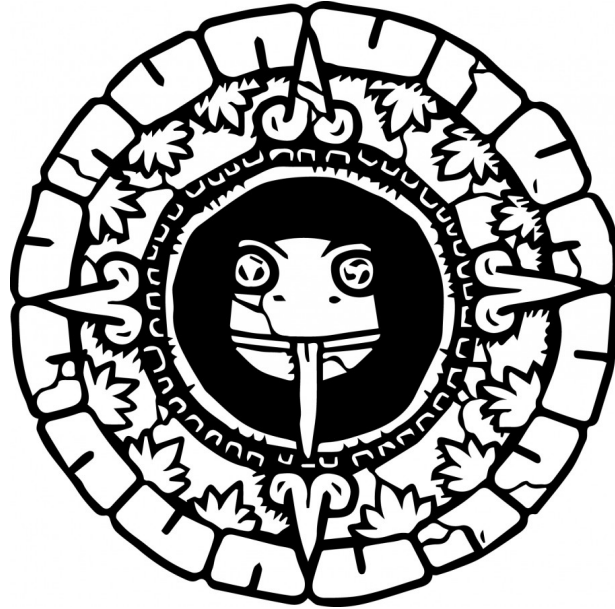


# THE IX AGE FANTASY BATTLES



## Saurian Ancients

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 beta 1 – December 30, 2020

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](http://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](http://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# 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. **A natural roll of '1' or '2' for Casting Attempts of spells of the chosen Path with a single Magic Dice from friendly models is always a failed Casting Attempt, regardless of any modifiers.**
- 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>
<b>H Spark of Creation</b>				
<b>&lt;6+&gt;</b> <b>{9+}</b>	<b>&lt;30"&gt;</b> <b>{18"}</b>	Damage Hex Missile	Instant	The target suffers D6 hits with Strength <b>&lt;5&gt;</b> <b>{6}</b> , Armour Penetration <b>&lt;2&gt;</b> <b>{3}</b> , and <b>Magical Attacks</b> .

# 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

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

**Serrate Scales** 45 pts  
Enchantment: Shield.  
While using this Shield, the bearer gains **Grind Attacks (2)** that are **always** resolved with Strength 5 and Armour Penetration 2.

## 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).

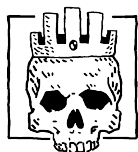
**Starfall Shard** 60 pts  
The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **Hard Target (1)**, and automatically fails all Fortitude Saves.

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

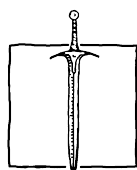
**Sun Tablet** 45 pts  
The bearer always selects its spells from all Learned Spells of its chosen Path and *Spark of Creation* (Hereditary Spell). This overrides the Spell Selection rules for Wizard Apprentices, Adepts, and Essence of a Free Mind. This Artefact cannot be combined with Protean Potentate.

**Obsidian Tesseract** 15 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.

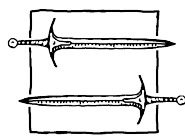
# Army Organisation



**Characters**  
Max. 40%



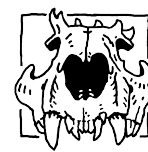
**Core**  
Min. 20%



**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		
	<b>4"</b>	<b>8"</b>	<b>8</b>	Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>6</b>	<b>5</b>	<b>2</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Warlord	<b>5</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>4</b> 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							
	<b>4"</b>	<b>8"</b>	<b>8</b>	Cold-Blooded							
Defensive	HP	Def	Res	Arm							
	<b>3</b>	<b>5</b>	<b>5</b>	<b>2</b>	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Saurian Veteran	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>3</b>	Born Predator					
Options			pts-			Mount Options			pts-		
Battle Standard Bearer				50			Raptor	100			
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		
	<b>6"</b>	<b>12"</b>	<b>7</b>	Cold-Blooded, Fear, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>5</b>	<b>5</b>	<b>3</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Caiman Ancient	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>3</b>	Born Predator
Options			pts-			
Battle Standard Bearer				50		
Special Items				up to 100		
<b>Must choose (one choice only):</b>						
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, <b>Palanquin</b> , 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 opponent** 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

pts

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.

#### 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.

#### Soulfire Weaver

60 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**.

#### 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

80 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 Pteradon [JG]	80
Special Items				up to 100	Alpha Rhamphodon [JG]	80
Shield				5	Taurosaur (TL)	420
<b>Must choose (one choice only):</b>						
Blowpipe (4+)				free		
Bow (3+)				free		
Poisoned Javelin (3+)				free		
<b>One choice only:</b>						
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		
	<b>7"</b>	<b>14"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Raptor</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Harnessed</b>



## 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		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fear, Fearless, Frenzy, Towering Presence</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Carnosaur</b>	<b>4</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>2</b>	<b>Battle Focus, Born Predator, Harnessed, Multiple Wounds (2, against Large)</b>



## 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		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Apex Predator</b>		
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>4</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Alpha Carnosaur</b>	<b>5</b>	<b>4</b>	<b>7</b>	<b>4</b>	<b>3</b>	<b>Born Predator, Harnessed, Multiple Wounds (D3)</b>

—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	
	<b>6"</b>	<b>12"</b>	<b>C</b>	<b>Skink Palanquin, Tall</b>	
Defensive	HP	Def	Res	Arm	
	<b>3</b>	<b>C</b>	<b>3</b>	<b>C+1</b>	
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	<b>2"</b>	<b>4"</b>	<b>C</b>	Feigned Flight, Fly (9", 18"), Light Troops, Strider (Forest), Vanguard	
Fly	<b>9"</b>	<b>18"</b>			
Defensive	HP	Def	Res	Arm	
	<b>3</b>	<b>C</b>	<b>3</b>	<b>C+1</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Alpha Pteradon	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b> Harnessed, <b>Release Rocks</b>

—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, <b>Prey Scent</b>

### 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), <b>Sharp Horns</b>

### Model Rules

**Sharp Horns:** Attack Attribute.

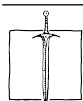
The model part may reroll the roll for the number of its Impact Hits. **If so, all dice must be rerolled.**

### Options

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

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

# Core (Min. 20%)



## Saurian Warriors

250 pts + 18 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			10		
<b>Totem Animal</b> (one choice only):						Musician			10		
Jaguar			1/model			Standard Bearer			10		
Piranha			1/model			Banner Enchantment			no limit		
Crocodile			3/model								
Serpent			4/model								

### Optional Model Rules

#### Totem Animal: Universal Rule.

Saurian Warriors may choose 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



Units with an upgrade marked with [JG] also count towards Jungle Guerillas. 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-		
<b>Caiman*</b> (max. 1 for every 10 Skinks)			70/Caiman			Champion <sup>†</sup>			10		
<b>Must choose</b> (one choice only):						Musician <sup>†</sup>			10		
Shield			free			Standard Bearer <sup>†</sup>			10		
Bow (4+) (0-40 Models/Army)			2/model			Banner Enchantment			no limit		
Shield and Poisoned Javelin (4+) [JG]			2/model			† Skink Brave only					

## \*Caiman



Height **Large**  
Type **Infantry**  
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>7</b>	Cold-Blooded, <b>Combined Strength</b> , Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>3</b>	<b>4</b>	<b>3</b>		
Offensive	Att	Off	Str	AP	Agi	
Caiman	<b>3</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>2</b>	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). **Caimans are not forced to choose the same Close Combat Weapons in close combat as the Skink Braves in their unit.**

**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). **Alternatively, R&F models that could allocate Close Combat Attacks towards any model in the Skink Brave unit and R&F models that could not allocate Close Combat Attacks due to models in Duels may instead choose to allocate Close Combat Attacks towards one of the following:**

- The Health Pool of the non-Champion Skink Brave models
- The Health Pool of the Caiman models; these Close Combat Attacks suffer -1 to hit

These rules replace Swirling Melee, which cannot be used against the unit.

# Special (No limit)



## Temple Guard

345 pts + 28 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, <b>Cobalt Club</b>

### Model Rules

**Cobalt Club:** Close Combat Weapon.

Attacks made with this weapon gain +2 Strength.

### Command Group Options

	pts-		pts-
Champion	10	Standard Bearer	10
Musician	10	Banner Enchantment	no limit



## Raptor Riders

240 pts + 38 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-		pts-
Champion	10	Standard Bearer	10
Musician	10	Banner Enchantment	no limit



## Caimans

210 pts + 70 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-		pts-
<b>Must choose (one choice only):</b>		Champion	10
Halberd	free	Musician	10
Great Weapon	5/model	Standard Bearer	10



## Snake Swarms

125 pts + 35 pts/extra model

2-4 models

0-3 Units/Army

Height Standard  
Type Infantry  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Cold-Blooded, Fearless, Light Troops, Skirmisher, Unstable, <b>Venomous Tide</b>		
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—

**Venomous Tide:** Universal Rule.

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

—Options—

Scout

pts—

7/model

# 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	10	
<b>Must</b> 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			10			





## Pteradon Sentries

180 pts + 25 pts/extra model

3-5 models

0-2 Units/Army

Height Large

Type Cavalry

Base 40x40 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, <b>Release Rocks</b>

—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

**Must** choose (one choice only):

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

—Command Group Options—

Champion

pts-

10

—Optional Model Rules—

### Fire Bola: Shooting Weapon.

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



## Rhamphodon Riders

230 pts + 60 pts/extra model

3-5 models

0-2 Units/Army

Height Large

Type Cavalry

Base 40x40 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, <b>Prey Scent</b>

—Options—

Shield 12/model

—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.

—Command Group Options—

Champion

pts-

10



## 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) 20/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	
	<b>7"</b>	<b>14"</b>	<b>6</b>	Cold-Blooded, Fear, Terror, Towering Presence	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	
Offensive	Att	Off	Str	AP	Agi
Skink Rider	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
Stygiosaur	<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>2</b>

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

— Options — pts —  
**Mystic Traveller** 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 255 pts

single model      0–2 Units/Army  
*Height* Large  
*Type* Cavalry  
*Base* 50×100 mm

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

Poisoned Javelin (4+)  
 Crush Attack, Harnessed

— Options — pts —

**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	<b>2D6</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>1</b>	Poison Attacks

**Sun Engine:** Universal Rule.

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



# Taurosaur

475 pts

single model

0-3 Units/Army

Height Gigantic

Type Beast

Base 50x100 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), <b>Sharp Horns</b>

—Model Rules—

**Sharp Horns:** Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits. **If so, all dice must be rerolled.**

—Options—

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

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

# Quick Reference Sheet

## Characters

<b>Saurian Warlord</b>	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
<b>Saurian Veteran</b>	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
<b>Caiman Ancient</b>	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
<b>Cuatl Lord</b>	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								
<b>Skink Captain</b>	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								
<b>Skink Priest</b>	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

<b>Raptor</b>	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
<b>Carnosaur</b>	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)
<b>Alpha Carnosaur</b>	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)
<b>Skink Palanquin</b>	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
<b>Alpha Pteradon</b>	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
<b>Alpha Rhamphodon</b>	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
<b>Taurosauro</b>	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

<b>Saurian Warriors</b>	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

<b>Skink Braves</b>	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						
<b>Caiman</b>	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

<b>Temple Guard</b>	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
<b>Raptor Riders</b>	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
<b>Caimans</b>	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
<b>Snake Swarms</b>	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

<b>Skink Hunters</b>	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						
<b>Chameleons</b>	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+)
<b>Pteradon Sentries</b>	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
<b>Rhamphodon Riders</b>	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
<b>Weapon Beasts</b>	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

<b>Stygiosaur</b>	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)
<b>Thyroscutus</b>	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

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

## 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)

# Changelog

## 2021 beta 1

- A few wording and layout adjustments

### Balance Changes

- Champion, Musician, Standard Bearer 20 ↘ 10
- Serrate Scales 60 ↘ 45
- Sun Tablet 40 ↗ 45
- Obsidian Tesseract 25 ↘ 15
- Cuatl Lord Soulfire Weaver 120 ↘ 60
- Saurian Veteran Raptor 110 ↘ 100
- Skink Captain
  - Base cost 75 ↗ 80
  - Alpha Pteradon 85 ↘ 80
- Saurian Warriors
  - Base cost 255 ↘ 250
  - Additional models 19 ↘ 18
  - Crocodile 4 ↘ 3
- Skink Braves Caiman 75 ↘ 70
- Caimans
  - Base cost 205 ↗ 210
  - Additional models 75 ↘ 70
- Raptor Riders
  - Base cost 260 ↘ 240
  - Additional models 42 ↘ 38
- Temple Guard
  - Base cost 350 ↘ 345
  - Additional models 32 ↘ 28
- Rhamphodon Riders
  - Base cost 225 ↗ 230
  - Shield 9 ↗ 12
- Weapon Beasts Salamander 25 ↘ 20
- Taurosaur Base cost 455 ↗ 475
- Thyroscutus Base cost 275 ↘ 255