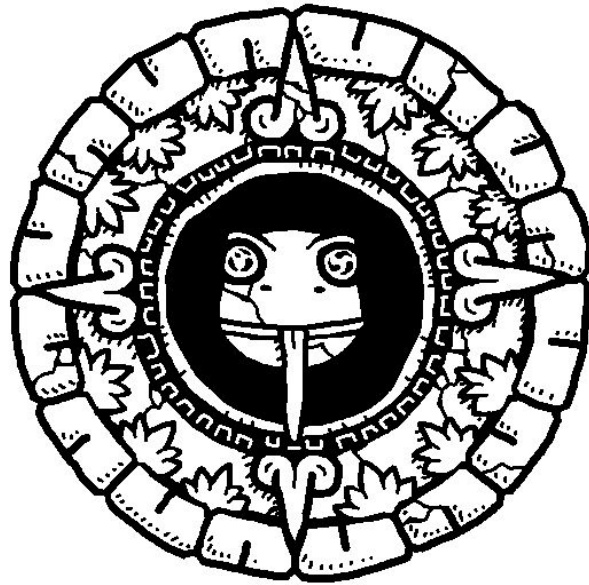


Fantasy Battles

The 9th Age



Saurian Ancients

Army Rules

Version 1.1.0 - 02 September 2016

[Army Special Rules](#)

[Armoury](#)

[Magical Items](#)

[Quick Reference Sheet](#)

[Lords](#)

[Heroes](#)

[Character Mounts](#)

[Core](#)

[Special](#)

[Rare](#)



Fantasy Battles: The 9th Age is a community-made miniatures wargame.
All rules and feedback can be found/given at <http://www.the-ninth-age.com/>
Recent changes are colour coded green and listed at the change log at the end of this document.

Copyright Creative Commons license: the-ninth-age.com/license.html

Army Special Rules

Cold-Blooded

When units with majority of models with special rule take a Leadership test, roll one additional D6 and remove the highest rolled D6.

Born Predator

A model part with this special rule may reroll all natural to-hit rolls of '1' in Close Combat.

Telepathic Link

A Cuatl Lord may cast spells of type "Damage" through a model with this special rule if it is within 24" of the Cuatl Lord. When casting through the Telepathic Link, measure the Range for the spell from the Telepathic Link and use its Front Arc and Line of Sight. The Range of the spell is reduced by half. The Cuatl Lord may cast spells of type "Missile", even if it is Engaged in Combat, as long as the Telepathic Link isn't. If the spell is miscast, the Cuatl Lord rolls on the Miscast Table as normal and the Telepathic Link suffers a Strength PDU+1 hit. If the Cuatl Lord casts a spell through a Telepathic Link, the attribute gets cast through it as well (measure Range and use Front Arc and Line of Sight from the Telepathic Link). The "caster" is still considered to be Cuatl Lord.

Armoury

Blowpipe:

Shooting Weapon. Range 12", Strength 3, Multiple Shots (2), Poisoned Attacks, +1 to hit against units consisting entirely of Large Targets.

Javelin:

Shooting Weapon. Range 12", Strength as user, Quick to Fire.

Poisoned Javelin:

Shooting Weapon. Range 12", Strength as user, Poisoned Attacks, Quick to Fire.

Giant Blowpipe

This is a **Volley Gun Artillery Weapon** with: Range 12", Strength 3, Quick to Fire, Poisoned Attacks, Multiple Shots (2D6).

Great Bow:

This is a **Bolt Thrower Artillery Weapon** with: Range 36", Strength 6, Multiple Wounds (D3), Armour Piercing (6), Quick to fire.

Engine of the Ancients:

One of a Kind.

The model gains Telepathic Link. At the beginning of each friendly Player Turn choose one of the following configurations. The effects last until the beginning of the next friendly Player Turn:

- Choose a Magic Path. Friendly Wizards casting Spells from this Path have the casting values decreased by 1.
- During the owner's Shooting Phase, pick an enemy unit that is not Engaged in Close Combat and within 9" of the Engine of the Ancients. That unit suffers D3 Metalshifting hits.
- All friendly units within 6" of the Engine of the Ancients gain Ward Save (5+), which can only be used against Ranged Attacks.

The last configuration is active starting from before the battle (after moving Vanguarding units), till the first friendly Player Turn.

Magical Items

Magical Weapons

Sword of the Dawn Ages (70 / 45 pts)

Type: Hand Weapon. Attacks made with this weapon gain +1 Strength and Multiple Wounds (2).

Spear of the Stampede (40 pts)

Type: Lance. The wielder's mount gains Impact Hits (+D6).

Serpent Bow (40 pts)

Type: Shortbow. The wielder may elect to replace its normal Shooting Attack and instead use the rules for Bolt Thrower Artillery Weapons with the following profile: Range 18", Strength 6, Armour Piercing (6), Multiple Wounds (D3).

Magical Armour

Taurosauro Helm (30 pts) - models on foot only

Type: None (6+ Armour Save). Wearer gains +1 Toughness and Impact Hits (1).

Talismans

Starfall Shard (45 / 30 pts)

Bearer's model gains Fireborn and Hard Target.

Enchanted Items

Egg of the Quetzal (35 pts)

The bearer gains a Breath Weapon (Strength D3+2, Magical Attacks).

Jade Staff (20 pts)

The bearer can cast *The Phoenix Rises* from the Path of White Magic as a Bound Spell (Power Level 3).

Arcane Items

Ancient Plaque (50 / 25 pts)

Once per Magic Phase, the bearer may reroll one Power Dice that was used for a casting attempt. This ability cannot be used when the bearer is casting with only one Power Dice, and cannot reroll a dice which was ~~not~~ a natural '6'.

Black Cube (15 pts)

One use only. Bearer may activate this item in the opponent's Magic Phase, after Magic Flux has been rolled. When activated, remove 1 Power Dice from the opponent's Power Dice Pool.

Magical Standards

Totem of Mixoatl (50 pts)

Rank-and-File model parts with Born Predator in bearer's unit gain Hatred.

Army List

LORDS



Saurian Warlord 140 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 6 | - | 5 | 5 | 3 | 4 | 5 | 9 |

Infantry 25x25mm base

Armour:

Innate Defence (5+)

Options:

May take Magical Items

pts

up to 100

May take any of the following:

Predator Special Rules:

Cold-Blooded, Born Predator

Shield

5

Light Armour

20

Heavy Armour (only if on foot)

25

May take a weapon (one choice only):

Paired Weapons

10

Halberd

15

Great Weapon

25

Spear

15

Lance

20

May take a mount (one choice only):

Raptor

40

Carnosaur

120

Alpha Carnosaur

250



Skink High Priest 170 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2 | 3 | 3 | 3 | 3 | 4 | 1 | 7 |

Infantry 20x20mm base

Armour:

Innate Defence (6+)

Options:

May take Magical Items

pts

up to 100

May take a mount (one choice only):

Skink Special Rules:

Cold-Blooded, Strider (Water)

Skink Palanquin

35

Taurosaur

200

Special Rules:

Telepathic Link

Magic:

Level 3 Wizard Master. Generates spells from the Path of Wilderness, Heavens, Light or Nature.



Cuatl Lord 270 pts

single model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2 | 3 | 3 | 4 | 4 | 2 | 1 | 9 |

Infantry 50x50mm base

Reptilian Special Rules:

Cold-Blooded

Options:

May be the Battle Standard Bearer

May take Magical Items

May take Cuatl Lord Disciplines

pts

50

up to 100

up to 100

Special Rules:

Ward Save (4+)

Palanquin: When a Cuatl Lord is in a unit with 5 or more models with the Bodyguard special rule, it can be placed anywhere in its unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible. A model with this special rule can be the General even if it is also the Battle Standard Bearer and it cannot be chosen by the enemy as the model that refuses a Challenge.

Magic:

Level 4 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

Cuatl Lord Disciplines: Disciplines cannot be duplicated within an army. Maximum 100 points of Disciplines may be spent per army. In a Grand Army a maximum of 200 points may be spent instead, but the "Master of Magic" Discipline cannot be obtained together with either "Wellspring of Power" or "Unconquerable Will".

Master of Magic (85 pts)

When rolling for Magic Flux in your own Magic Phases, roll an additional D6 and discard the lowest D6 rolled.

Wellspring of Power (50 pts)

The Cuatl Lord has a +1 modifier to cast and gives its side an additional +2 bonus when rolling to channel in friendly Magic Phases.

Wandering Path (80 pts)

The Cuatl Lord does not generate spells normally, instead it knows the signature spell from each of the eight Paths of Battle Magic. This Discipline is not compatible with the Essence of a Free Mind item nor the Path Master special rule.

Unconquerable Will (35 pts)

The Cuatl Lord may reroll the first failed Dispel Attempt in each Magic Phase.

Ancient Knowledge (50 pts)

The Cuatl Lord generates one additional spell and has to generate all its spells from the Path of White Magic. When it successfully casts a White Magic spell, it may choose to forget that spell immediately, and then generate a new spell at the end of the Magic Phase from a Path that it would normally have access to. If the model has Path Master, it cannot use it to choose its new spells, but must randomize as normal. This Discipline is not compatible with the Essence of a Free Mind item ~~nor the Path Master special rule.~~

Shielded Soul (30 pts)

When the Cuatl Lord rolls on the Miscast Table, you may add or subtract one from the result.

Higher State of Mind (25 pts)

At the end of the opponent's Magic Phase, you may store a single unused Dispel Dice and add this dice to the pool of Magic Dice the next Magic Phase.

Scrutiny of the Ancients (20 pts)

The Cuatl Lord and its unit gain Terror.

HEROES



Saurian Veteran 85 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 4 | 5 | - | 5 | 5 | 2 | 3 | 4 | 8 | Infantry 25x25mm base |

| | | |
|--------------------------------|--------------------------------------|------------|
| <i>Armour:</i> | <i>Options:</i> | <i>pts</i> |
| Innate Defence (5+) | May be the Battle Standard Bearer | 25 |
| | May take Magical Items | up to 50 |
| <i>Predator Special Rules:</i> | May take any of the following: | |
| Cold-Blooded, Born Predator | Shield | 5 |
| | Light Armour | 15 |
| | Heavy Armour (only if on foot) | 20 |
| | May take a weapon (one choice only): | |
| | Halberd | 10 |
| | Paired Weapons | 5 |
| | Great Weapon | 20 |
| | Lance | 15 |
| | Spear | 10 |
| | May take a mount (one choice only): | |
| | Raptor | 35 |
| | Carnosaur | 130 |



Skink Captain 40 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 6 | 4 | 4 | 4 | 3 | 2 | 6 | 3 | 6 | Infantry 20x20mm base |

| | | |
|-----------------------------------|--|------------|
| <i>Armour:</i> | <i>Options:</i> | <i>pts</i> |
| Innate Defence (6+), Light Armour | May be the Battle Standard Bearer | 25 |
| | May take Magical Items | up to 50 |
| <i>Weapons:</i> | May take a Shield | 2 |
| Blowpipe | May replace Blowpipe with Poisoned Javelin | free |
| <i>Skink Special Rules:</i> | May take a weapon (one choice only): | |
| Cold-Blooded, Strider (Water) | Paired Weapons | 3 |
| | Light Lance | 3 |
| | May take a mount (one choice only): | |
| | Alpha Pteradon | 50 |
| | Alpha Rhamphodon | 50 |
| | Taurosaur | 200 |



Skink Priest 65 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 6 | Infantry 20x20mm base |

Armour:

Innate Defence (6+)

Options:

May become a Level 2 Wizard Apprentice

pts

25

Skink Special Rules:

Cold-Blooded, Strider (Water)

May take Magical Items

up to 50

May ride a Taurosaur

200

Special Rules:

Telepathic Link

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Wilderness or Heavens.



Caiman Ancient 125 pts

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|---------------------------------|
| 6 | 4 | - | 5 | 5 | 4 | 3 | 3 | 8 | Monstrous Infantry 40x40mm base |

Weapons:

Halberd

Options:

May take Magical Items

pts

up to 50

May replace Halberd with Great Weapon

5

Armour:

Innate Defence (4+)

Caiman Special Rules:

Cold-Blooded, Born Predator, Strider (Water)

Special Rules:

Fear

Pack Leader: Caimans in the same unit as a Caiman Ancient gain Weapon Skill 4. This effect cannot be combined with the Weapon Skill Bonus from a Sun Engine.

CHARACTER MOUNTS

Raptor

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 3 | - | 4 | 4 | 1 | 2 | 2 | 2 |

War Beast, 25x50mm base

Mount's Protection (5+)

Stupidity

Carnosaur

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 3 | - | 6 | 5 | 4 | 2 | 4 | 5 |

Monstrous Beast, 50x100mm base

Born Predator, Frenzy, Large Target, Fear

Alpha Pteradon

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 2 | 3 | - | 4 | 3 | 3 | 2 | 1 | 3 |

Monstrous Beast, 40x40mm base

Mount's Protection (6+)

Fly (9), Fast Cavalry, Strider (Forest),

Release Rocks (see Skink Sky-Riders Special unit)

Alpha Rhamphodon

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 2 | 3 | - | 4 | 3 | 3 | 4 | 2 | 3 |

Monstrous Beast, 40x40mm base

Mount's Protection (6+)

Fly (8), Strider (Forest), Fast Cavalry, Armour Piercing (1), Frenzy, Lethal Strike, Prey Scent (see Skink Sky-Riders Special unit)

Options:

May upgrade to Mount's Protection (5+) pts
20

Alpha Carnosaur

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 4 | - | 7 | 6 | 6 | 3 | 5 | 5 |

Monster, 50x100mm base

Innate Defence (3+)

Born Predator, Multiple Wounds (D3), Swiftstride

Apex Predator: When charging a Large Target or a single model with the Fly special rule, the Apex Predator adds +2 to its Charge Range.

Skink Palanquin

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | - | - | 3 | 3 | 3 | 2 | - | 2 |

Infantry, 50x50mm base

Mount's Protection (6+)

Skink Palanquin: A model with this special rule loses the Front Rank rule when it is in a unit of Saurian Warriors or Skink Braves that don't have any Caimans in them.

Options:

May switch Base Size to 40x40mm pts
free
May take Plaque of the Snake God 30

Plaque of the Snake God: All Skink* model parts in the same unit as the Plaque of the Snake God gain Hatred.

*The following models are considered "skinks": Skink High Priests, Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Skink Palanquins.

Taurosaur (One of a Kind)

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Taurosaur | 6 | 3 | - | 5 | 6 | 5 | 2 | 4 | - |
| Skink Crew (4) | - | 2 | 3 | 3 | - | - | 4 | 1 | 6 |

Ridden Monster, 50x100mm base

Poisoned Javelins (Crew), Great Bow (Taurosaur)

Innate Defence (3+)

Immune to Psychology, Stubborn, Impact Hits (D6+1)

Options:

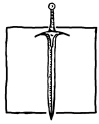
May take Sharp Horns pts
15
May be upgraded to Ancient Taurosaur 40
May replace Great Bow with:
two Giant Blowpipes 10
Engine of the Ancients* 40

*Ancient Taurosaur only

Sharp Horns: The model may reroll the dice for number of Impact Hits it causes.

Ancient Taurosaur: An Ancient Taurosaur gains +1 Strength and +1 Wound.

CORE



Saurian Warriors 85 pts

10 models, may add up to 25 models 11 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 4 | 3 | - | 4 | 4 | 1 | 2 | 2 | 8 | Infantry 25x25mm base |

Armour:

Innate Defence (5+), Shield

Predator Special Rules:

Cold-Blooded, Born Predator

Options:

May take a Spear

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer

May take a single Totem Animal 1 / model

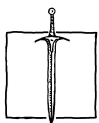
Saurian Warrior may take one of the following Totem Animals:

Piranha The model gains Fear.

Serpent The model gains Fight in Extra Rank.

Jaguar The model gains +1 Movement.

Crocodile Attacks against the model have the value of its Armour Piercing special rule reduced by 1.



Snake Swarms 55 pts

2 models, may add up to 2 models 20 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|--------------------|
| 5 | 3 | - | 2 | 2 | 5 | 1 | 5 | 10 | Swarm 40x40mm base |

Reptilian Special Rules:

Cold-Blooded

Options:

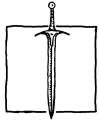
May gain Scout

pts

5 / model

Special Rules:

Venomous Tide: If an enemy unit is in base contact with a model with this rule, all attacks made against that unit gain Poisoned Attacks.



Skink Braves 60 pts

10 Skink Braves, may add up to 30 Skink Braves 5 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |

Infantry 20x20mm base

Armour:

Innate Defence (6+), Shield

Options:

May add one Caiman for each 10 Skinks

pts

50 / model

May choose (one choice only):

Weapon:

Javelin

Replace Javelin for Poisoned Javelin

2 / model

Skirmish (max 15 skinks and no Caimans)

2 / model

Skink Special Rules:

Cold-Blooded, Strider (Water)

May replace Javelin and Shield for Short Bow

free

May have Poisoned Attacks (Close Combat only)

1 / model

May upgrade one Skink to each of the following:

Champion

10

Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer

Caiman

This model is a part of Skink Braves unit

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 3 | - | 5 | 4 | 3 | 2 | 3 | 7 |

Monstrous Infantry 40x40mm base

Weapons:

Halberd

Armour:

Innate Defence (4+)

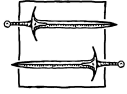
Caiman Special Rules:

Cold-Blooded, Born Predator, Strider (Water)

Combined Strength: Skink Braves may add Caimans to their unit. These Caimans are Rank-and-File models of a different Troop Type (Monstrous Infantry). Follow the normal rules for determining if the type of the unit is considered to be an Infantry or Monstrous Infantry unit (See Troop Types). Caimans follow the rules for matching bases (see Front Rank), except that they do not have to be placed as far forward as possible, but can be placed anywhere in the unit. Skink Braves and Caimans in the same unit do not share a common wound pool even though they are both Rank-and-File models. Instead each type have their own wound pool (wounds are never passed between the types, any excess wounds are lost).

- **Distributing Hits:** When distributing hits (i.e. for attacks towards the unit as a whole) to the unit, first distribute hits between Rank-and-File models, champion and/or character(s). Then randomize all hits distributed onto Rank-and-File models. Roll a D6 for each hit: **1-4:** a Skink Brave is hit. **5-6:** a Caiman is hit.
- **Stomps:** When distributing hits from Stomps, ignore all models in the unit that are not Infantry. Hits distributed onto Skink Braves are not randomized.
- **Allocating Attacks:** In close combat, attacks can be allocated as normal towards different wound pools in base contact; Skink Braves, Caimans, Champion, Character(s).
- **Swirling Melee:** Any enemy allocating attacks using the Swirling Melee rule (i.e. attacking Rank-and-File models not in base contact) may choose to do this either against Skink Braves or against Caimans. If this is used to attack Caimans, the attacks have a -1 to-hit modifier.

SPECIAL



Skink Hunters 55 pts

5 models, may add up to 10 models 7 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 |

Infantry 20x20mm base

Armour:

Innate Defence (6+), Shield

Weapons:

Poisoned Javelin

Skink Special Rules:

Cold-Blooded, Strider (Water), Skirmishers

Options:

Replace Poisoned Javelin and Shield for Blowpipe *pts* free

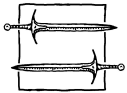
May (one choice only):

be upgrade to Chameleon 2 / model

gain Vanguard 10

May upgrade one model to a Champion 10

Chameleon: The model gains Scout and Hard Target. Must replace Poisoned Javelin and Shield for Blowpipe.



Temple Guard 130 pts

10 models, may add up to 20 models 15 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 4 | - | 4 | 4 | 1 | 2 | 2 | 8 |

Infantry 25x25mm base

Weapons:

Halberd

Armour:

Light Armour, Innate Defence (5+), Shield

Predator Special Rules:

Cold-Blooded, Born Predator

Special Rules:

Bodyguard (General), Immune to Psychology

Options:

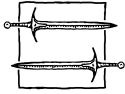
May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- one unit may take a Magical Standard up to 50



Raptor Riders 140 pts

5 models, may add up to 7 models 35 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--------|---|----|----|---|---|---|---|---|----|----------------------|
| Rider | 4 | 4 | - | 4 | 4 | 1 | 2 | 2 | 8 | |
| Raptor | 7 | 3 | - | 4 | 4 | 1 | 2 | 2 | 2 | Cavalry 25x50mm base |

Weapons:

Lance

Armour Rules:

Mount's Protection (5+), Innate Defence (5+),
Shield

Predator Special Rules:

Cold-Blooded, Born Predator (riders only)

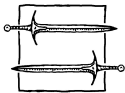
Special Rules:

Stupidity

Options:

May upgrade one model to each of the following:

| | pts |
|--|----------|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer | 10 |
| - one unit may take a Magical Standard | up to 50 |



Caimans 105 pts

3 models, may add up to 7 models 45 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--|---|----|----|---|---|---|---|---|----|---------------------------------|
| | 6 | 3 | - | 5 | 4 | 3 | 2 | 3 | 7 | Monstrous Infantry 40x40mm base |

Weapons:

Halberd

Armour:

Innate Defence (4+)

Caiman Special Rules:

Cold-Blooded, Born Predator, Strider (Water)

Options:

May take Light Armour 7 / model
May replace Halberd with Great Weapon 4 / model
May upgrade one model to each of the following:

| | pts |
|-----------------|-----|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer | 10 |



Skink Sky-Riders 100 pts

3 models, may add up to 2 models 35 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--------------|---|----|----|---|---|---|---|---|----|--------------------------------|
| Rider | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 | |
| [Pteradon] | 2 | 3 | - | 4 | 3 | 2 | 2 | 1 | 3 | Monstrous Cavalry 40x40mm base |
| [Rhamphodon] | 2 | 3 | - | 4 | 3 | 2 | 4 | 2 | 3 | Monstrous Cavalry 40x40mm base |

Weapons:

Light Lance, Poisoned Javelin

Reptilian Special Rules:

Cold-Blooded

Special Rules:

Fast Cavalry, Skirmishers, Strider (Forest)

Options:

May take a Shield

May replace Poisoned Javelin with Fire Bola

May upgrade one model to a Champion

pts

5 / model

1 / model

10

Fire Bola: Shooting Weapon. Range 8", Strength 4, Flaming Attacks, Quick to fire.

Must choose a single mount:

Pteradon (free)

Armour:

Mount's Protection (6+), Innate Defence (6+)

Special Rules:

Fly (9)

Release Rocks: Sweeping Attack which can be used once per game, the enemy unit suffers D3 Strength 4 hits for each Pteranodon in the unit.

Rhamphodon (10 pts / model)

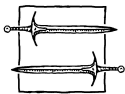
Armour:

Mount's Protection (6+), Innate Defence (6+), Light Armour

Special Rules:

Fly (8), Frenzy (mount only), Armour Piercing (1) (mount only), Lethal Strike (mount only)

Prey Scent: Before the battle, if you have one or more units of Rhamphodon Riders or a Skink Captain on an Alpha Rhamphodon, you may mark 2 of the enemy's units with a counter. When attacking a marked unit the Rhamphodons (not their riders) may reroll to hit and gain an additional D3 attacks/model (these attacks must be allocated towards a marked unit).



Thyroscutus 130 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|----------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Thyroscutus | 4 | 3 | - | 4 | 5 | 4 | 1 | 3 | 6 | |
| Skink Crew (4) | - | 2 | 3 | 3 | - | - | 4 | 1 | 6 | Ridden Monster 50x100mm base |

Weapons:

Poisoned Javelins (Crew only)

Armour:

Innate Defence (2+)

Reptilian Special Rules:

Cold-Blooded

Special Rules:

Crush Attack (Thyroscutus only)

Must take one of the following:

Altar of the Snake-God (15 pts)

Friendly units within 6" of one or more models with Altar of the Snake-God gain Poisoned Attacks in Close Combat. If the unit already has Poisoned Attacks in Close Combat, the Poisoned Attacks wound automatically on successful to-hit rolls of 5+ (instead of 6+).

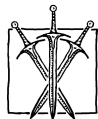
The Altar of the Snake God can cast *Putrefying Touch* from the Path of Disease as a Bound Spell (Power Level 3).

Sun Engine (free)

All friendly units within 6" of one or more models with Sun Engine gain +1 Weapon Skill.

The Sun Engine can cast *Burning Brightness* from the Path of Light as a Bound Spell (Power Level 3).

RARE



Weapon Beasts 60 pts

1 model, may add up to 1 model 60 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|------------------------------|
| 6 | 3 | 4 | 4 | 4 | 3 | 4 | 3 | 6 | Monstrous Beast 40x40mm base |

Armour:

Innate Defence (4+)

Reptilian Special Rules:

Cold-Blooded

Special Rules:

Skirmishers, Strider (Water)

Must become one of the following:

Spearback (free)

Weapons:

Shoot Spikes

Shooting Weapon with:

Range 18", Strength 4, Multiple Shots (2D6), Armour Piercing (1), Quick to Fire.

This weapon may not be used if the model performed a March Move in this Player Turn. Spearbacks must declare Stand & Shoot as a Charge Reaction if possible, but they don't suffer the -1 to hit penalty for it.

Salamander (15 pts/model)

Weapons:

Spout Flames

Flame Thrower Artillery Weapon with

Range 8", Strength 4, Flaming Attacks.

This weapon may not be used if the model performed a March Move in this Player Turn. If a Misfire is rolled, the Salamander always counts as rolling 5+ Malfunction.



Taurosaur 200 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|----------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Taurosaur | 6 | 3 | - | 5 | 6 | 5 | 2 | 4 | - | |
| Skink Crew (5) | - | 2 | 3 | 3 | - | - | 4 | 1 | 6 | Ridden Monster 50x100mm base |

Weapons:

Poisoned Javelins (Crew only), Great Bow (Taurosaur only)

Armour:

Innate Defence (3+)

Reptilian Special Rules:

Cold-Blooded

Special Rules:

Immune to Psychology, Stubborn, Impact Hits (D6+1)

Options:

May take Sharp Horns 15
 May be upgraded to Ancient Taurosaur 40
 May replace Great Bow with:
 two Giant Blowpipes 10
 Engine of the Ancients* 40

*Ancient Taurosaur only

Sharp Horns: The model may reroll the dice for number of Impact Hits it causes.

Ancient Taurosaur: An Ancient Taurosaur gains +1 Strength and +1 Wound.



Stygiosaur 115 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|-------------|---|----|----|---|---|---|---|---|----|---------------------------------|
| Skink Rider | 6 | 4 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | |
| Stygiosaur | 7 | 4 | 4 | 5 | 5 | 5 | 2 | 4 | 5 | Monstrous Cavalry 50x100mm base |

Weapons:

Poisoned Javelin (rider only)

Armour

Innate Defence (4+), Mounts Protection (6+)

Predator Special Rules:

Cold-Blooded, Born Predator (Stygiosaur only)

Special Rules:

Telepathic Link, Poisoned Attacks (Stygiosaur only), Stomp (D3), Terror, Large Target

Spit Poison (Stygiosaur only):

This is a Shooting Attack with:
Range 12", Strength 4, Multiple Shots (3), Quick to Fire, Poisoned Attacks.

Options:

May take Predatory Roar 25
 May exchange Spit Poison with
 Breath Weapon (Toxic Attacks) 25
 The Skink Rider may be upgraded to a Champion 60

Magic:

Wizard Conclave: Redwood Shaft, The Beast Within (Path of Wilderness)

Predatory Roar: One use only. Activate this at the start of any Close Combat Phase. When activated choose one friendly unit within 12" of the Stygiosaur. All model parts with Born Predator gain Hatred for the duration of the phase.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

| CHARACTERS | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|-------------------|---|----|----|---|---|---|---|---|----|
| L | Cuatl Lord | 4 | 2 | 3 | 3 | 4 | 4 | 2 | 1 | 9 |
| | Saurian Warlord | 4 | 6 | - | 5 | 5 | 3 | 4 | 5 | 9 |
| | Skink High Priest | 6 | 2 | 3 | 3 | 3 | 3 | 4 | 1 | 7 |
| H | Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 6 |
| | Skink Captain | 6 | 4 | 4 | 4 | 3 | 2 | 6 | 3 | 6 |
| | Saurian Veteran | 4 | 5 | - | 5 | 5 | 2 | 3 | 4 | 8 |
| | Caiman Ancient | 6 | 4 | - | 5 | 5 | 4 | 3 | 3 | 8 |

| INFANTRY | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|-----------------|---|----|----|---|---|---|---|---|----|
| C | Saurian Warrior | 4 | 3 | - | 4 | 4 | 1 | 2 | 2 | 8 |
| | Skink Brave | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| S | Skink Hunter | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 |
| | Temple Guard | 4 | 4 | - | 4 | 4 | 1 | 2 | 2 | 8 |
| M | Skink Palanquin | 6 | - | - | 3 | 3 | 3 | 2 | - | 2 |

| MONSTROUS INFANTRY | | M | WS | BS | S | T | W | I | A | Ld |
|---------------------------|--------|---|----|----|---|---|---|---|---|----|
| S | Caiman | 6 | 3 | 0 | 5 | 4 | 3 | 2 | 3 | 7 |

| SWARMS | | M | WS | BS | S | T | W | I | A | Ld |
|---------------|-------------|---|----|----|---|---|---|---|---|----|
| S | Snake Swarm | 5 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 |

| MONSTERS | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|-----------------|---|----|----|---|---|---|---|---|----|
| M | Alpha Carnosaur | 7 | 4 | - | 7 | 6 | 6 | 3 | 5 | 5 |

| WAR BEASTS | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|--------|---|----|----|---|---|---|---|---|----|
| M | Raptor | 7 | 3 | - | 4 | 4 | 1 | 2 | 2 | 2 |

| MONSTROUS BEASTS | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------------|------------------|---|----|----|---|---|---|---|---|----|
| R | Weapon Beasts | 6 | 3 | 4 | 4 | 4 | 3 | 4 | 3 | 6 |
| M | Carnosaur | 7 | 3 | - | 6 | 5 | 4 | 2 | 4 | 5 |
| | Alpha Pteradon | 2 | 3 | - | 4 | 3 | 3 | 2 | 1 | 3 |
| | Alpha Rhamphodon | 2 | 3 | - | 4 | 3 | 3 | 4 | 2 | 3 |

| CAVALRY | | M | WS | BS | S | T | W | I | A | Ld |
|----------------|--------------|---|----|----|---|---|---|---|---|----|
| S | Raptor Rider | 4 | 4 | - | 4 | 4 | 1 | 2 | 2 | 8 |
| | - Raptor | 7 | 3 | - | 4 | 4 | 1 | 2 | 2 | 2 |

| MONSTROUS CAVALRY | | M | WS | BS | S | T | W | I | A | Ld |
|--------------------------|------------------|---|----|----|---|---|---|---|---|----|
| S | Sky-Rider | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| | - Pteradon | 2 | 3 | - | 4 | 3 | 2 | 2 | 1 | 3 |
| | - Rhamphodon | 2 | 3 | - | 4 | 3 | 2 | 4 | 2 | 3 |
| R | Stygiosaur rider | 6 | 4 | 2 | 3 | 2 | 1 | 4 | 1 | 6 |
| | - Stygiosaur | 7 | 4 | 4 | 5 | 5 | 5 | 2 | 4 | 5 |

| RIDDEN MONSTERS | | M | WS | BS | S | T | W | I | A | Ld |
|------------------------|---------------|---|----|----|---|---|---|---|---|----|
| S | Thyroscutus | 4 | 3 | - | 4 | 5 | 4 | 1 | 3 | 6 |
| | - Crew (4) | - | 2 | 3 | 3 | - | - | 4 | 1 | 6 |
| R | Taurosaur | 6 | 3 | - | 5 | 6 | 5 | 2 | 4 | - |
| | - Crew (5)[4] | - | 2 | 3 | 3 | - | - | 4 | 1 | 6 |

(5) - number of crew members when taken as a separate unit
 [4] - number of crew members when taken as a mount

| SPECIAL SHOOTING WEAPON | | Range | S | Multiple Shots | Multiple Wounds | Armour Piercing |
|--------------------------------|-----------------|---------------|----|----------------|-----------------|-----------------|
| -common- | Blowpipe | - | 12 | 3 | 2 | - |
| -common- | Javelin | - | 12 | as user | - | - |
| -common- | Giant Blowpipe | - | 12 | 3 | 2D6 | - |
| -common- | GreatBow | Bolt Thrower | 36 | 6 | - | D3 |
| | Skink Sky-Rider | Fire Bola | 8 | 4 | - | - |
| | Weapon Beasts | Shoot Spikes | 18 | 4 | 2D6 | - |
| | | Spout Flames | 8 | 4 | - | - |
| | | Flame Thrower | 8 | 4 | - | - |
| | Stygiosaur | Spit Poison | 12 | 4 | 3 | - |

Changelog:
v1.1.0

- blowpipe, implementing FAQ
- Cuatl Lord, Palanquin, implementing FAQ