



# SAURIAN ANCIENTS

## LIST SAURIAN ANCIENTS - V1 #2 - 4 927 POINTS



2265 pts (46.00 %) 347 pts (7.00 %) 270 pts (5.00 %) 200 pts (4.00 %) 0 pts (0.00 %) 2045 pts (42.00 %)

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

### Lords



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 20x20mm

270 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									

**Magic** Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths

### Heroes



#### SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20mm

347 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	
<b>Model Rules</b>	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									
<b>Model Rules (Taurosaur)</b>	Impact Hits (D6+1) • Stubborn • Immune to Psychology • Cold-blooded • Poisoned Javelins • Great Bow • Innate defence (3+)									
<b>Model Rules (Taurosaur)</b>	Impact Hits (D6+1) • Stubborn • Immune to Psychology • Cold-blooded • Poisoned Javelins • Great Bow • Innate defence (3+)									

**Options** May take a Shield • Mount : Taurosaur • May take Sharp Horns • May be upgraded to Ancient Taurosaur • Giant Blowpipes (2) • Spear of the Stampede

### Core



#### SAURIAN WARRIORS #1

Saurian Warriors x25 - Standard - Infantry - 20x20mm

1 095 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									

**Options** Champion • Musician • Standard Bearer • Crocodile Warriors



**SKINK BRAVES #1**  
Skink Braves **x32** - Standard - Infantry - 20x20mm

**840 POINTS**



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

<b>Options</b>	2 Caimans • Champion • Musician • Standard Bearer
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**SNAKE SWARMS #1**  
Snake Swarms **x2** - Standard - Infantry - 20x20mm

**55 POINTS**



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



**SNAKE SWARMS #2**  
Snake Swarms **x2** - Standard - Infantry - 20x20mm

**55 POINTS**



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

**Special**



**RAPTOR RIDERS #1**  
Raptor Riders **x5** - Standard - Infantry - 20x20mm

**710 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	
<b>Model Rules</b>	Stupidity • Cold-blooded • Innate Defence (5+) • Shields • Lance • Mount's Protection (5+)									
<b>Model Rules (Rider)</b>	Born Predator									

<b>Options</b>	Standard Bearer
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**TEMPLE GUARD #1**  
Temple Guard **x24** - Standard - Infantry - 20x20mm

**1 555 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 • War Standard
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**Magics**

## Magic items

Spear of the Stampede:

## Magic banners

War Standard:

## Model Rules

Blowpipe:

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Great Weapon:

Halberd:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Lance:

Light Armour:

Mount's Protection (5+):

Palanquin:

Shield:

Shields:

Strider (Water):

Stupidity:

Venomous Tide:

Ward Save (4+):

## Qr codes of your army

You 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 profile with your phone.

Cuatl Lord #1



Raptor Riders #1



Saurian Warriors #1



Skink Braves #1



Skink Captain #1



Snake Swarms #1



Snake Swarms #2



Temple Guard #1

