

Golden Mask RRR GT (Fantasy Battles: The 9th Age 2.0 Beta) [4499pts]

- **Saurian Ancients (Saurian Ancients 2.0 Beta) [4499pts]**

- **Characters [1610pts]**

- **Cuatl Lord [855pts]**

Selections: Alchemy, Army General, Battle Standard Bearer [100pts], Grasp of the Immortal [120pts], Symbiosis [50pts]

Categories: CHARACTERS

Rules: *Aegis (4+), Cold Blooded, Grasp of the Immortal, Palanquin, Symbiosis, Tall, Wizard Master*

1 Global: *Cuatl Lord Global*, **2 Defensive:** *Cuatl Lord Defence*, **3 Offensive:** *Cuatl Lord Offence*

- **Special Equipment [115pts]**

Selections: Rending Banner [45pts], Totem of Mixoatl - Cannot be taken by Core [70pts]

7 Artefact: *Rending Banner, Totem of Mixoatl*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Cuatl Lord Global	4"	8"	8	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Cuatl Lord Defence	4	2	4	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Cuatl Lord Offence	1	2	3	0	2	
7 Artefact	Type	Effect				Ref
Rending Banner	Banner	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until they are no longer engaged in combat. A model can only be affected by a single Rending Banner at the same time.				
Totem of Mixoatl	Banner Enchantment	The bearer's unit gains Hard Target. One use only. May be activated at the start of a Round of Combat, until the end of the Round of Combat all enemy units Engaged with the bearer's unit suffer -3 Offensive Skill.				

- **Skink Priest [755pts]**

Selections: Shamanism, Wizard Adept [75pts]

Categories: CHARACTERS

Rules: *Cold Blooded, Strider (Water), Telepathic Link, Wizard Adept*

1 Global: *Skink Priest Global*, **2 Defensive:** *Skink Priest Defence*, **3 Offensive:** *Skink Priest Offence*

- **Special Equipment [40pts]**

Selections: Sun Tablet [40pts]

7 Artefact: *Sun Tablet*

- **Taurosaur [525pts]**

Categories: THUNDER LIZARDS

- **Taurosaur [90pts]**

Selections: Engine of the Ancients [90pts]

Rules: *Devastating Charge (+1 Att), Engine of the Ancients, Fearless, Harnessed, Impact Hits (D6+1), Sharp Horns*

1 Global: *Taurosaur Global*, **2 Defensive:** *Taurosaur Defence*, **3 Offensive:** *Skink Crew (4) Offence, Taurosaur Offence*, **6 Ranged Weapon:** *Poisoned Javelin (4+)*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Skink Priest Global	6"	12"	5	Standard	Infantry	

Taurosaur Global 6" 10" C Gigantic Beast

2 Defensive HP Def Res Arm Ref

Skink Priest Defence 2 2 2 1

Taurosaur Defence 6 3 6 4

3 Offensive Att Off Str AP Agi Ref

Skink Crew (4) Offence 1 2 3 0 4

Skink Priest Offence 1 2 3 0 4

Taurosaur Offence 4 3 6 3 2

6 Ranged Weapon Range Shots Str AP Attributes Ref

Poisoned Javelin (4+) 12" 1 As User As User Poisoned Shots, Quick to Fire

7 Artefact Type Effect Ref

Sun Tablet Artefact The bearer can select its spells from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army. This overrides the normal Spell Selection rules connected to being a Wizard Apprentice/Adept. This Artefact cannot be combined with Protean Potentate.

○ **Core [1176pts]**

▪ **Saurian Warriors [685pts]**

Selections: Champion [20pts], Musician [20pts], 25x Saurian Warrior [525pts], Serpent [75pts], Spears [50pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Born Predator, Cold Blooded, Fight in Extra Rank, Scoring, Serpent*

1 Global: *Saurian Warrior Global*, **2 Defensive:** *Saurian Warrior Defence*, **3 Offensive:** *Saurian Warrior Offence (Serpent)*, **4 Armour:** *Shield*, **5 Melee Weapon:** *Spear*

▪ **Banner Enchantments [35pts]**

Selections: Flaming Standard [35pts]

7 Artefact: *Fire Banner*

1 Global Adv Mar Dis Size Type Ref

Saurian Warrior Global 4" 8" 8 Standard Infantry

2 Defensive HP Def Res Arm Ref

Saurian Warrior Defence 1 3 4 2

3 Offensive Att Off Str AP Agi Ref

Saurian Warrior Offence (Serpent) 2 3 4 1 3

4 Armour Type Save Rules Ref

Shield Shield +1 Parry

5 Melee Weapon Str AP Attributes Ref

Spear As User +1 Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing. Cavalry, Beasts and Constructs cannot use Spears.

7 Artefact Type Effect Ref

Fire Banner Banner 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, effects lasts until the bearer's unit is no longer Engaged in Combat. If activated before Shooting with the bearer's unit, this effect lasts until end of the Phase.

▪ **Saurian Warriors [491pts]**

Selections: Champion [20pts], Musician [20pts], 19x Saurian Warrior [399pts], Serpent [57pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Born Predator, Cold Blooded, Fight in Extra Rank, Scoring, Serpent*

1 Global: *Saurian Warrior Global*, **2 Defensive:** *Saurian Warrior Defence*, **3 Offensive:** *Saurian Warrior Offence (Serpent)*, **4 Armour:** *Shield*

▪ **Banner Enchantments [35pts]**

Selections: Flaming Standard [35pts]

7 Artefact: *Fire Banner*

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1 Global	Adv	Mar	Dis	Size	Type	Ref
Saurian Warrior Global	4"	8"	8	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Saurian Warrior Defence	1	3	4	2		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Saurian Warrior Offence (Serpent)	2	3	4	1	3	
4 Armour	Type	Save	Rules	Ref		
Shield	Shield	+1	Parry			
7 Artefact	Type	Effect				Ref

Fire Banner Banner 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, effects lasts until the bearer's unit is no longer Engaged in Combat. If activated before Shooting with the bearer's unit, this effect lasts until end of the Phase.

○ **Special [998pts]**

▪ **Snake Swarms [130pts]**

Selections: 2x Snake Swarm [80pts]

Categories: SPECIAL

Rules: *Cold Blooded, Fearless, Poison Attacks, Skirmisher, Unstable, Venomous Tide*

1 Global: *Snake Swarm Global*, **2 Defensive:** *Snake Swarm Defence*, **3 Offensive:** *Snake Swarm Offence*

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1 Global	Adv	Mar	Dis	Size	Type	Ref
Snake Swarm Global	5"	10"	10	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Snake Swarm Defence	5	3	2	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Snake Swarm Offence	5	3	2	0	1	

▪ **Snake Swarms [130pts]**

Selections: 2x Snake Swarm [80pts]

Categories: SPECIAL

Rules: *Cold Blooded, Fearless, Poison Attacks, Skirmisher, Unstable, Venomous Tide*

1 Global: *Snake Swarm Global*, **2 Defensive:** *Snake Swarm Defence*, **3 Offensive:** *Snake Swarm Offence*

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1 Global **Adv Mar Dis Size Type Ref**

Snake Swarm Global 5" 10" 10 Standard Infantry

2 Defensive **HP Def Res Arm Ref**

Snake Swarm Defence 5 3 2 0

3 Offensive **Att Off Str AP Agi Ref**

Snake Swarm Offence 5 3 2 0 1

▪ **Temple Guard [738pts]**

Selections: *Champion [20pts], Musician [20pts], Standard Bearer [20pts], 24x Temple Guard [768pts]*

Categories: *SPECIAL*

Rules: *Bodyguard (General), Born Predator, Cold Blooded, Fearless, Scoring*

1 Global: *Temple Guard Global*, **2 Defensive:** *Temple Guard Defence*, **3 Offensive:** *Temple Guard Offence*, **4 Armour:** *Light Armour, Shield*, **5 Melee Weapon:** *Cobalt Club*

▪ **Banner Enchantments [25pts]**

Selections: *Legion Standard [25pts]*

7 Artefact: *Legion Standard*

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1 Global **Adv Mar Dis Size Type Ref**

Temple Guard Global 4" 8" 8 Standard Infantry

2 Defensive **HP Def Res Arm Ref**

Temple Guard Defence 1 4 4 2

3 Offensive **Att Off Str AP Agi Ref**

Temple Guard Offence 2 4 4 1 2

4 Armour Type Save Rules Ref

Light Armour Suit of Armour +1 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

5 Melee Weapon Str AP Attributes Ref

Cobalt Club +2 0

7 Artefact Type Effect Ref

Legion Standard Banner A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two Legion Standards increases the maximum of its Rank Bonus by +2 instead.

○ **Jungle Guerrilla [265pts]**

▪ **Weapon Beasts [265pts]**

Selections: *2x Spearback [260pts]*

Categories: *JUNGLE GUERRILLA*

Rules: *Cold Blooded, Light Troops, Strider (Water)*

1 Global: *Weapon Beasts Global*, **2 Defensive:** *Weapon Beasts Defence*, **3 Offensive:** *Weapon Beasts Offence*, **6 Ranged Weapon:** *Shoot Spikes*

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1 Global **Adv Mar Dis Size Type Ref**

Weapon Beasts Global 6" 12" 6 Large Beast

2 Defensive **HP Def Res Arm Ref**

Weapon Beasts Defence 3 3 4 3

3 Offensive **Att Off Str AP Agi Ref**

Weapon Beasts Offence 3 3 4 1 4

6 Ranged Weapon **Range Shots Str AP Attributes**

Ref

Shoot Spikes 18" 2D6 4 2 Quick to Fire. Cannot be used if the model performed a March move. Must declare Stand and Shoot as a Charge Reaction if possible, but does not suffer -1 to hit modifier.

○ **Thunder Lizards [450pts]**

▪ **Taurosaur [450pts]**

Selections: Giant Blowpipes

Categories: THUNDER LIZARDS

Rules: *Devastating Charge (+1 Att), Fearless, Harnessed, Impact Hits (D6+1), Sharp Horns*

1 Global: *Taurosaur Global*, **2 Defensive:** *Taurosaur Defence*, **3 Offensive:** *Skink Crew (5) Offence, Taurosaur Offence*, **6 Ranged Weapon:** *Giant Blowpipes, Poisoned Javelin (4+)*



1 Global **Adv Mar Dis Size Type Ref**

Taurosaur Global 6" 10" C Gigantic Beast

2 Defensive **HP Def Res Arm Ref**

Taurosaur Defence 6 3 6 4

3 Offensive **Att Off Str AP Agi Ref**

Skink Crew (5) Offence 1 2 3 0 4

Taurosaur Offence 4 3 6 3 2

6 Ranged Weapon **Range Shots Str AP Attributes Ref**

Giant Blowpipes 12" 8 3 0 Quick to Fire, Poisoned Attacks

Poisoned Javelin (4+) 12" 1 As User As User Poisoned Shots, Quick to Fire