stasis to face threats in the future. Having escaped the events after Winter's War, the Haelthorn salamanders are smoother of skin and lack the fire that burns within their present day descendants.



# FACTION ORDERS



ICON	NAME	RULE
<b>h</b>	<b>ANCIENT RAGE</b>	Whenever the unit rolls to damage when making a Melee attack, it must reroll all dice that score a natural, unmodified 1.
<b>B</b>	<b>FEED THE FIRE</b>	After revealing this Faction Order, this unit can immediately remove a Fire token to heal D3 points of damage it has previously suffered.
<b>ℝ</b>	<b>TIP THE SCALES</b>	If this unit suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands.

# FACTION ORDERS

