



# SAURIAN ANCIENTS

## LIST SAURIAN ANCIENTS (v2020) #1 - 1 950 POINTS



820 pts (42.00 %) **Characters** (40 Max)  
 870 pts (45.00 %) **Core** (20 Least)  
 260 pts (13.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Jungle Guerillas** (30 Max)  
 0 pts (0.00 %) **Thunder Lizards** (35 Max)

### Characters



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Cold-Blooded, Tall, Palanquin, Wizard Master		
Defensive	HP	Def	Res	Arm		
	4	2	4	0	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
CuatlLord	1	2	3	0	2	Hand Weapon



#### SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

115 POINTS



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



#### SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 25x25mm

260 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	
Warlord	5	6	5	2	4	Born Predator, Hand Weapon

### Core



#### SKINK BRAVES #1

Skink Braves x15 - Standard - Infantry - 20x20mm


155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Strider, Scoring, Cold-Blooded	

<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>	Champion • Musician
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**SKINK BRAVES #2**  
Skink Braves x15 - Standard - Infantry - 20x20mm

**155 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Strider, Scoring, Cold-Blooded	
<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>	Champion • Musician
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**SAURIAN WARRIORS #1**  
Saurian Warriors x15 - Standard - Infantry - 25x25mm

**280 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>	
	1	3	4	2	Shield
<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
					Born Predator

<b>Options</b>	Champion • Musician • Standard Bearer
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**SAURIAN WARRIORS #2**  
Saurian Warriors x15 - Standard - Infantry - 25x25mm


**280 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>	
	1	3	4	2	Shield
<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
					Born Predator


<b>Options</b>	Champion • Musician • Standard Bearer
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Special



**RAPTOR RIDERS #1**  
Raptor Riders x5 - Standard - Cavalry - 25x50mm

**260 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Scoring, 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>	
	1	4	4	4	<b>Shield</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Rider</b>	2	4	4	1	2 <b>Born Predator, Lance</b>
<b>Raptor</b>	2	3	4	1	2 <b>Harnessed</b>

<b>Options</b>	Champion • Musician
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## Magics

Racial Trait Spell

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

## Model Rules

**Aegis:**

**Born Predator:** Close Combat  
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

**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.

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armor +1

**Palanquin:** Universal Rule.

When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

**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.

**Tall:**

**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 reduced by half 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

**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

Your 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.

Cuatl Lord #1



Skink Priest #1



Saurian Warlord #1



Skink Braves #1



Skink Braves #2



Saurian Warriors #1



Saurian Warriors #2



Raptor Riders #1

