




SAURIAN ANCIENTS

SA TRAINING - 4 569 POINTS



1265 pts (32.00 %) **Characters** (35 Max)
 1305 pts (33.00 %) **Core** (25 Least)
 1183 pts (30.00 %) **Special** (0 NoLimit)
 1366 pts (34.00 %) **Guerilla Warriors** (25 Max)
 520 pts (13.00 %) **Magna Sauria** (35 Max)


Characters




VETERAN TEGU #1

Tegu Veteran - Standard - 25x50

425 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Communal Bond, Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	3	5	5	2 (+1)	Shield
Offensive	Att	Off	Str	Ap	Agi
Tegu Veteran	5	5	5	2	3



MOUNT SAURIAN RAPTOR

Global	Cha	Mob	Cou	Model Rules	
	7"	7"	C"	C	Swiftstride, Strider (Forest), 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

Options | Vital Essence • Shield • Light Lance • Glory of the Dawn Age • Saurian Raptor • Obsidian Rock



ARCHIMAGE ANURARQUE #1

Anurarch Archmage - Standard - 50x50

460 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Communal Bond, Wizard Master	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Anurarch	1	1	1	0	1



VETERAN SKINK #1

Skink Veteran - Large - 50x75

380 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Enclave Wizard, Communal Bond, Attached, Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	2	4	3	0	Fortitude (6+)
Offensive	Att	Off	Str	Ap	Agi
Skink Veteran	3	4	4	1	5



MOUNT POUAKAI SKY TYRANT

Global	Cha	Mob	Cou	Model Rules	

Global	Cha	Mob	Cou	Model Rules	
	8"	8"	C"	C	
					Exclusive , Fearless , Vanguard , Light Troops , Fly , Ambush (Open Terrain) , Solitary , Swiftstride
Defensive	HP	Def	Res	Arm	
	4	C	4	C+1	
Offensive	Att	Off	Str	Ap	Agi
Pouakai Sky Tyrant	4	4	5	2	4
Mount, First Strike (Hatred), Stomp Attacks (1), Magnasaur					

Options Starfall Lodestone • Poisoned Javelin (2+) • Paired Weapons • Pouakai Sky Tyrant • Enclave Wizard • Eldritch Inscriptions • Shamanism

Core



GUERRIERS TEGUS #1

Tegu Warriors x30 - Standard - 25x25

535 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Enclave Wizard, Communal Bond, Strider (Water Terrain), Wizard Conclave	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	Shield
Offensive	Att	Off	Str	Ap	Agi
Tegu Warrior	2	3	4	1	2
Tegu, Spear, Spear					

Options Wizard Conclave (1) • Standard Bearer • Spear • Awaken the Beast (Shamanism) • Musician



CHASSEURS SKINKS #1

Skink Hunters x12 - Standard - 20x20

170 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Communal Bond, Strider (Water Terrain), 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
Shink					



CHASSEURS SKINKS #2

Skink Hunters x12 - Standard - 20x20

170 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Communal Bond, Strider (Water Terrain), 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
Shink					



CHASSEURS SKINKS #3

Skink Hunters x12 - Standard - 20x20

170 POINTS



Global	Cha	Mob	Cou	Model Rules	
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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), 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>
Skink Hunter	1	2	3	0	3 Shink



GUERRIERS CAIMANS #1
Caiman Warriors x4 - Large - 40x40


260 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Communal Bond, Strider (Water Terrain), Wizard Conclave	
<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>
Caiman Warrior	3	3	4	1	1 Caiman


Options	Tooth and Claw • Musician • Standard Bearer • Wizard Conclave (1)
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Special



MOINES TEGUS #1
Tegu Mystics x10 - Standard - 25x25

335 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Cantrips, Minimised (Discipline Tests), 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	4	4	2	Distracting, Hard Target (1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Mystic	2	4	4	1	2 Magical Attacks, Weapon Master

Options	Wizard Conclave (2) • Fountain of Youth (druidism) • Silver Spike (Alchemy) • Standard Bearer
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CHEVAUCHEURS DE RAPTOR #1
Raptor Riders x9 - Standard - 25x50

388 POINTS




<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>
Tegu Rider	2	4	4	1	2 Halberd, Light Armour, Tegu
Raptor	2	3	4	2	4 Magnasaur, Mount

Options	Musician • Standard Bearer
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TROUPEAU DE THYROSCUTUS #1
Thyroscutus Herd - Large - 50x100

240 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Swift Reform, Minimised (Discipline Tests), Fearless, Stubborn, Communal Bond, Magnetic Great Bow (3+), Magnetic Great Bow (3+)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	5	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Rider(4)	1	2	3	0	3	Poisoned Javelin (4+)
Thyroscutus	3	2	4	1	0	Magnasaur, Mount, Crush Attack, Stomp Attacks (1)

Options	Magnetic Great Bow (3+)
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	CHEVAUCHEURS DE RHAMPHORHYON #1 Rhamphodon Riders x3 - Large - 40x40	220 POINTS	
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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	Shield, Fortitude (6+), Hard Target (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Rider	1	2	3	0	3	Skink, Light Lance
Rhamphodon	3	3	4	1	4	Magnasaur, Hatred, Mount, Fury, Lethal Strike

Guerilla Warriors

	TIRAILLEURS SKINKS #1 Skink Guerrillas x8 - Standard - 20x20	176 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Skirmisher, Communal Bond, Strider (Water Terrain), Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Fortitude (6+), Hard Target (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Guerrilla	1	2	3	0	3	Skink

Options	Blowpipe (4+) • Vanguard
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	CHEVAUCHEURS DE PTERADONS #1 Pteradon Riders x3 - Large - 40x40	300 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Feigned Flight, Vanguard, Skirmisher, Fly, Communal Bond, Wizard Conclave, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	2	3	2	Shield, Fortitude (6+), Hard Target (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Rider	1	2	3	0	3	Skink, Light Lance
Pteradon	2	2	4	1	4	Magnasaur, Sweeping Attack (2), Mount

Options	Poisoned Javelin (4+) • Wizard Conclave (2) • Swarm Of Insects (shamanism) • Healing Waters (druidism)
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Magna Sauria

	CARNOSAURE #1 Carnosaur - Gigantic - 50x100	340 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Fearless, Communal Bond, Terror, Swiftstride, Exclusive, Light Troops, Frenzy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	2	5	4		
<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	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

Options	Light Lance
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Astral Union				
<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>				



Shamanism

Shamanism is the Path of Instinct. It focuses on revealing and using the wild forces found within every being. It can unleash the primal urges hidden in souls, and turn feral beasts into dangerous allies. Shamans usually avoid civilisation, preferring those whose spirits they perceive as wild as their

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Predator's Instinct	7+	8"	Augment Aura Replicable	One Turn	The target gains +2" Cha and Resistance (Ranged Attacks). No model or unit can be affected by more than one instance of this spell simultaneously
2	Awaken the Beast	7+	18"	Augment	One Turn	The target gains +1 Str and +1 AP.
3	Swarm of Insects	9+	36"	Hex Missile Damage	One Turn	Immediately when the spell is cast, the target suffers 5D6 hits with AP 0 and Magical Attacks. These hits always wound on 6+. In addition, it suffers -1 to hit with Shooting Attacks.
4	Savage Fury	8+	18"	Universal	One Turn	The target gains Fearless, Frenzy, Fury, and Unruly.
5	Totemic Summon	11+			Instant	Summon a Totemic Beast (profile below), that is immediately placed on the Battlefield using the rules for Ambush (Board Edge).
6	Wild Shape	11+	24"	Universal	One Turn	The target's Height is increased by +1, to a maximum of 5, and it gains +1 Res and Stomp Attack (1 hit). If it already had Stomp Attack, the number of hits caused by its Stomp Attack is increased by +1. In models with multiple model parts, only a single model part, chosen by the caster, is affected.

Magic items

Glory of the Dawn Age: +1 Str and Lethal Strike. Natural to-wound rolls of '6' gain Multiple Wounds (2).

Obsidian Rock: Magic Resistance (2).

Vital Essence: +1 HP and Fortitude (4+).

Eldritch Inscriptions: Failed to-wound rolls from attacks made with this weapon must be rerolled.

Starfall Lodestone: The bearer's model gains Hard Target (1) and Immune (Flaming Attacks).

Model Rules

Anurarch:

Attached:

Caiman:

Cantrips: Universal Rule.

Once per Player Turn, at the start of the Shooting Phase (1) or at the start of the Melee Phase (2), you may discard a Veil Token from your Veil Token pool. If so, models with Cantrips in the unit gain the corresponding effect:

1. Shooting Phase: Throwing Weapons (5+).
2. Melee Phase: Paired Weapons.

The effects last until the end of the next Charge Phase.

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:

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

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.

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.

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.

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Magnasaur:

Magnetic Great Bow (3+):

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

Spear:

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.

Sweeping Attack: This attack may be used by units containing models with Sweeping Attack.

When the unit Advance Moves or March Moves, you may nominate a single unengaged enemy unit that the unit with Sweeping Attack moved through or over during this move (meaning their bases were overlapping, even partially).

The whole unit makes the Sweeping Attack against the nominated enemy unit, which is resolved when the March or Advance Move is completed. Follow the description in the unit profile.

These attacks hit automatically and count as ranged Special Attacks. Each Sweeping Attack can only be performed once per Player Turn.

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.

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.

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.

Weapon Master:

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.

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

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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.

Vété tégus #1	Carri tégus #1	Archimage anurarque #1	Vété skinks #1	Chasse skinks #1	Chasse skinks #2	Chasse skinks #3	Carriers caïman #1	Moins tégus #1	Chevauchers de raptor #1	Troupeau de thyroscutus #1	Chevauchers de rhamphorhyon #1	Tiraille skinks #1	Chevauchers de ptéradons #1	Carn #1