



# SAURIAN ANCIENTS

## SEKACKA - 2 469 POINTS



1675 pts (68.00 %)
506 pts (20.00 %)
288 pts (12.00 %)
0 pts (0.00 %)
510 pts (21.00 %)  
**Characters**      **Core**      **Special**      **Jungle Guerillas**      **Thunder Lizards**  
(40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters

### GOR-ROK

Saurian Veteran - Standard - Infantry - 25x25mm

## 340 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 • Spear • Lucky Charm • Glory of the Dawn Age

### QUETZL

Cuatl Lord - Standard - Infantry - 50x50mm

## 575 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** | Evocation • General • Master of Reality

### MONTEZUMA

Skink Priest - Gigantic - Beast - 50x100mm

## 760 POINTS

| Global       | Adv | Mar | Dis | Model Rules   |     |             |
|--------------|-----|-----|-----|---|-----|-------------|
|              | 6"  | 12" | 5   | Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link |     |             |
| Defensive    | HP  | Def | Res | Arm   |     |             |
|              | 2   | 2   | 2   | 1   |     |             |
| Offensive    | Att | Off | Str | Ap  | Agi |             |
| Skink Priest | 1   | 2   | 3   | 0   | 4   | Hand Weapon |


### MOUNT TAUROSAUR

| Global     | Adv | Mar | Dis | Model Rules |     |                           |
|------------|-----|-----|-----|-------------|-----|---------------------------|
|            | 6"  | 10" | C   | Fearless    |     |                           |
| 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> |   |
| <b>Taurosaur</b> | 4          | 3          | 6          | 3         | 2          | <b>Harnessed, Sharp Horns, Impact Hits (D6+1, D6+1), Devastating Charge</b> |

**Options** | Engine of the Ancients • Wizard Adept • Druidism • Taurosaur • Jade Staff


**Core**




**SKINK BRAVES #1**

Skink Braves x31 - Standard - Infantry - 20x20mm

**506 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> |  |
| <b>Skink Brave</b> | 1          | 2          | 3          | 0                              | 4          |  |




**MOUNT CAIMAN**

|                  |            |            |            |   |            |                        |
|------------------|------------|------------|------------|---|------------|------------------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |            |                        |
|                  | 6"         | 12"        | 7          | Cold-Blooded, Scoring, Combined Strength, Strider, Allocating Attacks, Distributing Hits, Allocating Swirling Melee, Allocating Stomp Attacks |            |                        |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |            |                        |
|                  | 3          | 3          | 4          | 3   |            |                        |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i> |                        |
| <b>Caiman</b>    | 3          | 3          | 5          | 2   | 2          | Born Predator, Halberd |

**Options** | Champion • Musician • Standard Bearer • Caiman x3 • Tree Frog Banner


**Special**



**RAPTOR RIDERS #1**

Raptor Riders x6 - Standard - Cavalry - 25x50mm

**288 POINTS**



|                  |            |            |            |                       |            |                      |
|------------------|------------|------------|------------|-----------------------|------------|----------------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>    |            |                      |
|                  | 7"         | 14"        | 8          | Scoring, Cold-Blooded |            |                      |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>            |            |                      |
|                  | 1          | 4          | 4          | 4                     | Shield     |                      |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>             | <i>Agi</i> |                      |
| <b>Rider</b>     | 2          | 4          | 4          | 1                     | 2          | Born Predator, Lance |
| <b>Raptor</b>    | 2          | 3          | 4          | 1                     | 2          | Harnessed            |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|

**Magics**

Racial Trait Spell

|   | Casting    | Range         | Type                 | Duration |
|---|------------|---------------|----------------------|----------|
| <b>Spark of Creation</b>  |            |               |                      |          |
| <i>Mf</i>   | 6+<br>[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> |            |               |                      |          |



### Druidism

**Nature's Call:** All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

|   |                     | Casting   | Range  | Type                 | Duration      | Effect  |
|---|---------------------|-----------|--------|----------------------|---------------|---|
| 5 | Stone Skin          | 9+ {8+}   | 12"    | Augment              | Last one Turn | The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.  |
| 3 | Entwining Roots     | 6+ {5+}   | 12"    | Hex                  | Last one Turn | The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.  |
| 4 | Summer Growth       | 11+ {10+} | 24"    | Augment              | Instant       | This spell has different effects depending on the target:<br><b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points.<br><b>Towering Presence**</b> : Raise 1 {1} Health Point.<br><b>Anything else***</b> : Raise 2 {3} Health Points.<br>* More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type.<br>** More than half of the models in the unit have Towering Presence.<br>*** Use this if neither of the above is applies.               |
| 6 | Spirits of the Wood | 7+ {6+}   | 12"    | Augment, {Universal} | Last one Turn | Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}  |
| 1 | Healing Waters      | 7+ {6+}   | 12"    | Augment              | Last one Turn | The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.  |
| 4 | Fountain of Youth   |           | 12"    | Augment, Focused     | Instant       | The target or its unit <b>Recovers</b> {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.  |
| 0 | The Oaken Throne    | 4+        | Caster | Caster               | Permanent     | If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil). |
| 2 | Master of Earth     | 6+ {5+}   | 18"    | Hex, Damage, Direct  | Instant       | The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.  |



### Evocation

|   |                      | Casting  | Range        | Type                                  | Duration      | Effect  |
|---|----------------------|----------|--------------|---------------------------------------|---------------|---|
| 5 | Touch of the Reaper  | 7+ {9+}  | (24") {18"}  | Hex, Missile, Damage, Focused, Direct | Instant       | The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.    |
| 3 | Hasten the Hour      | 7+ {10+} | 24" {18"}    | Hex, Damage, Direct                   | Instant       | Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 4 | Ancestral Aid        | 6+ {7+}  | 12" {18"}    | Augment                               | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks.   |
| 6 | Danse Macabre        | 5+ {9+}  | 12" {9"Aura} | Augment                               | Instant       | The target may perform a 8" {6"} Magical Move and gains Ghost Step during this move.  |
| 1 | Spectral Blades      | 5+ {9+}  | 18"          | Augment                               | Last one Turn | The target must reroll failed to-wound rolls with its Melee Attacks {and gains Lethal Strike}.  |
| 4 | Evocation of Souls   |          |              |                                       | Instant       | If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.  |
| 2 | Whispers of the Veil | 8+       | 24"          | Hex                                   | Last one Turn | The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.   |

### Magic items

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

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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

## Magic banners

**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:

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

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

**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.

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armor +1

**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.

**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:

**Telepathic Link:** A Cuatl Lord may cast spells through a friendly model with Telepathic Link with the following conditions and restrictions:

- The Cuatl Lord is considered to be the Caster.
- The model with Telepathic Link must be within 24" of the Cuatl Lord.
- The spell must have type Damage.
- Line of Sight and Front Arc of the model with Telepathic Link are used.
- The spell's range is reduced by half and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscalc, apply the following effects:

- The Cuatl Lord suffers the Miscalc effect as normal.
- The model with Telepathic Link suffers a single hit with Armour Penetration 2 and a Strength equal to the number of Magic Dice used.

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through the model with Telepathic Link as well, applying the same conditions and restrictions listed above. If not all of the conditions are met, the Attribute Spell is not cast.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.  
The Wizard selects its spells as described in Spell Selection

**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.

Gor-rok



Quetzl



Montezuma



Skink Braves #1



Raptor Riders #1

