



SAURIAN ANCIENTS


TEST ARMY - 4 205 POINTS



1635 pts (39.00 %) 0 pts (0.00 %) 355 pts (8.00 %) 0 pts (0.00 %) 345 pts (8.00 %) 1870 pts (44.00 %)

Special **Heroes** **Lords** **Mount** **Rare** **Core**
 (50 Max) (50 Max) (50 Max) (0 NoLimit) (25 Max) (25 Least)


Lords



CUATL LORD #1

Cuatl Lord - Standard - Infantry - 20x20


355 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cuatl Lord	4	2	3	3	4	4	2	1	9	Infantry
Model Rules	Palanquin • Ward Save (4+) • Cold-blooded • Cold-blooded									

Options	Unconquerable Will • Scrutiny of the Ancients • Hero's Sword (Lord) - Characters only
Magic	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths


Core



SKINK BRAVES #2


Skink Braves x30 - Standard - Infantry - 20x20

935 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Caimans (3)	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Champion	6	3	4	3	2	1	4	2	5	
Model Rules (Skink Brave)	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									
Model Rules (Caimans (3))	Strider (Water) • Cold-blooded • Born Predator • Combined Strength • Innate Defence (4+) • Great Weapon									


Options	3 Caimans • Champion • Musician • Standard Bearer • May have Poisoned Attacks (Close Combat only) • Banner of Speed
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SKINK BRAVES #2

Skink Braves x30 - Standard - Infantry - 20x20

935 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Caimans (3)	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Champion	6	3	4	3	2	1	4	2	5	
Model Rules (Skink Brave)	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									
Model Rules (Caimans (3))	Strider (Water) • Cold-blooded • Born Predator • Combined Strength • Innate Defence (4+) • Great Weapon									

Options	3 Caimans • Champion • Musician • Standard Bearer • May have Poisoned Attacks (Close Combat only) • Banner of Speed
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Special



TEMPLE GUARD #1
Temple Guard **x30** - Standard - Infantry - 20x20

1 635 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Temple Guard	4	4	-	4	4	1	2	2	8	Infantry
Champion	4	5	-	4	4	1	2	3	8	
Model Rules	Bodyguard (General) • Immune to Psychology • Cold-blooded • Born Predator • Halberd • Light Armour • Innate Defence (5+) • Shields									

Options	Champion • Musician • Standard Bearer • Gleaming Icon
Rare	



SPEARBACK #1
Spearback **x3** - Standard - Infantry - 20x20

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spearback	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Weapon • Skirmishers • Strider (Water) • Cold-blooded • Shoot Spikes • Innate Defence (4 +)									



STYGIOSAUR #1
Stygiosaur - Standard - Infantry - 20x20

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Stygiosaur	7	4	4	5	5	5	2	4	5	Monstrous Cavalry
Skink Rider	-	4	2	3	-	-	4	1	6	
Model Rules	Born Predator (Stygiosaur only) • Magic Beacon • Poisoned Attacks (Stygiosaur only) • Stomp (D3) • Large Target • Terror • Cold-blooded • Mounts Protection (6+) • Innate Defence (4+) • Poisoned Javelin									
Model Rules (Stygiosaur)	Spit Poison									

Options	May take Predatory Roar • May exchange Spit Poison with Breath Weapon (Toxic Attacks)
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Magics

Magic items

Hero's Sword (Lord) - Characters only:

Magic banners

Banner of Speed:

Gleaming Icon:

Model Rules

Bodyguard (General):

Born Predator:

Born Predator (Stygiosaur only):

Cold-blooded:

Cold-blooded:

Combined Strength:

Great Weapon:

Halberd:

Immune to Psychology:

Innate Defence (4 +):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Large Target:

Light Armour:

Living Weapon:

Magic Beacon:

Mounts Protection (6+):

Palanquin:

Poisoned Attacks (Stygiosaur only):

Poisoned Javelin:

Shield:

Shields:

Shoot Spikes:

Skirmishers:

Spit Poison:

Stomp (D3):

Strider (Water):

Terror:

Ward Save (4+):

Wizard Conclave (Redwood Shaft, The Beast Within):

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



Skink Braves #2



Skink Braves #2



Spearback #1



Stygiosaur #1



Temple Guard #1

