



# SAURIAN ANCIENTS

## PIERS ESCALATION - 830 POINTS



280 pts (28.00 %) **Characters** (40 Max)   
 260 pts (26.00 %) **Core** (20 Least)   
 290 pts (29.00 %) **Special** (0 NoLimit)   
 0 pts (0.00 %) **Jungle Guerillas** (30 Max)   
 0 pts (0.00 %) **Thunder Lizards** (35 Max)

### Characters



**SAURIAN VETERAN #1**  
Saurian Veteran - Standard - Infantry - 25x25mm

**280 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Cold-Blooded
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Veteran	4	5	5	2	3	Born Predator, Hand Weapon

**Options** | Shield • Heavy Armour • Halberd • General • Taosaur's Vigour • Supernatural Dexterity

### Core



**SAURIAN WARRIORS #1**  
Saurian Warriors x15 - Standard - Infantry - 25x25mm

**260 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Scoring, Cold-Blooded
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	Born Predator

**Options** | Musician

### Special



**CAIMANS #1**  
Caimans x4 - Large - Infantry - 40x40mm

**290 POINTS**



Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Strider, Scoring, Cold-Blooded
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Caiman	3	3	5	2	2	Born Predator

**Options** | Musician

### Magics

## Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Spark of Creation</b>				
<i>Mf</i>	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i>				

## Magic items

**Supernatural Dexterity:** The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.

**Taurosaur's Vigour:** The wearer gains +1 Armour and +1 Health Point.

## Model Rules

**Born Predator:** Close Combat

Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

**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

**Light Armour:** Armor +1

**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.

**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.

## 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.

Saurian Veteran #1



Saurian Warriors #1



Caimans #1

