



SAURIAN ANCIENTS

LIST SAURIAN ANCIENTS #2 - 4 331 POINTS



1080 pts (24.00%) **859 pts (19.00%)** 1367 pts (30.00%) 615 pts (14.00%) 575 pts (13.00%)
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

675 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

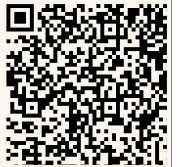
Options	Battle Standard Bearer • Alchemy • General • Master of Reality
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SKINK CAPTAIN #1

Skink Captain - Large - Cavalry - 40x40mm

165 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	Hand Weapon



MOUNT ALPHA PTERADON

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	, Fly (9", 18", 9", Feigned Flight, Strider, Vanguard18") , Light Troops		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	3	C	3	C+1	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Alpha Pteradon	1	3	4	1	2	Harnessed, Release Rocks

Options	Shield • Alpha Pteradon • Blowpipe (4+)
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SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

240 POINTS





Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link		
Defensive	HP	Def	Res	Arm		
	2	2	2	1		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Priest	1	2	3	0	4	Hand Weapon

Options	Wizard Adept • Druidism
Magic items	Talisman of the Void

Core

	SAURIAN WARRIORS #1 Saurian Warriors x28 - Standard - Infantry - 25x25mm	717 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 • Champion • Musician • Standard Bearer • Serpent
Magic banners	Flaming Standard (Banner Enchantment)

	SKINK BRAVES #1 Skink Braves x16 - Standard - Infantry - 20x20mm	142 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	5	Strider, Scoring, 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	

Special

	TEMPLE GUARD #1 Temple Guard x24 - Standard - Infantry - 25x25mm	697 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, Fearless, Cold-Blooded, Bodyguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Temple Guard	2	4	4	1	2	Born Predator, Cobalt Club

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

	CAIMANS #1 Caimans x6 - Large - Infantry - 40x40mm	420 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	7	Strider, Scoring, 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>
Caiman	3	3	5	2	2


Born Predator



SNAKE SWARMS #1


Snake Swarms x2 - Standard - Infantry - 40x40mm

125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Light Troops, Fearless, Fearless, Skirmisher, Cold-Blooded, UnstableTide, Venomous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	2	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Snake Swarm	5	3	2	0	1


Poison Attacks



SNAKE SWARMS #2

Snake Swarms x2 - Standard - Infantry - 40x40mm


125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	7	Light Troops, Fearless, Fearless, Skirmisher, Cold-Blooded, UnstableTide, Venomous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	2	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Snake Swarm	5	3	2	0	1

Poison Attacks


Jungle Guerillas



CHAMELEONS #1


Chameleons x5 - Standard - Infantry - 20x20mm

135 POINTS



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


Blowpipe (4+, 4+)



CHAMELEONS #2

Chameleons x5 - Standard - Infantry - 20x20mm

135 POINTS



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

Blowpipe (4+, 4+)



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

Thunder Lizards



TAUROSAUR #1

Taurosauro - Gigantic - Beast - 50x100mm

575 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	7	Fearless, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Skink Crew	1	2	3	0	4	Poisoned Javelin (4+, 4+)
Taurosauro	4	3	6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)

Options

Engine of the Ancients

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spark of Creation				
Mf	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i>				



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.
4	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 (1x5).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
4	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

Magic items

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Totem of Mixoatl: 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:

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

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

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

Devastating Charge: Attacks & Weapons, Melee
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1

Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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 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.

Giant Blowpipes: Volley Gun Artillery Weapon.
Range 12", Shots 8, Str 3, AP 0, Quick to Fire, Poison 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 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.

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.

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 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.

Sharp Horns: Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

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.

Tall:

Telepathic Link: A Cuatl Lord may cast spells through a friendly model with Telepathic Link with the following conditions and restrictions:

- The Cuatl Lord is considered to be the Caster.
- The model with Telepathic Link must be within 24" of the Cuatl Lord.
- The spell must have type Damage.
- Line of Sight and Front Arc of the model with Telepathic Link are used.
- The spell's range is reduced by half and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscast, apply the following effects:

- The Cuatl Lord suffers the Miscast effect as normal.
- The model with Telepathic Link suffers a single hit with Armour Penetration 2 and a Strength equal to the number of Magic Dice used.

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through the model with Telepathic Link as well, applying the same conditions and restrictions listed above. If not all of the conditions are met, the Attribute Spell is not cast.

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: All models in enemy units must take a Dangerous Terrain (1) Test after successfully charging a unit of Snake Swarms.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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.

Cuatl Lord #1



Skink Captain #1



Skink Priest #1



Saurian Warriors #1



Skink Braves #1



Temple Guard #1



Caimans #1



Snake Swarms #1



Snake Swarms #2



Chameleons #1



Chameleons #2



Pteradon Sentries #1



Taurosaur #1

