



SAURIAN ANCIENTS

LIST SAURIAN ANCIENTS - V1 #3 - 7 061 POINTS



2658 pts (38.00 %) 493 pts (7.00 %) 270 pts (4.00 %) 200 pts (3.00 %) 340 pts (5.00 %) 3300 pts (47.00 %)

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 |
| 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

Heroes



SKINK CAPTAIN - BSB

Skink Captain - BSB - Standard - Infantry - 20x20mm

368 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 Light Lance • Mount : Taurosaur • May take Sharp Horns • May be upgraded to Ancient Taurosaur

Magic items Spear of the Stampede • Lucky Charm



SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

125 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 6 | Infantry |
| Model Rules | Cold-blooded • Telepathic Link • Innate Defence (6+) | | | | | | | | | |

Options Level 2 (Wizard Apprentice)

Magic items Dispel Scroll

Magic Level 1 Wizard Apprentice . Generate spells from Path of Wilderness or Heavens.

Core



SAURIAN WARRIORS #2
Saurian Warriors x20 - Standard - Infantry - 20x20mm

1 030 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 | |
| Model Rules | Cold-blooded • Born Predator • Innate Defence (5+) • Shield | | | | | | | | | |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Crocodile Warriors |
|----------------|--|



SAURIAN WARRIORS #2
Saurian Warriors x20 - Standard - Infantry - 20x20mm

1 030 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 | |
| Model Rules | Cold-blooded • Born Predator • Innate Defence (5+) • Shield | | | | | | | | | |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Crocodile Warriors |
|----------------|--|



SKINK BRAVES #1
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+) | | | | | | | | | |

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|----------------|--------------------------------------|
| Options | Replace Javelin for Poisoned Javelin |
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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 | Replace Javelin for Poisoned Javelin |
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Special



CAIMANS #1
Caimans x3 - Standard - Infantry - 20x20mm

358 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+) | | | | | | | | | |

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| Options | May replace Halberd with Great Weapon • Champion • May take Light Armour |
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RAPTOR RIDERS #1

Raptor Riders x5 - Standard - Infantry - 20x20mm

755 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|----------------------------|--|----|----|---|---|---|---|---|----|---------|
| Rider | 4 | 4 | - | 4 | 4 | 1 | 2 | 2 | 8 | Cavalry |
| Champion | 4 | 5 | - | 4 | 4 | 1 | 2 | 3 | 8 | |
| Raptor | 7 | 3 | - | 4 | 4 | 1 | 2 | 2 | 2 | |
| Model Rules | Stupidity • Cold-blooded • Innate Defence (5+) • Shields • Lance • Mount's Protection (5+) | | | | | | | | | |
| Model Rules (Rider) | Born Predator | | | | | | | | | |

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| Options | Champion • Musician • Standard Bearer |
| Magic banners | Banner of Speed (Banner Enchantment) |



TEMPLE GUARD #1

Temple Guard x21 - Standard - Infantry - 20x20mm

1 545 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 | | | | | | | | | |

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|----------------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Totem of Mixoatl (Banner Enchantment) |

Rare



SALAMANDER #1

Salamander - Standard - Infantry - 20x20mm

75 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 | | | | | | | | | |



TAUROSAUR #1

Taurosauro - Standard - Infantry - 20x20mm

265 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------------|---|----|----|----|---|----|---|---|----|----------------|
| Taurosauro | 6 | 3 | - | 5 | 6 | 5 | 2 | 4 | - | Ridden Monster |
| Bonus Ancient Taurosauro | - | - | - | +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 | | | | | | | | | |

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|----------------|--|
| Options | May take Sharp Horns • May be upgraded to Ancient Taurosauro • Two Giant Blowpipes |
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Magics

Magic items

Dispel Scroll:

Lucky Charm:

Spear of the Stamped:

Magic banners

Banner of Speed:

Totem of Mixcoatl:

Model Rules

Blowpipe:

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Flame Thrower Artillery Weapon:

Great Weapon:

Halberd:

Immune to Psychology:

Impact Hits (D6+1):

Innate defence (3+):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Lance:

Light Armour:

Living Artillery:

Mount's Protection (5+):

Palanquin:

Poisoned Javelins:

Shield:

Shields:

Skirmishers:

Spout Flames:

Strider (Water):

Stubborn:

Stupidity:

Telepathic Link:

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.

Caimans #1



Cuatl Lord #1



Raptor Riders #1



Salamander #1



Saurian Warriors #2



Saurian Warriors #2



Skink Braves #1



Skink Braves #2



Skink Captain - BSB



Skink Priest #1



Taurosaur #1



Temple Guard #1

