1685 pts (37.00 %)	945 pts (21.00 %)	720 pts (16.00 %)	528 pts (12.00 %)	940 pts (21.00 %)
Characters	**Core**	**Special**	**Jungle Guerillas**	**Thunder Lizards**
(40 Max)	(20 Least)	(0 NoLimit)	(30 Max)	(35 Max)

Characters

Cuatl Lord #1
Cuatl Lord - Standard - Infantry - 50x50mm

810 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		Cold-Blooded, Tall, Palanquin, Wizard Master
Defensive	HP	Def	Res	Arm	
	4	2	4	0	Aegis (4+)
Offensive	Att	Off	Str	Ap	Agi
CuatlLord	1	2	3	0	2	Hand Weapon

Options	Battle Standard Bearer • Pyromancy • Alchemy • General • Grasp of the Immortal • Trained from Birth
Magic items	Essence of a Free Mind • Sun Tablet

Saurian Warlord #1
Saurian Warlord - Standard - Infantry - 50x100mm

875 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		Cold-Blooded
Defensive	HP	Def	Res	Arm	
	3	6	5	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Warlord	5	6	5	2	4	Born Predator, Hand Weapon

Mount Alpha Carnosaur

Global	Adv	Mar	Dis		Model Rules
	7"	14"	C		Apex Predator
Defensive	HP	Def	Res	Arm	
	6	4	6	4	
Offensive	Att	Off	Str	Ap	Agi
Alpha Carnosaur	5	4	7	4	3	Harnessed, Born Predator, Multiple Wounds (D3, D3)

Options	Paired Weapons • Alpha Carnosaur
Magic items	Starfall Shard • Obsidian Rock

Core

Saurian Warriors #1
Saurian Warriors x15 - Standard - Infantry - 25x25mm

315 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		Scoring, Cold-Blooded
Defensive	HP	Def	Res	Arm	

Defensive	HP	Def	Res	Arm	
	1	3	4	2	**Shield**

Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	**Born Predator**

Options	Musician • Standard Bearer • Crocodile

SAURIAN WARRIORS #2
Saurian Warriors **x15** - *Standard - Infantry - 25x25mm*

315 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		**Scoring, Cold-Blooded**

Defensive	HP	Def	Res	Arm	
	1	3	4	2	**Shield**

Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	**Born Predator**

Options	Musician • Standard Bearer • Crocodile

SAURIAN WARRIORS #3
Saurian Warriors **x15** - *Standard - Infantry - 25x25mm*

315 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		**Scoring, Cold-Blooded**

Defensive	HP	Def	Res	Arm	
	1	3	4	2	**Shield**

Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	**Born Predator**

Options	Musician • Standard Bearer • Crocodile

Special

CAIMANS #1
Caimans **x5** - *Large - Infantry - 40x40mm*

360 POINTS

Global	Adv	Mar	Dis		Model Rules
	6"	12"	7		**Strider, Scoring, Cold-Blooded**

Defensive	HP	Def	Res	Arm
	3	3	4	3

Offensive	Att	Off	Str	Ap	Agi	
Caiman	3	3	5	2	2	**Born Predator**

Options	Musician

CAIMANS #2
Caimans **x5** - *Large - Infantry - 40x40mm*

360 POINTS

Global	Adv	Mar	Dis		Model Rules
	6"	12"	7		**Strider, Scoring, Cold-Blooded**

Defensive	HP	Def	Res	Arm
	3	3	4	3

Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi	
						Born Predator
Caiman	3	3	5	2	2	

Options	Musician

Jungle Guerillas

Pteradon Sentries #1
Pteradon Sentries **x3** - *Large - Cavalry - 40x40mm*

180 POINTS

Global	Adv	Mar	Dis		Model Rules
	2"	4"	5		**Strider, Feigned Flight, Vanguard, Light Troops, Skirmisher, Cold-Blooded , Fly (9", 18", 9", 18")**
	9"	18"			

Defensive	HP	Def	Res	Arm	
	2	2	3	2	**Hard Target (1, 1)**

Offensive	Att	Off	Str	Ap	Agi	
Rider	1	2	3	0	4	**Light Lance**
Pteradon	1	3	4	1	2	**Harnessed, Release Rocks**

Rhamphodon Riders #1
Rhamphodon Riders **x4** - *Large - Cavalry - 40x40mm*

348 POINTS

Global	Adv	Mar	Dis		Model Rules
	2"	4"	6		**Strider, Vanguard, Light Troops, Fearless, Frenzy, Cold-Blooded** , Fly (8", 16", 8", 16")
	8"	16"			

Defensive	HP	Def	Res	Arm	
	2	1	3	2	, **Light** **Hard Target (1, 1)Armour**

Offensive	Att	Off	Str	Ap	Agi	
Rider	1	2	3	0	4	**Poisoned Javelin (4+, 4+), Light Lance**
Rhamphodon	2	3	4	2	4	**Harnessed, Lethal Strike**Focus , **Battle** , **Prey** Scent

Options	Shield • Champion

Thunder Lizards

Stygiosaur #1
Stygiosaur - *Large - Cavalry - 50x100mm*

420 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	6		**Fear, Towering Presence, Terror, Cold-Blooded**

Defensive	HP	Def	Res	Arm	
	5	4	5	4	

Offensive	Att	Off	Str	Ap	Agi	
Skink Rider	1	2	3	0	4	
Stygiosaur	4	4	5	2	2	**Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack**

Options	Mystic Traveller

Magics

Racial Trait Spell

	Casting	Range	Type	Duration

Spark of Creation

Mf	6+ [9+]	|36"| [18"]	Hex, Missile, Damage	Instant

The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.

Alchemy

		Casting	Range	Type	Duration	Effect
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
4	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

Pyromancy

		Casting	Range	Type	Duration	Effect
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
A	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Essence of a Free Mind: The bearer may choose up to two Paths on the Army List instead of one (from the ones normally available to it). During Spell Selection, choose which one of the two Paths to use. The bearer cannot select from the Learned Spells 5 and 6 of its chosen Path.

Obsidian Rock: The bearer gains Magic Resistance (2).

Starfall Shard: The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **HardTarget (1)**, and automatically fails all Fortitude Saves.

Sun Tablet: The bearer always selects its spells from all Learned Spells of its chosen Path and Spark ofCreation (Hereditary Spell). This overrides the Spell Selection rules for Wizard Apprentices, Adepts, and Essence ofa Free Mind. This Artefact cannot be combined with Protean Potentate.

Model Rules

Aegis:

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

Born Predator: Close Combat
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

Breath Attack:

Cold-Blooded: The model's Discipline Tests are subject to Minimised Roll.

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.

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 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.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:
- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.
At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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.

Palanquin: Universal Rule.
When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

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

Prey Scent: Attack Attribute – Close Combat.
Right before the battle (during step 7 of the Deployment Phase Sequence), if you have one or more units of Rhamphodon Riders or Skink Captains on Alpha Rhamphodon in your army, you must choose 2 units from your opponent's Army List (this may also be Characters). The models of these units are considered "marked".

Rhamphodon mounts gain +D3 Attack Value and must reroll failed to-hit rolls for attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked. The additional attacks must be allocated towards models meeting either of those criteria.

Release Rocks: Special Attack.
Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.

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 if 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.

Tall:

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

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
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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.

Cuatl Lord #1

Saurian Warlord #1

Saurian Warriors #1

Saurian Warriors #2

Saurian Warriors #3

Caimans #1

Caimans #2

Pteradon Sentries #1

Rhamphodon Riders #1

Stygiosaur #1