

## 31 Bull Ant

Predatory Wild Creature

Q 4

C 2

Str 5

Res 5

Will 4

+2 RES Bonus



Stinger +0

Body AV 2

**Special Abilities**

**Clinging, Animal**

**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.

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

## 127 Cyclops

Predatory Wild Creature

Q 4

C 4

Str 2

Res 2

Will 3

+1 RES Bonus



Stomp +2

Boulder Throw +1

Body AV 1

**Special Abilities**

**Huge, Slow, Animal, Long Move, Hurl Enemy, Shooter (medium), Combo Attack (2-bit)**

**Huge** - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

**Slow** - Can only move 1 or 2 sticks per turn and must spend 3 actions to move 2 sticks.

**Animal** - Wild Creature. If in a warband, does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Long Move** - Moves using the Long stick.

**Hurl Enemy** - Roll Grab attack. If win by 1 or more, can spend 1 action to hurl medium size enemy 1 Short stick. Hurlled victims must roll a Quality Check (at -1) with 2 successes or be *fallen* and suffer 1 wound. On three failures, the model suffers 2 wounds and is *fallen*. If victim thrown at another model, use Combat stat of thrower and treat as regular attack. The hurled model must roll its Quality Check to avoid injury.

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

**Combo Attack (2-bit)** - If attacks on its turn and causes a wound, can use another actions for an attack with a different weapon - 2 max.

## 31 Bull Ant

AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)



**Weapons and Attacks**

**Stinger** (CL 0) H2H **Poison (dangerous)**

**Pincers** (CL 0) H2H

**Poison (dangerous)** - If causes a wound, defender must roll a Resistance Check with 2 success or is poisoned. If the victim is poisoned, it must resist poison each turn when activated (no actions needed). 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial

**Armor**

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

## 127 Cyclops

AI Routine

1. Hunt (Move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing

2. Throw Boulder (within 1 Med stick of target: 1 free action).

3. Charge (Next turn after Thrown Boulder wounds a victim: use 2 free actions to move and attack the wounded model)

4. H2H attack (roll 3 dice to activate - use Mighty Blow)

5. H2H grab (if enemy is fallen - 1 free action to Grab and 1 free action to Hurl Enemy)



**Weapons and Attacks**

**Huge Tree Trunk** (CL 0) H2H +2 **Armor Break** (3)

**Huge Grab** (CL 0) H2H +1 **Armor Break** (3), **Grab**

**Huge Boulder** (CL 0) **Projectile (Med)** +1 **Armor Break** (4), **knockback**

**Grab**: If attacker wins by 1 or more points, defender is grabbed. To break free, use 1 action for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

**knockback**: If causes a wound on same size or smaller enemy, it is knocked directly back one Short stick and fallen.

**Armor**

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



## 177 Daggertooth King

Predatory Wild Creature



Q3

C5

Str 2'

Res 2'

Will 3'

+1 RES Bonus

Jaws +1

Body AV 1

**Special Abilities**

**Huge, Tough, Animal, Terror, Savage, Combo Attack (2-hit), Long Move**

*Huge* - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

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

*Animal* - If in a warband, does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

*Terror* - Enemies moving into H2H combat with this model must roll a Will Check with two+ successes or have to do something else. On three failures, the model flees one move directly away. When terrifying models Charge or Rush, the target must make a Morale Check. If a model resists Terror, it becomes immune to further Terror effects from that model type.

*Savage* - Inflicts +1 wound when doubling or tripling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

*Combo Attack (2-hit)* - If the model attacks on its turn and causes a wound, it can use a remaining action for one more attack with a different weapon.

*Long Move* - Moves using the Long stick.

## 137 Wild Forest Giant

Predatory Wild Creature



Q4

C5

Str 2'

Res 2'

Will 3'

+1 RES Bonus

Tree Trunk +2

Boulder Throw +1

Body AV 1

**Special Abilities**

**Huge, Tough, Slow, Long Move, Animal, Hurl Enemy, Shooter (medium)**

*Huge* - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

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

*Slow* - Can only move 1 or 2 sticks per turn and must spend 3 actions to move 2 sticks

*Long Move* - Moves using the Long stick.

*Animal* - Wild Creature. If in a warband, does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

*Hurl Enemy* - Roll Grab attack. If win by 1 or more, can spend 1 action to hurl medium size enemy 1 Short stick. Hurling victims must roll a Quality Check (at -1) with 2 successes or be *fallen* and suffer 1 wound. On three failures, the model suffers 2 wounds and is *fallen*. If victim thrown at another model, use Combat stat of thrower and treat as regular attack. The hurled model must roll its Quality Check to avoid injury.

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

## 177 Daggertooth King

AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Charge (move & attack if target in range: 2 free actions)
3. H2H attack (1 free action when adjacent to target)



Tail: 10, Body: 10, Head: 10, Talons: 10, Locomotion: 10, Jaws: 10

**Weapons and Attacks**

**Huge Jaws (CL 0) H2H +1 Armor Break (3)**

**Huge Talons (CL 0) H2H +1 Armor Break (3)**

**Huge Tail Smash (CL 0) H2H +1 Armor Break (3)**

**Armor**

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

## 137 Wild Forest Giant

AI Routine

1. Hunt (Move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Throw Boulder (within 1 Med stick of target: 1 free action).
3. Charge (Next turn after Thrown Boulder wounds a victim: use 2 free actions to move and attack the wounded model)
4. H2H attack (roll 3 dice to activate - use Mighty Blow)
5. H2H grab (if enemy is fallen - 1 free action to Grab and 1 free action to Hurl Enemy)



Boulder: 10, Body: 10, Head: 10, Tree Trunk: 10, Locomotion: 10

**Weapons and Attacks**

**Huge Tree Trunk (CL 0) H2H +2 Armor Break (3)**

**Huge Grab (CL 0) H2H +1 Armor Break (3), Grab**

**Huge Boulder (CL 0) Projectile (Med) +1 Armor Break (4), knockback**


*Grab*: If attacker wins by 1 or more points, defender is grabbed. To break free, use 1 action for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

*knockback*: If causes a wound on same size or smaller enemy, it is knocked directly back one Short stick and *fallen*.

**Armor**

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





## 79 Megalapede

Predatory Wild Creature

**Q3**

**C4**

Str **4**

Res **4**

Will **3**

+2 RES Bonus

Sting **+1**

Body AV **2**

**Special Abilities**

*Big, Stealth, Animal, Clinging*

***Big** - H2H +1 vs. smaller models. Ranged attack against Big models are at +1.*

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

***Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.*

***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.*



## 71 Ripperclaw Lizard

Predatory Wild Creature

**Q3**

**C3**

Str **5**

Res **5**

Will **3**

+1 RES Bonus

Talons **+0**

Body AV **1**

**Special Abilities**

*Pack Hunter, Long Move, Animal, Tailslap, Savage*


***Pack Hunter** - If pack models are adjacent and one moves to touch an enemy, the rest of the pack automatically moves towards the enemy up to one Short stick.*

***Long Move** - Moves using the Long stick.*

***Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.*

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

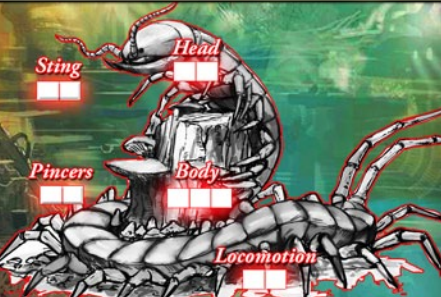
***Savage** - Inflicts +1 wound when doubling or tripling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.*



## 79 Megalapede

**AI Routine**

1. Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Charge (move & attack if target in range: 2 free actions)
3. H2H attack (1 free action when adjacent to target)



**Weapons and Attacks**

***Big Sting** (CL 0) H2H +1 Armor Break (1), Poison (deadly)*

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

***Poison (deadly)** - If weapon causes a wound, defender must roll a Resistance Check (at -2) with 2 success or is poisoned. If the victim is poisoned, it must resist poison each turn when activated (no actions needed). 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial*

**Armor**

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



## 71 Ripperclaw Lizard

**AI Routine**

1. Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Charge (move & attack if target in range: 2 free actions)
3. H2H attack (1 free action when adjacent to target)



**Weapons and Attacks**

***Ripping Talons** (CL 0) H2H*

***Sharp Teeth** (CL 0) H2H*

**Armor**

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



## 139 Sea Dragon

Predatory Wild Creature

Q 4

C 5

Str 2'

Res 2'

Will 4'

AV Bonus  
+2 RES roll &  
fail only on three 1's

Jaws  
+1

Body AV  
2

**Special Abilities**

**Swimming, Animal, Huge, Long Move, Tough, Terror, Marine**

**Swimming** - Can move underwater normally.

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Huge** - H2H +1 vs. smaller models. Ranged attack against the model are at +1. Gets +3 to Res and Str checks (in stats above).

**Long Move** - Moves using the Long stick.

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

**Terror** - If enemy enters H2H combat with the Sea Dragon, it must roll a Will Check with 2 successes to attack. 2 failures = no attack. 3 failures = flee one move away. When Sea Dragon Charges, the target must make a Morale Check.

**Marine** - Only operates underwater. Can attack models on shore.

## 250 Ancient Storm Dragon

Predatory Wild Creature

Q 3

C 5

Str 2'

Res 2'

Will 3'

+1 RES Bonus

Bite  
+2

Lightning Breath  
+2

Body AV  
4

**Special Abilities**

**Huge, Tough, Uncontrollable, Energy Resistance, Airborne, Shooter (long), Long Move, Magic resistance, Combo Attack (3-bit)**

**Huge** - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

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

**Uncontrollable** - A summoning Shaman with Dragon Lord must spend one action each turn to retain control or the dragon will act as a Predatory Wild Creature for the rest of the battle.

**Energy Resistance** - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

**Airborne** - Fly up or down 1 Altitude Level, 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.

**Shooter (long)** - Shoots with the Long stick.

**Long Move** - Moves using the Long stick.

**Magic Resistance** - Re-roll a failed Will Check against Psychic Magic spells or the effects of Dimensional spells. Result of re-roll is final.

**Combo Attack (3-bit)** - If attacks on its turn and causes a wound, can use another actions for an attack with a different weapon - 3x max.

## 139 Sea Dragon

**Notes and Info**

The Sea Dragon is the most terrifying predator of the shallow seas. This gigantic marine reptile patrols the shallows, dragging victims under the water to tear apart and consume. It is large enough to take unwary prey on sandbars or pluck victims from boats.

**Weapons and Attacks**

**Huge Grabbing Jaws** (CL 0) H2H +1, Armor Break (3), Grab

**Huge Tail Swipe** (CL 0) H2H +1, Armor Break (3)

**Grab**: If attacker wins by 1 or more points, defender is grabbed. To break free, use 1 action for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

**Armor**

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

## 250 Ancient Storm Dragon

**AI Routine (basic)**

- Hunt (fly at Alt 1 -> lowest pt. warband model: 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
- Shoot Lightning (within 1 Long stick of target: 1 free action).
- Land & Hunt (if target hidden from view: Land on ground with 2 free actions, then go to (1) and move along the ground)
- H2H attack (roll 3 dice to activate - use Combo Attack)

**Weapons and Attacks**

**Lightning Breath** (CL 0) Energy +2, Armor Break (3), Blast (-1 Short radius), Shock

**Huge Jaws** (CL 0) H2H +2 Armor Break (3)

**Huge Talons** (CL 0) H2H +2 Armor Break (3)

**Huge Tail Smash** (CL 0) H2H +2 Armor Break (3), Reach

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

**Shock** - If causes a wound, normal result and defender rolls a Resistance Check with 2 successes or be transfixed.

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

**Armor**

**Dragon Scales** (CL 0) H:4 B:4 L:4 W:2 Bash, Sluggish  
+4 to RES rolls unless beaten by Armor Break

**Bash** - Can do H2H attack at +0 if all weapons damaged.

**Sluggish** - If attacked from rear - must spend 1 action to turn





**106**

*Triplehorn  
Thunder Lizard*

Defensive Wild Creature



Horns  
+1

**Q 4**

**C 4**

Str **2**

Res **2**

Will **4**

+1 RES Bonus

Body AV

**1**

**Special Abilities**

*Huge, Tough, Animal, Tailslap, Thick Skull*

**Huge** - H2H +1 vs. smaller models. Ranged attack against the model are at +1. Gets +3 to Res and Str checks (in stats above).

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

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

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

**Thick Skull** - Head Armor +1. Can ram with head if other attacks are disabled.



**85**

*Tekilili Bird*

Predatory Wild Creature



Sharp Head  
+0

**Q 3**

**C 3**

Str **5**

Res **5**

Will **3**

+1 RES Bonus

Body AV

**1**

**Special Abilities**

*Airborne, Echolocation, Animal, Bloodthirsty, Flyby Attack*


**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.

**Echolocation** - "See" in darkness and ignore *Camouflage*. Weapons with *Blast* or *Resonate* effects attacking this model gain +2.

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Bloodthirsty** - Must target prey within one Long stick that are *fallen*, *transfixed*, *entangled* or otherwise incapacitated or disabled. Will move towards and attack prey unless in H2H combat already.

**Flyby Attack** - Can attack in H2H combat while moving past a model. Spend 1 action to move normally and spend another to attack partway through the move. If wins combat, model finishes the move without a Free Hack. The move and attack must be at Altitude Level 0, just above the ground.



**106**

*Triplehorn  
Thunder Lizard*

**AI routine**

- Forage (stay in place and eat plants : 1 free action)  
- if attacked : see below -
- Charge (move towards attacking enemy: 2 free actions)
- H2H attack (1 free action when adjacent to target)

**Weapons and Attacks**

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

**Huge Horns** (CL 0) H2H +1 Armor Break (2), Reach

**Huge Bony Head Ram** (CL 0) H2H +1 Armor Break (4), Knockback

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

**Knockback** - If weapon wounds, enemy knocked back one Short stick & *fallen*. Affects enemies same size or smaller.

**Armor**

**Thick Skin** (CL 0) **H:2\* B:1 L:1 W:2**  
+1 to RES rolls unless beaten by Armor Break  
\* Thick Skull gives +1 AV to Head



**85**

*Tekilili Bird*

**AI Routine**

- Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. *Fallen* / *Transfixed* / *Entangled* b. *Fleeing*
- Charge (move & attack if target in range: 2 free actions)
- H2H attack (1 free action when adjacent to target)

**Weapons and Attacks**

**Sharp Angled Head** (CL 0) H2H

**Sharp Talons** (CL 0) H2H

**Armor**

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



## 146 Orgug Giant

Predatory Wild Creature



**Q 4**

**C 5**

Str **2**

Res **2**

Will **3**

+1 RES Bonus

**Huge Claws**

**+1**

**Boulder Throw**

**+1**

**Body AV**

**1**

**Special Abilities**

**Huge, Tough, Slow, Long Move, Animal, Combo Attack (3-hit), Shooter (medium)**

**Huge** - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

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

**Slow** - Can only move 1 or 2 sticks per turn and must spend 3 actions to move 2 sticks

**Long Move** - Moves using the Long stick.

**Animal** - Wild Creature. If in a warband, does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Combo Attack (3-hit)** - If attacks on its turn and causes a wound, can use another action for an attack with a different weapon - maximum of 3 attacks.

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

## 85 Manticore

Predatory Wild Creature



**Q 3**

**C 4**

Str **5**

Res **5**

Will **3**

+1 RES Bonus

**Bite**

**+1**

**Tail Spikes**

**+2**

**Body AV**

**1**

**Special Abilities**

**Big, Animal, Airborne, Shooter (medium)**

**Big** - H2H +1 vs. smaller models (regular or Big). Ranged attack against these models are at +1.

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Airborne** - Fly up or down 1 Altitude Level, 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*, falls to the ground.

**Shooter (medium)** - Shoots with the Medium stick.

## 146 Orgug Giant

AI Routine



- Hunt (Move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
- Throw Boulder (within 1 Med stick of target: 1 free action).
- Charge (Next turn after Thrown Boulder wounds a victim: use 2 free actions to move and attack the wounded model)
- H2H attack (roll 3 dice to activate - use first action to attack with Claws and Grab, then other attacks if the Grab hits)

**Weapons and Attacks**

**4 Huge Claws** (CL 0) **H2H +1 Armor Break (3), Grab**

**Huge Bite** (CL 0) **H2H +1 Armor Break (3)**

**Huge Boulder** (CL 0) **Projectile (Med) +1 Armor Break (4), knockback**

**Grab**: If attacker wins by 1 or more points, defender is grabbed. To break free, use 1 action for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

**knockback**: If causes a wound on same size or smaller enemy, it is knocked directly back one Short stick and fallen.

**Armor**

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

## 85 Manticore

AI Routine (basic)



- Hunt (fly at Alt 1 -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
- Shoot Tail Spikes (within 1 Long stick of target: 1 free action).
- Land & Hunt (if target hidden from view: Land on ground then go to (1) and move along the ground - use 2 free actions)
- H2H attack (roll 2 dice to activate - use Mighty Blow)

**Weapons and Attacks**

**Tail Spikes** (CL 0) **Projectile +2, Armor Break (1)**

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

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

**Armor**

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



## 62 Coatalus Flying Lizard

Predatory Wild Creature



### Special Abilities

**Big, Airborne, Animal, Bloodthirsty, Free Disengage**

**Big** - H2H +1 vs. smaller models. Ranged attack against Big models are at +1.

**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.

**Animal** - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

**Bloodthirsty** - Must target prey within one Long stick that are fallen, transfixed, entangled or otherwise incapacitated or disabled. Will move towards and attack prey unless in H2H combat already.

**Free Disengage** - Does not suffer a Free Hack when leaving a H2H combat or when recoiling into an active enemy model.

## 188 Coatl - Celestial Serpent

Predatory Wild Creature



### Special Abilities

**Huge, Uncontrollable, Energy Resistance, Long Move, Dimension Shift, Shooter (long), Magic resistance,**

**Huge** - H2H +1 vs. smaller models (regular or Big). Ranged attack against Huge models are at +1.

**Uncontrollable** - A summoning Shaman with *Dragon Lord* must spend one action each turn to retain control or the Coatl will act as a Predatory Wild Creature for the rest of the battle.

**Energy Resistance** - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

**Long Move** - Moves using the Long stick.

**Dimension Shift** - Can pass through dimensions. To use, the model must announce that it is dimension shifting before rolling to activate. Shifting models can move through obstacles and are invulnerable to attacks. On 3 failures during activation, the model drops back into the third dimension and is *fallen*.

**Shooter (long)** - Shoots with the Long stick.

**Magic Resistance** - Re-roll a failed Will Check against Psychic Magic spells or the effects of Dimensional spells. Result of re-roll is final.

## 62 Coatalus Flying Lizard

### AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)  
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Charge (move & attack if target in range: 2 free actions)
3. H2H attack (1 free action when adjacent to target)



### Weapons and Attacks

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

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

### Armor

**Thick Skin** (CL 0) H:1 B:1 L:1 W:2

+1 to RES rolls unless beaten by Armor Break

## 188 Coatl - Celestial Serpent

### AI Routine (basic)

1. Hunt (Dimension Shift and move -> lowest pt. target: 1 free action) Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Shoot Lightning (when within 1 Long stick of target, come out of Dimension Shift and shoot : 1 free action).
4. H2H attack (when adjacent to an enemy - come out of Dimension Space and attack: 1 Free Action)



### Weapons and Attacks

**Lightning Breath** (CL 0) Energy +2, Armor Break (3), Blast (-1 Short radius), Shock

**Huge Poisonous Bite** (CL 0) H2H +2, Armor Break (3) Poison (deadly)

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

**Shock** - If causes a wound, normal result and defender rolls a Resistance Check with 2 successes or be *transfixed*.

**Poison (deadly)** - If weapon causes a wound, defender must roll a Resistance Check (at -2) with 2 success or is poisoned. If the victim is poisoned, it must resist poison each turn when activated (no actions needed). 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial

### Armor

**Thick Scales** (CL 0) H:3 B:3 L:3 W:2 Bash

+3 to RES rolls unless beaten by Armor Break

**Bash** - Can do H2H attack at +0 if all weapons damaged.