



SAURIAN ANCIENTS

14042023 ALL CAV - 4 498 POINTS



1130 pts (25.00 %) 1134 pts (25.00 %) 1734 pts (39.00 %) 414 pts (9.00 %) 500 pts (11.00 %)

Characters **Core** **Special** **Guerilla Warriors** **Magna Sauria**

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

Characters



TEGU VETERAN #1

Tegu Veteran - Standard - Cavalry - 25x50mm

395 POINTS



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



MOUNT SAURIAN RAPTOR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Pack Hunter		
Defensive	HP	Def	Res	Arm	Light Armour	
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	Harnessed
Saurian Raptor	2	3	4	2	4	

Options	Great Weapon • Saurian Raptor
Magic items	Stampede Resonator Crystal • Death Cheater (Light Armour)



TEGU VETERAN #2

Tegu Veteran - Standard - Cavalry - 25x50mm

355 POINTS



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



MOUNT SAURIAN RAPTOR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Pack Hunter		
Defensive	HP	Def	Res	Arm	Light Armour	
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	Harnessed
Saurian Raptor	2	3	4	2	4	

Options	Shield (Dusk Forged) • Light Lance (Touch of Greatness) • Saurian Raptor
Magic items	Dusk Forged (Shield) • Touch of Greatness (Light Lance)



TEGU VETERAN #3

Tegu Veteran - Standard - Cavalry - 25x50mm

380 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Swift Reform, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	3	5	5	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Tegu Veteran	4	5	5	2	3



MOUNT SAURIAN RAPTOR

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Pack Hunter	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Saurian Raptor	2	3	4	2	4

Options	Paired Weapons (Eldritch Inscriptions) • Saurian Raptor
Magic items	Talisman of Shielding • Basalt Infusion (Light Armour) • Eldritch Inscriptions (Paired Weapons)

Core



RAPTOR PACK #1

Raptor Pack x15 - Standard - Beast - 25x50mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Swift Reform, Strider (forest), Communal Bond Hunter, Pack, Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4



RAPTOR PACK #1

Raptor Pack x15 - Standard - Beast - 25x50mm

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Swift Reform, Strider (forest), Communal Bond Hunter, Pack, Minimised (Discipline Tests)	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
Offensive	Att	Off	Str	Ap	Agi
Raptor	2	3	4	2	4



SKINK HUNTERS #1

Skink Hunters x13 - Standard - Infantry - 20x20mm

207 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Light Troops, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0		Fortitude (6+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)

Options	Entwining Roots (druidism) • Champion with Enclave Wizard
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SKINK HUNTERS #1

Skink Hunters x13 - Standard - Infantry - 20x20mm

207 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>	
	6"	12"	5		Light Troops, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Fortitude (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Hunter	1	2	3	0	3	Poisoned Javelin (4+)

Options	Entwining Roots (druidism) • Champion with Enclave Wizard
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SKINK WARRIORS #1

Skink Warriors x21 - Standard - Infantry - 20x20mm

160 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>	
	6"	12"	5		Swift Reform, Scoring, Strider (Water Terrain), Communal Bond, Minimised (Discipline Tests)	
<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 • Entwining Roots (druidism)
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Special



RAPTOR RIDERS #1

Raptor Riders x14 - Standard - Cavalry - 25x50mm

512 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>	
	7"	14"	7		Swift Reform, Scoring, Communal Bond, Pack Hunter, Minimised (Discipline Tests)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	3	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Tegu Rider	2	3	4	1	2	Lodestone
Raptor	2	3	4	2	4	Harnessed

Options	Light Lance • Champion • Standard Bearer
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RAPTOR RIDERS #1

Raptor Riders x14 - Standard - Cavalry - 25x50mm


512 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
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Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Swift Reform, Scoring, Communal Bond Hunter, Pack, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	1	3	4	3	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Rider	2	3	4	1	2	Lodestone
Raptor	2	3	4	2	4	Harnessed

Options	Light Lance • Champion • Standard Bearer
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RHAMPHODON RIDERS #1


Rhamphodon Riders x5 - Large - Cavalry - 40x40mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	6	Fearless, Fly (8",16"), Frenzy, Light Troops, Vanguard, Communal Bond, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Rhamphodon	3	3	4	1	4	Battle Focus, Harnessed, Lethal Strike, Predator Senses, Feeding Frenzy


Options	Champion
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RHAMPHODON RIDERS #1

Rhamphodon Riders x5 - Large - Cavalry - 40x40mm


355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	6	Fearless, Fly (8",16"), Frenzy, Light Troops, Vanguard, Communal Bond, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider	1	2	3	0	3	Light Lance
Rhamphodon	3	3	4	1	4	Battle Focus, Harnessed, Lethal Strike, Predator Senses, Feeding Frenzy

Options	Champion
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Magna Sauria



TAUROSAUR #1

Taurosauro - Gigantic - Beast - 50x100mm

500 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	6	Communal Bond, Minimised (Discipline Tests)		
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider	1	2	3	0	3	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	Harnessed, Impact Hits (3D3)
Taurosauro	4	3	6	3	2	

Options	Monolith of Vitalism
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Magics

Racial Trait Spell

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

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

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

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Eldritch Inscriptions: Failed to-wound rolls from attacks made with this weapon must be rerolled.

Stampede Resonator Crystal: One use only. May be activated at the start of any Charge Phase. Choose one friendly Large Cavalry unit or Gigantic model within 12" of the bearer's model and apply the following effects (all of them or none) until the end of the Melee Phase: • Each model gains Impact Hits (X), where X is equal to its amount of Stomp Attacks. If a model already had Impact Hits, increase its number of Impact Hits by its amount of Stomp Attacks instead. • The models cannot perform any Stomp Attacks.

Talisman of Shielding: The bearer gains Aegis (5+).

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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.

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 at least one model part with Harnessed is considered to be mounted.

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.

Minimised:

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

Poisoned Javelin: Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.

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.

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

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 Veteran #1



Tegu Veteran #2



Tegu Veteran #3



Raptor Pack #1



Raptor Pack #1



Skink Hunters #1



Skink Hunters #1



Skink Warriors #1



Raptor Riders #1



Raptor Riders #1



Rhamphodon Riders #1



Rhamphodon Riders #1



Taurosaur #1

