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| <p>Saurime Stalker 42 Points Regular - Medium Model</p> <p>4 Equipment MOV Hand Weapon ATT Light Armour Shield</p> <p>2 Perk MRK Fighter</p> <p>4 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> | <p>Saurime Hunter 52 Points Regular - Medium Model</p> <p>4 Equipment MOV Spear ATT Light Armour Shield</p> <p>2 Perk MRK Soldier</p> <p>4 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> | <p>Saurime Scout 37 Points Regular - Medium Model</p> <p>4 Equipment MOV Hand Weapon ATT Light Armour Blowpipe (Sling) - Range: 8" - DAM: 3</p> <p>3 Perk MRK Archer</p> <p>3 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> | <p>Venom Lizard 95 Points Regular - Large Model</p> <p>7 Perks MOV Brute ATT Free Movement - Immune to free strikes. Breath Weapon - Range: 8" - DAM: 7 - Direct AOE</p> <p>3 Ability MRK Tooth and Claw - This model cannot use equipment.</p> <p>DEF IV WP ARM EN DAM</p> <p>Health </p> |
| <p>Spike Lizard 95 Points Regular - Large Model</p> <p>8 Perks MOV Brute ATT Fleet Aggressive - Double MOV and +1 DAM when Charging.</p> <p>2 Ability MRK Tooth and Claw - This model cannot use equipment.</p> <p>DEF IV WP ARM EN DAM</p> <p>Health </p> | <p>Saurime Brave 64 Points Veteran - Medium Model</p> <p>3 Equipment MOV Hand Weapon ATT Medium Armour Shield</p> <p>2 Perk MRK Fighter Natural Born Killer</p> <p>4 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> | <p>Saurime Talon 74 Points Veteran - Medium Model</p> <p>3 Equipment MOV Spear ATT Medium Armour Shield</p> <p>2 Perk MRK Fighter Natural Born Killer</p> <p>3 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> | <p>Saurime Guardian 84 Points Veteran - Medium Model</p> <p>3 Equipment MOV Polearm ATT Heavy Armour</p> <p>2 Perk MRK Soldier Natural Born Killer</p> <p>3 Ability DEF Lunge - Score Criticals on a 5+ when charging.</p> <p>IV WP ARM EN DAM</p> <p>Health </p> |

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| <p>Saurime Strider 127 Points Veteran - Medium Model</p> <p>6 Equipment MOV Spear 4 ATT Medium Armour Shield</p> <p>2 Perk MRK Rider 3 DEF Natural Born Killer Brute Fleet 2 IV Free Movement - Immune to free strikes.</p> <p>4 Ability WP Lunge - Score Criticals on a 5+ when charging. 5 ARM Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Raptor.</p> <p>6 EN 6 DAM</p> <p>Health </p> | <p>Croxgiant 127 Points Veteran - Large Model</p> <p>4 Equipment MOV Great Weapon 5 ATT Medium Armour Shield</p> <p>2 Perk MRK Soldier Natural Born Killer</p> <p>3 Ability DEF Throwing Weight - Charge makes a Power Attack. 3 IV Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them.</p> <p>4 WP 4 ARM 7 EN 7 DAM</p> <p>Health </p> | <p>Saurime Priest 69 Points Veteran - Medium Model</p> <p>4 Equipment MOV Hand Weapon 3 ATT Medium Armour Shield</p> <p>2 Perk MRK Mage 3 DEF Healer - Range: Base Contact - TN: 6 - Revive incapacitated ally with 1 EN per success.</p> <p>3 Ability IV Lunge - Score Criticals on a 5+ when charging.</p> <p>5 Spells WP Heal Wounds - Range: 16" Mana: 1 - TN: 4 4 ARM Heal a friendly model +1 EN per success. 5 EN Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success.</p> <p>6 DAM</p> <p>Health </p> | <p>Saurime Warlord 139 Points Hero - Medium Model</p> <p>3 Equipment MOV Blade of Might 6 ATT Heavy Armour Shield Pendant of Bravery - Gain the Fearless ability</p> <p>3 Perk MRK Natural Born Killer 5 DEF True Grit 5 IV Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn.</p> <p>4 Abilities WP Lunge - Score Criticals on a 5+ when charging. 6 ARM Fearless - Never has to take a Bravery test.</p> <p>7 EN 8 DAM</p> <p>Health </p> |
| <p>Saurime Chieftain 399 Points Hero - Huge Model</p> <p>6 Equipment MOV Spear of Swiftess 5 ATT Heavy Armour Shield Talisman of Endurance</p> <p>3 Perk MRK Mounted Hero 2 DEF Natural Born Killer True Grit 3 IV Fleet Brute Tough</p> <p>4 Abilities WP Lunge - Score Criticals on a 5+ when charging. 7 ARM Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. 12 EN Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Great Raptor.</p> <p>8 DAM</p> <p>Health </p> | <p>Saurime High Priest 69 Points Hero - Medium Model</p> <p>4 Equipment MOV Great Weapon 4 ATT Light Armour Shield</p> <p>3 Perk MRK Mage 5 DEF Healer - Range: Base Contact - TN: 6 - Revive incapacitated ally with 1 EN per success. Artful Dodger - +1 DEF vs Free Strikes.</p> <p>4 Ability IV Lunge - Score Criticals on a 5+ when charging.</p> <p>5 Spells WP Heal Wounds - Range: 16" Mana: 1 - TN: 4 5 ARM Heal a friendly model +1 EN per success. 6 EN Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. 7 DAM Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight.</p> <p>Health </p> | <p>Saurime Froglord 287 Points Hero - Large Model</p> <p>5 Equipment MOV Great Weapon 6 ATT Light Armour Shield</p> <p>5 Perk MRK Stubborn True Grit 5 DEF Healer - Range: Base Contact - TN: 6 - Revive incapacitated ally with 1 EN per success.</p> <p>4 Abilities IV Esoteric Knowledge - May use spells. 6 WP Fear (5) - Force enemies to make a Bravery test with a TN of 5 when attacking them. 6 ARM Fly - Freely move over any terrain. No Line of Sight restrictions if you moved in the same turn.</p> <p>9 EN 7 DAM</p> <p>Health </p> | |