



# SAURIAN ANCIENTS

## NOUVEAUX - 1 090 POINTS



520 pts (12.00 %) 0 pts (0.00 %) 420 pts (9.00 %) 0 pts (0.00 %) 320 pts (7.00 %)  
**Core** **Special** **Guerilla Warriors** **Magna Sauria** **Characters**  
(25 Least) (0 NoLimit) (30 Max) (35 Max) (35 Max)

### Characters

**CAIMAN MASTER #1**

Caiman Master - Large - Infantry - 50x50

**320 POINTS**

Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Solitary, Communal Bond, Art of War, Solitary, Tooth and Claw
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Caiman Master</b>	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Hand Weapon

### Core

**TEGU WARRIORS #1**

Tegu Warriors x15 - Standard - Infantry - 25x25

**210 POINTS**

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Scoring, Communal Bond
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Tegu Warrior</b>	2	3	4	1	2	Lodestone

### Guerilla Warriors

**ARTILLERIE BESTIALE #1**

Weapon Beasts x2 - Large - Beast - 40x40

**250 POINTS**

Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Light Troops, Communal Bond
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	Ap	Agi	
<b>Weapon Beast</b>	3	3	4	1	3	

Options

Salamander

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration

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<b>Enlightenment</b>				
Mf	(7+) {10+}	24"	Translation missing: en.magic_spell.type_target.Universal	One Turn
The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.				

## Model Rules

**Art of War:** Universal Rule.

While using a mundane weapon, the model is subject to the following rules corresponding to its weapon:

- Great Weapon: Attacks made with a Great Weapon gain +1 to wound.
- Halberd: The model gains Distracting.
- Tooth and Claw: The model gains +1 Attack Value for each enemy model in base contact with it (including the model it is fighting a Duel with if applicable), up to a maximum of +3.

**Communal Bond:** Units with more than half of their models with Communal Bond are subject to the following rules:

- They gain Swift Reform.
- Their Discipline Tests are subject to Minimised Roll while within range of a friendly model's Commanding Presence.
- R&F models with Scoring and R&F models in Compound Units gain Commanding Presence with the following rules and restrictions: its range is set to 8", and the models may choose to set their Discipline to the highest Discipline value available in the unit for the purpose of this instance of Commanding Presence.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Light Armour:** Armor +1

**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.

**Lodestone:** Close Combat, Shooting

Attacks with Lodestone are subject to the following rules when rolling to hit:

- Close Combat Attacks allocated towards a model with Armour 3 or more gain +1 to hit.
- Shooting Attacks made against a unit with more than half of its models with Armour 3 or more gain +1 to hit.

**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.

**Solitary:** The model may never join units or be joined by other Characters.

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**Tooth and Claw:** Two-Handed. Attacks made with this weapon gain Lightning Reflexes and Lethal Strike. This weapon cannot be enchanted.

**Weapon Master:**

## 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.

Caiman Master #1

Tegu Warriors #1

Artillerie bestiale #1

