



# SAURIAN ANCIENTS

## THE GOLDEN PHALLANGE - 5 441 POINTS



2775 pts (51.00 %) **Special** (50 Max)    100 pts (2.00 %) **Heroes** (50 Max)    415 pts (8.00 %) **Lords** (50 Max)    0 pts (0.00 %) **Mount** (0 NoLimit)    240 pts (4.00 %) **Rare** (25 Max)    1911 pts (35.00 %) **Core** (25 Least)

### Lords



#### CUATL LORD - BSB

Cuatl Lord - BSB - Standard - Infantry - 20x20

415 POINTS



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

<b>Options</b>	Rending Banner • Book of Arcane Power (Lords)
<b>Magic</b>	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths

### Heroes



#### SKINK PRIEST #1

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
<b>Model Rules</b>	Cold-blooded • Telepathic Link • Innate Defence (6+)									

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

### Core



#### SAURIAN WARRIORS #1

Saurian Warriors x29 - Standard - Infantry - 20x20

1 191 POINTS



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

<b>Options</b>	May take Spear • Champion • Musician • Standard Bearer • Serpent Warriors • Icon of the Relentless Company
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#### SKINK BRAVES #1

Skink Braves x10 - Standard - Infantry - 20x20

610 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
<b>Model Rules (Skink Brave)</b>	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

<b>Options</b>	Standard Bearer
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**SNAKE SWARMS #1**  
Snake Swarms x2 - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Snake Swarms	5	3	-	2	2	5	1	5	10	Swarm
<b>Model Rules</b>	Venomous Tide • Cold-blooded									



**SNAKE SWARMS #2**  
Snake Swarms x2 - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Snake Swarms	5	3	-	2	2	5	1	5	10	Swarm
<b>Model Rules</b>	Venomous Tide • Cold-blooded									

**Special**



**RAPTOR RIDERS #1**  
Raptor Riders x5 - Standard - Infantry - 20x20

725 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	4	-	4	4	1	2	2	8	Cavalry
Raptor	7	3	-	4	4	1	2	2	2	
<b>Model Rules</b>	Stupidity • Cold-blooded • Innate Defence (5+) • Shields • Lance • Mount's Protection (5+)									
<b>Model Rules (Rider)</b>	Born Predator									

**Options**

Musician • Standard Bearer • Gleaming Icon



**SKINK HUNTERS #1**  
Skink Hunters x10 - Standard - Infantry - 20x20

80 POINTS



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



**SKINK HUNTERS #2**  
Skink Hunters x10 - Standard - Infantry - 20x20

80 POINTS



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



**SKINK HUNTERS #3**  
Skink Hunters x10 - Standard - Infantry - 20x20

80 POINTS



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



**SUN ENGINE #1**  
Sun Engine - Standard - Infantry - 20x20

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thyroscutus	4	3	-	4	5	4	1	3	6	Ridden Monster
Skink Crew (4)	-	2	3	3	-	-	4	1	6	Ridden Monster
<b>Model Rules</b>	Cold-blooded • Innate Defence (2+)									
<b>Model Rules (Thyroscutus)</b>	Crush Attack									
<b>Model Rules (Skink Crew (4))</b>	Poisoned Javelins									



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

1 680 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	
<b>Model Rules</b>	Bodyguard (General) • Immune to Psychology • Cold-blooded • Born Predator • Halberd • Light Armour • Innate Defence (5+) • Shields									

<b>Options</b>	Champion • Musician • Standard Bearer • Totem of Mixoatl
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Rare



**SPEARBACK #1**  
Spearback x2 - Standard - Infantry - 20x20

120 POINTS



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



**SPEARBACK #2**  
Spearback x2 - Standard - Infantry - 20x20

120 POINTS



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

**Magics**

**Magic items**

Book of Arcane Power (Lords):

Dispel Scroll:

**Magic banners**

Rending Banner:

Gleaming Icon:

Icon of the Relentless Company:

Totem of Mixoatl:

**Model Rules**

**Bodyguard (General):**

**Born Predator:**

**Cold-blooded:**

**Cold-blooded:**

**Combined Strength:**

**Crush Attack:**

**Great Weapon:**

**Halberd:**

**Hard Target:**

**Immune to Psychology:**

**Innate Defence (2+):**

**Innate Defence (4 + ):**

**Innate Defence (4+):**

**Innate Defence (5+):**

**Innate Defence (6+):**

**Javelin:**

**Lance:**

**Light Armour:**

**Living Weapon:**

**Mount's Protection (5+):**

**Palanquin:**

**Poisoned Javelin:**

**Poisoned Javelins:**

**Scout:**

**Shield:**

**Shields:**

**Shoot Spikes:**

**Skirmishers:**

**Strider (Water):**

**Stupidity:**

**Telepathic Link:**

**Venomous Tide:**

**Ward Save (4+):**

### 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.

Cuatl Lord - BSB	Raptor Riders #1	Saurian Warriors #1	Skink Braves #1	Skink Hunters #1	Skink Hunters #2	Skink Hunters #3	Skink Priest #1	Snake Swarms #1	Snake Swarms #2	Spearback #1	Spearback #2	Sun Engine #1	Temple Guard #1

