




# SAURIAN ANCIENTS

## SKINKS - 4 501 POINTS



1370 pts (30.00 %) Characters (40 Max)   
 901 pts (20.00 %) Core (20 Least)   
 750 pts (17.00 %) Special (0 NoLimit)   
 735 pts (16.00 %) Jungle Guerillas (30 Max)   
 960 pts (21.00 %) Thunder Lizards (35 Max)


### Characters




#### SAURIAN VETERAN #1

Saurian Veteran - Standard - Cavalry - 25x50

## 435 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



#### 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	
Raptor	2	3	4	1	2	Harnessed

**Options** | Battle Standard Bearer • Shield • Lance • Raptor • Legion Standard x2 • Obsidian Rock • Dusk Forged



#### CUATL LORD #1


Cuatl Lord - Standard - Infantry - 50x50

## 655 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 • Divination • General • Symbiosis • Jade Staff



#### SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20

## 280 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link		
Defensive	HP	Def	Res	Arm		
	2	2	2	1		
Offensive	Att	Off	Str	Ap	Agi	
Skink Priest	1	2	3	0	4	Hand Weapon

**Options** | Wizard Adept • Druidism • Egg of the Quetzal • Sun Tablet

### Core



### SKINK BRAVES #2

Skink Braves x15 - Standard - Infantry - 20x20

245 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	Cold-Blooded, Scoring, Combined 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+) • Musician • Caiman x1



### SKINK BRAVES #1

Skink Braves x31 - Standard - Infantry - 20x20

481 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	Cold-Blooded, Scoring, Combined 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

Champion • Musician • Standard Bearer • Caiman x3 • Legion Standard



### SKINK BRAVES ARCHER #1

Skink Braves Archer x15 - Standard - Infantry - 20x20

175 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 Braves	1	2	3	0	4

#### Options

Musician

Special



**RAPTOR RIDERS #1**  
Raptor Riders **x10** - Standard - Cavalry - 25x50

**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	Born Predator, Lance
Raptor	2	3	4	1	2	Harnessed

<b>Options</b>	Champion • Musician • Standard Bearer • Totem of Mixoatl
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**CAIMANS #1**  
Caimans **x3** - Large - Infantry - 40x40

**220** 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	Born Predator

<b>Options</b>	Musician • Halberd
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**Jungle Guerillas**



**WEAPON BEASTS #1**  
Weapon Beasts **x2** - Large - Beast - 40x40

**260** 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

<b>Options</b>	Spearback – Shoot Spikes (4+)
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**WEAPON BEASTS #2**  
Weapon Beasts **x2** - Large - Beast - 40x40

**260** 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

<b>Options</b>	Spearback – Shoot Spikes (4+)
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**Thunder Lizards**



**STYGIOSAUR #1**  
Stygiosaur - Large - Cavalry - 50x100

420 POINTS



<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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**THYROSCUTUS #1**  
Thyroscutus - Large - Cavalry - 50x100

270 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Channel, Stubborn, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	6	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Crew	1	2	3	0	4
Thyroscutus	3	2	4	1	1

Poisoned Javelin (4+, 4+)  
Harnessed, Crush Attack

Options	Sun Engine
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**THYROSCUTUS #2**  
Thyroscutus - Large - Cavalry - 50x100

270 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Channel, Stubborn, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	6	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Crew	1	2	3	0	4
Thyroscutus	3	2	4	1	1

Poisoned Javelin (4+, 4+)  
Harnessed, Crush Attack

Options	Sun Engine
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**Magics**

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Spark of Creation</b>				
<i>Mf</i>	6+ [9+]	[36"] [18"]	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage	Instant
<i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i>				



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	7+ [10+]	18"	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6" Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6" Aura]	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6" Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



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.

		Casting	Range	Type	Duration	Effect
1	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.
3	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any <b>Forest Terrain</b> Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.
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 <b>Impassable Terrain</b> Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
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 <b>red text</b> . The Oaken Throne must already be in play when a spell is cast in order to use the { <b>amplified</b> } 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).
4	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit <b>Recovers</b> {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
5	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any <b>Hill Terrain</b> Feature on the board. The target gains +2 {+3} Resilience.
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	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).}
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.

## Magic items

**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.

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

**Jade Staff:** The bearer can cast Healing Waters (Druidism) as a Bound Spell with Power Level (4/8).

**Egg of the Quetzal:** The bearer gains **Breath Attack (Str D3+2, AP 1, Magical Attacks)**.

**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.

## Magic banners

**Legion Standard:** 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 or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**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.

## Model Rules

### Aegis:

**Born Predator:** Close Combat  
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

### Bow:

### Breath Attack:

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

### Crush Attack:

**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.

**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.

**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.

**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.

**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.

**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.

### 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.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

**Tall:**

**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".

**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

**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.

Saurian Veteran #1	Cuatl Lord #1	Skink Priest #1	Skink Braves #2	Skink Braves #1	Skink Braves Archer #1	Raptor Riders #1	Caimans #1	Weapon Beasts #1	Weapon Beasts #2	Stygiosaur #1	Hyroscuti #1	Hyroscuti #2