



SAURIAN ANCIENTS

TEST - 4 313 POINTS



1723 pts (38.00 %) 775 pts (17.00 %) 230 pts (5.00 %) 930 pts (21.00 %) 655 pts (15.00 %)

Core **Special** **Guerrilla Warriors** **Magna Sauria** **Characters**

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

Characters

SKINK VETERAN #1

Skink Veteran - Standard - Infantry - 20x20mm

85 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Strider (Water Terrain), Communal Bond
Defensive	HP	Def	Res	Arm		
	2	4	3	0	, Light Fortitude (6+) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

Options Shield • Poisoned Javelin (2+) • Paired Weapons

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	6"	12"	7			Strider (Water Terrain), Communal Bond
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Defensive	HP	Def	Res	Arm		
	2	4	3	0	, Light Fortitude (6+) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	5	Hand Weapon

Options Shield • Poisoned Javelin (2+) • Paired Weapons

TEGU VETERAN #1

Tegu Veteran - Standard - Infantry - 25x25mm

200 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Strider (Water Terrain), Communal Bond		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tegu Veteran	5	5	5	2	3	Lodestone, Hand Weapon

Options	Great Weapon
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TEGU VETERAN #1

Tegu Veteran - Standard - Infantry - 25x25mm

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Strider (Water Terrain), Communal Bond		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tegu Veteran	5	5	5	2	3	Lodestone, Hand Weapon

Options	Great Weapon
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Core



TEGU WARRIORS #1

Tegu Warriors x30 - Standard - Infantry - 25x25mm

848 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 • Spear • Caiman Mentors (caiman Elders) x3 • Great Weapon x3
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TEGU WARRIORS #2


Tegu Warriors x30 - Standard - Infantry - 25x25mm

545 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
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SKINK WARRIORS #1

Skink Warriors x40 - Standard - Infantry - 20x20mm

330 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 • Spear
Special	

	THYROSCUTUS HERD #1 Thyroscutus Herd - Large - Cavalry - 50x100mm	265 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Communal Bond, Herd Mentality	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	5	Parry
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Rider(4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0
Crush Attack, Harnessed					

Options	Lodestone Shield • Great Protector
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	THYROSCUTUS HERD #2 Thyroscutus Herd - Large - Cavalry - 50x100mm	275 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Communal Bond, Herd Mentality	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	4	5	5	Parry
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Rider(4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0
Crush Attack, Harnessed					

Options	Venomous Fortress • Great Protector
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	RHAMPHODON RIDERS #1 Rhamphodon Riders x3 - Large - Cavalry - 40x40mm	235 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	6	Fearless, Fly (8",16"), Frenzy, Light Troops, Vanguard, Communal Bond, Predator Senses	
	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Rider	1	2	3	0	3
Rhamphodon	3	3	4	1	4
Battle Focus, Harnessed, Lethal Strike, Feeding Frenzy					

Guerilla Warriors



WEAPON BEASTS #1

Weapon Beasts x2 - Large - Beast - 40x40mm

230 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	5	2	3

Options	Spearback
Magna Sauria	



TAUROSAUR #1

Taurosaurs - Gigantic - Beast - 50x100mm

465 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
Taurosaurs	4	3	6	3	2

Harnessed, Impact Hits (3D3)

Options	Magnetic Great Bow (3+)
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TAUROSAUR #2

Taurosaurs - Gigantic - Beast - 50x100mm

465 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
Taurosaurs	4	3	6	3	2

Harnessed, Impact Hits (3D3)

Options	Magnetic Great Bow (3+)
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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}.

Model Rules

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

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.

Crush Attack:

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.

Feeding Frenzy: Attack Attribute – Close Combat.

The model part gains Devastating Charge (+D3 Att) until the end of the Combat after successfully Charging a unit marked with Prey Scent.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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.

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.

Herd Mentality: R&F models in units containing two or more models with Herd Mentality gain **Fearless** and **Stubborn**.

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.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Light Lance:

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.

Parry:

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Tegu Warriors #1



Tegu Warriors #2



Skink Warriors #1



Thyroscutus Herd #1



Thyroscutus Herd #2



Taurosaur #1



Taurosaur #2



Rhamphodon Riders #1



Weapon Beasts #1



Skink Veteran #1



Skink Veteran #1



Skink Veteran #1



Tegu Veteran #1



Tegu Veteran #1

