



SAURIAN ANCIENTS



MES COSES PINTADAS :P - 7 360 POINTS

2445 pts (33.00%) 0 pts (0.00%) 420 pts (6.00%) 0 pts (0.00%) 445 pts (6.00%) 4050 pts (55.00%)

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

Lords



CUATL LORD - BSB

Cuatl Lord - BSB - Standard - Infantry - 20x20mm

420 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	Ward Save (4+) • Cold-blooded • Palanquin • 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 #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
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



SAURIAN WARRIORS #1

Saurian Warriors x30 - Standard - Infantry - 20x20mm

1 160 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



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+)									

Options | Skirmish (Max 15 Skinks and no Caimans)



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)
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SKINK BRAVES #3

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)
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Special



RAPTOR RIDERS #1

Raptor Riders x8 - Standard - Infantry - 20x20mm

835 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									

Options	Champion • Musician • Standard Bearer
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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
Thyrosctus	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 (Thyrosctus)	Crush Attack									
Model Rules (Skink Crew (4))	Poisoned Javelins									



TEMPLE GUARD #1

Temple Guard x20 - Standard - Infantry - 20x20mm

1 480 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									

Options	Champion • Musician • Standard Bearer
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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									



TAUROSAUR #1

Taurosaur - Standard - Infantry - 20x20mm

295 POINTS



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

Options	May take Sharp Horns • May be upgraded to Ancient Taurosaur • Engine of the Ancients
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Magics

Model Rules

Bodyguard (General):

Born Predator:

Cold-blooded:

Cold-blooded:

Combined Strength:

Crush Attack:

Flame Thrower Artillery Weapon:

Great Weapon:

Halberd:

Immune to Psychology:

Impact Hits (D6+1):

Innate Defence (2+):

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:

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.

Cuatl Lord - BSB



Raptor Riders #1



Salamander #1



Saurian Warriors #2



Saurian Warriors #1



Skink Braves #1



Skink Braves #2



Skink Braves #3



Sun Engine #1



Taurosaur #1



Temple Guard #1

