



# SAURIAN ANCIENTS

## BARBECUE PARTY - 4 670 POINTS



1565 pts (34.00 %) 963 pts (21.00 %) 677 pts (14.00 %) 650 pts (14.00 %) 1470 pts (31.00 %)

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

(40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters



**JOE LA CAVALCADE**  
Saurian Warlord - Standard - Infantry - 50x100mm

**935 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Cold-Blooded
Defensive	HP	Def	Res	Arm		
	3	6	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Warlord</b>	5	6	5	2	4	<b>Born Predator, Hand Weapon</b>



### MOUNT ALPHA CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Apex Predator
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	Ap	Agi	
<b>Alpha Carnosaur</b>	5	4	7	4	3	<b>Harnessed, Born Predator, Multiple Wounds (D3, D3)</b>

**Options**    Shield • Lance • Alpha Carnosaur • Spirit of the Stampede • Starfall Shard



**STEPHANE LE RABATTEUR**  
Saurian Warlord - Standard - Infantry - 25x25mm

**340 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Cold-Blooded
Defensive	HP	Def	Res	Arm		
	3	6	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Warlord</b>	5	6	5	2	4	<b>Born Predator, Hand Weapon</b>

**Options**    Shield • Heavy Armour • General • Taurosaurs Vigour



**TITOUAN L'EPAULE SOLIDE**  
Saurian Veteran - Standard - Infantry - 25x25mm



**290 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Saurian Veteran</b>	4	5	5	2	3	<b>Born Predator, Hand Weapon</b>

<b>Options</b>	Battle Standard Bearer • Totem of Mixoatl
<b>Core</b>	



	<b>LA TEAM KETCHUP</b> Saurian Warriors <b>x21</b> - <i>Standard - Infantry - 25x25mm</i>	<b>399</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	<b>Scoring, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	<b>Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Saurian Warrior</b>	2	3	4	1	2	<b>Born Predator</b>

<b>Options</b>	Champion • Musician • Jaguar
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	<b>LA TEAM MAYO</b> Saurian Warriors <b>x21</b> - <i>Standard - Infantry - 25x25mm</i>	<b>399</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	<b>Scoring, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	<b>Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Saurian Warrior</b>	2	3	4	1	2	<b>Born Predator</b>

<b>Options</b>	Champion • Musician • Jaguar
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	<b>LES GOSSES DES COPAINS</b> Skink Braves <b>x15</b> - <i>Standard - Infantry - 20x20mm</i>	<b>165</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	<b>Strider, Scoring, Cold-Blooded</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Skink Brave</b>	1	2	3	0	4	

<b>Options</b>	Shield and Poisoned Javelin (4+)
<b>Special</b>	

	<b>LES COPAINS DU CLUB BARBECUE DE STEPHANE</b> Temple Guard <b>x24</b> - <i>Standard - Infantry - 25x25mm</i>	<b>677</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	<b>Scoring, Fearless, Cold-Blooded, Bodyguard</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Temple Guard	2	4	4	1	2	Born Predator, Cobalt Club

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Speed
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**Jungle Guerillas**



	<b>ALLUME GAZ</b> Weapon Beasts - Large - Beast - 40x40mm	<b>145 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Light Troops, 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

	<b>LES GOSSÉS DE TITI</b> Skink Hunters x10 - Standard - Infantry - 20x20mm	<b>185 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Hunter	1	2	3	0	4



<b>Options</b>	Blowpipe (4+)
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	<b>LES GOSSÉS DE JOE</b> Skink Hunters x10 - Standard - Infantry - 20x20mm	<b>185 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Hunter	1	2	3	0	4


<b>Options</b>	Blowpipe (4+)
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**Thunder Lizards**

	<b>STEAK ROQUEFORT</b> Taurosaur - Gigantic - Beast - 50x100mm	<b>475 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	10"	7	Fearless, Cold-Blooded
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Crew	1	2	3	0	4
					Poisoned Javelin (4+, 4+)
Taurosauro	4	3	6	3	2
					Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)



## STEAK TARTARE

Taurosauro - Gigantic - Beast - 50x100mm

# 475 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	7	Fearless, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	6	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Crew	1	2	3	0	4
					Poisoned Javelin (4+, 4+)
Taurosauro	4	3	6	3	2
					Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Spark of Creation</b>				
<i>Mf</i>	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant
The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.				

## Magic items

**Spirit of the Stampede:** The bearer's mount gains **Impact Hits (D6)**. If it already had Impact Hits, increase the number of Impact Hits by D6 instead.

**Starfall Shard:** The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **HardTarget (1)**, and automatically fails all Fortitude Saves.

**Taurosauro's Vigour:** The wearer gains +1 Armour and +1 Health Point.

## Magic banners

**Totem of Mixoatl:** The bearer's unit gains **Hard Target (1)**. One use only. May be activated at the start of a Round of Combat. Until the end of the Round of Combat, enemy units in base contact with the bearer's unit suffer -3 Offensive Skill.

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

## Model Rules

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Born Predator:** Close Combat  
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

**Cobalt Club:** Melee Weapon.  
Attacks made with this weapon gain +2 Strength.

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

**Devastating Charge:** Attacks & Weapons, Melee  
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Giant Blowpipes:** Volley Gun Artillery Weapon.  
Range 12", Shots 8, Str 3, AP 0, Quick to Fire, Poison 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

**Hard Target:**

**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.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**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.

**Poisoned Javelin:** Shooting Weapon.  
Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.

**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.

**Sharp Horns:** Attack Attribute.  
The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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.

Joe la Cavalcade



Stéphane Le Rabatteur



Titouan l'Epaule Solide



Steak Roquefort



Steak Tartare



Allume Gaz



Les Gosses de Titi



Les Gosses de Joe



La Team Ketchup



La Team Mayo



Les Gosses des Copains



Les Copains Du Club Barbecue de  
Stéphane

