



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Coldblood on Allosaurus [1]	3+	3+	Spear (A3, AP(1), Phalanx), Crushing Jaws (A6, AP(2)), Stomp (A4, AP(1))	Fearless, Hero, Predator, Fear, Tough(15), Primal Roar	-	350
Kaimator [3]	4+	3+	Great Weapons (A3, AP(3))	Fearless, Predator, Tough(3)	-	170
Coldblood Stargate guards [10]	3+	3+	Halberds (A1, AP(1), Rending)	Fearless, Predator	A	210
Coldblood warriors [10]	4+	4+	Hand Weapons (A1)	Fearless, Predator	A	135
Nesgrax StarSeer [1]	2+	2+	Magic Blast (12", A3, Rending), 2x Pulse (A3)	Hero, Strider, Tough(6), Wizard(2), Fear	-	250
Banner of the ancients [1]	3+	3+	Hand Weapon (A3, AP(1))	Fearless, Hero, Predator, Tough(3), Fear	-	80
Ancient ColdBlood [1]	3+	3+	Great Weapon (A3, AP(3))	Fearless, Hero, Predator, Tough(3), Ancient wrath	-	95
Geck'o hunting pack [5]	5+	5+	Hand Weapons (A1, Poison)	Fearless, Strider	A,B	60
PyroSalamander [1]	4+	4+	Spit Flames (12", A6, Rending), Claws (A3, AP(1))	Fearless, Furious, Strider, Tough(6), Predator	-	115
Pterodactyl Knights [3]	5+	5+	3x Claws (A2), 3x Lances (A1, Impact(1))	Fast, Fearless, Impact(4), Tough(3), Flying, Bait	-	185
Pterodactyl bombers [3]	5+	5+	3x Claws (A2), 3x Hand Weapons (A1, Poison), 3x Fire Bolas (12", A4)	Fast, Fearless, Impact(2), Tough(3), Flying, Drop Rocks	-	245
Stargear of the Gods [1]	4+	3+	Horn (A6, Rending), Stomp (A4, AP(1))	Fear, Fearless, Tough(12), Wizard(1), Impact (3)	-	240
Geck'o Priest [1]	5+	5+	Lance (A3, Impact(1), Poison)	Fearless, Hero, Strider, Tough(3), Wizard (1)	-	65
Wraithlight of the Gods [1]	4+	2+	Stomp (A4, AP(1)), Mace Tail (A4, AP(2)), Solar Beam (24", A2, AP(2), Blast(3))	Fear(2), Fearless, Tough(12)	C	365
Lord Aldabra [1]	2+	2+	Magic Blast (12", A3, Rending), 2x Magic Pulse (A3)	Hero, Strider, Tough(6), Caster(4), Fear(1)	-	285
Raptors warriors [5]	4+	4+	5x Lances (A1, Lance)	Devour, Fast, Fearless, Impact(1), Predator	A	125
Raptors oldblood [1]	3+	3+	Heavy Lance (A3, AP(1), Lance)	Devour, Fast, Fearless, Impact(1), Predator, Hero, Tough(3), Ferocious	-	115
Parasauro lancers [5]	5+	5+	5x Lances (A1, Lance, Poison)	Fast, Fearless, Impact(1), Strider	A	90
Parasauro warlocks [5]	5+	5+	5x Hand Weapons (A1, Poison), 5x Javelins (12", A1, AP(1), Poison)	Fast, Fearless, Impact(1), Strider	A	105
Gek'o warlock on Spinosaurus [1]	4+	3+	Spit Venom (18", A2, Blast(3), Poison), Stomp (A4, AP(1)), Toxic Bite (A6, Poison)	Fear(2), Fearless, Predator, Tough(12), Caster(2), Primal Roar	-	330

UPGRADES

A	Upgrade with:
	Sergeant +5pts
	Musician +10pts
	Battle Standard +10pts
B	Upgrade all models with one:
	Javelins (12", A1, AP(1), Poison) +30pts
	Blowpipes (18", A1, Poison) +30pts

UPGRADES

C	Replace Solar Beam:
	Serpent Ark (Release Snakes)+20pts

SPECIAL RULES:

- Ancient Wrath:** The hero and its unit get +1 attack in melee when charging.
- Bait:** Before the game starts, pick one enemy unit. All models with this special rule get +2 to hit in melee when fighting it.
- Destined Leader:** The hero and its unit move +2" on Advance, and +4" on Rush/Charge actions.
- Drop Rocks:** Whenever this model moves over enemy units, pick one of them and roll 1 die. On a 2+ it takes 3 hits with AP(1).
- Ferocious:** The hero and its unit get +1 to hit when fighting in melee.
- Good Shot:** This model shoots at Quality 4+.

Lizardmen


SPECIAL RULES:

Hit & Run: The hero and its unit may move by up to 3" after shooting.

Predator: For each unmodified result of 6 to hit when attacking, this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Primal Roar: Once per activation, pick 2 friendly units within 6" with Predator, which may roll extra attacks on results of 5-6 next time they attack.

ARMY SPELLS

Scrutiny (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Serpent Egg (4+): Target enemy unit within 12" takes 5 hits.

Energy Reservoir (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Jaguar Pounce (5+): Target enemy model within 12" takes 2 hits with AP(4).

Piranha Swarm (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.

Transcend (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.