



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 170 pts (6.00 %)
Characters **Thunder Lizards** **Jungle Guerillas** **Special** **Core**
 (40 Max) (35 Max) (30 Max) (0 NoLimit) (20 Least)

Core

Core

SAURIAN WARRIORS #1
 Saurian Warriors x10 - Standard - Infantry - 25x25mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurian Warriors	4	3	-	4	4	1	2	2	8	Infantry
Model Rules	Scoring • Born Predator • Cold-Blooded • Innate Defence (5+)									

Magics

Model Rules

Born Predator: A model part with this special rule may reroll all natural to-hit rolls of '1' in Close Combat.

Cold-Blooded: If more than half of a unit's models has this special rule, when taking Leadership Tests, roll one additional D6 and remove the highest D6 rolled.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

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 Warriors #1

