



SAURIAN ANCIENTS

POINTS - 4 496 POINTS



1147 pts (25.00 %) 699 pts (16.00 %) 822 pts (18.00 %) 1310 pts (29.00 %) 1560 pts (35.00 %)

Core **Special** **Guerilla Warriors** **Magna Sauria** **Characters**

(25 Least) (0 NoLimit) (30 Max) (35 Max) (35 Max)

Characters





COLD ONE

Tegu Veteran - *Gigantic - Beast - 50x100mm*

740 POINTS




Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			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 CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Frenzy, Fearless
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)Focus, Battle, Apex Predator


Options	Alpha Carnosaur • Halberd (Glory of the Dawn Age)
Magic items	Glory of the Dawn Age (Halberd)



SLANN


Anurarch Archmage - *Standard - Infantry - 50x50mm*

640 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Channel (1), Tall, Wizard Master, Closely GuardedImmortal, Grasp of The, Communal Bond
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	Alchemy • Astrological Mastery • Telepathic Mastery
Magic items	Ancient Plaque



STALKER

Skink Veteran - *Standard - Infantry - 20x20mm*

180 POINTS





Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Communal Bond
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	, Light Fortitude (6+) Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Veteran	3	4	4	1	4 Hand Weapon



Options	Magnetic Short Bow (2+) (Alchemical Arrows) • Master Strategist • Shield
Magic items	Alchemical Arrows (Magnetic Short Bow (2+)) • Infiltrator's Dart

Core

	ARMPUR MELTERS Tegu Warriors x25 - Standard - Infantry - 25x25mm	575 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Communal Bond	
<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>
Tegu Warrior	2	3	4	1	2 Lodestone

Options	Champion • Standard Bearer • Enclave Wizard (50x50 mm) • Spear • Awaken the Beast (Shamanism)
Magic banners	Sceptic's Stele (Standard Bearer)

 	STALKERS PACK Skink Hunters x20 - Standard - Infantry - 20x20mm	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0 Fortitude (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Hunter	1	2	3	0	3 Poisoned Javelin (4+)

Options	Champion with Enclave Wizard
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 	FIRE FRIENDS Skink Hunters x12 - Standard - Infantry - 20x20mm	262 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Light Troops, Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0 Fortitude (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Hunter	1	2	3	0	3 Poisoned Javelin (4+)

Options	Champion with Enclave Wizard • Healing Waters (Druidism)
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Special



STONE GUARD

Tegu Guards x17 - Standard - Infantry - 25x25mm

499 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Bodyguard (anurarcharchmage), Fearless, Scoring, Communal Bond	
Defensive	HP	Def	Res	Arm	
	1	4	4	2	Magic Resistance (1), Light, Containment Field Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Tegu Guard	2	4	4	1	2

Options	Champion • Standard Bearer • Great Weapon
Magic banners	Koru Stone (Standard Bearer)



HUNGER

Raptor Pack x10 - Standard - Beast - 25x50mm

200 POINTS



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

Options	Corrosive Spitter
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Guerilla Warriors



FLAMLY

Weapon Beasts x2 - Large - Beast - 40x40mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Light Troops, Communal Bond	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Weapon Beast	3	3	4	1	3

Options	Salamander • Combined Strength (skink Warriors, Skink Hunters)
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Magna Sauria



STEGADON

Taurosauro - Gigantic - Beast - 50x100mm

460 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Communal Bond	
Defensive	HP	Def	Res	Arm	
	6	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
Skink Rider	1	2	3	0	3
Taurosauro	4	3	6	3	2

Magic items	Engine of the Ancients (3+)
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RAPTOR CHAMP

Carnosaur - Gigantic - Beast - 50x100mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	7	Fearless, Frenzy, Communal Bond	
Defensive	HP	Def	Res	Arm	
	5	2	5	4	
Offensive	Att	Off	Str	Ap	Agi
Tegu Rider	2	3	4	1	2
	Lodestone				
Carnosaur	5	3	6	3	3
	Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses				

Options	Light Lance • Combined Strength (raptor Riders, Raptor Pack) And Hunt Leader
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Magics

Racial Trait Spell

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



Alchemy

		Casting	Range	Type	Duration	Effect
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks , [Multiple Wounds (D3)], and Area Attack (1x5) .
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.

Magic items

Alchemical Arrows: This weapon has Shots 4, Str 5, AP 1. Attacks made with this weapon become **Magical Attacks**. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

Ancient Plaque: Once per Magic Phase, a single Magic Dice may be rerolled: • When the bearer performs a Casting Attempt with 2 or more Magic Dice that is not Miscast. • When the owner performs a Dispelling Attempt with 2 or more Magic Dice.

Engine of the Ancients (3+): Shooting Weapon. Range 12" and 24", Shots 1, Str 6, AP 3, **Area Attack (2x2)**, **Lodestone**, **March and Shoot, Reload!**. The attack **never** suffers negative to-hit modifiers. For the purpose of shooting this weapon, the model can draw Line of Sight in any direction, even outside its Front Arc.

Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength and +1 Armour Penetration and become **Magical Attacks**. In addition, attacks made with this weapon for which a successful natural to-wound roll of 5+ was rolled are subject to the following rules: • They gain **Multiple Wounds (2)** • Unless the target ignores Lethal Strike, their Armour Penetration is always set to 10 and they ignore Fortitude Saves.

Infiltrator's Dart: Right before the battle (during step 7 of the Deployment Phase Sequence), you **must** mark a single unit from your opponent's Army List with Prey Scent.

Magic banners

Koru Stone: The bearer's unit gains **Rally Around the Flag** whose range is set to 8" and 24".

Sceptic's Stele: The bearer gains **Magic Resistance (1)**. One use only. The bearer's unit and all units in base contact with the bearer's unit automatically fail all Aegis

Saves. The effect lasts until the bearer's unit is no longer Engaged in Combat.

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

Cannot be Stomped:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

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.

Containment Field: Personal Protection.

Attacks made by enemy units in base contact with one or more models with Containment Field suffer -1 to wound if they are Special Attacks and/or Magical Attacks.

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

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Grasp of The Immortal: Universal Rule.

At the start of each friendly Magic Phase, the model may choose to lose all instances of Channel (X) and gain a +1 Casting Modifier. The effects last until the end of the Magic Phase. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

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.

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.

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.

Magic Resistance:

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

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

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

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.

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:

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.

Cold one



Slann



Stalker



Armpur Melters



Stalkers Pack



Fire Friends



Stone Guard



Hunger



Flamly



Stegadon



Raptor Champ