



# SAURIAN ANCIENTS

## LIST SAURIAN ANCIENTS - V1 #3 - 9 092 POINTS



1480 pts (16.00 %) 617 pts (7.00 %) 370 pts (4.00 %) 130 pts (1.00 %) 445 pts (5.00 %) 6180 pts (68.00 %)

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

### Lords



**CUATL LORD #1**  
 Cuatl Lord - Standard - Infantry - 20x20

370 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									

<b>Options</b>	Shielded Soul • Ancient Knowledge • Scrutiny of the Ancients
<b>Magic</b>	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths

### Heroes



**SAURIAN VETERAN #1**  
 Saurian Veteran - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Veteran	4	5	-	5	5	2	3	4	8	Infantry
Carnosaur	7	3	-	6	5	4	2	4	5	Monstrous Beast
<b>Model Rules</b>	Cold-blooded • Born Predator • Innate Defence (5+)									
<b>Model Rules (Carnosaur)</b>	Cold-blooded • Fear • Large Target • Frenzy									
<b>Model Rules (Carnosaur)</b>	Cold-blooded • Fear • Large Target • Frenzy									

<b>Options</b>	Shield • Heavy Armour (only if on foot) • Halberd • Mount : Carnosaur
----------------	---



**SAURIAN VETERAN - BSB**  
 Saurian Veteran - BSB - Standard - Infantry - 20x20

145 POINTS



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

<b>Options</b>	Shield • Heavy Armour (only if on foot) • Halberd
----------------	---



**SKINK CAPTAIN #1**  
 Skink Captain - Standard - Infantry - 20x20

42 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
<b>Model Rules</b>	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									

<b>Options</b>	May take a Shield
----------------	-------------------



**SKINK PRIEST #1**  
Skink Priest - Standard - Infantry - 20x20

90 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>	Level 2 (Wizard Apprentice)
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.



**SKINK PRIEST #2**  
Skink Priest - Standard - Infantry - 20x20

90 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>	Level 2 (Wizard Apprentice)
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.

**Core**



**SAURIAN WARRIORS #1**  
Saurian Warriors x30 - Standard - Infantry - 20x20

1 220 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	-	-	-	-	-	-	-	-	-	
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 • Crocodile Warriors
----------------	---



**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+)									

<b>Options</b>	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)
----------------	---



**SKINK BRAVES #3**  
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)
----------------	---



**SKINK BRAVES #4**  
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)
----------------	---



**SKINK BRAVES #5**  
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)
----------------	---



**SKINK BRAVES #6**  
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)
----------------	---



**SKINK BRAVES #7**  
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)
----------------	---



**SKINK BRAVES #8**  
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)
----------------	---



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

1 480 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
----------------	---------------------------------------

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									



**TAUROSAUR #1**  
Taurosauro - Standard - Infantry - 20x20

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurosauro	6	3	-	5	6	5	2	4	-	Ridden Monster
Bonus Ancient Taurosauro	-	-	-	+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 Taurosauro • Engine of the Ancients
----------------	---

Magics

**Model Rules**

Blowpipe:

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Flame Thrower Artillery Weapon:

Great Weapon:

Halberd:

Immune to Psychology:

Impact Hits (D6+1):

Innate defence (3+):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Light Armour:

Living Artillery:

Palanquin:

Poisoned Javelins:

Shield:

Shields:

Skirmishers:

Spout Flames:

Strider (Water):

Stubborn:

Telepathic Link:

Ward Save (4+):

### 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.

Cuatl Lord #1	Salaman Veteran #1	Saurian Veteran - BSB	Saurian Warriors #1	Skink Braves #1	Skink Braves #2	Skink Braves #3	Skink Braves #4	Skink Braves #5	Skink Braves #6	Skink Braves #7	Skink Braves #8	Skink Captain #1	Skink Priest #1	Skink Priest #2	Tauros #1	Temple Guard #1