

### Special Rules

Slann Starmaster	Masters Of Order	+1 to casting rolls
	Celestial Reinforce-ments	1cp - Return Unit With Half Models within 12"
Kroxigor	Brutal Blows	Add 1 Damage when attacking units with 10+ models
Aggradon Lancers	Primal Rage	When using any <b>fight</b> abilities add 1 rage token - max 3, Add +1 Attack to <b>Companion</b> attacks
Scar Vet On Aggradon	Alpha Roar	Lancer Unit Within 12", +1 to companion attack for the turn and add a rage token
Oldblood On Carnosaur	Alpha Predator	Lancers dont lose rage taken while within 12"
	Frenzied By Blood	+1 damage to <b>companion</b> attacks while with 6" of units either damaged or had models slain this turn
	Thunderous Roar	Enemy unit in combat with this unit - on 3+ cant use commands for the turn

## Unit Profiles

Slann H3+ W3+ S3+ H8  
Starmaster

Saurus H3+ W3+ S4+ R1 H6  
Astrolith  
Bearer

Saurus H4+ W3+ S4+ R1 H2  
Warriors

Kroxigor H4+/3+ W2+ R2 D2 S4+  
H6

Anti-Infantry (+1 Rend)

Aggradon H3+/4+ W3+ R1/2 D1/2  
Lancers S4+ H5

Charge (+1 Damage),  
Anti-Monster (+1 rend)

Scar Veteran H3+/4+ W3+ R2 D2 S4+  
On Aggradon H8

Charge (+1 Damage)

## Enhancements

Bloodrage +1 to attacks, +2 if damage to  
Pendant this unit is greater or equal to  
its health

Being Of Ignore Modifies to save roll  
The Stars (Positive and Negative)

Ancient +1 to hit with **companion**  
Defender weapons

## Spells

Comets Visible Units In 18", 5+ each  
Call (7) model for 1 mortal wound

Mystical Visible Unit in 12", -1 Rend for  
Unforg- targets weapons **UNLIMITED**  
iving (6)

Speed Of Friendly Visible Unit in 12",  
Huanchi Can use **RUN** and still shoot/-  
(6) charge

## Army Rules

Vengeance Pick 3 **Saurus** or **Kroxigor**  
Of Azyr units in combat - Pile In and  
Roll D3, on 2+ inflict mortal  
wounds

Quetzl the -1 rend to melee weapons  
Preserver that target units wholly in  
friendly territory

Sotek The +2 to move for **Seraphon**  
Deliverer Units

Itzl The Companion weapons have  
Tamer **Crit (2 Hits)**

Further the Start Of 3rd Battle Round - If  
Great Plan the Enemy General is in  
combat or dead - Pick  
Another ability



By **fearconor**  
[cheatography.com/fearconor/](https://cheatography.com/fearconor/)

Not published yet.  
Last updated 30th January, 2026.  
Page 2 of 2.

Sponsored by **Readable.com**  
Measure your website readability!  
<https://readable.com>