



SAURIAN ANCIENTS

SIRKUS LIZARDUS - 4 077 POINTS



1285 pts (29.00%) 897 pts (20.00%) 345 pts (8.00%) 1275 pts (28.00%) 420 pts (9.00%)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

Characters



CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

640 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	General • Master of Reality • Protean Potentate
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SAURIAN VETERAN #1

Saurian Veteran - Standard - Infantry - 25x25mm

230 POINTS



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

Options	Battle Standard Bearer • Halberd
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SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Strider, Cold-Blooded
Defensive	HP	Def	Res	Arm		
	2	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Captain	3	4	4	1	6	Hand Weapon

Options	Paired Weapons • Blowpipe (4+)
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SKINK CAPTAIN #2

Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



Global	Adv	Mar	Dis			Model Rules
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	6			Strider, Cold-Blooded
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Captain	3	4	4	1	6	Hand Weapon

Options	Paired Weapons • Blowpipe (4+)
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	SKINK CAPTAIN #3 Skink Captain - Standard - Infantry - 20x20mm	115 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, Cold-Blooded
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Captain	3	4	4	1	6	Hand Weapon


Options	Paired Weapons • Blowpipe (4+)
Magic items	Dragon Staff

	SKINK CAPTAIN #4 Skink Captain - Standard - Infantry - 20x20mm	130 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, Cold-Blooded
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Captain	3	4	4	1	6	Hand Weapon

Options	Paired Weapons • Blowpipe (4+)
Magic items	Egg of the Quetzal

Core

	SAURIAN WARRIORS #2 Saurian Warriors x28 - Standard - Infantry - 25x25mm	722 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	Spear • Champion • Musician • Standard Bearer • Serpent
Magic banners	Banner of the Relentless Company (Banner Enchantment)



SKINK BRAVES #1

Skink Braves x15 - Standard - Infantry - 20x20mm

175 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 Brave	1	2	3	0	4

Options	Shield and Poisoned Javelin (4+) • Musician
Special	



TEMPLE GUARD #1

Temple Guard x15 - Standard - Infantry - 25x25mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Cold-Blooded, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	4	4	2	
				Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi
Temple Guard	2	4	4	1	2
				Born PredatorClub, Cobalt	

Jungle Guerillas



SKINK HUNTERS #1

Skink Hunters x15 - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
				Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi
Skink Hunter	1	2	3	0	4

Options	Blowpipe (4+)
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SKINK HUNTERS #2

Skink Hunters x15 - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Light Troops, Skirmisher, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
				Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi
Skink Hunter	1	2	3	0	4

Options	Blowpipe (4+)
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CHAMELEONS #1

Chameleons x15 - Standard - Infantry - 20x20mm

315 POINTS



<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



CHAMELEONS #2

Chameleons x15 - Standard - Infantry - 20x20mm

315 POINTS



<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

Thunder Lizards



STYGIOSAUR #1

Stygiosaur - Large - Cavalry - 50x100mm

420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Fear, Towering Presence, Terror, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	4	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Rider	1	2	3	0	4
Stygiosaur	4	4	5	2	2

Options

Mystic Traveller

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Spark of Creation				
<i>Mf</i>	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant

The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.

Magic items

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Egg of the Quetzal: The bearer gains Breath Attack (Str D3+2, AP 1, Magical Attacks).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

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.

Breath Attack:

Cobalt Club: Melee Weapon.

Attacks made with this weapon gain +2 Strength.

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

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.

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

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.

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.

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.

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.

Tall:

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Cuatl Lord #1



Saurian Veteran #1



Skink Captain #1



Skink Captain #2



Skink Captain #3



Skink Captain #4



Saurian Warriors #2



Skink Braves #1



Temple Guard #1



Skink Hunters #1



Skink Hunters #2



Chameleons #1



Chameleons #2



Stygiosaur #1

