



SAURIAN ANCIENTS

BOB - 1 500 POINTS



555 pts (37.00 %) 860 pts (57.00 %) 115 pts (8.00 %) 295 pts (20.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**

(40 Max) (20 Least) (0 NoLimit) (35 Max) (35 Max)

Characters



SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

200 POINTS

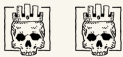


Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Strider, Wizard Apprentice, Cold-Blooded, Telepathic Link	
Defensive	HP	Def	Res	Arm	
	2	2	2	1	
Offensive	Att	Off	Str	Ap	Agj
Skink Priest	1	2	3	0	4

Hand Weapon

Options

Wizard Adept • Shamanism • Light Armour



SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 25x25mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	3	6	5	2	
Offensive	Att	Off	Str	Ap	Agj
Warlord	5	6	5	2	4

Born Predator, Hand Weapon

Options

General • Shield • Heavy Armour • Spear • Raptor Spirit

Core



SAURIAN WARRIORS #1

Saurian Warriors x15 - Standard - Infantry - 25x25mm

325 POINTS



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

Born Predator

Options

Spear • Crocodile • Champion • Musician • Standard Bearer



SAURIAN WARRIORS #2
Saurian Warriors x15 - Standard - Infantry - 25x25mm

325 POINTS



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

Options	Spear • Crocodile • Champion • Musician • Standard Bearer
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Jungle Guerillas



WEAPON BEASTS #1
Weapon Beasts x2 - Large - Beast - 40x40mm

295 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, 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>
Weapon Beast	3	3	4	1	4

Options	Salamander – Spout Flames
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Magics

Racial Trait Spell

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



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Totemic Summon	10+ {12+}	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ {8+}	12" {24"}	Universal	Last one Turn	The target gains Frenzy and Battle Focus.

		Casting Range	Type	Duration	Effect	
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Raptor Spirit: The bearer gains +4" Advance Rate, +4" March Rate, and **Swiftstride**. This Artefact cannot be taken by a model with Ranger's Boots.

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

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.

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.

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 halved 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 Miscast, apply the following effects: • The Cuatl Lord suffers the Miscast 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

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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.

Skink Priest #1



Saurian Warlord #1



Saurian Warriors #1



Saurian Warriors #2



Weapon Beasts #1