



# SAURIAN ANCIENTS

## NUOVA - 2 866 POINTS



1085 pts (24.00 %) Characters (35 Max)    1301 pts (29.00 %) Core (25 Least)    480 pts (11.00 %) Special (0 NoLimit)    170 pts (4.00 %) Guerilla Warriors (30 Max)    0 pts (0.00 %) **Magna Sauria** (35 Max)

### Characters



#### HERO

Skink Veteran - *Standard - Infantry - 20x20mm*

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Light Troops, Strider (Water Terrain), Minimised (Discipline Tests), Magnetic Short Bow, Communal Bond, Master Strategist		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

#### Options

Magnetic Short Bow (2+) • Master Strategist • Alchemical Arrows



#### MAGO

Anurarch Archmage - *Standard - Infantry - 50x50mm*

680 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	2	Tall, Wizard Master, Minimised (Discipline Tests), Closely Guarded, Communal Bond, Eternal Mastery		
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

#### Options

Eternal Mastery • Mystifying Mastery • Divination • Ancient Plaque • Talisman of the Void

### Core



#### TEGU

Tegu Warriors **x31** - *Standard - Infantry - 25x25mm*

699 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), 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	

#### Options

Champion • Enclave Wizard (50x50 mm) • Standard Bearer • Awaken the Beast (Shamanism) • 2x Caiman Mentors • Legion Standard

**GLI 8**Caiman Warriors **x8** - Large - Infantry - 40x40mm**464** POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Caiman Warrior	3	3	4	1	1

Options	Halberd
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**WARR**Skink Warriors **x38** - Standard - Infantry - 20x20mm**338** POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond	
Defensive	HP	Def	Res	Arm	
	1	2	2	0 (+1)	
Offensive	Att	Off	Str	Ap	Agi
Skink Warrior	1	2	3	0	3

Options	Champion • Enclave Wizard (40x40 mm) • Standard Bearer • Spear and Shield • Entwining Roots (druidism) • Legion Standard
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**Special****THYRO**

Thyroscutus Herd - Large - Cavalry - 50x100mm

**280** POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Swift Reform, Fearless, Stubborn, Minimised (Discipline Tests), Communal Bond, Venomous Fortress	
Defensive	HP	Def	Res	Arm	
	4	4	5	5	
Offensive	Att	Off	Str	Ap	Agi
Skink Rider(4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0

Options	Great Protector • Venomous Fortress
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### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Life Finds A Way				
Mf	(6+) {8+}	24"	(Universal) {Hex}	Last one Turn
<p>The target suffers -1 to wound &lt;and gains Fortitude (5+).</p> <p>Models that have another instance of Fortitude gain Fortitude (+2, max. 3+) instead.</p>				



## Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>3</b>	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>2</b>	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
<b>A</b>	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
<b>5</b>	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
<b>6</b>	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
<b>4</b>	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

## Magic items

**Alchemical Arrows:** This weapon has Shots 4, Str 5, AP 1. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

**Ancient Plaque:** Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll. This ability cannot be used if the spell was Miscast nor for Casting Attempts with only one Magic Dice.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## Model Rules

### Cannot be Stomped:

**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.

### Crush Attack:

### Eternal Mastery:

**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.

**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

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee 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

**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.

**Light Armour:** Armor +1

**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.

**Magnetic Short Bow:** Range 18", Shots 1, Str 3, AP 1, Volley Fire, Lodestone.

**Master Strategist:** Universal Rule.

While joined to a unit consisting entirely of Skink Warriors, Skink Hunters, or Skink Guerillas, the unit gains Vanguard and Feigned Flight.

**Minimised:**

**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.

**Spear:**

**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.

**Swift Reform:** During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

**Tall:**

**Venomous Fortress:**

**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.





Tegu



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