



**SAURIAN ANCIENTS**  
**T.KEKO R-1 - 1 515 POINTS**



VS Orcos

65 pts (4.00 %)   100 pts (7.00 %)   215 pts (14.00 %)   40 pts (3.00 %)   75 pts (5.00 %)   1060 pts (70.00 %)  
**Special**   **Heroes**   **Lords**   **Mount**   **Rare**   **Core**  
 (50 Max)   (50 Max)   (50 Max)   (0 NoLimit)   (25 Max)   (25 Least)

## Lords



### KAU'BOIX

Saurian Warlord - *Standard - Infantry - 20x20*

**215 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warlord	4	6	-	5	5	3	4	5	9	Infantry
Raptor	7	3	-	4	4	1	2	2	2	War Beast
<b>Model Rules</b>	Born Predator • Cold-blooded • Innate Defence (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									

**Options**   Mount : Raptor • Fleshrender • Gambler's Armour

## Heroes



### TAU'CHAX

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+)									

**Options**   Dispel Scroll

**Magic**   Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.

## Core



### GUERREROS SIERPE

Saurian Warriors x25 - *Standard - Infantry - 20x20*

**1 060 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**   Champion • Musician • Standard Bearer • War Standard

## Special



**HOSTIGADORES CAMALEON**  
Chameleons **x5** - *Standard - Infantry - 20x20*

**65 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chameleons	6	2	4	3	2	1	4	1	6	Infantry
<b>Model Rules</b>	Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)									

**Rare**



**SIERPES DE FUEGO**  
Salamander - *Standard - Infantry - 20x20*

**75 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									

**Magics**

**Magic items**

Fleshrender:

Gambler's Armour:

Dispel Scroll:

**Magic banners**

War Standard:

**Model Rules**

Blowpipe:

Born Predator:

Cold-blooded:

Flame Thrower Artillery Weapon:

Hard Target:

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Living Artillery:

Scouts:

Shield:

Skirmishers:

Spout Flames:

Strider (Water):

Telepathic Link:

## 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.

Hostigadores Camaleón



Sierpes de Fuego



Kau'boix



Guerreros Sierpe



Tau'chax

