



SAURIAN ANCIENTS

LIST SAURIAN ANCIENTS (v2021 BETA 1) #1 - 4 465 POINTS



1490 pts (33.00 %) 1580 pts (35.00 %) 375 pts (8.00 %) 190 pts (4.00 %) 1350 pts (30.00 %)

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

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

Characters



CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

595 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

Battle Standard Bearer • General • Trained from Birth



SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 50x100mm

895 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------|--------------|----------------------------|
| | 4" | 8" | 8 | Cold-Blooded | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 5 | 2 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Warlord | 5 | 6 | 5 | 2 | 4 | Born Predator, Hand Weapon |



MOUNT ALPHA CARNOSAUR

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|---------------|-----|--|
| | 7" | 14" | C | Apex Predator | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 4 | 6 | 4 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Alpha Carnosaur | 5 | 4 | 7 | 4 | 3 | Harnessed, Born Predator, Multiple Wounds (D3, D3) |

Options

Heavy Armour • Spear • Alpha Carnosaur • Glory of the Dawn Age

Core



SAURIAN WARRIORS #1

Saurian Warriors x35 - Standard - Infantry - 25x25mm


850 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|-----------------------|--|
| | 4" | 8" | 8 | Scoring, Cold-Blooded | |
| Defensive | HP | Def | Res | Arm | |


| | | | | | |
|------------------------|------------|------------|------------|------------|------------------------|
| <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> |
| Saurian Warrior | 2 | 3 | 4 | 1 | 2 Born Predator |

| | |
|----------------|---|
| Options | Spear • Champion • Musician • Standard Bearer • Serpent |
|----------------|---|



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

560 POINTS



| | | | | | |
|---------------|------------|------------|------------|--|------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | <i>Model Rules</i> |
| | 4" | 8" | 8 | | Scoring, Cold-Blooded |

| | | | | | |
|------------------------|------------|------------|------------|------------|------------------------|
| <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> |
| Saurian Warrior | 2 | 3 | 4 | 1 | 2 Born Predator |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Serpent |
|----------------|---|



SKINK BRAVES #1
Skink Braves **x20** - *Standard - Infantry - 20x20mm*


170 POINTS



| | | | | | |
|---------------|------------|------------|------------|--|---------------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | <i>Model Rules</i> |
| | 6" | 12" | 5 | | Strider, Scoring, Cold-Blooded |


| | | | | | |
|--------------------|------------|------------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 2 | 1 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Skink Brave | 1 | 2 | 3 | 0 | 4 |

Special



TEMPLE GUARD #1
Temple Guard **x15** - *Standard - Infantry - 25x25mm*

375 POINTS



| | | | | | |
|---------------|------------|------------|------------|--|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | <i>Model Rules</i> |
| | 4" | 8" | 8 | | Scoring, Fearless, Cold-Blooded, Bodyguard |

| | | | | | |
|---------------------|------------|------------|------------|------------|-------------------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 4 | 2 | Light Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Temple Guard | 2 | 4 | 4 | 1 | 2 Born Predator, Cobalt Club |

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|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

Jungle Guerillas



PTERADON SENTRIES #1
Pteradon Sentries **x3** - *Large - Cavalry - 40x40mm*

190 POINTS



| | | | | | |
|---------------|------------|------------|------------|--|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | <i>Model Rules</i> |
|---------------|------------|------------|------------|--|--------------------|


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

| | |
|------------------------|---------------------------|
| Options | Champion • Fire Bola (4+) |
| Thunder Lizards | |




THYROSCUTUS - ALTAR OF THE SNAKE-GOD #1
Thyroscutus - Large - Cavalry - 50x100mm

255 POINTS




| | | | | | |
|------------------|------------|------------|------------|------------------------|-----------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 6 | Stubborn, Cold-Blooded | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 4 | 5 | 6 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Skink Crew | 1 | 2 | 3 | 0 | 4 Poisoned Javelin (4+, 4+) |
| Thyroscutus | 3 | 2 | 4 | 1 | 1 Harnessed, Crush Attack |



TAUROSAUR #1
Taurosaur - Gigantic - Beast - 50x100mm

575 POINTS



| | | | | | |
|------------------|------------|------------|------------|------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 6" | 10" | 7 | Fearless, Cold-Blooded | |
| <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 Crew | 1 | 2 | 3 | 0 | 4 Poisoned Javelin (4+, 4+) |
| Taurosaur | 4 | 3 | 6 | 3 | 2 Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+) |

| | |
|----------------|------------------------|
| Options | Engine of the Ancients |
|----------------|------------------------|

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> | | | | |

Magic items

Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength, **Magical Attacks**, and **Multiple Wounds (2)**.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Born Predator: Close Combat

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

Cobalt Club: Melee Weapon.

Attacks made with this weapon gain +2 Strength.

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

Crush Attack:

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.

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.

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.

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Tall:

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

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.

Cuatl Lord #1



Saurian Warlord #1



Saurian Warriors #1



Saurian Warriors #2



Skink Braves #1



Temple Guard #1



Pteradon Sentries #1



Thyroscutus - Altar of the Snake-God #1



Taurosaur #1

