

230 Albagus Flametongue

Personality/Model

Q2

C4

Str 4+

Res 4+

Will 2+

AV Bonus +1 RES roll

Lance +1

Fire Breath +2

Body AV 1

Special Abilities

Leader, Airborne, Energy Resistance, Tough, Shooter (medium), Big

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

Airborne - Fly up or down 1 Altitude Level (Med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Tough - Extra wounds. Only *fallen* on a double or triple.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

169 Coatlatzi
Ridgeback Lizardman Lord

Personality/Model

Q3

C5

Str 4+

Res 4+

Will 3+

AV Bonus +2 RES roll

War Club +1

Body AV 3*

* Front +1 w/ Shield
Rear AV = 2

Special Abilities

Leader, Amphibious, Savage, Tailslap, Big, Combo Attack (2-hit), Tough

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

Tough - Extra wounds. Only *fallen* on a double or triple.

230 Albagus Flametongue

Notes and Info

Mighty Albagus is one of the last Elder Draconids with the ability to fly. His bloodline can be traced to the original ethereal fire dragons, making him a godlike leader for the Draconid Legion. A vision of scaly doom, Albagus' fire breath lays waste to enemies on the ground.

Head

Fire Breath

Lance

Body

Talons

Locomotion

Weapons and Attacks

Fire Dragon Breath (CL 0) **Energy (Long) +2, Armor Break (3), Blast (-1 Short radius), Ignite**

Big Lance (CL 0) **H2H +1 Armor Break (1), Reach**

Big Talons (CL 0) **H2H +1 Armor Break (1)**

Reach - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

Ignite - If win by 1+ points, defender rolls Quality Check with two successes or is Burning. Roll Resistance Check (no actions needed) each turn after activating. If victim gets 2 successes = extinguish. 1 success = only move or Physical Activity. 3 failures = 1 wound to the part of the model hit. An adjacent ally can spend 2 actions to put out the fire. The victim can also put out fire by moving into shallow water or standing in Rain. Scenery in the Blast zone may also Ignite (See Burning Scenery in rules).

Armor

Light Scales (CL 0) **H:1 B:1 L:1 W:2**
Add +1 to RES rolls unless beaten by Armor Break

169 Coatlatzi
Ridgeback Lizardman Lord

Notes and Info

An ancient and wizened ridgeback lizardman, Coatlatzi is the leader of his caste. He has grown extraordinarily large over the years and towers over his kin, retaining his dominant position by slaying any opposing males. In war, he has few equals, smashing through enemies with a massive, obsidian-edged war club

Club

Head

Body

Teeth

Locomotion

Weapons and Attacks

Big Obsidian-Edged Club (CL 0) **H2H +1**

Armor Break (2)

Big Sharp Teeth (CL 0) **H2H +1 Armor Break (1)**

Armor

Heavy Scales (CL 0) **H:3 B:3* L:2 W:2** **Bash, +2 to RES rolls unless beaten by Armor Break**

Shield (CL 0) **+1 Body AV* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.**

Bash - Can be used for H2H attack. Cannot be damaged.

106 Draconid Cannon Master

Q3

C4

Str

5+

Res

5+

Will

3*

AV Bonus
+2 RES roll

Sword

+0

Dragon Cannon

+2

Body AV

2

Special Abilities

Bombard, Energy Resistance, Tailslap, Ether Tech (1)

Bombard - Can load and fire Artillery and Scenic Weapons. Gets +1 to roll when shooting at Scenic Terrain.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Ether Tech (1) - Can use only CL 1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

39

Hatchling Helper

Q4

C2

Str

5+

Res

5+

Will

4*

AV Bonus
+1 RES roll

Teeth

+0

Body AV

1

Special Abilities

Energy Resistance, Assistant

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Assistant - Assistants help *Engineers, Scientists, Healers, Animists, Biomancers* and *Re-Animators*, giving them +1 on their rolls for technical actions (using, repairing, activating, hijacking, resurrecting, etc.). Must be in base-to-base contact, activated and "waiting to assist" before the specialist activates and attempts his action. Waiting to assist costs one action point, but the assistant can move into position with other actions before waiting.

106 Draconid Cannon Master

Notes and Info

Draconids are highly intelligent creature, originall bred from ethereal dragons. Their Cannon Masters haul around massive wheeled cannons designed using captured technology and fired using explosive ether crystals.



Weapons and Attacks

Dragon Cannon (CL 1) Projectile (Long) +2
Armor Break (4), Reload (2 actions), Artillery, Unstable Blast (-1 Short radius)
Short Sword (CL 0) H2H
Sharp Teeth (CL 0) H2H

Artillery - Require an adjacent Bombard to use. Range is increased. 2x range sticks = normal shot, 4x sticks = -2, 6x sticks = -4. May only rotate to change its field of view by spending 1 action. Move with a Drag Physical Activity.

Unstable - If attack rolls 1, roll again; on another 1, weapon destroyed.

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

Armor

Hvy Bronze Armor (CL 0) H:2 B:2 L:2 W:2
 Add +2 to RES rolls unless beaten by Armor Break

39

Hatchling Helper

Notes and Info

Draconids are highly intelligent creature, originall bred from ethereal dragons. Hatchlings often help out in battle with complex tasks, carrying cannonballs, assisting research or just pushing things around.



Weapons and Attacks

Sharp Teeth (CL 0) H2H

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
 Add +1 to RES rolls unless beaten by Armor Break

67 Draconid Hyv Warrior

Q 4

C 4

Str 5

Res 5

Will 4

AV Bonus
+2 RES roll

Special Abilities

Energy Resistance, Tailslap

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

93 Draconid Royal Guard

Q 3

C 4

Str 5

Res 5

Will 3

AV Bonus
+2 RES roll

Special Abilities

Shooter (medium), Energy Resistance, Tailslap, Ether Tech (1)

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

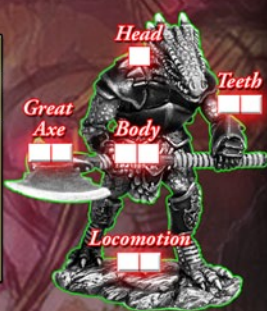
Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Ether Tech (1) - Can use only CL 1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

67 Draconid Hyv Warrior

Notes and Info

Draconids are highly intelligent creature, bred from ethereal dragons originally. They are resistant to energy attacks, heat and cold and are equipped with metal weapons and armor. Heavy Warriors use bronze great axes to cleave through enemies.



Weapons and Attacks

Great Axe (CL 0) **H2H +1 Armor Break (2)**, Great Weapon

Sharp Teeth (CL 0) **H2H**

Great Weapon - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

Armor

Heavy Bronze Armor (CL 0) **H:2 B:2 L:2 W:2** add +2 to RES rolls

93 Draconid Royal Guard

Notes and Info

Draconids are highly intelligent creature, originall bred from ethereal dragons. The Royal Guard are the elite troops, heavily armored and equipped with deadly firearms that utilize explosive crystals as propellant.



Weapons and Attacks

Dragon Scattergun (CL 1) **Projectile (Short) +2 Armor Break (2)**, Reload (1 action), Unstable

Hyv Bronze Sword (CL 0) **H2H +1 Armor Break (1)**

Sharp Teeth (CL 0) **H2H**

Unstable - If attack rolls 1, roll again; on another 1, weapon destroyed.

Armor

Heavy Bronze Armor (CL 0) **H:2 B:2 L:2 W:2** add +2 to RES rolls unless beaten by Armor Break

68 Draconid Scout



Special Abilities

Airborne, Energy Resistance, Shooter (medium), Tailslap

Airborne - Fly up or down 1 Altitude Level (med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

61 Harlequin Burgler



Special Abilities

Tomb Hunter, Stealth, Clinging, Shooter (short)

Tomb Hunter - Gain +2 when rolling to open locks and disarm traps. They also gain +1 on Leap and Climb activities.

Stealth - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if the model attacks.

Clinging - Gain +3 to Climb and when rolling to avoid Falling Damage. Clinging models adjacent to scenic items, walls or tunnel ceilings attack at higher elevation (+1) when in hand-to-hand combat with models on the ground.

Shooter (short) - Shoots with the Short stick. Long and Medium range weapon fire with the Short stick.

68 Draconid Scout

Notes and Info

Draconids are highly intelligent creatures, bred from ethereal dragons. They are resistant to energy attacks, heat and cold and are equipped with metal weapons and armor. Draconid Scouts have the capability of flight and pepper enemies with arrows.



Weapons and Attacks

Bow and arrows (CL 0) Projectile (Med)

Long knife (CL 0) H2H

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

61 Harlequin Burgler

Notes and Info

Harlequin Lizardmen are the smallest and sneakiest of the lizardmen, having skin that changes colors to match their environment. They are natural climbers and are often employed to kill silently or retrieve artifacts from dangerous locations.



Weapons and Attacks

Blowgun & Poison Darts (CL 0) Projectile (short)
Precise, Poison (dangerous)

Obsidian Knife (CL 0) H2H

Precise - Attack at +2 when targeting a subsystem

Poison (dangerous) - If weapon causes a wound, defender rolls Resistance Check (at -1) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial or Undead. An adjacent Healer can cure poison with 1 action.

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

113 Jade Salamander

Q 4

C 4

Str 4

Res 4

Will 4

AV Bonus +2 RES roll

Special Abilities

Big, Berserk, Energy Resistance, Tailslap, Tough, Combo Attack (2-hit)

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Berserk - Model goes berserk with line-of-sight to enemy. Berserk model must activate with three dice (+1 bonus) and charge into H2H combat with the closest enemy. Gain +1 CS on first contact. No morale check when in contact with enemy. Cannot be part of group activation unless all models in the group have Berserk ability. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is **fallen**. Only works on model same size or smaller.

Tough - Extra wounds. Only **fallen** on a double or triple.

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

113 Jade Salamander

Notes and Info

Salamanders are exceptionally large and vicious creatures, created from ethereal dragons in ages past by Axibalan sorceresses. They are volatile beasts that are resistant to energy weapons, elemental or channeled magical attacks, shrugging them off with ease. They fight with a berserk fury, laying waste to enemies.

Talons

Head

Teeth

Body

Locomotion

Sword

Weapons and Attacks

Big Sword (CL 0) H2H +1 Armor Break (2)

Big Sharp Teeth (CL 0) H2H +1 Armor Break (1)

Big Talons (CL 0) H2H +1 Armor Break (1)

Armor

Heavy Scales (CL 0) H:3 B:2 L:2 W:2 Bash, +2 to RES rolls unless beaten by Armor Break

Bash - Can be used for H2H attack. Cannot be damaged.

201 Kalath the Reaver

Q 3

C 5

Str 2

Res 2

Will 3

AV Bonus +2 RES roll

Special Abilities

Hero, Mounted, Huge, Fearless, Tough, Thick Skull, Combo Attack (3-hit)

Hero - Receive one automatic success when rolling Quality Checks or during activation. In addition, once per game, a Hero can re-roll one bad die roll, keeping the new result. Personality model.

Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount killed first from filling Body wounds - model does not die but gets Short movement and C 2. Rider Body wounds filled next to result in model death. Only the rider can suffer a gruesome kill.

Huge - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +3 (in stats above).

Fearless - No Morale Check from gruesome deaths and Terror.

Tough - Extra wounds. Only **fallen** on a double or triple.

Thick Skull - Gain +1 to head armor. Can use head as basic H2H weapon so model cannot be fully disarmed.

Combo Attack (3-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 3 attacks possible).

201 Kalath the Reaver

Notes and Info

Kalath is an ancient and hardened draconid warrior, skilled in battle and clad in bronze armor. He rides a massive triplehorn thunder lizard, itself covered in thick armor plates and able to crush enemies under its huge feet or impale them on its horns. The charge of Kalath is a terrifying sight for enemies of the Draconid Legion.

Battle

Axe

Head

Horns

Mount Body

Rider Body

Stomp

Locomotion

Weapons and Attacks

Huge Horns (CL 0) H2H +2, Armor Break (2), Reach

Huge Stomp (CL 0) H2H +1 Armor Break (3)

Big Battle Axe (CL 0) H2H +1 Armor Break (2)

Reach - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

Armor

Heavy Scale & Bronze Plates (CL 0) H:4* B:4* L:2 W:2 Bash, +2 to RES rolls (*thick skull bonus included)

Shield (CL 0) +1 Body AV * (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.

91 Kathkusa Draconid Sage

Personality/Model

Q3

C3

Str

5*

Res

5*

Will

3*

AV Bonus
+1 RES roll

Staff



Body AV

1

Special Abilities

Arcanist, Energy Resistance, Tailslap

Animist - Can use ether tech items of CL 1 or CL 2 and negate any zone-effect type of magic spell or spell with effects that lasts more than one turn. To negate a spell on an ally or enemy, Arcanist must be adjacent to affected model and use 2 actions. To negate a zone spell, the Arcanist must be within a Short distance from the edge of the zone and use 2 actions. No negating Dimensional Magic. Personality model.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

120 Relgor Beastcaller Draconid Shaman

Personality/Model

Q3

C4

Str

5*

Res

5*

Will

3*

AV Bonus
+1 RES roll

Staff



Body AV

1

Special Abilities

Shaman, Energy Resistance, Forester, Tailslap, Dragon Lord

Shaman - Can summon wild creatures and cast Elemental Conjunction spells. Allocate up to half of warband points to "Summoning Pool" and double value. Summon creatures with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creature already on map using summoning points. Personality model.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Dragon Lord - Can summon dragons instead of local wild creatures. Can also charm and control wild dragons.

91 Kathkusa Draconid Sage

Notes and Info

Kathkusa has an intense curiosity for all things arcane and studies the ethereal energy of the Underlands. He has learned many ways to negate the magical spells cast by the witches that created his tribe and has experimented with ancients artifacts



Weapons and Attacks

Staff (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Armor

Light Scales (CL 0) **H:1 B:1 L:1 W:2**
add +1 to RES rolls unless beaten by Armor Break

120 Relgor Beastcaller Draconid Shaman

Notes and Info

Relgor is a wingless Draconid who still longs for the glory of his winged elder consins. He is one of the only beings that can summon the revered dragons and drakes living in the deep caverns of the Underlands, sending into battle.



Weapons and Attacks

Staff (CL 0) **H2H**

Dagger (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Armor

Heavy Scales (CL 0) **H:3 B:2 L:2 W:2**
add +2 to RES rolls unless beaten by Armor Break

58 Ridgeback Breaker



Special Abilities

Amphibious, Savage, Tailslap

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

80 Ridgeback Gorgor



Special Abilities

Amphibious, Savage, Tailslap, Bloodthirsty, Shooter (medium)

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

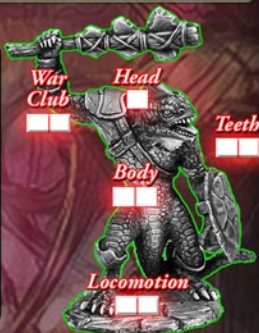
Bloodthirsty - must preferentially target enemies within one Long stick that are *fallen*, *transfixed*, *entangled* or otherwise incapacitated or injured. Move to attack when activated, unless in hand-to-hand combat already. A *Taskmaster* or *Shaman* can redirect the beast with 1 action.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

58 Ridgeback Breaker

Notes and Info

Ridgebacks have green, blue or tan scales and are the largest of the lizardmen. They are fully amphibious creatures, able to attack from any body of water, and rely on pure brute strength and missile weapons to win battles. Their savagery in battle is feared by other forces.



Weapons and Attacks

Heavy War Club (CL 0) **H2H +1 Armor Break (1)**

Sharp Teeth (CL 0) **H2H**

Armor

Light Scales (CL 0) **H:1 B:2* L:1 W:2 Bash**
+1 to RES rolls unless beaten by Armor Break

Shield (CL 0) +1 Body AV* (front only), **Bash**, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.

80 Ridgeback Gorgor

Notes and Info

Ridgeback Gorgors are lizardmen that have allowed their baser instincts to consume them. They are always feeding on any meat they capture, but they are particularly fond of human flesh and relish the chance to feast during battle.



Weapons and Attacks

Heavy Stone Polearm (CL 0) **H2H +1 Armor Break (1)**

Throwing Net (CL 0) **H2H Entangle**

Javelins (CL 0) **Projectile (Med)**

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *ntangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

Armor

Light Scales (CL 0) **H:1 B:1 L:1 W:2 Bash**
+1 to RES rolls unless beaten by Armor Break

58 Ridgeback Lancer



Special Abilities

Amphibious, Savage, Tailslap

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

74 Ridgeback Spine Breaker



Special Abilities

Leader, Amphibious, Savage, Tailslap

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

Amphibious - Can operate on land and underwater.

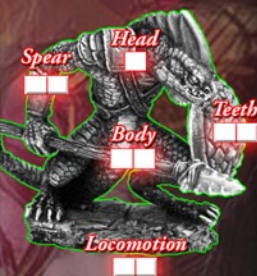
Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

58 Ridgeback Lancer

Notes and Info

Ridgebacks have green, blue or tan scales and are the largest of the lizardmen. They are fully amphibious creatures, able to attack from any body of water, and rely on pure brute strength and missile weapons to win battles. Their savagery in battle is feared by other forces.



Weapons and Attacks

Stone Tipped Spear (CL 0) H2H Reach

Sharp Teeth (CL 0) H2H

Reach - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

Armor

Light Scales (CL 0) H:1 B:2* L:1 W:2 Bash
+1 to RES rolls unless beaten by **Armor Break**

Shield (CL 0) +1 Body AV* (front only), **Bash**, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.

74 Ridgeback Spine Breaker

Notes and Info

Ridgeback Lizardmen rely on pure brute strength and savagery to win battles. They generally lack tactical acumen but the Spine Breakers are able to formulate crude battle plans that most often involve dismemberment of the enemy.



Weapons and Attacks

Heavy Stone Axe (CL 0) H2H +1, Armor Break (1)

Sharp Teeth (CL 0) H2H

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
add +1 to RES rolls unless beaten by **Armor Break**

73 Ridgeback Stalker



Special Abilities
Amphibious, Savage, Tailslap, Stealth, Shooter (medium)

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Stealth - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if the model attacks.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

50 Ridgeback Warrior



Special Abilities
Amphibious, Savage, Tailslap

Amphibious - Can operate on land and underwater.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

73 Ridgeback Stalker

Notes and Info
Ridgeback Stalkers are sneaky and devious creatures that slink through the swamps, searching for victims. They capture poisonous frogs and use their secretions on their arrows, making the Stalkers highly dangerous enemies to face.



Weapons and Attacks

Bow with Poison (CL 0) **Projectile (Med)**
Poison (dangerous)

Bone Sword (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Poison (dangerous) - If weapon causes a wound, defender rolls Resistance Check (at -1) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on *Artificial* or *Undead*. An adjacent *Healer* can cure poison with 1 action.

Armor

Light Scales (CL 0) **H:1 B:1 L:1 W:2 Bash**
+1 to RES rolls unless beaten by *Armor Break*

50 Ridgeback Warrior

Notes and Info
Ridgebacks have green, blue or tan scales and are the largest of the lizardmen. They are fully amphibious creatures, able to attack from any body of water, and rely on pure brute strength and missile weapons to win battles. Their savagery in battle is feared by other forces.



Weapons and Attacks

Heavy War Club (CL 0) **H2H +1 Armor Break (1)**
or
Stone Tipped Spear (CL 0) **H2H Reach**

Sharp Teeth (CL 0) **H2H**

Reach - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Armor

Light Scales (CL 0) **H:1 B:2* L:1 W:2 Bash**
+1 to RES rolls unless beaten by *Armor Break*

Shield (CL 0) +1 Body AV* (front only), **Bash**, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.