



LIZARDMEN

JURASSIC PARK - 1 931 POINTS



385 pts (19.00 %) 400 pts (20.00 %) 706 pts (35.00 %) 215 pts (11.00 %) 225 pts (11.00 %)

Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



SLANN MAGE-PRIEST #1
 Slann Mage-priest - Standard - Infantry - 20x20

385 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slann Mage-priest	4	2	3	3	4	5	2	1	9	Construction
Model Rules	Cold-blooded • Shield of the Old Ones • Telepathic Confabulation • Mage-Priest Palanquin • Wizard(Level 4) • Hand weapon									

Options | Battle Standard Bearer • Standard of Discipline x1 • Talisman of Preservation

Hereos



SKINK PRIEST #1
 Skink Priest - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Priest	6	2	3	3	2	2	4	1	6	Infantry
Model Rules	Aquatic • Cold-blooded • Scaly Skin(6+) • Arcane Vassal • Wizard(Level 1) • Hand weapon									

Options | Dispell scroll



SAURUS SCAR-VETERAN #1
 Saurus Scar-Veteran - Standard - Infantry - 20x20

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurus Scar-Veteran	4	5	0	5	5	2	3	4	8	Construction
Carnosaur	7	3	0	7	5	5	2	4	5	Monster
Model Rules	Cold-blooded • Scaly Skin(5+) • Predatory Fighter • Hand weapon									
Model Rules (Carnosaur)	Cold-blooded • Multiple Wounds(1D3) • Blood Frenzy • Large target • Scaly Skin(4+) • Terror									
Model Rules (Carnosaur)	Cold-blooded • Multiple Wounds(1D3) • Blood Frenzy • Large target • Scaly Skin(4+) • Terror									

Options | Carnosaur • Dragonhelm

Core



SAURUS WARRIORS #1
 Saurus Warriors x26 - Standard - Infantry - 20x20

316 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurus Warrior	4	3	0	4	4	1	1	2	8	Infantry
Spawn Leader	4	3	0	4	4	1	1	3	8	Infantry
Model Rules	Cold-blooded • Scaly Skin(5+) • Predatory Fighter • Shield • Hand weapon									

Options | Champion • Musician • Standard Bearer • Spear



SAURUS WARRIORS #2
Saurus Warriors x20 - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Saurus Warrior	4	3	0	4	4	1	1	2	8	Infantry
Spawn Leader	4	3	0	4	4	1	1	3	8	Infantry
Model Rules	Cold-blooded • Scaly Skin(5+) • Predatory Fighter • Shield • Hand weapon									

Options	Champion • Musician • Standard Bearer
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SKINK SKIRMISHERS #1
Skink Skirmishers x10 - Standard - Infantry - 20x20

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Skirmisher	6	2	3	3	2	1	4	1	5	Infantry
Patrol Leader	6	2	4	3	2	1	4	1	5	Infantry
Model Rules	Aquatic • Cold-blooded • Skirmishers • Scaly Skin(6+) • Hand weapon • Blowpipe									



SKINK SKIRMISHERS #1
Skink Skirmishers x10 - Standard - Infantry - 20x20

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink Skirmisher	6	2	3	3	2	1	4	1	5	Infantry
Patrol Leader	6	2	4	3	2	1	4	1	5	Infantry
Model Rules	Aquatic • Cold-blooded • Skirmishers • Scaly Skin(6+) • Hand weapon • Blowpipe									

Special



STEGADON #1
Stegadon - Standard - Infantry - 20x20

215 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Stegadon	6	3	0	5	6	5	2	4	6	Monster
Skink Crew	-	2	3	3	-	-	4	1	-	
Model Rules	Cold-blooded • Howdah Crew • Large target • Immune to Psychology • Scaly Skin(4+) • Stubborn • Terror • Impact Hits(1D6+1) • Hand weapon • Lustrian javelins • Giant Bow									

Rare



SALAMANDER HUNTING PACK #1
Salamander Hunting Pack x2 - Standard - Infantry - 20x20

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Salamander	6	3	3	5	4	3	4	2	4	Swarm
Skink Handler	6	2	3	3	2	1	4	1	5	
Model Rules	Aquatic • Cold-blooded • Spout Flames • Hunting Pack • Scaly Skin(5+) • Fear • Skirmishers									
Model Rules (Skink Handler)	Hand weapon									



RAZORDON HUNTING PACK #1

Razordon Hunting Pack - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Razordon	6	3	3	5	4	3	4	2	4	Swarm
Skink Handler	6	2	3	3	2	1	4	1	5	
Model Rules	Aquatic • Cold-blooded • Hunting Pack • Scaly Skin(5+) • Fear • Shoot Barbs • Instinctive Defence • Skirmishers									
Model Rules (Skink Handler)	Hand weapon									

Magics

Magic items

Dispell scroll: One use only. When an enemy spell has been cast, a wizard who has a dispell scroll can read it instead of attempting to dispell the spell by using dispell dice. This automatically dispells the enemy spell; no dice roll is required. Note that even a dispell scroll will not help if the spell has been cast with irresistible force. Note also that a dispell scroll cannot be used to dispell spells that remain in play other than at the moment they are cast.

Dragonhelm: The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against Flaming Attacks.

Talisman of Preservation: The Talisman of Preservation grants the bearer a 4+ ward save.

Magic banners

Standard of Discipline: Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

Model Rules

Aquatic:

Arcane Vassal:

Blowpipe:

Cold-blooded:

Fear:

Giant Bow:

Hand weapon:

Howdah Crew:

Hunting Pack:

Immune to Psychology:

Impact Hits:

Instinctive Defence:

Large target:

Lustrian javelins:

Mage-Priest Palanquin:

Predatory Fighter:

Scaly Skin:

Shield:

Shield of the Old Ones:

Shoot Barbs:

Skirmishers:

Spout Flames:

Stubborn:

Telepathic Confabulation:

Terror:

Wizard:

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.

Salamander Hunting Pack #1	Razordon Hunting Pack #1	Stegadon #1	Saurus Warriors #1	Saurus Warriors #2	Skink Skirmishers #1	Skink Skirmishers #1	Skink Priest #1	Saurus Scar- Veteran #1	Slann Mage- priest #1
									