



SAURIAN ANCIENTS

TRICERATOPS + ALCHIMIE ET FEU - 4 515 POINTS



1660 pts (37.00 %) 405 pts (9.00 %) 415 pts (9.00 %) 200 pts (4.00 %) 175 pts (4.00 %) 1860 pts (41.00 %)

Special (50 Max) **Heroes** (50 Max) **Lords** (50 Max) **Mount** (0 NoLimit) **Rare** (25 Max) **Core** (25 Least)

Lords



HAUT PRETRE ANOURIDE

Cuatl Lord - 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
Model Rules	Palanquin • Ward Save (4+) • Cold-blooded • Cold-blooded									

Options	Master of Magic • Mithril Mail - models on foot only (Lords) • Tome of Arcane Lore (Lords)
Magic	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths

Heroes



CAPITAINE KINGH SUR TRICERATOPS (GRANDE BANNIERE)

Skink Captain - BSB - Standard - Infantry - 20x20

405 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
Bonus Ancien Taurosaur	-	-	-	+1	-	+1	-	-	-	
Taurosaur	6	3	-	5	6	5	2	4	-	Ridden Monster
Skink Crew (4)	-	2	3	3	-	-	4	1	6	
Model Rules	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									
Model Rules (Taurosaur)	Impact Hits (D6+1) • Stubborn • Immune to Psychology • Cold-blooded • Poisoned Javelins • Great Bow • Innate defence (3+)									
Model Rules (Taurosaur)	Impact Hits (D6+1) • Stubborn • Immune to Psychology • Cold-blooded • Poisoned Javelins • Great Bow • Innate defence (3+)									

Options	May replace Blowpipe with Poisoned Javelin • May take a Shield • Paired Weapons • Mount : Taurosaur • May take Sharp Horns • May be upgraded to Ancient Taurosaur • Engine of the Ancients • Serpent Bow
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Core



GUERRIERS SAURIENS

Saurian Warriors x21 - Standard - Infantry - 20x20

1 055 POINTS



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

Options	May take Spear • Crocodile Warriors
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BRAVES KINGHS
Skink Braves **x10** - Standard - Infantry - 20x20

685 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Caiman	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Model Rules (Skink Brave)	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									
Model Rules (Caiman)	Combined Strength • Strider (Water) • Cold-blooded • Born Predator • Innate Defence (4+) • Great Weapon									

Options	1 Caiman • Replace Javelin for Poisoned Javelin • War Standard
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NUES DE SERPENTS
Snake Swarms **x2** - Standard - Infantry - 20x20

120 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	Venomous Tide • Cold-blooded									

Options	May gain Scout
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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
Model Rules	Cold-blooded • Innate Defence (2+)									
Model Rules (Thyroscutus)	Crush Attack									
Model Rules (Skink Crew (4))	Poisoned Javelins									



GARDIENS DES AUTELS
Temple Guard **x20** - Standard - Infantry - 20x20

1 530 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	
Model Rules	Bodyguard (General) • Immune to Psychology • Cold-blooded • Born Predator • Halberd • Light Armour • Innate Defence (5+) • Shields									

Options	Champion • Musician • Standard Bearer • Totem of Mixoatl
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Rare



SPINOSAURE
Stygiosaur - Standard - Infantry - 20x20

175 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	-	
Model Rules	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									
Model Rules (Stygiosaur)	Spit Poison									
Model Rules (Bonus Champion)	Wizard Conclave (Redwood Shaft, The Beast Within)									

Options	Champion
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Magics

Magic items

Mithril Mail - models on foot only (Lords):

Tome of Arcane Lore (Lords):

Serpent Bow:

Magic banners

War Standard:

Totem of Mixoatl:

Model Rules

Blowpipe:

Bodyguard (General):

Born Predator:

Born Predator (Stygiosaur only):

Cold-blooded:

Cold-blooded:

Combined Strength:

Crush Attack:

Great Weapon:

Halberd:

Immune to Psychology:

Innate Defence (2+):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Large Target:

Light Armour:

Magic Beacon:

Mounts Protection (6+):

Palanquin:

Poisoned Attacks (Stygiosaur only):

Poisoned Javelin:

Poisoned Javelins:

Shield:

Shields:

Spit Poison:

Stomp (D3):

Strider (Water):

Terror:

Venomous Tide:

Ward Save (4+):

Wizard Conclave (Redwood Shaft, The Beast Within):

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.

Haut Prêtre Anouride	Guerriers Sauriens	Braves Kingiis	Capitaine Kingii sur Tricératops (Grande Bannière)	Nuées de serpents	Spinosaure	Sun Engine #1	Gardiens des Autels
							