



SAURIAN ANCIENTS


Vs DAEMON AGAIN - 4 498 POINTS



680 pts (15.00 %) 1140 pts (25.00 %) 1819 pts (40.00 %) 820 pts (18.00 %) 285 pts (6.00 %)


Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**
 (35 Max) (25 Least) (0 NoLimit) (30 Max) (35 Max)

Characters



SLANN DIVINATORE
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 WARRIORS
Tegu Warriors x18 - Standard - Infantry - 25x25mm

447 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) • Caiman Mentors x1 • Banner of the Relentless Company



TEGU WARRIORS 2ND
Tegu Warriors x18 - Standard - Infantry - 25x25mm

447 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) • Caiman Mentors x1 • Banner of the Relentless Company



HUNTERS

Skink Hunters **x20** - *Standard* - *Infantry* - 20x20mm

246 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	5			Light Troops, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Fortitude (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)

Options	Entwining Roots (druidism) • Champion with Enclave Wizard • Poisoned Javelin (4+)
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PACK

Raptor Pack **x10** - *Standard* - *Beast* - 25x50mm

200 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	14"	6			Swift Reform, Strider (forest), Minimised (Discipline Tests), Communal Bond, Pack Hunter
Defensive	HP	Def	Res	Arm		
	1	3	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Raptor	2	3	4	2	4	

Special



GUARDIA SLANN

Tegu Guards **x18** - *Standard* - *Infantry* - 25x25mm

449 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Swift Reform, Bodyguard (anurarcharchmage), Fearless, Magic Resistance (2), Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Guard	2	4	4	1	2	Guardian Patu

Options	Standard Bearer • Koru Stone
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CAIMANI

Caiman Elders **x6** - *Large* - *Infantry* - 50x50mm

650 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Swift Reform, Scoring, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond
Defensive	HP	Def	Res	Arm		
	4	4	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Caiman Elder	3	4	5	2	1	Weapon Master, Great Weapon, Tooth and Claw

Options	Champion with Enclave Wizard • Standard Bearer • Chilling Howl (shamanism) • Fountain of Youth (Druidism) • Aether Icon
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SWARMS

Saurian Swarms x5 - Standard - Beast - 40x40mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Fearless, Light Troops, Skirmisher, Strider (Water Terrain), Unstable, Minimised (Discipline Tests), Communal Bond		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Fortitude (6+), Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Swarm	4	2	2	1	3	Extra Support (3), Poison Attacks, Predator Senses

Options

Scout



THYRO

Thyroscutus Herd - Large - Cavalry - 50x100mm

270 POINTS



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

Options

Great Protector • Lodestone Shield

Guerrilla Warriors



SPUTA FUOCO

Weapon Beasts x2 - Large - Beast - 40x40mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Light Troops, Minimised (Discipline Tests), Communal Bond		
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Weapon Beast	3	3	5	2	3	

Options

Salamander And Aegis (5+, against Flaming Attacks)



GUERRILLAS

Skink Guerrillas x15 - Standard - Infantry - 20x20mm

304 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Light Troops, Skirmisher, Strider (Water Terrain), Minimised (Discipline Tests), Communal Bond, Marking Lure		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Fortitude (6+), Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Skink Guerrilla	1	2	3	0	3	

Options

Blowpipe (4+) • Chameleon • Marking Lure

Magna Sauria



PACK

Saurian Giant - Gigantic - Infantry - 50x75mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8			
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
Saurian Giant	5	3	5	2	3	

Options

Skink Companion

Magics

Racial Trait Spell

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

		Casting	Range	Type	Duration	Effect
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
2	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).
4	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.
5	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
4	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

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

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Koru Stone: The bearer's unit gains **Rally Around the Flag** whose range is set to 12".

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

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.

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:

Extra Support:

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

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Guardian Patu: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 0.

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.

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.

Lodestone Shield:

Magic Resistance:

Marking Lure:

Shooting
Units hit by one or more attacks with Marking Lure gain a Scent Marker until the end of the game.

Minimised:

Pack Hunter: In the Charge Phase, units with more than half of their models with Pack Hunter may reroll failed Charge Range rolls if their Charge is part of a Combined Charge

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

Predator Senses: Close Combat

Right before the battle (during step 7 of the Deployment Phase Sequence), if your Army List contains one or more models with this rule, you must mark a single unit from your opponent's Army List with Prey Scent. In addition, in the Melee Phase, the model part must reroll failed to-hit rolls against models in units that are marked with Prey Scent.

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.

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.

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:

Tooth and Claw: Two-Handed. Attacks made with this weapon gain Lightning Reflexes and Lethal Strike. This weapon cannot be enchanted.

Unstable:**Weapon Master:**

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.

Slann divinator



Tegu warriors



Tegu warriors 2nd



Guardia slann



Caimani



Hunters



Swarms



sputafuoco



Guerrillas



pack



pack



thyro



