



SAURIAN ANCIENTS

NEW SAURIAN - 4 497 POINTS



1285 pts (29.00 %) 1065 pts (24.00 %) 552 pts (12.00 %) 880 pts (20.00 %) 715 pts (16.00 %)

Core **Special** **Guerilla Warriors** **Magna Sauria** **Characters**

(25 Least) (0 NoLimit) (30 Max) (35 Max) (35 Max)

Characters

ANURARCH ARCHMAGE #1

Anurarch Archmage - Standard - Infantry - 50x50mm

575 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Channel (1), Tall, Wizard Master, Closely Guarded, Grasp of The Immortal, Communal Bond
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	Hand Weapon

Options	Evocation • Conjunction Mastery • Ancient Plaque
----------------	--

SKINK VETERAN #1

Skink Veteran - Standard - Infantry - 20x20mm

140 POINTS

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	Hand Weapon

Options	Magnetic Short Bow (2+) • Infiltrator's Dart • King Slayer
----------------	--

Core

TEGU WARRIORS #1

Tegu Warriors x25 - Standard - Infantry - 25x25mm

455 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Scoring, Communal Bond
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	Champion • Standard Bearer • Spear
----------------	------------------------------------



TEGU WARRIORS #2
Tegu Warriors x15 - Standard - Infantry - 25x25mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Communal Bond	
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	Champion • Standard Bearer • Enclave Wizard (50x50 mm) • Awaken the Beast (Shamanism)
----------------	---



SKINK WARRIORS #1
Skink Warriors x20 - Standard - Infantry - 20x20mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Scoring, Communal Bond	
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	Champion • Enclave Wizard (40x40 mm) • Healing Waters (Druidism)
----------------	--



CAIMAN WARRIORS #1
Caiman Warriors x6 - Large - Infantry - 40x40mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring, Communal Bond, Tooth and Claw	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Caiman Warrior	3	3	4	1	1

Options	Standard Bearer
----------------	-----------------

Special



RAPTOR RIDERS #1
Raptor Riders x8 - Standard - Cavalry - 25x50mm

300 POINTS



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

Options	Champion • Standard Bearer • Light Lance
----------------	--



RHAMPHODON RIDERS #1
Rhamphodon Riders x4 - Large - Cavalry - 40x40mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	6	Fearless, Fly (8",16"), Frenzy, Light Troops, Vanguard, Communal Bond		
	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	Light Lance
Rhamphodon	3	3	4	1	4	Battle Focus, Harnessed, Lethal Strike, Predator Senses, Feeding Frenzy

Options	Champion
---------	----------



THYROSCUTUS HERD #1
Thyroscutus Herd - Large - Cavalry - 50x100mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Communal Bond		
Defensive	HP	Def	Res	Arm		
	5	4	5	5	Parry	
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider(4)	1	2	3	0	3	
Thyroscutus	3	2	4	1	0	Crush Attack, Harnessed

Options	Combined Strength (Tegu Warriors, Tegu Guards) And Great Protector • Carved Wisdom
---------	--



SAURIAN SWARMS #1
Saurian Swarms x2 - Standard - Infantry - 40x40mm

110 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Light Troops, Venomous Tide, Communal Bond , Combined Strength (x) (Skink Warriors, Skink Hunters)		
Defensive	HP	Def	Res	Arm		
	5	2	1	0	Fortitude (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Swarm	5	2	1	1	3	Poison Attacks

Guerilla Warriors



WEAPON BEASTS #1
Weapon Beasts - Large - Beast - 40x40mm

135 POINTS





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

Options	Salamander • Combined Strength (skink Warriors, Skink Hunters)
----------------	--

	SKINK GUERRILLAS #1 Skink Guerrillas x5 - Standard - Infantry - 20x20mm	150 POINTS 
--	---	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Skirmisher, 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>
Skink Guerrilla	1	2	3	0	3



Options	Blowpipe (4+) • Chameleon
----------------	---------------------------

	SKINK GUERRILLAS #2 Skink Guerrillas x13 - Standard - Infantry - 20x20mm	267 POINTS 
--	--	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Skirmisher, 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>
Skink Guerrilla	1	2	3	0	3



Options	Magnetic Short Bow (3+) • Marking Lure
----------------	--

Magna Sauria

	CARNOSAUR #1 Carnosaur - Gigantic - Beast - 50x100mm	380 POINTS 
--	--	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	7	Fearless, Frenzy, Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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	Light Lance • Combined Strength (raptor Riders, Raptor Pack) And Hunt Leader
----------------	--

	TAUROSAUR #1 Taurosaur - Gigantic - Beast - 50x100mm	500 POINTS 
--	--	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	6	Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	6	4	
<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
Taurosaur	4	3	6	3	2
					Harnessed, Impact Hits (3D3)

Options	Monolith of Vitalism
---------	----------------------

Magics

Racial Trait Spell

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



Evocation

		Casting	Range	Type	Duration	Effect
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
3	Hasten the Hour	7+ [10+]	24" {18"}	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ [7+]	12" {18"}	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
6	Danse Macabre	6+ {9+}	18" {9"Aura}	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ {9+}	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike][color].
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

Magic items

Ancient Plaque: 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.

Infiltrator's Dart: 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.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Monolith of Vitalism: The model becomes the Battle Standard Bearer.

Carved Wisdom: 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.

Model Rules

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

Cannot be Stomped:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

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.

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.

Crush Attack:

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.

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.

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.

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.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

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.

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of 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

Parry:

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.

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.

Tall:

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

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: All models in enemy units **must** take a Dangerous Terrain (1) Test after completing a Charge Move against a unit of Snake Swarms.

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

Qr codes of your army

Your 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.

Anurarch Archmage #1



Skink Veteran #1



Tegu Warriors #1



Tegu Warriors #2



Skink Warriors #1



Raptor Riders #1



Carnosaur #1



Rhamphodon Riders #1



Caiman Warriors #1



Taurosaur #1



Thyroscutus Herd #1



Weapon Beasts #1



Skink Guerrillas #1



Skink Guerrillas #2



Saurian Swarms #1

