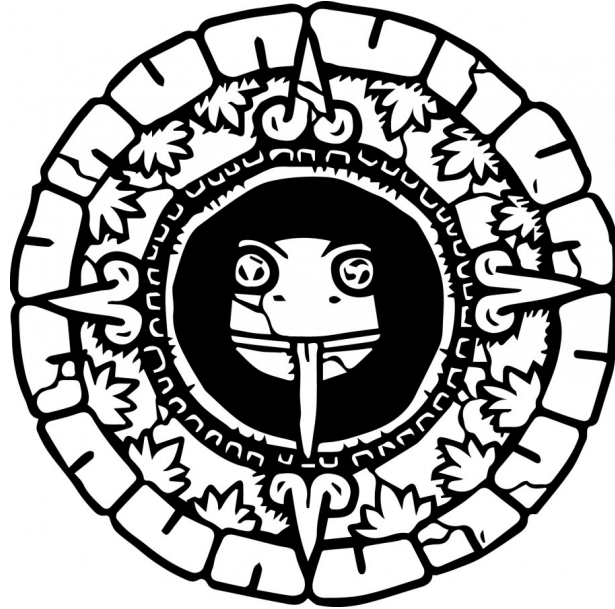


THE IX AGE

FANTASY BATTLES



Saurian Ancients

Army Book (Core Rules)

2nd Edition, version 2023 alpha 1 – March 09, 2023

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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.**

Communal Bond

When the model's unit takes a Discipline Test, the owner may choose to apply the following rules:

1. Choose a single model in the unit to take the test for the whole unit as usual.
2. Determine the model with the highest Discipline value in any other friendly non-Fleeing unit within 8" of the unit.
3. **Set** the Discipline value of the model chosen in step 1 to the value determined in step 2.

Enclave Wizard (X)

The Champion is a Wizard 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 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.

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, 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.

Venomous Fortress 75 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). In addition, model parts without Harnessed in the bearer's unit gain **Hatred** and **Poison Attacks**.

Suncatcher Crystal

35 pts

0–3 Models/Army.

The model gains **Grind Attacks (2D3)** that are **always resolved with Strength 4 and Armour Penetration 1**. In addition, when calculating **Combat Score**, a side with one or more Suncatcher Crystals adds +1 to its **Combat Score**.

Monolith of Vitalism 65 pts

One of a Kind.

The model becomes the Battle Standard Bearer.

Magnetic Great Bow (3+) 60 pts

0–3 Models/Army.

Shooting Weapon. Range 18", Shots 2, Str 34 [5], AP 1 [3], **Area Attack (1×5)**, ~~**Multiple Wounds (D3)**~~, **Lodestone, March and Shoot, Reload!**

Engine of the Ancients (3+) 45 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.

Lodestone Shield 45 pts

0–1 Models/Army.

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

Carved Wisdom 40 pts

0–3 Models/Army.

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.

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. 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 40 pts
Enchantment: Magnetic Short Bow.
This weapon has Shots 4, Str ~~54~~, AP 1. If the weapon inflicts one or more hits, ~~the Strength of all simultaneously made Shooting Attacks by the bearer's unit with Magnetic Short Bows is set to 4. 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**.

Armour Enchantments

Vital Essence 80 pts
Enchantment: Light Armour.
The bearer gains Fortitude (4+) and +1 Health Point.

Starfall Scales 55 pts
Enchantment: Suit of Armour.
The wearer's model gains **Hard Target (1)** and **Immune (Flaming Attacks)**.

Banner Enchantments

Koru Stone 60 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")~~. If the model is removed as a casualty, the opponent gains an additional 200 VP.

Obelisk of Collaboration 25 pts
The bearer's unit gains **Pack Hunter**.

Artefacts

Ancient Plaque 90 pts
Dominant.
Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll. This ability cannot be used if the spell was Miscast nor for Casting Attempts with only one Magic Dice.

~~**Veilcatcher Astrolabe** 80 pts
Dominant.~~

Carved Tablet 60 pts
Cannot be taken by Wizards.
During Spell Selection, the model **must** choose one of the spells from Carved Wisdom (see Howdah Devices) that no model with Carved Wisdom chooses. The model can cast the chosen spell as a Bound Spell with Power Level (4/8).

Celestial Astrolabe 55 pts
Dominant. Cannot be taken if the Army List contains one or more Anurarch Archmages.
The Casting Values of all spells cast by friendly models is reduced by 1.

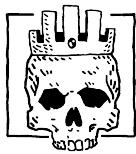
Stampede Resonator Crystal 50 pts
One use only. May be activated at the start of any Charge Phase. Choose one friendly Large Cavalry unit or Gigantic model within ~~12"18"~~ of the bearer's model and apply the following effects (all of them or none) until the end of the Melee Phase:

- 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.

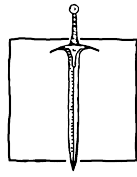
Infiltrator's Dart 15 pts
Skink Veterans only.
Right before the battle (during step 7 of the Deployment Phase Sequence), you **must** mark a single unit from your opponent's Army List with Prey Scent, ~~even if the bearer is Ambushing~~.

Te Aupouri Smokestone 15 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 ~~gain Minimised (Charge Range, Pursuit Distance, Overrun Distance) are subject to Minimised Roll.~~

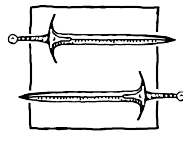
Army Organisation



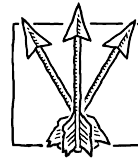
Characters
Max. 35%



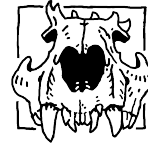
Core
Min. 25%



Special
No limit



Guerilla Warriors
Max. 30%



Magna Sauria
Max. 35%

Characters (Max. 35%)



Anurarch Archmage

430 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, Minimised (Discipline Tests), Swift Reform, 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, the model gains Attached, Exclusive (Caiman Elders, Tegu Guards, Tegu Warriors), Stand Behind, and Strider.

Magic Options



Alchemy



Divination



Druidism



Evocation

Options

Special Items

Must choose a single Arcane Mastery

pts-

up to 200

no limit

Mount Options

Anurarch Wardens

pts-

65

Optional Model Rules: Arcane Masteries

Eternal Mastery

135 pts

The model gains a +1 Casting Modifier.

Veil Mastery

110 pts

The model gains Channel (1). In addition, the owner gains 1 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.

Eidetic Mastery

80 pts

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

Forbidden Mastery

80 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. In each Magic Phase, when the model successfully casts a spell from Pyromancy for the first time, the model's unit gains Maximised (Discipline Tests) until the start of the next friendly Magic Phase. 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.

Mind-Shifting Mastery 70 pts

After successfully casting a Learned Spell that has an Attribute Spell, the model may cast the Attribute Spell of Alchemy, Divination, **Druidism**, **Evocation**, or Witchcraft **in addition to or** instead of casting the Learned Spell's Attribute Spell. **If both Attribute Spells are cast, the owner can choose their order.**

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.



Caiman Master

310 pts

single model

0-2 Units/Army

Height Large
Type Infantry
Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Art of War , Communal Bond, Exclusive (Caiman Elders), Minimised (Discipline Tests) , Strider (Water Terrain), Swift Reform		
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

165 pts

single model

0-4 Units/Army

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, Minimised (Discipline Tests) , Strider (Water Terrain), Swift Reform	

Defensive	HP	Def	Res	Arm	
	3	5	5	2	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Tegu Veteran	4	5	5	2	3	Lodestone

Options		pts	Mount Options		pts
Special Items		up to 200	Saurian Raptor		75
Shield		10	Alpha Carnosaur (MS)		495
One choice only:					
Light Lance		5			
Spear		5			
Halberd		10			
Paired Weapons		10			
Great Weapon		15			



Skink Veteran

80 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, Light Troops , Minimised (Discipline Tests) , Strider (Water Terrain) , Swift Reform

Defensive	HP	Def	Res	Arm	Model Rules
	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	*The model loses Light Troops.	
Blowpipe (3+)	5		
Magnetic Short Bow (2+)	5		
One choice only:		Optional Model Rules	
Halberd	5	Master Strategist: Universal Rule.	
Light Lance	5	While joined to a unit consisting entirely of Skink Warriors, Skink Hunters, Skink Guerillas, and/or Skink Veterans, the unit gains Vanguard and Feigned Flight .	
Paired Weapons	5		
One choice only:			
Chameleon and Hard Target (1)			
(0–2 Units/Army) (on foot only)	15		
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 2 hits** with Strength 4 and Armour Penetration **10** 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"), 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



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.

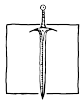
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Alpha Carnosaur	5	4	7	4	3	Apex Predator , Battle Focus, Harnessed, Multiple Wounds (2), Predator Senses

— 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, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform		
Defensive	HP	Def	Res	Arm		
	1	2	4	2	Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Warrior	2	2	4	1	2	Lodestone

— Options — pts —

Spear 2/model
Caiman Mentors (Caiman Elders)
(0–2 Models/Unit)* 95/model
Halberd† 5/model
Great Weapon† 10/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.

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

— Enclave Wizard —

Must select 1 spell from:
• *Awaken the Beast* (Shamanism)

— Command Group Options — pts —

Champion 10
Enclave Wizard (50×50 mm) 30
Standard Bearer 10
Banner Enchantment no limit



Skink Warriors

145 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, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform	
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 —

Spear 1/model
Caiman Mentors (Caiman Warriors)
(0–4 Models/Unit)* 50/model
Halberd 5/model

*The models count towards the maximum number of Caiman Warriors allowed from Core.

— Enclave Wizard —

Must select 1 spell from:
• *Entwining Roots* (Druidism)

— Command Group Options — pts —

Champion 10
Enclave Wizard (40×40 mm) 30
Standard Bearer 10
Banner Enchantment no limit



Skink Hunters

170 pts + 7 pts/extra model

12-20 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, Minimised (Discipline Tests) , 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

230 pts + 55 pts/extra model

4-9 models

0-9 Models/Army

Height Large

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Communal Bond, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform		
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 —

Must choose (one choice only):

- Halberd 4/model
- Tooth and Claw** free

— Command Group Options —

Champion with Enclave Wizard

Standard Bearer

Banner Enchantment

pts-

30

10

no limit

— Enclave Wizard —

Must select 1 spell from:

- *Awaken the Beast* (Shamanism)

Special (No limit)



Tegu Guards

330 pts + **25** 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 (2), Minimised (Discipline Tests) , Scoring, Swift Reform		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Containment Field , Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Guard	2	3	4	1	2	Guardian Patu , Lodestone

— Model Rules —

Guardian Patu: Close Combat Weapon.

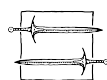
Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **always** strike at Initiative Step 0.

— Command Group Options —

Champion 10
Standard Bearer 10

— Command Group Options —

Banner Enchantment no limit



Tegu Mystics

180 pts + **13** 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	Cantrips , Communal Bond, Light Troops, Minimised (Discipline Tests) , Skirmisher , Strider (Water Terrain), Swift-stride		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Distracting , Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Tegu Mystic	2	4	4	1	2	Battle Focus , Magical Attacks, Vitalist Combat , Weapon Master

— Model Rules —

Cantrips: Universal Rule.

Once per Player Turn, at the start of 1) the Shooting Phase or 2) the Melee Phase, you may discard a Veil Token from your Veil Token pool. If so, models with Cantrips in the unit gain the corresponding effect:

1. Shooting Phase: Throwing Weapons (5+).
2. Melee Phase: Paired Weapons.

The effects last until the end of the next Charge Phase.

— Enclave Wizard —

Must select 2 spells from:

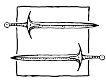
- *Awaken the Beast* (Shamanism)
- *Ancestral Aid* (Evocation)
- *Break the Spirit* (Shamanism)
- *Enlightenment* (Hereditary Spell)
- *Fountain of Youth* (Druidism)
- *Know Thine Enemy* (Divination)
- *Silver Spike* (Alchemy)

— Command Group Options —

Champion with Enclave Wizard

pts-

90



Raptor Pack

130 pts + 15 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, Minimised (Discipline Tests) , Pack Hunter, Strider (Forest), Swift Reform	

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 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	7	Communal Bond, Minimised (Discipline Tests) , Pack Hunter, Scoring, Swift Reform	

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

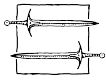
10

Standard Bearer

10

Banner Enchantment

no limit



Caiman Elders

260 pts + 83 pts/extra model

3-6 models



0-2 Units/Army

Height Large

Type Infantry

Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Communal Bond, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform	

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	7/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)
- [Fountain of Youth](#) (Druidism)



Thyroscutus Herd

180 pts + 130 pts/extra model

1-3 models

0-4 Models/Army

Height Large

Type Cavalry

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Communal Bond, Fearless , Herd Mentality , Minimised (Discipline Tests) , Swift Reform	

Defensive	HP	Def	Res	Arm	
	4	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 . R&F models in units containing two or more models with Herd Mentality gain Fearless and Stubborn .	Great Protector: Universal Rule . The model gains War Platform and Exclusive (Tegu Guard, Tegu Warriors) . The model's unit gains Cannot be Stomped , and the model and R&F models in the model's 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

245 pts + 50 pts/extra model

3–5 models

0–2 Units/Army*

Height Large
Type Cavalry
Base 40×40 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, Minimised (Discipline Tests) , Vanguard		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm	Model Rules	
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield	
Offensive	Att	Off	Str	AP	Agi	Model Rules
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.

While Engaged with one or more enemy units marked with Prey Scent, the model part gains +2 Attack Value and Stubborn. In addition, the model's Discipline Tests are **never** subject to Minimised Roll.

— Command Group Options —

Champion

pts –

10



Saurian Swarms

140 pts + 50 pts/extra model

3–6 models

0–3 Units/Army

Height Standard
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Communal Bond, Light Troops, Minimised (Discipline Tests) , Skirmisher, Strider (Water Terrain), Unstable, Venomous Tide , Fearless		
Defensive	HP	Def	Res	Arm	Model Rules	
	5	2	2	0	Fortitude (6+), Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Saurian Swarm	4	2	2	1	3	Extra Support (3), Poison Attacks, Predator Senses

— 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.

— Options —

Scout

pts –

10/model

Guerilla Warriors (Max. 30%)



Skink Guerrillas

165 pts + 12 pts/extra model

8-15 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, Minimised (Discipline Tests) , 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		
Must choose (one choice only):			
Vanguard	free		
Chameleon (0-2 Units/Army)	3/model		
Marking Lure (0-2 Units/Army)	20		



Weapon Beasts

235 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, Minimised (Discipline Tests)	

Defensive	HP	Def	Res	Arm	
	3	3	4	3	

Offensive	Att	Off	Str	AP	Agi
Weapon Beast	3	3	5	2	3

Options	pts-
Must choose (one choice only):	
Spearback (0-4 Models/Army)	free
Salamander and Aegis (5+, against Flaming Attacks) (0-2 Models/Unit, 0-3 Models/Army)	30/model

Optional Model Rules

Salamander - Spout Flames: Special Attack.

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, Str 5, AP 2, Quick to Fire.

Spearback: Universal Rule.

The model gains **Predator Senses** and **Shoot Spikes**.



Pteradon Riders

200 pts + 40 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, Minimised (Discipline Tests) , 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~~ 2 hits with Strength 4 and Armour Penetration 10 for each model with Aerial Assault in the unit.

Options

Must choose (one choice only):

Magnetic Short Bow (3+)	free
Poisoned Javelin (4+)	free
Marking Lure	20
Special Ambush (Within 2" of a friendly Titanopod) (0-1 Units/Army)	20

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
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Magna Sauria (Max. 35%)



Stygiosaur Pack

320 pts + **155** 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, Minimised (Discipline Tests) , Pack Hunter, Scoring, Swift Reform		
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	Stomp Attacks (D3), Harnessed, Poison Attacks, Predator Senses

— 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

380 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, Minimised (Discipline Tests)		
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-

20
free
10

— 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

435 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, Minimised (Discipline Tests)	
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

520 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, Minimised (Discipline Tests) , Strider, 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

Stomp Attacks (5D3), Harnessed, **Path of Destruction**

—Model Rules—

Path of Destruction: Special Attack.
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.

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.

—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 , Minimised (Discipline Tests) , Swift Reform , 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 (Caiman Elders), Minimised (Discipline Tests) , Strider (Water Terrain), Swift Reform
Large, Infantry	HP	4	Def	5	Res	5	Arm	3			Light Armour
Caiman Master	Att	5	Off	5	Str	5	AP	2	Agi	2	Weapon Master, Great Weapon, Halberd, Tooth and Claw
Tegu Veteran	Adv	4"	Mar	8"	Dis	8					Communal Bond, Minimised (Discipline Tests) , Strider (Water Terrain), Swift Reform
Standard, Infantry	HP	3	Def	5	Res	5	Arm	2			Light Armour
Tegu Veteran	Att	4	Off	5	Str	5	AP	2	Agi	3	Lodestone
Skink Veteran	Adv	6"	Mar	12"	Dis	7					Communal Bond, Light Troops , Minimised (Discipline Tests) , Strider (Water Terrain), Swift Reform
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	Halberd
Palanquin	Att	-	Off	-	Str	-	AP		Agi	-	Harnessed
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	Harnessed
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	Harnessed
Pouakai Sky Tyrant	Adv	2"	Mar	4"	Dis	C					Exclusive, Fear, Fearless, Fly (8", 16"), 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	Harnessed, Predator Senses
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	Harnessed, Impact Hits (3D3)
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	Apex Predator , Battle Focus, Harnessed, Multiple Wounds (2), Predator Senses

Core

Tegu Warriors	Adv	4"	Mar	8"	Dis	7					W Communal Bond, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform
Standard, Infantry	HP	1	Def	2	Res	4	Arm	2			Shield
Tegu Warrior	Att	2	Off	2	Str	4	AP	1	Agi	2	Lodestone
Skink Warriors	Adv	6"	Mar	12"	Dis	5					W Communal Bond, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform
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, Minimised (Discipline Tests) , 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	Poisoned Javelin (4+)

Caiman Warriors	Adv	6"	Mar	12"	Dis	7										Communal Bond, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform
Large, Infantry	HP	3	Def	3	Res	4	Arm	3								
Caiman Warrior	Att	3	Off	3	Str	4	AP	1	Agi	1						Tooth and Claw

Special

Tegu Guards	Adv	4"	Mar	8"	Dis	8										Bodyguard (Anurarch Archmage), Communal Bond, Fearless, Magic Resistance (2), Minimised (Discipline Tests) , Scoring, Swift Reform
Standard, Infantry	HP	1	Def	4	Res	4	Arm	2								Containment Field , Light Armour, Shield
Tegu Guard	Att	2	Off	3	Str	4	AP	1	Agi	2						Guardian Patu , Lodestone

Tegu Mystics	Adv	4"	Mar	8"	Dis	7										Cantrips , Communal Bond, Light Troops, Minimised (Discipline Tests) , Skirmisher , Strider (Water Terrain), Swiftstride
Standard, Infantry	HP	1	Def	3	Res	4	Arm	2								Distracting , Hard Target (1)
Tegu Mystic	Att	2	Off	4	Str	4	AP	1	Agi	2						Battle Focus , Magical Attacks, Vitalist Combat , Weapon Master

Raptor Pack	Adv	7"	Mar	14"	Dis	6										Communal Bond, Minimised (Discipline Tests) , Pack Hunter, Strider (Forest), Swift Reform
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, Minimised (Discipline Tests) , Pack Hunter, Scoring, Swift Reform
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, Minimised (Discipline Tests) , Scoring, Strider (Water Terrain), Swift Reform
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, Fearless , Herd Mentality , Minimised (Discipline Tests) , Swift Reform
Large, Cavalry	HP	4	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, Minimised (Discipline Tests) , 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
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	5										Communal Bond, Light Troops, Minimised (Discipline Tests) , Skirmisher , Strider (Water Terrain), Unstable, Venomous Tide , Fearless
Standard, Beast	HP	5	Def	2	Res	2	Arm	0								Fortitude (6+), Hard Target (1)
Saurian Swarm	Att	4	Off	2	Str	2	AP	1	Agi	3						Extra Support (3), Poison Attacks, Predator Senses

Guerilla Warriors

Skink Guerrillas	Adv	6"	Mar	12"	Dis	6										Communal Bond, Light Troops, Minimised (Discipline Tests) , 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, Minimised (Discipline Tests)
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, Minimised (Discipline Tests) , 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, Minimised (Discipline Tests) , Pack Hunter, Scoring, Swift Reform	
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	Stomp Attacks (D3), Harnessed, Poison Attacks, Predator Senses
Carnosaur	Adv	7"	Mar	14"	Dis	7				Communal Bond, Fearless, Frenzy, Minimised (Discipline Tests)	
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, Minimised (Discipline Tests)	
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	Harnessed, Impact Hits (3D3)
Titanopod	Adv	4"	Mar	14"	Dis	6				Communal Bond, Deafening Clamour, Minimised (Discipline Tests) , Strider, 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	Stomp Attacks (5D3), 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	-	18"	3[5]	1[3]	2	Area Attack (1×5) Lodestone March and Shoot [Multiple Wounds (D3)] Reload!
Engine of the Ancients	-	12"	6	3	1	Area Attack (1×5) Lodestone March and Shoot Reload!
Alchemical Arrows	-	18"	4	1	4	Magical Attacks
Shoot Spikes	-	18"	5	2	3	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
Poisoned Javelin	2+	Skink Veteran
	4+	Skink Hunters, Pteradon Riders
Shoot Spikes	3+	Weapon Beasts (Spearback)

Changelog

2023 Alpha 1

- Communal Bond: Slight rework to move minimised discipline and swift reform to unit entries.
- Howdah Devices
 - Suncatcher Crystal: Removed Fortitude buff
 - Magnetic Great Bow (3+): Increased strength but removed multiple wounds
- Special Items:
 - Alchemical Arrows: Reduced strength and gives unit S4 with magnetic short bows
 - ~~Veileatcher Astrolabe~~: Removed item
 - Ancient Plaque: Reworked
 - Stampede Resonator Crystal: Range increased to 18"
 - Carved Tablet: New item
 - Celestial Astrolabe: New item
 - Koru Stone: Now gives up 200VP when model is removed
 - Te Aupouri Smokestone: Reworded to streamline
- Anurarch:Lost Channel (2) and Grasp of the Immortal. Must choose a single arcane mastery.
 - ~~Abjuration Mastery~~: Removed
 - ~~Conjuration Mastery~~: Removed
 - Veil Mastery: New Mastery
 - Eternal Mastery: New Mastery
 - Mind-Shifting Mastery: Clarification
- Caiman Master: Can now join Caiman Elders
- Tegu Veteran: limit of 4 per army, attacks reduced to 4
- Skink Veteran: Add light troops to profile. Chameleon upgrade includes Hard Target (1). Taurosaur mount causes loss of light troops.
- Aerial Assault: 2 hits per model, AP reduced to 0
- Tegu Warriors: Off and Def reduced to 2. Max 2 Caiman Mentors per unit.
- Skink Hunters: Min unit size increased to 12
- Caiman Warriors: Unit size changed to 4-9. Max 9 per army. Moved Tooth and Claw to an optional choice.
- Tegu Guards: Off reduced to 3. MR reduced to 1. Removed Containment Field. New weapon [Guardian Patu](#). Removed other weapon options.
- Tegu Mystics: Off increased to 4. New Cantrips rule. Gained Skirmisher, weapon master and Distracting. Lost swiftstride, battle focus and vitalist combat. Changed spells for conclave.
- Caiman Elders: Added fountain of youth to conclave spells
- Thyroscutus Herd: Gained Fearless. Lost Herd Mentality and Parry. Great Protector upgrade no longer grants cannot be stomped.
- Rhamphodon Riders: Feeding Frenzy streamlined
- Saurian Swarms: Attacks reduced to 4. Gained Skirmisher, Strider (water terrain) and Hard Target (1). Lost Venomous Tide rule.
- Skink Guerrillas: Min unit size increased to 8. Vanguard moved to optional upgrade.

- Weapon Beasts: Salamander gains Aegis (5+ against flaming attacks). Salamander limit changed to 0-2 per unit and max 3 per army.

Price changes

- Howdah Devices
 - Venomous Fortress 50 ↗ 75
 - Suncatcher Crystal 40 ↘ 35
 - Magnetic Great Bow (3+) 40 ↗ 60
 - Engine of the Ancients (3+) 30 ↗ 45
 - Lodestone Shield 40 ↗ 45
- Special Items
 - Koru Stone 50 ↗ 60
 - Te Aupouri Smokestone 20 ↘ 15
 - Alchemical Arrows 50 ↘ 40
 - Infiltrator's Dart 10 ↗ 15
 - Ancient Plaque 100 ↘ 90
 - Carved Tablet 60
 - Celestial Astrolabe 55
- Anurarch
 - Base Cost 500 ↘ 430
 - Anurarch Wardens 50 ↗ 65
- Arcane Masteries
 - Forbidden Mastery 80
 - Eidetic Mastery 80
 - Mind-Shifting Mastery 70
 - Veil Mastery 110
 - Eternal Mastery 135
- Caiman Master Base Cost 300 ↗ 310
- Tegu Veteran
 - Base Cost 180 ↘ 165
 - Shield 5 ↗ 10
 - Halberd 15 ↘ 10
 - Great Weapon 20 ↘ 15
 - Light Lance 10 ↘ 5
 - Saurian Raptor 70 ↗ 75
 - Alpha Carnosaur 480 ↗ 495
- Tegu Warriors:
 - Spear 3 ↘ 2
 - Caiman Mentors 85 ↗ 95
 - Caiman Mentors Halberd 2 ↗ 5
 - Caiman Mentors Great Weapon 6 ↗ 10
- Skink Warriors:
 - Base Cost 140 ↗ 145
- Skink Hunters:
 - Base Cost 160 ↗ 170
 - Additional models 6 ↗ 7
- Caiman Warriors:
 - Base Cost 220 ↗ 230
 - Additional models 50 ↗ 55
 - Halberd 5 ↘ 4
- Tegu Guards:
 - Base Cost 305 ↗ 330
 - Additional models 24 ↗ 25
- Tegu Mystics:
 - Base Cost 170 ↗ 180
 - Additional models 14 ↘ 13
 - Enclave Wizard 120 ↘ 90
- Raptor Pack:
 - Additional models 13 ↗ 15
- Caiman Elders:
 - Additional models 85 ↘ 83
 - Great Weapon 6 ↗ 7
- Thyroscutus Herd:
 - Base Cost 190 ↘ 180
 - Additional models 155 ↘ 130
- Rhamphodon Riders:
 - Base Cost 235 ↗ 245
- Saurian Swarms:
 - Additional models 40 ↗ 50
 - Scout 8 ↗ 10
- Skink Guerrillas:
 - Base Cost 135 ↗ 165
 - Additional models 10 ↗ 12
- Weapon Beasts:
 - Base Cost 230 ↗ 235
 - Salamander 10 ↗ 30

- Pteradon Riders:

Base Cost 180 ↗ 200

Additional models 30 ↗ 30

Special Ambush 25 ↘ 20

- Stygiosaur Pack:

Base Cost 310 ↗ 320

Additional models 140 ↗ 155

- Carnosaur

Base Cost 370 ↗ 380

Halberd 20 ↘ 10

Hunt Leader 10 ↗ 20

- Taurosaur Base Cost 425 ↗ 435

- Titanopod Base Cost 510 ↗ 520