



SAURIAN ANCIENTS

YANOSH MEDIUM PATROL - 2 129 POINTS



645 pts (26.00%) 710 pts (28.00%) 454 pts (18.00%) 0 pts (0.00%) 320 pts (13.00%)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

Characters



YANOSH THE ELDER SLAAN

Cuatl Lord - Standard - Infantry - 50x50mm

645 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	Pyromancy • General • Soulfire Weaver
Magic items	Sceptre of Power • Death Cheater

Core



GUERRIERS SAURIENS

Saurian Warriors x20 - Standard - Infantry - 25x25mm

440 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

Options	Champion • Musician • Standard Bearer • Crocodile
Magic banners	Legion Standard (Banner Enchantment)



ARCHER SKINK

Skink Braves Archer x20 - Standard - Infantry - 20x20mm

270 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+)

Options	Champion • Musician • Standard Bearer
Magic banners	Tree Frog Banner (Banner Enchantment)

Special



CHEVAUCHEURS DE RAPTOR

Raptor Riders x8 - Standard - Cavalry - 25x50mm

454 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring, Cold-Blooded	
Defensive	HP	Def	Res	Arm	Shield
	1	4	4	4	
Offensive	Att	Off	Str	Ap	Agi
Rider	2	4	4	1	2
Raptor	2	3	4	1	2

Options	Champion • Musician • Standard Bearer
Magic banners	Totem of Mixoatl (Banner Enchantment)

Thunder Lizards



THYROSCUTUS ATEL DU DIEU-SERPENT

Thyroscutus - Large - Cavalry - 50x100mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Stubborn, Cold-Blooded	
Defensive	HP	Def	Res	Arm	Shield
	5	4	5	6	
Offensive	Att	Off	Str	Ap	Agi
Skink Crew	1	2	3	0	4
Thyroscutus	3	2	4	1	1

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spark of Creation				
Mf	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>				



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" [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+ [11+]	18" [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+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

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

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Totem of Mixoaatl: 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.

Tree Frog Banner: Close Combat Attacks from Skink* model parts in the bearer's unit become **Poison Attacks**. *The following model parts are considered Skinks: Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries – Rider only, Rhamphodon Riders – Rider only, Taurosauro – Crew only, Stygiosaur – Skink Rider only, Thyroscutus – Crew only.

Model Rules

Aegis:

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

Bow:

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

Crush Attack:

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

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.

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Tall:

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 profile with your phone.

Yanos The Elder Slaan



Guerriers sauriens



Archer Skink



Chevaucheurs de raptor



Thyroscutus Autel du Dieu-Serpent

