

# REFERENCE

Lords	M	WS	BS	S	T	W	I	A	Ld	
Slann Mage-Priest	4	4	3	3	5	6	2	1	9	<i>Cold Blooded, Large Target, Palanquin, Unit Strength 5, Contemplation, Telepathy, Shield of the Old Ones, Wisdom of the Old Ones</i>
Saurus Oldblood	4	6	0	5	5	3	3	5	8	<i>Cold Blooded, Scaly Skin (5+)</i>
Heroes	M	WS	BS	S	T	W	I	A	Ld	
Saurus Scar-Veteran	4	5	0	5	4	2	3	4	8	<i>Cold Blooded, Scaly Skin (5+)</i>
Skink Chief	6	4	4	4	3	2	5	3	6	<i>Cold Blooded, Aquatic, Skink darts &amp; javelins count as Poisoned Attacks</i>
Skink Priest	6	2	3	3	2	2	4	1	5	<i>Cold Blooded, Aquatic</i>
Steeds	M	WS	BS	S	T	W	I	A	Ld	
Cold One	7	3	0	4	4	1	2	1	3	<i>Cold Blooded, Cause Fear, Stupidity, Thick Skinned</i>
Carnosaur	7	3	0	6	5	5	2	4	5	<i>Cold Blooded, Cause Terror, Large Target, Blood-Frenzy, Ultimate Predator, Scaly Skin (4+)</i>
Core	M	WS	BS	S	T	W	I	A	Ld	
Saurus Warrior	4	3	0	4	4	1	1	2	8	<i>Cold Blooded, Scaly Skin (6+), Predatory Fighters</i>
Spawning Champion	4	3	0	4	4	1	1	3	8	<i>Cold Blooded, Scaly Skin (6+)</i>
Skink	6	2	3	3	2	1	4	1	5	<i>Cold Blooded, Aquatic, Skirmishers, Skink javelins &amp; blowpipe darts count as Poisoned Attacks</i>
Skink Brave	6	2	4	3	2	1	4	1	5	<i>Cold Blooded, Aquatic, Skirmishers, Skink javelins &amp; blowpipe darts count as Poisoned Attacks</i>
Jungle Swarm	5	3	0	2	2	5	1	5	10	<i>Swarm, Small, Skirmishers, Poisoned Attacks</i>
Temple Guard	4	4	0	4	4	1	2	2	8	<i>Cold Blooded, Scaly Skin (5+), Sacred Duty</i>
Revered Guardian	4	4	0	4	4	1	2	3	8	<i>Cold Blooded, Scaly Skin (5+), Sacred Duty</i>
Special	M	WS	BS	S	T	W	I	A	Ld	
Cold One Rider	4	4	0	4	4	1	1	2	8	<i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i>
Rider Spawning Champion	4	4	0	4	4	1	1	3	8	<i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i>
Cold One	7	3	0	4	4	1	2	1	3	<i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i>
Kroxigor	6	3	0	5	4	3	1	3	7	<i>Cold Blooded, Scaly Skin (4+), Cause Fear, Aquatic, Skirmish Screen</i>
Kroxigor Ancient	6	3	0	5	4	3	1	4	7	<i>Cold Blooded, Scaly Skin (4+), Cause Fear, Aquatic, Skirmish Screen</i>
Chameleon Skink	6	2	4	3	2	1	4	1	6	<i>Cold Blooded, Aquatic, Skirmishers, Scouts, Expert Hunters, Chameleons, Skink blowpipe darts count as Poisoned Attacks</i>
Stalker	6	2	5	3	2	1	4	1	6	<i>Cold Blooded, Aquatic, Skirmishers, Scouts, Expert Hunters, Chameleons, Skink blowpipe darts count as Poisoned Attacks</i>
Terradon & Rider	2	3	3	4	3	2	4	3	5	<i>Cold Blooded, Mounted, Flying Unit, Hit-and-Run Attack, Skink javelins count as Poisoned Attacks</i>
Terradon & Brave	2	3	3	4	3	2	4	4	5	<i>Cold Blooded, Mounted, Flying Unit, Hit-and-Run Attack, Skink javelins count as Poisoned Attacks</i>
Rare	M	WS	BS	S	T	W	I	A	Ld	
Stegadon	6	3	0	5	6	5	2	4	5	<i>Cold Blooded, Ridden Monster, Scaly Skin (4+), Cause Terror, Large Target, Unit Strength 8, Impact Hits, Howdah, Mixed Weapons, Giant Bow, Stubborn, Immune to Panic</i> <i>Skink javelins count as Poisoned Attacks</i>
Salamander	6	3	3	5	4	3	4	2	5	<i>Cold Blooded, Aquatic, Scaly Skin (5+ for Salamander), Skirmishers, Controlled Creature, Spout Flames, Cause Fear</i>

## DRAIN MAGIC

This spell can be cast at three different levels. Choose a level before you attempt to cast the spell – the casting value varies accordingly.

Level	Casting Value	Dice Rolls Discarded
1	5+	6's
2	7+	5's & 6's
3	9+	4's, 5's & 6's

May be cast on a single enemy Wizard within 24" of the caster and may be cast into close combat. If successful, the victim's spells will be weaker. Whenever the victim rolls to cast a spell, discard any rolls of a 4 or more, 5 or more, or 6 (depending on the level of the spell) before calculating the total result of the roll. Note that as the dice are discarded, any Irresistible Force results are ignored.

The spell lasts until the start of the caster's next Magic phase.