Sand Kingdoms Vladimir Roster

Export Date
30.10.2026, 14:08:35

Sand Kingdoms

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Faris Outrider ★ 18 1

Sand Kingdoms • MEDIUM ARTIFICER ROGUE

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	14	11	8	13	12	13	1	2	12

ABI

Skills: Follow Up I • Stealth I • Taunt I
Traits: Affinity (Elder) I • Survival (Scorching) I
Spellcrafts: Art of Enchanting III

INV(5)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Sword:	-	T	1	STA	melee, weapon	1	1
Arcane Lantern:	The wearer gains Vigilance. Shrouded and Intrigue States within the Wearer's Awareness are canceled.	T	-	-	melee, accesso-ry	1	1
Dagger:	Throwing. +1 STK when used against a model in Crouched State.	T-3	0	STA	melee, weapon	1	0



Taskmage Explorer ★ 19 1

Sand Kingdoms • MEDIUM WIZARD MAGE

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	8	8	8	14	12	10	0	1	12

ABI

Skills: Stealth I • Tracking I
Traits: Affinity (Elder) I • Resourceful I • Survival (Scorching) I
Spellcrafts: Wizardry III

INV(5)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Dagger:	Throwing. +1 STK when used against a model in Crouched State.	T-3	0	STA	melee, weapon	1	0



Vizier of Conjurations ★ 22 1

Sand Kingdoms • MEDIUM MAGE SUMMONER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	8	8	8	16	10	8	0	1	8

ABI

Traits: Affinity (Elder, Earth) I • Resourceful II
Spellcrafts: Art of Conjuration IV • Wizardry I
Stratagems: Temporary Bind • Refined Conjuration

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Staff of Conjura-tion:	When Wearer summons creatures, it can place them anywhere within its Awareness.		-	-	accesso-ry	1	2



Academy Expeditioner ★ 18 1

Sand Kingdoms • MEDIUM SORCERER MAGE

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	10	8	8	14	10	10	4	2	12

ABI

Traits: Affinity (Elder) I • Survival (Scorching) I
Spellcrafts: Art of Sorcery III

INV(5)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Dagger:	Throwing. +1 STK when used against a model in Crouched State.	T-3	0	STA	melee, weapon	1	0



Guildsworn Knight ★ 30 1

Neutral • MEDIUM ARMSMASTER WARRIOR

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	15	15	12	13	8	14	7	4	17

ABI

Skills: Finishing Strike I • Follow Up I • Protector I

Traits: Fearless I • Resistance (Bleed, Knockback) I

Combat Arts: Fencing IV

Stratagems: Defensive Formation • Unconventional Tactics

INV(6)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Poleaxe:	Armor-Piercing, Cleave, Two Handed	T+3	1	1	melee, weapon	1	3
Sword:	-	T	1	STA	melee, weapon	1	1
Glyphscribe Dagger:	+1 STK when using against a model in Crouched. Throwing: The Weapon returns to the users Inventory.	T-3	0	STA	melee, weapon	1	0
Shield:	-3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front.	T	0	1	melee, shield	1	2



Mana Catalyst ★ 1 1

Sand Kingdoms

You may change one of the model's default Affinities with one of the following ones: Fire, Water, Earth, Air.



First Aid ★ 2 1

Neutral

When a model (including this model) would perform a Recovery Check while within Awareness of the First Aid owner, you may discard this Upgrade. If you do, that model automatically succeeds the T roll. Alternatively, you may discard this Upgrade during the Strategic Phase to remove all States except Engaged, Crouched, Flying or Shrouded from an Alive model within Awareness.



Arcane Tome ★ 4 1

Sand Kingdoms

The model gains access to the next level of one of its selected Spellcrafts.



Flying Carpet ★ 4 1

Sand Kingdoms

The model receives a Flying Carpet. This Upgrade may be equipped by a model of Size Medium or smaller.



Conjured Retinue ★ 3 1

Sand Kingdoms

Tier I and II creatures, summoned by the upgraded model, receive the Soldier Class.

Casting Amplifier ★ 2 1

Sand Kingdoms

The model receives a Casting Amplifier.



Smokescreen ★ 2 1

Neutral

Model receives Haze Bomb.

CLASSES

ARTIFICER

During their Strategic phase, Artificers may select an Enchantment Spell available to them and apply its Effect to themselves, without performing a roll, until their next Strategic phase.

ROGUE

Once per Activation, on at least one successful Hit against the target, a Rogue may perform one AG roll. If successful, the Rogue's Hit gains Knockdown.

WIZARD

When casting a Spell of the Elder Element, a Wizard may reroll up to 1 failed roll.

MAGE

When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice.
Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

SUMMONER

A Summoner can start the game with a Tier II or lower summoned creature in its Awareness area, which could be brought to the field by one of the Conjuration Spells available to them (with no roll nor spending of an Activation Point required). A Summoner may share its pool of Mana Counters with other Summoners in the party. (If the Summoner becomes Incapacitated, its accumulated Mana Counters are discarded.)

SORCERER

In their Active role, when casting a Sorcery-Type Spell, a Sorcerer may reroll up to 1 failed roll.

ARMSMASTER

In the Active role, Armsmasters may gain +1 STK when performing a Melee Attack.

WARRIOR

During their Strategic phase, a Warrior may shift to a Defensive Stance; the player indicates this by placing a Defensive Stance token next to the model. A Warrior in Defensive Stance has STK of 1 in its Active role and retains the default STK in its Reactive role (the same as if in Active role). The Defensive Stance lasts until the Warrior's next Strategic phase unless specified otherwise.

TRAITS

Affinity (Element)

A model with this Trait can cast (Element) Spells.

Survival (X Environment)

This model is not affected by the X Environment.

Resourceful

I: A model with this Trait may receive 1 additional Upgrade.
II: A model with this trait may receive another 1 additional Upgrade.

Fearless

This model cannot become Panicked (State).

Resistance (X)

I: Power of a Hit dealt to this model by an Attack with the (X) Type or Trait is halved.

SKILLS

Follow Up

If an enemy model disengages from this model, this model may move up to its halved Speed value towards the disengaged model.

Stealth

I: When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Taunt

When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

Tracking

This model gains a +3 Modifier when performing Perceive and Uncover actions. Amodel using this skill does not suffer the penalty to its INT Stat when it performs the Uncover action. When performing Perceive, it may re-roll a single roll.

Finishing Strike

When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Protector

When an allied model within 1/2 SPD distance is targeted in an Attack in this model's Reactive Role, this model can spend an Activation Point to move into Base Contact with the ally. (While moving, it cannot pass through objects taller than its Hitbox.) By doing this, the model becomes the new target of the Attack Action.

COMBAT ARTS

Fencing

Selected level's effect is applied to this model's Melee Attack

I: Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II: Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).
III: Second Wind: User's Melee Attack gains +1 STK.
IV: Grapple & Thrash: User's Melee Attack gains Knockdown.

SPELLCRAFTS

Art of Enchanting

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Elder	I	Arcane Shield	Enchanted model gains +4 to its ARM value. This bonus cannot increase a model's ARM value above 6. In addition, Critical Hits scored against this model do not ignore ARM.	-	spell, enchantment | ranged	16	1
Elder	II	Spectral Blade	Target gains: Ignore Armor and Stagger	*	spell, enchantment | ranged	16	1
Elder	III	Hasten	During the Strategic phase, the enchanted model may perform a Normal Movement and then remove the enchantment.	-	spell, enchantment | ranged	16	1
Fire	I	Burning Touch	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.	/	spell, enchantment | melee and ranged	16	1
Air	II	Featherlight	Target gains +2 SPD.	-	spell, enchantment | ranged	16	1
Air	I	Formless Edge	The enchanted model's Melee Attacks gains + 2 RCH and Knockback 2.	*	spell, enchantment | ranged	16	1
Air	III	Protective Currents	Attacks at the enchanted model suffer -4 attacking modifier. If the enchanted model is Hit, this Enchantment is removed, but all enemy models within 3" of the enchanted model suffer a Hit with Knockback 3, but no damage.	-	spell, enchantment | ranged	16	1
Fire	II	Melting Touch	Target gains: Ignore Armor; Burn 1.	*	spell, enchantment | ranged	16	1
Fire	III	Flameskin	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.	*	spell, enchantment | ranged	16	1
Water	I	Cutting Chill	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.	*	enchantment, spell | ranged	16	1
Water	II	Mirror Bubble	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.	*	enchantment, spell | ranged	10	1
Water	III	Ice Shield	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.	-	enchantment, spell | ranged	16	1

Wizardry

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Elder	I	Mana Burst	Stagger	Int	spell, sorcery | ranged	16	1
Elder	I	Dispel Magic	Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.	-	spell, healing | ranged	16, AOE: Circular L	1
Elder	II	Confuse Target	Mindgame, Ricochet I. The target model becomes Confused (State) until the start of caster's next Strategic phase. When casting this spell, the caster may spend 1 Mana to gain +2 STK.	-	spell, sorcery | ranged	16	1
Elder	II	Ward	Non-Critical Damage and related effects of any incoming Attack targeting the target of this Spell are ignored. When the caster is Engaged, this spell can target only the caster.	-	spell, sorcery | melee and ranged	16	1

Elder	III	Redirect Damage	On hit, the Target's successful non-Critical Hits are negated. In addition, the Target model receives a number of non-Critical Hits equal to the number of successful Attack Rolls (apart from Critical Hits) it made during its Attack, using the same Item, Spell and Abilities it used during its Attack. This Spell is not affected by "Ranged (Friendly Fire)"	-	spell, sorcery | melee and ranged	16	1
Elder	III	Hastened Recovery	You may do one of the following: (1): Remove Crippled (State); (2): Remove Bleeding (state); (3) Remove Weakened (State); (4) Remove Poisoned (State); (5): The target regains 1 HP.	-	spell, healing | ranged	16	STA

Art of Conjuration

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Earth	I	Summon Gargoyle	[Mana Cost (1)], Summon Gargoyle to the field.	-	spell, conjuration | ranged	0	-
Elder	I	Summon Imp	[Mana Cost (1)]; Summon Imp to the field.	-	spell, conjuration | ranged	0	-
Earth	II	Summon Golem	[Mana Cost (2)], Summon Golem to the field.	-	spell, conjuration | ranged	0	-
Earth	III	Summon Earth Elemental	[Mana Cost (3)], Summon Earth Elemental to the field.	-	spell, conjuration | ranged	0	-
Water	III	Summon Water Elemental	[Mana Cost: 3], Summon Water Elemental to the field.	-	spell, conjuration | ranged	0	-
Earth	IV	Summon Colossus	[Mana Cost (4)], Summon Colossus to the field.	-	spell, conjuration | ranged	0	-

Art of Sorcery

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Elder	I	Arcane Bolt	Critical: Knockdown	Int	spell, sorcery | ranged	16	STA
Elder	II	Telekinetic Blast	Knockback 3; Knockdown.	Int -3	spell, sorcery | ranged	AOE: Spray L	1
Elder	III	Soul Crush	Stun, Ignore Armor. If wounded, the target becomes Panicked State until caster's next End phase.	Int	spell, sorcery | ranged	16	1
Fire	I	Ignite	Burn 1	INT	spell, sorcery | ranged	16	STA
Fire	II	Flare	Sweep II; Burn 2.	INT	spell, sorcery | melee and ranged	3	1
Fire	III	Fireball	Targetless; Burn 1.	INT	spell, sorcery | ranged	16, AoE: Circular L	1
Fire	IV	Inferno	[Mana Cost (1)]; Targetless; Burn 3.	INT	spell, sorcery | ranged	Casting Aura, AoE: Circular L	1
Elder	IV	Mass Mindbreak	Mindgame; Stagger; Affects only selected enemy models within the AoE. If wounded, the target also becomes Panicked (State) until caster's next Strategic Phase.	INT	spell, sorcery | ranged	Casting Aura, AoE: Circular L	1
Water	I	Water Lash	Knocbkack 2 (All sizes except Colossal and Epic)	8	spell, sorcery | melee and ranged	16	STA
Water	II	Piercing Stream	Armor-Piercing	INT	spell, sorcery | ranged	16	2
Water	III	Drown	Enemy models within the AOE become Weakened on Hit until the end of the turn.	INT	spell, sorcery | ranged	16, AoE Circular L	1
Water	IV	Glacial Circle	Frostbite, Targetless By spending 1 Mana, the caster may increase the STK of this Spell by 1. Enemy models within the AoE become Slowed on Hit. Areas within the AoE become Difficult and Dangerous Environments until the caster's next Strategic Phase.	13	spell, sorcery | ranged	Casting Aura, AOE: Circular L	1

STRATAGEMS

Temporary Bind

Type: Authority

Summoning Limit of the target summoned creature on the field is reduced to 0.

Refined Conjuration

Type: Authority

Mana Cost of Conjuration Spells is reduced by 1.

Defensive Formation

Type: Authority

Each friendly model receives +1 ARM for every other friendly model in Base Contact.