



SAURIAN ANCIENTS


SPE KINJII - 1 740 POINTS



390 pts (22.00 %) 310 pts (18.00 %) 0 pts (0.00 %) 50 pts (3.00 %) 235 pts (14.00 %) 805 pts (46.00 %)

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


Heroes




CAIMAN ANCIENT #1

Caiman Ancient - Standard - Infantry - 20x20

175 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Caiman Ancient	6	4	-	5	5	4	3	3	8	Monstrous Infantry
Model Rules	Pack Leader • Fear • Strider (Water) • Cold-blooded • Born Predator • Halberd • Innate Defence (4+)									
Options	Armour of Destiny									
Notes	Général									



SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20


135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
Alpha Pteradon	2	3	-	4	3	3	2	1	3	Monstrous Beast
Model Rules	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									
Model Rules (Alpha Pteradon)	Release Rocks • Fast Cavalry • Strider (Forest) • Fly (9) • Cold-blooded • Mount's Protection (6+)									
Model Rules (Alpha Pteradon)	Release Rocks • Fast Cavalry • Strider (Forest) • Fly (9) • Cold-blooded • Mount's Protection (6+)									

Options | May take a Shield • Light Lance • Mount : Alpha Pteradon • Serpent Bow


Core



SKINK BRAVES #1

Skink Braves x20 - Standard - Infantry - 20x20

805 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 (2)	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 (2))	Strider (Water) • Cold-blooded • Born Predator • Combined Strength • Innate Defence (4+) • Great Weapon									

Options | 2 Caimans • Champion • Musician • Standard Bearer • Banner of Discipline

Special



SKINK HUNTERS #1

Skink Hunters **x10** - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hunters	6	2	3	3	2	1	4	1	6	Infantry
Model Rules	Skirmishers • Strider (Water) • Cold-blooded • Shield • Innate Defence (6+) • Poisoned Javelin									



SKINK SKY-RIDERS #1

Skink Sky-Riders **x3** - Standard - Infantry - 20x20

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry
Pteradon	2	3	-	4	3	2	2	1	3	
Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)									
Model Rules (Pteradon)	Skirmishers • Fast Cavalry • Strider (Forest) • Fly (9) • Release Rocks • Mount's Protection (6+) • Innate Defence (6+)									

Options

Pteradon

Rare



SPEARBACK #1

Spearback - Standard - Infantry - 20x20

60 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

175 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	
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
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									
Model Rules (Bonus Champion)	Wizard Conclave (Redwood Shaft, The Beast Within)									

Options

Champion

Magics

Magic items

Armour of Destiny:

Serpent Bow:

Magic banners

Banner of Discipline:

Model Rules

Armour Piercing (1) (mount only):

Blowpipe:

Born Predator:

Born Predator (Stygiosaur only):

Cold-blooded:

Combined Strength:

Fast Cavalry:

Fear:

Fly (8):

Fly (9):

Frenzy (mount only):

Great Weapon:

Halberd:

Hard Target:

Innate Defence (4 +):

Innate Defence (4+):

Innate Defence (6+):

Javelin:

Large Target:

Lethal Strike (mount only):

Light Armour:

Light Lance:

Living Weapon:

Magic Beacon:

Mount's Protection (6+):

Mounts Protection (6+):

Pack Leader:

Poisoned Attacks (Stygiosaur only):

Poisoned Javelin:

Prey Scent:

Release Rocks:

Scout:

Shield:

Shoot Spikes:

Skirmishers:

Spit Poison:

Stomp (D3):

Strider (Forest):

Strider (Water):

Terror:

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.

Caiman Ancient #1



Skink Braves #1



Skink Captain #1



Skink Hunters #1



Skink Sky-Riders #1



Spearback #1



Stygiosaur #1

