



# SAURIAN ANCIENTS

## GG - 500 POINTS



500 pts (11.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**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	Channel (2), Tall, Wizard Master, Closely Guarded, Grasp of The Immortal, Communal Bond	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	Cannot be Stomped, Fortitude (5+)
Offensive	Att	Off	Str	Ap	Agi
Anurarch	1	1	1	0	1 Hand Weapon

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Enlightenment</b>				
Mf	(7+) {10+}	24"	Translation missing: en.magic_spell.type_universal	One Turn
<i>The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.</i>				

### Model Rules

**Cannot be Stomped:**

**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)).

**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.

**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

**Grasp of The Immortal:** Universal Rule.

At the start of each friendly Magic Phase, the model may choose to lose all instances of Channel (X) and gain a +1 Casting Modifier. The effects last until the end of the Magic Phase. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**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

**Tall:**

**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

Your 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

