



SAURIAN ANCIENTS

RISE OF THE SON OF THE SUN GOD - 2 242 POINTS



0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 2242 pts (100.00%)

Special **Heroes** **Lords** **Mount** **Rare** **Core**
 (50 Max) (50 Max) (50 Max) (0 NoLimit) (25 Max) (25 Least)

Core



1. COMPANY OF SUN OF THE GOD

Saurian Warriors x27 - Standard - Infantry - 20x20mm

1 121 POINTS



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

Options

May take Spear • Champion • Musician • Standard Bearer



2. COMPANY OF SUN OF THE GOD

Saurian Warriors x27 - Standard - Infantry - 20x20mm

1 121 POINTS



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

Options

May take Spear • Champion • Musician • Standard Bearer

Magics

Model Rules

Born Predator:

Cold-blooded:

Innate Defence (5+):

Shield:

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.

1. Company of Sun of the God



2. Company of Sun of the God



