



SAURIAN ANCIENTS

TEST - 1 880 POINTS



1300 pts (29.00 %) **Core** (25 Least) 0 pts (0.00 %) **Special** (0 NoLimit) 220 pts (5.00 %) **Guerilla Warriors** (30 Max) 0 pts (0.00 %) **Magna Sauria** (35 Max) 580 pts (13.00 %) **Characters** (35 Max)

Characters

ANURARCH ARCHMAGE #1
Anurarch Archmage - Standard - Infantry - 50x75mm

580 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

MOUNT ANURARCH WARDENS						
Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			
Defensive	HP	Def	Res	Arm		
	5	4	C	3	Aegis (5+, against Magical Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Wardens	4	3	4	1	2	Halberd
Palanquin						Harnessed

Options	Anurarch Wardens • Mind-shifting Mastery
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Core

TEGU WARRIORS #3
Tegu Warriors x35 - Standard - Infantry - 25x25mm

805 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Scoring, Strider (Water Terrain), 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	Lodestone

Options	Champion • Standard Bearer • Spear • Caiman Mentors (caiman Elders) x2
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TEGU WARRIORS #1
Tegu Warriors x15 - Standard - Infantry - 25x25mm

275 POINTS

Global	Adv	Mar	Dis			Model Rules
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Strider (Water Terrain), Communal Bond	
<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 Lodestone

Options	Champion • Standard Bearer • Spear
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SKINK HUNTERS #1
Skink Hunters x20 - Standard - Infantry - 20x20mm

220 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Light Troops, Strider (Water Terrain), Communal Bond	
<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 Poisoned Javelin (4+)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Enlightenment				
<i>Mf</i>	(7+) {10+}	24"	Universal	Last 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

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.

Lodestone: Close Combat, Shooting

Attacks with Lodestone are subject to the following rules when rolling to hit:

- Close Combat Attacks allocated towards a model with Armour 3 or more gain +1 to hit.
- Shooting Attacks made against a unit with more than half of its models with Armour 3 or more gain +1 to hit.

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.

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.

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



Tegu Warriors #3



Tegu Warriors #1



Skink Hunters #1

