



SAURIAN ANCIENTS


GME - 5 784 POINTS



1084 pts (19.00 %) 510 pts (9.00 %) 705 pts (12.00 %) 290 pts (5.00 %) 150 pts (3.00 %) 3335 pts (58.00 %)

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

405 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	Unconquerable Will • Ancient Knowledge • Book of Arcane Power (Lords)
Magic	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths



SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 20x20mm

300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warlord	4	6	-	5	5	3	4	5	9	Infantry
Raptor	7	3	-	4	4	1	2	2	2	War Beast
Model Rules	Born Predator • Cold-blooded • Innate Defence (5+)									
Model Rules (Raptor)	Stupidity • Mount's Protection (5+)									
Model Rules (Raptor)	Stupidity • Mount's Protection (5+)									

Options	Great Weapon • Mount : Raptor • Armour of Destiny • Dusk Stone x1 • Divine Icon
----------------	---


Heroes



SKINK CAPTAIN #1

Skink Captain - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
Alpha Rhamphodon	2	3	-	4	3	3	4	2	3	Monstrous Beast
Model Rules	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									
Model Rules (Alpha Rhamphodon)	Prey Scent • Fly (8) • Lethal Strike • Frenzy • Fast Cavalry • Strider (Forest) • Armour Piercing (1) • Cold-blooded									
Model Rules (Alpha Rhamphodon)	Prey Scent • Fly (8) • Lethal Strike • Frenzy • Fast Cavalry • Strider (Forest) • Armour Piercing (1) • Cold-blooded									

Options	Mount : Alpha Rhamphodon • Hero's Sword (Heroes) - Characters only • Hardened Shield • Dragonfire Gem x1
----------------	--



SKINK CAPTAIN - BSB
Skink Captain - BSB - Standard - Infantry - 20x20mm

390 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	Mount : Taurosaur • May be upgraded to Ancient Taurosaur • Engine of the Ancients • Spear of the Stampede • Lucky Shield
----------------	--

Core



SAURIAN WARRIORS #1
Saurian Warriors x10 - Standard - Infantry - 20x20mm

860 POINTS



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

Options	Standard Bearer
----------------	-----------------



SAURIAN WARRIORS #1
Saurian Warriors x10 - Standard - Infantry - 20x20mm

860 POINTS



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

Options	Standard Bearer
----------------	-----------------



SKINK BRAVES #2
Skink Braves x10 - Standard - Infantry - 20x20mm

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
Model Rules (Skink Brave)	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

Options	Skirmish (Max 15 Skinks and no Caimans)
----------------	---





SKINK BRAVES #1
Skink Braves x30 - Standard - Infantry - 20x20mm

875 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 (3)	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 (Caimans (3))	Strider (Water) • Cold-blooded • Born Predator • Combined Strength • Innate Defence (4+) • Great Weapon									

Options	3 Caimans • Musician • Standard Bearer • Gleaming Icon
----------------	--



	SNAKE SWARMS #1 Snake Swarms x2 - Standard - Infantry - 20x20mm	120 POINTS																																
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Snake Swarms</td> <td>5</td> <td>3</td> <td>-</td> <td>2</td> <td>2</td> <td>5</td> <td>1</td> <td>5</td> <td>10</td> <td>Swarm</td> </tr> <tr> <td>Model Rules</td> <td colspan="10">Venomous Tide • Cold-blooded</td> </tr> </tbody> </table>			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							
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
Special	



	CHAMELEONS #1 Chameleons x6 - Standard - Infantry - 20x20mm	74 POINTS																																
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Chameleons</td> <td>6</td> <td>2</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> <td>4</td> <td>1</td> <td>6</td> <td>Infantry</td> </tr> <tr> <td>Model Rules</td> <td colspan="10">Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)</td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Chameleons	6	2	4	3	2	1	4	1	6	Infantry	Model Rules	Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)							
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																								
Chameleons	6	2	4	3	2	1	4	1	6	Infantry																								
Model Rules	Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)																																	

	SKINK HUNTERS #1 Skink Hunters x10 - Standard - Infantry - 20x20mm	320 POINTS																																
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Hunters</td> <td>6</td> <td>2</td> <td>3</td> <td>3</td> <td>2</td> <td>1</td> <td>4</td> <td>1</td> <td>6</td> <td>Infantry</td> </tr> <tr> <td>Model Rules</td> <td colspan="10">Skirmishers • Strider (Water) • Cold-blooded • Shield • Innate Defence (6+) • Poisoned Javelin</td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Hunters	6	2	3	3	2	1	4	1	6	Infantry	Model Rules	Skirmishers • Strider (Water) • Cold-blooded • Shield • Innate Defence (6+) • Poisoned Javelin							
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																								
Hunters	6	2	3	3	2	1	4	1	6	Infantry																								
Model Rules	Skirmishers • Strider (Water) • Cold-blooded • Shield • Innate Defence (6+) • Poisoned Javelin																																	

Options	gain Vanguard
----------------	---------------

	SKINK SKY-RIDERS #1 Skink Sky-Riders x3 - Standard - Infantry - 20x20mm	345 POINTS																																																					
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Rider</td> <td>6</td> <td>2</td> <td>3</td> <td>3</td> <td>2</td> <td>1</td> <td>4</td> <td>1</td> <td>5</td> <td rowspan="2">Monstrous Cavalry</td> </tr> <tr> <td>Rhamphodon</td> <td>2</td> <td>3</td> <td>-</td> <td>4</td> <td>3</td> <td>2</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td>Model Rules</td> <td colspan="10">Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)</td> </tr> <tr> <td>Model Rules (Rhamphodon)</td> <td colspan="10">Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour</td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry	Rhamphodon	2	3	-	4	3	2	4	2	3	Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)										Model Rules (Rhamphodon)	Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour							
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																																													
Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry																																													
Rhamphodon	2	3	-	4	3	2	4	2	3																																														
Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)																																																						
Model Rules (Rhamphodon)	Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour																																																						

Options	Rhamphodon • May take Shield
----------------	------------------------------

	SKINK SKY-RIDERS #2 Skink Sky-Riders x3 - Standard - Infantry - 20x20mm	345 POINTS																																																					
	<table border="1"> <thead> <tr> <th>Troops</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Rider</td> <td>6</td> <td>2</td> <td>3</td> <td>3</td> <td>2</td> <td>1</td> <td>4</td> <td>1</td> <td>5</td> <td rowspan="2">Monstrous Cavalry</td> </tr> <tr> <td>Rhamphodon</td> <td>2</td> <td>3</td> <td>-</td> <td>4</td> <td>3</td> <td>2</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td>Model Rules</td> <td colspan="10">Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)</td> </tr> <tr> <td>Model Rules (Rhamphodon)</td> <td colspan="10">Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour</td> </tr> </tbody> </table>			Troops	M	WS	BS	S	T	W	I	A	Ld	Type	Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry	Rhamphodon	2	3	-	4	3	2	4	2	3	Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)										Model Rules (Rhamphodon)	Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour							
Troops	M	WS	BS	S	T	W	I	A	Ld	Type																																													
Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry																																													
Rhamphodon	2	3	-	4	3	2	4	2	3																																														
Model Rules	Cold-blooded • Poisoned Javelin • Light Lance • Innate Defence (6+)																																																						
Model Rules (Rhamphodon)	Frenzy (mount only) • Armour Piercing (1) (mount only) • Lethal Strike (mount only) • Fly (8) • Skirmishers • Fast Cavalry • Strider (Forest) • Prey Scent • Mount's Protection (6+) • Light Armour																																																						

Options	Rhamphodon • May take Shield
----------------	------------------------------

Rare



SALAMANDER #1
Salamander **x2** - *Standard* - *Infantry* - *20x20mm*

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
Model Rules	Living Artillery • Skirmishers • Strider (Water) • Cold-blooded • Innate Defence (4+)									
Model Rules (Salamander)	Spout Flames • Flame Thrower Artillery Weapon									

Magics

Magic items

Book of Arcane Power (Lords):

Armour of Destiny:

Divine Icon:

Dusk Stone:

Dragonfire Gem:

Hardened Shield:

Hero's Sword (Heroes) - Characters only:

Lucky Shield:

Spear of the Stampede:

Magic banners

Gleaming Icon:

Model Rules

Armour Piercing (1) (mount only):

Blowpipe:

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Fast Cavalry:

Flame Thrower Artillery Weapon:

Fly (8):

Fly (9):

Frenzy (mount only):

Great Weapon:

Hard Target:

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Lethal Strike (mount only):

Light Armour:

Light Lance:

Living Artillery:

Mount's Protection (6+):

Palanquin:

Poisoned Javelin:

Prey Scent:

Release Rocks:

Scout:

Scouts:

Shield:

Skirmishers:

Spout Flames:

Strider (Forest):

Strider (Water):

Venomous Tide:

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.

Chameleons #1



Cuatl Lord #1



Salamander #1



Saurian Warlord #1



Saurian Warriors #1



Saurian Warriors #1



Skink Braves #2



Skink Braves #1



Skink Captain #1



Skink Captain - BSB



Skink Hunters #1



Skink Sky-Riders #1



Skink Sky-Riders #2



Snake Swarms #1



