



SAURIAN ANCIENTS

CAC 1XCARNO - 4 556 POINTS



1606 pts (35.00%) 410 pts (9.00%) 485 pts (11.00%) 170 pts (4.00%) 240 pts (5.00%) 1815 pts (40.00%)

Special **Heroes** **Lords** **Mount** **Rare** **Core**

(50 Max) (50 Max) (50 Max) (0 NoLimit) (25 Max) (25 Least)

Lords

SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 20x20mm

300 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	Great Weapon • Mount : Raptor
Magic items	Glittering Cuirass • Talisman of Supreme Shielding • Divine Icon

SKINK HIGH PRIEST #1

Skink High Priest - Standard - Infantry - 20x20mm

185 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink High Priest	6	2	3	3	3	3	4	1	7	Infantry
Model Rules	Telepathic Link • Strider (Water) • Cold-blooded • Innate Defence (6+)									

Magic items	Gemstone Amulet
Magic	Level 3 Wizard Master . Generate spells from Path of Wilderness, Heavens, Light or Nature.

Heroes

SAURIAN VETERAN - BSB

Saurian Veteran - BSB - Standard - Infantry - 20x20mm

310 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Veteran	4	5	-	5	5	2	3	4	8	Infantry
Carnosaur	7	3	-	6	5	4	2	4	5	Monstrous Beast
Model Rules	Cold-blooded • Born Predator • Innate Defence (5+)									
Model Rules (Carnosaur)	Cold-blooded • Fear • Large Target • Frenzy									
Model Rules (Carnosaur)	Cold-blooded • Fear • Large Target • Frenzy									

Options	Shield • Lance • Mount : Carnosaur
Magic items	Armour of Destiny

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

	SKINK BRAVES #2 Skink Braves x15 - Standard - Infantry - 20x20mm	655 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Champion	6	3	4	3	2	1	4	2	5	
Model Rules (Skink Brave)		Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)								



Options	Champion • Musician • Standard Bearer
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	SKINK BRAVES #1 Skink Braves x40 - Standard - Infantry - 20x20mm	920 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Brave	6	2	3	3	2	1	4	1	5	Infantry
Caimans (2)	6	3	-	5	4	3	2	3	7	Monstrous Infantry
Champion	6	3	4	3	2	1	4	2	5	
Model Rules (Skink Brave)		Strider (Water) • Cold-blooded • Javelin • Shield • Innate Defence (6+)								
Model Rules (Caimans (2))		Strider (Water) • Cold-blooded • Born Predator • Combined Strength • Innate Defence (4+) • Great Weapon								

Options	2 Caimans • Champion • Musician • Standard Bearer • May have Poisoned Attacks (Close Combat only)
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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
Model Rules		Venomous Tide • Cold-blooded								

Options	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
Model Rules		Venomous Tide • Cold-blooded								

Options	May gain Scout
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Special



ALTAR OF THE SNAKE-GOD #1

Altar of the Snake-God - Standard - Infantry - 20x20mm

145 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	
Model Rules	Cold-blooded • Innate Defence (2+)									
Model Rules (Thyroscutus)	Crush Attack									
Model Rules (Skink Crew (4))	Poisoned Javelins									



CAIMANS #1

Caimans x8 - Standard - Infantry - 20x20mm

626 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+)									

Options	Champion • Musician • Standard Bearer • May take Light Armour
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SKINK HUNTERS #2

Skink Hunters x5 - Standard - Infantry - 20x20mm

275 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
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SKINK HUNTERS #3

Skink Hunters x5 - Standard - Infantry - 20x20mm

275 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
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SKINK HUNTERS #1

Skink Hunters x5 - Standard - Infantry - 20x20mm

285 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hunters	6	2	3	3	2	1	4	1	6	Infantry
Bonus Chameleon	-	-	-	-	-	-	-	-	-	
Model Rules	Skirmishers • Strider (Water) • Cold-blooded • Shield • Innate Defence (6+) • Poisoned Javelin									
Model Rules (Bonus Chameleon)	Scout • Hard Target									

Options	be upgrade to Chameleon
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Rare



SPEARBACK #1

Spearback x2 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spearback	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Weapon • Skirmishers • Strider (Water) • Cold-blooded • Shoot Spikes • Innate Defence (4 +)									



SPEARBACK #2

Spearback x2 - Standard - Infantry - 20x20mm

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spearback	6	3	4	4	4	3	4	3	6	Monstrous Beast
Model Rules	Living Weapon • Skirmishers • Strider (Water) • Cold-blooded • Shoot Spikes • Innate Defence (4 +)									

Magics

Magic items

Armour of Destiny:

Dispel Scroll:

Divine Icon:

Gemstone Amulet:

Glittering Cuirass:

Talisman of Supreme Shielding:

Model Rules

Born Predator:

Cold-blooded:

Combined Strength:

Crush Attack:

Great Weapon:

Halberd:

Hard Target:

Innate Defence (2+):

Innate Defence (4 +):

Innate Defence (4+):

Innate Defence (5+):

Innate Defence (6+):

Javelin:

Living Weapon:

Poisoned Javelin:

Poisoned Javelins:

Scout:

Shield:

Shoot Spikes:

Skirmishers:

Strider (Water):

Telepathic Link:

Venomous Tide:

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.

Altar of the Snake-God #1



Caimans #1



Saurian Veteran - BSB



Saurian Warlord #1



Skink Braves #2



Skink Braves #1



Skink High Priest #1



Skink Hunters #2



Skink Hunters #3



Skink Hunters #1



Skink Priest #1



Snake Swarms #1



Snake Swarms #2



Spearback #1



Spearback #2

