



SAURIAN ANCIENTS

CAV - 4 500 POINTS



515 pts (11.00 %) 1128 pts (25.00 %) 2272 pts (50.00 %) 0 pts (0.00 %) 585 pts (13.00 %)
Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**
 (35 Max) (25 Least) (0 NoLimit) (30 Max) (35 Max)

Characters



VETERAN SKINK #1

Skink Veteran - Standard - Infantry - 20x20

90 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Communal Bond, Strider (Water Terrain), Minimised (Discipline Tests), Light Troops		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

Options	Poisoned Javelin (2+)
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VETERAN TEGU #1

Tegu Veteran - Standard - Cavalry - 25x50

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Communal Bond, Strider (Water Terrain), Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Veteran	5	5	5	2	3	Hand Weapon, Great Weapon



MOUNT SAURIAN RAPTOR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Pack Hunter		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Saurian Raptor	2	3	4	2	4	Harnessed

Options	Great Weapon • Saurian Raptor • Crown of the Wizard King • Death Cheater
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Core



MEUTE DE RAPTORS #1

Raptor Pack x10 - Standard - Beast - 25x50

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Pack Hunter, Communal Bond, Swift Reform, Strider (forest), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4



MEUTE DE RAPTORES #1

Raptor Pack x9 - Standard - Beast - 25x50

187 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Pack Hunter, Communal Bond, Swift Reform, Strider (forest), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4



GUERRIERS CAIMANS #1

Caiman Warriors x6 - Large - Infantry - 40x40

391 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring, Communal Bond, Swift Reform, Strider (Water Terrain), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Caiman Warrior	3	3	4	1	1

Options | Tooth and Claw • Champion with Enclave Wizard • Standard Bearer • Obelisk of Collaboration



GUERRIERS SKINKS #1

Skink Warriors x20 - Standard - Infantry - 20x20

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Scoring, Communal Bond, Swift Reform, Strider (Water Terrain), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	2	2	0 (+1)	Fortitude (6+), Shield
Offensive	Att	Off	Str	Ap	Agi
Skink Warrior	1	2	3	0	3

Options | Shield • Champion • Enclave Wizard (40x40 mm) • Standard Bearer • 3x Caiman Mentors • Tooth and Claw

Special



CAIMANS AINES #1

Caiman Elders x6 - Large - Infantry - 50x50

675 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Scoring, Communal Bond, Swift Reform, Strider (Water Terrain), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	4	4	4	3	
Offensive	Att	Off	Str	Ap	Agi
Caiman Elder	3	4	5	2	1

Weapon Master, Great Weapon, Tooth and Claw

Options | Champion with Enclave Wizard • Standard Bearer • Koru Stone



CAIMANS AINES #1

Caiman Elders x6 - Large - Infantry - 50x50

615 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Scoring, Communal Bond, Swift Reform, Strider (Water Terrain), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	4	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Caiman Elder	3	4	5	2	1

Weapon Master, Great Weapon, Tooth and Claw

Options	Champion with Enclave Wizard • Standard Bearer
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CHEVAUCHEURS DE RAPTOR #1

Raptor Riders x15 - Standard - Cavalry - 25x50

491 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	7	Scoring, Pack Hunter, Communal Bond, Swift Reform, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	3	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Rider	2	4	4	1	2
					Halberd, Halberd
Raptor	2	3	4	2	4
					Halberd, Halberd, Harnessed

Options	Halberd • Champion • Standard Bearer
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CHEVAUCHEURS DE RAPTOR #1

Raptor Riders x15 - Standard - Cavalry - 25x50

491 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	7	Scoring, Pack Hunter, Communal Bond, Swift Reform, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	3	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Rider	2	4	4	1	2
					Halberd, Halberd
Raptor	2	3	4	2	4
					Halberd, Halberd, Harnessed

Options	Halberd • Champion • Standard Bearer
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Magna Sauria



TITANOPODE #1

Titanopod - Gigantic - Beast - 100x200

585 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	14"	6	Walking Mountain, Communal Bond, Strider, Suncatcher Crystal, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	10	3	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rock Releaser(6)	1	3	4	0	3
					Poisoned Javelin (4+)
Titanopod	2	3	6	3	0
					Path of Destruction, Stomp Attacks (5D3), Harnessed

Options	Suncatcher Crystal
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Magics

Racial Trait Spell

Casting	Range	Type	Duration
<i>Life Finds A Way</i>			

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Mf</i>	(6+) {8+}	24"	{Translation missing: en.magic_spell.type_target.Universal} {Translation missing: en.magic_spell.type_target.Hex}	One Turn
<i>The target suffers -1 to wound <and gains Fortitude (5+). Models that have another instance of Fortitude gain Fortitude (+2, max. 3+) instead>.</i>				

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Magic banners

Koru Stone: The bearer's unit gains **Rally Around the Flag** whose range is set to 12".

Obelisk of Collaboration: The bearer's unit gains **Pack Hunter**.

Model Rules

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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

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 with at least one model part with Harnessed is considered to be mounted.

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.

Minimised:

Pack Hunter: In the Charge Phase, units with more than half of their models with Pack Hunter may reroll failed Charge Range rolls if their Charge is part of a Combined Charge

Path of Destruction: Special Attack.

The number of hits from the model's Stomp Attacks is set to 4D3. For the purpose of Stomp Attacks, the model ignores Cannot be Stomped and considers all enemy models without Towering Presence to be of Standard Height. If the model's Stomp Attacks are distributed onto a Large unit, the number of hits is halved, rounding fractions up.

Poisoned Javelin: 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.

Suncatcher Crystal:

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

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

Walking Mountain: Universal Rule.

Enemy units do not gain any Flank or Rear Bonuses for being Engaged in the model's Flank or Rear Facing. The model never benefits from Cover. In addition, the model always passes Restrain Pursuit Tests, and its Pursuit Distance is always 0".

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.

Meute de raptors #1	Vétéran skink #1	Meute de raptors #1	Caïmans aînés #1	Caïmans aînés #1	Guerriers caïmans #1	Guerriers skinks #1	Vétéran tégu #1	Chevaucheurs de raptor #1	Chevaucheurs de raptor #1	Titanopode #1
										