



SAURIAN ANCIENTS

TEMPLE GUARDIANS - 4 490 POINTS



500 pts (11.00 %) 1151 pts (26.00 %) 1185 pts (26.00 %) 1346 pts (30.00 %) 490 pts (11.00 %)

Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**

(35 Max) (25 Least) (0 NoLimit) (30 Max) (35 Max)

Characters



ANURARCH ARCHMAGE #1

Anurarch Archmage - Standard - Infantry - 50x50

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	2	Closely Guarded, Eternal Mastery, Eternal Mastery, Wizard Master, Tall, Communal Bond, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Fortitude (5+), Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
Anurarch	1	1	1	0	1	Hand Weapon

Options Eternal Mastery • Druidism

Core



TEGU WARRIORS #1

Tegu Warriors x25 - Standard - Infantry - 25x25

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Communal Bond, Swift Reform, Strider (Water Terrain), Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Warrior	2	3	4	1	2	Spear, Spear

Options Champion • Standard Bearer • Spear • Banner of Speed



CAIMAN WARRIORS #1

Caiman Warriors x8 - Large - Infantry - 40x40

524 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	Halberd, Halberd

Options Halberd • Standard Bearer • Banner of Speed



SKINK HUNTERS #1

Skink Hunters x12 - Standard - Infantry - 20x20



182 POINTS



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



Options	Magnetic Short Bow (4+)
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Special

	SAURIAN SWARMS #1 Saurian Swarms x6 - Standard - Beast - 40x40	280 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Fearless, Unstable, Communal Bond, Strider (Water Terrain), Minimised (Discipline Tests), Light Troops, Scout, Skirmisher	
Defensive	HP	Def	Res	Arm	
	5	2	2	0	Fortitude (6+), Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi
Saurian Swarm	4	2	2	1	3

Options	Scout
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	THYROSCUTUS GUARDIAN Thyroscutus Herd - Large - Cavalry - 50x100	285 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Fearless, Communal Bond, Swift Reform, Stubborn, Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	4	4	5	5	
Offensive	Att	Off	Str	Ap	Agi
Skink Rider(4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0

Options	Great Protector • Monolith of Vitalism
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	TEGU GUARDS #1 Tegu Guards x25 - Standard - Infantry - 25x25	620 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Magic Resistance (2), Fearless, Communal Bond, Swift Reform, Strider (Water Terrain), Bodyguard (anurarcharchmage), Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	4	4	2	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Tegu Guard	2	4	4	1	2

Options	Champion • Standard Bearer • Koru Stone
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Guerilla Warriors



PTERADON RIDERS #1

Pteradon Riders x5 - Large - Cavalry - 40x40

360 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	6	Aerial Assault, Communal Bond, Feigned Flight, Vanguard, Fly (8",16") , Minimised (Discipline Tests), Light Troops, Skirmisher	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield
Offensive	Att	Off	Str	Ap	Agi
Skink Rider	1	2	3	0	3
Pteradon	2	2	4	1	4

Options	Poisoned Javelin (4+) • Champion With Enclave Wizard • Healing Waters (druidism) • Master Of Earth (druidism)
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SKINK GUERRILLAS #1

Skink Guerrillas x10 - Standard - Infantry - 20x20

214 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Communal Bond, Strider (Water Terrain), Minimised (Discipline Tests), Light Troops , Skirmisher	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	Fortitude (6+), Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi
Skink Guerrilla	1	2	3	0	3

Options	Blowpipe (4+) • Chameleon
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WEAPON BEASTS #2

Weapon Beasts x3 - Large - Beast - 40x40

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Communal Bond, Minimised (Discipline Tests), Light Troops	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Weapon Beast	3	3	5	2	3

Options	Spearback
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WEAPON BEASTS #1

Weapon Beasts x2 - Large - Beast - 40x40

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Communal Bond, Minimised (Discipline Tests), Light Troops	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Weapon Beast	3	3	5	2	3

Options	Salamander And Aegis (5+, against Flaming Attacks)
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Magna Sauria



TAUROSAUR #1

Taurosaur - Gigantic - Beast - 50x100

490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Communal Bond, Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	6	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
Skink Rider	1	2	3	0	3
Taurosaur	4	3	6	3	2

Options	Magnetic Great Bow (3+)
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Magics

Racial Trait Spell

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



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	Fountain of Youth	6+	12"	Augment Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
2	Entwining Roots	(5+){8+}	18"	Hex	One Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	One Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+){8+}	(6"){18" }	Hex Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	One Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

Model Rules

Aerial Assault: Special Attack.

Units consisting entirely of models with Aerial Assault may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 1 for each model in the unit.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cannot be Stomped:

Closely Guarded: Universal Rule.

The model can never issue or accept Duels or be chosen as the model that suffers the penalties for refusing a Duel. Unless mounted, apply the following additional rules:

- The model gains Strider and Stand Behind.

- The model must be deployed inside a unit of Tegu Warriors, Tegu Guards, or Elder Caimans and cannot voluntarily leave this unit.

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.

Crush Attack:

Eternal Mastery:

Extra Support:

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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 Protector: Universal Rule.

The model's unit gains Cannot be Stomped, and R&F models in the unit gain Parry

Guardian Patu: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 0.

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

Hard Target:

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.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Light Armour: Armor +1

Light Lance:

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.

Magic Resistance:

Magnetic Short Bow: Range 18", Shots 1, Str 3, AP 1, Volley Fire, Lodestone.

Minimised:

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: Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.

Predator Senses: Close Combat

Right before the battle (during step 7 of the Deployment Phase Sequence), if your Army List contains one or more models with this rule, you must mark a single unit from your opponent's Army List with Prey Scent. In addition, in the Melee Phase, the model part must reroll failed to-hit rolls against models in units that are marked with Prey Scent.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Spear:

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.

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.

Tall:

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Anurarch Archmage #1	Pteradon Riders #1	Saurian Swarms #1	Skink Guerrillas #1	Weapon Beasts #2	Thyroscutus Guardian	Tegu Warriors #1	Caiman Warriors #1	Tegu Guards #1	Skink Hunters #1	Weapon Beasts #1	Taurosaur #1

