



# SAURIAN ANCIENTS

## LAGRATOS - 4 570 POINTS



1200 pts (27.00 %) 1605 pts (36.00 %) 825 pts (18.00 %) 880 pts (20.00 %) 790 pts (18.00 %)  
**Characters**      **Core**      **Special**      **Guerilla Warriors**      **Magna Sauria**  
 (35 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters




**CAIMAN MASTER #1**  
Caiman Master - Large - Infantry - 50x50mm

**400 POINTS**




| Global               | Adv | Mar | Dis |     |              | Model Rules   |
|----------------------|-----|-----|-----|-----|--------------|---|
|                      | 6"  | 12" | 8   |     |              | Exclusive, Strider (Water Terrain), Communal Bond, Art of War     |
| Defensive            | HP  | Def | Res | Arm |              |   |
|                      | 4   | 5   | 5   | 3   | Light Armour |   |
| Offensive            | Att | Off | Str | Ap  | Agi          |   |
| <b>Caiman Master</b> | 5   | 5   | 5   | 2   | 2            | Weapon Master, Great Weapon, Halberd, Hand Weapon, Tooth and Claw |

|                |               |
|----------------|---------------|
| <b>Options</b> | Death Cheater |
|----------------|---------------|




**SKINK VETERAN #1**  
Skink Veteran - Standard - Infantry - 20x20mm

**130 POINTS**




| Global               | Adv | Mar | Dis |     |                              | Model Rules                            |
|----------------------|-----|-----|-----|-----|------------------------------|--|
|                      | 6"  | 12" | 7   |     |                              | Strider (Water Terrain), Communal Bond |
| Defensive            | HP  | Def | Res | Arm |                              |  |
|                      | 2   | 4   | 3   | 0   | Fortitude (6+), Light Armour |  |
| Offensive            | Att | Off | Str | Ap  | Agi                          |  |
| <b>Skink Veteran</b> | 3   | 4   | 4   | 1   | 5                            | Hand Weapon                            |

|                |   |
|----------------|---|
| <b>Options</b> | Magnetic Short Bow (2+) • Alchemical Arrows |
|----------------|---|



**TEGU VETERAN #1**  
Tegu Veteran - Gigantic - Beast - 50x100mm

**670 POINTS**



| Global              | Adv | Mar | Dis |     |              | Model Rules                            |
|---------------------|-----|-----|-----|-----|--------------|--|
|                     | 4"  | 8"  | 8   |     |              | Strider (Water Terrain), Communal Bond |
| Defensive           | HP  | Def | Res | Arm |              |  |
|                     | 3   | 5   | 5   | 2   | Light Armour |  |
| Offensive           | Att | Off | Str | Ap  | Agi          |  |
| <b>Tegu Veteran</b> | 5   | 5   | 5   | 2   | 3            | Lodestone, Hand Weapon                 |






**MOUNT ALPHA CARNOSAUR**

| Global    | Adv | Mar | Dis |     |     | Model Rules                       |
|-----------|-----|-----|-----|-----|-----|-----------------------------------|
|           | 7"  | 14" | C   |     |     | Frenzy, Fearless, Predator Senses |
| Defensive | HP  | Def | Res | Arm |     |                                   |
|           | 6   | 3   | 6   | 4   |     |                                   |
| Offensive | Att | Off | Str | Ap  | Agi |                                   |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |   |
|------------------|------------|------------|------------|-----------|------------|---|
| Alpha Carnosaur  | 5          | 4          | 7          | 4         | 3          | Harnessed, Multiple Wounds (2), Battle Focus, Apex Predator |



|                |                                  |
|----------------|----------------------------------|
| <b>Options</b> | Shield • Spear • Alpha Carnosaur |
| <b>Core</b>    |                                  |

|  |                         |            |            |   |            |                   |   |
|--|-------------------------|------------|------------|---|------------|-------------------|---|
|  | <b>TEGU WARRIORS #1</b> |            |            |   |            | <b>245 POINTS</b> |  |
| Tegu Warriors x16 - Standard - Infantry - 25x25mm                                |                         |            |            |   |            |                   |   |
| <i>Global</i>  | <i>Adv</i>              | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |            |                   |   |
|  | 4"                      | 8"         | 7          | Scoring, Strider (Water Terrain), Communal Bond |            |                   |   |
| <i>Defensive</i>   | <i>HP</i>               | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |            |                   |   |
|  | 1                       | 3          | 4          | 2   | Shield     |                   |   |
| <i>Offensive</i>   | <i>Att</i>              | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                       | <i>Agi</i> |                   |   |
| Tegu Warrior   | 2                       | 3          | 4          | 1   | 2          | Lodestone         |   |



|                |                            |
|----------------|----------------------------|
| <b>Options</b> | Champion • Standard Bearer |
|----------------|----------------------------|

|  |                         |            |            |   |            |                   |   |
|--|-------------------------|------------|------------|---|------------|-------------------|---|
|  | <b>TEGU WARRIORS #1</b> |            |            |   |            | <b>245 POINTS</b> |  |
| Tegu Warriors x16 - Standard - Infantry - 25x25mm                                |                         |            |            |   |            |                   |   |
| <i>Global</i>  | <i>Adv</i>              | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |            |                   |   |
|  | 4"                      | 8"         | 7          | Scoring, Strider (Water Terrain), Communal Bond |            |                   |   |
| <i>Defensive</i>   | <i>HP</i>               | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |            |                   |   |
|  | 1                       | 3          | 4          | 2   | Shield     |                   |   |
| <i>Offensive</i>   | <i>Att</i>              | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                       | <i>Agi</i> |                   |   |
| Tegu Warrior   | 2                       | 3          | 4          | 1   | 2          | Lodestone         |   |

|                |                            |
|----------------|----------------------------|
| <b>Options</b> | Champion • Standard Bearer |
|----------------|----------------------------|



|  |                           |            |            |   |            |                   |   |
|--|---------------------------|------------|------------|---|------------|-------------------|---|
|  | <b>CAIMAN WARRIORS #1</b> |            |            |   |            | <b>380 POINTS</b> |  |
| Caiman Warriors x6 - Large - Infantry - 40x40mm                                    |                           |            |            |   |            |                   |   |
| <i>Global</i>  | <i>Adv</i>                | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |            |                   |   |
|  | 6"                        | 12"        | 7          | Scoring, Strider (Water Terrain), Communal Bond |            |                   |   |
| <i>Defensive</i>   | <i>HP</i>                 | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |            |                   |   |
|  | 3                         | 3          | 4          | 3   |            |                   |   |
| <i>Offensive</i>   | <i>Att</i>                | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                       | <i>Agi</i> |                   |   |
| Caiman Warrior   | 3                         | 3          | 4          | 1   | 1          | Tooth and Claw    |   |

|                |  |
|----------------|--|
| <b>Options</b> | Champion with Enclave Wizard • Halberd |
|----------------|--|

|  |                          |            |            |   |                        |                   |   |
|--|--------------------------|------------|------------|---|------------------------|-------------------|---|
|  | <b>SKINK WARRIORS #1</b> |            |            |   |                        | <b>485 POINTS</b> |  |
| Skink Warriors x40 - Standard - Infantry - 20x20mm                                 |                          |            |            |   |                        |                   |   |
| <i>Global</i>  | <i>Adv</i>               | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                              |                        |                   |   |
|  | 6"                       | 12"        | 5          | Scoring, Strider (Water Terrain), Communal Bond |                        |                   |   |
| <i>Defensive</i>   | <i>HP</i>                | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                      |                        |                   |   |
|  | 1                        | 2          | 2          | 0   | Fortitude (6+), Shield |                   |   |

| Offensive     | Att | Off | Str | Ap | Agi |
|---------------|-----|-----|-----|----|-----|
| Skink Warrior | 1   | 2   | 3   | 0  | 3   |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Enclave Wizard (40x40 mm) • Standard Bearer • Spear • Caiman Mentors (Caiman Warriors) x3 • Halberd x1 |
|----------------|---|

|  |   |   |
|--|---|---|
|  | <h3>SKINK HUNTERS #1</h3> <p>Skink Hunters <b>x20</b> - Standard - Infantry - 20x20mm</p> | <h2>250 POINTS</h2>  |
|--|---|---|


| Global | Adv | Mar | Dis | Model Rules  |
|--------|-----|-----|-----|--|
|        | 6"  | 12" | 5   | Light Troops, Strider (Water Terrain), Communal Bond |

| 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+) |

|                |   |
|----------------|---|
| <b>Options</b> | Entwining Roots (druidism) • Champion with Enclave Wizard |
|----------------|---|



## Special

|  |   |   |
|--|---|---|
|  | <h3>RAPTOR PACK #1</h3> <p>Raptor Pack <b>x5</b> - Standard - Beast - 25x50mm</p> | <h2>130 POINTS</h2>  |
|--|---|---|

| Global | Adv | Mar | Dis | Model Rules                                  |
|--------|-----|-----|-----|--|
|        | 7"  | 14" | 6   | Strider (forest), Communal Bond, Pack Hunter |

| Defensive | HP | Def | Res | Arm |  |
|-----------|----|-----|-----|-----|--|
|           | 1  | 3   | 4   | 2   |  |

| Offensive | Att | Off | Str | Ap | Agi |  |
|-----------|-----|-----|-----|----|-----|--|
| Raptor    | 2   | 3   | 4   | 2  | 4   |  |

|  |   |   |
|--|---|---|
|  | <h3>RAPTOR RIDERS #1</h3> <p>Raptor Riders <b>x8</b> - Standard - Cavalry - 25x50mm</p> | <h2>320 POINTS</h2>  |
|--|---|---|



| Global | Adv | Mar | Dis | Model Rules                         |
|--------|-----|-----|-----|-------------------------------------|
|        | 7"  | 14" | 7   | Scoring, Communal Bond, Pack Hunter |

| 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 |
|--------|---|---|---|---|---|-----------|

|                |  |
|----------------|--|
| <b>Options</b> | Light Lance • Champion • Standard Bearer |
|----------------|--|

|  |   |   |
|--|---|---|
|  | <h3>SAURIAN SWARMS #1</h3> <p>Saurian Swarms <b>x3</b> - Standard - Beast - 40x40mm</p> | <h2>140 POINTS</h2>  |
|--|---|---|

| Global | Adv | Mar | Dis | Model Rules   |
|--------|-----|-----|-----|---|
|        | 6"  | 12" | 5   | Fearless, Light Troops, Unstable, Communal Bond, Predator Senses, Venomous Tide |

| Defensive | HP | Def | Res | Arm |                |
|-----------|----|-----|-----|-----|----------------|
|           | 5  | 2   | 2   | 0   | Fortitude (6+) |


| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |  |
|----------------------|------------|------------|------------|-----------|------------|--|
| <b>Saurian Swarm</b> | 5          | 2          | 2          | 1         | 3          | <b>Extra Support (3), Poison Attacks</b> |



### RHAMPHODON RIDERS #1


Rhaphodon Riders x3 - Large - Cavalry - 40x40mm

## 235 POINTS



| <i>Global</i>      | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |   |  |
|--------------------|------------|------------|------------|--|---|--|
|                    | 2"         | 4"         | 6          | Fearless, Fly (8",16"), Frenzy, Light Troops, Vanguard, Communal Bond, Predator Senses |   |  |
|                    | 8"         | 16"        |            |  |   |  |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |   |  |
|                    | 2          | 2          | 3          | 2  | Fortitude (6+), Hard Target (1), Shield |  |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                              |  |
| <b>Skink Rider</b> | 1          | 2          | 3          | 0  | 3                                       | Light Lance  |
| <b>Rhaphodon</b>   | 3          | 3          | 4          | 1  | 4                                       | Battle Focus, Harnessed, Lethal Strike, Feeding Frenzy |


## Guerrilla Warriors



### SKINK GUERRILLAS #2


Skink Guerrillas x8 - Standard - Infantry - 20x20mm

## 215 POINTS



| <i>Global</i>          | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |                                 |  |
|------------------------|------------|------------|------------|---|---------------------------------|--|
|                        | 6"         | 12"        | 6          | Light Troops, Skirmisher, Strider (Water Terrain), Vanguard |                                 |  |
| <i>Defensive</i>       | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |                                 |  |
|                        | 1          | 2          | 2          | 0   | Fortitude (6+), Hard Target (1) |  |
| <i>Offensive</i>       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i>                      |  |
| <b>Skink Guerrilla</b> | 1          | 2          | 3          | 0   | 3                               |  |


|                |                                      |
|----------------|--------------------------------------|
| <b>Options</b> | Blowpipe (4+) • Champion • Chameleon |
|----------------|--------------------------------------|



### SKINK GUERRILLAS #1


Skink Guerrillas x15 - Standard - Infantry - 20x20mm

## 235 POINTS



| <i>Global</i>          | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |                                 |  |
|------------------------|------------|------------|------------|---|---------------------------------|--|
|                        | 6"         | 12"        | 6          | Light Troops, Skirmisher, Strider (Water Terrain), Vanguard |                                 |  |
| <i>Defensive</i>       | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |                                 |  |
|                        | 1          | 2          | 2          | 0   | Fortitude (6+), Hard Target (1) |  |
| <i>Offensive</i>       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i>                      |  |
| <b>Skink Guerrilla</b> | 1          | 2          | 3          | 0   | 3                               |  |


|                |                         |
|----------------|-------------------------|
| <b>Options</b> | Magnetic Short Bow (3+) |
|----------------|-------------------------|



### PTERADON RIDERS #1

Pteradon Riders x3 - Large - Cavalry - 40x40mm

## 180 POINTS




| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |  |  |
|---------------|------------|------------|------------|---|--|--|
|               | 2"         | 4"         | 6          | Feigned Flight, Fly (8",16"), Light Troops, Skirmisher, Vanguard, Communal Bond, Aerial Assault |  |  |
|               | 8"         | 16"        |            |   |  |  |

|                  |            |            |            |            |   |
|------------------|------------|------------|------------|------------|---|
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |
|                  | 2          | 2          | 3          | 2          | Fortitude (6+), Hard Target (1), Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                              |
| Skink Rider      | 1          | 2          | 3          | 0          | 3 Light Lance                           |
| Pteradon         | 2          | 2          | 4          | 1          | 4 Harnessed                             |


|         |                         |
|---------|-------------------------|
| Options | Magnetic Short Bow (3+) |
|---------|-------------------------|

## Magna Sauria



**STYGIOSAUR PACK #1**  
Stygiosaur Pack x2 - Large - Cavalry - 50x100mm

**310 POINTS**



|                  |            |            |            |  |   |
|------------------|------------|------------|------------|--|---|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |   |
|                  | 7"         | 14"        | 6          | Fear, Scoring, Communal Bond, Pack Hunter, Predator Senses |   |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |   |
|                  | 4          | 4          | 5          | 2  | Light Armour, Shield                            |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>                                      |
| Skink Rider      | 1          | 2          | 3          | 0  | 3 Light Lance                                   |
| Stygiosaur       | 4          | 4          | 5          | 2  | 3 Harnessed, Poison Attacks, Stomp Attacks (D3) |

## Magics

Racial Trait Spell

|  | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|----------------|--------------|-------------|-----------------|
| <b>Enlightenment</b>   |                |              |             |                 |
| <i>Mf</i>  | (7+)<br>{10+}  | 24"          | Universal   | Last one Turn   |
| <i>The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.</i> |                |              |             |                 |

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Alchemical Arrows:** This weapon has Shots 4, Str 5, AP 1. 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.

## 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.

**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.

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**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.

**Exclusive:**

### Extra Support:

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Feeding Frenzy:** Attack Attribute – Close Combat.

The model part gains Devastating Charge (+D3 Att) until the end of the Combat after successfully Charging a unit marked with Prey Scent.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**Frenzy:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

### Hard Target:

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

### Light Lance:

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**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.

**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

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

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

**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.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Stomp Attacks:**

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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

**Unstable:**

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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).

**Weapon Master:**

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Tegu Warriors #1



Tegu Warriors #1



Raptor Pack #1



Raptor Riders #1



Skink Guerrillas #2



Skink Guerrillas #1



Pteradon Riders #1



Caiman Warriors #1



Skink Warriors #1



Saurian Swarms #1



Caiman Master #1



Skink Veteran #1



Rhamphodon Riders #1





Skink Hunters #1



Tegu Veteran #1



Stygiosaur Pack #1

