



# SAURIAN ANCIENTS

## POPO FORCE - 190 POINTS



190 pts (4.00 %) **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) (35 Max) (35 Max)

### Characters



**VETERAN SAURIEN #1**  
Saurian Veteran - Standard - Infantry - 25x25mm

**190 POINTS**



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

Options	Heavy Armour • Paired Weapons • Alchemist's Alloy
---------	---

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Spark of Creation</b>				
Mf	<6+> {9+}	30" {18"}	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength &lt;5&gt; {6}, Armour Penetration &lt;2&gt; {3}, and Magical Attacks.</i>				

### Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

### Model Rules

**Born Predator:** 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

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.

Vétéran saurien #1



