




SAURIAN ANCIENTS

SAURIANS ALPHA 3 - 4 498 POINTS



1330 pts (30.00 %) 1128 pts (25.00 %) 505 pts (11.00 %) 1068 pts (24.00 %) 1065 pts (24.00 %)
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

580 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	2	Tall, Wizard Master, Minimised (Discipline Tests), Closely Guarded, Mind-shifting Mastery, 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


Options | Mind-shifting Mastery • Mystifying Mastery • Druidism • Magical Heirloom



CAIMAN MASTER #1

Caiman Master - Large - Infantry - 50x50

390 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Exclusive (Caiman Elders), Strider (Water Terrain), Minimised (Discipline Tests), Art of War, Communal Bond		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Caiman Master	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Hand Weapon, Tooth and Claw

Options | Vital Essence



SKINK VETERAN #2


Skink Veteran - Standard - Infantry - 20x20

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Light Troops, Strider (Water Terrain), Minimised (Discipline Tests), Magnetic Short Bow, Communal Bond, Master Strategist		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

Options | Magnetic Short Bow (2+) • Master Strategist • Alchemical Arrows



SKINK VETERAN #1

Skink Veteran - Large - Cavalry - 40x40

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Light Troops, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond		
Defensive	HP	Def	Res	Arm		
	2	4	3	0 (+1)	Fortitude (6+), Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon, Light Lance



MOUNT MOUNTAIN PTERADON

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	Vanguard, Light Troops, Aerial Assault, Fly (8",16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	C	3	C+1	Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Mountain Pteradon	3	3	4	1	4	Harnessed

Options	Shield • Blowpipe (3+) • Light Lance • Mountain Pteradon • Serpent's Nest Charm
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Core



TEGU WARRIORS #1

Tegu Warriors x35 - Standard - Infantry - 25x25

620 POINTS



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

Options	Champion • Enclave Wizard (50x50 mm) • Standard Bearer • Spear • Awaken the Beast (Shamanism) • Flaming Standard
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SKINK HUNTERS #1

Skink Hunters x19 - Standard - Infantry - 20x20

238 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Light Troops, Strider (Water Terrain), Minimised (Discipline Tests), Magnetic Short Bow (4+), Communal Bond	
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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SKINK WARRIORS #1

Skink Warriors x30 - Standard - Infantry - 20x20



270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond	



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0 (+1)	Fortitude (6+), Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Warrior	1	2	3	0	3 Spear

Options	Champion • Enclave Wizard (40x40 mm) • Spear and Shield
Special	

	CAIMAN ELDERS #1 Caiman Elders x5 - Large - Infantry - 50x50	505 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	4	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Caiman Elder	3	4	5	2	1 Weapon Master, Great Weapon, Tooth and Claw

Options	Standard Bearer • Flaming Standard
Guerilla Warriors	

	PTERADON RIDERS #1 Pteradon Riders x3 - Large - Cavalry - 40x40	200 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	6	Feigned Flight, Fly (8",16"), Light Troops, Skirmisher, Special Ambush, Vanguard, Minimised (Discipline Tests), Communal Bond, Aerial Assault	
	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield
<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 Light Lance
Pteradon	2	2	4	1	4 Harnessed

Options	Poisoned Javelin (4+) • Special Ambush
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	WEAPON BEASTS #1 Weapon Beasts x2 - Large - Beast - 40x40	270 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Minimised (Discipline Tests), Communal Bond	
<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>
Weapon Beast	3	3	5	2	3

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



TAUROSAUR #1
Taurosaur - Gigantic - Beast - 50x100

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	6	Minimised (Discipline Tests), Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	6	4	
<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
	Poisoned Javelin (4+)				
Taurosaur	4	3	6	3	2
	Harnessed, Impact Hits (3D3)				

Options	Carved Wisdom
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TITANOPOD #1
Titanopod - Gigantic - Beast - 100x200

595 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	14"	6	Strider, Minimised (Discipline Tests), Communal Bond, Walking Mountain	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	10	3	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rock Releaser(6)	1	3	4	0	3
	Poisoned Javelin (4+)				
Titanopod	2	3	6	3	0
	Harnessed, Stomp Attacks (5D3), Path of Destruction				

Options	Monolith of Vitalism • Battle Standard Bearer
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Magics

Racial Trait Spell

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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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 items

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Vital Essence: The bearer gains Fortitude (4+) and +1 Health Point.

Alchemical Arrows: This weapon has Shots 4, Str 5, AP 1. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

Serpent's Nest Charm: While using this weapon, the wielder's Attack Value is **set** to 6 and attacks made with this weapon become **Poison Attacks**.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

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.

Art of War: Universal Rule.

While using a mundane weapon, the model is subject to the following rules corresponding to its weapon:

- Great Weapon: Attacks made with a Great Weapon gain +1 to wound.
- Halberd: The model gains Distracting.
- Tooth and Claw: The model gains +1 Attack Value for each enemy model in base contact with it (including the model it is fighting a Duel with if applicable), up to a maximum of +3.

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.

Exclusive:

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 Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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.

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

Master Strategist: Universal Rule.

While joined to a unit consisting entirely of Skink Warriors, Skink Hunters, or Skink Guerillas, the unit gains Vanguard and Feigned Flight.

Mind-shifting Mastery:

Minimised:

Path of Destruction: Special Attack.

The number of hits from the model's Stomp Attacks is set to 4D3. For the purpose of Stomp Attacks, the model ignores Cannot be Stomped and considers all enemy models without Towering Presence to be of Standard Height. If the model's Stomp Attacks are distributed onto a Large unit, the number of hits is halved, rounding fractions up.

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

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.

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:

Special Ambush:

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.

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:

Tooth and Claw: Two-Handed. Attacks made with this weapon gain Lightning Reflexes and Lethal Strike. This weapon cannot be enchanted.

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.

Walking Mountain: Universal Rule.

Enemy units do not gain any Flank or Rear Bonuses for being Engaged in the model's Flank or Rear Facing. The model never benefits from Cover. In addition, the model always passes Restrain Pursuit Tests, and its Pursuit Distance is always 0".

Weapon Master:

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	Caiman Master #1	Skink Veteran #2	Skink Veteran #1	Tegu Warriors #1	Skink Hunters #1	Caiman Elders #1	Pteradon Riders #1	Weapon Beasts #1	Taurosaur #1	Titanopod #1	Skink Warriors #1
