




# SAURIAN ANCIENTS

## BRUTES - 4 230 POINTS



1685 pts (37.00 %) 908 pts (20.00 %) 1472 pts (33.00 %) 165 pts (4.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Jungle Guerillas**      **Thunder Lizards**  
 (40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters



#### SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 25x25mm

## 475 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			<b>Cold-Blooded</b>
Defensive	HP	Def	Res	Arm		
	3	6	5	2	<b>Light Armour</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Warlord</b>	5	6	5	2	4	<b>Born Predator, Hand Weapon</b>

<b>Options</b>	Shield • Heavy Armour (Taurosaurs Vigour) • Spear (Glory of the Dawn Age)
<b>Magic items</b>	Glory of the Dawn Age (Spear) • Taurosaurs Vigour (Heavy Armour) • Obsidian Rock • Potion of Strength



#### SAURIAN VETERAN #1


Saurian Veteran - Standard - Infantry - 25x25mm

## 355 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			<b>Cold-Blooded</b>
Defensive	HP	Def	Res	Arm		
	3	5	5	2	<b>Light Armour</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Saurian Veteran</b>	4	5	5	2	3	<b>Born Predator, Hand Weapon</b>


<b>Options</b>	Battle Standard Bearer • Heavy Armour (Death Cheater) • Great Weapon
<b>Magic items</b>	Death Cheater (Heavy Armour)



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

## 535 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			<b>Cold-Blooded, Tall, Palanquin, Wizard Master</b>
Defensive	HP	Def	Res	Arm		
	4	2	4	0	<b>Aegis (4+)</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Cuatl Lord</b>	1	2	3	0	2	<b>Hand Weapon</b>

<b>Options</b>	Evocation • General • Trained from Birth
<b>Magic banners</b>	Banner of the Relentless Company (Battle Standard Bearer)



### SKINK PRIEST #1

Skink Priest - Standard - Infantry - 50x50mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Wizard Apprentice, Strider, Cold-Blooded, Telepathic Link	
Defensive	HP	Def	Res	Arm	
	2	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Priest	1	2	3	0	4



### MOUNT SKINK PALANQUIN

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Skink Palanquin, Tall	
Defensive	HP	Def	Res	Arm	
	3	C	3	C+I	
Offensive	Att	Off	Str	Ap	Agi
Skink Palanquin					

<b>Options</b>	Wizard Adept • Druidism • Skink Palanquin
<b>Magic items</b>	Sun Tablet • Obsidian Tesseract

### Core



### SAURIAN WARRIORS #1

Saurian Warriors x31 - Standard - Infantry - 25x25mm

763 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Saurian Warrior	2	3	4	1	2

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Crocodile
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)



### SKINK BRAVES #1

Skink Braves x15 - Standard - Infantry - 20x20mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Strider, Scoring, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Brave	1	2	3	0	4

<b>Options</b>	Musician
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### Special



### TEMPLE GUARD #1

Temple Guard x29 - Standard - Infantry - 25x25mm


817 POINTS



Global	Adv	Mar	Dis	Model Rules	
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Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Fearless, Cold-Blooded, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	4	4	2	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Temple Guard	2	4	4	1	2	Born Predator, Cobalt Club

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



### RAPTOR RIDERS #1


Raptor Riders x10 - Standard - Cavalry - 25x50mm

## 495 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


<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



### SNAKE SWARMS #1


Snake Swarms x3 - Standard - Infantry - 40x40mm

## 160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Light Troops, Fearless, Fearless, Skirmisher, Cold-Blooded, UnstableTide, Venomous		
Defensive	HP	Def	Res	Arm		
	5	3	2	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Snake Swarm	5	3	2	0	1	Poison Attacks


## Jungle Guerillas



### WEAPON BEASTS #1

Weapon Beasts - Large - Beast - 40x40mm

## 165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Light Troops, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	3	3	4	3	
Offensive	Att	Off	Str	Ap	Agi
Weapon Beast	3	3	4	1	4

<b>Options</b>	Salamander – Spout Flames
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	Casting	<i>Spark of Creation</i>	Type	Duration
<i>Mf</i>	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant

The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.



Druidism

**Nature's Call:** All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}. The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.



Evocation

		Casting	Range	Type	Duration	Effect
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
4	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	5+ {9+}	12" [9" Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

## Magic items

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

**Glory of the Dawn Age:** Attacks made with this weapon gain +1 Strength, **Magical Attacks**, and **Multiple Wounds (2)**.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Obsidian Tesseract:** One use only. May be activated in the opponent's Magic Phase at the end of step 3 of the Magic Phase Sequence (Siphon the Veil). When activated, remove 1 Magic Dice from the opponent's Magic Dice pool.

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

**Sun Tablet:** The bearer always selects its spells from all Learned Spells of its chosen Path and Spark of Creation (Hereditary Spell). This overrides the Spell Selection rules for Wizard Apprentices, Adepts, and Essence of a Free Mind. This Artefact cannot be combined with Protean Potentate.

**Taurosaur's Vigour:** The wearer gains +1 Armour and +1 Health Point.

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## Model Rules

### Aegis:

**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.

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

**Cobalt Club:** Melee Weapon.  
Attacks made with this weapon gain +2 Strength.

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

**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.

**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 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.

**Light Armour:** Armor +1

**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.

**Palanquin:** Universal Rule.

When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

**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.

**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.

**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:

**Telepathic Link:** A Cuatl Lord may cast spells through a friendly model with Telepathic Link with the following conditions and restrictions:

- The Cuatl Lord is considered to be the Caster.
- The model with Telepathic Link must be within 24" of the Cuatl Lord.
- The spell must have type Damage.
- Line of Sight and Front Arc of the model with Telepathic Link are used.
- The spell's range is reduced by half and is measured from the model with Telepathic Link.
- The Cuatl Lord may cast spells of type Missile even if it is Engaged in Combat, as long as the model with Telepathic Link is not.

If the spell is Miscast, apply the following effects:

- The Cuatl Lord suffers the Miscast effect as normal.
- The model with Telepathic Link suffers a single hit with Armour Penetration 2 and a Strength equal to the number of Magic Dice used.

If the Cuatl Lord casts a spell using Telepathic Link, the Attribute Spell gets cast through the model with Telepathic Link as well, applying the same conditions and restrictions listed above. If not all of the conditions are met, the Attribute Spell is not cast.

#### Unstable:

**Venomous Tide:** All models in enemy units must take a Dangerous Terrain (1) Test after successfully charging a unit of Snake Swarms.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

**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.

Saurian Warlord #1



Saurian Veteran #1



Cuatl Lord #1



Skink Priest #1



Saurian Warriors #1



Skink Braves #1



Temple Guard #1



Raptor Riders #1



Snake Swarms #1



Weapon Beasts #1

