



2765 pts (40.00%) 1460 pts (21.00%) 1457 pts (21.00%) 1713 pts (24.00%) 750 pts (11.00%)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (35 Max) (35 Max)

Characters

SEIGNEUR DE GUERRE SAURIEN

Saurian Warlord - Standard - Infantry - 25x25mm

480 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

Options	Shield (Serrate Scales) • Heavy Armour (Taurosaur's Vigour) • Spear (Glory of the Dawn Age)
Magic items	Taurosaur's Vigour (Heavy Armour) • Glory of the Dawn Age (Spear) • Lucky Charm • Serrate Scales (Shield)

ANCIEN CAIMAN

Caiman Ancient - Large - Infantry - 40x40mm

280 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Fear, Strider, Cold-Blooded
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Caiman Ancient	4	5	5	2	3	Born Predator, Hand Weapon

Options	Halberd (Supernatural Dexterity)
Magic items	Raptor Spirit • Supernatural Dexterity (Halberd)

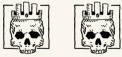
KERMIT

Cuatl Lord - Standard - Infantry - 50x50mm

905 POINTS

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

Options	General • Divination • Battle Standard Bearer • Ancient Knowledge • Master of Reality
Magic items	Ancient Plaque • Sphere of Shielding
Magic banners	Aether Icon (x2) (Battle Standard Bearer)



CAPITAINE SKINK

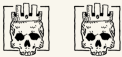
Skink Captain - *Standard* - Infantry - 20x20mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6

Options	Bow (3+)
Magic items	Wildfire Burst • Ranger's Boots



CAPITAINE SKINK SUR RHAMPHORHYON ALPHA

Skink Captain - *Large* - Cavalry - 40x40mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	C	, Prey Frenzy, Fearless, Light Troops, Strider, Vanguard, FlyScent	
Defensive	HP	Def	Res	Arm	
	3	C	3	C+1	Hard Target
Offensive	Att	Off	Str	Ap	Agi
Alpha Rhamphodon	2	3	4	2	4

Options	Shield • Blowpipe (4+) • Paired Weapons (Hero's Heart) • Alpha Rhamphodon
Magic items	Hero's Heart (Paired Weapons) • Basalt Infusion (Light Armour)



CAPITAINE SKINK SUR TAUROSAURE

Skink Captain - *Gigantic* - Beast - 50x100mm

670 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6



MOUNT TAUROSAUR

Global	Adv	Mar	Dis	Model Rules	
	6"	10"	C	Fearless	

<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 Crew	1	2	3	0	4
					Poisoned Javelin
Taurosauro	4	3	6	3	2
					Impact Hits, Devastating Charge, Harnessed, Sharp Horns

Options	Blowpipe (4+) • Light Lance • Taurosauro • Engine of the Ancients
Magic items	Spirit of the Stampede • Obsidian Rock
Core	

	GUERRIERS SAURIENS #1 Saurian Warriors x20 - Standard - Infantry - 25x25mm	520 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Cold-Blooded	
<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>
Saurian Warrior	2	3	4	1	2
					Born Predator

Options	Spear • Serpent • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

	GUERRIERS SAURIENS #2 Saurian Warriors x20 - Standard - Infantry - 25x25mm	520 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Cold-Blooded	
<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>
Saurian Warrior	2	3	4	1	2
					Born Predator

Options	Spear • Serpent • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

	BRAVES SKINKS #1 Skink Braves x15 - Standard - Infantry - 20x20mm	210 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Scoring, Strider, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Brave	1	2	3	0	4

Options	Champion • Musician • Standard Bearer • Shield and Poisoned Javelin (4+)
Magic banners	Banner of Discipline (Banner Enchantment)

	BRAVES SKINKS #2 Skink Braves x15 - Standard - Infantry - 20x20mm	210 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Scoring, Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Brave	1	2	3	0	4

Options	Champion • Musician • Standard Bearer • Shield and Poisoned Javelin (4+)
Magic banners	Banner of Discipline (Banner Enchantment)

Special



GARDIENS DES TEMPLES

Temple Guard x20 - Standard - Infantry - 25x25mm

550 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard, Fearless, Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Temple Guard	2	4	4	1	2	Born Predator, Cobalt Club

Options	Champion • Musician • Standard Bearer
Magic banners	Totem of Mixoatl (Banner Enchantment)



CHEVAUCHEURS DE RAPTOR


Raptor Riders x10 - Standard - Cavalry - 25x50mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	4	4	4	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Rider	2	4	4	1	2	Born Predator, Lance
Raptor	2	3	4	1	2	Harnessed


Options	Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)



CAIMANS

Caimans x6 - Large - Infantry - 40x40mm

442 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Scoring, Strider, 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	Halberd • Champion • Musician • Standard Bearer
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Jungle Guerillas



CAMELEONS #1

Chameleons x10 - Standard - Infantry - 20x20mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Scout, Skirmisher, Strider, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chameleon	1	2	3	0	4



CAMELEONS #2

Chameleons x10 - Standard - Infantry - 20x20mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Scout, Skirmisher, Strider, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Chameleon	1	2	3	0	4



BETES EPIEUX #1

Weapon Beasts - Large - Beast - 40x40mm

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Strider, Cold-Blooded	
<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>
Weapon Beast	3	3	4	1	4

Options

Spearback – Shoot Spikes (4+)



BETES EPIEUX #2

Weapon Beasts - Large - Beast - 40x40mm

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Strider, Cold-Blooded	
<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>
Weapon Beast	3	3	4	1	4

Options

Spearback – Shoot Spikes (4+)



CHEVAUCHEURS DE RHAMPHORHYON

Rhamphodon Riders x5 - Large - Cavalry - 40x40mm


333 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	6	Fearless, Fly, Frenzy, Light Troops, Strider, Vanguard, Cold-Blooded	
	8"	16"		, Prey Scent	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	1	3	2		, Light Hard Target Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	2	3	0	4	Light Lance, Poisoned Javelin
Rhamphodon	2	3	4	2	4	Battle Focus, Harnessed, Lethal Strike


Options	Champion
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BETES EPIEUX #3

Weapon Beasts - Large - Beast - 40x40mm


140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Light Troops, Strider, Cold-Blooded		
<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>	
Weapon Beast	3	3	4	1	4	

Options	Spearback – Shoot Spikes (4+)
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Thunder Lizards



THYROSCUTUS

Thyroscutus - Large - Cavalry - 50x100mm

260 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	Stubborn, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	6		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Crew	1	2	3	0	4	Poisoned Javelin
Thyroscutus	3	2	4	1	1	Crush Attack, Harnessed

Options	Sun Engine
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Spark of Creation</i>				
<i>Mf</i>	<6+> {9+}	30" {18"}	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength <5> {6}, Armour Penetration <2> {3}, and Magical Attacks.</i>				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

Ancient Plaque: Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll, provided the spell was not Miscast. This ability cannot be used for Casting Attempts with only one Magic Dice.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength, **Magical Attacks**, and **Multiple Wounds (2)**.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become **Magical Attacks** and always have at least Strength 5 and at least Armour Penetration 2.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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

Ranger's Boots: The bearer gains Strider and, unless using Flying Movement, +2" Advance Rate up to a maximum of 10", and +4" March Rate up to a maximum of 20".

Raptor Spirit: The bearer gains +4" Advance Rate, +4" March Rate, and **Swiftstride**. This Artefact cannot be taken by a model with Ranger's Boots.

Serrate Scales: While using this Shield, the bearer gains **Grind Attacks (2)** that are **always** resolved with Strength 5 and Armour Penetration 2.

Sphere of Shielding: The bearer gains **Aegis (2+, against Ranged Attacks)** and automatically fails all saves against Melee Attacks.

Spirit of the Stampede: The bearer's mount gains **Impact Hits (D6)**. If it already had Impact Hits, increase the number of Impact Hits by D6 instead.

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become **Magical Attacks**.

Taurosauro's Vigour: The wearer gains +1 Armour and +1 Health Point.

Wildfire Burst: This weapon has Shots 4, Str 4, AP 1 and **always** hits on 3+. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**. A unit that is hit by one or more of these attacks loses Soft Cover until the end of the Player Turn (if it had it). If the enemy unit was in Hard Cover, it is now considered to be in Soft Cover until the end of the Player Turn.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Stalker's Standard: The bearer's unit gains Strider.

Totem of Mixoaftl: The bearer's unit gains **Hard Target (1)**. One use only. May be activated at the start of a Round of Combat. Until the end of the Round of Combat, enemy units in base contact with the bearer's unit suffer -3 Offensive Skill.

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.

Blowpipe: Shooting Weapon
Range 12", Shots 2, Str 2, AP 0, Poison Attacks, +1 to hit against units consisting entirely of models with Towering Presence.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains **Stubborn**. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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

Cobalt Club: Close Combat Weapon.
Attacks made with this weapon gain +2 Strength.

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

Crush Attack:

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.

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.

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.

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.

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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: 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.

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

Prey Scent: 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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-

Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Tall:

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

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.

Seigneur de guerre saurien



Ancien Caiman



Kermit



Capitaine Skink



Capitaine skink sur Rhamphorhyon alpha



Capitaine skink sur taurosaure



Guerriers Sauriens #1



Guerriers Sauriens #2



Braves skinks #1



Braves skinks #2



Gardiens des temples



Chevaucheurs de raptor



Caméléons #1



Caïmans



Caméléons #2



Bêtes épieux #1



Bêtes épieux #2



Chevaucheurs de rhamphorhyon



Bêtes épieux #3



Thyroscutus

