



SAURIAN ANCIENTS

TEST1 - 6 100 POINTS



2337 pts (38.00 %) 165 pts (3.00 %) 380 pts (6.00 %) 0 pts (0.00 %) 400 pts (7.00 %) 2818 pts (46.00 %)

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

Lords

SEIGNEUR SLANN

Cuatl Lord - Standard - Infantry - 20x20mm

380 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	Wellspring of Power • Higher State of Mind • Dispel Scroll
Magic	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths
Notes	# Lancé sort +1 • Cana +2 • Peut mettre 1D de Dissipation de côté # Svg invu 4+ # PAM

Heroes

SAURIAN VETERAN - BSB

Saurian Veteran - BSB - Standard - Infantry - 20x20mm

165 POINTS

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

Options	Paired Weapons • Armour of Destiny
Notes	# Svg 3+, Invu 4+ # 2 armes => 5A-F5

Core

SAURUS ADB

Saurian Warriors x23 - Standard - Infantry - 20x20mm

1 046 POINTS

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

Options	Champion • Musician • Standard Bearer • Serpent Warriors
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SAURUS LANCIERS
Saurian Warriors **x24** - Standard - Infantry - 20x20mm

1 082 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	
Model Rules	Cold-blooded • Born Predator • Innate Defence (5+) • Shield									

Options	May take Spear • Champion • Musician • Standard Bearer
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SKINKS ARCHERS
Skink Braves **x20** - Standard - Infantry - 20x20mm

690 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Model Rules (Skink Brave)	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

Options	Replace Javelin for Poisoned Javelin
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Notes	# Javelots empoisonnés
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Special



KROXIGORS
Caimans **x6** - Standard - Infantry - 20x20mm

522 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Caiman	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Champion	6	4	-	5	4	3	2	4	7	
bonus Hardened Scales	-	-	-	-	+1	-	-	-	-	
Model Rules	Strider (Water) • Cold-blooded • Born Predator • Halberd • Innate Defence (4+)									

Options	Champion • Musician • Standard Bearer • May take Light Armour
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TERADONS
Skink Sky-Riders **x4** - Standard - Infantry - 20x20mm

335 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry
Pteradon	2	3	-	4	3	2	2	1	3	
Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)									
Model Rules (Pteradon)	Skirmishers • Fast Cavalry • Strider (Forest) • Fly (9) • Release Rocks • Mount's Protection (6+) • Innate Defence (6+)									

Options	Pteradon
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Notes	# Rochers : 1D3 touche F4 par fig / Une seule utilisation
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GARDES DU TEMPLE
Temple Guard **x20** - Standard - Infantry - 20x20mm

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

Options

Champion • Musician • Standard Bearer

Rare

**RAZORDONS**

Spearback x2 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spearback	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Weapon • Skirmishers • Strider (Water) • Cold-blooded • Shoot Spikes • Innate Defence (4 +)									

Notes # Tir : 18", F4, PA1, TM2D6, Tir Rapide / Pas si Marche Forcée / Tir contre-charge si possible sans -1

**STEGADON MACHINE DES DIEUX**

Taurosaure - Standard - Infantry - 20x20mm

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Taurosaure	6	3	-	5	6	5	2	4	-	Ridden Monster
Bonus Ancient Taurosaure	-	-	-	+1	-	+1	-	-	-	
Skink Crew (5)	-	2	3	3	-	-	4	1	6	
Model Rules	Stubborn • Immune to Psychology • Cold-blooded • Impact Hits (D6+1) • Innate defence (3+) • Poisoned Javelins									

Options

May be upgraded to Ancient Taurosaure • Engine of the Ancients

Notes

Terreur
Piétinement 1D6
Grande cible

Magics

Magic items

Dispel Scroll:

Armour of Destiny:

Model Rules

Armour Piercing (1) (mount only):

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Fast Cavalry:

Fly (8):

Fly (9):

Frenzy (mount only):

Great Weapon:

Halberd:

Immune to Psychology:

Impact Hits (D6+1):

Innate defence (3+):

Innate Defence (4 +):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Lethal Strike (mount only):

Light Armour:

Light Lance:

Living Weapon:

Mount's Protection (6+):

Palanquin:

Poisoned Javelin:

Poisoned Javelins:

Prey Scent:

Release Rocks:

Shield:

Shields:

Shoot Spikes:

Skirmishers:

Strider (Forest):

Strider (Water):

Stubborn:

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.

Kroxigors



Seigneur Slann



Saurian Veteran - BSB



Saurus AdB



Saurus lanciers



Skinks archers



Teradons



Razordons



Stégadon machine des dieux



Gardes du Temple

