



# SAURIAN ANCIENTS

## LISKOI - 470 POINTS



470 pts (24.00 %) 470 pts (24.00 %) 0 pts (0.00 %) 280 pts (14.00 %) 860 pts (43.00 %)  
**Characters** **Core** **Special** **Jungle Guerillas** **Thunder Lizards**  
 (40 Max) (20 Least) (0 NoLimit) (35 Max) (35 Max)

### Core



#### SKINK BRAVES #1

Skink Braves x15 - Standard - Infantry - 20x20

170 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	Musician • Shield and Poisoned Javelin (4+)
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#### SKINK BRAVES #2

Skink Braves x15 - Standard - Infantry - 20x20

170 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	Musician • Shield and Poisoned Javelin (4+)
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#### SKINK BRAVES #3

Skink Braves x15 - Standard - Infantry - 20x20

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

### Magics

Racial Trait Spell

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

## Model Rules

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

**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.

**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.

## 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.

Skink Braves #1



Skink Braves #2



Skink Braves #3

