

Link to the product: <https://www.spellcrow.com/reptilians-warriors-full-unit-p-763.html>



## Reptilians Warriors Full Unit

Price	<b>21 £</b>
Availability	<b>Available</b>
Shipping time	<b>24 hours</b>
Number	<b>SPCR0010</b>
EAN	<b>5060600644870</b>
Manufacturer	<b>Spellcrow</b>

### Product description

The set contains 32 one-piece high-quality resin miniatures of Reptilians Warriors and sixteen 20 mm square plastic bases. Require assembly, cleaning and painting. Scenic bases not included. The miniatures are dedicated for *Argatoria Wargame*.

Scale: 10 mm

Design and sculpting: Marek Rurarz

### Reptilians Tactics - **Arox**

Reptilians, called The Primaeval, are the true Hotbloods of the Arox army. It is reflected by their ability to re-roll one d6 when moving or charging. It blends very well with the Command Groups, the Champion of Nature or the Mystic of the Reborn, who only make them even more prone to risky charges. In the heat of battle, The Primaeval sometimes lose their cool and act too hastily, leaving friendly forces behind. It often leads to a quick death when such a unit becomes surrounded by the waves of enemy warriors and the friendly units are too far away to join the combat and free their comrades. It is tempting to spring forward in an army like Arox, which provides so many options to do so. The army's commander should always be careful with that.

Apart from the Agile rule, the Reptilians can have orders issued to them by Sox'Augatir re-rolled and a roll of 1 is a free order, which makes them the best target for the General's orders. Always make sure they don't go too far from the General, so that they can be still in range necessary to issue an order to them.

All this makes them a worthy addition to an army, even if you decide to field, for example, only one two-rank unit. They will do well as supporting units, helping your Liagulian Hordes become more effective. Deploy these units close together to make them cooperate. When you come close enough to the enemy forces, and your lower score in the Activation Roll shows 2 or more, activate the Reptilians first and use the radius of the Mystic of the Reborn or the Command Group to make sure they successfully charge the more numerous enemy unit. Remember to turn the Reptilians before the charge in a way that they will decide on the positioning, potentially drawing the enemy closer for the Liagulians' assault. Then proceed with the Liagulian Horde's assault, preferably with the Champions of Gods attached to them - charge at the same unit and observe how it shrinks in number. Such a cumulation of offense usually results in serious losses on the opponent's side. Another way to use The Primaeval in battle is deploying them in a Horde, treating nearby one-rank units of Liagulians as the ones who initiate the first charges or serve as a bait for the enemy units.

### Colour schemes:

#### **Arox**

Scaly skin - all shades of deep yellow, orange, and red, or light brown

Crests - same as skin but darker, grey, or beige

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Torsos – beige, white, or light yellow

Sorgax

Scaly skin – all shades of deep blue, blue and violet

Crests – same as skin but lighter, grey, or beige

Torsos – beige, white, or light green

*Reptilians are extremely effective units that travel to the rhythm of drums and destroy everything that happens to them on the road. Their icy eyes cause fear in their enemies, because Reptilians don't know mercy, only war and sacrifice.*