



U.N.A. • FIRE CRAWLER

Production model before adding the markings. Release date: end of October.





COG • WARMONGER

Preview



ONI • TACARM

Preview





SCORPION • NEMESIS EVOLUTION

Production miniatures. Release date: end of October.



SCORPION • DASYATIS EVOLUTION

Production miniatures. Release date: end of October.





GRIFFIN • PRAETORIAN GUARDS

Preview



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Preview



PRAETORIAN GUARD

"Through fire, through steel!"

– Motto of the praetorian guard.



Praetorian guards are the greatest warriors of Akkylannie, selected from every army corps. Few in number, they are assigned to the protection of the Empire's dignitaries: civil servants, priests or Temple commanders. Trained harder than any other, devoted body and soul to Merin and Light, they fight with almost supernatural energy. Their conviction and courage are so strong that they can manage feats of arms comparable to those of Incarnates.

STRATEGY

On the battlefield, praetorian guards escort the Commander's unit. If the battle turns bad, they engage the most dangerous of the enemy's units. If the battle is going as planned, the Commander might send them to finish off the enemy. In any case, the target of the praetorians ought to be picked with care: these fighters are far too precious to be wasted in mêlées where spearmen would have done the trick. So most of the time they will engage frightening or particularly resilient fighters.

UNIT COMPOSITION



Category: Infantry (Rank 3).

Numbers: 4 to 7.

Equipment: Heavy armor, two handed sword.

Special fighters: Exorcist, musician and standard bearer.

ABILITIES

Hyperian: The Courage tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

Master strike: If at least one member of the unit does not move during its activation, the fighter adds his Attack to his Strength on Hand to hand Strength tests.

SPECIAL FIGHTERS

Exorcist (Faith 6): The exorcist can call a "Mystic purge" miracle on a unit engaged with his own: the player chooses one of the targeted unit's abilities, which is lost until the next control phase. This miracle costs 5 faith points.

Musician: During company building, the unit can include any Incarnate. Besides it can use the "Guards!" tactic: once per round the player can make one of the unit's fighters to swap places with the Incarnate.

Standard bearer: All the fighters in the unit gain a 2 points bonus on their Courage.



COST OF A PRAETORIAN GUARD UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	550	+ 85
1 special fighter	325	575	+ 85
2 special fighters	350	600	+ 85
3 special fighters	375	625	+ 85

(1): 4 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

(2): 7 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.