



# SAURIAN ANCIENTS

## PHIL - 690 POINTS



690 pts (15.00 %) **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)  
 480 pts (11.00 %) **Magna Sauria** (35 Max)

### Characters



**TEGU VETERAN #1**  
 Tegu Veteran - Gigantic - Beast - 50x100mm

**690 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Strider (Water Terrain), Communal Bond		
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Veteran	5	5	5	2	3	Lodestone, Hand Weapon



### MOUNT ALPHA CARNO SAUR

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

#### Options

Light Lance • Alpha Carnosaur • Supernatural Dexterity

### Magics

Racial Trait Spell

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

### Magic items

**Supernatural Dexterity:** The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

### Model Rules

**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.

**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

**Lodestone:** Close Combat, Shooting

Attacks with Lodestone are subject to the following rules when rolling to hit:

- Close Combat Attacks allocated towards a model with Armour 3 or more gain +1 to hit.
- Shooting Attacks made against a unit with more than half of its models with Armour 3 or more gain +1 to hit.

**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.

Tegu Veteran #1

