



# SAURIAN ANCIENTS

## XLI - 1 470 POINTS



430 pts (10.00 %) **Characters** (35 Max)  
 0 pts (0.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Guerilla Warriors** (30 Max)  
 1040 pts (23.00 %) **Magna Sauria** (35 Max)

### Characters



**GREG**

Anurarch Archmage - Standard - Infantry - 50x50mm

**430 POINTS**



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

### Magna Sauria



**BUMBLEFUCK**

Titanopod - Gigantic - Beast - 20x20mm

**520 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	4"	14"	6	Deafening Clamour, Strider, Communal Bond, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	10	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Rock Releaser(6)	1	3	4	0	3	
Titanopod	2	3	6	2	0	Harnessed, Path of Destruction



**GREG**

Titanopod - Gigantic - Beast - 20x20mm

**520 POINTS**



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### Magics

Racial Trait Spell

Casting	Range	Type	Duration
<b>Enlightenment</b>			

	<b>Casting</b>	<b>Range</b>	<b>Type</b>	<b>Duration</b>
<i>Mf</i>	(7+) {10+}	24"	Universal	Last one Turn
<i>The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.</i>				

## 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.

### Deafening Clamour:

**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

**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.

### Minimised:

#### Path of Destruction: Special Attack.

The number of hits from the model's Stomp Attacks is set to 4D3. For the purpose of Stomp Attacks, the model ignores Cannot be Stomped and considers all enemy models without Towering Presence to be of Standard Height. If the model's Stomp Attacks are distributed onto a Large unit, the number of hits is halved, rounding fractions up.

**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.

**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:

**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

Your 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.





Greg

