



# SAURIAN ANCIENTS

## 13.9.2019 - 4 080 POINTS



1625 pts (36.00 %)   1790 pts (40.00 %)   665 pts (15.00 %)   0 pts (0.00 %)   0 pts (0.00 %)  
**Characters**                      **Core**                      **Special**                      **Jungle Guerillas**                      **Thunder Lizards**  
 (40 Max)                      (20 Least)                      (0 NoLimit)                      (30 Max)                      (35 Max)

### Characters



#### SAURIAN VETERAN #1

Saurian Veteran - Standard - Infantry - 25x25mm

## 195 POINTS



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

<b>Options</b>	Great Weapon
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#### SAURIAN VETERAN #3


Saurian Veteran - Standard - Infantry - 25x25mm

## 270 POINTS



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

<b>Options</b>	Shield • Heavy Armour (Taurosaurs Vigour) • Great Weapon
<b>Magic items</b>	Taurosaurs Vigour (Heavy Armour)



#### SAURIAN VETERAN #2

Saurian Veteran - Standard - Infantry - 25x25mm

## 310 POINTS



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

<b>Options</b>	Shield • Heavy Armour (Death Cheater) • Great Weapon
<b>Magic items</b>	Death Cheater (Heavy Armour)



### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

850 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

<b>Options</b>	Battle Standard Bearer • General • Grasp of the Immortal
<b>Magic items</b>	Binding Scroll • Talisman of the Void
<b>Magic banners</b>	Totem of Mixoatl (Battle Standard Bearer)

### Core



### SAURIAN WARRIORS #1

Saurian Warriors x30 - Standard - Infantry - 25x25mm

680 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	Born Predator

<b>Options</b>	Champion • Musician • Standard Bearer • Serpent
<b>Magic banners</b>	Legion Standard (Banner Enchantment)



### SAURIAN WARRIORS #2

Saurian Warriors x30 - Standard - Infantry - 25x25mm

680 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Saurian Warrior	2	3	4	1	2	Born Predator

<b>Options</b>	Champion • Musician • Standard Bearer • Serpent
<b>Magic banners</b>	Legion Standard (Banner Enchantment)



### SKINK BRAVES ARCHER #1

Skink Braves Archer x20 - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Strider, Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	2	2	1		
Offensive	Att	Off	Str	Ap	Agi	
Skink Braves	1	2	3	0	4	Bow (4+, 4+)

Options	Musician
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### SKINK BRAVES ARCHER #2

Skink Braves Archer x20 - Standard - Infantry - 20x20mm


## 215 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>
Skink Braves	1	2	3	0	4

Options	Musician
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## Special



### TEMPLE GUARD #1

Temple Guard x25 - Standard - Infantry - 25x25mm

## 665 POINTS



<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

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

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #FFD700;">Spark of Creation</h3>				
<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>				

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Talisman of the Void:** The bearer gains Channel (1).

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

## Magic banners

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

**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.

## Model Rules

**Aegis:**

**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.

**Bow:**

**Cobalt Club:** Melee Weapon.

Attacks made with this weapon gain +2 Strength.

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

**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.

**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

**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:**

**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 Veteran #1



Saurian Veteran #3



Saurian Veteran #2



Cuatl Lord #1



Saurian Warriors #1



Saurian Warriors #2



Skink Braves Archer #1



Skink Braves Archer #2



Temple Guard #1

