



SAURIAN ANCIENTS

STARTER SAURIANS - 1 572 POINTS



324 pts (21.00%) 0 pts (0.00%) 270 pts (17.00%) 0 pts (0.00%) 0 pts (0.00%) 978 pts (62.00%)

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 - 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
Model Rules	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

Core



SAURIAN WARRIORS #1

Saurian Warriors x16 - Standard - Infantry - 20x20mm

978 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

Special



SKINK HUNTERS #1

Skink Hunters x12 - Standard - Infantry - 20x20mm

324 POINTS



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 | Replace Poisoned Javelin and Shield for Blowpipe

Magics

Model Rules

Born Predator:

Cold-blooded:

Cold-blooded:

Hard Target:

Innate Defence (5+):

Innate Defence (6+):

Palanquin:

Poisoned Javelin:

Scout:

Shield:

Skirmishers:

Strider (Water):

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 profil with your phone.

Cuatl Lord #1



Saurian Warriors #1



Skink Hunters #1

