



SAURIAN ANCIENTS

AGROUH ! - 6 964 POINTS



2345 pts (34.00%) 1480 pts (21.00%) 1823 pts (26.00%) 1816 pts (26.00%) 520 pts (7.00%)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

Characters

SEIGNEUR DE GUERRE SAURIEN

Saurian Warlord - Standard - Infantry - 25x25mm

475 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 • Spear (Glory of the Dawn Age)
Magic items	Glory of the Dawn Age (Spear) • Serrate Scales (Shield) • Talisman of Shielding

CAIMAN ANCIEN

Caiman Ancient - Large - Infantry - 40x40mm

285 POINTS

Global	Adv	Mar	Dis				Model Rules
	6"	12"	7				Strider, Fear, 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
Magic items	Raptor Spirit • Potion of Swiftnes

KERMIT

Cuatl Lord - Standard - Infantry - 50x50mm

885 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 • General • Grasp of the Immortal • Protean Potentate
Magic items	Ancient Plaque • Talisman of the Void
Magic banners	Aether Icon (x2) (Battle Standard Bearer)



CAPITAINE SKINK SUR TAUROSAURE

Skink Captain - Gigantic - Beast - 50x100mm

700 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 TAUROSAUR

Global	Adv	Mar	Dis	Model Rules		
	6"	10"	C	Fearless		
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+)
Taurosaure	4	3	6	3	2	Harnessed, Sharp Horns, Impact Hits (D6+1, D6+1), Devastating Charge

Options	Light Lance • Taurosaure • Engine of the Ancients • Poisoned Javelin (3+)
Magic items	Spirit of the Stampede • Obsidian Rock

Core



GUERRIERS SAURIENS #1

Saurian Warriors x20 - Standard - Infantry - 25x25mm

460 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	Spear • Champion • Musician • Standard Bearer • Piranha
Magic banners	Banner of Discipline (Banner Enchantment)



GUERRIERS SAURIENS #2

Saurian Warriors x20 - Standard - Infantry - 25x25mm

460 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	Spear • Champion • Musician • Standard Bearer • Piranha
Magic banners	Banner of Discipline (Banner Enchantment)



BRAVES SKINKS #1

Skink Braves x30 - Standard - Infantry - 20x20mm

560 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



MOUNT CAIMAN

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	, Combined Cold-Blooded, Scoring Strength, Strider, Allocating Attacks , Distributing Hits, Allocating Swirling Melee, Allocating Stomp Attacks	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Caiman	3	3	5	2	2

Options	Shield and Poisoned Javelin (4+) • Champion • Musician • Standard Bearer • Caiman x3
Magic banners	Tree Frog Banner (Banner Enchantment)

Special



GARDIENS DES TEMPLES

Temple Guard x20 - Standard - Infantry - 25x25mm

565 POINTS



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

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



CHEVAUCHEURS DE RAPTOR

Raptor Riders x10 - Standard - Cavalry - 25x50mm

530 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
Raptor	2	3	4	1	2

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



CAIMANS
Caimans x6 - Large - Infantry - 40x40mm

450 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

Options	Great Weapon
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NUEES DE SERPENTS #1
Snake Swarms x2 - Standard - Infantry - 40x40mm

139 POINTS



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

Options	Scout
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NUEES DE SERPENTS #2
Snake Swarms x2 - Standard - Infantry - 40x40mm

139 POINTS



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

Options	Scout
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Jungle Guerillas



CHASSEURS SKINKS
Skink Hunters x10 - Standard - Infantry - 20x20mm

185 POINTS



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

Options	Vanguard • Shield and Poisoned Javelin
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CAMELEONS

Chameleons **x10** - Standard - Infantry - 20x20mm

225 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



SENTINELLES PTERADONS

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

195 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	5	Strider, Feigned Flight, Vanguard, Light Troops, Skirmisher, Cold-Blooded, Fly (9", 18", 9", 18")	
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	2	Hard Target (1, 1)
<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
Pteradon	1	3	4	1	2
					Harnessed, Release Rocks

Options

Shield • Fire Bola (4+)



BETE EPIEU #1

Weapon Beasts - Large - Beast - 40x40mm

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Light Troops, 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+)



BETE EPIEU #2

Weapon Beasts - Large - Beast - 40x40mm

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Light Troops, 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 x3 - Large - Cavalry - 40x40mm

276 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	6	, Fly (8", 16", 8", Strider, Vanguard, Light Troops, Fearless, Frenzy, Cold-Blooded 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	, Battle , Prey Harnessed, Lethal Strike Focus Scent

Options	Shield • Champion
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BETE EPIEU #3

Weapon Beasts - Large - Beast - 40x40mm

145 POINTS



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

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>				

Magic items

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

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

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

Potion of Swiftmess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

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.

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.

Talisman of Shielding: The bearer gains Aegis (5+).

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

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.

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.

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, Taurosaur – Crew only, Stygiosaur – Skink Rider only, Thyroscutus – Crew only.

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: 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.

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.

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 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.

Tall:**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 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



Caïman ancien



Kermit



Capitaine skink sur Taurosaure



Guerriers sauriens #1



Guerriers sauriens #2



Braves skinks #1



Gardiens des temples



Chevaucheurs de raptor



Caïmans



Nuées de serpents #1



Nuées de serpents #2



Chasseurs skinks



Caméléons



Sentinelles ptéradons



Bête épieu #1



Bête épieu #2



Chevaucheurs de rhamphorhyon



Bête épieu #3

