



# SAURIAN ANCIENTS

## LIST ANCIENS SAURIENS #2 - 650 POINTS



0 pts (0.00 %) 410 pts (63.00 %) 240 pts (37.00 %) 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)

### Core



#### GUERRIERS SAURIENS #1

Saurian Warriors x20 - Standard - Infantry - 25x25mm

410 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

#### Options

Spear • Champion • Musician • Standard Bearer

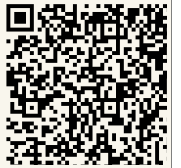
### Special



#### CHEVAUCHEURS DE RAPTOR #1

Raptor Riders x5 - Standard - Cavalry - 25x50mm

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring, Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	1	4	4	4	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Rider	2	4	4	1	2	Born Predator, Lance
Raptor	2	3	4	1	2	Harnessed

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Spark of Creation</b>				
Mf	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>				

### Model Rules

**Born Predator:** Close Combat  
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

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

**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.

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**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.

## 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.

Guerriers sauriens #1



Chevaucheurs de raptor #1

