



SAURIAN ANCIENTS

LIST ANCIENS SAURIENS (v2021 BETA 2) #9 - 915 POINTS



0 pts (0.00 %) 915 pts (20.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**

(40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

Core



SAURIAN WARRIORS #1

Saurian Warriors x30 - Standard - Infantry - 25x25mm

730 POINTS



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

Born Predator

Options

Spear • Champion • Musician • Standard Bearer • Serpent



SKINK BRAVES #1

Skink Braves x20 - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Strider, Scoring, Cold-Blooded	
Defensive	HP	Def	Res	Arm	Shield
	1	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Brave	1	2	3	0	4

Options

Champion • Musician • Shield

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spark of Creation				
Mf	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>				

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.

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

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.

Saurian Warriors #1



Skink Braves #1

