



SAURIAN ANCIENTS

A'EAZE - 4 979 POINTS



1195 pts (27.00%) 1169 pts (26.00%) 715 pts (16.00%) 1285 pts (29.00%) 1500 pts (33.00%)
Core **Special** **Guerilla Warriors** **Magna Sauria** **Characters**
 (25 Least) (0 NoLimit) (30 Max) (35 Max) (35 Max)

Characters

TEGU VETERAN #1

Tegu Veteran - Gigantic - Beast - 50x100mm

755 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Communal Bond
Defensive	HP	Def	Res	Arm		
	3	5	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Veteran	5	5	5	2	3	Lodestone, Hand Weapon

MOUNT ALPHA CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Frenzy, Fearless
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Alpha Carnosaur	5	4	7	4	3	Harnessed, Multiple Wounds (2)Focus, Battle, Apex Predator

Options	Alpha Carnosaur • Paired Weapons (Touch of Greatness)
Magic items	Starfall Scales (Light Armour) • Touch of Greatness (Paired Weapons)

SKINK VETERAN #1

Skink Veteran - Gigantic - Beast - 50x100mm

500 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Communal Bond
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Fortitude (6+)Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Skink Veteran	3	4	4	1	4	Hand Weapon

MOUNT TAUROSAUR

Global	Adv	Mar	Dis			Model Rules
	6"	10"	C			
Defensive	HP	Def	Res	Arm		
	6	3	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Skink Rider(4)	1	2	3	0	3	
Taurosaur	4	3	6	3	2	Harnessed, Impact Hits (3D3)

Options	Taurosaur • Magnetic Short Bow (2+) • Halberd • Engine of The Ancients (3+)
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SKINK VETERAN #2

Skink Veteran - Large - Cavalry - 40x40mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	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	4	Hand Weapon



MOUNT MOUNTAIN PTERADON

Global	Adv	Mar	Dis	Model Rules		
	2"	4"	C	Fly (8",16"), Light Troops, Vanguard, Aerial Assault		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	3	C	3	C+1	Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Mountain Pteradon	3	3	4	1	4	Harnessed

Options	Mountain Pteradon • Magnetic Short Bow (2+)
Magic items	King Slayer (Hand Weapon) • Crystal Ball

Core



SKINK WARRIORS #1

Skink Warriors x40 - Standard - Infantry - 20x20mm

440 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Scoring, Communal Bond	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	Fortitude (6+), Shield
Offensive	Att	Off	Str	Ap	Agi
Skink Warrior	1	2	3	0	3

Options	Champion • Standard Bearer • Enclave Wizard (40x40 mm) • Spear • Healing Waters (Druidism)
Magic banners	Rending Banner (Banner Enchantment (one choice only))



TEGU WARRIORS #1

Tegu Warriors x35 - Standard - Infantry - 25x25mm

755 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Communal Bond		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Tegu Warrior	2	3	4	1	2	Lodestone

Options	Champion • Standard Bearer • Enclave Wizard (50x50 mm) • Spear • Awaken the Beast (Shamanism)
Magic banners	Banner of Speed (Banner Enchantment (one choice only))

Special



RAPTOR RIDERS #1
Raptor Riders x15 - Standard - Cavalry - 25x50mm

554 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	, Pack Scoring, Communal Bond Hunter		
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	Champion • Standard Bearer • Halberd
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THYROSCUTUS HERD #1
Thyroscutus Herd - Large - Cavalry - 50x100mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Communal Bond		
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	Combined Strength (Tegu Warriors, Tegu Guards) And Great Protector • Suncatcher Crystal
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THYROSCUTUS HERD #2
Thyroscutus Herd - Large - Cavalry - 50x100mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Communal Bond		
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	Venomous Fortress
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Guerilla Warriors



PTERADON RIDERS #1
Pteradon Riders x5 - Large - Cavalry - 40x40mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	6	Feigned Flight, Fly (8",16"), Light Troops, Skirmisher, Vanguard, Communal Bond , Aerial Assault	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	2	3	2	Fortitude (6+), Hard Target (1), Shield
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Rider	1	2	3	0	3	Light Lance
Pteradon	2	2	4	1	4	Harnessed

Options	Champion With Enclave Wizard • Marking Bolas (4+)
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SKINK GUERRILLAS #1

Skink Guerrillas x15 - Standard - Infantry - 20x20mm

340 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Light Troops, Skirmisher, Vanguard		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Fortitude (6+), Hard Target (1)	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Guerrilla	1	2	3	0	3	

Options	Magnetic Short Bow (3+) • Marking Lure • Chameleon
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Magna Sauria



CARNOSAUR #1

Carnosaur - Gigantic - Beast - 50x100mm

400 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	7	Fearless, Frenzy, Communal Bond		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	2	5	4		

<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

Carnosaur	5	3	6	3	3	Battle Focus , Harnessed, Multiple Wounds (2, against Standard, Large), Predator Senses
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Options	Halberd • Combined Strength (raptor Riders, Raptor Pack) And Hunt Leader
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #800000;">Enlightenment</h3>				
<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

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Starfall Scales: The wearer's model gains **Hard Target (1)**. In addition, attacks that are Flaming Attacks against the bearer's model lose this Attack Attribute.

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).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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

Aerial Assault: Special Attack.

Units consisting entirely of models with Aerial Assault may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 1 for each model in the unit.

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.

Crush Attack:

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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

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.

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:

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.

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



Raptor Riders #1



Carnosaur #1



Thyroscutus Herd #1



Skink Warriors #1



Thyroscutus Herd #2



Tegu Warriors #1



Pteradon Riders #1



Skink Guerrillas #1



Skink Veteran #1



Skink Veteran #2

