

2996pts - Saurian Ancients - Warlord Xiu's Blazing Cohort (v3)

1055 - Characters																
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	
490 - Saurian Warlord	Sta	Inf	4	8	8	3	6	5	2		5	6	5	2	4	
	General, Shield, Heavy Armour (Taurosaur's Vigour), Spear (Glory of the Dawn Age), Talisman of Shielding <ul style="list-style-type: none"> • Taurosaur's Vigour: The wearer gains +1 Armour and +1 Health Point. • Glory of the Dawn Age: Attacks made with this weapon gain +1 Strength, Magical Attacks, and Multiple Wounds (2). • Talisman of Shielding: The bearer gains Aegis (5+). 															
325 - Caiman Ancient	Lar	Inf	6	12	7	4	5	5	3		4	5	5	2	3	
	Battle Standard Bearer, Light Armour (Destiny's Call), Replace Halberd with Great Weapon <ul style="list-style-type: none"> • Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this. 															
Caiman Ancient (Stomp Attacks)											4	5	5	2	3	
240 - Skink Priest	Sta	Inf	6	12	5	2	2	2	1		1	2	3	0	4	
	Wizard Adept, Shamanism, Magical Heirloom <ul style="list-style-type: none"> • Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it. 															
606 - Core																
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	
411 - 19 Saurian Warriors	Sta	Inf	4	8	8	1	3	4	2		2	3	4	1	2	
	Jaguar, Standard Bearer (Banner of the Relentless Company), Musician, Champion <ul style="list-style-type: none"> • Jaguar: The Saurian Warrior gains +1 Advance Rate and +2 March Rate. • Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15" with the following restrictions: Characters cannot voluntarily leave the bearer's unit. The bearer's unit cannot perform any Shooting Attacks. Only a single Banner of the Relentless Company may be activated during the same phase. The effects last until the end of the Player Turn. 															
195 - 15 Skink Braves	Sta	Inf	6	12	5	1	2	2	1		1	2	3	0	4	
	Bow (4+), Standard Bearer, Musician, Champion															
460 - Special																
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	
250 - 5 Raptor Riders	Sta	Cav	7	14	8	1	4	4	4		2	4	4	1	2	
	Champion															
Raptor											2	3	4	1	2	
210 - 3 Caimans	Lar	Inf	6	12	7	3	3	4	3		3	3	5	2	2	
	Halberd															
Caiman (Stomp Attacks)											3	3	5	2	2	
300 - Jungle Guerillas																
Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	
165 - Weapon Beasts	Lar	Bea	6	12	6	3	3	4	3		3	3	4	1	4	
	Salamander															

Weapon Beast (Stomp Attacks)												3	3	4	1	4
135 - 5 Chameleons	Sta	Inf	6	12	6	1	2	2	1			1	2	3	0	4
575 - Thunder Lizards																
	Name	Hgt	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi
575 - Taurosaur	Gig	Bea	6	10	7	6	3	6	4			1	2	3	0	4
	Engine of the Ancients															
Taurosaur												4	3	6	3	2
Taurosaur (Impact Hits)												4	3	6	3	2
Taurosaur (Stomp Attacks)												4	3	6	3	2