Reptilians

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In ages past the world was carpeted in steaming jungles, from which volcanoes rose upon plumes of fire, and rivers of molten lava flowed to the boiling sea. While continents ebbed about the globe, buoyed upon the earth's cooling mantle, it's first great civilisation took root and flourished. All this was untold millions of years ago, and that ancient civilisation and its peoples now endure only as a remnant, deep within the equatorial jungles of a world grown cold: a world now dominated by newer and infinitely more rapacious species.

Yet even today, the God-Emperor of that primal race sits upon a golden lily pad and watches the world through weary eyes. He - if indeed that bloated creature is a he at all - watches and waits. His squamous warriors safeguard the preternatural wisdom of ancient days: dark and subtle magicks, the power to traverse the void between stars, the mastery of ethereal travel, and a thousand more half-forgotten secrets besides. Wealth they have beyond imagining: gold and diamonds, rubies and emeralds; nevertheless, what care they for such baubles who possess the wisdom of a hundred thousand generations?

Or so the legends tell... Here we have a list based upon humanoid reptiles, possibly amphibians, and maybe even fish. All three have some tradition in role-playing and other games and various manufacturers have produced ranges over the years. Lacking a root in genuine myth they likewise lack a common descriptive term, but we might call them lizardmen, frogmen, or by any of the names coined by the producers of models of this type.

Our core warriors will therefore be human-sized - or thereabouts - whether amphibians or reptiles. We'll build our list around the idea of a long isolated civilisation such as might once have been imagined to lie within the jungles of Africa or South America. As such we take some inspiration from adventure stories that picture a 'Lost World' of prehistoric reptiles. Amongst our sources we find Sir Arthur Conan Doyle, Edgar Rice Burroughs, 'The Land That Time Forgot', and the many films, literary spin-offs and games based upon these ideas.

The same tradition gifts such creatures with preternatural knowledge, powers as old as the world itself; we are familiar with such things in the form of the Chthulu mythos and the stories of Robert E Howard. Rather than adopt names or titles based on one source I have kept the descritions of our creatures as generic as possible, leaving it to players to adapt such things as they see fit.

Variation in the size of models from different manufacturers has encouraged us to include both 'human' sized lizardmen and slightly smaller creatures of similar ilk, once again whether true reptiles or amphibians we do not know: perhaps they are immature versions of the human-sized critters. We have settled upon the word Eft to describe the smaller types: the Middle-English word from which our own word 'newt' is derived'. Players can easily build a force exclusively from one type or the other, or mix the two, depending on your own back story or setting. The entries for Chieftain, Heroes and Priest can serve equally for human-sized lizardmen or smaller Eft should you wish to go down that route exclusively.

We'll give our force cavalry mounted upon (probably) reptilian steeds, which I've called Scaly Beasts. These might resemble raptor dinosaurs or possibly something with four feet more firmly planted on the ground: perhaps a crocodile or alligator. Either way, they come with many teeth, sharp claws and those mean reptilian eyes that suggest you are about to become their possessor's latest meal. If they happen to be gigantic frogs or flightless birds we shall embrace them with equal cheer.

We'll also extend a welcome to a larger, ogre-equivalent Saurian creature, because with all the world's jungles to recruit from (past and present) it would surely be remiss not to do so. Although these are imagined to be larger, more primitive reptilians, they could also be giant apes or bears - whatever models happen to be available will fit the bill.

Smaller, wolf-sized reptiles give us something like a pack of fighting war-hounds. These might be any of a number of smaller dinosaurs, crocodiles or prehistoric beasts right up to the age of sabre-tooth cats. They could even be tropical insects - millipedes of impressive length and mighty mandibles - whatever appeals.

Some of our cold-blooded combatants are fortunate to ride to battle not upon anything as mundane as an elephant, but upon the backs of gigantic reptiles: perhaps a sauropod such as brontosaurs, armoured beasts like stegosaurus or one of the many horned dinosaurs. The ready availability of plastic kits or the better quality toys makes all these possible, so we shall not worry about being too specific. A gigantic tortoise, mammoth or prehistoric rhino would not be too out of place either. Whatever form our great beast takes, the addition of a howdah and crew will make a splendid centre-piece for the army.

Our forces are not entirely earth-bound, but can soar above it upon the scaly wings of prehistoric reptiles, for what lost world would be complete without its pterodactyls? Once again, if players prefer to substitute birds of prey, gigantic parrots, or some other monstrous flying beast of uncertain parentage and dubious aerodynamics that is up to them. As well as allowing for units of flying reptiles we have given the option of having flying Eft riders; though once again we would be happy to see them aboard huge parrots or whatever takes your fancy.

A swarm has been included; further swarms can be added from the monster list in the usual way of course. Our bespoke swarm is described only as Slimey Things and is based on the existing swarm for frogs, toads and such-like, but it could equally well be a swarm of lizards, snakes, or other beasties.

SOME SPECIAL RULES FOR REPTILES

Blowpipes

Blowpipes feature in several commercially available ranges and echo the 'South American' theme, so we shall make allowance for them. We assume that darts - though tiny - are tipped with some deadly or noxious concoction. This give units so equipped the venomous special rule when shooting, meaning that if the target takes at least one hit it automatically suffers one extra hit in addition. In case you were wondering, blow pipes are not hand hurled weapons and so can't be used in an exchange of missiles by a unit that is charging. The blowpipe is costed at 2pts. See the Summary section at the end for stats.

Bolas

The real bolas is used to bring down game animals or cattle and we introduce it here because of its association with South Amercian cultures such as the Incas. The same rule will hold good for any similar thrown weapon designed to entangle a target such as a lasoo, lariat or net - but here we'll think in terms of a weighted bolas. The bolas is a hand-hurled missile weapon that can **only** be thrown as part of an exchange of missiles. Hits from a bolas cause no damage, but inflict a pin on the target in the usual way.

In addition, if the target is a warrior or mounted unit, make a D10 test against the total number of bolas hits scored. If successful then 1 opposing model cannot strike any blows at all during the ensuing hand-to-hand fighting, including in any follow-on combat. This model is chosen from the unit by the player that threw the bolas. The model is tangled in the bolas for the duration of the fighting, but is automatically freed at the conclusion of fighting if still alive. The bolas is costed at 1pt.

For example, if you cause 4 hits roll a D10 and if you roll 4 or less one enemy model is tangled up for that combat.

Note: I have not considered the possibility of 'bolasing' monsters, chariots or the like. Aside from complication when it comes to the effect on crews and such, it seems unlikely a vast monster or construction would be all that inconvenienced. Players who feel inspired to overcome these challenges are welcome to improvise rules for themselves. Nor have I worried about spectral targets that are otherwise affected by shooting attacks - let all be affected in the same way and we have a straight-forward rule that can be applied in general play.

Cold-Eyed

Cold-eyed is a new special rule that applies to all Lizardmen and Efts; cold-blooded creatures not easily stirred by adversity. This is costed as 1pt per model.

When taking any test against **Command** the unit ignores the usual -1 penalty applied for **one** pin. So, 1 pin would impose no penalty, 2 pins a penalty of -1, 3 pins -2 and so on. When making an Order test, a test is still required if the unit has a single pin, even though the usual -1 penalty is ignored and the test made against the full Command value.

Aquatic

I've added this special rule to take account of forces that are more obviously amphibian, fishy or 'turtle' type creatures, and included it as a free option for most of the infantry units in this list. It is a situational rule, and in many games it is therefore of no practical value: hence no cost. It's useful for scenarios where a substantial portion of the tabletop takes the form of contiguous water. For example, a Lizardman temple complex where buildings rise from surrounding canals and waterways, or a swamp where jungle islands emerge from the surrounding water.

If a unit has the aquatic rule then it can always traverse water features as if they were open ground. Unless otherwise agreed before the game no penalties to movement apply to such units when travelling through water.

If a target unit has the aquatic rule, any shooting hits upon models positioned within water must be re-rolled. Targets duck beneath the surface to try and avoid being hit. See page 29 of the rulebook for a description of how re-rolls work.

Optional Aquatic Rule

If a unit has the aquatic rule then the following extra movement rule can be used to represent units that are under water:

> *This is an entirely optional rule because I fully realise it might well pose problems in some situations or set-ups. If you don't get on with it don't use it, improve it, or write your own!*

If all the models in the unit move into, or remain within, the same body of water the player can declare they are submerging after their order has been enacted. Remove the models but leave their order dice in place, retaining any pin markers the unit has. Mark the spot with a suitable counter, substituting the counter for any model you have removed. A lily pad makes a nice counter and can be made from card very easily.

Remove the unit's order dice at the end of the turn as usual but leave the counter in place. During subsequent turns when the unit receives an order you can either place a further counter in the same spot together with the order dice, or reveal the unit as described below. If you fail an order test whilst submerged the unit must remain submerged; you can't reveal the unit and must place a further counter instead.

Units wishing to remain submerged can be given any order in the usual way, but do so purely for form's sake. If they have pins an order test is required, and pins are removed in the usual way once the test has been made. Hint - this means a rally order is often the best choice for such units. Submerged units are effectively 'off the table'; they take no part in the game and are not affected by weapons, spells or anything else regardless of whether their counter stack lies within an area of effect or otherwise. They cannot be targeted by missiles, spells or a charge; they cannot shoot, make any special attacks, hurl spells or otherwise participate in the game aside from taking order tests and removing pins where they otherwise would.

When given an order a submerged unit can resurface at any point in the same or contiguous body of water **before** enacting the order. Declare you are surfacing. Measure the unit's new position from the first counter placed. Each counter in the stack counts for 10" of movement through the water. Place one model from the unit within this distance: for example, if you have two counters you can emerge within 20" of the counter. Once one model has emerged, the rest are placed within the distance allowed from the counter, in formation and within the water.

When units surface they enact the order they have been given in the usual way. For example, they can potentially move and shoot, or they might run and charge into hand-to-hand combat, and so forth.

A unit cannot surface and submerge as part of the same action. A unit emerging at the start of its action isn't able to submerge again once its order has been enacted.

Comment: I'm embarrassed to have written such a long-winded rule but there you are - when you start to consider such things even a simple idea takes a bit of explaining. I created this rule for a very specific scenario in which Conquistadores battled Aztec toadlings over a temple complex and thought it was too much fun to miss out. Also, it is easier than it sounds, honest.

A Few Notes

This list has turned out rather chunkier that a standard Erehwon Warband, partly because folks kept making helpful suggestions for things to include. I can't say that it's been possible to play out every permutation from the list, but the stats and combination of weapons and rules should not pose any major headaches.

There are two new weapons to consider: the bolas and blowpipe. The blowpipe is a fair alternative to the javelin for smaller units, where the potential for an extra hit makes up for the lower strike value. The bolas is something of an oddity in so far as it is a missile weapon that causes no damage - not generally a good thing to be honest! However, the opportunity to entangle an enemy is enough to make warlord and hero units think twice; apart from this, the chief advantage is to inflict a pin during the exchange, which it does relatively cheaply.

I decided against providing stats for Eft character types because I didn't think it necessary in a list that is already pretty big. The stats as given are based on the reptilian versions, but will also cover the smaller Efts if we assume their high-ups are a little larger and more powerful than the common spawn.

I have given a choice of crew for the Great Scaly Beast and adjusted their points values according to their relative Strengths, which seemed only fair. I have yet to try out a GSB with either a full or reptilian crew, but don't anticipate any issues compared with other critters such as Mammoths.

As Always And I'm Sure I don't Need to Say This

Warlords of Erehwon is an open system that I created so that I could play the kinds of scenario based games I enjoy; using my existing collections, those of my friends, and such models as we care to collect. The game is not tied in to any particular manufacturer's offerings and is designed in such a way that you can change, expand, or add new rules to take account of specific elements that you might wish to include.

You don't have to use these army lists if you prefer not to do so, and you are not bound by any of my restrictions or options should you prefer to do something else. Wargaming is a hobby that allows us to sort things out between ourselves, and if players wish to incorporate new elements or rules then all they have to do is agree to do so. I often do just this - changing rules and adding new bits for a game is all part of the fun.

REPTILIAN CHIEFTAIN

Warlord Warriors Unit   *Points Value: 106*

Special: You must include one of Reptilian Chieftain, Mounted Reptilian Chieftain or Reptilian Chieftain in Chariot unit in your warband and one only.

Unit: Reptilian Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Chieftain with sword or axe, light armour	6	5	5	6(7)	6	8	Tough, Command, Follow, 3x HtH, Wound, Cold-Eyed
2 x Reptilian Bodyguard with sword or axe, light armour	6	5	5	6(7)	6	7	Cold-Eyed

Options

- Give unit huge swords or big axes @Free per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 6(8)
- Give unit Aquatic rule @Free
- Upgrade Chieftain to Wounds 2 @14pts
- Upgrade Chieftain to Tough 2 @10pts
- Add up to 2 Reptilian bodyguards @15pts each

MOUNTED REPTILIAN CHIEFTAIN

Warlord Mounted Unit   *Points Value: 138*

Special: You must include one of Reptilian Chieftain, Mounted Reptilian Chieftain or Reptilian Chieftain in Chariot unit in your warband and one only.

Unit: Mounted Reptilian Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Reptilian Chieftain with sword or axe, light armour, riding Scaly Beast	6	5	5	7(8)	6	8	Tough, Command, Follow, 3x HtH, Wound, Cold-Eyed, Fast 6; Scaly Beast 1x HtH SV1
2 x Mounted Reptilian Bodyguard with sword or axe, light armour, riding Scaly Beast	6	5	5	7(8)	6	7	Fast 6, Cold-Eyed; Scaly Beast 1x HtH SV1

Options

- Give unit huge swords or big axes @Free per model
- Give unit lances @1pt per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 7(9)
- Give Scaly Beasts Savage rule @1pt per model
- Upgrade Chieftain to Wounds 2 @16pts
- Upgrade Chieftain to Tough 2 @10pts
- Add up to 2 Mounted Reptilian bodyguards @25pts each

REPTILIAN CHIEFTAIN IN CHARIOT

Warlord Chariot Unit   *Points Value: 156*

Special: You must include one of Reptilian Chieftain, Mounted Reptilian Chieftain or Reptilian Chieftain in Chariot unit in your warband and one only.

Unit: Reptilian Chieftain Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Chieftain and crew drawn by Scaly Beasts	3	-	-	10	-	-	Large, Tough, Fast 6, Irresistible Charge, Cold-Eyed
1 x Chieftain with sword or axe [light armour]	[6]	5	5	[6(7)]	6	8	[Tough], Command, Follow, 3x HtH, [Wound], [Cold-Eyed]
1 x Crew with sword or axe [light armour]	-	5	5	-	-	-	-
2 x Scaly Beast	-	-	5	-	-	-	1x HtH SV1
0 x Great Scaly Beast	-	-	5	-	-	-	3x HtH SV2

Options

- Give Chieftain and crew huge swords or big axes @Free per model
- Give Chieftain and crew spears @Free per model
- Give Chieftain medium armour @10pts model increasing Res to [6(8)] on foot only
- Give chariot scythes @25pts with D6 SV1 impact hits on charge
- Give Scaly Beasts Savage rule @2pts
- Give Great Scaly Beast Savage rule @3pts
- Substitute Scaly Beasts for 1x Great Scaly Beast @9pts
- Upgrade Chieftain to [Wounds 2] @14pts on foot only
- Upgrade Chieftain to [Tough 2] @10pts on foot only
- Add up to 2 Reptilian crew @5pts each

REPTILIAN PRIEST

Warriors Unit   *Points Value: 61*

Special: You can include a maximum of one Reptilian Priest in your warband.

Unit: Reptilian Priest	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Priest with dagger	6	5	5	6	6	8	Tough, Wound, Cold-Eyed, Magic Level 1
0 x Reptilian Acolyte with dagger	6	5	5	6	6	7	Cold-Eyed
0 x Cosmic Spirits	6	5	5	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options	
•Give Priest and Acolytes Swords or Axes @1pt per model	•Upgrade Priest to Magic Level 2 @25pts
•Give Reptilian Acolytes light armour @2pts per model increasing Res to 6(7)	•Upgrade Priest to Magic Level 3 @50pts
	•Upgrade Priest to Tough 2 @10pts
•Give unit Divine Intervention rule @10pts	•Add up to 4 Reptilian Acolytes @12pts each **OR**
•Give unit Aquatic rule @Free	Add up to 4 Cosmic Spirits @ 21pts each

REPTILIAN HERO

Warriors Unit   *Points Value: 79*

Special: You can include a maximum of one Reptilian Hero or Mounted Reptilian Hero in your warband.

Unit: Reptilian Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Hero with sword or axe, light armour	6	5	6	6(7)	7	8	Tough 2, Hero, 3x HtH, Wound, Cold-Eyed

Options	
•Give Hero huge sword or big axe @Free	•Upgrade Hero to Wounds 2 @14pts
•Give Hero bolas @1pt	•Upgrade Hero to Wounds 3 @28pts
•Give Hero medium armour @10pts increasing Res to 6(8)	•Upgrade Hero to Tough 3 @10pts
•Give Hero Aquatic rule @Free	

MOUNTED REPTILIAN HERO

Mounted Unit   *Points Value: 91*

Special: You can include a maximum of one Reptilian Hero or Mounted Reptilian Hero in your warband.

Unit: Mounted Reptilian Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Reptilian Hero with sword or axe, light armour, riding Scaly Beast	6	5	6	7(8)	7	8	Tough 2, Hero, 3x HtH, Wound, Fast 6, Cold-Eyed; Scaly Beast 1x HtH SV1

Options	
•Give Hero lance @1pt	•Upgrade Hero to Wounds 2 @16pts
•Give Hero bolas @1pt	•Upgrade Hero to Wounds 3 @32pts
•Give Hero medium armour @10pts increasing Res to 7(9)	•Upgrade Hero to Tough 3 @10pts
•Give Scaly Beast Savage rule @2pts	

REPTILIAN GUARD

Warriors Unit   Points Value: 87

Special: You can include a maximum of one unit of Reptilian Guards in your warband.

Unit: Reptilian Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Guard Leader with sword or axe, light armour	6	5	5	6(7)	6	8	Tough, Cold-Eyed
4 x Reptilian Guard with sword or axe, light armour	6	5	5	6(7)	6	7	Cold-Eyed

Options		

- Give unit spears @Free
- Give unit huge swords or big axes @Free
- Give unit halberds @1pt per model
- Give unit bolas @1pt per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Give unit Aquatic rule @Free
- Give unit Disciplined rule @10pts
- Add up to 5 Reptilian Guard @15pts each

REPTILIAN WARRIORS

Warriors Unit   Points Value: 87

Unit: Reptilian Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Warrior Leader with sword or axe, light armour	6	5	5	6(7)	6	8	Tough, Cold-Eyed
4 x Reptilian Warrior with sword or axe, light armour	6	5	5	6(7)	6	7	Cold-Eyed

Options		

- Give unit spears @Free
- Give unit huge swords or big axes @Free
- Give unit bolas @1pt per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Give unit Aquatic rule @Free
- Add up to 5 Reptilian Warriors @15pts each

MOUNTED REPTILIANS

Mounted Unit   Points Value: 87

Unit: Mounted Reptilians	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with sword or axe, light armour riding Scaly Beast	6	5	5	7(8)	6	8	Tough, Fast 6, Cold-Eyed; Scaly Beast 1x HtH SV1
2 x Reptilian Rider with sword or axe, light armour riding Scaly Beast	6	5	5	7(8)	6	7	Fast 6, Cold-Eyed; Scaly Beast 1x HtH SV1

Options		

- Give unit bows @2pt per model
- Give unit spears @Free per model
- Give unit lances @1pt per model
- Give unit bolas @1pt per model
- Give unit medium armour @2pts per model increasing Res to 7(9)
- Give Scaly Beasts Savage rule @1pt per model
- Add up to 2 Reptilian Riders @25pts each

REPTILIANS WITH BOWS

Warriors Unit   Points Value: 87

Unit: Reptilians with Bows	Ag	Acc	Str	Res	Init	Co	Special
1 x Reptilian Leader with sword or axe, bow	6	5	5	6	6	8	Tough, Cold-Eyed
4 x Reptilian with sword or axe, bow	6	5	5	6	6	7	Cold-Eyed

Options		

- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit Aquatic rule @Free
- Add up to 5 Reptilians with bows @15pts each

REPTILIANS WITH SLINGS

Warriors Unit						Points Value: 92	
Unit: Reptilians with Slings	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Reptilian Leader with sword or axe, sling	6	5	5	6	6	8	Tough, Cold-Eyed
4 x Reptilian with sword or axe, sling	6	5	5	6	6	7	Cold-Eyed
Options							

- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit Aquatic rule @Free
- Add up to 5 Reptilians with slings @16pts each

REPTILIANS WITH BLOWPIPES

Warriors Unit						Points Value: 87	
Unit: Reptilians with Blowpipes	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Reptilian Leader with sword or axe, blowpipe	6	5	5	6	6	8	Tough, Cold-Eyed
4 x Reptilian with sword or axe, blowpipe	6	5	5	6	6	7	Cold-Eyed
Options							

- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit Aquatic rule @Free
- Add up to 5 Reptilians with blowpipes @15pts each

REPTILIANS WITH JAVELINS

Warriors Unit						Points Value: 87	
Unit: Reptilians with Javelins	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Reptilian Leader with sword or axe, javelins	6	5	5	6	6	8	Tough, Cold-Eyed
4 x Reptilian with sword or axe, javelins	6	5	5	6	6	7	Cold-Eyed
Options							

- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit Aquatic rule @Free
- Add up to 5 Reptilians with javelins @15pts each

EFT WARRIORS

Warriors Unit						Points Value: 47	
Unit: Eft with Swords	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Eft Leader with sword or axe	6	5	4	4	7	8	Tough
4 x Eft with sword or axe	6	5	4	4	7	7	
Options							

- Give unit spears @Free per model
- Give unit huge sword or big axe @Free per model
- Give unit bolas @1pt per model
- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit medium armour @4pts per model increasing Res to 4(6)
- Give unit Aquatic rule @Free
- Give unit Cold-Eyed rule @1pt per model
- Add up to 5 Eft warriors @7pts each

EFT WITH BOWS

Warriors Unit   *Points Value: 57*

Unit: Eft with Bows	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Leader with sword or axe, bow	6	5	4	4	7	8	Tough
4 x Eft with sword or axe, bow	6	5	4	4	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Aquatic rule @Free
- Give unit Cold-Eyed rule @1pt per model
- Add up to 5 Eft with bows @9pts each

EFT WITH SLINGS

Warriors Unit   *Points Value: 62*

Unit: Eft with Slings	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Leader with sword or axe, sling	6	5	4	4	7	8	Tough
4 x Eft with sword or axe, sling	6	5	4	4	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Aquatic rule @Free
- Give unit Cold-Eyed rule @1pt per model
- Add up to 5 Eft with slings @10pts each

EFT WITH BLOWPIPES

Warriors Unit   *Points Value: 57*

Unit: Eft with Blowpipes	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Leader with sword or axe, blowpipe	6	5	4	4	7	8	Tough
4 x Eft with sword or axe, blowpipe	6	5	4	4	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Aquatic rule @Free
- Give unit Cold-Eyed rule @1pt per model
- Add up to 5 Eft with blowpipe @9pts each

EFT WITH JAVELINS

Warriors Unit   *Points Value: 57*

Unit: Eft with Javelins	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Leader with sword or axe, javelins	6	5	4	4	7	8	Tough
4 x Eft with sword or axe, javelins	6	5	4	4	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Give unit Aquatic rule @Free
- Give unit Cold-Eyed rule @1pt per model
- Add up to 5 Eft with javelins @9pts each

TRIBAL EFT HUNTERS

Warriors Unit   *Points Value: 57*

Unit: Tribal Eft Hunters	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Hunter Leader with sword or axe	6	5	4	4	7	8	Tough, Woodsman, Cold-Eyed
4 x Eft Hunter with sword or axe	6	5	4	4	7	7	Woodsman, Cold-Eyed

Options

- Give unit blowpipes @ 2pts per model
- Give unit javelins @ 2pts per model
- Give unit bows @ 2pts per model
- Give unit bolas @1pt per model
- Give unit with any missile weapon Venomous rule for shooting @5pts (note blowpipes armed units have this already)
- Give unit Aquatic rule @Free
- Give unit Venomous rule for hand-to-hand combat @5pts (representing poison smeared on their weapons)
- Give unit Savage rule @1pt per model
- Give unit Stealthy rule @1pt per model
- Give unit Dead Eye Shot rule @10pts
- Add up to 5 Eft Hunters @9pts each

MOUNTED EFT

Mounted Unit   *Points Value: 63*

Unit: Mounted Eft	Ag	Acc	Str	Res	Init	Co	Special
1 x Eft Leader with sword or axe, riding Scaly Beat	6	5	4	5	7	8	Tough, Fast 6; Scaly Beast 1x HtH SV1
2 x Eft Rider with sword or axe, riding Scaly Beast	6	5	4	5	7	7	Fast 6; Scaly Beast 1x HtH SV1

Options

- Give unit bows @2pt per model
- Give unit spears @Free per model
- Give unit lances @1pt per model
- Give unit bolas @1pt per model
- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit medium armour @4pts per model increasing Res to 5(7)
- Give unit Cold-Eyed rule @1pt per model
- Give Scaly Beasts Savage rule @1pt per model
- Add up to 2 Ef riders @17pts each

SAURIANS

Monster Unit   *Points Value: 28*

Unit: Saurians	Ag	Acc	Str	Res	Init	Co	Special
1 x Saurian	5	5	5	8	7	8	Large, 2 x HtH SV2, Frenzied Charge, Surly

Options

- Give unit Savage rule @2pts per model
- Give unit Woodsmen rule @1pt per model
- Give unit Venomous rule @5pts
- Add up to 2 Saurians @28pts each

PTEROSAURS

Beast Unit   *Points Value: 126*

Special: You can include a maximum of one unit of either Pterosaurs **or** Eft Pterosaur Riders

Unit: Pterosaurs	Ag	Acc	Str	Res	Init	Co	Special
3 x Pterosaur	10	-	5	5	6	8	Flies, Fast 10, 2 x HtH SV1, Surly

Options

- Add up to 2 Pterosaurs @42pts each

EFT PTEROSAUR RIDERS

Mounted Unit   *Points Value: 147*

Special: You can include a maximum of one unit of either Pterosaurs **or** Eft Pterosaur Riders

Unit: Eft Pterosaur Riders	Ag	Acc	Str	Res	Init	Co	Special
3 x Eft with sword or axe, riding Pterosaur	10	5	4	5	7	7	Flies, Fast 10, Surly; Pterosaur 2x HtH SV1

Options

- Give unit bows @2pts per model
- Give unit spears @Free per model
- Give unit javelins @2pts per model
- Give unit bolas @1pt per model
- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit Cold-Eyed rule @1pt per model
- Add up to 2 Eft Pterosaur Riders @49pts each

GREAT SCALY MONSTER

Monstrosity Unit   *Points Value: 139+ Crew*

Special: You can include a maximum of one Great Scaly Monster in your warband.

Unit: Great Scaly Monster	Ag	Acc	Str	Res	Init	Co	Special
1 x Great Scaly Monster with 4-8 riders - either Reptilians or Efts	4	-	6	12	-	-	Large, MoD 2, 5x HtH SV5, Surly, Stampede
0 x Reptilian crew with spears	-	5	6	-	6	7	Cold-Eyed
0 x Eft crew with spears	-	5	4	-	7	7	

Options

- Give crew bows @2pts per crew
- Give crew blowpipes @2pts per crew
- Give crew javelins @2pts per crew
- Add 4 to 8 Reptilian crew @7pts each OR
  Add 4 to 8 Eft crew @4pts each

SLITHERING BEAST PACK

Warriors/Beast Unit   *Points Value: 71*

Unit: Slithering Beasts	Ag	Acc	Str	Res	Init	Co	Special
1 x Pack Master with sword or axe	6	5	5	6	6	8	Tough, Rapid Sprint, Cold-Eyed
4 x Slithering Beast	6	-	5	6	5	5	Savage, Rapid Sprint, 1x HtH SV1

Options

- Give Pack Master light armour @2pts increasing Res to 6(7)
- Give Pack Master spear @Free
- Give Pack Master bow @2pts
- Give unit Aquatic rule @Free
- Give unit Venomous attacks @5pts
- Add up to 5 Slithering Beasts @11pts each

SLIMESOME SWARM

Swarm Unit   *Points Value: 75*

Unit: Swarm of Slimey Things	Ag	Acc	Str	Res	Init	Co	Special
3 x Swarm of Slimey Things	6	-	4	5	3	8	3x HtH SV0, Dread

Options

- Give unit Aquatic rule @Free
- Give unit Venomous rule @5pts
- Add up to 2 Swarms of Slimey Things @25pts each

REPTILIAN STONE THROWER

Artillery Unit   *Points Value: 90*

Unit: Reptilian Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Reptilian crew with daggers, stone throwing engine	6	5	5	6	6	7	Large, Slow 3, Cold-Eyed

Equipment

1 x Small Stone Thrower

Options

- Give Reptilian crew swords or axes @1pt per model
- Give unit Large Stone Thrower instead of Small Stone Thrower @27pts
- Give unit light armour @2pts per crew model increasing Res to 6(7)
- Add up to 2 Reptilian crew to unit @12pts each

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	Short	Long	Extreme	Strike Value (SV)	Special Rules
		RANGE			
Bow	0-10"	10-20"	-	0	
Bolas	0-10"	-	-	-	No Damage. Test number of hits to disable.
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Javelin	0-10"	-	-	1	
Blowpipe	0-10"	-	-	0	Venomous
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order required to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order required to shoot, D6 hits
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can be used for exchange of missiles
Lance	Hand-to-Hand Combat			1/3	SV3 on charge
Huge Sword or Big Axe	Hand-to-Hand Combat			2	
Dagger	Hand-to-Hand Combat			1	
Halberd	Hand-to-Hand Combat			2	+1 Strength

Aquatic. No penalties for movement within water and re-roll shooting hits against targets in water.

Cold-Eyed. Pin penalties to Command are reduced by 1.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead Eye Shot. Re-roll 1 missed shot from unit.

Disciplined. Lose all pins when pass a Rally test.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead.

Dread. -1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Fast/Slow. Move at the basic rate indicated.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly or if flyers are down.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Frenzied Charge. +1 extra Attack when charging.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models.

MoD2. Unit has 2 order dice.

Rapid Sprint. Sprint at 4M.

Savage. Re-roll missed Str to hit in first round of combat in game.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Stampede. Stampede on failed Order test of 10. D10"+2M in direction shown by dice. Each unit in path is attacked as if charged. Unit goes down and gains 1 pin per unit trampled.

Stealthy. Re-roll shooting hits on unit if in cover.

Surly. Cannot benefit from Command, Hero or Follow rule.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Venomous. If one or more hits is scored on the target then one extra hit is added automatically.

Woodsman. Difficult terrain counts as open. Add +1 cover bonus in woods.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.