

the “old slann” were basically the old ones in older versions of 40k soo i made degenerate slann i’ll also have a normal slann list too for you guys..... eventually



A sauri warrior, one of the many creations of the slann

The old slann are the degenerate remnants of a race that once dominated the galaxy before it fell in what would be known as the war in heaven to the eldar.

While the war was in the favor of the c'tan and their undying legions of necron slaves the old slann sent several spacecraft far to the galactic north, to an isolated star where the a craft would land. This craft carried slann embryos that would gestate over time and soon a new generation of slann were born they would proceed to terraform the world and settle. Although one day several objects were seen falling through the atmosphere. One of these objects was a ship containing spores that would grow into orcs and another was an eldar ship. Soon the slann found themselves overwhelmed by the hordes of feral orcs, although the slann were more technologically advanced they could not hold out against the orcs extreme numbers. Eventually to combat the orcs the slann would return to their genetics labs where their forefathers had been gestated and used a slann genetic base which was then modified to become more reptilian agile and thus forth came the skinks thousands were produced along with other subspecies including the stealthy chameleon skinks and the war loving red crested skinks. They eventually were able to drive the orcs off the jungle continent of which the slann had claimed as their own. Unfortunately the forces of chaos would soon leak into the world leading to a demonic incursion. The eldar holed up in their cities and fortresses while the slann would attempt to break the tide of demons during this crisis the slann would create monstrous war beasts and new breeds of warrior servants, the noble skink was bulked up and genetically engineered for the front line these would become the sauri taking combat roles from the slann and allowing them to focus on mastering the powers of the warp. Soon it was evident that an even stronger warrior was needed and so came the kroxigors huge towering walking tanks that were mutated from the native crocodilians, after many battles the slann and eldar psykers were able to close the warp rifts and defeat the demons although many years later the world was engulfed in a warp storm for hundreds of years until it receded. During the warp storm the slann and eldar had regressed into primitive states during this "dark age" the slann had rapidly degenerated into forms more closely resembling their amphibian ancestors, they lost nearly all advanced tech and instead of cloning new warriors used their warp powers to create pools to spawn them from. Their culture became even closer in resemblance ancient mesoamerica going as far as sacrificing captives taken in battle, whether they were dark elf, or high elf, orc or even a chaos tainted species of rodent men that had sprung up after the demonic invasions. Soon the slann lords of the first city of Itza Topan were faced with reports of strange craft in the skies above and the razing of several cities by unknown assailants. The high tlatoani, Itzcoatl-quar would lead a large force to meet the invaders in the field, it was not long before the army was ambushed and routed by the invaders who were a lost imperial guard regiment, soon they would arrive at the city of the sun called huexotla which was seemingly abandoned before the humans could arrive. When the guard entered the innermost area of the city, the temple district which was surrounded by a massive wall, the inhabitants of the city quickly flooded out of their temples and down from the massive walls, swarming the regiment and destroying it. The captives taken were sacrificed to the slann's bloodthirsty god Sotek, however many guardsmen remained outside the city and began to siege huexotla. After months warhosts from other cities arrived to free the encircled

city yet were stopped dead in their tracks by the entrenched guards men, soon the plague riddled defenders would attempt a desperate breakthrough to no success, now depleted, tired, and diseased the huexotla garrison would turn to Sotek for help sacrificing hundreds of skinks and thousands of captives from previous wars, yet their god would not respond, eventually the guard regiment broke through the cities defensive positions and were slaughtering their way closer to the great temple Sotek when an experienced sauri general, Onotlatlatzin-Coatl also called the bane of rat demons, would sacrifice himself on the blood soaked altars of the temple of Sotek while he and the remaining defenders chanted praises to Sotek, this act caught the attention of Sotek who would manifest himself as a massive feathered serpent just as the humans breached the temple district. One can only imagine the horror the guardsmen felt watching a massive serpent the size of a titan rise in to the sky as the dead reptilian xenos began to rise and fight once more. The guard was soon wiped out and their ship ripped out of orbit by the slann physkers. The slann would reverse engineer the technology of the humans and strike out into the void, force fields ripple around the hulking forms of charging kroxigors and las bolts share the air with the war chants of sauri warriors clad in environmental suits covered in gold armor as they rip through whole armies with zeal found only in the most fanatical space marines or servants of chaos for now they know their gods are watching, and are ready to prove themselves as the rightful rulers of this galaxy

It is the 41st millenium, and among the Screaming of countless souls that echo across the void, there is only war.

NOTE: the slann warhosts have the ability SOTEK'S BLESSING in which they can sacrifice X amount of units from one unit to gain melee rerolls for half that number in turns or resurrect some models of a different kind via the "heart" system
 UNITS

HEART SYSTEM : when an enemy of the slann is killed in hand to hand combat it is customary for the victor to tear the beating heart from the body of the defeated and offer it to the gods. When a model of the opposing army is killed then a "heart" is earned when you have enough you can spend the hearts to resurrect a dead squad of that value, however if a unit sacrifices itself you get half that amount. Sooo i guess they can also work as points until i get that figured out

Sauri Temple Guard 5+ models (10 hearts) 2 per model
 M WS BS S T W A LD Sv Weapons: "Ancient-polearm" TYPE RANGE S AP D
 5" 3+ 3+ 4 4 1 2 10 4+ melee melee 3 -1 1
 "Shield and jaws" TYPE RANGE S AP D

Melee melee user -

1

“Las-pistol” TYPE RANGE S AP D
Pistol 1 12” 3 0 1

-all models can trade in their las-pistols for hand flamers and if the unit has 10 or more 1/3 of the unit may take a heavy weapon and all models can have frag grenades-

- Leader is called an Alpha Guardian and makes 3 attacks instead of 2
- Unit can have a sauri equipped with a wardrum if so the unit can double its move speed when it moves but can't charge or run that turn

Sauri Warriors 10+ models (20 hearts) 2 per model

M WS BS S T W A LD Sv Weapons: “Ancient club” TYPE RANGE S AP D
5” 4+ 4+ 3 4 1 1 10 5+ melee melee user -2 1

“Ancient spear” TYPE RANGE S AP D
Melee melee 2 -1 1

“Jaws and shields” TYPE RANGE S AP D
Melee melee user - 1

“Las-pistol” TYPE RANGE S AP D
Pistol 1 12” 3 0 1

-all models can trade in their las-pistols for hand flamers and if the unit has 10 or more 1/3 of the unit may take a heavy weapon. all models can have frag grenades-

- Leader is called an Alpha talon and makes 2 attacks rather than 1
- Unit can equip have a single sauri with a wardrum so if the player chooses they can double the movement speed of the unit but wont charge or run that turn
- ORDERED COHORT: if the unit has 20+ models add 1 to hit rolls ad if there are 30+ models then add 1 to the number of attacks made by each model

Sauri Astrolith bearer 1 model (5 hearts)

M WS BS S T W A LD Sv Weapons: “Ancient war-pick” TYPE RANGE S AP D
5” 3+ 3+ 4 4 6 3 10 4+ melee melee 1 -2 1

“Fearsome jaws” TYPE RANGE S AP D
Melee melee user - 1

- Celestial Conduit: In your next turn, this model can plant its great Astrolith and activate its powers. Until your next turn, you may not move this model, but you may add 1 to the result of the casting roll when a slann psyker in your army attempts to cast any spells. If the spell is cast, add 8" to its range.
- Proud Defiance: While the Astrolith is planted, you can re-roll any failed hit rolls made for this model and any slann units from your army within 10".

Sauri Calvary 5+ models (10 hearts) 2 per model

M WS BS S T W A LD Sv Weapons: "Ancient blade" TYPE RANGE S AP

D

7" 3+ 4+ 4 4 2 2 10 5+ melee melee user

-2 1

"Ancient lance" TYPE RANGE S

AP D

Melee melee

3 -1 1

"Cold one's bite" TYPE RANGE S

AP D

Melee melee

3 - 1

"Lasguns" TYPE RANGE

S AP D

Rapid fire 1 24"

3 0 1

- The leader is called an alpha knight and makes 3 attacks rather than 2
- This unit can use a wardrum
- This unit can have a stardrake icon
- BURNING LANCES: when charging into battle their lances glow red hot any wound roll of 6+ inflicts an additional mortal wound

Skink Cohort 10+ models (10 hearts) 1 per model

M WS BS S T W A LD Sv Weapons: "Lasguns" TYPE RANGE S

AP D

8" 5+ 3+ 3 2 1 2 10 5+ Rapid fire 1 24" 3

0 1

"Skink war club" TYPE RANGE S

AP D

Melee melee

user -1 1

- all models may switch their lasguns to a flamer and ¼ the unit may take heavy weapons all models can be equipped with incendiary grenades-

- Leader is called an alpha and makes 2 attacks instead of 1
- VETERAN COHORT: if this unit has at least 20 models add 1 to all to hit rolls if it has over 30 add 2 instead
- WARY FIGHTERS: : When it is this unit's turn to pile in and attack, it can withdraw instead. Move each model in the unit up to 8" , so that each one ends up at least 3" from the enemy.

Chameleon skink snipers 5+ models (15 hearts) 3 per model

M WS BS S T W A LD Sv

Weapons: "las sniper" TYPE RANGE S

AP D

8" 5+ 2+ 3 2 1 1 10 6+

rapid fire 1 34" 5

-2 1

"Combat knife" TYPE RANGE S

AP D

Melee melee

user - 1

- CHAMELEON AMBUSH: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is in hiding. In any of your movement phases, you can reveal a unit that is in hiding by setting it up anywhere on the battlefield.
- DISAPPEAR FROM SIGHT: In your turn, this unit can blend with its surroundings and go into hiding. If it does so, remove it from the battlefield. You can reveal it as described above in any subsequent turn.
- PERFECT MIMICRY:: If all models in this unit are within or on a terrain feature, their Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Kroxigor pack 3+ models (15 hearts) 5 per model

M WS BS S T W A LD Sv Weapons:

"Ancient maul" TYPE RANGE S

AP D

8" 4+ 6+ 5 4 4 1 10 2+

melee melee

user -1 2

WAR BEASTS

Bastiladon 1 model (25 hearts)

M WS BS S T W A LD Sv

weapons: "lascannon" TYPE RANGE S

AP D

@ 4+ @ 6 7 8 @ 10 4+

heavy1 48" 9

-3 d6

"Bludgeoning tail" TYPE RANGE S

AP D

DAMAGE TABLE

melee melee

user - d3

w=5+ M=8" BS=4+ A= 4

W=3- M=4" BS=5+ A=2

- Impervious Defence: When you make save rolls for a Bastiladon, ignore the attacker's ap characteristic. In addition, roll a dice whenever it suters a mortal wound. On a result of 4 or higher, the wound is ignored.
- Light of the old ones: The light of the slann lascannon is utterly lethal to the minions of Chaos. If this model's Lascannon targets a unit of CHAOS DAEMONS, its Damage characteristic is 3 rather than 2.

Stegadon 1 model (40 hearts)

M WS BS S T W A LD Sv

D

@ 4+ @ 7 8 10 4 10 4+

9 -3 d6

Weapons: "lascannon x2" TYPE RANGE S AP

heavy1 48"

"Heavy flamer" TYPE RANGE S

AP D

Heavy d6 8"

5 -1 1

"Horns and crushing stomps" TYPE RANGE S

AP D

Melee melee

user -3 2

DAMAGE TABLE

w=8+ M=8" BS=4+

w=5+ M=5" BS= 4+

w=3- M=3" BS= 5+

- Steadfast Majesty: Stegadons are fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in the lesser seraphon that swarm around them. You can re-roll battleshock tests for units of SKINKS within 5" of any STEGADONS.
- Unstoppable Stampede: When a Stegadon attacks with its Crushing Stomps, add 1 to any wound rolls if it charged in the same turn.
- The heavy flamer instantly hits its target.

Ripperdactyl riders 3+ models (15 hearts) 5 per model

M WS BS S T W A LD Sv
AP D 14" 5+ 5+ 4 3 3 3 10 5+
24" 3 0 1

Weapons: "lasgun" TYPE RANGE S
rapid fire 1

AP D

"Ancient lance" TYPE RANGE S

3 - 1

Melee melee

AP D

"Ripperdactyls talons" TYPE RANGE S

5 -3 2

Melee melee

- FLY: Ripperdactyl Riders can fly.
- Swooping Dive: At the end of your movement phase, you can declare that this unit will swoop down to attack the foe at close quarters. If you do so, then in the following combat phase you can re-roll failed hit and wound rolls for this unit as the enemy reels from the sudden assault. Until your next turn measure range and visibility for models in this unit as though they were on the ground.
- Rip and Tear: Each time a model from this unit attacks with its talons and scores a hit, immediately make another hit roll against the same target. Carry on until a hit roll does not score a hit, then make any wound rolls.

Terradon Riders 3+ models (30 hearts) 10 per model

M WS BS S T W A LD Sv
AP D
14" 5+ 4+ 4 3 3 2 10 5+
0 1

Weapons: "lasgun" TYPE RANGE S

rapid fire 1 24" 3

AP D

"Incendiary bomb" TYPE RANGE S

3 0 1

Grenade d6 6"

AP D

"Ancient lance" TYPE RANGE S

3 - 1

Melee Melee

AP D

"Terradon's beak" TYPE RANGE S

user -1 1

Melee Melee

- FLY Terradon Riders can fly.
- Swooping Dive: At the end of your movement phase, you can declare that this unit will swoop down to attack the foe at close quarters. If you do so, then in the following combat phase you can re-roll failed hit and wound rolls for this unit as the enemy reels from the sudden assault. Until your next turn, measure range and visibility for models in this unit as though they were on the
- Anti air lance: If the target of an attack made with an ancient lance can fly, you can re-roll failed hit rolls.

HEROES AND GENERALS

Skink priest 1 model (40 hearts)

M WS BS S T W A LD Sv

AP D

8" 5+ 4+ 3 2 4 3 10 5+

- 1

Weapons: "laspistol" TYPE RANGE S

pistol 1 12" 3

"Priest staff" TYPE RANGE

S AP D

Melee melee

user -1 1

- Priestly Trappings: A Skink Priest wearing Priestly Trappings affects all OLD ONES units from your army within 8" when it performs a celestial rite, rather than a single unit.
- Celestial Rites: in your psychic phase, a Skink Priest can perform a rite to harness the power of the cosmos. If it does so, roll a dice. If the result is 4 or more, pick a OLD ONES unit within 8". You can re-roll run rolls, charge rolls and save rolls for that unit until your next psychic phase.

Skink starpriest 1 model (50 hearts)

M WS BS S T W A LD Sv

D

8" 4+ 3+ 4 3 4 1 10 5+

-1 1

Weapons: "sacrificial dagger" TYPE RANGE S AP

Melee Melee 3

- THE GODS ARE WATCHING: the Starpriest gestures with an open hand and calls the gods to look upon the battlefield. has a casting value of 6. If it is successfully cast, pick a unit within 20" to be honored by the gods. If the unit is OLD ONES, subtract 1 from the hit rolls of any attacks that target it until your next psychic phase. Otherwise, subtract 1 from the hit rolls of any attacks that it makes until your next hero phase. If a unit of CHAOS DAEMONS is bathed in starlight, it also suffers D3 mortal wounds.

Old blood sauri 1 model (40 hearts)

M WS BS S T W A LD Sv

Weapons: "sun rune maul" TYPE RANGE S

AP D

5" 2+ 3+ 5 5 7 4 10 3+

Melee Melee user

-1 d3

"Ancient warspear" TYPE RANGE S

AP D

Melee 5"

4 -1 1

"Honed Las pistol" TYPE RANGE S

AP D

Pistol 12"

4 0 1

- Wrath of the Old Ones: In the heat of battle, an Oldblood's cold fury radiates outward and drives its lesser kin into a rage of their own. You can re-roll wound rolls of 1 for SAURI models within 5" of an Oldblood.

Slann Stormrage 1 model (60 hearts) (Psyker)

M WS BS S T W A LD Sv

Weapons: "Azure Lightning" TYPE RANGE S AP D

5" 3+ 5+ 2 2 7 6 10 2+

melee melee +4 -1

1

Psychic abilities

Might of Heros: Range:12" Charge:6, Effect:Until the start of your next Psychic phase, target model has +1 Strength, Toughness, and Attacks.

Terrify: Range:18" Charge:6, Effect:Until the start of your next Psychic phase, target unit has -1 Leadership and cannot fire Overwatch.

Primal Rage: Range:12" Charge:6, Effect:Until the start of your next Psychic phase, target unit has +1 Attack.

"Tlahuelli Ocelotl" 1 model (Sauri) (45 hearts)

M WS BS S T W A LD Sv

Weapons: "War Lance of Sotek" TYPE RANGE S AP D

12" +2 +4 6 8 12 3 10 3+

melee melee user -4

2

"Twin linked lasgun" TYPE RANGE S AP

D

Rapid fire 2 24" 4

-1 2

- ☐ MIND LINKED. This character is linked via a psychic bond to their mount, allowing the two to act and think as one

Note: he rides a carnosaur named Yaotl.

"Kroq-Gar" 1 model (sauri) (50 hearts)

M WS BS S T W A LD Sv Weapons "hand of the gods" TYPE RANGE S AP D

12' +2 +3 7 9 13 4 12 3+ melee melee user - 1

" warglaive of chotek" TYPE RANGE S AP D

Melee melee 5 -2 2

- ☐ MIND LINKED. This character is linked via a psychic bond to their mount, allowing the two to act and think as one

Note: he rides a carnosaur named Grimlock

"High tlatoani xiuh-cueyatl" (slann) (80 hearts) (psyker)

M WS BS S T W A LD Sv Weapons "Heavy flamer" TYPE RANGE S AP D

4" 5+ 4+ 2 4 7 2 10 2+ Heavy 1 8" 5 -1 d3

Psychic abilities

Spear of the Gods: Range: 3d6 Charge:7, Effect:Draw an imaginary straight line between the psyker and the target; each enemy unit that this line passes over or through suffers a mortal wound.

Wrath of Chlaoc: Range: aura 6 Charge:6, Effect:Until the start of your next Psychic phase, targets count as being in cover.

Cowards Will Burn In Mictlan: Range:18 Charge:4, Effect: Until the start of your next Psychic phase, target unit automatically passes Morale tests.

Shield of Faith: Range:12 Charge:7, Effect:Until the start of your next turn, whenever target unit takes a wound, roll a D6. On a 6+, the wound is ignored.

BLOOD FOR THE WAR GOD: Range:12 Charge:7, Effect:Until the start of your next Psychic phase, target model has +2 Strength and +2 Attacks.



slann voidship

Random ass Theory: wait so the lizardmen blasted off into space in old one ships at during the end times(no joke they did that shit) and their ships were found by the great drake (void dragon?) in age of sigmar does that and combined with "realms" and all that does that mean that AoS is actually set in space. I mean think about it chaos realms look a bit like demon worlds from 40k, and all the factions are using psychic powers to hop from realm to realm. What if AoS is taking place in the eye of terror, that would mean it's 40k without guns and shit, what if the lizard men blasted of in to space and became the space slann? Huh weird.