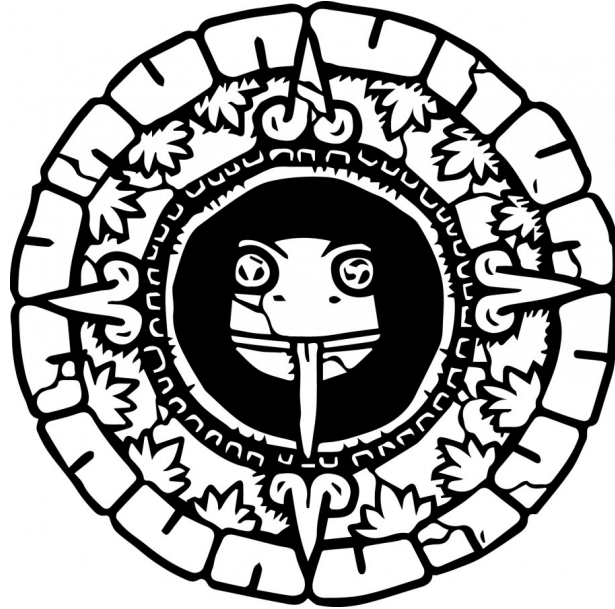


THE IX AGE FANTASY BATTLES



Saurian Ancients

Army Book (Core Rules)

2nd Edition, version 2022 alpha 2 – November 24, 2022

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The 9th 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. 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. Edited with \LaTeX .

Army Specific Rules

No Gods, No Kings

Saurian Ancients armies do not have to contain at least one Character, and they cannot name any Character the General.

Army Model Rules

Universal Rules

Caiman Mentors (X)

Caiman Mentors may be added to the unit. Caiman Mentors use the unit profile of the models stated in brackets (X). In addition, they follow the rules for Matching Bases (see Front Rank) and gain Fight in Extra Rank and Stand Behind.

Caiman Mentors count as Characters for the purpose of distributing hits. They are not forced to choose the same Close Combat Weapons as other R&F models in the unit. Excess Health Point losses **never** transfer between Caiman Mentors and other Health Pools.

Instead of allocating Close Combat Attacks as usual, R&F models can allocate Close Combat Attacks towards any non-Champion R&F model in a unit with Caiman Mentors, even when they are not in base contact. Attacks allocated against Caiman Mentors that are not in base contact with the attacker, including attacks from Swirling Melee but excluding Supporting Attacks that could normally be allocated towards Caiman Mentors, suffer -1 to hit.

Units with Caiman Mentors cannot be joined by War Platforms.

Chameleon

The model gains **Ambush, Hard Target (1)**, and **Scout**.

Combined Strength

Communal Bond

Units with more than half of their models with Communal Bond are subject to the following rules:

- They gain Swift Reform.
- Their Discipline Tests are subject to Minimised Roll ~~while within range of a friendly model's Commanding Presence.~~
- Unless Fleeing, they ~~R&F models with Scoring and R&F models in Compound Units~~ gain Commanding Presence ~~with the following rules and restrictions: its~~ whose range is **always** set to 8". ~~and the models may choose to set their Discipline to the highest Discipline value available in the unit for the purpose of this instance of Commanding Presence.~~

Enclave Wizard (X)

The Champion is a Wizard **Adept Apprentice** with the following additional rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model may select a number of spells given in the unit entry from the predetermined spells also given in the unit entry. This overrides the Spell Selection rules for Wizard **Adepts Apprentices**. **Models that know two Learned Spells gain Channel (1)**.
- If applicable, the model's base size is changed to the base size stated in brackets (X). **If so, the model gains Stand Behind.**

Pack Hunter

In the Charge Phase, units with more than half of their models with Pack Hunter may reroll failed Charge Range rolls if their Charge is part of a Combined Charge.

Prey Scent

Certain units from this Army Book have the ability to mark enemy units with Prey Scent. If a unit is marked, place a Scent Marker next to the unit. A unit is considered marked if at least one model in the unit is marked by a Scent Marker. A Character leaving a unit affected by a Scent Marker is no longer affected, unless the Character was a single model unit when it gained the Scent Marker. In that case, the Character keeps the Scent Marker. Marking a unit more than once does not offer any additional benefits.

Solitary

The model may **never** join units or be joined by other Characters.

Attack Attributes

Lodestone – Close Combat, Shooting

Attacks with Lodestone are subject to the following rules when rolling to hit:

- Close Combat Attacks allocated towards a model with Armour 3 or more gain +1 to hit.
- Shooting Attacks made against a unit with more than half of its models with Armour 3 or more gain +1 to hit.

Marking Lure – Shooting

Units hit by one or more attacks with Marking Lure gain a **Scent Marker** until the end of the game.

Predator Senses – Close Combat, Shooting

Right before the battle (during step 7 of the Deployment Phase Sequence), if your Army List contains one or more models with this rule, you **must** mark a single unit from your opponent's Army List with Prey Scent. In addition, **in the Melee Phase**, the model part **must** reroll failed to-hit rolls **with Close Combat Attacks** against models in units that are marked with Prey Scent **and with Shooting Attacks** against units that are marked with Prey Scent.

Armoury

Blowpipe – Shooting Weapon

Range 12", Shots 2, Str 2, AP 0, **Poison Attacks, Quick to Fire.**

Magnetic Short Bow – Shooting Weapon

0-25 R&F Models with Magnetic Short Bow per Army.
Range 18", Shots 1, Str 3, AP 1, **Volley Fire, Lodestone.**

Poisoned Javelin – Shooting Weapon

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

Tooth and Claw – Close Combat Weapon

Two-Handed. Attacks made with this weapon gain **Lightning Reflexes** and **Lethal Strike**. This weapon cannot be enchanted.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Enlightenment <6+> {8+}	24"	Universal	One Turn	The target gains +2 Discipline and suffers <-1 to hit> {-1 to wound}.

Howdah Devices

Howdah Devices are upgrades that certain Saurian Ancients models may take. If one model in a unit is upgraded with a Howdah Device, all other models in the unit must be upgraded with the same Howdah Device as well.

Monolith of Vitalism 65 pts
One of a Kind.
The model becomes the Battle Standard Bearer.

Venomous Fortress 50 pts
0–1 Models/Army. Thyroscutus Herd only.
The model's base size is changed to 60×100 mm and it gains 6 additional Skink Riders. **If applicable, Exclusive (Tegu Warriors, Tegu Guard) is replaced with Exclusive (Skink Warriors, Skink Hunters) and, if applicable, the units that the model can join as per Combined Strength are replaced with (Skink Warriors, Skink Hunters).** In addition, model parts without Harnessed in the bearer's unit gain **Hatred** and **Poison Attacks**.

Carved Wisdom 40 pts
0–3 Models/Army.
~~The model gains Channel (1). In addition, d~~During Spell Selection, the model **must** choose one of the spells below. The model can cast the chosen spell as a Bound Spell with Power Level (4/8):

- *Fate's Judgement* (Divination)
- *Master of Earth* (Druidism)
- *Molten Copper* (Alchemy)
- *Swarm of Insects* (Shamanism)
- *Touch of the Reaper* (Evocation)

Each spell can only be chosen by a single model with Carved Wisdom.

Lodestone Shield 40 pts
0–1 Models/Army.
Friendly units within 8" of the model gain **Aegis (5+, against Shooting Attacks)**.

Magnetic Great Bow (3+) 40 pts
0–3 Models/Army.
Shooting Weapon. Range 18", Shots 2, Str 3 [5], AP 1 [3], **Area Attack (1×5)**, [**Multiple Wounds (D3)**], **Lodestone, March and Shoot, Reload!**

Suncatcher Crystal 40 pts
0–3 Models/Army.
At the start of a Round of Combat that the model's unit is fighting, choose one of the following effects, which is applied until the end of the Round of Combat:

- All friendly Infantry models gain Fortitude (+1, max 3+) for each model with Suncatcher Crystal Engaged in the same Combat.
- The model gains Grind Attacks (2D3) that are **always** resolved with Strength 4 and Armour Penetration 1.

Engine of the Ancients (3+) 30 pts
0–3 Models/Army.
Shooting Weapon. Range 12", Shots 1, Str 6, AP 3, **Area Attack (2×2)**, **Lodestone, March and Shoot, Reload!**. The attack **never** suffers negative to-hit modifiers. For the purpose of shooting this weapon, the model can draw Line of Sight in any direction, even outside its Front Arc.

Special Items

Weapon Enchantments

Glory of the Dawn Age 75 pts

Enchantment: Halberd or Spear.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration ~~and—become~~ **Magical Attacks**. In addition, attacks made with this weapon for which a successful natural to-wound roll of 5+ was rolled are subject to the following rules:

- They gain **Multiple Wounds (2)**
- Unless the target has Immune (Lethal Strike), their Armour Penetration is always set to 10 and they ignore Fortitude Saves.

Alchemical Arrows 50 pts

Enchantment: Magnetic Short Bow.

This weapon has Shots 4, Str 5, AP 1. ~~Attacks made with this weapon become~~ **Magical Attacks**. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

Serpent's Nest Charm 30 pts

Cannot be taken by Wizards.

Enchantment: Hand Weapon or Paired Weapons.

While using this weapon, the wielder's Attack Value is **set** to 6 and attacks made with this weapon become **Poison Attacks** ~~and~~ **Magical Attacks**.

Armour Enchantments

Vital Essence 80 pts

Enchantment: Light Armour Shield.

The bearer gains Fortitude (4+) and +1 Health Point. ~~The bearer's Health Points are set to 4. In addition, the bearer gains~~ **Fortitude (6+)** ~~and~~ **Fortitude (+1, max 4+)**.

Starfall Scales 55 pts

Enchantment: Suit of Armour.

The wearer's model gains **Hard Target (1)** and **Immune** (Flaming Attacks) ~~attacks that are Flaming Attacks against the bearer's model lose this Attack Attribute.~~

Banner Enchantments

Koru Stone 50 pts

Cannot be taken by units that count towards Core.

The bearer's unit gains **Rally Around the Flag** whose range is **set** to 12".

Sceptic's Stele 50 pts

~~The bearer gains~~ **Magic Resistance (1)**.

~~One use only. The bearer's unit and all units in base contact with the bearer's unit automatically fail all Aegis Saves. The effect lasts until the bearer's unit is no longer Engaged in Combat.~~

Obelisk of Collaboration 25 pts

The bearer's unit gains **Pack Hunter**.

Artefacts

Ancient Plaque

100 pts

Dominant.

Once per **Game Turn Magic Phase**, a single Magic Dice may be rerolled:

- When the bearer performs a Casting Attempt with 2 or more Magic Dice that is not Miscalc.
- When the owner performs a Dispelling Attempt with 2 or more Magic Dice.

Veilcatcher Astrolabe

80 pts

Dominant.

The bearer gains a Veil Token every time the model successfully casts a non-Bound and non-Attribute Spell, after resolving the spell's effect and any Attribute Spell.

Stampede Resonator Crystal

50 pts

One use only. May be activated at the start of any Charge Phase. Choose one friendly Large Cavalry unit or Gigantic model within 12" of the bearer's model and apply the following effects (all of them or none) until the end of the Melee Phase:

- Each model gains Impact Hits (X), where X is equal to its amount of Stomp Attacks. If a model already had Impact Hits, increase its number of Impact Hits by its amount of Stomp Attacks instead.
- The models cannot perform any Stomp Attacks.

The Heart of Atua

25 pts

If the bearer is part of a Compound Unit, the range of the unit's Commanding Presence is **always** set to 12".

Te Aupouri Smokestone

20 pts

One use only. May be activated when a friendly unit fails a Break Test (after any rerolls). Until the start of the next friendly Movement Phase, Charge and Pursuit Range rolls made by enemy units within 18" of the bearer's model are subject to Minimised Roll.

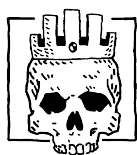
Infiltrator's Dart

10 pts

Skink Veterans only.

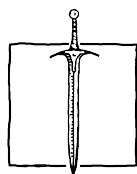
Right before the battle (during step 7 of the Deployment Phase Sequence), you **must** mark a single unit from your opponent's Army List with Prey Scent.

Army Organisation



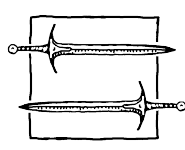
Characters

Max. 35%



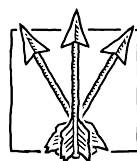
Core

Min. 25%



Special

No limit



Guerilla Warriors

Max. 30%



Magna Sauria

Max. 35%

Characters (Max. 35%)



Anurarch Archmage

500 pts

single model

0–1 Units/Army

Height Standard
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	2	Channel (2), Closely Guarded , Communal Bond, Grasp of the Immortal , Tall, Wizard Master		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Cannot be Stomped, Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Anurarch	1	1	1	0	1	

Model Rules

Closely Guarded: Universal Rule.

The model can **never** issue or accept Duels or be chosen as the model that suffers the penalties for refusing a Duel. Unless mounted, apply the following additional rules:

- The model gains **Strider** and **Stand Behind**.
- The model **must** be deployed inside a unit of Tegu Warriors, Tegu Guards, or Caiman Elders and cannot voluntarily leave this unit.

Grasp of the Immortal: Universal Rule.

At the start of each friendly Magic Phase, the model may choose to lose all instances of Channel (X) and gain a +1 Casting Modifier. The effects last until the end of the Magic Phase. ~~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.~~

Optional Model Rules: Arcane Masteries

Each Arcane Mastery is One of a Kind. Each Anurarch Archmage can choose up to two Arcane Masteries.

Forbidden Mastery

100 pts

The model knows two additional Learned Spells that it **must** select from the Learned Spells 1, 2, 3, and 4 from Pyromancy, otherwise following the normal Spell Selection rules. When the model successfully casts a non-Attribute Spell from Pyromancy, it suffers a hit with Strength 5 and Armour Penetration 10 immediately after resolving the effects of the spell and any Attribute Spell.

Abjuration Mastery

50 pts

The owner of the model must reroll their first failed Dispelling Attempt in each enemy Magic Phase. In addition, if an enemy Wizard within 24" of the model Miscasts, it is considered to have used one additional Magic Dice, up to a maximum of 5.

Magic Options

pts



Alchemy



Divination



Druidism



Evocation

Options

pts

Special Items

up to 200

Arcane Masteries

up to 100

Mount Options

pts

Anurarch Wardens

50

Astrological Mastery

50 pts

~~Immediately after successfully casting a Learned Spell and resolving its effect, a single friendly unit within 18" of the model gains +1" Advance Rate and +2" March Rate. A unit cannot be affected by Astrological Mastery more than twice in the same Magic Phase. This effect lasts until the start of the next friendly Magic Phase.~~

Eidetic Mastery

50 pts

The model knows one additional Learned Spell that it **must** select from its chosen Path.

Mind-Shifting Mastery

30 pts

~~After successfully casting a Learned Spell that has an Attribute Spell, the model may cast the Attribute Spell of Alchemy, Divination, Druidism, or Witchcraft instead of casting the Learned Spell's Attribute Spell. The model gains **Protean Magic** and access to **Shamanism**. The model knows all Learned Spells it now has access to as well as its Hereditary Spell.~~

Telepathic Mastery 40 pts
Once per friendly Magic Phase, the model may attempt to cast a single non-Hereditary Learned Spell that was successfully cast by an enemy Wizard during the preceding Magic Phase. If that spell is successfully cast, the model may cast an Attribute Spell that the enemy Wizard knows for the non-Hereditary Learned Spell, if available.

Conjuration Mastery 25 pts
The model ignores Magic Resistance unless casting a Focused spell.



Caiman Master

300 pts

single model 0–2 Units/Army

Height Large
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Art of War , Communal Bond, Exclusive , Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Caiman Master	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Tooth and Claw
Model Rules			Options			
Art of War: Universal Rule. While using a mundane weapon, the model is subject to the following rules corresponding to its weapon:			Special Items up to 100 pts			

- **Great Weapon:** Attacks made with a Great Weapon gain +1 to wound.
- **Halberd:** The model gains Distracting.
- **Tooth and Claw:** The model gains +1 Attack Value for each enemy model in base contact with it (including the model it is fighting a Duel with if applicable), up to a maximum of +3.




Tegu Veteran

180 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

 A mount marked with (MS) counts towards Magna Sauria. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Communal Bond , Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Tegu Veteran	5	5	5	2	3	Lodestone
Options			Mount Options			
Special Items	up to 200		Saurian Raptor	70		
Shield	5		Alpha Carnosaur (MS)	480		
One choice only:						
Spear	5					
Light Lance	10					
Paired Weapons	10					
Halberd	15					
Great Weapon	20					



Skink Veteran

75 pts

single model

0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with [GW] and its rider count towards Characters and Guerilla Warriors.

A mount marked with (MS) counts towards Magna Sauria. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Communal Bond, Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	2	4	3	0	Fortitude (6+), Light Armour
Offensive	Att	Off	Str	AP	Agi

Skink Veteran **3** **4** **4** **1** **5**

Options	pts	Mount Options	pts
Special Items	up to 100	Mountain Pteradon [GW]	70
Shield	5	Pouakai Sky Tyrant [GW](MS)	140
Must choose (one choice only):		Taurosaur (MS)	380
Poisoned Javelin (2+)	free	Optional Model Rules	
Blowpipe (3+)	5	Master Strategist: Universal Rule.	
Magnetic Short Bow (2+)	5	While joined to a unit consisting entirely of Skink Warriors, Skink Hunters, or Skink Guerillas, and/or Skink Veterans , the unit gains Vanguard and Feigned Flight .	
One choice only:			
Halberd	5		
Light Lance	5		
Paired Weapons	5		
One choice only:			
Chameleon (0–2 Units/Army) (on foot only)	10		
Master Strategist (0–1 Units/Army) (on foot only)	35		

Character Mounts



Anurarch Wardens

Height **Standard**
Type **Infantry**
Base **50×75 mm**

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8		
Defensive	HP	Def	Res	Arm	
	5	4	C	3	Aegis (5+, against Magical Attacks)
Offensive	Att	Off	Str	AP	Agi
Wardens	4	3	4	1	2 Halberd
Palanquin					Harnessed



Saurian Raptor

Height **Standard**
Type **Cavalry**
Base **25×50 mm**
0–2 Mounts/Army

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



Mountain Pteradon

Height **Large**
Type **Cavalry**
Base **40×40 mm**
0–2 Mounts/Army

0–1 Mounts/Army if the army includes one or more Pouakai Sky Tyrants.

Global	Adv	Mar	Dis	Model Rules	
Ground	2"	4"	C	Aerial Assault , Fly (8", 16"), Light Troops, Vanguard	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	3	C	3	C+1	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Mountain Pteradon	3	3	4	1	4 Harnessed

— Model Rules —

Aerial Assault: Special Attack.

Units consisting entirely of models with Aerial Assault may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 1 for each model with Aerial Assault in the unit.



Pouakai Sky Tyrant

Height Large
 Type Cavalry
 Base 50×75 mm
 0–1 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	C	Exclusive, Fear, Fearless, Fly (8", 16"), High Altitude , Light Troops, Special Ambush (Open Terrain) , Vanguard (6")		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	AP	Agi	
Pouakai Sky Tyrant	4	4	5	2	4	Harnessed, Predator Senses

—Model Rules—

High Altitude: Universal Rule.

~~One use only. At the start of any friendly Player Turn, you may remove an unengaged, non-Fleeing Pouakai Sky Tyrant from the Battlefield. Starting with the next friendly Player Turn, the unit is treated like a unit that declared that it will be deployed using the Ambush rule at step 8 of the Pre-Game Sequence. If the unit has not re-entered the Battlefield from High Altitude before the end of the game, it counts as destroyed.~~



Taurosauro

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 Magna Sauria.

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	C			
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Skink Rider (4)	1	2	3	0	3	
Taurosauro	4	3	6	3	2	Harnessed, Impact Hits (3D3)

—Options— pts—

The Taurosauro model part may take a single

Howdah Device	no limit
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Alpha Carnosaur

Height Gigantic
Type Beast
Base 50×100 mm

The mount and its rider count towards Characters. The mount also counts towards Magna Sauria.

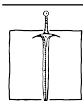
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Alpha Carnosaur	5	4	7	4	3	Apex Predator, Battle Focus, Harnessed, Multiple Wounds (2), Predator Senses

—Model Rules—

Apex Predator: Attack Attribute.

The model gains Devastating Charge (+2" Adv) for Charges against units consisting entirely of models with Towering Presence.

Core (Min. 25%)



Tegu Warriors

210 pts + 15 pts/extra model

15–35 models



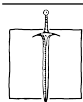
0–5 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Communal Bond, Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Warrior	2	3	4	1	2	Lodestone

Options	pts	Enclave Wizard
Spear	3/model	Must select 1 spell from:
Caiman Mentors (Caiman Elders) (0–4 Models/Unit)*	85/model	• Awaken the Beast (Shamanism)
Halberd†	2/model	
Great Weapon†	6/model	
*Units containing one or more Caiman Mentors (Caiman Elders) count towards the maximum number of Caiman Elders units allowed from Special. Caiman Elders count towards Special instead of Core.		
Command Group Options	pts	
Champion	10	
Enclave Wizard (50×50 mm)	30	
Standard Bearer	10	
Banner Enchantment	no limit	

†All Caiman Mentors in the unit must be upgraded with the same weapon.



Skink Warriors

140 pts + 5 pts/extra model

20–40 models



0–5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Communal Bond, Scoring, Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	Fortitude (6+), Shield
Offensive	Att	Off	Str	AP	Agi
Skink Warrior	1	2	3	0	3

Options	pts	Enclave Wizard
Spear	1/model	Must select 1 spell from:
Caiman Mentors (Caiman Warriors) (0–4 Models/Unit)*	50/model	• Entwining Roots (Druidism)
Halberd	5/model	
*The models count towards the maximum number of Caiman Warriors allowed from Core.		
Command Group Options	pts	
Champion	10	
Enclave Wizard (40×40 mm)	30	
Standard Bearer	10	
Banner Enchantment	no limit	



Skink Hunters

160 pts + 6 pts/extra model

10-20 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Guerilla Warriors.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Communal Bond, Light Troops, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)

— Enclave Wizard —

Must select 1 spell from:

- *Entwining Roots* (Druidism)

— Command Group Options —

Champion with Enclave Wizard

pts-

30



Caiman Warriors

170 pts + 50 pts/extra model

3-8 models

0-8 Models/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Communal Bond, Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	AP	Agi	
Caiman Warrior	3	3	4	1	1	Tooth and Claw

— Options —

Halberd

pts-

5/model

— Command Group Options —

Champion with Enclave Wizard

pts-

30

— Enclave Wizard —

Standard Bearer

10

Banner Enchantment

no limit

Must select 1 spell from:

- *Awaken the Beast* (Shamanism)

Special (No limit)



Tegu Guards

305 pts + 24 pts/extra model

15–30 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard (Anurarch Archmage), Communal Bond, Fearless, Magic Resistance (1), Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Containment Field , Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Guard	2	4	4	1	2	Lodestone

— Model Rules —

Containment Field: Personal Protection. Attacks made by enemy units in base contact with one or more models with Containment Field suffer –1 to wound if they are Special Attacks and/or Magical Attacks.

— Options —

One choice only:
Halberd 4/model
Great Weapon 8/model

— Command Group Options —

Champion 10
Standard Bearer 10
Banner Enchantment no limit



Tegu Mystics

170 pts + 14 pts/extra model

10–20 models 0–2 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Communal Bond, Light Troops, Strider (Water Terrain) , Swiftstride		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Tegu Mystic	2	3	4	1	2	Battle Focus, Magical Attacks, Vitalist Combat

— Model Rules —

Vitalist Combat: Attack Attribute – Close Combat. If allocated towards a Standard Height model, the attack gains +1 to wound.

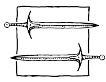
— Enclave Wizard —

Must select 2 spells from:

- *Awaken the Beast* (Shamanism)
- *Break the Spirit* (Shamanism)
- *Enlightenment* (Hereditary Spell)
- *Fountain of Youth* (Druidism)

— Command Group Options —

Champion with Enclave Wizard 120



Raptor Pack

130 pts + 13 pts/extra model

5-15 models

0-2 Units/Army

Height Standard
Type Beast
Base 25x50 mm



Units of 8 or more models without Ambush and Corrosive Spitter count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Communal Bond, Pack Hunter, Strider (Forest)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	AP	Agi
Raptor	2	3	4	2	4

Options

pts-

Optional Model Rules

One choice only:

Ambush

2/model

Corrosive Spitter

2/model

Corrosive Spitter: Universal Rule.

The model gains **Poison Attacks**. In addition, the model gains **Breath Attack** (Str 2, AP 3) with the following exceptions: Instead of 2D6 hits, the target suffers a number of hits equal to the number of models with Corrosive Spitter in the unit. Only a single model in each unit may use this Breath Attack once per game.



Raptor Riders

300 pts + 32 pts/extra model

8-15 models

0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Communal Bond, Pack Hunter, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	3	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Rider	2	3	4	1	2	Lodestone
Raptor	2	3	4	2	4	Harnessed

Options

pts-

Command Group Options

pts-

Must choose (one choice only):

Light Lance

free

Halberd

2/model

Champion

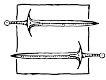
10

Standard Bearer

10

Banner Enchantment

no limit



Caiman Elders

260 pts + 85 pts/extra model

3-6 models



0-2 Units/Army

Height Large

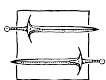
Type Infantry

Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules				
	6"	12"	8	Communal Bond, Scoring, Strider (Water Terrain)				
Defensive	HP	Def	Res	Arm				
	4	4	4	3				
Offensive	Att	Off	Str	AP	Agi			
Caiman Elder	3	4	5	2	1	Tooth and Claw, Weapon Master		
— Options —			pts—		— Command Group Options —		pts—	
Great Weapon				6/model	Champion with Enclave Wizard	80		
Halberd				2/model	Standard Bearer	10		
— Enclave Wizard —					Banner Enchantment	no limit		

Must select 2 spells from:

- *Enlightenment* (Hereditary Spell)
- *Awaken the Beast* (Shamanism)
- *Healing Waters* (Druidism)



Thyroscutus Herd

190 pts + 155 pts/extra model

1-3 models

0-4 Models/Army

Height Large

Type Cavalry

Base 50x100 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	6	Communal Bond, Herd Mentality				
Defensive	HP	Def	Res	Arm				
	5	4	5	5	Parry			
Offensive	Att	Off	Str	AP	Agi			
Skink Rider (4)	1	2	3	0	3			
Thyroscutus	3	2	4	1	0	Crush Attack, Harnessed		
— Model Rules —					— Optional Model Rules —			
Herd Mentality: Universal Rule.					Great Protector: Universal Rule.			
R&F models in units containing two or more models with Herd Mentality gain Fearless and Stubborn .					The model gains War Platform and Exclusive (Tegu Warriors, Tegu Guard). The model's unit gains Cannot be Stomped , and R&F models in the unit gain Parry .			
— Options —			pts—					
Great Protector (0-1 Models/Unit)				35/model				
Thyroscutus model parts may take a								
Howdah Device				no limit				



Rhamphodon Riders

235 pts + 50 pts/extra model

3-5 models

0-2 Units/Army*

Height Large
Type Cavalry
Base 40x40 mm

* 0-1 Units/Army if the army includes two or more units of Pteradon Riders.

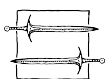
Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	6	Communal Bond, Fearless, Fly (8", 16"), Frenzy, Light Troops, Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield	
Offensive	Att	Off	Str	AP	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Rhamphodon	3	3	4	1	4	Battle Focus, Feeding Frenzy , Harnessed, Lethal Strike, Predator Senses

— Model Rules —

Feeding Frenzy: Attack Attribute – Close Combat.
The model part gains Devastating Charge (+D3 Att) until the end of the Combat after successfully Charging a unit marked with **Prey Scent**.

— Command Group Options —

Champion pts - 10



Saurian Swarms

140 pts + 40 pts/extra model

3-6 models

0-3 Units/Army

Height Standard
Type Beast
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Communal Bond, Fearless, Light Troops, Predator Senses, Unstable, Venomous Tide		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Saurian Swarm	5	2	2	1	3	Extra Support (3), Poison Attacks

— Model Rules —

Venomous Tide: Universal Rule.
All models in enemy units **must** take a Dangerous Terrain (1) Test after completing a Charge Move against a unit that contains one or more models with Venomous Tide. *(even if that unit is Fleeing)*

— Options —

Scout pts - 8/model

Guerilla Warriors (Max. 30%)



Skink Guerrillas

135 pts + 10 pts/extra model

5–15 models

0–4 Units/Army

Height Standard

Type Infantry

Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules			
	6"	12"	6	Communal Bond, Light Troops, Skirmisher, Strider (Water Terrain) , Vanguard			
Defensive	HP	Def	Res	Arm			
	1	2	2	0	Fortitude (6+), Hard Target (1)		
Offensive	Att	Off	Str	AP	Agi		
Skink Guerrilla	1	2	3	0	3		
Options			pts-	Command Group Options			pts-
Must choose (one choice only):				Champion			10
Magnetic Short Bow (3+)				free			
Blowpipe (4+)				2/model			
Marking Lure (0–2 Units/Army)				20			
Chameleon (0–2 Units/Army)				3/model			



Weapon Beasts

230 pts + 115 pts/extra model

2–4 models

Height Large

Type Beast

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules			
	6"	12"	6	Communal Bond, Light Troops			
Defensive	HP	Def	Res	Arm			
	3	3	4	3			
Offensive	Att	Off	Str	AP	Agi		
Weapon Beast	3	3	5	2	3		
Options			pts-	Optional Model Rules			pts-
Must choose (one choice only):				Salamander – Spout Flames: Special Attack.			
Spearback (0–4 Models/Army)				free			
Salamander (0–2 Models/Army)				10/model			
				The model gains Breath Attack (Str 4, AP 0, Flaming Attacks). This Breath Attack is not limited to being used only once per game and can only be used once per Player Turn.			
				Shoot Spikes (3+): Shooting Weapon.			
				Range 12", Shots 3 2D6, Str 5, AP 2, Quick to Fire. This weapon may not be used if the model performed a March Move in this Player Turn. A unit containing one or more models with Spearback must declare Stand and Shoot as a Charge Reaction if possible, but the model does not suffer the –1 to-hit modifier for it.			
				Spearback: Universal Rule.			
				The model gains Predator Senses and Shoot Spikes .			



Pteradon Riders

180 pts + 30 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	Communal Bond, Feigned Flight, Fly (8", 16"), Light Troops, Skirmisher, Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield	
Offensive	Att	Off	Str	AP	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Pteradon	2	2	4	1	4	Aerial Assault , Harnessed

Model Rules

Aerial Assault: Special Attack.

Units consisting entirely of models with Aerial Assault may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 1 for each model with Aerial Assault in the unit.

Options

Must choose (one choice only):

Poisoned Javelin (4+)	free
Magnetic Short Bow (3+)	free 2/model
Marking Bolas (4+)	2/model
Marking Lure	20
Special Ambush (Titanopod) (0-1 Units/Army)	25

Enclave Wizard

Must select 2 spells from:

- *Chilling Howl* (Shamanism)
- *Enlightenment* (Hereditary Spell)
- *Entwining Roots* (Druidism)
- *Master of Earth* (Druidism)

Command Group Options

Champion with Enclave Wizard

pts-
100

Magna Sauria (Max. 35%)



Stygiosaur Pack

310 pts + 140 pts/extra model

2-4 models



0-2 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Communal Bond, Fear, Pack Hunter, Scoring		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Stygiosaur	4	4	5	2	3	Harnessed, Poison Attacks, Predator Senses, Stomp Attacks (D3)

— Enclave Wizard —

Must select 1 spell from:

- *Swarm of Insects* (Shamanism)
- *Savage Fury* (Shamanism)
- *Enlightenment* (Hereditary Spell)

— Command Group Options —

Champion with Enclave Wizard	30
Standard Bearer	10
Banner Enchantment	no limit



Carnosaur

370 pts

single model

0-2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Communal Bond, Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	5	2	5	4		
Offensive	Att	Off	Str	AP	Agi	
Tegu Rider	2	3	4	1	2	Lodestone
Carnosaur	5	3	6	3	3	Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses

— Options —

Hunt Leader

Must choose (one choice only):

- Light Lance
- Halberd

pts-

10

free

20

— Optional Model Rules —

Hunt Leader: Universal Rule.

The model gains **War Platform** and **Exclusive** (Raptor Pack, Raptor Riders). R&F models in the model's unit gain **Frenzy** and **Fearless**. Standard Beasts and model parts with Harnessed in the model's unit gain **Battle Focus**.



Taurosaur

425 pts

single model

0–2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Communal Bond	
Defensive	HP	Def	Res	Arm	
	6	3	6	4	
Offensive	Att	Off	Str	AP	Agi
Skink Rider (5)	1	2	3	0	3
Taurosaur	4	3	6	3	2

Harnessed, Impact Hits (3D3)

—Options— pts—

The Taurosaur model part may take a single
Howdah Device

no limit



Titanopod

510 pts

single model

0–1 Units/Army

Height Gigantic
Type Beast
Base 100×200 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	14"	6	Communal Bond, Deafening Clamour , Strider, The Very Earth Trembles , Walking Mountain	
Defensive	HP	Def	Res	Arm	
	10	3	6	4	
Offensive	Att	Off	Str	AP	Agi
Rock Releaser (6)	1	3	4	0	3
Titanopod	2	3	6	2	0

Harnessed, Path of Destruction

—Model Rules—

Path of Destruction: Special Attack.

The number of hits from the model's Stomp Attacks is set to 5D3. For the purpose of Stomp Attacks, the model ignores Cannot be Stomped and considers all enemy models without Towering Presence to be of Standard Height. If the model's Stomp Attacks are distributed onto a Large unit, the number of hits is halved, rounding fractions up.

The Very Earth Trembles: Universal Rule.

~~The model is a Musician. The range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the model, are both extended to 18".~~

Walking Mountain: Universal Rule.

Enemy units do not gain any Flank or Rear Bonuses for being Engaged in the model's Flank or Rear Facing. The model never benefits from Cover. In addition, the model always passes Restrain Pursuit Tests, and its Pursuit Distance is always 0".

—Options— pts—

The Titanopod model part may take a single
Howdah Device

no limit

Quick Reference Sheet

Characters

Anurarch Archmage	Adv	6"	Mar	12"	Dis	2				Channel (2), Closely Guarded , Communal Bond, Grasp of the Immortal , Tall, Wizard Master
Standard, Infantry	HP	4	Def	1	Res	4	Arm	0		Cannot be Stomped, Fortitude (5+)
Anurarch	Att	1	Off	1	Str	1	AP	0	Agi	1
Caiman Master	Adv	6"	Mar	12"	Dis	8				Art of War, Communal Bond, Exclusive , Strider (Water Terrain)
Large, Infantry	HP	4	Def	5	Res	5	Arm	3		Light Armour
Caiman Master	Att	5	Off	5	Str	5	AP	2	Agi	2
Tegu Veteran	Adv	4"	Mar	8"	Dis	8				Communal Bond, Strider (Water Terrain)
Standard, Infantry	HP	3	Def	5	Res	5	Arm	2		Light Armour
Tegu Veteran	Att	5	Off	5	Str	5	AP	2	Agi	3
Skink Veteran	Adv	6"	Mar	12"	Dis	7				Communal Bond, Strider (Water Terrain)
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0		Fortitude (6+), Light Armour
Skink Veteran	Att	3	Off	4	Str	4	AP	1	Agi	5

Character Mounts

Anurarch Wardens	Adv	6"	Mar	12"	Dis	8				
Standard, Infantry	HP	5	Def	4	Res	C	Arm	3		Aegis (5+, against Magical Attacks)
Wardens	Att	4	Off	3	Str	4	AP	1	Agi	2
Palanquin	Att	-	Off	-	Str	-	AP		Agi	-
Saurian Raptor	Adv	7"	Mar	14"	Dis	C				Pack Hunter
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1		
Saurian Raptor	Att	2	Off	3	Str	4	AP	2	Agi	4
Mountain Pteradon	Adv	2"	Mar	4"	Dis	C				Aerial Assault , Fly (8", 16"), Light Troops, Vanguard
Large, Cavalry	HP	3	Def	C	Res	3	Arm	C+1		Hard Target (1)
Mountain Pteradon	Att	3	Off	3	Str	4	AP	1	Agi	4
Pouakai Sky Tyrant	Adv	2"	Mar	4"	Dis	C				Exclusive , Fear, Fearless, Fly (8", 16"), High Altitude , Light Troops, Special Ambush (Open Terrain) , Vanguard (6")
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1		
Pouakai Sky Tyrant	Att	4	Off	4	Str	5	AP	2	Agi	4
Taurosauro	Adv	6"	Mar	10"	Dis	C				
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	4		
Skink Rider (4)	Att	1	Off	2	Str	3	AP	0	Agi	3
Taurosauro	Att	4	Off	3	Str	6	AP	3	Agi	2
Alpha Carnosaur	Adv	7"	Mar	14"	Dis	C				Fearless, Frenzy
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	4		
Alpha Carnosaur	Att	5	Off	4	Str	7	AP	4	Agi	3

Core

Tegu Warriors	Adv	4"	Mar	8"	Dis	7				Communal Bond, Scoring, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	3	Res	4	Arm	2		Shield
Tegu Warrior	Att	2	Off	3	Str	4	AP	1	Agi	2
Skink Warriors	Adv	6"	Mar	12"	Dis	5				Communal Bond, Scoring, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0		Fortitude (6+), Shield
Skink Warrior	Att	1	Off	2	Str	3	AP	0	Agi	3
Skink Hunters	Adv	6"	Mar	12"	Dis	5				Communal Bond, Light Troops, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0		Fortitude (6+)
Skink Hunter	Att	1	Off	2	Str	3	AP	0	Agi	3
Caiman Warriors	Adv	6"	Mar	12"	Dis	7				Communal Bond, Scoring, Strider (Water Terrain)
Large, Infantry	HP	3	Def	3	Res	4	Arm	3		
Caiman Warrior	Att	3	Off	3	Str	4	AP	1	Agi	1

Special

Tegu Guards	Adv	4"	Mar	8"	Dis	8												Bodyguard (Anurarch Archmage), Communal Bond, Fearless, Magic Resistance (1), Scoring, Strider (Water Terrain)
Standard, Infantry	HP	1	Def	4	Res	4	Arm	2										Containment Field, Light Armour, Shield
Tegu Guard	Att	2	Off	4	Str	4	AP	1	Agi	2								Lodestone
Tegu Mystics	Adv	4"	Mar	8"	Dis	7												Communal Bond, Light Troops, Strider (Water Terrain) , Swiftstride
Standard, Infantry	HP	1	Def	3	Res	4	Arm	2										Hard Target (1)
Tegu Mystic	Att	2	Off	3	Str	4	AP	1	Agi	2								Battle Focus, Magical Attacks, Vitalist Combat
Raptor Pack	Adv	7"	Mar	14"	Dis	6												Communal Bond, Pack Hunter, Strider (Forest)
Standard, Beast	HP	1	Def	3	Res	4	Arm	2										
Raptor	Att	2	Off	3	Str	4	AP	2	Agi	4								
Raptor Riders	Adv	7"	Mar	14"	Dis	7												Communal Bond, Pack Hunter, Scoring
Standard, Cavalry	HP	1	Def	3	Res	4	Arm	3										Light Armour, Shield
Tegu Rider	Att	2	Off	3	Str	4	AP	1	Agi	2								Lodestone
Raptor	Att	2	Off	3	Str	4	AP	2	Agi	4								Harnessed
Caiman Elders	Adv	6"	Mar	12"	Dis	8												Communal Bond, Scoring, Strider (Water Terrain)
Large, Infantry	HP	4	Def	4	Res	4	Arm	3										
Caiman Elder	Att	3	Off	4	Str	5	AP	2	Agi	1								Tooth and Claw, Weapon Master
Thyroscutus Herd	Adv	5"	Mar	10"	Dis	6												Communal Bond, Herd Mentality
Large, Cavalry	HP	5	Def	4	Res	5	Arm	5										Parry
Skink Rider (4)	Att	1	Off	2	Str	3	AP	0	Agi	3								
Thyroscutus	Att	3	Off	2	Str	4	AP	1	Agi	0								Crush Attack, Harnessed
Rhamphodon Riders	Adv	2"	Mar	4"	Dis	6												Communal Bond, Fearless, Fly (8", 16"), Frenzy, Light Troops, Vanguard
Large, Cavalry	HP	2	Def	2	Res	3	Arm	2										Fortitude (6+), Hard Target (1), Shield
Skink Rider	Att	1	Off	2	Str	3	AP	0	Agi	3								Light Lance
Rhamphodon	Att	3	Off	3	Str	4	AP	1	Agi	4								Battle Focus, Feeding Frenzy , Harnessed, Lethal Strike, Predator Senses
Saurian Swarms	Adv	6"	Mar	12"	Dis	5												Communal Bond, Fearless , Light Troops, Predator Senses , Unstable , Venomous Tide
Standard, Beast	HP	5	Def	2	Res	2	Arm	0										Fortitude (6+)
Saurian Swarm	Att	5	Off	2	Str	2	AP	1	Agi	3								Extra Support (3) , Poison Attacks

Guerilla Warriors

Skink Guerrillas	Adv	6"	Mar	12"	Dis	6												Communal Bond, Light Troops, Skirmisher, Strider (Water Terrain) , Vanguard
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0										Fortitude (6+), Hard Target (1)
Skink Guerrilla	Att	1	Off	2	Str	3	AP	0	Agi	3								
Weapon Beasts	Adv	6"	Mar	12"	Dis	6												Communal Bond, Light Troops
Large, Beast	HP	3	Def	3	Res	4	Arm	3										
Weapon Beast	Att	3	Off	3	Str	5	AP	2	Agi	3								
Pteradon Riders	Adv	2"	Mar	4"	Dis	6												Communal Bond, Feigned Flight, Fly (8", 16"), Light Troops, Skirmisher, Vanguard
Large, Cavalry	HP	2	Def	2	Res	3	Arm	2										Fortitude (6+), Hard Target (1), Shield
Skink Rider	Att	1	Off	2	Str	3	AP	0	Agi	3								Light Lance
Pteradon	Att	2	Off	2	Str	4	AP	1	Agi	4								Aerial Assault, Harnessed

Magna Sauria

Stygiosaur Pack	Adv	7"	Mar	14"	Dis	6												Communal Bond, Fear, Pack Hunter, Scoring
Large, Cavalry	HP	4	Def	4	Res	5	Arm	2										Light Armour, Shield
Skink Rider	Att	1	Off	2	Str	3	AP	0	Agi	3								Light Lance
Stygiosaur	Att	4	Off	4	Str	5	AP	2	Agi	3								Harnessed, Poison Attacks, Predator Senses, Stomp Attacks (D3)
Carnosaur	Adv	7"	Mar	14"	Dis	7												Communal Bond, Fearless, Frenzy
Gigantic, Beast	HP	5	Def	2	Res	5	Arm	4										
Tegu Rider	Att	2	Off	3	Str	4	AP	1	Agi	2								Lodestone
Carnosaur	Att	5	Off	3	Str	6	AP	3	Agi	3								Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses

Taurosauro	Adv	6"	Mar	10"	Dis	6			Communal Bond
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	4	
Skink Rider (5)	Att	1	Off	2	Str	3	AP	0	Agi 3
Taurosauro	Att	4	Off	3	Str	6	AP	3	Agi 2
Titanopod	Adv	4"	Mar	14"	Dis	6			Communal Bond, Deafening Clamour, Strider, The Very Earth Trembles , Walking Mountain
Gigantic, Beast	HP	10	Def	3	Res	6	Arm	4	
Rock Releaser (6)	Att	1	Off	3	Str	4	AP	0	Agi 3
Titanopod	Att	2	Off	3	Str	6	AP	2	Agi 0
									Harnessed, Path of Destruction

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blowpipe	-	12"	2	0	2	Poison Attacks, Quick to Fire
Poisoned Javelin	-	12"	User	User	1	Poison Attacks Quick to Fire
Magnetic Short Bow	-	18"	3	1	1	Lodestone Volley Fire
Magnetic Great Bow (3+)	-	18"	3[5]	1[3]	2	Area Attack (1x5) Lodestone March and Shoot [Multiple Wounds (D3)] Reload!
Engine of the Ancients (3+)	-	12"	6	3	1	Area Attack (1x5) Lodestone March and Shoot Reload!
Suncatcher Crystal:						
Alchemical Arrows	-	18"	5	1	4	Magical Attacks
Shoot Spikes	-	18"	4	2	2D6	Quick to Fire, No March and Shoot, Must Stand and Shoot (without -1 modifier)
Marking Bolas	-	12"	4	1	1	Marking Lure Quick to Fire

Aim Table

Name	Aim	Shooting Model
Magnetic Short Bow	2+	Skink Veteran
	3+	Skink Guerrillas, Pteradon Riders
Blowpipe	3+	Skink Veteran
	4+	Skink Guerrillas
Marking Bolas	4+	Pteradon Riders
Poisoned Javelin	2+	Skink Veteran
	4+	Skink Hunters, Pteradon Riders
Shoot Spikes	3+	Weapon Beasts (Spearback)

Changelog

Alpha 2

- Combined Strength: Removed rule
- Communal Bond: Slight rework
- **Caiman Mentors**: Rule added to allow merging of Caiman units with Skink and Tegu.
- Enclave Wizard: Changed to Wizard Apprentice, Channel (1) for models with 2 spells.
- Predator Senses: Now works with shooting attacks.
- Enlightenment: Casting values changes. Base gives -1 to hit and boosted gives -1 to wound.
- Venomous Fortress: removed reference to Combined Strength.
- Suncatcher Crystal: Rework device from shooting weapon into combat buff device.
- Engine of the Ancients (3+): Increase limit to 3 per army.
- Vital Essence: Rework into light armour enchantment that gives Fortitude 4+ and +1 HP.
- Koru Stone: Range increased to 12".
- Sceptic Stele: Removed item.
- Heart of Atua: Removed item.
- Anurarch gained Channel (2) and Dis lowered to 2.
- Astrological Mastery removed.
- Mind-Shifting Mastery: Reworked
- Strider (Water Terrain) added to Tegu, Skinks and Caiman
- Anurarch Wardens Dis changed to 8.
- Pouakai Sky Tyrant: Added Vanguard and Special Ambush (Open Terrain), removed High Altitude.
- Tegu Warriors: Added **Caiman Mentors** with weapon options.
- Skink Warriors: Added **Caiman Mentors** with weapon option. Enclave spell changed to Entwining Roots.
- Skink Hunters: Enclave spell changed to Entwining Roots.
- Tegu Mystics: Enclave spell Swarm of Insects changed to Awaken the Beast and Entwining Roots changed to Fountain of Youth.
- Caiman Elders: Enclave spell Summer Growth changed to Healing Waters, and Awaken the Beast added.
- Thyroscutus Herd: New rule **Herd Mentality**. War Platform added to Great Protector.
- Saurian Swarms: Added Fearless, Unstable, and Predator Senses. Added option for Scout. Changed to Standard Beast. Dis changed to 5, Str and Res changed to 2. Increased max unit size to 6.
- Weapon Beasts: Increased max unit size and removed unit/army restriction. Salamander Spout Flames increased to Strength 4. Spearback now gains Predator Senses and Shoot spikes Aim changed to 3+. Shoot Spikes reduced range and increased strength. Removed restrictions to shoot spikes.
- Pteradon Riders: Removed Marking Bola. Enclave Spell changed from Sprits of the Woods to Entwining Roots. Added option for Marking Lure and Special Ambush (Titanopod).
- Stygiosaur Pack: Added option for Enclave Wizard. Reduced max number of units/army to 2.
- Taurosaur: 0-2 Units/Army
- Titanopod: Replaced The Very Earth Trembles with Deafening Clamour. Removed pursuit restriction on Walking Mountain rule. Stomps from Path of Destruction increased to 5D3.

Price changes

- Howdah Devices
 - Carved Wisdom 90 ↘ 40
 - Monolith of Vitalism 75 ↘ 65
 - Venomous Fortress 65 ↘ 50
 - Suncatcher Crystal 50 ↘ 40
 - Magnetic Great Bow (3+) 45 ↘ 40
 - Engine of the Ancients (3+) 35 ↘ 30
 - Lodestone Shield 30 ↗ 40
- Special Items
 - Glory of the Dawn Age 80 ↘ 75
 - Serpent's Nest Charm 35 ↘ 30
 - Vital Essence 65 ↗ 80
 - Koru Stone 75 ↘ 50
 - Te Aupouri Smokestone 25 ↘ 20
- Anurarch
 - Base Cost 450 ↗ 500
 - Anurarch Wardens 60 ↘ 50
- Arcane Masteries
 - Forbidden Mastery 75 ↗ 100
 - Eidetic Mastery 55 ↘ 50
 - Mind-Shifting Mastery 50 ↘ 30
- Caiman Master Base Cost 320 ↘ 300
- Tegu Veteran
 - Shield 10 ↘ 5
 - Paired Weapons 5 ↗ 10
 - Halberd 10 ↗ 15
 - Alpha Carnosaur 470 ↗ 480
- Tegu Warriors: Champion with Enclave Wizard 70 ↘ 30
- Skink Warriors:
 - Additional models 6 ↘ 5
 - Enclave Wizard 70 ↘ 30
- Skink Hunters:
 - Base Cost 170 ↘ 160
 - Champion with Enclave Wizard 80 ↘ 30
- Caiman Warriors:
 - Base Cost 170 ↘ 165
 - Additional models 45 ↗ 50
 - Halberd 4 ↗ 5
 - Champion with Enclave Wizard 80 ↘ 30
- Tegu Guards:
 - Base Cost 290 ↗ 305
 - Additional models 23 ↗ 24
 - Halberd 2 ↗ 4
 - Great Weapon 4 ↗ 8
- Tegu Mystics:
 - Base Cost 190 ↘ 170
 - Additional models 15 ↘ 14
- Raptor Pack:
 - Base Cost 120 ↗ 130
 - Additional models 12 ↗ 13
- Raptor Riders Base cost 280 ↗ 300
- Caiman Elders:
 - Base Cost 275 ↘ 260
 - Additional models 90 ↘ 85
 - Great Weapon 7 ↘ 6
 - Champion with Enclave Wizard 90 ↘ 80
- Thyroscutus Herd:
 - Base Cost 210 ↘ 190
 - Additional models 145 ↗ 155
 - Great Protector 80 ↘ 35
- Rhamphodon Riders:
 - Base Cost 220 ↗ 235
 - Additional models 45 ↗ 50
- Saurian Swarms:
 - Base Cost 110 ↗ 140
 - Additional models 20 ↗ 40
- Skink Guerrillas:
 - Blowpipe free ↗ 2
 - Magnetic Short Bow 2 ↘ free
 - Marking Lure 2/model ↗ 20
- Weapon Beasts:
 - Base Cost 130 ↗ 230
 - Additional models 110 ↗ 115
 - Salamander 5 ↗ 10
- Pteradon Riders:
 - Base Cost 185 ↘ 180
 - Magnetic Short Bow 2 ↘ free
- Stygiosaur Pack:
 - Base Cost 325 ↘ 310
 - Additional models 110 ↗ 140

• Carnosaur

Hunt Leader 20 ↘ 10