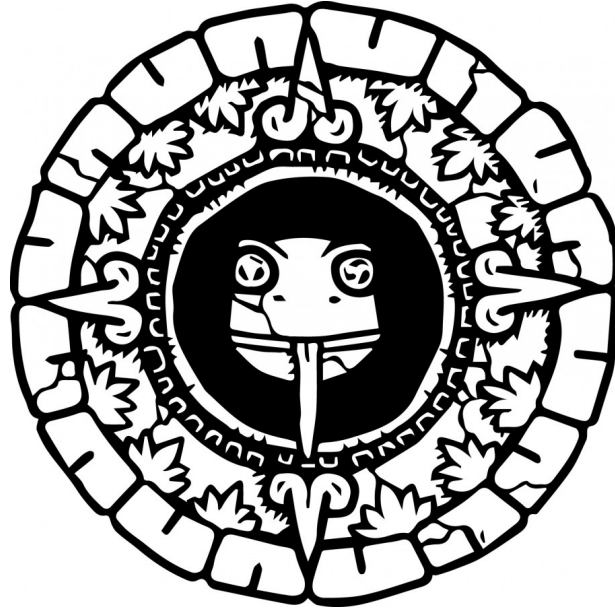


THE IX AGE

FANTASY BATTLES



Saurian Ancients

Army Book

2nd Edition, version 2020 – December 26, 2019

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: the-ninth-age.com

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on: the-ninth-age.com/archive.html

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Army Model Rules

Universal Rules

Cold-Blooded

The model's Discipline Tests are subject to Minimised Roll.

Engine of the Ancients

0-1 Units/Army.

The model part gains **Telepathic Link**. All friendly units within 6" of the Engine of the Ancients gain **Aegis (5+, against Ranged Attacks)**. At the beginning of each friendly Player Turn, you may choose to replace Aegis with one of the following effects until the start of the next friendly Player Turn:

- Choose a Path of Magic. The Casting Values of spells from this Path cast by friendly Wizards are reduced by 1.
- During the owner's Shooting Phase, choose an enemy unit that is not Engaged in Combat and within 9" of the Engine of the Ancients. That unit suffers D3 hits with **Flaming Attacks** and Armour Penetration 10 that always wound on a roll equal to or greater than "7 minus the target's Armour". A natural '6' always wounds and a natural '1' always fails to wound. This is considered a Special Attack.

Telepathic Link

A Cuatl Lord may cast spells of type Damage through a friendly model with Telepathic Link with the following conditions and restrictions:

- The Cuatl Lord is considered to be the Caster.
- The model with Telepathic Link must be within 24" of the Cuatl Lord.
- The spell must have type Damage.
- Line of Sight and Front Arc of the model with Telepathic Link are used.
- The spell's range is reduced by half and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscast, apply the following effects:

- The Cuatl Lord suffers the Miscast effect as normal.
- The model with Telepathic Link suffers a single hit with Armour Penetration 2 and a Strength equal to the number of Magic Dice used.

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through the model with Telepathic Link as well, applying the same conditions and restrictions listed above. If not all of the conditions are met, the Attribute Spell is not cast.

Attack Attributes

Born Predator – Close Combat

Natural to-hit rolls of '1' of attacks with this Attack Attribute **must** be rerolled.

Armoury

Blowpipe – Shooting Weapon

Range 12", Shots 2, Str 2, AP 0, **Poison Attacks**, +1 to hit against units consisting entirely of models with Towering Presence.

Poisoned Javelin – Shooting Weapon

Range 12", Shots 1, Str as user, AP as user, **Poison Attacks**, **Quick to Fire**.

Giant Blowpipes – Artillery Weapon

Range 12", Shots 8, Str 3, AP 0, **Poison Attacks**, **Quick to Fire**, .

Great Bow – Artillery Weapon

Range 36", Shots 1, Str 3 [5], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**], **Quick to Fire**.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Spark of Creation				
<6+> {9+}	<30"> {18"}	Damage Hex Missile	Instant	The target suffers D6 hits with Strength <5> {6} , Armour Penetration <2> {3} , and Magical Attacks .

Special Items

Weapon Enchantments

Glory of the Dawn Age 90 pts
Enchantment: Spear.
Attacks made with this weapon gain +1 Strength, **Magical Attacks**, and **Multiple Wounds (2)**.

Wildfire Burst 70 pts
Enchantment: Bow.
This weapon has Shots 4, Str 4, AP 1 and **always** hits on 3+. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**. A unit that is hit by one or more of these attacks loses Soft Cover until the end of the Player Turn (if it had it). If the enemy unit was in Hard Cover, it is now considered to be in Soft Cover until the end of the Player Turn.

Armour Enchantments

Serrate Scales 60 pts
Enchantment: Shield.
While using this Shield, the bearer gains **Grind Attacks (2)** that are **always** resolved with Strength 5 and Armour Penetration 2.

Taurosauro's Vigour 60 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and +1 Health Point.

Banner Enchantments

Totem of Mixoatl 70 pts
Cannot be taken by units that count towards Core.
The bearer's unit gains **Hard Target (1)**.
One use only. May be activated at the start of a Round of Combat. Until the end of the Round of Combat, enemy units in base contact with the bearer's unit suffer -3 Offensive Skill.

Tree Frog Banner 35 pts
Close Combat Attacks from Skink* model parts in the bearer's unit become **Poison Attacks**.
*The following model parts are considered Skinks: Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries - Rider only, Rhamphodon Riders - Rider only, Taurosauro - Crew only, Stygiosaur - Skink Rider only, Thyroscutus - Crew only.

Artefacts

Raptor Spirit 80 pts
Models on foot only.
The bearer gains +4" Advance Rate, +4" March Rate, and **Swiftstride**. This Artefact cannot be taken by a model with Ranger's Boots.

Ancient Plaque 75 pts
Dominant.
Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll, provided the spell was not Miscast. This ability cannot be used for Casting Attempts with only one Magic Dice.

Sphere of Shielding 75 pts
Models on Palanquin and Skink Palanquin only.
The bearer gains **Aegis (2+, against Ranged Attacks)** and automatically fails all saves against Melee Attacks.

Spirit of the Stampede 70 pts
The bearer's mount gains **Impact Hits (D6)**. If it already had Impact Hits, increase the number of Impact Hits by D6 instead.

Jade Staff 60 pts
The bearer can cast *Healing Waters* (Druidism) as a Bound Spell with Power Level (4/8).

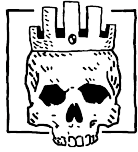
Starfall Shard 60 pts
The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **Hard Target (1)**, and automatically fails all Fortitude Saves.

Egg of the Quetzal 45 pts
The bearer gains **Breath Attack (Str D3+2, AP 1, Magical Attacks)**.

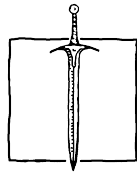
Sun Tablet 40 pts
The bearer always selects its spells from all Learned Spells of its chosen Path and *Spark of Creation* (Hereditary Spell). This overrides the Spell Selection rules connected for Wizard Apprentices, Adepts, and Essence of a Free Mind. This Artefact cannot be combined with Protean Potentate.

Obsidian Tesseract 25 pts
One use only. May be activated in the opponent's Magic Phase at the end of step 3 of the Magic Phase Sequence (Siphon the Veil). When activated, remove 1 Magic Dice from the opponent's Magic Dice pool.

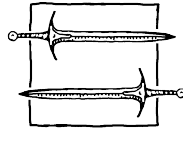
Army Organisation



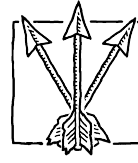
Characters
Max. 40%



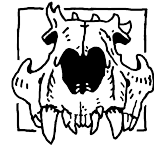
Core
Min. 20%



Special
No limit



Jungle Guerillas
Max. 30%



Thunder Lizards
Max. 35%

Characters (Max. 40%)



Saurian Warlord
260 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (TL) counts towards Thunder Lizards. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	3	6	5	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Warlord	5	6	5	2	4 Born Predator	
Options			pts	Mount Options		pts
Special Items			up to 200	Raptor		120
Shield			5	Carnosaur (TL)		230
Heavy Armour (on foot only)			15	Alpha Carnosaur (TL)		520
One choice only:						
Paired Weapons			10			
Spear			10			
Halberd			20			
Lance			20			
Great Weapon			30			



Saurian Veteran

170 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (TL) counts towards Thunder Lizards. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules							
	4"	8"	8	Cold-Blooded							
Defensive	HP	Def	Res	Arm							
	3	5	5	2	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Saurian Veteran	4	5	5	2	3	Born Predator					
Options			pts			Mount Options			pts		
Battle Standard Bearer				50			Raptor	110			
Special Items				up to 100			Carnosaur (TL)	245			
Shield				5							
Heavy Armour (on foot only)				10							
One choice only:											
Paired Weapons				5							
Spear				5							
Halberd				10							
Lance				10							
Great Weapon				25							



Caiman Ancient

195 pts

single model

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Cold-Blooded, Fear, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Caiman Ancient	4	5	5	2	3	Born Predator
Options			pts			
Battle Standard Bearer				50		
Special Items				up to 100		
Must choose (one choice only):						
Halberd				free		
Great Weapon				10		



Cuatl Lord

445 pts

single model

Height Standard
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Cold-Blooded, Palanquin , Tall, Wizard Master	
Defensive	HP	Def	Res	Arm	
	4	2	4	0	Aegis (4+)
Offensive	Att	Off	Str	AP	Agi
Cuatl Lord	1	2	3	0	2

Model Rules

Palanquin: Universal Rule.

When the model is in a unit with Bodyguard, it gains **Stand Behind**. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

Magic Options



Alchemy



Divination



Evocation



Pyromancy

Options

Battle Standard Bearer

100

Special Items

up to 200

Cuatl Lord Disciplines

up to 200

Optional Model Rules: Cuatl Lord Disciplines

Disciplines cannot be duplicated within an army.

Grasp of the Immortal

130 pts

The model gains **Channel (1)** and a +1 Casting Modifier. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Master of Reality

130 pts

During Siphon the Veil, the owner **must** convert Veil Tokens into Magic Dice for a cost of 2:1 (instead of 3:1). At the end of each friendly Siphon the Veil sub-phase, all Veil Tokens that have not been converted into Magic Dice are discarded.

Soulfire Weaver

120 pts

Every time the model successfully casts a spell from Evocation, it can choose to discard one or more Veil Tokens instead of casting the Attribute Spell. For each Veil Token discarded this way, choose one unengaged enemy unit within 12" of a target of the spell (no unit can be chosen more than once per spell). Each chosen unit suffers a hit with Strength 4, Armour Penetration 0, **Area Attack (2×2)**, and **Magical Attacks**.

Ancient Knowledge

85 pts

Models with Divination only.

Instead of selecting spells, the model knows all spells from Divination. A single Learned Spell may be exchanged for the Hereditary Spell during Spell Selection. Ignore the rules for *The Conclave* and instead apply the following: spells from Divination gain +3" range, up to a maximum of +9":

- For each friendly model part with Telepathic Link within 12" of the Caster
- For each additional friendly Wizard without Telepathic Link within 12" of the Caster

Breaker of Spells

70 pts

The owner of the model may reroll their first failed Dispelling Attempt in each enemy Magic Phase.

Protean Potentate

65 pts

The model gains **Protean Magic** and access to Druidism, and knows **all** the Learned Spells it **now** has access to as well as its Hereditary Spell. This Discipline cannot be combined with Ancient Knowledge or the Sun Tablet Artefact on the same model.

Symbiosis

50 pts

The model may cast spells of any type through models with Telepathic Link. When casting spells through a Telepathic Link, the range of spells of type Damage without Aura is not reduced. Otherwise follow the normal rules for Telepathic Link.

Trained from Birth

50 pts

The model knows the Learned Spell 1 from its chosen Path in addition to its other spells and cannot select it during Spell Selection.



Skink Captain

75 pts

single model

0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with [JG] and its rider count towards Characters and Jungle Guerillas.

A mount marked with (TL) counts towards Thunder Lizards. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Cold-Blooded, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	2	4	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Skink Captain	3	4	4	1	6	
— Options —			pts-	— Mount Options —		pts-
Battle Standard Bearer				50	Alpha Rhamphodon [JG]	80
Special Items				up to 100	Alpha Pteradon [JG]	85
Shield				5	Taurosaur (TL)	420
Must choose (one choice only):						
Blowpipe (4+)				free		
Bow (3+)				free		
Poisoned Javelin (3+)				free		
One choice only:						
Light Lance				5		
Paired Weapons				5		



Skink Priest

115 pts

single model

0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (TL) counts towards Thunder Lizards. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Cold-Blooded, Strider (Water Terrain), Telepathic Link, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	2	2	2	1		
Offensive	Att	Off	Str	AP	Agi	
Skink Priest	1	2	3	0	4	
— Magic Options —			pts-	— Options —		pts-
Wizard Adept				75	Special Items	up to 100
					Light Armour	5
				— Mount Options —		pts-
					Skink Palanquin	70
					Taurosaur (TL)	410



Druidism



Shamanism

Character Mounts



Raptor

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Raptor	2	3	4	1	2	Harnessed



Carnosaur

Height **Large**
Type **Cavalry**
Base **50×100 mm**

The mount and its rider count towards Characters. The mount also counts towards Thunder Lizards.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear, Fearless, Frenzy, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Carnosaur	4	3	6	3	2	Battle Focus, Born Predator, Harnessed, Multiple Wounds (2, against Large)



Alpha Carnosaur

Height **Gigantic**
Type **Beast**
Base **50×100 mm**

The mount and its rider count towards Characters. The mount also counts towards Thunder Lizards.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Apex Predator		
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	AP	Agi	
Alpha Carnosaur	5	4	7	4	3	Born Predator, Harnessed, Multiple Wounds (D3)

—Model Rules—

Apex Predator: Universal Rule.

When Charging a single model unit with Gigantic Height and/or Fly, the model gains +2" to its Charge Range roll.



Skink Palanquin

Height Standard
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Skink Palanquin, Tall	
Defensive	HP	Def	Res	Arm	
	3	C	3	C+1	
Offensive	Att	Off	Str	AP	Agi

Skink Palanquin

Harnessed

—Model Rules—

Skink Palanquin: Universal Rule.

The model gains **Stand Behind** while it is joined to a unit of Saurian Warriors or Skink Braves that does not contain any Caiman models. In addition to its other spells, the model knows the Learned Spell 1 from its chosen Path and cannot select it during Spell Selection.

—Options—

Change base size to 40×40 mm

pts-

free

Plaque of the Snake God

30

—Optional Model Rules—

Plaque of the Snake God: Universal Rule.

All Skink* model parts in the same unit as the model gain **Hatred**.

*The following model parts are considered Skinks: Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries – Rider only, Rhamphodon Riders – Rider only.



Alpha Pteradon

Height Large
Type Cavalry
Base 40×40 mm

The mount and its rider count towards Characters and Jungle Guerillas.

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	C	Feigned Flight, Fly (9", 18"), Light Troops, Strider (Forest), Vanguard		
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	3	C	3	C+1	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Alpha Pteradon	1	3	4	1	2	Harnessed, Release Rocks

—Model Rules—

Release Rocks: Special Attack.

Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.



Alpha Rhamphodon

Height Large
Type Cavalry
Base 40×40 mm

The mount and its rider count towards Characters and Jungle Guerillas.

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	C	Fearless, Fly (8", 16"), Frenzy, Light Troops, Strider (Forest), Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	C	3	C+1	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Alpha Rhamphodon	2	3	4	2	4	Battle Focus, Harnessed, Lethal Strike, Prey Scent

Model Rules

Prey Scent: Attack Attribute – Close Combat.

Right before the battle (during step 7 of the Deployment Phase Sequence), if you have one or more units of Rhamphodon Riders or Skink Captains on Alpha Rhamphodon in your army, you **must** choose 2 units from your opponent's Army List (this may also be Characters). The models of these units are considered "marked".

Rhamphodon mounts gain +D3 Attack Value and **must** reroll failed to-hit rolls for attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked. The additional attacks **must** be allocated towards models meeting either of those criteria.



Taurosaur

Height Gigantic
Type Beast
Base 50×100 mm
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Thunder Lizards.

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	C	Fearless		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Skink Crew (5)	1	2	3	0	4	Poisoned Javelin (4+)
Taurosaur	4	3	6	3	2	Devastating Charge (+1 Att), Harnessed, Impact Hits (D6+1), Sharp Horns

Model Rules

Sharp Horns: Attack Attribute.

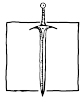
The model part may reroll the roll for the number of its Impact Hits.

Options

The Taurosaur **must** take (one choice only):

Giant Blowpipes (3+)	free
Great Bow (3+)	free
Engine of the Ancients	100

Core (Min. 20%)



Saurian Warriors

255 pts + 19 pts/extra model

15-35 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	8	Cold-Blooded, Scoring			
Defensive	HP	Def	Res	Arm			
	1	3	4	2	Shield		
Offensive	Att	Off	Str	AP	Agi		
Saurian Warrior	2	3	4	1	2	Born Predator	
Options			pts	Command Group Options			pts
Spear			2/model	Champion			20
Totem Animal (one choice only):				Musician			20
Jaguar			1/model	Standard Bearer			20
Piranha			1/model	Banner Enchantment			no limit
Crocodile			4/model				
Serpent			4/model				

Optional Model Rules

Totem Animal: Universal Rule.

Saurian Warriors may take one of the following Totem Animals. If a Saurian Warrior unit selects this option, then all Saurian Warriors in the army **must** be upgraded with the same Totem Animal.

- **Piranha:** The model gains **Fear**.
- **Jaguar:** The model gains +1" Advance Rate and +2" March Rate.
- **Serpent:** The model gains +1 Agility and **Fight in Extra Rank**.
- **Crocodile:** The model gains +1 Armour against Close Combat Attacks.



Skink Braves

135 pts + 7 pts/extra model

15-40 models



0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



The unit also counts towards Jungle Guerillas when taking Poisoned Javelins. Caimans in such units do not count towards Jungle Guerillas.

Global	Adv	Mar	Dis	Model Rules							
	6"	12"	5	Cold-Blooded, Scoring, Strider (Water Terrain)							
Defensive	HP	Def	Res	Arm							
	1	2	2	1							
Offensive	Att	Off	Str	AP	Agi						
Skink Brave	1	2	3	0	4						
Options			pts-			Command Group Options			pts-		
Caiman* (max. 1 for every 10 Skinks)			75/Caiman			Champion			20		
Must choose (one choice only):						Musician			20		
Shield			free			Standard Bearer			20		
Bow (4+) (0-40 Models/Army)			2/model			Banner Enchantment			no limit		
Shield and Poisoned Javelin (4+)			2/model								

*Caiman



Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Cold-Blooded, Combined Strength , Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	AP	Agi	
Caiman	3	3	5	2	2	Born Predator, Halberd

Model Rules

Combined Strength: Universal Rule.

Skink Braves may add Caimans to their unit. Caimans are R&F models of a different Model Classification (Large Infantry). Follow the normal rules for determining if the Height of the **unit** is Standard or Large (see Model Classification). Caimans follow the rules for Matching Bases (see Front Rank), except that they do not have to be placed as far forwards as possible. Instead, they can be placed anywhere in the unit.

Skink Braves and Caimans in the same unit do not share a common Health Pool even though they are both R&F models. Instead, they each have their own Health Pool (lost Health Points are never passed between them, and any excess Health Points losses are ignored).

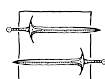
Distributing Hits: When distributing hits onto the unit (i.e. for attacks against the unit as a whole), first distribute hits between R&F models and Characters. Then randomise all hits distributed onto R&F models. Roll a D6 for each hit: **1-4** hits a Skink Brave, **5-6** hits a Caiman. If the Skink Braves lose enough Health Points in order to wipe them out, any excess Health Point losses are allotted to the Champion.

Stomp Attacks: When distributing hits from Stomp Attacks, ignore all models in the unit that are not Standard Infantry. Hits distributed onto Skink Braves are not randomised.

Allocating Attacks: Close Combat Attacks can be allocated as normal towards different Health Pools in base contact: Skink Braves, Caimans, Champion, Character(s).

Swirling Melee: All enemies allocating attacks using Swirling Melee (i.e. attacking R&F models not in base contact) may choose to do this either towards Skink Braves or towards Caimans. If this is used to attack Caimans, the attacks suffer a -1 to-hit modifier.

Special (No limit)



Temple Guard

350 pts + 32 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 25×25 mm

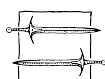
Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard (General), Cold-Blooded, Fearless, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Temple Guard	2	4	4	1	2	Born Predator, Cobalt Club

— Model Rules —

Cobalt Club: Close Combat Weapon.

Attacks made with this weapon gain +2 Strength.

Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Raptor Riders

260 pts + 42 pts/extra model

5-12 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Cold-Blooded, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	4	Shield	
Offensive	Att	Off	Str	AP	Agi	
Rider	2	4	4	1	2	Born Predator, Lance
Raptor	2	3	4	1	2	Harnessed

Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Caimans

205 pts + 75 pts/extra model

3-10 models



0-5 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules			
	6"	12"	7	Cold-Blooded, Scoring, Strider (Water Terrain)			
Defensive	HP	Def	Res	Arm			
	3	3	4	3			
Offensive	Att	Off	Str	AP	Agi		
Caiman	3	3	5	2	2	Born Predator	
Options			pts-	Command Group Options			pts-
Must choose (one choice only):				Champion			20
Halberd			free	Musician			20
Great Weapon			5/model	Standard Bearer			20



Snake Swarms

125 pts + 35 pts/extra model

2-4 models

0-3 Units/Army

Height Standard
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules			
	5"	10"	7	Cold-Blooded, Fearless, Light Troops, Skirmisher, Unstable, Venomous Tide			
Defensive	HP	Def	Res	Arm			
	5	3	2	0	Hard Target (1)		
Offensive	Att	Off	Str	AP	Agi		
Snake Swarm	5	3	2	0	1	Poison Attacks	
Model Rules				Options			pts-
Venomous Tide: Universal Rule.				Scout			7/model

All models in enemy units **must** take a Dangerous Terrain (1) Test after successfully Charging a unit of Snake Swarms.

Jungle Guerillas (Max. 30%)



Skink Hunters

110 pts + 12 pts/extra model

5-15 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	6"	12"	6	Cold-Blooded, Light Troops, Skirmisher, Strider (Water Terrain)				
Defensive	HP	Def	Res	Arm				
	1	2	2	1	Hard Target (1)			
Offensive	Att	Off	Str	AP	Agi			
Skink Hunter	1	2	3	0	4			
Options			pts-		Command Group Options		pts-	
Vanguard			20		Champion		20	
Must choose (one choice only):								
Shield and Poisoned Javelin (3+)			free					
Blowpipe (4+)			2/model					



Chameleons

135 pts + 18 pts/extra model

5-15 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	6"	12"	6	Cold-Blooded, Light Troops, Scout, Skirmisher, Strider (Water Terrain)				
Defensive	HP	Def	Res	Arm				
	1	2	2	1	Hard Target (2)			
Offensive	Att	Off	Str	AP	Agi			
Chameleon	1	2	3	0	4			
					Blowpipe (4+)			
Command Group Options			pts-					
Champion			20					



Pteradon Sentries

180 pts + 25 pts/extra model

3-5 models

0-2 Units/Army

Height Large

Type Cavalry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	5	Cold-Blooded, Feigned Flight, Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Vanguard		
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Rider	1	2	3	0	4	Light Lance
Pteradon	1	3	4	1	2	Harnessed, Release Rocks

— Model Rules —

Release Rocks: Special Attack.

Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.

— Options —

Shield 5/model

The Rider **must** take (one choice only):

Fire Bola (4+)	free
Poisoned Javelin (4+)	free

— Command Group Options —

Champion 20

— Optional Model Rules —

Fire Bola: Shooting Weapon.

Range 8", Shots 1, Str 4, AP 1, **Flaming Attacks, Quick to Fire.**



Rhamphodon Riders

225 pts + 60 pts/extra model

3-5 models

0-2 Units/Army

Height Large

Type Cavalry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	6	Cold-Blooded, Fearless, Fly (8", 16"), Frenzy, Light Troops, Strider (Forest), Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	2	1	3	2	Hard Target (1), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Rider	1	2	3	0	4	Light Lance, Poisoned Javelin (4+)
Rhamphodon	2	3	4	2	4	Battle Focus, Harnessed, Lethal Strike, Prey Scent

— Options —

Shield 9/model

— Command Group Options —

Champion 20

— Model Rules —

Prey Scent: Attack Attribute – Close Combat.

Right before the battle (during step 7 of the Deployment Phase Sequence), if you have one or more units of Rhamphodon Riders or Skink Captains on Alpha Rhamphodon in your army, you **must** choose 2 units from your opponent's Army List (this may also be Characters). The models of these units are considered "marked".

Rhamphodon mounts gain +D3 Attack Value and **must** reroll failed to-hit rolls for attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked. The additional attacks **must** be allocated towards models meeting either of those criteria.



Weapon Beasts

145 pts + 115 pts/extra model

1-2 models

0-3 Units/Army

Height Large
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Cold-Blooded, Light Troops, Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	AP	Agi
Weapon Beast	3	3	4	1	4

Options ————— pts —

Must choose (one choice only):

Spearback (0-2 Units/Army) free

Salamander (0-2 Units/Army) 25/model

Optional Model Rules —————

Salamander – Spout Flames: Artillery Weapon.

Flamethrower, Range 8", Shots 1, Str 4, AP 1, **Flaming Attacks**. If a Misfire is rolled, the Salamander **always** counts as rolling the 5+ Malfunction result.

Spearback – Shoot Spikes (4+): Shooting Weapon.

Range 18", Shots 2D6, Str 4, AP 2, **Quick to Fire**. This weapon may not be used if the model performed a March Move in this Player Turn. Spearbacks **must** declare Stand and Shoot as a Charge Reaction if possible, but they do not suffer the -1 to-hit modifier for it.

Thunder Lizards (Max. 35%)



Stygiosaur

300 pts

single model

0–3 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Cold-Blooded, Fear, Terror, Towering Presence	
Defensive	HP	Def	Res	Arm	
	5	4	5	4	
Offensive	Att	Off	Str	AP	Agi
Skink Rider	1	2	3	0	4
Stygiosaur	4	4	5	2	2

Born Predator, Breath Attack (Toxic Attacks), Harnessed, Poison Attacks, Stomp Attacks (D3)

Options

Mystic Traveller

pts-
120

Optional Model Rules

Mystic Traveller: Universal Rule.

The Skink Rider gains **Telepathic Link** and is a Wizard Adept that selects 2 spells from *Awaken the Beast*, *Swarm of Insects*, *Savage Fury* (Shamanism), and *Spark of Creation* (Hereditary Spell) during Spell Selection. This rule overrides the normal Spell Selection rules connected to being a Wizard Adept.



Thyroscutus

275 pts

single model

0–2 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Cold-Blooded, Stubborn	
Defensive	HP	Def	Res	Arm	
	5	4	5	6	
Offensive	Att	Off	Str	AP	Agi
Skink Crew (4)	1	2	3	0	4
Thyroscutus	3	2	4	1	1

Poisoned Javelin (4+)
Crush Attack, Harnessed

Options

Must choose (one choice only):

Altar of the Snake-God

free

Sun Engine

15

Optional Model Rules

Altar of the Snake-God: Universal Rule.

The model gains an additional model part:

Offensive	Att	Off	Str	AP	Agi	Model Rules
Snakes	2D6	2	2	0	1	Poison Attacks

Sun Engine: Universal Rule.

The model gains **Channel (1)**.



Taurosaur

455 pts

single model 0-3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	7	Cold-Blooded, Fearless		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Skink Crew (5)	1	2	3	0	4	Poisoned Javelin (4+)
Taurosaur	4	3	6	3	2	Devastating Charge (+1 Att), Harnessed, Impact Hits (D6+1), Sharp Horns

— Model Rules —

Sharp Horns: Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits.

— Options —

The Taurosaur **must** take (one choice only):

Giant Blowpipes (4+)	free
Great Bow (4+)	free
Engine of the Ancients	100

Quick Reference Sheet

Characters

Saurian Warlord	Adv	4"	Mar	8"	Dis	8												Cold-Blooded
Standard, Infantry	HP	3	Def	6	Res	5	Arm	2										Light Armour
Warlord	Att	5	Off	6	Str	5	AP	2	Agi	4								Born Predator
Saurian Veteran	Adv	4"	Mar	8"	Dis	8												Cold-Blooded
Standard, Infantry	HP	3	Def	5	Res	5	Arm	2										Light Armour
Saurian Veteran	Att	4	Off	5	Str	5	AP	2	Agi	3								Born Predator
Caiman Ancient	Adv	6"	Mar	12"	Dis	7												Cold-Blooded, Fear, Strider (Water Terrain)
Large, Infantry	HP	4	Def	5	Res	5	Arm	3										Light Armour
Caiman Ancient	Att	4	Off	5	Str	5	AP	2	Agi	3								Born Predator
Cuatl Lord	Adv	4"	Mar	8"	Dis	8												Cold-Blooded, Palanquin, Tall, Wizard Master
Standard, Infantry	HP	4	Def	2	Res	4	Arm	0										Aegis (4+)
Cuatl Lord	Att	1	Off	2	Str	3	AP	0	Agi	2								
Skink Captain	Adv	6"	Mar	12"	Dis	6												Cold-Blooded, Strider (Water Terrain)
Standard, Infantry	HP	2	Def	4	Res	3	Arm	1										Light Armour
Skink Captain	Att	3	Off	4	Str	4	AP	1	Agi	6								
Skink Priest	Adv	6"	Mar	12"	Dis	5												Cold-Blooded, Strider (Water Terrain), Telepathic Link, Wizard Apprentice
Standard, Infantry	HP	2	Def	2	Res	2	Arm	1										
Skink Priest	Att	1	Off	2	Str	3	AP	0	Agi	4								

Character Mounts

Raptor	Adv	7"	Mar	14"	Dis	C												
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2										
Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2								Harnessed
Carnosaur	Adv	7"	Mar	14"	Dis	C												Fear, Fearless, Frenzy, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C										
Carnosaur	Att	4	Off	3	Str	6	AP	3	Agi	2								Battle Focus, Born Predator, Harnessed, Multiple Wounds (2, against Large)
Alpha Carnosaur	Adv	7"	Mar	14"	Dis	C												Apex Predator
Gigantic, Beast	HP	6	Def	4	Res	6	Arm	4										
Alpha Carnosaur	Att	5	Off	4	Str	7	AP	4	Agi	3								Born Predator, Harnessed, Multiple Wounds (D3)
Skink Palanquin	Adv	6"	Mar	12"	Dis	C												Skink Palanquin, Tall
Standard, Infantry	HP	3	Def	C	Res	3	Arm	C+1										
Skink Palanquin	Att	-	Off	-	Str	-	AP		Agi	-								Harnessed
Alpha Pteradon	Adv	2"	Mar	4"	Dis	C												Feigned Flight, Fly (9", 18"), Light Troops, Strider (Forest), Vanguard
Large, Cavalry	HP	3	Def	C	Res	3	Arm	C+1										Hard Target (1)
Alpha Pteradon	Att	1	Off	3	Str	4	AP	1	Agi	2								Harnessed, Release Rocks
Alpha Rhamphodon	Adv	2"	Mar	4"	Dis	C												Fearless, Fly (8", 16"), Frenzy, Light Troops, Strider (Forest), Vanguard
Large, Cavalry	HP	3	Def	C	Res	3	Arm	C+1										Hard Target (1)
Alpha Rhamphodon	Att	2	Off	3	Str	4	AP	2	Agi	4								Battle Focus, Harnessed, Lethal Strike, Prey Scent
Taurosauro	Adv	6"	Mar	10"	Dis	C												Fearless
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	4										
Skink Crew (5)	Att	1	Off	2	Str	3	AP	0	Agi	4								Poisoned Javelin (4+)
Taurosauro	Att	4	Off	3	Str	6	AP	3	Agi	2								Devastating Charge (+1 Att), Harnessed, Impact Hits (D6+1), Sharp Horns

Core

Saurian Warriors	Adv	4"	Mar	8"	Dis	8												Cold-Blooded, Scoring
Standard, Infantry	HP	1	Def	3	Res	4	Arm	2										Shield
Saurian Warrior	Att	2	Off	3	Str	4	AP	1	Agi	2								Born Predator

Skink Braves	Adv	6"	Mar	12"	Dis	5										Cold-Blooded, Scoring, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	1								
Skink Brave	Att	1	Off	2	Str	3	AP	0	Agi	4						
Caiman	Adv	6"	Mar	12"	Dis	7										Cold-Blooded, Combined Strength, Scoring, Strider (Water Terrain)
Large, Infantry	HP	3	Def	3	Res	4	Arm	3								
Caiman	Att	3	Off	3	Str	5	AP	2	Agi	2						Born Predator, Halberd

Special

Temple Guard	Adv	4"	Mar	8"	Dis	8										Bodyguard (General), Cold-Blooded, Fearless, Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	2								Light Armour, Shield
Temple Guard	Att	2	Off	4	Str	4	AP	1	Agi	2						Born Predator, Cobalt Club
Raptor Riders	Adv	7"	Mar	14"	Dis	8										Cold-Blooded, Scoring
Standard, Cavalry	HP	1	Def	4	Res	4	Arm	4								Shield
Rider	Att	2	Off	4	Str	4	AP	1	Agi	2						Born Predator, Lance
Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2						Harnessed
Caimans	Adv	6"	Mar	12"	Dis	7										Cold-Blooded, Scoring, Strider (Water Terrain)
Large, Infantry	HP	3	Def	3	Res	4	Arm	3								
Caiman	Att	3	Off	3	Str	5	AP	2	Agi	2						Born Predator
Snake Swarms	Adv	5"	Mar	10"	Dis	7										Cold-Blooded, Fearless, Light Troops, Skirmisher, Unstable, Venomous Tide
Standard, Infantry	HP	5	Def	3	Res	2	Arm	0								Hard Target (1)
Snake Swarm	Att	5	Off	3	Str	2	AP	0	Agi	1						Poison Attacks

Jungle Guerillas

Skink Hunters	Adv	6"	Mar	12"	Dis	6										Cold-Blooded, Light Troops, Skirmisher, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	1								Hard Target (1)
Skink Hunter	Att	1	Off	2	Str	3	AP	0	Agi	4						
Chameleons	Adv	6"	Mar	12"	Dis	6										Cold-Blooded, Light Troops, Scout, Skirmisher, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	1								Hard Target (2)
Chameleon	Att	1	Off	2	Str	3	AP	0	Agi	4						Blowpipe (4+)
Pteradon Sentries	Adv	2"	Mar	4"	Dis	5										Cold-Blooded, Feigned Flight, Fly (9", 18"), Light Troops, Skirmisher, Strider (Forest), Vanguard
Large, Cavalry	HP	2	Def	2	Res	3	Arm	2								Hard Target (1)
Rider	Att	1	Off	2	Str	3	AP	0	Agi	4						Light Lance
Pteradon	Att	1	Off	3	Str	4	AP	1	Agi	2						Harnessed, Release Rocks
Rhamphodon Riders	Adv	2"	Mar	4"	Dis	6										Cold-Blooded, Fearless, Fly (8", 16"), Frenzy, Light Troops, Strider (Forest), Vanguard
Large, Cavalry	HP	2	Def	1	Res	3	Arm	2								Hard Target (1), Light Armour
Rider	Att	1	Off	2	Str	3	AP	0	Agi	4						Light Lance, Poisoned Javelin (4+)
Rhamphodon	Att	2	Off	3	Str	4	AP	2	Agi	4						Battle Focus, Harnessed, Lethal Strike, Prey Scent
Weapon Beasts	Adv	6"	Mar	12"	Dis	6										Cold-Blooded, Light Troops, Strider (Water Terrain)
Large, Beast	HP	3	Def	3	Res	4	Arm	3								
Weapon Beast	Att	3	Off	3	Str	4	AP	1	Agi	4						

Thunder Lizards

Stygiosaur	Adv	7"	Mar	14"	Dis	6										Cold-Blooded, Fear, Terror, Towering Presence
Large, Cavalry	HP	5	Def	4	Res	5	Arm	4								
Skink Rider	Att	1	Off	2	Str	3	AP	0	Agi	4						
Stygiosaur	Att	4	Off	4	Str	5	AP	2	Agi	2						Born Predator, Breath Attack (Toxic Attacks), Harnessed, Poison Attacks, Stomp Attacks (D3)
Thyroscutus	Adv	5"	Mar	10"	Dis	6										Cold-Blooded, Stubborn
Large, Cavalry	HP	5	Def	4	Res	5	Arm	6								
Skink Crew (4)	Att	1	Off	2	Str	3	AP	0	Agi	4						Poisoned Javelin (4+)
Thyroscutus	Att	3	Off	2	Str	4	AP	1	Agi	1						Crush Attack, Harnessed

Taurosauro	<i>Adv</i>	6"	<i>Mar</i>	10"	<i>Dis</i>	7					Cold-Blooded, Fearless	
Gigantic, Beast	<i>HP</i>	6	<i>Def</i>	3	<i>Res</i>	6	<i>Arm</i>	4				
Skink Crew (5)	<i>Att</i>	1	<i>Off</i>	2	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	4	Poisoned Javelin (4+)	
Taurosauro	<i>Att</i>	4	<i>Off</i>	3	<i>Str</i>	6	<i>AP</i>	3	<i>Agi</i>	2	Devastating Charge (+1 Att), Harnessed, Impact Hits (D6+1), Sharp Horns	

Artillery and Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blowpipe	-	12"	2	0	2	Poison Attacks, +1 to hit against Towering Presence
Poisoned Javelin	-	12"	User	User	1	Poison Attacks, Quick to Fire
Giant Blowpipes	-	12"	3	0	8	Poison Attacks, Quick to Fire
Great Bow	-	36"	3 [5]	10	1	Area Attack (1x5), [Multiple Wounds (D3)], Quick to Fire
Wildfire Burst (Bow)	-	24"	4	1	4	Flaming Attacks, Magical Attacks, Remove Soft Cover, Always hits on 3+
Fire Bola	-	8"	4	1	1	Flaming Attacks, Quick to Fire
Salamander – Spout Flames	Flamethrower	8"	4	1	1	Flaming Attacks
Spearback – Shoot Spikes	-	18"	4	2	2D6	Quick to Fire, No March and Shoot, Must Stand and Shoot (without -1 modifier)

Aim Table

Name	Aim	Shooting Model
Wildfire Burst (Bow)	3+	Characters
Bow	3+	Skink Captain
	4+	Skink Brave
Blowpipe	3+	Skink Captain
	4+	Skink Hunter, Chameleon
Giant Blowpipes	3+	Skink Captain (Taurosauro)
	4+	Taurosauro
Great Bow	3+	Skink Captain (Taurosauro)
	4+	Taurosauro
Fire Bola	4+	Pteradon Sentry
Poisoned Javelin	3+	Skink Captain, Skink Hunter
	4+	Skink Braves, Pteradon Sentry, Rhamphodon Rider, Skink Crew
Shoot Spikes	4+	Weapon Beast (Spearback)