



SAURIAN ANCIENTS
BRICE - 2 984 POINTS



520 pts (17.00 %) 788 pts (26.00 %) 1086 pts (36.00 %) 412 pts (14.00 %) 370 pts (12.00 %)
Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**
 (35 Max) (25 Least) (0 NoLimit) (25 Max) (35 Max)

Characters

	VETERAN TEGU #1 Tegu Veteran - <i>Standard</i> - 25x25	315 POINTS	
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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	5	5	2 (+1)	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Veteran	5	5	5	2	3
Light Armour, Light Lance, Light Lance, Hand Weapon, Tegu					

Options	Shield • Light Lance • Death Cheater • Shield Breaker
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	CAIMAN MENTOR #1 Caiman Mentor - <i>Large</i> - 50x50	205 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Mentor, Communal Bond, Strider (Water Terrain), Disciplined, Stand Behind, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Caiman Master	5	5	5	2	2
Light Armour, Hand Weapon, Fight in Extra Rank, Caiman					

Options	Vital Essence • Eldritch Inscriptions
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Core

	GUERRIERS CAIMANS #1 Caiman Warriors x4 - <i>Large</i> - 40x40	256 POINTS	
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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	
<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
Halberd, Halberd, Caiman					

Options	Halberd • Awaken the Beast (Shamanism) • Wizard Conclave (1)
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	CHASSEURS SKINKS #1 Skink Hunters x16 - <i>Standard</i> - 20x20	192 POINTS	
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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), 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



Options	Musician
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	GUERRIERS TEGUS #1 Tegu Warriors x19 - Standard - 25x25	340 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Enclave Wizard, 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>
Tegu Warrior	2	3	4	1	2 Tegu

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

	GARDES TEGUS #1 Tegu Guards x19 - Standard - 25x25	418 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Magic Resistance (1), Swift Reform, Fearless, Communal Bond, Strider (Water Terrain), Bodyguard (Anurarch Archmage)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Guard	2	4	4	1	2 Light Armour, Tegu, Guardian Patu

Options	Musician • Standard Bearer
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	CHEVAUCHEURS DE RAPTOR #1 Raptor Riders x8 - Standard - 25x50	330 POINTS	
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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>
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

190 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Swift Reform, Minimised (Discipline Tests), Fearless, Stubborn, Communal Bond	
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



MEUTE DE RAPTOURS #1

Raptor Pack x6 - Standard - 25x50

148 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Swift Reform, Pack Hunter, Minimised (Discipline Tests), Communal Bond, Strider (forest)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4

Options

Corrosive Spitter

Guerilla Warriors



ARTILLERIE BESTIALE #1

Weapon Beasts x2 - Large - 40x40

220 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Unruly, Communal Bond, Swiftstride, 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

Magna Sauria



CARNOSAURE #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
Carnosaur	5	3	6	3	3

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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>				

Magic items

Death Cheater: +1 Arm and Fortitude (4+).

Shield Breaker: +6 AP.

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

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

Model Rules

Beast:

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.

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.

Corrosive Spitter: Universal Rule.

The model gains Poison Attacks. In addition, the model gains Breath Attack (Str 2, AP 3) with the following exceptions: Instead of 2D6 hits, the target suffers a number of hits equal to the number of models with Corrosive Spitter in the unit. Only a single model in each unit may use this Breath Attack once per game.

Crush Attack:

Disciplined:

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.

Fight in Extra Rank:

First Strike:

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:

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

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**.

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:

Magnasaur:

Mentor: Mentor:

No more than two models with Mentor can ever be joined to the same unit.

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

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:

Stand Behind:

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.

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.

Unruly:

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

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.

Vétéran tégou #1	Caiman Mentor #1	Gardes tégous #1	Chevaucheurs de raptor #1	Troupeau de thyroscutus #1	Guerriers caïmans #1	Chasseurs skinks #1	Guerriers tégous #1	Meute de raptors #1	Carnosaure #1	Artillerie bestiale #1
