



SAURIAN ANCIENTS

VS VINCE - 4 495 POINTS



1400 pts (31.00 %) 995 pts (22.00 %) 649 pts (14.00 %) 1036 pts (23.00 %) 415 pts (9.00 %)

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

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

Characters

SEIGNEUR DE GUERRE SAURIEN #1

Saurian Warlord - Standard - Infantry - 25x25mm

490 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

Options	Shield (Dusk Forged) • Heavy Armour (Taurosaur's Vigour) • Lance (Blessed Inscriptions)
Magic items	Dusk Forged (Shield) • Taurosaur's Vigour (Heavy Armour) • Blessed Inscriptions (Lance) • Dragonfire Gem

SEIGNEUR COATL #1

Cuatl Lord - Standard - Infantry - 50x50mm

910 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Tall, Wizard Master, Cold-Blooded, Palanquin
Defensive	HP	Def	Res	Arm		
	4	2	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Cuatl Lord	1	2	3	0	2	Hand Weapon

Options	General • Evocation • Battle Standard Bearer • Soulfire Weaver • Grasp of the Immortal
Magic items	Ancient Plaque • Binding Scroll
Magic banners	Rending Banner (Battle Standard Bearer)

Core

GUERRIERS SAURIENS #1

Saurian Warriors x35 - Standard - Infantry - 25x25mm

865 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	Spear • Serpent • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



BRAVES SKINKS #1

Skink Braves x15 - Standard - Infantry - 20x20mm

130 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Scoring, Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	1	2	2	1	
Offensive	Att	Off	Str	Ap	Agi
Skink Brave	1	2	3	0	4

Options	Shield
Special	



CAIMANS #1

Caimans x9 - Large - Infantry - 40x40mm

649 POINTS



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

Options	Halberd • Champion • Musician • Standard Bearer
Jungle Guerillas	



CHEVAUCHEURS DE RHAMPHORHYON #1

Rhamphodon Riders x5 - Large - Cavalry - 40x40mm

388 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	6	Fearless, Fly, Frenzy, Light Troops, Strider, Vanguard, Cold-Blooded, Prey Scent	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	1	3	2	
				, Light Hard Target Armour	
Offensive	Att	Off	Str	Ap	Agi
Rider	1	2	3	0	4
				Light Lance, Poisoned Javelin	
Rhamphodon	2	3	4	2	4
				Battle Focus, Harnessed, Lethal Strike	

Options	Shield • Champion
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CHEVAUCHEURS DE RHAMPHORHYON #1

Rhamphodon Riders x5 - Large - Cavalry - 40x40mm

388 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	6	Fearless, Fly, Frenzy, Light Troops, Strider, Vanguard, Cold-Blooded, Prey Scent	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	2	1	3	2	
				, Light Hard Target 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	Light Lance, Poisoned Javelin
Rhaphodon	2	3	4	2	4	Battle Focus, Harnessed, Lethal Strike

Options	Shield • Champion
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CAMELEONS #1

Chameleons x5 - Standard - Infantry - 20x20mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Light Troops, Scout, Skirmisher, Strider, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Hard Target	
	1	2	2	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chameleon	1	2	3	0	4	Blowpipe



CAMELEONS #1

Chameleons x5 - Standard - Infantry - 20x20mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Light Troops, Scout, Skirmisher, Strider, Cold-Blooded		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	Hard Target	
	1	2	2	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chameleon	1	2	3	0	4	Blowpipe

Thunder Lizards



STYGIOSAURE #1

Stygiosaur - Large - Cavalry - 50x100mm

415 POINTS



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

Options	Mystic Traveller
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H Spark of Creation</h3>				
<i>Mf</i>	<6+> {9+}	30" {18"}	Hex, Missile, Damage	Instant
The target suffers D6 hits with Strength <5> {6}, Armour Penetration <2> {3}, and Magical Attacks.				



Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
6	Danse Macabre	6+ {9+}	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike]{/color}.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

Magic items

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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Blessed Inscriptions: Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

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.

Taurosaur's Vigour: The wearer gains +1 Armour and +1 Health Point.

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

Aegis:

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

Blowpipe: Shooting Weapon

Range 12", Shots 2, Str 2, AP 0, Poison Attacks, +1 to hit against units consisting entirely of models with Towering Presence.

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

Breath Attack:

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

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.

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: 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.

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: 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.

Prey Scent: 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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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".

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 de guerre saurien #1



Seigneur coatl #1



Guerriers sauriens #1



Braves skinks #1



Caïmans #1



Chevaucheurs de rhamphorhyon #1



Chevaucheurs de rhamphorhyon #1



Stygiosaure #1



Caméléons #1



Caméléons #1

