



**SAURIAN ANCIENTS**  
**TEST - 2 974 POINTS**



170 pts (6.00 %) 812 pts (27.00 %) 570 pts (19.00 %) 763 pts (25.00 %) 940 pts (31.00 %)  
**Characters**      **Core**      **Special**      **Guerilla Warriors**      **Magna Sauria**  
 (35 Max)      (25 Least)      (0 NoLimit)      (25 Max)      (35 Max)

## Characters

	<b>SKINK VETERAN #1</b> Skink Veteran - Standard - 20x20	<b>170 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Enclave Wizard, Communal Bond, Attached, Strider (Water Terrain)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	3	0 (+1)	Shield, Fortitude (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Veteran</b>	3	4	4	1	5	Light Armour, Hand Weapon, Shink

<b>Options</b>	Carved Tablet • Shield • Enclave Wizard
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## Core

	<b>SKINK HUNTERS #1</b> Skink Hunters x20 - Standard - 20x20	<b>281 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Communal Bond, Strider (Water Terrain), Wizard Conclave, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Fortitude (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Hunter</b>	1	2	3	0	3	Poisoned Javelin, Shink

<b>Options</b>	Poisoned Javelin (4+) • Musician • Wizard Conclave (1)
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	<b>TEGU WARRIORS #1</b> Tegu Warriors x20 - Standard - 25x25	<b>315 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Communal Bond, Strider (Water Terrain)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	2	Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Tegu Warrior</b>	2	3	4	1	2	Tegu

<b>Options</b>	Standard Bearer • Musician
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	<b>CAIMAN WARRIORS #1</b> Caiman Warriors x4 - Large - 40x40	<b>216 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Communal Bond, Strider (Water Terrain)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Caiman Warrior</b>	3	3	4	1	1
Halberd, Halberd, Caiman					

<b>Options</b>	Halberd
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**Special**

	<b>RHAMPHODON RIDERS #1</b> Rhamphodon Riders x3 - Large - 40x40	<b>220 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Vanguard, Minimised (Discipline Tests), Fearless, Fly (8",16"), Communal Bond , Light Troops, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skink Rider</b>	1	2	3	0	3
Skink, Light Lance					
<b>Rhamphodon</b>	3	3	4	1	4
Magnasaur, Hatred, Mount, Fury, Lethal Strike					

	<b>RAPTOR RIDERS #1</b> Raptor Riders x8 - Standard - 25x50	<b>350 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Pack Hunter, Communal Bond, Strider (Forest), Swiftstride	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Tegu Rider</b>	2	4	4	1	2
Halberd, Light Armour, Tegu					
<b>Raptor</b>	2	3	4	2	4
Magnasaur, Mount					

<b>Options</b>	Musician • Standard Bearer
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**Guerilla Warriors**

	<b>WEAPON BEASTS #1</b> Weapon Beasts - Large - 40x40	<b>130 POINTS</b>	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Unruly, Communal Bond, Swiftstride, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Weapon Beast</b>	3	3	5	2	3
Spearback – Shoot Spikes (4+), Spearback – Shoot Spikes (4+), Magnasaur, Beast					

<b>Options</b>	Spearback
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**SKINK GUERRILLAS #2**  
Skink Guerrillas **x8** - Standard - 20x20

**176** POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Skirmisher, Communal Bond, Strider (Water Terrain), Light Troops	
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 Skink

<b>Options</b>	Blowpipe (4+)
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**SKINK GUERRILLAS #1**  
Skink Guerrillas **x8** - Standard - 20x20

**176** POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Skirmisher, Communal Bond, Strider (Water Terrain), Light Troops	
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 Skink

<b>Options</b>	Blowpipe (4+)
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**Magna Sauria**



**STYGIOSAUR PACK #1**  
Stygiosaur Pack **x3** - Large - 50x100

**570** POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Pack Hunter, Communal Bond, Swiftstride, Wizard Conclave	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Shield
Offensive	Att	Off	Str	Ap	Agi
Skink Rider	1	2	3	0	3 Skink, Light Lance
Stygiosaur	4	4	5	2	3 Magnasaur, Poison Attacks, Mount, First Strike (Hatred), Stomp Attacks (D3)

<b>Options</b>	Standard Bearer • Musician • Wizard Conclave (2)
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**CARNOSAUR #1**  
Carnosaur - Gigantic - 50x100

**370** POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Hunt Leader, Hunt Leader, Fearless, Communal Bond, Terror, Swiftstride, Exclusive, Light Troops, Frenzy	
Defensive	HP	Def	Res	Arm	
	5	2	5	4	
Offensive	Att	Off	Str	Ap	Agi
Tegu Rider	2	4	4	1	2 Light Lance, Tegu
Carnosaur	5	3	6	3	3 Magnasaur, Multiple Wounds (2, towards Height 0-4), Mount, Light Lance, First Strike (Hatred), Stomp Attacks (D6), Fury

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>Astral Union</b>				
<i>Mf</i>	9+	12"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>The target must reroll natural "1's to hit (for both Melee and Shooting Attacks), as long as there is another friendly unit within 6" of it (when performing the attack).</i>				

## Magic items

**Carved Tablet:** When Building your Army, the model must choose one of the spells from Carved Wisdom (see Howdah Devices). The model can cast the chosen spell as a Bound Spell. See Carved Wisdom for Casting Values.

## Model Rules

### Attached:

### Beast:

### Caiman:

**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.

**Enclave Wizard:** The Champion is a Wizard Adept with the following additional rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model selects a number of spells given in the unit entry from the predetermined spells also given in the unit entry. This overrides the Spell Selection rules for Wizard Adepts.
- If applicable, the model's base size is changed to the base size stated in brackets (X).

### Exclusive:

**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.

### First Strike:

**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

**Frenzy:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

### Fury:

**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:

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Hunt Leader:** The model gains **War Platform** and **Exclusive** (Raptor Pack, Raptor Riders). R&F models in the model's unit gain **Frenzy** and **Fearless**. Standard Beasts and model parts with Harnessed in the model's unit gain **Battle Focus**.

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**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.

**Magnasaur:**

**Minimised:**

**Mount:**

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**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

**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.

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

**Shink:**

**Skink:**

**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.

**Spearback – Shoot Spikes (4+):** Shooting Weapon.

Range: 18", Shots 2D6, Str 4, AP 2, Quick to Fire. This weapon may not be used if the model performed a March Move in this Player Turn. The model must declare Stand and Shoot as a Charge Reaction if possible, but it does not suffer the -1 to-hit modifier for it.

**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.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Tegu:**

**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.

**Unruly:**

**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 Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

### 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.

Skink Veteran #1	Rhamphodon Riders #1	Weapon Beasts #1	Skink Guerrillas #2	Stygiosaur Pack #1	Skink Hunters #1	Tegu Warriors #1	Caiman Warriors #1	Raptor Riders #1	Skink Guerrillas #1	Carnosaur #1
