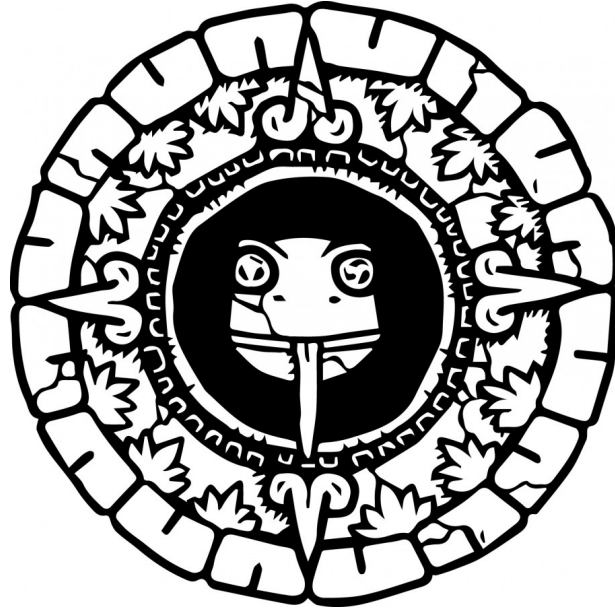


THE IX AGE

FANTASY BATTLES



Saurian Ancients

Army Book (Core Rules)

2nd Edition, version 2023 alpha 3 – November 2, 2023

Public-Test: Unstable document, currently undergoing the transition to reflect T9A setting and design philosophy. There will be frequent and radical changes impacting rules, points, entries and model usage. The last Frozen is still considered the official version. Please help the project by providing feedback and tournament data.

Army Specific Rules	2	Changelog	25
Army Model Rules	2	Characters	7
Hereditary Spell	4	Character Mounts	10
Special Items	5	Core	12
Howdah Devices	6	Special	14
Army Organisation	6	Guerilla Warriors	18
Quick Reference Sheet	22	Magna Sauria	20



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. This work is licensed under the [Creative Commons Attribution-NoDerivatives 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/). 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.

Marking Lure – ~~Shooting~~

~~Units hit by one or more attacks with Marking Lure gain a Scent Marker until the end of the game.~~ For every unit with Marking Lure on your Army List, you **must** mark an additional enemy unit with Prey Scent right before the battle (during step 7 of the Deployment Phase Sequence). The number of friendly units with Marking Lure is restricted to 1 per 2000 Army Points, rounding fractions up.

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 and/or if they Charge an Engaged enemy unit.

Prey Scent

Right before the battle (during step 7 of the Deployment Phase Sequence), if your Army List contains one or more models with Predator Senses, you **must** mark a single enemy unit ~~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 – Shooting

Shooting Attacks with Lodestone made against a unit with more than half of its models with Armour 3 or more gain +1 to hit.

Predator Senses – Close Combat

The model part gains **Hatred** 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

0-2540 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. The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon gain **Lightning Reflexes**. This weapon cannot be enchanted.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Life Finds A Way ⟨6+⟩ {8+}	24"	⟨Universal⟩ {Hex}	One Turn	The target suffers -1 to wound ⟨and gains Fortitude (5+). Models that have another instance of Fortitude gain Fortitude (+2, max. 3+) instead⟩.

Special Items

Weapon Enchantments

Glory of the Dawn Age 45 pts

Enchantment: Light Lance or Spear.

Attacks made with this weapon gain +1 Strength and ~~+1 Armour Penetration~~ **Lethal Strike**. In addition, attacks made with this weapon ~~that rolled a natural '6' to wound gain **Multiple Wounds (2)**.~~ ~~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 4, 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.

Serpent's Nest Charm 25 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 90 pts

Enchantment: Light Armour.

The bearer gains Fortitude (4+) and +1 Health Point.

Banner Enchantments

Koru Stone 60 pts

Cannot be taken by units that count towards Core.

The bearer's unit gains **Rally Around the Flag (12")**. At the end of the battle, if the model has been 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 80 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.

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 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.

Starfall Lodestone 50 pts

The bearer's model gains Hard Target (1) and **Immune (Flaming Attacks)**, ~~unless it has Towering Presence, Distracting.~~

Carved Tablet 45 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 40 pts

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.

Infiltrator's Dart 15 pts

0-2 per Army. 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 for each model with one or more Infiltrator's Darts on your Army List, even if the bearer is Ambushing.~~

Te Aupouri Smokestone 10 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, enemy units within 18" of the bearer's model gain Minimised (Charge Range, Pursuit Distance, Overrun Distance).

Howdah Devices

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

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

Venomous Fortress 50 pts
0–1 Models/Army. Thyroscutus Herd **with Great Protector** 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**.

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

Carved Wisdom 35 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.

Engine of the Ancients (3+) 35 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.~~

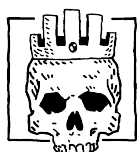
Magnetic Great Bow (3+) 35 pts
0–3 Models/Army.

Shooting Weapon. Range 18", Shots 2, Str 4 [5], AP 1 [3], **Area Attack (1×5), Lodestone, March and Shoot, Reload!**.

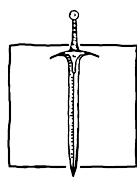
Suncatcher Crystal 30 pts
0–3 Models/Army.

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.

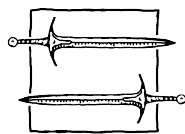
Army Organisation



Characters
Max. 35%



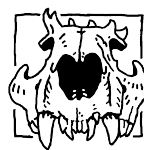
Core
Min. 25%



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	Closely Guarded , Communal Bond, Minimised (Discipline Tests), 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 up to 200
Must choose a single Arcane Mastery no limit
 May choose a single Telepathic Mastery no limit

Mount Options

Anurarch Wardens 65

Optional Model Rules: Arcane Masteries

Forbidden Mastery 85 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.

Eternal Mastery 70 pts

The model gains a +1 Casting Modifier.

Optional Model Rules: Telepathic Masteries

Mystifying Mastery 50 pts

The first failed Dispelling Attempt during each enemy Magic Phase **must** be rerolled.

Maddening Mastery 35 pts

The model gains **Deafening Clamour and Terror, and enemy units in base contact with a unit containing one or more models with Maddening Mastery cannot benefit from Commanding Presence.**

Invasive Mastery 25 pts

Once per friendly Magic Phase, the model may choose a single non-Hereditary Learned Spell that was suc-

Veil Mastery 65 pts

The model gains **Channel (2)**.

Mind-Shifting Mastery 50 pts

After successfully casting a Learned Spell, the model may choose to cast the Attribute Spell of Alchemy, Divination, Evocation, or Witchcraft. If so, it cannot cast the Learned Spell's Attribute Spell, if any.

cessfully cast by an enemy Wizard during the preceding Magic Phase. The model knows the chosen spell until the end of the phase.

Guiding Mastery 20 pts

At the start of each friendly Player Turn, the model may choose a friendly unit with Type "Beast" or "Cavalry" within 12". The chosen unit gains **Minimised (Discipline Tests)** and **Pack Hunter** ~~until the end of the Charge Phase~~. If the unit already benefits from Pack Hunter, it gains **Devastating Charge (+1" Adv)** that is only applied to Charges that are part of a Combined Charge and/or against Engaged enemy units. The effects end at the end of the Charge Phase.



Caiman Master

300 pts

single model

0–2 Units/Army

Height Large
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Art of War , Communal Bond, Exclusive (Caiman Elders), Minimised (Discipline Tests), Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Caiman Master	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Tooth and Claw

Model Rules

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

160 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)	
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 up to 200 pts

Shield 10

One choice only:

Spear 5

Halberd 10

Light Lance 10

Paired Weapons 10

Great Weapon 15

Mount Options

Saurian Raptor 85 pts

Alpha Carnosaur (MS) 490



Skink Veteran

90 pts

single model

0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [GW] also count towards Guerilla Warriors.

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)	
Defensive	HP	Def	Res	Arm	
	2	4	3	0	Fortitude (6+), Light Armour
Offensive	Att	Off	Str	AP	Agi
Skink Veteran	3	4	4	1	5

Options	pts	Mount Options	pts
Special Items	up to 100	Mountain Pteradon [GW]	60
Shield	5	Pouakai Sky Tyrant [GW](MS)	110
Marking Lure	15	Taurosaur* (MS)	345
Must choose (one choice only):		*The model loses Light Troops.	
Poisoned Javelin (2+)	free		
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 Guerillas, Skink Hunters, Skink Veterans, and/or Skink Warriors, the unit gains Feigned Flight and Vanguard .	
Paired Weapons	5		
One choice only:			
Chameleon and Hard Target (1)			
(0–2 Units/Army) (on foot only)	10		
Master Strategist (0–1 Units/Army)			
(on foot only) [GW]	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	4	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 2 hits with Strength 4 and Armour Penetration 0 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	Poisoned Javelin (4+)
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**
0–1 Units/Army

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.

— Options — pts —

Rex 15

— Optional Model Rules —

Rex: Universal Rule.
The model's base size is changed to 100×150 mm and its Health Points are **set** to 7.

Core (Min. 25%)



Tegu Warriors

210 pts + 14 pts/extra model

15-35* models



0-5 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

*If the unit contains one or more Caiman Mentors, the maximum number is reduced to 2530.

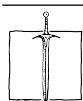
Global	Adv	Mar	Dis	Model Rules
	4"	8"	7	Communal Bond, Minimised (Discipline Tests), Scoring, Strider (Water Terrain), Swift Reform

Defensive	HP	Def	Res	Arm	
	1	3	4	2	Shield

Offensive	Att	Off	Str	AP	Agi
Tegu Warrior	2	3	4	1	2

Options	pts	Enclave Wizard
Spear	1/model	Must select 1 spell from:
Caiman Mentors (Caiman Elders)		• <i>Awaken the Beast</i> (Shamanism)
(0-2-3 Models/Unit) [†]	100/model	
— Command Group Options — pts —		
Champion	10	
Enclave Wizard (50×50 mm)	35	
Standard Bearer	10	
Banner Enchantment	no limit	

[†]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.



Skink Warriors

150 pts + 5 pts/extra model

20-40 models



0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [GW] also count towards Guerilla Warriors.

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	Enclave Wizard
One choice only:		Must select 1 spell from:
Shield	free	• <i>Entwining Roots</i> (Druidism)
Spear and Shield	1/model	
Magnetic Short Bow (4+) (0-20 Models/Army)		
[GW]	2/model	
Caiman Mentors (Caiman Warriors)		
(0-43 Models/Army)*	50/model	
— Command Group Options — pts —		
Champion	10	
Enclave Wizard (40×40 mm)	30	
Standard Bearer	10	
Banner Enchantment	no limit	

Must choose (one choice only):

Tooth and Claw[†] free
Halberd[†] 5/model

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

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



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+)

Options

pts-

Enclave Wizard

Must choose (one choice only):

Poisoned Javelin (4+)

Magnetic Short Bow (4+)

free
1/model

Must select 1 spell from:

- Entwining Roots (Druidism)

Command Group Options

pts-

Champion with Enclave Wizard

20



Caiman Warriors

200 pts + 58 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	

Options

pts-

Command Group Options

pts-

Must choose (one choice only):

Halberd

Tooth and Claw

4/model
free

Champion with Enclave Wizard

40

Standard Bearer

10

Banner Enchantment

no limit

Enclave Wizard

Must select 1 spell from:

- Awaken the Beast (Shamanism)

Special (No limit)



Tegu Guards

310 pts + 23 pts/extra model

15-30 models



Height Standard
Type Infantry
Base 25x25 mm

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

Model Rules

Guardian Patu: Hand 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

170 pts + 11 pts/extra model

10-20 models

0-2 Units/Army

Height Standard
Type Infantry
Base 25x25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Cantrips , Communal Bond, Light Troops, Minimised (Discipline Tests), Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Tegu Mystic	2	4	4	1	2	Magical Attacks, 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:

- *Silver Spike* (Alchemy)
- *Know Thine Enemy* (Divination)
- *Fountain of Youth* (Druidism)
- *Ancestral Aid* (Evocation)
- *Awaken the Beast* (Shamanism)
- *Life Finds A Way* (Hereditary Spell)
-

Command Group Options

Champion with Enclave Wizard	100
------------------------------	-----



Raptor Pack

135 pts + 13 pts/extra model

5–15 models

0–2 Units/Army

Height Standard
Type Beast
Base 25×50 mm



Units of 8 or more models with neither Ambush nor 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

Corrosive Spitter

free

free

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

275 pts + 28 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	4	4	3	Light Armour, Shield

Offensive	Att	Off	Str	AP	Agi
Tegu Rider	2	4	4	1	2
Raptor	2	3	4	2	4

Options

pts-

Command Group Options

pts-

Must choose (one choice only):

Light Lance

Halberd

2/model

free

Champion

Standard Bearer

Banner Enchantment

10

10

no limit



Caiman Elders

285 pts + 85 pts/extra model

3-6 models

0-2 Units/Army

Height Large
Type Infantry
Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Communal Bond, 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	HalberdGreat Weapon, Tooth and Claw, Weapon Master

Options	pts-	Command Group Options	pts-
Great Weapon	8/model	Champion with Enclave Wizard	90
Enclave Wizard		Standard Bearer	10
		Banner Enchantment	no limit

Must select 2 spells from:

- Fountain of Youth (Druidism)
- Healing Waters (Druidism)
- Chilling Howl (Shamanism)
- Life Finds A Way (Hereditary Spell)
-



Thyroscutus Herd

190 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, Fearless, Minimised (Discipline Tests), Stubborn, Swift Reform	

Defensive	HP	Def	Res	Arm	
	54	4	5	5	

Offensive	Att	Off	Str	AP	Agi	
Skink Rider (4)	1	2	3	0	3	Poisoned Javelin (4+)
Thyroscutus	3	2	4	1	0	Crush Attack, Harnessed

Options	pts-	Optional Model Rules
Great Protector (0-1 Models/Unit)	40/model	Great Protector: Universal Rule.
Thyroscutus model parts may take a Howdah Device	no limit	The model gains Exclusive (Tegu Guard, Tegu Warriors) and War Platform, and loses Stubborn. In addition, and the model and R&F models in the model's unit gains Cannot be Stomped Parry.



Rhamphodon Riders

230 pts + 50 pts/extra model

3-5 models

0-2 Units/Army*

Height Large
Type Cavalry
Base 40x40 mm

* 0-1 Units/Army if the army includes two or more units of Pteradon 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** must reroll failed to-hit rolls with Close Combat Attacks. In addition, the model cannot benefit from Communal Bond when taking Frenzy Tests.

— Command Group Options —

Champion

pts-

10



Saurian Swarms

130 pts + 40 pts/extra model

3-6 models

0-3 Units/Army

Height Standard
Type Beast
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Communal Bond, Fearless, Light Troops, Minimised (Discipline Tests), Skirmisher, Strider (Water Terrain), Unstable		
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

— Options —

Scout

pts-

5/model

Guerilla Warriors (Max. 30%)



Skink Guerrillas

160 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)							
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)			1/model								
Marking Lure (0–2 Units/Army)			15								



Weapon Beasts

220 pts + 100 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)			25/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 4, 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	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
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 2 hits with Strength 4 and Armour Penetration 0 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 15

Special Ambush (within 2-8" of a friendly

Titanopod) (0-1 Units/Army) free

Enclave Wizard

Must select 2 spells from:

- *Healing Waters* (Druidism)
- *Master of Earth* (Druidism)
- *Chilling Howl* (Shamanism)
- *Life Finds A Way* (Hereditary Spell)

Command Group Options

Champion with Enclave Wizard

pts-

80

Magna Sauria (Max. 35%)



Stygiosaur Pack

300 pts + 140 pts/extra model

2-4 models



0-2 Units/Army

Height Large
Type Cavalry
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Communal Bond, Fear, 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	Harnessed, Poison Attacks, Predator Senses, Stomp Attacks (D3)

— Enclave Wizard —

Must select 1 spell from:

- *Swarm of Insects* (Shamanism)
- *Savage Fury* (Shamanism)
- *Life Finds A Way* (Hereditary Spell)

— Command Group Options —

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



Carnosaur

350 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	4	4	1	2	
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-

25
free
5

— Optional Model Rules —

Hunt Leader: Universal Rule.

The model gains **Exclusive (Raptor Pack, Raptor Riders)**, and **War Platform**. R&F models in the model's unit gain **Fearless** and **Frenzy**. 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	Poisoned Javelin (4+)
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

530 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	Poisoned Javelin (4+)
Titanopod	2	3	6	3	0	Harnessed, Path of Destruction , Stomp Attacks (5D3)

—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				Closely Guarded , Communal Bond, Minimised (Discipline Tests), 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)
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, Minimised (Discipline Tests), Strider (Water Terrain)
Standard, Infantry	HP	3	Def	5	Res	5	Arm	2		Light Armour
Tegu Veteran	Att	5	Off	5	Str	5	AP	2	Agi	3
Skink Veteran	Adv	6"	Mar	12"	Dis	7				Communal Bond, Light Troops, Minimised (Discipline Tests), Strider (Water Terrain)
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0		Fortitude (6+), Light Armour
Skink Veteran	Att	3	Off	4	Str	4	AP	1	Agi	5

Character Mounts

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

Core

Tegu Warriors	Adv	4"	Mar	8"	Dis	7				Communal Bond, Minimised (Discipline Tests), Scoring, Strider (Water Terrain), Swift Reform
Standard, Infantry	HP	1	Def	3	Res	4	Arm	2		Shield
Tegu Warrior	Att	2	Off	3	Str	4	AP	1	Agi	2
Skink Warriors	Adv	6"	Mar	12"	Dis	5				Communal Bond, 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

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								

Special

Tegu Guards	Adv	4"	Mar	8"	Dis	8												Bodyguard (Anurarch Archmage), Communal Bond, Fearless, Magic Resistance (2), Minimised (Discipline Tests), Scoring, Strider (Water Terrain), Swift Reform
Standard, Infantry	HP	1	Def	4	Res	4	Arm	2										Light Armour, Shield
Tegu Guard	Att	2	Off	4	Str	4	AP	1	Agi	2								Guardian Patu
Tegu Mystics	Adv	4"	Mar	8"	Dis	7												Cantrips, Communal Bond, Light Troops, Minimised (Discipline Tests), Strider (Water Terrain)
Standard, Infantry	HP	1	Def	4	Res	4	Arm	2										Distracting, Hard Target (1)
Tegu Mystic	Att	2	Off	4	Str	4	AP	1	Agi	2								Magical Attacks, 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	4	Res	4	Arm	3										Light Armour, Shield
Tegu Rider	Att	2	Off	4	Str	4	AP	1	Agi	2								
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								HalberdGreat Weapon, Tooth and Claw, Weapon Master
Thyroscutus Herd	Adv	5"	Mar	10"	Dis	6												Communal Bond, Fearless, Minimised (Discipline Tests), Stubborn, Swift Reform
Large, Cavalry	HP	54	Def	4	Res	5	Arm	5										
Skink Rider (4)	Att	1	Off	2	Str	3	AP	0	Agi	3								Poisoned Javelin (4+)
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, Fearless, Light Troops, Minimised (Discipline Tests), Skirmisher, Strider (Water Terrain), Unstable
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)
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	<i>Adv</i> 7"	<i>Mar</i> 14"	<i>Dis</i> 6						 Communal Bond, Fear, Minimised (Discipline Tests), Pack Hunter, Scoring, Swift Reform
Large, Cavalry	<i>HP</i> 4	<i>Def</i> 4	<i>Res</i> 5	<i>Arm</i> 2					Light Armour, Shield
Skink Rider	<i>Att</i> 1	<i>Off</i> 2	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 3				Light Lance
Stygiosaur	<i>Att</i> 4	<i>Off</i> 4	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 3				Harnessed, Poison Attacks, Predator Senses, Stomp Attacks (D3)
Carnosaur	<i>Adv</i> 7"	<i>Mar</i> 14"	<i>Dis</i> 7						Communal Bond, Fearless, Frenzy, Minimised (Discipline Tests)
Gigantic, Beast	<i>HP</i> 5	<i>Def</i> 2	<i>Res</i> 5	<i>Arm</i> 4					
Tegu Rider	<i>Att</i> 2	<i>Off</i> 4	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 2				
Carnosaur	<i>Att</i> 5	<i>Off</i> 3	<i>Str</i> 6	<i>AP</i> 3	<i>Agi</i> 3				Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses
Taurosauro	<i>Adv</i> 6"	<i>Mar</i> 10"	<i>Dis</i> 6						Communal Bond, Minimised (Discipline Tests)
Gigantic, Beast	<i>HP</i> 6	<i>Def</i> 3	<i>Res</i> 6	<i>Arm</i> 4					
Skink Rider (5)	<i>Att</i> 1	<i>Off</i> 2	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 3				Poisoned Javelin (4+)
Taurosauro	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 6	<i>AP</i> 3	<i>Agi</i> 2				Harnessed, Impact Hits (3D3)
Titanopod	<i>Adv</i> 4"	<i>Mar</i> 14"	<i>Dis</i> 6						Communal Bond, Deafening Clamour , Minimised (Discipline Tests), Strider, Walking Mountain
Gigantic, Beast	<i>HP</i> 10	<i>Def</i> 3	<i>Res</i> 6	<i>Arm</i> 4					
Rock Releaser (6)	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 4	<i>AP</i> 0	<i>Agi</i> 3				Poisoned Javelin (4+)
Titanopod	<i>Att</i> 2	<i>Off</i> 3	<i>Str</i> 6	<i>AP</i> 3	<i>Agi</i> 0				Harnessed, Path of Destruction , Stomp Attacks (5D3)

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 (1x5) Lodestone March and Shoot [Multiple Wounds (D3)] Reload!
Engine of the Ancients	-	12"	6	3	1	Area Attack (1x5) Lodestone March and Shoot Reload!
Alchemical Arrows	-	18"	4	1	4	Magical Attacks
Shoot Spikes	-	12"	5	2	4	Quick to Fire

Aim Table

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

Changelog

2023 Alpha 3

Design changes

- Prey Scent: Changed to mark a unit before the battle
- Marking Lure: Moved to Universal Rules. Additional units (1 per 2000pts) must be marked with Prey Scent.
- Predator Senses: close combat only. Gives Hatred against marked units.
- Magnetic Short Bow: Cap increased to 40 for all models. Added to Skink Warriors and Skink Hunters.
- Glory of the Dawn Age: Removed +1AP but gains normal Lethal Strike that also cause MW(2), instead of on 5+ to wound.
- Starfall Lodestone: Loses Distracting but gains ImmuneFlaming Attacks.
- Infiltrator's Dart: Removed.
- Venomous Fortress: Thyroscutus Herd with Great Protector only.
- Engine of the Ancients (3+): Removed.
- Guiding Mastery: Units with Pack Hunter gain Devastating Charge (+1" Adv) for Combined Charges.
- Maddening Mastery: Deafening Clamour removed. Enemy units in base contact cannot benefit from Commanding Presence.
- Caiman Master: Tooth and Clow lose extra attacks for every model in base contact. Now +1 Att.
- Skink Veteran: Gains Marking Lure and Master Strategist counts towards Guerilla Warriors.
- Tegu Warriors: Caiman Mentors: max. 3 ↘ 2, and increased max. unit size to 30.
- Skink Warriors: New weapon choices; Shield, Spear and Shield, or Magnetic Short Bow. Units with Magnetic Short Bow count towards GW. Caiman Mentors: max. 4 ↘ 3.
- Skink Hunters: Gain access to Magnetic Short Bow and must choose Magnetic Short Bow or Poisoned Javelin.
- Caiman Elders: Lose Halberd but gain Great Weapon. No more weapon options.
- Thyroscutus Herd: HP 5 ↘ 4, gain Stubborn. Great Protector: lose Stubborn and Parry changed to Cannot be Stomped. Not available for Tegu Guard.
- Rhamphodon Riders: Gain Minimised ((Discipline Tests)). Feeding Frenzy: loses Stubborn but gains reroll to-hit in CC.
- Pteradon Riders: Special Ambush range 2" ↗ 8".
- Titanopod: Loses Deafening Clamour.

Cost changes

- Venomous Fortress 75 ↘ 50
- Magnetic Great Bow 45 ↘ 35
- Glory of the Dawn Age 70 ↘ 45
- Serpent's Nest Charm 30 ↘ 25
- Vital Essence 80 ↗ 90
- Starfall Lodestone 65 ↘ 50
- Celestial Astrolabe 50 ↘ 40
- Carved Staff 55 ↘ 45
- Anurarch Veil Mastery 70 ↘ 65
- Anurarch Forbidden Mastery 80 ↗ 85
- Anurarch Guiding Mastery 30 ↘ 20
- Anurarch Maddening Mastery 15 ↗ 35
- Caiman Master 310 ↘ 300
- Tegu Veteran 170 ↘ 160
- Tegu Veteran Light Lance 5 ↗ 10
- Tegu Veteran Saurian Raptor 75 ↗ 85
- Tegu Veteran Alpha Carnosaur 495 ↘ 490
- Tegu Veteran Alpha Carnosaur Rex 25 ↘ 15

- Skink Veteran Chameleon and Hard Target 15 ↘ 10
- Skink Veteran Marking Lure ↗ 15
- Skink Veteran Pouakai Sky Tyrant 120 ↘ 110
- Skink Veteran Taurosauro 360 ↘ 345
- Tegu Warriors Spears 2 ↘ 1
- Tegu Warriors Caiman Mentors 95 ↗ 100
- Skink Warriors Magnetic Short Bow (4+) ↗ 2
- Skink Hunter Enclave Wizard 25 ↘ 20
- Skink Hunters Magnetic Short Bow (4+) ↗ 1
- Caiman Warriors 220 ↘ 200
- Caiman Warriors additional models 55 ↗ 58
- Caiman Warriors Enclave Wizard 35 ↗ 40
- Caiman Warriors Halberd 5 ↘ 4
- Saurian Swarms additional models 45 ↘ 40
- Saurian Swarms Scout 8 ↘ 5
- Tegu Mystics 180 ↘ 170
- Tegu Mystics additional models 13 ↘ 11
- Tegu Mystics Enclave Wizard 90 ↗ 100
- Raptor Pack Toxic Spitter 2 ↘ 0
- Raptor Pack Ambush 1 ↘ 0
- Raptor Riders 290 ↘ 275
- Raptor Riders additional models 31 ↘ 28
- Raptor Riders Light Lance 0 ↗ 2
- Raptor Riders Halberd 1 ↘ 0
- Thyroscutus Herd 200 ↘ 190
- Caiman Elders 275 ↗ 285
- Caiman Elders Enclave Wizard 80 ↗ 90
- Rhamphodon Riders 250 ↘ 230
- Rhamphodon Riders additional models 55 ↘ 50
- Skink Guerillas 165 ↘ 160
- Skink Guerillas Marking Lure 25 ↘ 15
- Weapon Beasts 235 ↘ 220
- Weapon Beasts additional models 105 ↘ 100
- Weapon Beasts Salamander 20 ↗ 25
- Pteradon Riders Marking Lure 25 ↘ 15
- Pteradon Riders Enclave Wizard 90 ↘ 80
- Stygiosaur Pack 310 ↘ 300
- Stygiosaur Pack additional models 145 ↘ 140
- Carnosaur 370 ↘ 350
- Carnosaur Halberd 10 ↘ 5
- Carnosaur Hunt Leader 20 ↗ 25