



SAURIAN ANCIENTS

TEST - 4 500 POINTS



1570 pts (35.00 %) 1130 pts (25.00 %) 980 pts (22.00 %) 620 pts (14.00 %) 1160 pts (26.00 %)
Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**
 (35 Max) (25 Least) (0 NoLimit) (30 Max) (35 Max)

Characters

ANURARCH ARCHMAGE #1

Anurarch Archmage - Standard - Infantry - 50x50mm

500 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	2			Swift Reform, Tall, Wizard Master, Closely Guarded, Communal Bond, Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Cannot be Stomped, Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Anurarch	1	1	1	0	1	Hand Weapon

Options	Mind-shifting Mastery • Evocation
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SKINK VETERAN #1

Skink Veteran - Large - Cavalry - 50x75mm

325 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Swift Reform, Light Troops, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+), Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

MOUNT POUAKAI SKY TYRANT

Global	Adv	Mar	Dis			Model Rules
	2"	4"	C			Fear, Fearless, Light Troops, Fly (8",16"), Solitary, Exclusive, Vanguard (6"), Special Ambush (Open Terrain)
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Pouakai Sky Tyrant	4	4	5	2	4	Harnessed

Options	Poisoned Javelin (2+) • Paired Weapons • Pouakai Sky Tyrant • Destiny's Call • Serpent's Nest Charm
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TEGU VETERAN #1

Tegu Veteran - Gigantic - Beast - 50x100mm

745 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Swift Reform, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	5	2	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Tegu Veteran	4	5	5	2	3 Lodestone, Hand Weapon



MOUNT ALPHA CARNOSAUR

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	C	Frenzy, Fearless	
<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>
Alpha Carnosaur	5	4	7	4	3 Harnessed, Multiple Wounds (2), Battle Focus, Apex Predator

Options	Alpha Carnosaur • Obsidian Rock • Starfall Scales
Core	



CAIMAN WARRIORS #1

Caiman Warriors x8 - Large - Infantry - 40x40mm

530 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	7	Swift Reform, Scoring, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	
<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 Warrior	3	3	4	1	1

Options	Champion with Enclave Wizard • Standard Bearer • Awaken the Beast (Shamanism) • Tooth and Claw • Flaming Standard
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RAPTOR PACK #1

Raptor Pack x9 - Standard - Beast - 25x50mm

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Swift Reform, Strider (forest), Communal Bond, Pack Hunter, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Raptor	2	3	4	2	4



SKINK WARRIORS #1

Skink Warriors x40 - Standard - Infantry - 20x20mm

410 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Swift Reform, Scoring, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Fortitude (6+), Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Warrior	1	2	3	0	3

Options	Champion • Enclave Wizard (40x40 mm) • Standard Bearer • Spear • Entwining Roots (druidism) • Caiman Mentors (Caiman Warriors) x1 • Banner of Discipline
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Special



THYROSCUTUS HERD #1

Thyroscutus Herd - Large - Cavalry - 50x100mm

290 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	6			Swift Reform, Fearless, Communal Bond, Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	4	4	5	5		
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider(4)	1	2	3	0	3	
Thyroscutus	3	2	4	1	0	Crush Attack, Harnessed

Options	Great Protector • Venomous Fortress
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SAURIAN SWARMS #1

Saurian Swarms x6 - Standard - Beast - 40x40mm

290 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	5			Fearless, Light Troops, Skirmisher, Strider (Water Terrain), Unstable , Communal Bond, Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Fortitude (6+), Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Swarm	5	2	2	1	3	Extra Support (3), Poison Attacks, Predator Senses



CAIMAN ELDERS #1

Caiman Elders x3 - Large - Infantry - 50x50mm

400 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Swift Reform, Scoring, Strider (Water Terrain), Communal Bond , Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	4	4	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Caiman Elder	3	4	5	2	1	Weapon Master, Tooth and Claw

Options	Champion with Enclave Wizard • Standard Bearer • Healing Waters (Druidism) • Fountain of Youth (Druidism) • Koru Stone
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Guerilla Warriors



WEAPON BEASTS #1

Weapon Beasts x2 - Large - Beast - 40x40mm

295 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Light Troops, Communal Bond, Minimised (Discipline Tests)
Defensive	HP	Def	Res	Arm		
	3	3	4	3		
Offensive	Att	Off	Str	Ap	Agi	
Weapon Beast	3	3	5	2	3	

Options Salamander And Aegis (5+, against Flaming Attacks)

Magna Sauria



STYGIOSAUR PACK #1
Stygiosaur Pack **x3** - Large - Cavalry - 50x100mm

525 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Swift Reform, Fear, Scoring, Communal Bond, Pack Hunter, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Stygiosaur	4	4	5	2	3	Harnessed, Poison Attacks, Stomp Attacks (D3), Predator Senses

Options Swarm Of Insects (shamanism) • Champion with Enclave Wizard • Standard Bearer • Aether Icon

Magics

Racial Trait Spell

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



Evocation

		Casting	Range	Type	Duration	Effect
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	6+ [9+]	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

Magic items

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Serpent's Nest Charm: While using this weapon, the wielder's Attack Value is **set** to 6 and attacks made with this weapon become **Poison Attacks**.

Obsidian Rock: The bearer gains Magic Resistance (2).

Starfall Scales: The wearer's model gains **Hard Target (1)** and **Immune** (Flaming Attacks)

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Koru Stone: The bearer's unit gains **Rally Around the Flag** whose range is set to 12";

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Cannot be Stomped:

Closely Guarded: Universal Rule.

The model can never issue or accept Duels or be chosen as the model that suffers the penalties for refusing a Duel. Unless mounted, apply the following additional rules:

- The model gains Strider and Stand Behind.
- The model must be deployed inside a unit of Tegu Warriors, Tegu Guards, or Elder Caimans and cannot voluntarily leave this unit.

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.

Crush Attack:

Extra Support:

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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

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 at least one model part with Harnessed is considered to be mounted.

Light Armour: Armor +1

Light Lance:

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.

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.

Minimised:

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

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using

the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Predator Senses: Close Combat

Right before the battle (during step 7 of the Deployment Phase Sequence), if your Army List contains one or more models with this rule, you must mark a single unit from your opponent's Army List with Prey Scent. In addition, in the Melee Phase, the model part must reroll failed to-hit rolls against models in units that are marked with Prey Scent.

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.

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.

Stomp Attacks:

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.

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

Tall:

Tooth and Claw: Two-Handed. Attacks made with this weapon gain Lightning Reflexes and Lethal Strike. This weapon cannot be enchanted.

Unstable:

Weapon Master:

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

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.

Anurarch Archmage #1



Skink Veteran #1



Tegu Veteran #1



Caiman Warriors #1



Raptor Pack #1



Skink Warriors #1



Thyroscutus Herd #1



Saurian Swarms #1



Weapon Beasts #1



Caiman Elders #1



Stygiosaur Pack #1

