



260 pts (17.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Jungle Guerillas** **Thunder Lizards**  
 (40 Max) (20 Least) (0 NoLimit) (30 Max) (35 Max)

## Characters



**SAURIAN WARLORD #1**  
 Saurian Warlord - Standard - Infantry - 25x25mm

**260 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Cold-Blooded	
Defensive	HP	Def	Res	Arm	
	3	6	5	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Warlord</b>	5	6	5	2	4
<b>Born Predator, Hand Weapon</b>					

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Spark of Creation</b>				
Mf	6+ [9+]	[36"   [18"]	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i>				

## Model Rules

**Born Predator:** Close Combat

Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Light Armour:** Armor +1

## 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.

Saurian Warlord #1

