



# SAURIAN ANCIENTS

## DESTROY CICCIWAGZ - 4 359 POINTS



1290 pts (29.00 %) 974 pts (22.00 %) 840 pts (19.00 %) 395 pts (9.00 %) 995 pts (22.00 %)

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

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

### Characters



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

900 POINTS



| Global    | Adv | Mar | Dis | Model Rules                                  |            |
|-----------|-----|-----|-----|--|------------|
|           | 4"  | 8"  | 8   | Cold-Blooded, Tall, Palanquin, Wizard Master |            |
| Defensive | HP  | Def | Res | Arm  |            |
|           | 4   | 2   | 4   | 0  | Aegis (4+) |
| Offensive | Att | Off | Str | Ap   | Agi        |
| CuatlLord | 1   | 2   | 3   | 0  | 2          |

|                      |  |
|----------------------|--|
| <b>Options</b>       | Battle Standard Bearer • Pyromancy • General • Grasp of the Immortal • Breaker of Spells |
| <b>Magic items</b>   | Ancient Plaque   |
| <b>Magic banners</b> | Totem of Mixcoatl (Battle Standard Bearer) • Aether Icon (Battle Standard Bearer)        |



#### CAIMAN ANCIENT #1

Caiman Ancient - Large - Infantry - 40x40mm

195 POINTS



| Global         | Adv | Mar | Dis | Model Rules                 |              |
|----------------|-----|-----|-----|-----------------------------|--------------|
|                | 6"  | 12" | 7   | Strider, Fear, Cold-Blooded |              |
| Defensive      | HP  | Def | Res | Arm                         |              |
|                | 4   | 5   | 5   | 3                           | Light Armour |
| Offensive      | Att | Off | Str | Ap                          | Agi          |
| Caiman Ancient | 4   | 5   | 5   | 2                           | 3            |

|                |         |
|----------------|---------|
| <b>Options</b> | Halberd |
|----------------|---------|



#### CAIMAN ANCIENT #2

Caiman Ancient - Large - Infantry - 40x40mm

195 POINTS



| Global         | Adv | Mar | Dis | Model Rules                 |              |
|----------------|-----|-----|-----|-----------------------------|--------------|
|                | 6"  | 12" | 7   | Strider, Fear, Cold-Blooded |              |
| Defensive      | HP  | Def | Res | Arm                         |              |
|                | 4   | 5   | 5   | 3                           | Light Armour |
| Offensive      | Att | Off | Str | Ap                          | Agi          |
| Caiman Ancient | 4   | 5   | 5   | 2                           | 3            |

|                |         |
|----------------|---------|
| <b>Options</b> | Halberd |
|----------------|---------|

### Core



### SAURIAN WARRIORS #1

Saurian Warriors x26 - Standard - Infantry - 25x25mm

644 POINTS



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

|                      |   |
|----------------------|---|
| <b>Options</b>       | Spear • Champion • Musician • Standard Bearer • Serpent |
| <b>Magic banners</b> | Aether Icon (Banner Enchantment)                        |



### SKINK BRAVES ARCHER #1

Skink Braves Archer x15 - Standard - Infantry - 20x20mm

165 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 Braves | 1   | 2   | 3   | 0                              | 4   | Bow (4+, 4+) |



### SKINK BRAVES #1

Skink Braves x15 - Standard - Infantry - 20x20mm

165 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> | Shield and Poisoned Javelin (4+) |
|----------------|----------------------------------|

Special



### TEMPLE GUARD #1

Temple Guard x25 - Standard - Infantry - 25x25mm

645 POINTS



| 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, Club |

|                |                     |
|----------------|---------------------|
| <b>Options</b> | Champion • Musician |
|----------------|---------------------|



### Snake Swarms #1

Snake Swarms x4 - Standard - Infantry - 40x40mm

195 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 - SALAMANDER #1

Weapon Beasts x2 - Large - Beast - 40x40mm

260 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   |  |

## Thunder Lizards



### TAUROSAUR #1

Taurosauro - Gigantic - Beast - 50x100mm

575 POINTS



| Global     | Adv | Mar | Dis | Model Rules            |     |  |
|------------|-----|-----|-----|------------------------|-----|--|
|            | 6"  | 10" | 7   | Fearless, Cold-Blooded |     |  |
| Defensive  | HP  | Def | Res | Arm                    |     |  |
|            | 6   | 3   | 6   | 4                      |     |  |
| Offensive  | Att | Off | Str | Ap                     | Agi |  |
| Skink Crew | 1   | 2   | 3   | 0                      | 4   | Poisoned Javelin (4+, 4+)  |
| Taurosauro | 4   | 3   | 6   | 3                      | 2   | Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+) |

Options

Engine of the Ancients



### STYGIOSAUR #1

Stygiosaur - Large - Cavalry - 50x100mm

420 POINTS



| Global      | Adv | Mar | Dis | Model Rules                                   |     |   |
|-------------|-----|-----|-----|---|-----|---|
|             | 7"  | 14" | 6   | Fear, Towering Presence, Terror, Cold-Blooded |     |   |
| Defensive   | HP  | Def | Res | Arm   |     |   |
|             | 5   | 4   | 5   | 4   |     |   |
| Offensive   | Att | Off | Str | Ap  | Agi |   |
| Skink Rider | 1   | 2   | 3   | 0   | 4   |   |
| Stygiosaur  | 4   | 4   | 5   | 2   | 2   | Harnessed, Poison Attacks, Born Predator, Stomp Attacks (D3, D3), Breath Attack |

Options

Mystic Traveller

## Magics

Racial Trait Spell

|   | Casting    | Range       | Type                 | Duration |
|---|------------|-------------|----------------------|----------|
| <i>Spark of Creation</i>  |            |             |                      |          |
| <i>Mf</i>   | 6+<br>[9+] | [36"] [18"] | Hex, Missile, Damage | Instant  |
| <i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i> |            |             |                      |          |



Pyromancy

|   |                   | Casting     | Range            | Type                 | Duration      | Effect  |
|---|-------------------|-------------|------------------|----------------------|---------------|---|
| 6 | Enveloping Embers | 10+         | 24"              | Hex, Damage, Direct  | Instant       | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.                |
| 2 | Cascading Fire    | 5+ [8+]     | 24"<br>[12"]     | Hex                  | Last one Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.                           |
| 3 | Flaming Swords    | 8+<br>[11+] | 18"<br>[6" Aura] | Augment              | Last one Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 1 | Fireball          | 4+          | 36"              | Hex, Missile, Damage | Instant       | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.                                  |
| 4 | Blaze             |             | 18"              | Hex, Missile, Damage | Instant       | The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.                                   |
| 5 | Scorching Salvo   | 8+          | 24" Aura         | Hex, Damage          | Instant       | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.                               |
| 4 | Pyroclastic Flow  | 7+<br>[10+] | 24"<br>[12"]     | Hex, Missile, Damage | Instant       | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.                           |

## Magic items

**Ancient Plaque:** Once per Magic Phase, the bearer may reroll a single Magic Dice whenmaking a casting roll, provided the spell was not Miscast. This ability cannot be used for Casting Attempts with onlyone Magic Dice.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Totem of Mixoatl:** The bearer's unit gains **Hard Target (1)**. One use only. May be activated at the start of a Round of Combat. Until the end of the Round of Combat, enemy units in base contact with the bearer's unit suffer -3 Offensive Skill.

## 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.

**Bow:**

**Breath Attack:**

**Cobalt Club:** Melee Weapon.

Attacks made with this weapon gain +2 Strength.

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

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**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.

**Giant Blowpipes:** Volley Gun Artillery Weapon.  
Range 12", Shots 8, Str 3, AP 0, Quick to Fire, Poison 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 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.

**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.

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

**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.

**Sharp Horns:** Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

**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:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Unstable:**

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

**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

Your 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.

Cuatl Lord #1



Caiman Ancient #1



Caiman Ancient #2



Saurian Warriors #1



Skink Braves Archer #1



Skink Braves #1



Temple Guard #1



Snake Swarms #1



Weapon Beasts - Salamander #1



Taurosaur #1



Stygiosaur #1

