



About OPR

OPR (onepagerules) is the home of many free games which are designed to be fast to learn and easy to play. This project was made by gamers for gamers and it can only exist thanks to the generous support of our awesome community!

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Thank you for playing!

Background Story

Saurians are a collection of various humanoid lizards that are led to battle by giant frog mages proficient in ancient lore. They fight alongside many jungle allies such as the slinky geckos, powerful gators and mighty dinosaurs.

Deep within the jungle magical swamps have mutated the local wildlife, which lead to the creation of the frog mages. Since the beginning of times these mages have been using their powerful magic to mutate other reptiles into warriors to protect the jungle and its swamps.

Saurians have some of the best warriors in the whole of Tyria, with great predatory combat skills and thick scaly skin to protect them from all sorts of attacks. Their basic troops, Geckos and Saurians, form the backbone of the army, which are then supported by massive and terrifying beasts.

Now that the great rift has opened they have mobilized to counter the daemon threat, no matter the cost may be.

AOF - SAURIANS v2.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Frog-Mage [1]	3+	3+	Energy Pulse (A1)	Fearless, Hero, Tough(3), Wizard(2)	A	120pts
Saurian Veteran [1]	3+	3+	Hand Weapon (A4, AP(1))	Fearless, Hero, Predator, Tough(3)	B	85pts
Gecko Chief [1]	4+	5+	Hand Weapon (A3)	Fearless, Hero, Tough(3), Strider	C	45pts
Gecko Priest [1]	5+	6+	Hand Weapon (A1)	Fearless, Hero, Tough(3), Strider, Wizard(1)	-	50pts
Geckos [5]	5+	6+	Hand Weapons (A1)	Fearless, Strider	D, E	55pts
Chameleons [5]	4+	6+	Blowpipes (18", A1, Poison), Hand Weapons (A1)	Chameleon, Fearless, Scout, Strider	-	135pts
Pterodactyl Riders [3]	5+	5+	Hand Weapons (A1), Claws (A3)	Fast, Fearless, Flying, Impact(1), Tough(3)	F	135pts
Saurian Warriors [10]	4+	4+	Hand Weapons (A2)	Fearless, Predator	D, G	175pts
Guardians [10]	3+	3+	Halberds (A2, AP(1), Rending)	Fearless, Predator	D	345pts
Raptor Riders [5]	3+	3+	Hand Weapons (A2), Claws (A2)	Fast, Fearless, Predator	D, H	175pts
Gators [3]	4+	3+	Great Weapons (A3, AP(3))	Fearless, Predator, Tough(3)	-	185pts
Snake Swarms [3]	6+	6+	Swarm Attack (A3, Poison)	Fearless, Strider, Tough(3)	-	65pts
Dragon Lizard [1]	4+	2+	Spit Flames (12", A3D3, AP(1)), Claws (A2, AP(1))	Fear, Fearless, Strider, Tough(3)	I	115pts
Spiked Lizard [1]	4+	2+	Shoot Spikes (18", A3D3), Claws (A2, AP(1))	Fear, Fearless, Strider, Tough(3)	I	115pts
Triceratops [1]	4+	2+	4x Javelins (12", A1, AP(1), Poison), Horns (A6, AP(1))	Fear, Fearless, Tough(6)	J	190pts
Spinosaurus [1]	4+	2+	Spit Venom (18", A1, Blast(3), Poison), Claws (A6, AP(1), Poison)	Fear, Fearless, Predator, Tough(6)	K	190pts
Ankylosaurus [1]	4+	2+	2x Javelins (12", A1, AP(1), Poison), Crew Attacks (A2), Claws (A4, AP(1)), Mace Tail (A1, AP(4), Deadly(3))	Fear, Fearless, Tough(9)	L	265pts

A | Replace Energy Pulse:

Energy Shock (A3, Rending)	+5pts
Energy Blast (A1, Blast(3), AP(1))	+5pts

Upgrade Wizard(2):

Wizard(3)	+20pts
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Mount on:

Ancient Palanquin - Defense +1, Fear, Strider, Tough(+3)	+145pts
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B | Replace Hand Weapon:

Lance (A4, AP(1), Impact(1)) - mounted only	+5pts
Spear (A4, AP(1), Phalanx)	+5pts
Halberd (A4, AP(1), Rending)	+5pts
2x Hand Weapons (A4, AP(1))	+15pts
Great Weapon (A4, AP(3))	+15pts

Mount on:

Raptor - Claws (A2), Fast, Impact(1)	+15pts
Tyrannosaur - Defense +1, Crushing Jaws (A4, AP(3)), Fear, Primal Roar, Tough(+6)	+265pts

C | Replace Hand Weapon:

2x Hand Weapons (A3)	+5pts
Lance (A3, Impact(1)) - mounted only	+5pts

Upgrade with one:

Javelin (12", A1, AP(1), Poison)	+5pts
Fire Bolas (12", A2, AP(1))	+5pts
Blowpipe (18", A1, Poison)	+5pts

Mount on:

Pterodactyl - Claws (A3), Fast, Flying, Impact(1), Tough(+3)	+55pts
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Upgrade Pterodactyl with one:

Ripper Breed (Furious, Impact(+2))	+10pts
Rock Bombs	+20pts

D | Upgrade with:

Command Group (Fear)	+20pts
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E | Upgrade all models with one:

Javelins (12", A1, AP(1), Poison)	+10pts
Blowpipes (18", A1, Poison)	+10pts

Upgrade all models with any:

Jungle Toxins (Poison in melee)	+5pts
Camouflage Paint (Stealth)	+10pts

F | Replace all Hand Weapons:

Lances (A1, Impact(1))	+10pts
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Upgrade all models with:

Javelins (12", A1, AP(1), Poison)	+5pts
Fire Bolas (12", A2, AP(1))	+10pts

Upgrade all models with one:

Ripper Breed (Furious, Impact(+2))	+25pts
Rock Bombs	+60pts

G | Replace all Hand Weapons:

Halberds (A2, Rending)	+15pts
Spears (A2, Phalanx)	+30pts
2x Hand Weapons (A2)	+35pts
Great Weapons (A2, AP(2))	+35pts

Upgrade one model with:

Harpoon (A1, AP(2), Deadly(3))	+10pts
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H | Replace all Hand Weapons:

Lances (A2, Impact(1))	+15pts
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I | Upgrade with up to three:

Lizard Handler	+5pts
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J | Upgrade with any:

Trample (Impact(3))	+10pts
Bladed Horns (AP(+2) in melee)	+10pts

Upgrade with one:

2x Giant Blowpipes (18", A3, Poison)	+15pts
Giant Crossbow (36", A1, AP(2), Deadly(3))	+20pts
Altar of the Gods	+60pts

K | Upgrade with any:

Primal Roar	+10pts
Priest Rider (Wizard(1))	+25pts

L | Upgrade with one:

Ark of Snakes	+15pts
Solar Beam (24", A6, AP(2))	+35pts

Special Rules

Altar of the Gods: When this unit is activated pick 2 friendly units within 6", which get the Stealth rule next time they are shot at.

Ark of Snakes: When this unit is activated pick 2 enemy units within 6" and roll one die for each. On a 2+ they take 3 automatic hits, on a 6 they take 9 automatic hits.

Chameleon: Enemies get -2 to their shooting rolls against this unit.

Lizard Handler: When rolling to determine the number of ranged attacks you may re-roll one die for each Lizard Handler.

Predator: For each unmodified roll of 6 to hit when attacking in melee this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Primal Roar: Once per game when this unit is activated pick 2 friendly units with Predator within 6". Those units may roll extra attacks on results of 5-6 next time they fight.

Rock Bombs: Whenever this model moves over enemies pick one of them and roll 1 die, on a 2+ it takes 3 hits with AP(1).

Wizard Spells

Magical Walk (4+): Target friendly unit within 12" gets +3" next time it moves.

Quench (4+): Target enemy unit within 12" takes 8 automatic hits.

Healing (5+): Target friendly unit within 12" may heal 1 wound or restore 1 model (with only 1 health left if it had Tough).

Drain (5+): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(6).

Glory (6+): Target friendly unit within 24" gets +1 to its melee rolls next time it fights.

Tempest (6+): Target enemy unit within 12" takes 1 automatic hit per model.