



SAURIAN ANCIENTS

LIZARDMEN - 1 425 POINTS



1425 pts (32.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 490 pts (11.00 %)
Characters **Core** **Special** **Jungle Guerillas** **Thunder Lizards**
 (40 Max) (20 Least) (0 NoLimit) (35 Max) (35 Max)

Characters



SAURIAN WARLORD #1

Saurian Warlord - Gigantic - Beast - 50x100mm

965 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	
Warlord	5	6	5	2	4	Born Predator, Hand Weapon



MOUNT ALPHA CARNOSAUR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Apex Predator
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Alpha Carnosaur	5	4	7	4	3	Harnessed, Born Predator, Multiple Wounds

Options	General • Shield (Dusk Forged) • Halberd (Blessed Inscriptions) • Alpha Carnosaur
Magic items	Blessed Inscriptions (Halberd) • Dusk Forged (Shield) • Ancient Plaque



CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

460 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Tall, Wizard Master, Cold-Blooded, Palanquin
Defensive	HP	Def	Res	Arm		
	4	2	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Cuatl Lord	1	2	3	0	2	Hand Weapon

Magics

Racial Trait Spell

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

Magic items

Ancient Plaque: Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll, provided the spell was not Miscast. This ability cannot be used for Casting Attempts with only one Magic Dice.

Blessed Inscriptions: Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Model Rules

Aegis:

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

Palanquin: When the model is in a unit with Bodyguard, it gains **Stand Behind**. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

Tall:

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

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



Cuatl Lord #1

