




SAURIAN ANCIENTS

ALPHA 2 - 2 105 POINTS



1130 pts (25.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Guerilla Warriors** (30 Max)
 0 pts (0.00 %) **Magna Sauria** (35 Max)
 975 pts (22.00 %) **Characters** (35 Max)


Characters



COSMIC BOI

Tegu Veteran - Standard - Infantry - 25x25mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Strider (Water Terrain), 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


Options	Halberd (Glory of the Dawn Age)
Magic items	Destiny's Call (Light Armour) • Glory of the Dawn Age (Halberd) • Rod of Battle




TANKY BOI

Tegu Veteran - Standard - Cavalry - 25x50mm

420 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Strider (Water Terrain), 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 SAURIAN RAPTOR

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


Options	Shield • Light Lance (Touch of Greatness) • Saurian Raptor
Magic items	Death Cheater (Light Armour) • Touch of Greatness (Light Lance) • Lucky Charm



FLAPPY BOI

Skink Veteran - Large - Cavalry - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Strider (Water Terrain), 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	5 Hand Weapon



MOUNT MOUNTAIN PTERADON

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	C	Fly (8",16"), Light Troops, Vanguard, Aerial Assault	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8"	16"			
	3	C	3	C+1	Hard Target (1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mountain Pteradon	3	3	4	1	4 Harnessed

Options	Shield • Poisoned Javelin (2+) • Mountain Pteradon
Magic items	Serpent's Nest Charm (Hand Weapon)

Core



JAGUAR BOIS

Tegu Warriors x22 - Standard - Infantry - 25x25mm

415 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Strider (Water Terrain), 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 • Enclave Wizard (50x50 mm) • Standard Bearer • Awaken the Beast (Shamanism)
Magic banners	Banner of Speed (Banner Enchantment (one choice only))



CROCO BOIS

Tegu Warriors x25 - Standard - Infantry - 25x25mm

505 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring, Strider (Water Terrain), 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 • Spear
Magic banners	Banner of Speed (Banner Enchantment (one choice only))



POKEY BOIS

Skink Warriors x22 - Standard - Infantry - 20x20mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Scoring, Strider (Water Terrain), Communal Bond	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Fortitude (6+), Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Warrior	1	2	3	0	3

Options	Champion • Enclave Wizard (40x40 mm) • Standard Bearer • Entwining Roots (druidism)
Magic banners	Aether Icon (Banner Enchantment (one choice only))

Magics

Racial Trait Spell

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

Magic items

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

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength and +1 Armour Penetration . 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 has Immune (Lethal Strike), their Armour Penetration is always set to 10 and they ignore Fortitude Saves.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Serpent's Nest Charm: While using this weapon, the wielder's Attack Value is set to 6 and attacks made with this weapon become **Poison Attacks** .

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.

Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

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.

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

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

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.

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.

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.

Cosmic Boi



Tanky Boi



Flappy Boi



Jaguar Bois



Croco Bois



Pokey Bois

