



SAURIAN ANCIENTS

SA3 - 4 023 POINTS



1040 pts (23.00 %) 1073 pts (24.00 %) 0 pts (0.00 %) 1015 pts (23.00 %) 895 pts (20.00 %)

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

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

Characters



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

395 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 Battle Standard Bearer • Shield • Heavy Armour • Halberd • Rending Banner x1 • Egg of the Quetzal • Dusk Forged



CUATL LORD #1
Cuatl Lord - Standard - Infantry - 50x50mm

645 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Cold-Blooded, Tall, Palanquin, Wizard Master		
Defensive	HP	Def	Res	Arm		
	4	2	4	0	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
CuatlLord	1	2	3	0	2	Hand Weapon

Options Pyromancy • General • Master of Reality • Jade Staff • Potion of Strength

Core



SAURIAN WARRIORS #1
Saurian Warriors x16 - Standard - Infantry - 25x25mm

310 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 Spear • Musician



SAURIAN WARRIORS #2
Saurian Warriors **x25** - Standard - Infantry - 25x25mm

545 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	Spear • Champion • Musician • Standard Bearer • Flaming Standard
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SKINK BRAVES #1
Skink Braves **x18** - Standard - Infantry - 20x20mm

218 POINTS



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

Options	Champion • Musician • Standard Bearer • Tree Frog Banner
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Jungle Guerillas



SKINK HUNTERS #1
Skink Hunters **x10** - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Skink Hunter	1	2	3	0	4

Options	Shield and Poisoned Javelin • Blowpipe (4+)
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SKINK HUNTERS #2
Skink Hunters **x10** - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Skink Hunter	1	2	3	0	4

Options	Shield and Poisoned Javelin • Blowpipe (4+)
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CHAMELEONS #1

Chameleons x10 - Standard - Infantry - 20x20mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Strider, Light Troops, Scout, Skirmisher, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	2	2	1	Hard Target (2, 2)	
Offensive	Att	Off	Str	Ap	Agi	
Chameleon	1	2	3	0	4	Blowpipe (4+, 4+)



CHAMELEONS #2

Chameleons x10 - Standard - Infantry - 20x20mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Strider, Light Troops, Scout, Skirmisher, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	2	2	1	Hard Target (2, 2)	
Offensive	Att	Off	Str	Ap	Agi	
Chameleon	1	2	3	0	4	Blowpipe (4+, 4+)



PTERADON SENTRIES #1

Pteradon Sentries x3 - Large - Cavalry - 40x40mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	5	Strider, Feigned Flight, Vanguard, Light Troops, Skirmisher, Cold-Blooded, Fly (9", 18", 9", 18")		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Rider	1	2	3	0	4	Light Lance
Pteradon	1	3	4	1	2	Harnessed, Release Rocks

Options

Shield • Fire Bola (4+)

Thunder Lizards



TAUROSAUR #1

Taurosaur - Gigantic - Beast - 50x100mm


475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	7	Fearless, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Skink Crew	1	2	3	0	4	Poisoned Javelin (4+, 4+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Taurosaur	4	3	6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)


Options	Great Bow (4+)
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STYGIOSAUR #1

Stygiosaur - Large - Cavalry - 50x100mm

420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	6	Fear, Towering Presence, Terror, Cold-Blooded

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	5	4	5	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	4	
Stygiosaur	4	4	5	2	2	Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack

Options	Mystic Traveller
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spark of Creation				
<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>				



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Egg of the Quetzal: The bearer gains **Breath Attack (Str D3+2, AP 1, Magical Attacks)**.

Jade Staff: The bearer can cast Healing Waters (Druidism) as a Bound Spell with Power Level (4/8).

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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.

Tree Frog Banner: Close Combat Attacks from Skink* model parts in the bearer's unit become **Poison Attacks**. *The following model parts are considered Skinks: Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries – Rider only, Rhamphodon Riders – Rider only, Taurosaur – Crew only, Stygiosaur – Skink Rider only, Thyroscutus – Crew only.

Model Rules

Aegis:

Blowpipe: Shooting Weapon.
Range 12", Shots 2, Str 2, AP 0, Poison Attacks, +1 to hit against units consisting entirely of models with Towering Presence.

Born Predator: Close Combat
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

Breath Attack:

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

Devastating Charge: Attacks & Weapons, Melee
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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.

Giant Blowpipes: Volley Gun Artillery Weapon.
Range 12", Shots 8, Str 3, AP 0, Quick to Fire, Poison 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 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.

Palanquin: Universal Rule.

When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Poisoned Javelin: Shooting Weapon.

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

Release Rocks: Special Attack.

Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Sharp Horns: Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

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.

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.

Tall:

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

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

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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



Cuatl Lord #1



Saurian Warriors #1



Saurian Warriors #2



Skink Braves #1



Skink Hunters #1



Skink Hunters #2



Chameleons #1



Chameleons #2



Pteradon Sentries #1



Taurosaur #1



Stygiosaur #1

