



SAURIAN ANCIENTS

BLAVORI SA KAUBOJEM - 4 202 POINTS



1465 pts (33.00 %) **835 pts (19.00 %)** 677 pts (15.00 %) 650 pts (14.00 %) 575 pts (13.00 %)

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

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

Characters



SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 25x25mm

470 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					

Options	Shield (Dusk Forged) • Heavy Armour (Basalt Infusion) • Spear (Glory of the Dawn Age)
Magic items	Glory of the Dawn Age (Spear) • Dusk Forged (Shield) • Basalt Infusion (Heavy Armour)



SAURIAN WARLORD #2

Saurian Warlord - Standard - Cavalry - 25x50mm

410 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					

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	1	2
Harnessed					

Options	Great Weapon • Raptor
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CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm



585 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					

Options	Battle Standard Bearer • Pyromancy • Alchemy • General
Magic items	Essence of a Free Mind

Core

	SAURIAN WARRIORS #2 Saurian Warriors x15 - Standard - Infantry - 25x25mm	260 POINTS	
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<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>
Saurian Warrior	2	3	4	1	2
Born Predator					

Options	Musician
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	SAURIAN WARRIORS #3 Saurian Warriors x15 - Standard - Infantry - 25x25mm	260 POINTS	
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<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>
Saurian Warrior	2	3	4	1	2
Born Predator					



Options	Musician
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	SAURIAN WARRIORS #1 Saurian Warriors x15 - Standard - Infantry - 25x25mm	315 POINTS	
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<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>
Saurian Warrior	2	3	4	1	2
Born Predator					

Options	Champion • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)

Special

	TEMPLE GUARD #1 Temple Guard x24 - Standard - Infantry - 25x25mm	677 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Cold-Blooded, Bodyguard	
<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 PredatorClub , Cobalt

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



Jungle Guerillas

	CHAMELEONS #1 Chameleons x7 - Standard - Infantry - 20x20mm	171 POINTS	
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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, Scout, Skirmisher, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	1	Hard Target (2, 2)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chameleon	1	2	3	0	4	Blowpipe (4+, 4+)

	CHAMELEONS #2 Chameleons x8 - Standard - Infantry - 20x20mm	189 POINTS	
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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, Scout, Skirmisher, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	1	Hard Target (2, 2)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chameleon	1	2	3	0	4	Blowpipe (4+, 4+)

	SALAMANDER #1 Weapon Beasts - Large - Beast - 40x40mm	145 POINTS	
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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	

	SALAMANDER #2 Weapon Beasts - Large - Beast - 40x40mm	145 POINTS	
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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	

Thunder Lizards



TAUROSAUR #1

Taurosauro - Gigantic - Beast - 50x100mm

575 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	7	Fearless, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	6	3	6	4	
Offensive	Att	Off	Str	Ap	Agi
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+)				

Options	Engine of the Ancients
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Magics

Racial Trait Spell

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



Alchemy

		Casting	Range	Type	Duration	Effect
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.
2	Word of Iron	5+ [9+]	24"	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+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
4	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
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).
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



Pyromancy

		Casting	Range	Type	Duration	Effect
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Essence of a Free Mind: The bearer may choose up to two Paths on the Army List instead of one (from the ones normally available to it). During Spell Selection, choose which one of the two Paths to use. The bearer cannot select from the Learned Spells 5 and 6 of its chosen Path.

Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength, **Magical Attacks**, and **Multiple Wounds (2)**.

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.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Aegis:

Blowpipe: Shooting Weapon.

Range 12", Shots 2, Str 2, AP 0, Poison Attacks, +1 to hit against units consisting entirely of models with Towering Presence.

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 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.

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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

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.

Saurian Warlord #1



Saurian Warlord #2



Cuatl Lord #1



Saurian Warriors #2



Saurian Warriors #3



Saurian Warriors #1



Temple Guard #1



Chameleons #1



Chameleons #2



Salamander #1



Salamander #2



Taurosaur #1