



# SAURIAN ANCIENTS

## LIST SAURUS SUR SANG FROID - V1 - 5 461 POINTS



1086 pts (20.00%) 375 pts (7.00%) 715 pts (13.00%) 110 pts (2.00%) 160 pts (3.00%) 3125 pts (57.00%)

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

### Lords



#### CUATL LORD - BSB- BAGUETTE DE JADE ( OBJ 3 +1PV) - LIVRE (+1 SORT +1 DISSIP) 390 POINTS



Cuatl Lord - BSB - Standard - Infantry - 20x20mm

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cuatl Lord	4	2	3	3	4	4	2	1	9	Infantry
<b>Model Rules</b>	Ward Save (4+) • Cold-blooded • Palanquin • Cold-blooded									

<b>Magic items</b>	Jade Staff • Book of Arcane Power (Lords)
<b>Magic</b>	Level 4 Wizard Master . Generate spells from the Path of White Magic or any of the Battle Magic Paths



#### SAURIAN WARLORD-HEAUME DE TROMPERIE (RELANCE POUR BLESSER)- TALISMAN SUPP (INVU+4)- STATUT DIVINE) 325 POINTS



Saurian Warlord - Standard - Infantry - 20x20mm

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
<b>Model Rules</b>	Born Predator • Cold-blooded • Innate Defence (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									

<b>Options</b>	Light Armour • Great Weapon • Mount : Raptor
<b>Magic items</b>	Bluffer's Helm - cannot be taken by Large Targets • Talisman of Supreme Shielding • Divine Icon

### Heroes



#### SAURIAN VETERAN-EPEE DE FORCE (+1 FORCE) - SCEOTRE DOMINATION (TENACE 1 TOUR) 185 POINTS



Saurian Veteran - Standard - Infantry - 20x20mm

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Veteran	4	5	-	5	5	2	3	4	8	Infantry
Raptor	7	3	-	4	4	1	2	2	2	War Beast
<b>Model Rules</b>	Cold-blooded • Born Predator • Innate Defence (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									

<b>Options</b>	Light Armour • Mount : Raptor
<b>Magic items</b>	Sceptre of Dominion • Sword of Strength • Lucky Shield



## SAURIAN VETERAN-EPEE DIVINE (ATT DIVINE +RELANCE POUR BLESSER)-190 POINTS

### BAGUZ OBSIDIENNE (RM2)

Saurian Veteran - Standard - Infantry - 20x20mm



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Veteran	4	5	-	5	5	2	3	4	8	Infantry
Raptor	7	3	-	4	4	1	2	2	2	War Beast
<b>Model Rules</b>	Cold-blooded • Born Predator • Innate Defence (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									

<b>Options</b>	Shield • Light Armour • Mount : Raptor
<b>Magic items</b>	Blessed Sword • Obsidian Rock

## Core



## SAURIAN WARRIORS #1

Saurian Warriors x25 - Standard - Infantry - 20x20mm

1 025 POINTS



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

<b>Options</b>	Musician
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## 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
<b>Model Rules (Skink Brave)</b>	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

<b>Options</b>	Musician • Standard Bearer
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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
<b>Model Rules (Skink Brave)</b>	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

<b>Options</b>	Musician • Standard Bearer
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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
<b>Model Rules (Skink Brave)</b>	Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)									

<b>Options</b>	Musician • Standard Bearer
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### Snake Swarms #1

Snake Swarms x2 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Snake Swarms	5	3	-	2	2	5	1	5	10	Swarm
<b>Model Rules</b>	Venomous Tide • Cold-blooded									

<b>Options</b>	May gain Scout
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### Snake Swarms #2

Snake Swarms x2 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Snake Swarms	5	3	-	2	2	5	1	5	10	Swarm
<b>Model Rules</b>	Venomous Tide • Cold-blooded									

<b>Options</b>	May gain Scout
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Special



### Chameleons #1

Chameleons x7 - Standard - Infantry - 20x20mm

83 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chameleons	6	2	4	3	2	1	4	1	6	Infantry
<b>Model Rules</b>	Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)									



### Chameleons #2

Chameleons x7 - Standard - Infantry - 20x20mm

83 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chameleons	6	2	4	3	2	1	4	1	6	Infantry
<b>Model Rules</b>	Hard Target • Scouts • Skirmishers • Strider (Water) • Cold-blooded • Blowpipe • Innate Defence (6+)									



### Raptor Riders #1

Raptor Riders x9 - Standard - Infantry - 20x20mm

920 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	
<b>Model Rules</b>	Stupidity • Cold-blooded • Innate Defence (5+) • Shields • Lance • Mount's Protection (5+)									
<b>Model Rules (Rider)</b>	Born Predator									

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Totem of Mixoatl (Banner Enchantment)

Rare



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

**160** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Salamander	6	3	4	4	4	3	4	3	6	Monstrous Beast
<b>Model Rules</b>	Living Artillery • Skirmishers • Strider (Water) • Cold-blooded • Innate Defence (4+)									
<b>Model Rules (Salamander)</b>	Spout Flames • Flame Thrower Artillery Weapon									

## Magics

### Magic items

**Blessed Sword:**

**Bluffer's Helm - cannot be taken by Large Targets:**

**Book of Arcane Power (Lords):**

**Divine Icon:**

**Jade Staff:**

**Lucky Shield:**

**Obsidian Rock:**

**Sceptre of Dominion:**

**Sword of Strength:**

**Talisman of Supreme Shielding:**

### Magic banners

**Totem of Mixoatl:**

### Model Rules

**Blowpipe:**

**Born Predator:**

**Cold-blooded:**

**Cold-blooded:**

**Combined Strength:**

**Flame Thrower Artillery Weapon:**

**Great Weapon:**

**Hard Target:**

**Innate Defence (4+):**

**Innate Defence (5+):**

**Innate Defence (6+):**

**Javelin:**

**Lance:**

**Living Artillery:**

**Mount's Protection (5+):**

**Palanquin:**

**Scouts:**

**Shield:**

**Shields:**

**Skirmishers:**

**Spout Flames:**

**Strider (Water):**

**Stupidity:**

**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



Chameleons #2



Cuatl Lord - BSB- Baguette de jade ( Obj 3  
+1PV) - Livre (+1 Sort +1 Dissip)



Raptor Riders #1



Salamander #1



Saurian Veteran-Epée de force (+1 Force) -  
Sceotre Domination (Tenace 1 tour)



Saurian Veteran-Epée Divine (Att Divine  
+Relance pour blesser)- Baguz Obsidienne  
(RM2)



Saurian Warlord-Heaume de Tromperie

(Relance pour blesser)- Talisman Supp  
(Invu+4)- Statut divine)



Saurian Warriors #1



Skink Braves #1



Skink Braves #2



Skink Braves #3



Snake Swarms #1



Snake Swarms #2