



SAURIAN ANCIENTS

SAURUMAN - 3 998 POINTS



1589 pts (40.00 %) 970 pts (24.00 %) 300 pts (8.00 %) 970 pts (24.00 %) 1139 pts (28.00 %)
Characters **Thunder Lizards** **Jungle Guerillas** **Special** **Core**
 (40 Max) (35 Max) (30 Max) (0 NoLimit) (20 Least)

Characters

MASKIN

Firstborn - Warlord - Standard - Infantry - 25x25

1 005 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Firstborn - Warlord	4	6	-	5	5	3	4	5	8	Infantry
Firstborn - Veteran	4	5	-	5	5	3	3	4	8	Infantry
Alpha Carnosaur	7	4	-	7	6	6	3	5	5	Monster
Model Rules	Innate Defence (5+) • Cold-Blooded • Born Predator									
Model Rules (Alpha Carnosaur)	Multiple Wounds (D3) • Swiftstride • Born Predator • Innate Defence (3+) • Apex Predator									
Model Rules (Alpha Carnosaur)	Multiple Wounds (D3) • Swiftstride • Born Predator • Innate Defence (3+) • Apex Predator									

Options | Light Armour • Alpha Carnosaur • Fencer's Swords • Bluffer's Helm • Taurosaur Helm

JETSKIN

Skink Captain - Standard - Infantry - 20x20

584 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
Skink Crew (4)	-	2	3	3	-	-	4	1	6	
Taurosaur	6	3	-	6	6	6	2	4	-	Ridden Monster
Model Rules	Innate Defence (6+) • Cold-Blooded • Strider (Water) • Light Armour • Blowpipe									
Model Rules (Skink Crew (4))	Innate Defence (3+) • Immune to Psychology • Stubborn • Impact Hits (D6+1) • Sharp Horns									
Model Rules (Skink Crew (4))	Innate Defence (3+) • Immune to Psychology • Stubborn • Impact Hits (D6+1) • Sharp Horns									

Options | Battle Standard Bearer • May take a Shield • Taurosaur

Core

WARSKIN

Saurian Warriors x15 - Standard - Infantry - 25x25

360 POINTS

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

Options | May take a Spare • Champion • Standard Bearer • May take a single Totem Animal

WORSKIN

Saurian Warriors x15 - Standard - Infantry - 25x25

365 POINTS


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

Options	Champion • Musician • Standard Bearer • May take a single Totem Animal
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Core

SKISKIN
Skink Braves **x23** - *Standard - Infantry - 20x20*

414 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Braves	6	2	3	3	2	1	4	1	5	Infantry
Caiman	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Model Rules	Cold-Blooded • Strider (Water) • Scoring • Shield									

Options	2 Caimans • Champion
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Special

Snake Swarms **x4** - *Standard - Infantry - 40x40*


190 POINTS



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

Temple Guard **x15** - *Standard - Infantry - 25x25*

400 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Temple Guard	4	4	-	4	4	1	2	2	8	Infantry
Model Rules	Immune to Psychology • Scoring • Innate Defence (5+) • Bodyguard (General) • Cold-Blooded • Born Predator • Halberd • Light Armour • Shield									

Options	Champion • Standard Bearer
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Raptor Riders **x6** - *Standard - Infantry - 25x50*

380 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	
Model Rules	Innate Defence (5+) • Mount's Protection (5+) • Shield									
Model Rules (Rider)	Cold-Blooded • Stupidity • Scoring • Lance									
Model Rules (Raptor)	Cold-Blooded • Born Predator									

Options	Champion • Standard Bearer
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Jungle Guerillas

Weapon Beasts - Salamander **x2** - *Standard - Infantry - 40x40*

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Weapon Beasts - Salamander	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Light Troops • Innate Defence (4+) • Cold-Blooded • Strider (Water) • Spout Flames									

Magics

Magic items

Bluffer's Helm: Type: None (6+ Armour Save). Successful towound rolls against the wearer must be rerolled.

Fencer's Swords: Type: Paired Weapons. The wielder has Weapon Skill 10.

Taurosauro Helm: models on foot only

Type: None (6+ Armour Save). The wearer gains +1 Toughness and Impact Hits (1).

Model Rules

Blowpipe: Shooting Weapon. Range 12", Strength 3, Multiple Shots (2), Poisoned Attacks, +1 to hit against units consisting entirely of Towering Presence.

Bodyguard (General):

Born Predator: A model part with this special rule may reroll all natural to-hit rolls of '1' in Close Combat.

Cold-Blooded: If more than half of a unit's models has this special rule, when taking Leadership Tests, roll one additional D6 and remove the highest D6 rolled.

Halberd:

Immune to Psychology: If more than half of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Innate Defence (6+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Lance:

Light Armour:

Light Troops: Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves subphase, while they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its Movement allowance (or twice that number if Marching), from its starting position to its final position, around any obstructions (including the Unit Spacing rule). If a model performed any action during the movement (such as Sweeping attacks), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position. If more than half the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as it remains with the unit .

Mount's Protection (5+):

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Spout Flames: Flame Thrower Artillery Weapon with Range 12", Strength 4, Flaming Attacks.

This weapon may not be used if the model performed a March Move in this Player Turn. If a Misfire is rolled, the Salamander always counts as rolling the 5+ Malfunction result.

Strider (Water): May ignore any movement effect caused by the terrain type "Water". The unit can never lose their Steadfast or Rank Bonus due to the terrain type "Water".

Stupidity: At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

Venomous Tide: If an enemy unit is in base contact with a model with this rule, all attacks made against that unit gain Poisoned Attacks.

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.

Maskin	JetsKin	SpitsKin	SnaksKin	GuarsKin	FrisKin	WarsKin	WorsKin	SkisKin
	