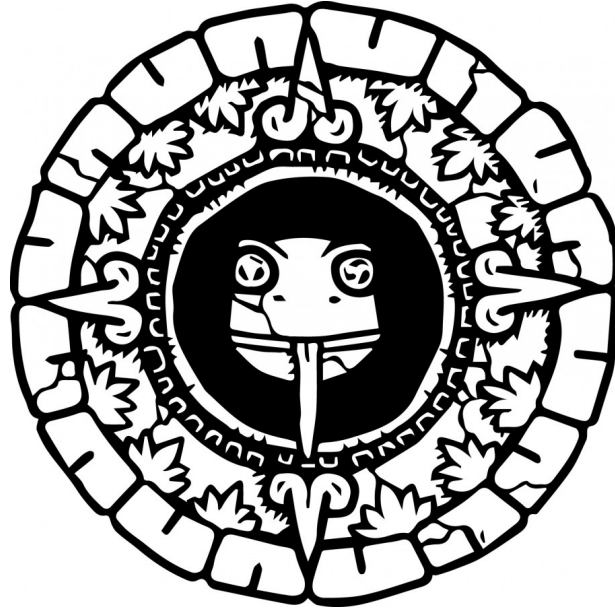


THE IX AGE FANTASY BATTLES



Saurian Ancients

Army Book (Core Rules)

2nd Edition, version 2022 alpha 1 – September 1, 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.

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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

Chameleon

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

Combined Strength (X)

At step 8 of the Pre-Game Sequence (after Spell Selection), each unit with Combined Strength may be merged with a unit from one of the unit entries in brackets (X), forming a single unit called a Compound Unit. No unit can be merged with more than one other unit. In this context, the unit with Combined Strength is referred to as Guest Unit and its models as Guest Models, and the unit it is merged with is referred to as Host Unit and its models as Host Models.

Guest Models lose any Champion upgrade and Banner Enchantment until the end of the game, and, while part of a Compound Unit, they gain **Fight in Extra Rank**.

Guest Models follow the rules for Matching Bases (see Front Rank), with the exception that Infantry Guest Models do not have to be placed as far forwards as possible, while non-Infantry Guest Models must always be placed in the first rank, possibly pushing back other models with Front Rank.

The original units of a Compound Unit are treated separately for the purpose of Victory Points. For all other purposes, each Compound Unit is treated as a single unit. Host and Guest Models in the same unit do not share a common Health Pool even though they all are R&F models of the same unit. Instead, each group has their own Health Pool (lost Health Points are never passed between the Health Pools, and any excess Health Point losses are ignored). Guest Models are not forced to choose the same Close Combat Weapons in close combat as the Host Models in their Compound Unit.

Distributing Hits: For the purpose of distributing hits onto a Compound Unit, Guest Models are considered as Characters with a different Type/Height combination that all share the same Health Pool.

Allocating Attacks: Swirling Melee cannot be used against Compound Units. Otherwise, Close Combat Attacks can be allocated as normal towards different Health Pools in base contact. Alternatively, R&F models that could allocate Close Combat Attacks towards any model in the Compound 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 Host Models.
- The Health Pool of the Guest Models; these Close Combat Attacks suffer -1 to hit unless one or more Guest Models are in base contact with the attacker.

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.
- R&F models with Scoring and R&F models in Compound Units gain Commanding Presence with the following rules and restrictions: its range is **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 with the following additional rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model selects 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.
- If applicable, the model's base size is changed to the base size stated in brackets (X).

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

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 against models in 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 (7+) {10+}	24"	Universal	One Turn	The target gains +2 Discipline and suffers -1 to hit {and -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.

Carved Wisdom

90 pts

0–3 per Army.

The model gains **Channel (1)**. In addition, 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.

Monolith of Vitalism

75 pts

One of a Kind.

The model becomes the Battle Standard Bearer.

Venomous Fortress

65 pts

0-1 Models per Army. Thyroscutus Herd only.

The model's base size is changed to 60×100 mm, it gains 6 additional Skink Riders, and 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 **Poison Attacks** and **Hatred**.

Suncatcher Crystal

50 pts

0–3 per Army.

Shooting Weapon. The weapon can be used in two different ways. Choose which version to use immediately before rolling to hit. All models in the unit **must** choose the same version.

- Dispersed Beam (2+): Range 18", Shots D3+1, Str 4, AP 1, **Accurate, March and Shoot, Reload!**
- Focused Beam (2+): Range 12", Shots 1, Str 8, AP 5, **Accurate, March and Shoot, Reload!**

Magnetic Great Bow (3+)

45 pts

0–3 per 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!**

Engine of the Ancients (3+)

35 pts

0–1 per 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.

Lodestone Shield

30 pts

0–1 per Army.

Friendly units within 8" of the model gain **Aegis (5+, against Shooting Attacks)**.

Special Items

Weapon Enchantments

Glory of the Dawn Age 80 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 gain **Multiple Wounds (2)**, 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 35 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 65 pts
Enchantment: Shield.
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)**. In addition, attacks that are Flaming Attacks against the bearer's model lose this Attack Attribute.

Banner Enchantments

Koru Stone 75 pts
Cannot be taken by units that count towards Core.
The bearer's unit gains **Rally Around the Flag** whose range is **set** to 8".

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 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 Miscast.
- 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 Melee 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.

Te Aupouri Smokestone 25 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.

The Heart of Atua 25 pts

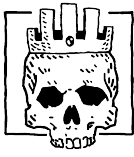
If the bearer is part of a Compound Unit, the range of the unit's Commanding Presence is **always** set to 12".

Infiltrator's Dart 10 pts

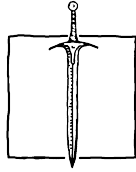
Skink Veterans only.

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.

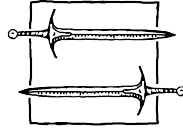
Army Organisation



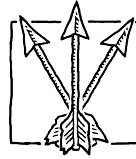
Characters
Max. 35%



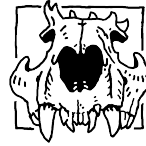
Core
Min. 25%



Special
No limit



**Guerilla
Warriors**
Max. 30%



Magna Sauria
Max. 35%

Characters (Max. 35%)



Anurarch Archmage

450 pts

single model

0–1 Units/Army

Height Standard

Type Infantry

Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Channel (1), 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 Elder Caimans 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

75 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 immediately suffers a hit with Strength 5 and Armour Penetration 10.

Eidetic Mastery

55 pts

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

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.

Magic Options

pts



Alchemy



Divination



Druidism



Evocation

Options

pts

Special Items

up to 200

Arcane Masteries

up to 100

Mount Options

pts

Anurarch Wardens

60

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.

Mind-Shifting Mastery

50 pts

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 the corresponding Attribute Spell, if available, as usual.

Conjuration Mastery

25 pts

The model ignores Magic Resistance unless casting a Focused spell.



Caiman Master

320 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, Solitary		
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

Art of War: Universal Rule.

While using a mundane weapon, the model is subject to the following rules corresponding to its weapon:

- **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.

Options

Special Items

pts
up to 100



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		
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Tegu Veteran	5	5	5	2	3	

Options

Special Items

Shield

One choice only:

Paired Weapons

Spear

Halberd

Light Lance

Great Weapon

pts
up to 200

10

5

5

10

10

10

20

Mount Options

Saurian Raptor

Alpha Carnosaur (MS)

pts

70

470



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	
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	4

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, 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"	C			
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 Units/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 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	Fear, Fearless, Fly (8", 16"), High Altitude , Light Troops, Solitary		
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.



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 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	
Taurosaur	4	3	6	3	2	Harnessed, Impact Hits (3D3)

—Options— pts—

The Taurosaur model part may take a single

Howdah Device no limit



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.

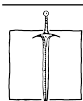
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	AP	Agi	
Alpha Carnosaur	5	4	7	4	3	Apex Predator , Battle Focus, Harnessed, Multiple Wounds (2), Predator Senses

—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

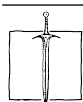
15-35 models



0-5 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	7	Communal Bond, Scoring				
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-		— Command Group Options —		pts-	
Spear				3/model	Champion	10		
— Enclave Wizard —					Enclave Wizard (50×50 mm)	70		
Must select 1 spell from:					Standard Bearer	10		
• <i>Awaken the Beast</i> (Shamanism)					Banner Enchantment	no limit		



Skink Warriors

140 pts + 6 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"	6	Communal Bond, Scoring				
Defensive	HP	Def	Res	Arm				
	1	2	2	1	Fortitude (6+), Shield			
Offensive	Att	Off	Str	AP	Agi			
Skink Warrior	1	2	3	0	3			
— Options —			pts-		— Command Group Options —		pts-	
Spear				1/model	Champion	10		
— Enclave Wizard —					Enclave Wizard (40×40 mm)	70		
Must select 1 spell from:					Standard Bearer	10		
• <i>Healing Waters</i> (Druidism)					Banner Enchantment	no limit		



Skink Hunters

170 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"	6	Communal Bond, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	2	2	1	Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)
— Enclave Wizard —			— Command Group Options —			pts-
Must select 1 spell from:			Champion with Enclave Wizard			80
• <i>Healing Waters</i> (Druidism)						



Caiman Warriors

165 pts + 45 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		
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 —			pts-			— Enclave Wizard —
Halberd			4/model			Must select 1 spell from:
Combined Strength (Skink Warriors)			10/model			• <i>Awaken the Beast</i> (Shamanism)
(0–4 Models/Unit)						— Command Group Options —
			Champion with Enclave Wizard			80
			Standard Bearer			10
			Banner Enchantment			no limit

Special (No limit)



Tegu Guards

290 pts + 23 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	
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

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 2/model
Great Weapon 4/model

Command Group Options

Champion 10
Standard Bearer 10
Banner Enchantment no limit



Tegu Mystics

190 pts + 15 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, 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

Model Rules

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

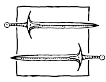
Enclave Wizard

Must select 2 spells from:

- *Awaken the Beast* (Shamanism)
- *Break the Spirit* (Shamanism)
- *Enlightenment* (Hereditary Spell)
- *Entwining Roots* (Druidism)

Command Group Options

Champion with Enclave Wizard 120



Raptor Pack

120 pts + 12 pts/extra model

5–15 models

0–2 Units/Army

Height Standard
Type Beast
Base 25×50 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

280 pts + 32 pts/extra model

8–15 models

0–2 Units/Army

Height Standard
Type Cavalry
Base 25×50 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

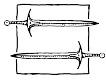
10

Standard Bearer

10

Banner Enchantment

no limit



Caiman Elders

275 pts + 90 pts/extra model

3-6 models



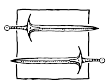
0-2 Units/Army

Height Large

Type Infantry

Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules				
	6"	12"	7	Communal Bond, Scoring				
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			Enclave Wizard		
Great Weapon			7/model		Must select 2 spells from:			
Halberd			2/model		<ul style="list-style-type: none"> • <i>Enlightenment</i> (Hereditary Spell) • <i>Savage Fury</i> (Shamanism) • <i>Summer Growth</i> (Druidism) 			
Combined Strength (Tegu Warriors, Tegu Guards)	(0-3 Models/Unit)		free		Command Group Options			
					Champion with Enclave Wizard		90	
					Standard Bearer		10	
					Banner Enchantment		no limit	



Thyroscutus Herd

210 pts + 145 pts/extra model

1-3 models

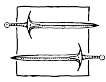
0-4 Models/Army

Height Large

Type Cavalry

Base 50x100 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	6	Communal Bond				
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		
Options			pts			Optional Model Rules		
Combined Strength (Tegu Warriors, Tegu Guards)	and Great Protector (0-1 Models/Unit)		80/model		Great Protector: Universal Rule.			
Thyroscutus model parts may take a	Howdah Device		no limit		The model's unit gains Cannot be Stomped , and R&F models in the unit gain Parry .			



Rhamphodon Riders

220 pts + 45 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	Model Rules	
	2	2	3	2	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

110 pts + 20 pts/extra model

2-4 models

0-3 Units/Army

Height Standard

Type Infantry

Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Combined Strength (Skink Warriors, Skink Hunters), Communal Bond, Light Troops, Venomous Tide		
Defensive	HP	Def	Res	Arm	Model Rules	
	5	2	1	0	Fortitude (6+)	
Offensive	Att	Off	Str	AP	Agi	
Saurian Swarm	5	2	1	1	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).

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, 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

Must choose (one choice only):

- Blowpipe (4+) free
- Magnetic Short Bow (3+) 2/model
- Marking Lure (0-2 Units/Army) 2/model
- Chameleon (0-2 Units/Army) 3/model

Command Group Options

Champion

pts -

pts -



Weapon Beasts

130 pts + 110 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	Communal Bond, Light Troops	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	AP	Agi
Weapon Beast	3	3	4	1	3

Options

Must choose (one choice only):

- Spearback** (0-4 Models/Army) free
- Salamander** (0-3 Models/Army) 5/model
- Combined Strength (Skink Warriors, Skink Hunters) free

Optional Model Rules

Salamander - Spout Flames: Special Attack.

The model gains Breath Attack (Str 3, 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.

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. The model **must** declare Stand and Shoot as a Charge Reaction if possible, but it does not suffer the -1 to-hit modifier for it.



Pteradon Riders

185 pts + 30 pts/extra model

3-5 models

0-2 Units/Army

Height Large

Type Cavalry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	6	Communal Bond, Feigned Flight, Fly (8", 16"), Light Troops, Skirmisher, Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm	Model Rules	
	2	2	3	2	Hard Target (1), Shield	
Offensive	Att	Off	Str	AP	Agi	Model Rules
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 in the unit.

Options

Must choose (one choice only):

- Poisoned Javelin (4+) free
- Magnetic Short Bow (3+) 2/model
- Marking Bolas (4+) 2/model

Enclave Wizard

Must select 2 spells from:

- *Chilling Howl* (Shamanism)
- *Enlightenment* (Hereditary Spell)
- *Master of Earth* (Druidism)
- *Spirits of the Wood* (Druidism)

Command Group Options

Champion with Enclave Wizard 120

Optional Model Rules

Marking Bolas: Shooting Weapon.

Range 12", Shots 1, Str 4, AP 1, Quick to Fire, Marking Lure.

Magna Sauria (Max. 35%)



Stygiosaur Pack

325 pts + 110 pts/extra model

2-4 models



0-3 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)	
— Command Group Options —			pts-	— Command Group Options —			pts-
Champion			10	Banner Enchantment			no limit
Standard Bearer			10				



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	3	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 —			pts-	— Optional Model Rules —		
Combined Strength (Raptor Riders, Raptor Pack) and Hunt Leader			10	Hunt Leader: Universal Rule.		
Must choose (one choice only):				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 .		
Light Lance			free			
Halberd			20			



Taurosaur

425 pts

single model

0–3 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, 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 4D3. 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	6				Channel (1), 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, Solitary
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
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
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	4

Character Mounts

Anurarch Wardens	Adv	6"	Mar	12"	Dis	C				
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				Fear, Fearless, Fly (8", 16"), High Altitude, Light Troops, Solitary
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	4	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
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	6				 Communal Bond, Scoring
Standard, Infantry	HP	1	Def	2	Res	2	Arm	1		Fortitude (6+), Shield
Skink Warrior	Att	1	Off	2	Str	3	AP	0	Agi	3
Skink Hunters	Adv	6"	Mar	12"	Dis	6				Communal Bond, Light Troops
Standard, Infantry	HP	1	Def	2	Res	2	Arm	1		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
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
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										
Tegu Mystics	Adv	4"	Mar	8"	Dis	7														Communal Bond, Light Troops, 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	7														Communal Bond, Scoring
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
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
Rhaphodon 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												Hard Target (1), Shield
Skink Rider	Att	1	Off	2	Str	3	AP	0	Agi	3										Light Lance
Rhaphodon	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	6														Combined Strength (Skink Warriors, Skink Hunters), Communal Bond, Light Troops, Venomous Tide
Standard, Infantry	HP	5	Def	2	Res	1	Arm	0												Fortitude (6+)
Saurian Swarm	Att	5	Off	2	Str	1	AP	1	Agi	3										Poison Attacks

Guerilla Warriors

Skink Guerrillas	Adv	6"	Mar	12"	Dis	6														Communal Bond, Light Troops, Skirmisher, 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	4	AP	1	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												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	3	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

Tauroosaur	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
Tauroosaur	Att	4	Off	3	Str	6	AP	3	Agi 2
Titanopod	Adv	4"	Mar	14"	Dis	6			Communal Bond, 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

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 (1×5) Lodestone March and Shoot [Multiple Wounds (D3)] Reload!
Engine of the Ancients (3+)	-	12"	6	3	1	Area Attack (1×5) Lodestone March and Shoot Reload!
Suncatcher Crystal:						
Dispersed Beam (2+)	-	18"	4	1	D3+1	Accurate March and Shoot Reload!
Focused Beam (2+)	-	12"	8	5	1	Accurate March and Shoot Reload!
Alchemical Arrows	-	18"	5	1	4	magicalattacks
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	4+	Weapon Beasts (Spearback)