



SAURIAN ANCIENTS

ALCHEMICAL - 604 POINTS



204 pts (5.00 %) 400 pts (9.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Core **Special** **Guerilla Warriors** **Magna Sauria** **Characters**
(25 Least) (0 NoLimit) (30 Max) (35 Max) (35 Max)

Core



RAPTOR PACK #3
Raptor Pack x12 - Standard - Beast - 25x50mm

204 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider (forest), Communal Bond, Pack Hunter	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4

Special



RAPTOR PACK #1
Raptor Pack x9 - Standard - Beast - 25x50mm

186 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider (forest), Communal Bond, Pack Hunter	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4

Options

Corrosive Spitter



RAPTOR PACK #2
Raptor Pack x11 - Standard - Beast - 25x50mm

214 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider (forest), Communal Bond, Pack Hunter	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4

Options

Ambush

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h2 style="margin: 0;">Enlightenment</h2>				
<i>Mf</i>	(7+) [10+]	24"	Universal	Last one Turn
The target gains +2 Discipline and suffers -1 to hit {and -1 to wound}.				

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.

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

Light Armour: Armor +1

Pack Hunter: In the Charge Phase, units with more than half of their models with Pack Hunter may reroll failed Charge Range rolls if their Charge is part of a Combined Charge

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.

Skink Veteran #1



Raptor Pack #1



Raptor Pack #2



Raptor Pack #3

