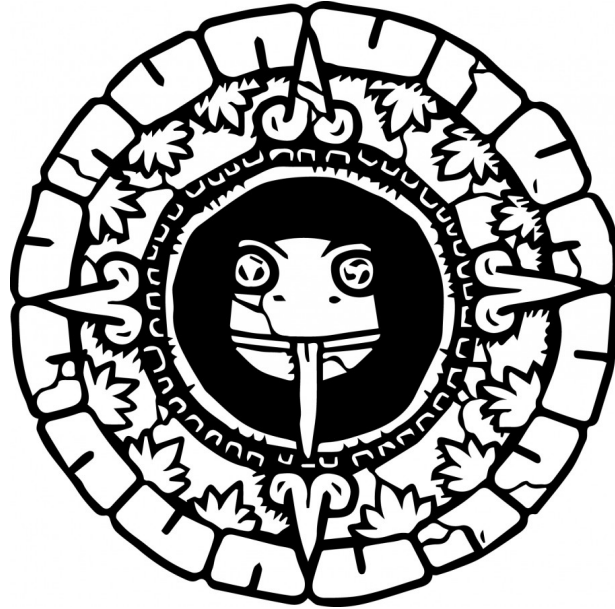


THE IX AGE

FANTASY BATTLES



Saurian Ancients

Army Book (Core Rules)

2nd Edition, version 2022 beta 1 hotfix 1 – January 10, 2022

INTERNAL Pre-release

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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 .

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 **start** 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 Armour of the model that the hit is distributed onto". 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 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 **halved** and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscast, apply the following effects:

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

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

Attack Attributes

Born Predator – Close Combat

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

Armoury

Blowpipe – Shooting Weapon

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

Poisoned Javelin – Shooting Weapon

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

Giant Blowpipes – Artillery Weapon

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

Great Bow – Artillery Weapon

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

Hereditary Spell

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

Special Items

Weapon Enchantments

Glory of the Dawn Age 85 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 40 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 65 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 30 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

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.

Raptor Spirit 70 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.

Sphere of Shielding 65 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 65 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).

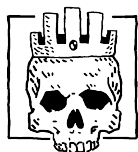
Starfall Shard 60 pts
The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **Hard Target (1)**, and automatically fails all Fortitude Saves.

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

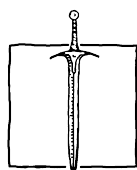
Sun Tablet 45 pts
The bearer always selects its spells from all Learned Spells of its chosen Path and *Spark of Creation* (Hereditary Spell). This overrides the Spell Selection rules for Wizard Apprentices, Adepts, and Essence of a Free Mind. This Artefact cannot be combined with Protean Potentate.

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.

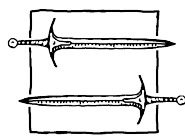
Army Organisation



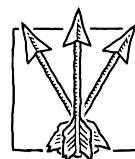
Characters
Max. 40%



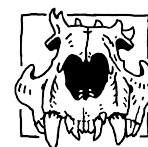
Core
Min. 20%



Special
No limit



Jungle Guerillas
Max. 35%



Thunder Lizards
Max. 35%

Characters (Max. 40%)



Saurian Warlord

260 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



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

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	8	Cold-Blooded			
Defensive	HP	Def	Res	Arm			
	3	6	5	2	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Warlord	5	6	5	2	4	Born Predator	
— Options —				pts-	— Mount Options —		pts-
Special Items				up to 200	Raptor	120	
Shield				5	Carnosaur (TL)	175	
Heavy Armour (on foot only)				15	Alpha Carnosaur (TL)	490	
One choice only:							
Paired Weapons				10			
Spear				10			
Lance				15			
Halberd				20			
Great Weapon				30			



Saurian Veteran

165 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



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

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	8	Cold-Blooded				
Defensive	HP	Def	Res	Arm				
	3	5	5	2	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Saurian Veteran	4	5	5	2	3	Born Predator		
— Options —			pts—		— Mount Options —		pts—	
Battle Standard Bearer				50	Raptor	90		
Special Items				up to 100	Carnosaur (TL)	190		
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 0–4 Units/Army

Height Large
Type Infantry
Base 40×40 mm

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



Cuatl Lord

470 pts

single model

Height Standard
Type Infantry
Base 50×50 mm

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

Model Rules

Palanquin: Universal Rule.

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

Magic Options

pts



Alchemy



Divination



Evocation



Pyromancy

Options

pts

Battle Standard Bearer

100

Special Items

up to 200

Cuatl Lord Disciplines

up to 200

Optional Model Rules: Cuatl Lord Disciplines

Each Discipline is One of a Kind. Disciplines cannot be duplicated within an army.

Grasp of the Immortal

140 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.

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.

Master of Reality

115 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.

Breaker of Spells

60 pts

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

Ancient Knowledge

70 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

Symbiosis

45 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.

Protean Potentate

65 pts

The model gains **Protean Magic** and access to Druidism, and knows **all** the Learned Spells it **now**

Trained from Birth

40 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.

Soulfire Weaver

30 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**.



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 Rhamphodon [JG]	70
Special Items				up to 100	Alpha Pteradon [JG]	75
Shield				5	Taurosaur (TL)	390
Must choose (one choice only):						
Blowpipe (4+)				free		
Bow (3+)				free		
Poisoned Javelin (3+)				free		
One choice only:						
Light Lance				5		
Paired Weapons				5		



Skink Priest

100 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				95	Special Items	up to 100
					Light Armour	5
— Mount Options —			pts-	— Mount Options —		pts-
					Skink Palanquin	70
					Taurosaur (TL)	375



Druidism



Shamanism

Character Mounts



Raptor

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

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



Carnosaur

Height **Large**
Type **Cavalry**
Base **50×100 mm**
0–2 Mounts/Army

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

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



Alpha Carnosaur

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

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

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

—Model Rules—

Apex Predator: Universal Rule.

The model gains **Devastating Charge (+2" Adv)** for Charges against single model units with **Gigantic Height** and/or **Fly**. ~~When Charging a single model unit with Gigantic Height and/or Fly, the model gains +2" to its Charge Range roll.~~



Skink Palanquin

Height Standard
Type Infantry
Base 50×50 mm

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

Skink Palanquin

Harnessed

—Model Rules—

Skink Palanquin: Universal Rule.

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

—Options—

Change base size to 40×40 mm pts
free
Plaque of the Snake God (0–2 Units/Army) 30

—Optional Model Rules—

Plaque of the Snake God: Universal Rule.

The model gains **Cannot be Stomped**. In addition, 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
0–2 Mounts/Army

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

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

—Model Rules—

Release Rocks: Special Attack.

Sweeping Attack. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon and Alpha Pteradon in the unit that has not performed this Sweeping Attack in the battle yet.



Alpha Rhamphodon

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

0–2 Mounts/Army

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

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

—Model Rules—

Prey Scent: Attack Attribute – Close Combat.

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

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



Taurosaur

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

0–1 Mounts/Army

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

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

—Model Rules—

Sharp Horns: Attack Attribute.

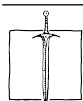
The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

—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

240 pts + 17 pts/extra model

15–35 models



Height Standard
Type Infantry
Base 25×25 mm

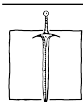
Global	Adv	Mar	Dis	Model Rules								
	4"	8"	8	Cold-Blooded, Scoring								
Defensive	HP	Def	Res	Arm								
	1	3	4	2	Shield							
Offensive	Att	Off	Str	AP	Agi							
Saurian Warrior	2	3	4	1	2	Born Predator						
Options			pts-			Command Group Options			pts-			
Spear			2/model		Champion					10		
Totem Animal (one choice only):					Musician					10		
Jaguar			1/model		Standard Bearer					10		
Piranha			1/model		Banner Enchantment					no limit		
Crocodile			2/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 + 5 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-		
Caiman* (max. 1 for every 10 Skinks)			65/Caiman		Champion [†]					10	
Must choose (one choice only):					Musician [†]					10	
Shield			free		Standard Bearer [†]					10	
Bow (4+) (0–40 Models/Army)			1/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		
	6"	12"	7	Cold-Blooded, Combined Strength , Scoring, Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	AP	Agi	
Caiman	3	3	5	2	2	Born Predator, Halberd

Model Rules

Combined Strength: Universal Rule.

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

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

330 pts + **27** pts/extra model

15-30 models



Height **Standard**
Type **Infantry**
Base **25×25** mm

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

— Model Rules —

Cobalt Club: Close Combat Weapon.

Attacks made with this weapon gain +2 Strength.

— Command Group Options —

Champion
Musician

pts-

10
10

— Command Group Options —

Standard Bearer
Banner Enchantment

pts-

10
no limit



Raptor Riders

230 pts + **36** 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 —

Champion
Musician

pts-

10
10

— Command Group Options —

Standard Bearer
Banner Enchantment

pts-

10
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 —

Must choose (one choice only):

Halberd
Great Weapon

pts-

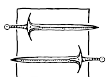
free
5/model

— Command Group Options —

Champion
Musician
Standard Bearer

pts-

10
10
10



Snake Swarms

115 pts + **20** pts/extra model

2-4 models

0-3 Units/Army

Height Standard
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Cold-Blooded, Fearless, Light Troops, Skirmisher, Unstable, Venomous Tide	
Defensive	HP	Def	Res	Arm	
	5	3	2	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Snake Swarm	5	3	2	0	1

—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 of Snake Swarms.

—Options—

Scout

pts—

6/model

Jungle Guerillas (Max. 35%)



Skink Hunters

105 pts + 11 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 —	
Vanguard			20		Champion	10
Must choose (one choice only):						
Shield and Poisoned Javelin (3+)			free			
Blowpipe (4+)			2/model			



Chameleons

135 pts + 15 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
— Command Group Options —					
Champion			10		



Pteradon Sentries

180 pts + 20 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, Release Rocks

—Model Rules—

Release Rocks: Special Attack.

Sweeping Attack. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon and Alpha Pteradon in the unit that has not performed this Sweeping Attack in the battle yet.

—Options—

Shield 4/model

Must choose (one choice only):

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

—Command Group Options—

Champion 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 + 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 Sentries.

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

—Options—

Shield 11/model

—Command Group Options—

Champion 10

—Model Rules—

Prey Scent: Attack Attribute – Close Combat.

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

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



Weapon Beasts

145 pts + 115 pts/extra model

1-2 models

0-3 Units/Army

Height Large
Type Beast
Base 40×40 mm

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

Options ————— pts —

Must choose (one choice only):

Spearback (0-2 Units/Army) free

Salamander (0-2 Units/Army) 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

290 pts

single model

0–3 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Cold-Blooded, Fear, Terror, Towering Presence		
Defensive	HP	Def	Res	Arm		
	5	4	5	4		
Offensive	Att	Off	Str	AP	Agi	
Skink Rider	1	2	3	0	4	
Stygiosaur	4	4	5	2	2	Born Predator, Breath Attack (Toxic Attacks), Harnessed, Poison Attacks, Stomp Attacks (D3)

Options pts-

Mystic Traveller

130

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

240 pts

single model

0–2 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

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

Options pts-

Must choose (one choice only):

Altar of the Snake-God

free

Sun Engine

20

Optional Model Rules

Altar of the Snake-God: Universal Rule.

The model gains an additional model part:

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

Sun Engine: Universal Rule.

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



Taurosaur

470 pts

single model 0-3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

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

—Model Rules—

Sharp Horns: Attack Attribute.

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

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

Character Mounts

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

Core

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

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

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

2022 balance patch beta 1 hotfix 1

- Cuatl Lord 445 ↗ 470
- Breaker of Spells 70 ↘ 60

2022 balance patch beta 1

Non-price changes

- Minor rule clarifications
- Skink Palanquin:
 - Plaque of the Snake God (0-2 per Army)
 - Plaque of the Snake God The model gains Cannot be Stomped
- Jungle Guerillas increased to 35%
- A maximum 3 combined units of Pteradon Sentries and Rhamphodon Riders

Price changes

- Glory of the Dawn Age 90 ↘ 85
- Serrate Scales 45 ↘ 40
- Sphere of Shielding 75 ↘ 65
- Spirit of the Stampede 70 ↘ 65
- Totem of Mixoatl 70 ↘ 65
- Tree Frog Banner 35 ↘ 30
- Cuatl Lord:
 - Base cost 445 ↗ 470
 - Master of Reality 130 ↘ 115
 - Grasp of the Immortal 130 ↗ 140
 - Ancient Knowledge 85 ↘ 70
 - Breaker of Spells 70 ↘ 30
 - Soulfire Weaver 60 ↘ 30
 - Symbiosis 50 ↘ 45
 - Trained from Birth 50 ↘ 40
- Saurian Warlord:
 - Lance 20 ↘ 15
 - Carnosaur 200 ↘ 175
 - Alpha Carnosaur 520 ↘ 490
- Saurian Veteran:
 - Base cost 170 ↘ 165
 - Raptor 100 ↘ 90
 - Carnosaur 210 ↘ 190
- Skink Captain:
 - Alpha Pteradon 80 ↘ 75
 - Alpha Rhamphodon 80 ↘ 70
 - Taurosauro 420 ↘ 390
- Skink Priest:
 - Base cost 115 ↘ 100
 - Wizard Adept 75 ↗ 95
 - Taurosauro 410 ↘ 375
- Saurian Warriors:
 - Base cost 250 ↘ 240
 - Additional models 18 ↘ 17
 - Crocodile 3 ↘ 2
- Skink Braves:
 - Additional models 6 ↘ 5
 - Caiman 70 ↘ 65
 - Bow 2/model ↘ 1/model
- Raptor Riders:
 - Base cost 240 ↘ 230
 - Additional models 38 ↘ 36
- Snake Swarms:
 - Base cost 125 ↘ 115
 - Additional models 35 ↘ 20
 - Scout 7/model ↘ 6/model
- Temple Guard:
 - Base cost 345 ↘ 330

- Additional models 28 ↘ 27
- Chameleons Additional models 16 ↘ 15
- Skink Hunters Base cost 110 ↘ 105
- Rhamphodon Riders:
 - Additional models 60 ↘ 50
 - Shield 12/model ↘ 11/model
- Pteradon Sentries:
 - Additional models 25 ↘ 20

- Shield 5/model ↘ 4/model
- Stygiosaur:
 - Base cost 300 ↗ 290
 - Mystic Traveller 120 ↘ 130
- Taurosaur Base cost 475 ↘ 470
- Thyroscutus:
 - Base cost 255 ↘ 240
 - Sun Engine 270 ↘ 260