



# SAURIAN ANCIENTS

## LIST SAURIAN ANCIENTS - V1 #2 - 5 260 POINTS



1625 pts (31.00 %) 0 pts (0.00 %) 685 pts (13.00 %) 250 pts (5.00 %) 615 pts (12.00 %) 2335 pts (44.00 %)

**Special**  
(50 Max)

**Heroes**  
(50 Max)

**Lords**  
(50 Max)

**Mount**  
(0 NoLimit)

**Rare**  
(25 Max)

**Core**  
(25 Least)

### Lords



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 20x20

270 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>	Palanquin • Ward Save (4+) • Cold-blooded • Cold-blooded									

**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

415 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warlord	4	6	-	5	5	3	4	5	9	Infantry
Alpha Carnosaur	7	4	-	7	6	6	3	5	5	Monster
<b>Model Rules</b>	Born Predator • Cold-blooded • Innate Defence (5+)									
<b>Model Rules (Alpha Carnosaur)</b>	Apex Predator • Multiple Wounds (D3) • Swiftstride • Cold-blooded • Innate defence (3+)									
<b>Model Rules (Alpha Carnosaur)</b>	Apex Predator • Multiple Wounds (D3) • Swiftstride • Cold-blooded • Innate defence (3+)									

**Options** | Shield • Light Armour • Mount : Alpha Carnosaur

### Core



#### SAURIAN WARRIORS #1

Saurian Warriors x25 - Standard - Infantry - 20x20

1 095 POINTS



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

**Options** | May take Spear • Champion • Musician • Standard Bearer



#### SKINK BRAVES #1

Skink Braves x10 - Standard - Infantry - 20x20

620 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+)									

**Options** | Skirmish (Max 15 Skinks and no Caimans)



**SKINK BRAVES #2**  
Skink Braves **x10** - Standard - Infantry - 20x20

**620** 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>	Skirmish (Max 15 Skinks and no Caimans)
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**Special**



**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 **x21** - Standard - Infantry - 20x20

**1 495** 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
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**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
<b>Model Rules</b>	Living Artillery • Skirmishers • Strider (Water) • Cold-blooded • Innate Defence (4+)									
<b>Model Rules (Salamander)</b>	Spout Flames • Flame Thrower Artillery Weapon									



**STYGIOSAUR #1**  
Stygiosaur - Standard - Infantry - 20x20

**200 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	-	
<b>Model Rules</b>	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									
<b>Model Rules (Stygiosaur)</b>	Spit Poison									
<b>Model Rules (Bonus Champion)</b>	Wizard Conclave (Redwood Shaft, The Beast Within)									

<b>Options</b>	May take Predatory Roar • Champion
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**TAUROSAUR #1**  
Taurosaur - Standard - Infantry - 20x20

**265 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurosaur	6	3	-	5	6	5	2	4	-	Ridden Monster
Bonus Ancient Taurosaur	-	-	-	+1	-	+1	-	-	-	
Skink Crew (5)	-	2	3	3	-	-	4	1	6	
<b>Model Rules</b>	Stubborn • Immune to Psychology • Cold-blooded • Impact Hits (D6+1) • Innate defence (3+) • Poisoned Javelins									

<b>Options</b>	May take Sharp Horns • May be upgraded to Ancient Taurosaur • Two Giant Blowpipes
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**Magics**

**Model Rules**

**Bodyguard (General):**

**Born Predator:**

**Born Predator (Stygiosaur only):**

**Cold-blooded:**

**Cold-blooded:**

**Combined Strength:**

**Crush Attack:**

**Flame Thrower Artillery Weapon:**

**Great Weapon:**

**Halberd:**

**Immune to Psychology:**

**Impact Hits (D6+1):**

**Innate Defence (2+):**

**Innate defence (3+):**

**Innate Defence (4+):**

**Innate Defence (5+):**

**Innate Defence (6+):**

**Javelin:**

**Large Target:**

**Light Armour:**

Living Artillery:

Magic Beacon:

Mounts Protection (6+):

Palanquin:

Poisoned Attacks (Stygiosaur only):

Poisoned Javelin:

Poisoned Javelins:

Shield:

Shields:

Skirmishers:

Spit Poison:

Spout Flames:

Stomp (D3):

Strider (Water):

Stubborn:

Terror:

Ward Save (4+):

Wizard Conclave (Redwood Shaft, The Beast Within):

### 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 #1	Salamander #1	Saurian Warlord #1	Saurian Warriors #1	Skink Braves #1	Skink Braves #2	Stygiosaur #1	Sun Engine #1	Taurosaaur #1	Temple Guard #1
									