



# SAURIAN ANCIENTS

## TESTE IR - 4 236 POINTS



1570 pts (35.00 %) **870 pts (19.00 %)** 366 pts (8.00 %) 590 pts (13.00 %) 840 pts (19.00 %)

**Characters**      **Core**      **Special**      **Jungle Guerillas**      **Thunder Lizards**

(40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters




#### SAURIAN WARLORD #1

Saurian Warlord - Standard - Cavalry - 25x50mm

## 460 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	
<b>Warlord</b>	5	6	5	2	4	Born Predator, Hand Weapon



#### MOUNT RAPTOR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Raptor</b>	2	3	4	1	2	Harnessed

<b>Options</b>	Shield (Dusk Forged) • Raptor
<b>Magic items</b>	Dusk Forged (Shield) • Dragonfire Gem



#### SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20mm

## 85 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	
<b>Skink Captain</b>	3	4	4	1	6	Hand Weapon

<b>Options</b>	Paired Weapons
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#### SKINK CAPTAIN #2

Skink Captain - Standard - Infantry - 20x20mm

## 85 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Captain</b>	3	4	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Paired Weapons
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	<b>SKINK CAPTAIN #3</b> Skink Captain - Standard - Infantry - 20x20mm	<b>85 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	6	<b>Strider, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	1	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Captain</b>	3	4	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Paired Weapons
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	<b>SKINK CAPTAIN #4</b> Skink Captain - Standard - Infantry - 20x20mm	<b>85 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	6	<b>Strider, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	1	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Captain</b>	3	4	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Paired Weapons
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	<b>SKINK CAPTAIN #5</b> Skink Captain - Standard - Infantry - 20x20mm	<b>85 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	6	<b>Strider, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	1	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Captain</b>	3	4	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Paired Weapons
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	<b>SKINK PRIEST #1</b> Skink Priest - Standard - Infantry - 50x50mm	<b>390 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	<b>Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	2	1	

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



## MOUNT SKINK PALANQUIN

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Skink Palanquin, Tall	
Defensive	HP	Def	Res	Arm	
	3	C	3	C+1	
Offensive	Att	Off	Str	Ap	Agi
Skink Palanquin					

<b>Options</b>	Plaque of the Snake God • Wizard Adept • Druidism • Skink Palanquin
<b>Magic items</b>	Binding Scroll • Sun Tablet



## SAURIAN VETERAN #1

Saurian Veteran - Standard - Infantry - 25x25mm

295 POINTS



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

<b>Options</b>	Battle Standard Bearer • Shield • Heavy Armour (Taurosaurs Vigour)
<b>Magic items</b>	Taurosaurs Vigour (Heavy Armour)

Core



## SKINK BRAVES #1

Skink Braves x40 - Standard - Infantry - 20x20mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Strider, Scoring, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Brave	1	2	3	0	4

<b>Options</b>	Musician • Standard Bearer
<b>Magic banners</b>	Tree Frog Banner (Banner Enchantment)



## SAURIAN WARRIORS #1

Saurian Warriors x15 - Standard - Infantry - 25x25mm

265 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	

<b>Options</b>	Jaguar
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### SAURIAN WARRIORS #2

Saurian Warriors x15 - Standard - Infantry - 25x25mm

265 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

Jaguar

### Special



### RAPTOR RIDERS #1

Raptor Riders x7 - Standard - Cavalry - 25x50mm

366 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

Magic banners

Banner of Speed (Banner Enchantment)

### 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 x5 - Large - Cavalry - 40x40mm

410 POINTS



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



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

Options	Shield
<b>Thunder Lizards</b>	

	<b>STYGIOSAUR #1</b> Stygiosaur - Large - Cavalry - 50x100mm	420 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	6	Fear, Towering Presence, Terror, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	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	4	
Stygiosaur	4	4	5	2	2	Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack

Options	Mystic Traveller
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	<b>STYGIOSAUR #2</b> Stygiosaur - Large - Cavalry - 50x100mm	420 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	6	Fear, Towering Presence, Terror, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	5	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	4	
Stygiosaur	4	4	5	2	2	Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack

Options	Mystic Traveller
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## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Spark of Creation</b>				
<i>Mf</i>	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>				



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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	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).}

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
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 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+)}.
A	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: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : 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

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

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

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

## Magic banners

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

**Tree Frog Banner:** Close Combat Attacks from Skink\* model parts in the bearer's unit become **Poison Attacks**. \*The following model parts are considered Skinks: Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries – Rider only, Rhamphodon Riders – Rider only, Taurosaurs – Crew only, Stygiosaur – Skink Rider only, Thyroscutus – Crew only.

## Model Rules

**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 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:** 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 any other Discipline Test, the unit suffers -2 Discipline.

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 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.

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

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

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

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

**Stomp Attacks:**

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

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

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

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

**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.

**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 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

## 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.

Saurian Warlord #1



Skink Captain #1



Pteradon Sentries #1



Skink Captain #2



Rhamphodon Riders #1



Skink Captain #3





Skink Captain #4



Skink Captain #5



Skink Priest #1



Saurian Veteran #1



Stygiosaur #1



Stygiosaur #2



Skink Braves #1



Saurian Warriors #1



Saurian Warriors #2



Raptor Riders #1

