



SAURIAN ANCIENTS

LISTE 1 02/18 - 3 709 POINTS



770 pts (21.00 %) 280 pts (8.00 %) 346 pts (9.00 %) 1265 pts (34.00 %) 1048 pts (28.00 %)

Characters **Thunder Lizards** **Jungle Guerillas** **Special** **Core**

(40 Max) (35 Max) (30 Max) (0 NoLimit) (20 Least)

Characters

CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

770 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cuatl Lord	4	2	3	3	4	4	2	1	8	Infantry
Model Rules	Cold-Blooded • Wizard Master with 4 learned spells • Ward Save (4+) • Palanquin									

Options	Higher State of Mind • Unconquerable Will
Magic items	Jade Staff • Ancient Plaque

Core

SAURIAN WARRIORS #1

Saurian Warriors x24 - Standard - Infantry - 25x25mm

524 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warriors	4	3	-	4	4	1	2	2	8	Infantry
Model Rules	Scoring • Born Predator • Cold-Blooded • Innate Defence (5+)									

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------

SAURIAN WARRIORS #2

Saurian Warriors x24 - Standard - Infantry - 25x25mm

524 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warriors	4	3	-	4	4	1	2	2	8	Infantry
Model Rules	Scoring • Born Predator • Cold-Blooded • Innate Defence (5+)									

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------

Special

CAIMANS #1

Caimans x4 - Standard - Infantry - 40x40mm

320 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Caimans	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Model Rules	Innate Defence (4+) • Cold-Blooded • Born Predator • Scoring • Strider (Water) • Halberd									

Options	Champion
----------------	----------

RAPTOR RIDERS #1
Raptor Riders x6 - Standard - Infantry - 25x50mm

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	-	4	4	1	2	2	8	Cavalry
Raptor	7	3	-	4	4	1	2	2	2	
Model Rules	Innate Defence (5+) • Mount's Protection (5+) • Shield									
Model Rules (Rider)	Cold-Blooded • Stupidity • Scoring • Lance									
Model Rules (Raptor)	Cold-Blooded • Born Predator									

Options	Champion • Standard Bearer
----------------	----------------------------

TEMPLE GUARD #1
Temple Guard x20 - Standard - Infantry - 25x25mm

565 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Temple Guard	4	4	-	4	4	1	2	2	8	Infantry
Model Rules	Immune to Psychology • Scoring • Innate Defence (5+) • Bodyguard (General) • Cold-Blooded • Born Predator • Halberd • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------

Jungle Guerillas

SKINK HUNTERS #2
Skink Hunters x9 - Standard - Infantry - 20x20mm

166 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Hunters	6	2	4	3	2	1	4	1	6	Infantry
Model Rules	Skirmishers • Strider (Water) • Cold-Blooded • Innate Defence (6+) • Shield • Poisoned Javelin									

Options	Replace Poisoned Javelin and Shield for Blowpipe
----------------	--

SKINK HUNTERS #1
Skink Hunters x10 - Standard - Infantry - 20x20mm

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Hunters	6	2	4	3	2	1	4	1	6	Infantry
Model Rules	Skirmishers • Strider (Water) • Cold-Blooded • Innate Defence (6+) • Shield • Poisoned Javelin									

Thunder Lizards

THYROSCUTUS #1
Thyroscutus - Standard - Infantry - 50x100mm

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thyroscutus	5	3	-	4	5	4	1	3	6	Ridden Monster
Skink Crew (4)	-	2	3	3	-	-	4	1	6	Ridden Monster
Model Rules	Innate Defence (2+)									
Model Rules (Thyroscutus)	Cold-Blooded • Crush Attack									
Model Rules (Skink Crew (4))	Cold-Blooded • Poisoned Javelin									

Options	Altar of the Snake-God
----------------	------------------------

Magics

Magic items

Ancient Plaque: Once per friendly Magic Phase, the bearer may reroll one Magic Dice that was used for a casting attempt. This ability cannot be used when the bearer is casting with only one Magic Dice, and cannot reroll a dice which was a natural '6'.

Jade Staff: The bearer can cast Healing Waters from Druidism as a Bound Spell (Power Level 3).

Model Rules

Bodyguard (General):

Born Predator: A model part with this special rule may reroll all natural to-hit rolls of '1' in Close Combat.

Cold-Blooded: If more than half of a unit's models has this special rule, when taking Leadership Tests, roll one additional D6 and remove the highest D6 rolled.

Crush Attack: A model part with this rule can exchange all of its normal Close Combat Attacks for a single Special Attack, which cannot be made as a Supporting Attack, is resolved at Initiative 0, has Strength 10 and Multiple Wounds (Ordnance).. The model can still make Special Attacks like Stomp or Impact Hits. Even though this is a Special Attack, the attack is Allocated as if it was a normal Close Combat Attack.

Halberd:

Immune to Psychology: If more than half of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Innate Defence (2+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (3+): +2 to Armour Save.

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Innate Defence (6+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Lance:

Light Armour:

Mount's Protection (5+):

Palanquin: When a Cuatl Lord is in a unit with 5 or more models with the Bodyguard special rule, it can be placed anywhere in its unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible. A model with this special rule can be the General even if it is also the Battle Standard Bearer and it cannot be chosen by the enemy as the model that refuses a Challenge.

Poisoned Javelin: Shooting Weapon. Range 12", Strength as user, Poisoned Attacks, Quick to Fire.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on. Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible. The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

Strider (Water): May ignore any movement effect caused by the terrain type "Water". The unit can never lose their Steadfast or Rank Bonus due to the terrain type "Water".

Stupidity: At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

Ward Save (4+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Wizard Master with 4 learned spells:

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.

Caimans #1



Cuatl Lord #1



Raptor Riders #1



Saurian Warriors #1



Saurian Warriors #2



Skink Hunters #2



Skink Hunters #1



Temple Guard #1



Thyroscutus #1

