

Gho-xa – *The Revenger of Xilixi, The Hunter of Vengeance*

M	WS	BS	S	T	W	I	A	Ld
4	5	3	5	5	2	3	4	8

Your army can only include one Gho-xa model.

Equipment:

War-scythe of the Shimmering City

The Avenger

Hauberk of Infinite Hatred

Special Rules:

Cold-Blooded

4+ Scaly Skin

Stubborn

The Hunter's Fate

War-scythe of the Shimmering City – *Before the Shimmering City of Xilixi was breached and its denizens all but slaughtered, Gho-xa used to hold the position of Scar Veteran. Upon ascension to this title he was gifted with the war-scythe both as a symbol of authority and trust in his martial prowess. In Gho-xa's hands, the war-scythe becomes more than simply a weapon; it becomes a tool of destruction.*

The war-scythe is a magical weapon that requires two hands to use, grants Gho-xa +1 strength in combat and due to its length, gives him the Always Strikes First special rule against any enemy that charges him in his front arc. Furthermore due to the power behind each swing, attacks made by Gho-xa in close combat have the Killing Blow special rule.

The Avenger – *Unlike most Saurus, Gho-xa's eternal hunt for vengeance has forced him to become resourceful. When simply charging at an enemy would be suicide, Gho-xa opts to use an artifact that he recovered from the hoard of treasure hunters. The history surrounding the weapon is unknown. The weapon is far too large for a Skink, and the Saurus have little appreciation for ranged warfare. Whatever the reason for its production, it has served Gho-xa well in his hunt.*

Javelin. The Avenger holds ancient and powerful enchantments perhaps created to penetrate the innate defences of daemons. Successful ward saves made against wounds caused by The Avenger must be re-rolled. Furthermore, due to the extreme power that Gho-xa can put behind a throw, The Avenger may instead be used with the following profile:

The Avenger – Range: 18" – S: As user -1 – Quick to Fire, -1 To Hit

Hauberk of Infinite Hatred – *Even Saurus note the importance of armour, luck had it that Gho-xa's first act of vengeance – an attack upon a Dark Elf encampment – yielded this dark artifact. Fatal to an untrained or fragile mind, the Hauberk of Infinite Hatred feeds off anger and loathing as it attempts to corrupt the mind of the wearer. Only those trained in its use or who are particularly strong-willed can remain in control; although even the strongest mind has a breaking point.*

Heavy Armour. At the start of each turn before charges are declared, Gho-xa must take a leadership test on unmodified leadership to remain in control of his mind. If the test is passed, then the Hauberk confers the Hatred special rule onto Gho-xa and any unit he is with, and confers onto Gho-xa a 5+ Ward Save. If the test is failed, Gho-xa's mind has faltered and the raging essence of the hauberk has gained temporary control of his actions. Gho-xa and any unit he is with gains the Hatred and Frenzy special rules until Gho-xa can regain control by passing the necessary leadership test;

furthermore, neither Gho-xa nor any unit he is with can lose their frenzy until Gho-xa regains control or is killed.

If Gho-xa is your army general, then he does not confer Inspiring Presence whilst the hauberk controls him. If Gho-xa is controlled by the hauberk and is involved in a combat, then instead of making his normal attacks, he makes D6 attacks that automatically hit any unit that he is with on a roll of 1, 2 or 3 and any enemy unit (owning player's choice) he is in base contact with on a roll of 4, 5 or 6. Casualties caused against his own unit will count towards the opponent's combat resolution. Furthermore, Gho-xa must issue a challenge when possible and may never decline a challenge whilst the hauberk controls him. Attacks in a challenge are made as normal.

The Hunter's Fate – *Gho-xa is never bound by anything but his own will. If it suits him, he will simply walk away from a fight and leave his comrades to be slaughtered. Only the great Slann Mage-Priests have any authority over his actions.*

If Gho-xa or a unit he is with pursues a unit off the table or otherwise moves off the table to return at a later time, roll a single D6. On the roll of a 1, Gho-xa has broken ranks and has vowed to chase down the enemy until they are all slaughtered; simply having them break and flee is not enough. Any unit Gho-xa was with will return to the battle as normal, but without Gho-xa. Gho-xa is not counted as a casualty, nor does he give up any victory points if he leaves the fight in this way. If the army contains a Slann Mage-Priest, the D6 may be re-rolled as the ancient wizard attempts to soothe the hatred within Gho-xa's mind.

Furthermore, if Gho-xa leaves the board whilst under the effects of the Hauberk of Infinite Hatred, he will leave the battle on a roll of 1 or 2. The presence of a Slann will allow a re-roll as normal and any unit he was with will return to the fight free of any effects they received when Gho-xa was with them.

Oxotli – *The Changer of Forms, He Who Becomes Another*

M	WS	BS	S	T	W	I	A	Ld
6	3	3	3	3	2	5	2	7

Your army can only include one Oxotli model.

Magic:

Oxotli is a level 2 Wizard who picks his spells as dictated by the Headdress of the Old Ones.

Equipment:

Headdress of Old Ones

Sceptre of Lustria

Ankh of Rebirth

Special Rules:

Cold-Blooded

Shamanic Instincts

Shape-shifter

Headdress of the Old Ones – *Tales of mystery surround this artifact. Revered as attire once worn by the deities of this land and their predecessors, it is as prized for its history as it is for its power.*

Confers a 5+ Armour Save and a 5+ Ward Save; neither of which can be improved unless explicitly stated. The innate magic of the Old Ones resides in this artifact and grants the wearer vast arcane knowledge. At the start of each magic phase, choose any lore from the following: Lore of Life; Lore of Beasts; Lore of Light; Lore of Heavens. Oxotli is counted as knowing D3 spells from the chosen lore until the start of the owning player's next magic phase. Roll a D6 to choose each spell as normal, however duplicates must be re-rolled until a different spell is chosen, the player may not choose from a duplicate roll.

Sceptre of Lustria – *A weapon of great power that holds a rare Lustrian Emerald in its head, a gem said to contain hidden primordial powers of the Lustrian jungle that lie waiting to be tapped into.*

Hand Weapon. Nobody truly knows the power of the Sceptre of Lustria, not even the Slann Mage-Priests; yet Oxotli instinctively, if not randomly, uses it to great lengths, although he himself seems to be controlled by something more otherworldly when he does. As well as conferring magical attacks, once per turn and when not shape-shifted, Oxotli may, in lieu of casting, briefly tap into the raw power of the sceptre. Roll a D6 and consult the following chart to decide what happens:

1 – The Winds Change – A ripple of power bursts forth from the sceptre, influencing the winds of magic. When your opponent next rolls for the Winds of Magic, the controlling player may force him to re-roll the die with the highest result. The controlling player gains dispel dice equal to the original roll and not the re-rolled result.

2 – Wild Regeneration – Ancient energies flow from the sceptre into Oxotli, restoring D3 wounds. This may instead be channelled into a unit he is with, reviving or restoring the wounds of D3 rank-and-file troops only; or it may be channelled into a nearby friendly character, restoring a single wound (this may not be used to revive any characters).

3 – Feral Impulse – The sceptre fills Oxotli with the rage of the prehistoric denizens of Lustria, granting him the Frenzy special rule and increasing his WS, S, and A characteristics by 1.

4 – Claw of the Jungle – Spell. The magic in the emerald takes the form of a bestial claw, dripping with exotic poisons. Nominate any visible enemy unit within 24” as the target of the spell. This unit takes D6 Strength 4 hits which are poisoned on a roll of 5+. Units within a forest take an extra D3 hits as the magic of the sceptre affects them.

5 – Acidic Hide – Poisons seep from the sceptre and drip across the body of Oxotli, leaving him completely unharmed but forming a deadly protective layer. Enemies shooting at Oxotli must re-roll successful wounds, as the acid dissolves all but the most powerful projectiles upon impact. Enemies wishing to target Oxotli in combat instantly take 1 S2 hit equal to the amount of successful hits they made against him.

6 – Fury of Lustria – The Sceptre’s full potential is unlocked in a flash of brilliant green energy. All enemy units within 12” take D6 hits at a strength of D6. No ward saves may be taken against this spell as the magical energies unlocked rip apart the magical bonds that shield the enemy. At the cost of a single wound, Oxotli may enter a state where he is semi-conscious of his actions and adds his own power to the spell, increasing its range to 18”, with units within 6” of him taking 2D6 hits at a strength of 2D6 as the spell tears them apart. If this result is rolled, then the sceptre has expended its energy and may not be used for the rest of the game.

Ankh of Rebirth – *Inside this sacred ankh there is rumoured to be a vast wealth of life energy stored from the birth of time. The same has been said for other seemingly mystical object through the ages; however this one seems to radiate some sort of strange power that could prove the rumours to be true.*

Once per game if Oxotli loses all his wounds then the owning player may opt to activate the Ankh of Rebirth. On a roll of 1-3, Oxotli is revived with a single wound. On a roll of 4+ Oxotli is revived with full wounds.

Special Rules:

Shamanistic Instinct – Leftover energy from his previous shape-shift allows him to retain a single characteristic of the player’s choosing from his most recent form.

Shape-shifter – So at one with the nature and spirits of Lustria is Oxotli, that he can combine his soul with that of the most stalwart, majestic and ferocious beasts of the land. Once at the start of each turn, Oxotli may choose to focus his mind on bonding with the soul of one of Lustria’s creatures. Oxotli may remain shape-shifted for as long as desired unless either it is explicitly stated otherwise; the link is broken by the owning player; or a different form is attempted. Roll a D6 and consult the following chart:

1 – Link Unsuccessful – For some reason, whether it be the distracting sound of battle or an unwilling soul, Oxotli is unable to join himself to a beast. He is; however, free to act normally should this occur.

2-5 – Link Successful – Oxotli has succeeded in bonding with the soul of a Lustrian beast, and may choose to shift into one of the soul forms

6 – On a roll of a 6, Oxotli has communed with one of the great jungle spirits, which has accepted his proposition to merge souls. He may choose from any soul shifts or from one of the great shape-shifts.

Soul Tiger:

M	WS	BS	S	T	W	I	A	Ld
5	4	0	3	3	2	5	3	8

Equipment:

Headdress of the Old Ones

Sharp teeth and claws (hand weapon)

Special Rules:

Swiftstride

Forest Strider

Fear

Soul Gorilla:

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	4	2	4	2	8

Equipment:

Headdress of the Old Ones

Brute strength (hand weapon)

Special Rules:

Stomp

Forest Strider

Fear

Soul Turtle:

M	WS	BS	S	T	W	I	A	Ld
2	3	0	3	5	2	2	1	8

Equipment:

Headdress of the Old Ones

Powerful bite (hand weapon)

Special Rules:

Stubborn

River Strider

Scaly Skin – Improves the armour save bestowed by Headdress of the Old Ones by 1.

Tigran, Great Fury of Lustria:

M	WS	BS	S	T	W	I	A	Ld
6	5	0	4	4	3	6	4	8

Equipment:

Headdress of the Old Ones

Sharp Teeth and Claws (hand weapon)

Special Rules:

Swiftstride

Forest Strider

Terror

Always Strikes First

Thick Hide – Improves the armour save bestowed by Headdress of the Old Ones by 1.

Gorrelk, Great Patriarch of the Spine of Sotek:

M	WS	BS	S	T	W	I	A	Ld
5	5	0	5	4	3	5	3	8

Equipment:
Headdress of the Old Ones
Brute Strength (hand weapon)

Special Rules:
Thunderstomp
Forest Strider
Terror
Devastating Charge
Thick Hide – Improves the armour save bestowed by Headdress of the Old Ones by 1.

Tolesh, Great Protector of the Turtle Isles:

M	WS	BS	S	T	W	I	A	Ld
3	4	0	4	5	3	3	2	8

Equipment:
Headdress of the Old Ones
Powerful bite (hand weapon)

Special Rules:
Stubborn
River Strider
Sea Creature
Primordial Skin – Improves the armour save bestowed by Headdress of the Old Ones by 2 and the ward save by 1.
Killing Blow
Impact Hits (D3)

The spirits of these great creatures do not meddle with the mortal realms for long, however, and will forcibly break the link at the beginning of the owning player's next turn (Oxotli may attempt another shape-shift after this in the same turn). After a great shape-shift has been used, Oxotli may not commune with a great spirit for the rest of the game, and rolls of a 6 will simply allow a normal shape-shift.