



SAURIAN ANCIENTS

INTER REGION - 4 430 POINTS



1585 pts (35.00 %) **825 pts (18.00 %)** 560 pts (12.00 %) 410 pts (9.00 %) 1570 pts (35.00 %)

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

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

Characters



SEIGNEUR COATL #1

Cuatl Lord - Standard - Infantry - 50x50mm

665 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	Hand Weapon

Options	General • Grasp of the Immortal • Protean Potentate
Magic items	Obsidian Rock



SEIGNEUR DE GUERRE SAURIEN #1

Saurian Warlord - Standard - Infantry - 50x100mm

920 POINTS



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



MOUNT ALPHA CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Apex Predator
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Alpha Carnosaur	5	4	7	4	3	Harnessed, Born Predator, Multiple Wounds (D3, D3)

Options	Paired Weapons • Alpha Carnosaur
Magic items	Starfall Shard • Spirit of the Stampede

Core



GUERRIERS SAURIENS #1

Saurian Warriors x15 - Standard - Infantry - 25x25mm



270 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Scoring, Cold-Blooded
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Saurian Warrior	2	3	4	1	2 Born Predator

Options	Champion • Musician
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	GUERRIERS SAURIENS #2 Saurian Warriors x15 - Standard - Infantry - 25x25mm	270 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	Scoring, Cold-Blooded

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Saurian Warrior	2	3	4	1	2 Born Predator

Options	Champion • Musician
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	GUERRIERS SAURIENS #3 Saurian Warriors x15 - Standard - Infantry - 25x25mm	285 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	Scoring, Cold-Blooded

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Saurian Warrior	2	3	4	1	2 Born Predator

Options	Champion • Musician • Piranha
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Special



	CAIMANS #1 Caimans x4 - Large - Infantry - 40x40mm	280 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Strider, Scoring, Cold-Blooded

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Caiman	3	3	5	2	2 Born Predator

Options	Halberd
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	CAIMANS #2 Caimans x4 - Large - Infantry - 40x40mm	280 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Strider, Scoring, Cold-Blooded



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Caiman	3	3	5	2	2	Born Predator

Options	Halberd
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Jungle Guerillas

	CHEVAUCHEURS DE RHAMPHORHYON #1 Rhamphodon Riders x5 - Large - Cavalry - 40x40mm	410 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	4"	6	Strider, Vanguard, Light Troops, Fearless, Frenzy, Cold-Blooded, Fly (8", 16", 8", 16")		
	8"	16"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	1	3	2	, Light Hard Target (1, 1) Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	2	3	0	4	Poisoned Javelin (4+, 4+), Light Lance
Rhamphodon	2	3	4	2	4	Harnessed, Lethal Strike, Battle Focus, Prey Scent

Options	Shield
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Thunder Lizards

	TAUROSAURE #1 Taurosaur - Gigantic - Beast - 50x100mm	475 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	10"	7	Fearless, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	6	4		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Crew	1	2	3	0	4	Poisoned Javelin (4+, 4+)
Taurosaur	4	3	6	3	2	Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)

Options	Great Bow (4+)
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	TAUROSAURE #2 Taurosaur - Gigantic - Beast - 50x100mm	575 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	10"	7	Fearless, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	6	4		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Skink Crew	1	2	3	0	4	Poisoned Javelin (4+, 4+)
Taurosaur	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
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Spark of Creation				
<i>Mf</i>	6+ [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>				

Magic items

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

Spirit of the Stampede: The bearer's mount gains **Impact Hits (D6)**. If it already had Impact Hits, increase the number of Impact Hits by D6 instead.

Starfall Shard: The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **Hard Target (1)**, and automatically fails all Fortitude Saves.

Model Rules

Aegis:

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

Born Predator:

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

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.

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.

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.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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 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.

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.

Poisoned Javelin: Shooting Weapon.

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

Prey Scent: Attack Attribute – Close Combat.

Right before the battle (during step 7 of the Deployment Phase Sequence), if you have one or more units of Rhamphodon Riders or Skink Captains on Alpha Rhamphodon in your army, you must choose 2 units from your opponent's Army List (this may also be Characters). The models of these units are considered "marked".

Rhamphodon mounts gain +D3 Attack Value and must reroll failed to-hit rolls for attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked. The additional attacks must be allocated towards models meeting either of those criteria.

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.

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:

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.

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.

Seigneur Coatl #1



Seigneur de guerre saurien #1



Guerriers sauriens #1



Guerriers sauriens #2



Guerriers sauriens #3



Caïmans #1



Caïmans #2



Chevaucheurs de rhamphorhyon #1



Taurosaure #1



Taurosaure #2

