



SAURIAN ANCIENTS

LIZARDMEN 1500 - 1500 POINTS



400 pts (27.00 %) **Characters** (40 Max)
 315 pts (21.00 %) **Core** (20 Least)
 785 pts (52.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Jungle Guerillas** (35 Max)
 190 pts (13.00 %) **Thunder Lizards** (35 Max)

Characters



SAURIAN VETERAN #1
Saurian Veteran - Large - Cavalry - 50x100mm

400 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



MOUNT CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Frenzy, Fear, Fearless, Towering Presence
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Carnosaur	4	3	6	3	2	Harnessed, Born Predator, Battle Focus, Multiple Wounds

Options

General • Carnosaur • Essence of Mithril

Core



SAURIAN WARRIORS #1
Saurian Warriors x15 - Standard - Infantry - 25x25mm

315 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Scoring, Cold-Blooded
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	Born Predator

Options

Champion • Musician • Standard Bearer • Banner of Speed

Special




RAPTOR RIDERS #1
Raptor Riders x5 - Standard - Cavalry - 25x50mm

225 POINTS



Global	Adv	Mar	Dis			Model Rules


<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>	Shield
	1	4	4	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rider	2	4	4	1	2
					Born Predator, Lance
Raptor	2	3	4	1	2
					Harnessed



CAIMANS #1

Caimans x8 - Large - Infantry - 40x40mm

560 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Scoring, Strider, Cold-Blooded	
<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>
Caiman	3	3	5	2	2
					Born Predator

Options	Halberd • Champion
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Spark of Creation				
Mf	<6+> {9+}	30" {18"}	Hex, Missile, Damage	Instant
The target suffers D6 hits with Strength <5> {6}, Armour Penetration <2> {3}, and Magical Attacks.				

Magic items

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Born Predator: 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

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.

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.

Saurian Veteran #1



Saurian Warriors #1



Raptor Riders #1



Caimans #1

