



# SAURIAN ANCIENTS

## FF - 4 925 POINTS



1160 pts (26.00 %) 840 pts (19.00 %) 1270 pts (28.00 %) 675 pts (15.00 %) 980 pts (22.00 %)  
**Characters** **Core** **Special** **Guerilla Warriors** **Magna Sauria**  
 (35 Max) (25 Least) (0 NoLimit) (30 Max) (35 Max)

### Characters



**ARCHIMAGE ANURARQUE #1**  
 Anurarch Archmage - Standard - Infantry - 50x50mm

**650 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	2	, Grasp of The Channel (2), Tall, Wizard Master, Closely GuardedImmortal, Communal Bond		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Cannot be Stomped, Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Anurarch	1	1	1	0	1	Hand Weapon

<b>Options</b>	Abjuration Mastery
<b>Magic items</b>	Ancient Plaque



**GRAND MAITRE CAIMAN #1**  
 Caiman Master - Large - Infantry - 50x50mm

**380 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	, Art of Exclusive, Strider (Water Terrain), Communal BondWar		
Defensive	HP	Def	Res	Arm		
	4	5	5	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Caiman Master	5	5	5	2	2	Weapon Master, Great Weapon, Halberd, Hand Weapon, Tooth and Claw

<b>Magic items</b>	Vital Essence (Light Armour)
--------------------	------------------------------



**VETERAN SKINK #1**  
 Skink Veteran - Standard - Infantry - 20x20mm

**130 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

<b>Options</b>	Magnetic Short Bow (2+) (Alchemical Arrows)
<b>Magic items</b>	Alchemical Arrows (Magnetic Short Bow (2+))

### Core



### GUERRIERS CAIMANS #1

Caiman Warriors x8 - Large - Infantry - 40x40mm

460 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring, Strider (Water Terrain), Communal Bond	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
<b>Caiman Warrior</b>	3	3	4	1	1

<b>Options</b>	Champion with Enclave Wizard • Standard Bearer
----------------	--



### GUERRIERS TEGUS #1

Tegu Warriors x25 - Standard - Infantry - 25x25mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Strider (Water Terrain), Communal Bond	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
<b>Tegu Warrior</b>	2	3	4	1	2

<b>Options</b>	Champion • Standard Bearer
----------------	----------------------------

Special



### CHEVAUCHEURS DE RAPTOR #1

Raptor Riders x8 - Standard - Cavalry - 25x50mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	7	Scoring, Communal Bond Hunter, Pack	
Defensive	HP	Def	Res	Arm	
	1	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
<b>Tegu Rider</b>	2	3	4	1	2
<b>Raptor</b>	2	3	4	2	4

<b>Options</b>	Light Lance • Champion • Standard Bearer
----------------	--



### GARDES TEGUS #1

Tegu Guards x20 - Standard - Infantry - 25x25mm

525 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Bodyguard (anurarcharmage), Fearless(1), Magic Resistance, Scoring, Strider (Water Terrain), Communal Bond	
Defensive	HP	Def	Res	Arm	
	1	4	4	2	
Offensive	Att	Off	Str	Ap	Agi
<b>Tegu Guard</b>	2	4	4	1	2

Options

Halberd • Champion • Standard Bearer

**TROUPEAU DE THYROSCUTUS #1**

Thyroscutus Herd x2 - Large - Cavalry - 50x100mm

425 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Communal Bond, Herd Mentality	
Defensive	HP	Def	Res	Arm	
	5	4	5	5	Parry
Offensive	Att	Off	Str	Ap	Agi
Skink Rider(4)	1	2	3	0	3
Thyroscutus	3	2	4	1	0
Crush Attack, Harnessed					

Options

Magnetic Great Bow (3+)

## Guerilla Warriors

**ARTILLERIE BESTIALE #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

**ARTILLERIE BESTIALE #2**

Weapon Beasts x2 - Large - Beast - 40x40mm

250 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

Salamander

**TIRAILLEURS SKINKS #1**

Skink Guerrillas x11 - Standard - Infantry - 20x20mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Light Troops, Skirmisher, Strider (Water Terrain), Vanguard	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	Fortitude (6+), Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi
Skink Guerrilla	1	2	3	0	3

Options

Magnetic Short Bow (3+)

## Magna Sauria



## CARNOSAURE #1

Carnosaur - Gigantic - Beast - 50x100mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Fearless, Frenzy, Communal Bond, Predator Senses		
Defensive	HP	Def	Res	Arm		
	5	2	5	4		
Offensive	Att	Off	Str	Ap	Agi	
<b>Tegu Rider</b>	2	3	4	1	2	Lodestone
<b>Carnosaur</b>	5	3	6	3	3	Battle Focus, Harnessed, Multiple Wounds (2, against Standard, Large)

<b>Options</b>	Hunt Leader • Light Lance
----------------	---------------------------



## MEUTE DE STYGIOSAURES #1

Stygiosaur Pack x4 - Large - Cavalry - 50x100mm

600 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	, Pack Fear, Scoring, Communal Bond Hunter, Predator Senses		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Skink Rider</b>	1	2	3	0	3	Light Lance
<b>Stygiosaur</b>	4	4	5	2	3	Harnessed, Poison Attacks, Stomp Attacks (D3)

<b>Options</b>	Standard Bearer
----------------	-----------------

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Enlightenment</b>				
Mf	{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

**Alchemical Arrows:** This weapon has Shots 4, Str 5, AP 1. If the weapon inflicts one or more hits, all other simultaneously made Shooting Attacks with Lodestone from the wielder's unit gain +1 Strength and become **Magical Attacks** for the duration of the phase.

**Ancient Plaque:** Once per Game Turn, a single Magic Dice may be rerolled: • When the bearer performs a Casting Attempt with 2 or more Magic Dice that is not Miscast. • When the owner performs a Dispelling Attempt with 2 or more Magic Dice.

**Vital Essence:** The bearer gains Fortitude (4+) and +1 Health Point.

## Model Rules

**Art of War:** Universal Rule.

While using a mundane weapon, the model is subject to the following rules corresponding to its weapon:

- Great Weapon: Attacks made with a Great Weapon gain +1 to wound.
- Halberd: The model gains Distracting.
- Tooth and Claw: The model gains +1 Attack Value for each enemy model in base contact with it (including the model it is fighting a Duel with if applicable), up to a maximum of +3.

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

**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.

**Cannot be Stomped:**

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Closely Guarded:** Universal Rule.

The model can never issue or accept Duels or be chosen as the model that suffers the penalties for refusing a Duel. Unless mounted, apply the following additional rules:

- The model gains Strider and Stand Behind.
- The model must be deployed inside a unit of Tegu Warriors, Tegu Guards, or Elder Caimans and cannot voluntarily leave this unit.

**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.

**Containment Field:** Personal Protection.

Attacks made by enemy units in base contact with one or more models with Containment Field suffer -1 to wound if they are Special Attacks and/or Magical Attacks.

**Crush Attack:**

**Exclusive:**

**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.

**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.

**Grasp of The Immortal:** Universal Rule.

At the start of each friendly Magic Phase, the model may choose to lose all instances of Channel (X) and gain a +1 Casting Modifier. The effects last until the end of the Magic Phase. A natural roll of '1' or '2' for Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee 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

**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**.

**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.

**Magic Resistance:**

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Pack Hunter:** In the Charge Phase, units with more than half of their models with Pack Hunter may reroll failed Charge Range rolls if their Charge is part of a Combined Charge

**Parry:**

**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.

**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.

**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:**

**Tooth and Claw:** Two-Handed. Attacks made with this weapon gain Lightning Reflexes and Lethal Strike. This weapon cannot be enchanted.

**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.

**Weapon Master:**

**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.

Archimage anurarque #1



Grand maître caïman #1



Vétéran skink #1



Guerriers caïmans #1



Guerriers tégus #1



Chevaucheurs de raptor #1



Carnosaure #1



Meute de stygiosaures #1



Artillerie bestiale #1



Artillerie bestiale #2



Tirailleurs skinks #1



Gardes tégus #1



Troupeau de thyroscutus #1

