



2185 pts (41.00 %) 215 pts (4.00 %) 690 pts (13.00 %) 0 pts (0.00 %) 300 pts (6.00 %) 1938 pts (36.00 %)

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

Lords



CUATL LORD - BSB

Cuatl Lord - BSB - Standard - Infantry - 20x20

420 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	Ward Save (4+) • Cold-blooded • Palanquin • Cold-blooded									

Options	Banner of Speed • Obsidian Rock x1 • Jade Staff • Tome of Arcane Lore (Lords)
Magic	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths



SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 20x20

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warlord	4	6	-	5	5	3	4	5	9	Infantry
Model Rules	Born Predator • Cold-blooded • Innate Defence (5+)									

Options	Heavy Armour (only if on foot) • Blade of Strife • Hardened Shield • Dusk Stone x1 • Potion of Strength
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Heroes



SKINK PRIEST #2

Skink Priest - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Priest	6	2	3	3	2	2	4	1	6	Infantry
Model Rules	Cold-blooded • Telepathic Link • Innate Defence (6+)									

Options	Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.



SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20

115 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Priest	6	2	3	3	2	2	4	1	6	Infantry
Model Rules	Cold-blooded • Telepathic Link • Innate Defence (6+)									

Options	Level 2 (Wizard Apprentice) • Ring of Fire
Magic	Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.

Core



SAURIAN WARRIORS #1
Saurian Warriors x24 - Standard - Infantry - 20x20

1 068 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warriors	4	3	-	4	4	1	2	2	8	Infantry
Bonus Jaguar Warriors	+ 1	-	-	-	-	-	-	-	-	
Model Rules	Cold-blooded • Born Predator • Innate Defence (5+) • Shield									

Options	Musician • Standard Bearer • Jaguar Warriors • Flaming Standard
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SKINK BRAVES #1
Skink Braves x30 - Standard - Infantry - 20x20

870 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
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 • Musician • Standard Bearer
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Special



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	
Pteradon	2	3	-	4	3	2	2	1	3	Monstrous Cavalry
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
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SKINK SKY-RIDERS #2
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	
Pteradon	2	3	-	4	3	2	2	1	3	Monstrous Cavalry
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
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TEMPLE GUARD #1
Temple Guard x24 - Standard - Infantry - 20x20

1 585 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 • Rending Banner

Rare

**SALAMANDER #1**

Salamander x2 - Standard - Infantry - 20x20

150 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Salamander	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Artillery • Skirmishers • Strider (Water) • Cold-blooded • Innate Defence (4+)									
Model Rules (Salamander)	Spout Flames • Flame Thrower Artillery Weapon									

**SALAMANDER #2**

Salamander x2 - Standard - Infantry - 20x20

150 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Salamander	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Artillery • Skirmishers • Strider (Water) • Cold-blooded • Innate Defence (4+)									
Model Rules (Salamander)	Spout Flames • Flame Thrower Artillery Weapon									

Magics**Magic items**

Jade Staff:

Obsidian Rock:

Tome of Arcane Lore (Lords):

Blade of Strife:

Dusk Stone:

Hardened Shield:

Potion of Strength:

Dispel Scroll:

Ring of Fire:

Magic banners

Banner of Speed:

Flaming Standard:

Rending Banner:

Model Rules

Armour Piercing (1) (mount only):

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Fast Cavalry:

Flame Thrower Artillery Weapon:

Fly (8):

Fly (9):

Frenzy (mount only):

Great Weapon:

Halberd:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Lethal Strike (mount only):

Light Armour:

Light Lance:

Living Artillery:

Mount's Protection (6+):

Palanquin:

Poisoned Javelin:

Prey Scent:

Release Rocks:

Shield:

Shields:

Skirmishers:

Spout Flames:

Strider (Forest):

Strider (Water):

Telepathic Link:

Ward Save (4+):

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 - BSB	Salamander #1	Salamander #2	Saurian Warlord #1	Saurian Warriors #1	Skink Braves #1	Skink Priest #2	Skink Priest #1	Skink Sky-Riders #1	Skink Sky-Riders #2	Temple Guard #1