

# Army Specific Rules

## No Gods, No Kings

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

# Army Model Rules

## Universal Rules

### Chameleon

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

## Combined Strength (X)

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

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

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

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

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

**Allocating Attacks:** Swirling Melee cannot be used against Compound Units. Otherwise, Close Combat Attacks can be allocated as normal towards different Health Pools in base contact. Alternatively, R&F models that could allocate Close Combat Attacks towards any model in the Compound Unit, and R&F models that could not allocate Close Combat Attacks due to models in Duels, may instead choose to allocate Close Combat Attacks towards one of the following:

- The Health Pool of the non-Champion Host Models.
- The Health Pool of the Guest Models; these Close Combat Attacks suffer – 1 to hit unless one or more Guest Models are in base contact with the attacker.

## Communal Bond

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

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

## Enclave Wizard (X)

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

- The model gains +1 Health Point, up to a maximum of 3.
- The model selects a number of spells given in the unit entry from the predetermined spells also given in the unit entry. This overrides the Spell Selection rules for Wizard Adepts.
- If applicable, the model's base size is changed to the base size stated in brackets (X).

## Pack Hunter

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

## Prey Scent

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

## Solitary

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

## Attack Attributes

### Lodestone – Close Combat, Shooting

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

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

### Marking Lure – Shooting

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

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### Predator Senses – Close Combat

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

## Armoury

### Blowpipe – Shooting Weapon

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

### Magnetic Short Bow – Shooting Weapon

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

### Poisoned Javelin – Shooting Weapon

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

### Tooth and Claw – Close Combat Weapon

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

## Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Enlightenment</b> (7+) {10+}	24"	Universal	One Turn	The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.

## Howdah Devices

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

### Carved Wisdom

90 pts

0-3 per Army.

The model gains **Channel (1)**. In addition, during Spell Selection, the model **must** choose one of the spells below. The model can cast the chosen spell as a Bound Spell with Power Level (4/8):

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

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

### Monolith of Vitalism

75 pts

One of a Kind.

The model becomes the Battle Standard Bearer.

### Venomous Fortress

65 pts

0-1 Models per Army. Thyroscutus Herd only.

The model's base size is changed to 60×100 mm, it gains 6 additional Skink Riders, and the units that the model can join as per Combined Strength are re-

### Suncatcher Crystal

50 pts

0-3 per Army.

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

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

### Magnetic Great Bow (3+)

45 pts

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

### Engine of the Ancients (3+)

35 pts

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.



placed with (Skink Warriors, Skink Hunters). In addition, model parts without Harnessed in the bearer's unit gain **Poison Attacks** and **Hatred**.

**Lodestone Shield** 30 pts  
0–1 per Army.  
Friendly units within 8" of the model gain **Aegis** (5+, against Shooting Attacks).

## Special Items

### Weapon Enchantments

**Glory of the Dawn Age** 80 pts  
Enchantment: Halberd or Spear.  
Attacks made with this weapon gain +1 Strength and +1 Armour Penetration and become **Magical Attacks**. In addition, attacks made with this weapon for which a successful to-wound roll of 5+ was rolled gain **Lethal Strike** and **Multiple Wounds** (2).

**Alchemical Arrows** 50 pts  
Enchantment: Magnetic Short Bow.  
This weapon has Shots 4, Str 5, AP 1. Attacks made with this weapon become **Magical Attacks**. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

**Serpent's Nest Charm** 35 pts  
Cannot be taken by Wizards.  
Enchantment: Hand Weapon or Paired Weapons.  
While using this weapon, the wielder's Attack Value is set to 6 and attacks made with this weapon become **Poison Attacks** and **Magical Attacks**.

### Armour Enchantments

**Vital Essence** 65 pts  
Enchantment: Shield.  
The bearer's Health Points are set to 4. In addition, the bearer gains **Fortitude** (6+) and **Fortitude** (+1, max 4+).

**Starfall Scales** 55 pts  
Enchantment: Suit of Armour.  
The wearer's model gains **Hard Target** (1). In addition, attacks that are **Flaming Attacks** against the bearer's model lose this Attack Attribute.

### Banner Enchantments

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

**Sceptic's Stele** 50 pts  
The bearer gains **Magic Resistance** (1).  
One use only. The bearer's unit and all units in base contact with the bearer's unit automatically fail all **Aegis Saves**. The effect lasts until the bearer's unit is no longer Engaged in Combat.

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

### Artefacts

**Ancient Plaque** 100 pts  
Dominant.  
Once per Magic Phase, a single Magic Dice may be rerolled:

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

**Veilcatcher Astrolabe** 80 pts  
Dominant.  
The bearer gains a Veil Token every time the model successfully casts a non-Bound and non-Attribute Spell, after resolving the spell's effect and any Attribute Spell.

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

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

**Te Aupouri Smokestone** 25 pts  
One use only. May be activated when a friendly unit fails a Break Test (after any rerolls). Until the start of the next friendly Movement Phase, Charge and Pursuit Range rolls made by enemy units within 18" of the bearer's model are subject to Minimised Roll.

**The Heart of Atua** 25 pts  
If the bearer is part of a Compound Unit, the range of the unit's Commanding Presence is **always** set to 12".

**Infiltrator's Dart** 10 pts  
Skink Veterans only.  
Right before the battle (during step 7 of the Deployment Phase Sequence), you **must** mark a single unit from your opponent's Army List with Prey Scent.

# Characters (Max. 35%)



## Anurarch Archmage

450 pts

single model

0-1 Units/Army

Height Standard  
Type Infantry  
Base 50x50 mm

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

### Model Rules

#### Closely Guarded: Universal Rule.

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

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

### Magic Options



Alchemy



Divination



Druidism



Evocation

### Options

Special Items	pts
Arcane Masteries	up to 100

### Mount Options

Anurarch Wardens	pts
	60

#### Grasp of the Immortal: Universal Rule.

At the start of each friendly Magic Phase, the model may choose to lose all instances of Channel (X) and gain a +1 Casting Modifier. The effects last until the end of the Magic Phase. A natural roll of "1" or "2" for Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

### Optional Model Rules: Arcane Masteries

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

#### Forbidden Mastery

75 pts

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

#### Astrological Mastery

50 pts

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

#### Eidetic Mastery

55 pts

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

#### Mind-Shifting Mastery

50 pts

The model gains Protean Magic and access to Shamanism. The model knows all Learned Spells it now has access to as well as its Hereditary Spell.

#### Abjuration Mastery

50 pts

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

#### Telepathic Mastery

40 pts

Once per friendly Magic Phase, the model may attempt to cast a single non-Hereditary Learned Spell that was successfully cast by an enemy Wizard during the preceding Magic Phase. If that spell is successfully cast, the model may cast the corresponding Attribute Spell, if available, as usual.

#### Conjuration Mastery

25 pts

The model ignores Magic Resistance unless casting a Focused spell.



## Caiman Master

320 pts

single model

0-2 Units/Army

Height Large  
Type Infantry  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Art of War, Communal Bond, Solitary		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Caiman Master	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Tooth and Claw

### Model Rules

#### Art of War: Universal Rule.

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

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

### Options

#### Special Items

pts-  
up to 100



## Tegu Veteran

180 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm



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

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Communal Bond		
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Tegu Veteran	5	5	5	2	3	

### Options

#### Special Items

##### Shield

One choice only:

Paired Weapons

Spear

Halberd

Light Lance

Great Weapon

pts-  
up to 200  
10

### Mount Options

#### Saurian Raptor

#### Alpha Carnosaur (MS)

pts-  
70  
470





## Skink Veteran

75 pts

single model

0-4 Units/Army

Height Standard

Type Infantry

Base 20×20 mm



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

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

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Communal Bond		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Skink Veteran	3	4	4	1	4	
Options			pts	Mount Options		pts
Special Items				up to 100	Mountain Pteradon [GW]	70
Shield				5	Pouakai Sky Tyrant [GW](MS)	140
Must choose (one choice only):					Taurosaur (MS)	380
Poisoned Javelin (2+)				free	Optional Model Rules	
Blowpipe (3+)				5	Master Strategist: Universal Rule.	
Magnetic Short Bow (2+)				5	While joined to a unit consisting entirely of Skink Warriors, Skink Hunters, or Skink Guerillas, the unit gains Vanguard and Feigned Flight.	
One choice only:						
Halberd				5		
Light Lance				5		
Paired Weapons				5		

One choice only:

Chameleon (0-2 Units/Army) (on foot only) 10

Master Strategist (0-1 Units/Army)  
(on foot only) 35

## Character Mounts



## Anurarch Wardens

Height Standard

Type Infantry

Base 50×75 mm

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



## Saurian Raptor

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

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



## Mountain Pteradon

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

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

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

### Model Rules

**Aerial Assault:** Special Attack.

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



## Pouakai Sky Tyrant

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

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

### Model Rules

**High Altitude:** Universal Rule.

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





## Tauroosaur

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
Tauroosaur	4	3	6	3	2
Options pts					
The Tauroosaur model part may take a single Howdah Device no limit					
Harnesses, Impact Hits (3D3)					



## Alpha Carnosaur

Height Gigantic  
Type Beast  
Base 50×100 mm

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

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

Model Rules

**Apex Predator:** Attack Attribute.

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

## Core (Min. 25%)



### Tegu Warriors

210 pts + 15 pts/extra model

15–35 models



0–5 Units/Army

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Communal Bond, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Warrior	2	3	4	1	2	Lodestone
Options				pts	Command Group Options	
Spear				3/model	Champion	10
Enclave Wizard					Enclave Wizard (50×50 mm)	70
Must select 1 spell from:					Standard Bearer	10
• Awaken the Beast (Shamanism)					Banner Enchantment	no limit



### Skink Warriors

140 pts + 6 pts/extra model

120–40 models



0–5 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Communal Bond, Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	2	1	Fortitude (6+), Shield	
Offensive	Att	Off	Str	AP	Agi	
Skink Warrior	1	2	3	0	3	
Options			pts		Command Group Options	pts
Spear			1/model		Champion	10
Enclave Wizard					Enclave Wizard (40×40 mm)	70
Must select 1 spell from:					Standard Bearer	10
• Healing Waters (Druidism)					Banner Enchantment	no limit



### Skink Hunters

170 pts + 6 pts/extra model

10–20 models

0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Communal Bond, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	2	2	1	Fortitude (6+) I	
Offensive	Att	Off	Str	AP	Agi	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)
Enclave Wizard				Command Group Options		
Must select 1 spell from:				Champion with Enclave Wizard		
• Healing Waters (Druidism)				pts 80		



## Young Caimans

165 pts + 45 pts/extra model

3-8 models

0-8 Models/Army



Height Large  
Type Infantry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Communal Bond, Scoring	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	AP	Agi
Young Caiman	3	3	4	1	1
Tooth and Claw					
Options			pts-	Enclave Wizard	
Halberd			4/model	Must select 1 spell from:	
Combined Strength (Skink Warriors)			10/model	• Awaken the Beast (Shamanism)	
(0-4 Models/Unit)				Command Group Options	
				Champion with Enclave Wizard	80
				Standard Bearer	10
				Banner Enchantment	no limit

## Special (No limit)



## Tegu Guards

290 pts + 23 pts/extra model


15-30 models



Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Bodyguard (Anurarch Archmage), Communal Bond, Fearless, Magic Resistance (1), Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	4	2	
Containment Field, Light Armour, Shield					
Offensive	Att	Off	Str	AP	Agi
Tegu Guard	2	4	4	1	2
Model Rules			Options		
Containment Field: Personal Protection.			One choice only:		
Attacks made by enemy units in base contact with one or more models with Containment Field suffer -1 to wound if they are Special Attacks and/or Magical Attacks.			Halberd		
			Great Weapon		
			Command Group Options		
			Champion		
			Standard Bearer		
			Banner Enchantment		





Tegu Mystics

190 pts + 15 pts/extra model

10–20 models

0–2 Units/Army

Height Standard

Type Infantry

Base 25×25 mm

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

Model Rules

**Vitalist Combat:** Attack Attribute – Close Combat.

If allocated towards a Standard Height model, the attack gains +1 to wound.

Enclave Wizard

**Must** select 2 spells from:


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

Command Group Options

Champion with Enclave Wizard

pts

120



# Raptor Pack

120 pts + 12 pts/extra model


5–15 models

0–2 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm



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

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

Options

pts

Optional Model Rules

One choice only:

Ambush

2/model

Toxic Spitter

2/model

**Toxic 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 Toxic Spitter in the unit. Only a single model in each unit may use this Breath Attack once per game.



## Raptor Riders

280 pts + 32 pts/extra model

8-15 models



0-2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Communal Bond, Pack Hunter, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	3	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Tegu Rider	2	3	4	1	2	Lodestone
Raptor	2	3	4	2	4	Harnessed
Options			pts -		Command Group Options	
Must choose (one choice only):					Champion	10
Light Lance			free		Standard Bearer	10
Halberd			2/model		Banner Enchantment	no limit



## Elder Caimans

275 pts + 90 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"	7	Communal Bond, Scoring		
Defensive	HP	Def	Res	Arm		
	4	4	4	3		
Offensive	Att	Off	Str	AP	Agi	
Elder Caiman	3	4	5	2	1	Tooth and Claw, Weapon Master
Options			pts-		Enclave Wizard	
Great Weapon			7/model		Must select 2 spells from:	
Halberd			2/model		• Enlightenment (Hereditary Spell)	
Combined Strength (Tegu Warriors, Tegu Guards)					• Savage Fury (Shamanism)	
(0-3 Models/Unit)			free		• Summer Growth (Druidism)	
					Command Group Options	
					Champion with Enclave Wizard	
					Standard Bearer	
					Banner Enchantment	
					no limit	



## Thyroscutus Herd

210 pts + 145 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	
Defensive	HP	Def	Res	Arm	
	5	4	5	5	Parry
Offensive	Att	Off	Str	AP	Agi
Skink Rider (4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0
Crush Attack, Harnessed					
<div>Options</div> <div>Combined Strength (Tegu Warriors, Tegu Guards) and <b>Great Protector</b> (0-1 Models/Unit) 80/model Thyroscutus model parts may take a Howdah Device</div> <div>pts - no limit</div>					
<div>Optional Model Rules</div> <div><b>Great Protector:</b> Universal Rule. The model's unit gains <b>Cannot be Stomped</b>, and R&amp;F models in the unit gain <b>Parry</b>.</div>					



## Rhamphodon Riders

220 pts + 45 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, Vanguard	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	2	3	2	Hard Target (1), Shield
Offensive	Att	Off	Str	AP	Agi
Skink Rider	1	2	3	0	3
Rhamphodon	3	3	4	1	4
Battle Focus, <b>Feeding Frenzy</b> , Harnessed, Lethal Strike, Predator Senses					
<div>Model Rules</div> <div><b>Feeding Frenzy:</b> Attack Attribute – Close Combat. The model part gains Devastating Charge (+D3 Att) until the end of the Combat after successfully Charging a unit marked with <b>Prey Scent</b>.</div>					
<div>Command Group Options</div> <div>Champion</div> <div>pts - 10</div>					



	<b>Saurian Swarms</b>			<i>Height</i> Standard	
	<b>110 pts + 20 pts/extra model</b>			<i>Type</i> Infantry	<i>Base</i> 40×40 mm
			<b>2–4 models</b>	<b>0–3 Units/Army</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>6"</b>	<b>12"</b>	<b>6</b>	Combined Strength (Skink Warriors, Skink Hunters), Communal Bond, Light Troops, <b>Venomous Tide</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>5</b>	<b>2</b>	<b>1</b>	<b>0</b>	Fortitude (6+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>
Saurian Swarm	<b>5</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>3</b> Poison Attacks

— *Model Rules* —

**Venomous Tide:** Universal Rule.

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

## Guerilla Warriors (Max. 30%)

	<b>Skink Guerrillas</b>			<i>Height</i> Standard	
	<b>135 pts + 10 pts/extra model</b>			<i>Type</i> Infantry	<i>Base</i> 20×20 mm
			<b>5–15 models</b>	<b>0–4 Units/Army</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>6"</b>	<b>12"</b>	<b>6</b>	Communal Bond, Light Troops, Skirmisher, Vanguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	Fortitude (6+), Hard Target (1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>
Skink Guerrilla	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>
— <i>Options</i> —			<i>pts -</i>	— <i>Command Group Options</i> —	
<b>Must</b> choose (one choice only):				<b>Champion</b>	<b>10</b>
Blowpipe (4+)			free		
Magnetic Short Bow (3+)			2/model		
Marking Lure (0–2 Units/Army)			2/model		
Chameleon (0–2 Units/Army)			3/model		



## Weapon Beasts

130 pts + 110 pts/extra model

1-2 models

0-3 Units/Army

Height Large  
Type Beast  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Communal Bond, Light Troops	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	AP	Agi
Weapon Beast	3	3	4	1	3

### Options

**Must** choose (one choice only):

**Spearback** (0-4 Models/Army) free

**Salamander** (0-3 Models/Army) 5/model

Combined Strength (Skink Warriors, Skink Hunters) free

pts-

### Optional Model Rules

**Salamander - Spout Flames:** Special Attack.

The model gains Breath Attack (Str 3, AP 0, Flaming Attacks). This Breath Attack is not limited to being used only once per game and can only be used once per Player Turn.

**Spearback - Shoot Spikes (4+):** Shooting Weapon.

Range: 18", Shots 2D6, Str 4, AP 2, Quick to Fire. This weapon may not be used if the model performed a March Move in this Player Turn. The model **must** declare Stand and Shoot as a Charge Reaction if possible, but it does not suffer the -1 to-hit modifier for it.



## Pteradon Riders

185 pts + 30 pts/extra model

3-5 models

0-2 Units/Army

Height Large  
Type Cavalry  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	2"	4"	6	Communal Bond, Feigned Flight, Fly (8", 16"), Light Troops, Skirmisher, Vanguard	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	2	3	2	Hard Target (1), Shield
Offensive	Att	Off	Str	AP	Agi
Skink Rider	1	2	3	0	3
Pteradon	2	2	4	1	4

### Model Rules

**Aerial Assault:** Special Attack.

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

### Options

**Must** choose (one choice only):

Poisoned Javelin (4+) free

Magnetic Short Bow (3+) 2/model

Marking Bolas (4+) 2/model

pts-

### Enclave Wizard

**Must** select 2 spells from:

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

### Command Group Options

Champion with Enclave Wizard

pts-  
120

### Optional Model Rules

**Marking Bolas:** Shooting Weapon.

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

# Magna Sauria (Max. 35%)



## Stygiosaur Pack

325 pts + 110 pts/extra model

2-4 models



0-3 Units/Army

Height Large  
Type Cavalry  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Communal Bond, Fear, Pack Hunter, Scoring		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Stygiosaur	4	4	5	2	3	Harnessed, Poison Attacks, Predator Senses, Stomp Attacks (D3)
—Command Group Options—				pts-	—Command Group Options—	
Champion				10	Banner Enchantment	
Standard Bearer				10	no limit	



## Carnosaur

370 pts

single model

0-2 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Communal Bond, Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	5	3	5	4		
Offensive	Att	Off	Str	AP	Agi	
Tegu Rider	2	3	4	1	2	Lodestone
Carnosaur	5	3	6	3	3	Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses
Options			pts-	Optional Model Rules		
Combined Strength (Raptor Riders, Raptor Pack) and			10	Hunt Leader: Universal Rule.		
<b>Hunt Leader</b>				R&F models in the model's unit gain <b>Frenzy</b> and		
<b>Must</b> choose (one choice only):				<b>Fearless.</b> Standard Beasts and model parts with		
Light Lance			free	Harnessed in the model's unit gain <b>Battle Focus.</b>		
Halberd			20			



## Taurosaur

425 pts

single model

0-3 Units/Army

Height Gigantic  
Type Beast  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Communal Bond	
Defensive	HP	Def	Res	Arm	
	6	3	6	4	
Offensive	Att	Off	Str	AP	Agi
Skink Rider (5)	1	2	3	0	3
Taurosaur	4	3	6	3	2
					Harnessed, Impact Hits (3D3)
Options					pts-
The Taurosaur model part may take a single Howdah					
Device					no limit





## Titanopod

510 pts

single model

0–1 Units/Army

Height Gigantic  
Type Beast  
Base 100×200 mm

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

Harnessed, Path of Destruction

### Model Rules

#### Path of Destruction: Special Attack.

The number of hits from the model's Stomp Attacks is **set** to 4D3. For the purpose of Stomp Attacks, the model ignores Cannot be Stomped and considers all enemy models without Towering Presence to be of Standard Height. If the model's Stomp Attacks are distributed onto a Large unit, the number of hits is halved, rounding fractions up.

#### The Very Earth Trembles: Universal Rule.

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

### Options

The Titanopod model part may take a single  
Howdah Device

pts-

no limit

#### Walking Mountain: Universal Rule.

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