



# SAURIAN ANCIENTS

## LIST SAURIAN ANCIENTS #3 - 1 205 POINTS



425 pts (9.00 %) **780 pts (17.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Jungle Guerillas** **Thunder Lizards**  
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

### Characters



#### SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6
<b>Hand Weapon</b>					

Options

Paired Weapons



#### SKINK CAPTAIN #2

Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6
<b>Hand Weapon</b>					

Options

Paired Weapons



#### SKINK CAPTAIN #3

Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Strider, Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	2	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skink Captain	3	4	4	1	6
<b>Hand Weapon</b>					

Options

Paired Weapons



#### SKINK CAPTAIN #4


Skink Captain - Standard - Infantry - 20x20mm

85 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Captain	3	4	4	1	6 Hand Weapon


Options	Paired Weapons
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### SKINK CAPTAIN #5

Skink Captain - Standard - Infantry - 20x20mm


## 85 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Strider, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Captain	3	4	4	1	6 Hand Weapon

Options	Paired Weapons
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## Core



### SAURIAN WARRIORS #1

Saurian Warriors x20 - Standard - Infantry - 25x25mm

## 430 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Saurian Warrior	2	3	4	1	2 Born Predator

Options	Spear • Champion • Musician • Standard Bearer • Piranha
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### SKINK BRAVES #1

Skink Braves x40 - Standard - Infantry - 20x20mm

## 350 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Strider, Scoring, Cold-Blooded	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skink Brave	1	2	3	0	4

Options	Champion • Musician • Standard Bearer • Tree Frog Banner
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration

	Casting	Range	Type	Duration
<b>Spark of Creation</b>				
Mf	6+ [9+]	[36"] [18"]	Hex, Missile, Damage	Instant
The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.				

## Magic banners

**Tree Frog Banner:** Close Combat Attacks from Skink\* model parts in the bearer's unit become **Poison Attacks**.\*The following model parts are considered Skinks:Skink Captains, Skink Priests, Skink Braves, Skink Hunters, Chameleons, Pteradon Sentries – Rider only, RhamphodonRiders – Rider only, Taurosaur – Crew only, Stygiosaur – Skink Rider only, Thyroscutus – Crew only.

## Model Rules

**Born Predator:** Close Combat

Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Light Armour:** Armor +1

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

## 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.

Skink Captain #1



Skink Captain #2



Skink Captain #3



Skink Captain #4



Skink Captain #5



Saurian Warriors #1



Skink Braves #1

