



# LIZARDMEN

7777 - 1 560 POINTS



780 pts (17.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)  
**Lords**      **Heroes**      **Core**      **Special**      **Rare**  
 (0 NoLimit)      (0 NoLimit)      (0 NoLimit)      (0 NoLimit)      (0 NoLimit)

## Lords



### LORD MAZDAMUNDI #1

Lord Mazdamundi - *Standard - Infantry - 20x20mm*

780 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lord Mazdamundi	4	2	3	3	4	5	2	1	9	Infantry
Zlaaq	6	3	0	6	6	5	1	3	6	Monster
<b>Model Rules</b>	Wizard(Level 4)									
<b>Model Rules (Lord Mazdamundi)</b>	Cold-blooded • Shield of the Old Ones • Telepathic Confabulation • Mage-lord of Hexoatl • Stubborn • Becalming Cogitation • Harmonic Convergence • Transcendent Healing • Soul of Stone • Cobra Mace Of Mazdamundi • Sunburst Standard Of Hexoatl									
<b>Model Rules (Zlaaq)</b>	Cold-blooded • Large target • Immune to Psychology • Scaly Skin(3+) • Stubborn • Terror • Impact Hits									

## Magics

## Model Rules

- Becalming Cogitation:**
- Cobra Mace Of Mazdamundi:**
- Cold-blooded:**
- Harmonic Convergence:**
- Immune to Psychology:**
- Impact Hits:**
- Large target:**
- Mage-lord of Hexoatl:**
- Scaly Skin:**
- Shield of the Old Ones:**
- Soul of Stone:**
- Stubborn:**
- Sunburst Standard Of Hexoatl:**
- Telepathic Confabulation:**
- Terror:**
- Transcendent Healing:**

## 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.

Lord Mazdamundi #1



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