



SAURIAN ANCIENTS

LIZARDMEN - 5 292 POINTS



1025 pts (19.00 %) 352 pts (7.00 %) 645 pts (12.00 %) 40 pts (1.00 %) 225 pts (4.00 %) 3045 pts (58.00 %)

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*

355 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
Magic items	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*

290 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	Light Armour • Mount : Raptor
Magic items	Sword of Strength • Dragonscale Helm • Sprout of Rebirth • Divine Icon

Heroes



SAURIAN VETERAN - BSB

Saurian Veteran - *BSB - Standard - Infantry - 20x20mm*

170 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
Magic items	Mithril Mail - models on foot only (Heroes) • Dragonfire Gem
Magic banners	Banner of Discipline (Banner Enchantment)



SKINK CAPTAIN #2


Skink Captain - *Standard - Infantry - 20x20mm*

82 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Captain	6	4	4	4	3	2	6	3	6	Infantry
Model Rules	Strider (Water) • Cold-blooded • Light Armour • Innate Defence (6+) • Blowpipe									

Options	May take a Shield
Magic items	Serpent Bow



SKINK PRIEST #1

Skink Priest - *Standard - Infantry - 20x20mm*

100 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+)									

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


Core



SAURIAN WARRIORS #1

Saurian Warriors x35 - *Standard - Infantry - 20x20mm*

1 205 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
Magic banners	War Standard (Banner Enchantment)



SKINK BRAVES #2

Skink Braves x10 - *Standard - Infantry - 20x20mm*

610 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	Musician
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SKINK BRAVES #3

Skink Braves x10 - *Standard - Infantry - 20x20mm*

610 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	Musician
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SKINK BRAVES #1

Skink Braves x12 - *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	Musician
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Special



CAIMANS #1

Caimans x7 - *Standard - Infantry - 20x20mm*

525 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	
Model Rules	Strider (Water) • Cold-blooded • Born Predator • Halberd • Innate Defence (4+)									

Options	Champion • Musician • Standard Bearer
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SKINK SKY-RIDERS #2

Skink Sky-Riders x5 - *Standard - Infantry - 20x20mm*

370 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	6	2	3	3	2	1	4	1	5	
Pteradon	2	3	-	4	3	2	2	1	3	Monstrous Cavalry
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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SUN ENGINE #1

Sun Engine - *Standard - Infantry - 20x20mm*

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thyroscutus	4	3	-	4	5	4	1	3	6	Ridden Monster
Skink Crew (4)	-	2	3	3	-	-	4	1	6	Ridden Monster
Model Rules	Cold-blooded • Innate Defence (2+)									
Model Rules (Thyroscutus)	Crush Attack									
Model Rules (Skink Crew (4))	Poisoned Javelins									

Rare



SALAMANDER #2

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									



SALAMANDER #2

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):

Dispel Scroll:

Divine Icon:

Dragonfire Gem:

Dragonscale Helm:

Mithril Mail - models on foot only (Heroes):

Serpent Bow:

Sprout of Rebirth:

Sword of Strength:

Magic banners

Banner of Discipline:

War Standard:

Model Rules

Armour Piercing (1) (mount only):

Blowpipe:

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Crush Attack:

Fast Cavalry:

Flame Thrower Artillery Weapon:

Fly (8):

Fly (9):

Frenzy (mount only):

Great Weapon:

Halberd:

Innate Defence (2+):

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:

Poisoned Javelins:

Prey Scent:

Release Rocks:

Shield:

Skirmishers:

Spout Flames:

Strider (Forest):

Strider (Water):

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



Salamander #2



Salamander #2



Saurian Veteran - BSB



Saurian Warlord #1



Saurian Warriors #1



Skink Braves #2



Skink Braves #3



Skink Braves #1



Skink Captain #2



Skink Priest #1



Skink Sky-Riders #2



Sun Engine #1

