



LIZARDMEN

LIZARD - 2 500 POINTS



470 pts (19.00 %) 535 pts (21.00 %) 628 pts (25.00 %) 627 pts (25.00 %) 240 pts (10.00 %)

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

Lords



SLANN MAGE-PRIEST #1

Slann Mage-priest - Standard - Infantry - 20x20mm

470 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 • General • Unfathomable Presence • Transcendent Healing • Harmonic Convergence • Becalming Cogitation • Standard of Discipline x1 • Channeling staff

Hereos



SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

385 POINTS



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

Options

Ancient Stegadon • Talisman of Protection • Dispell scroll



SAURUS SCAR-VETERAN #1

Saurus Scar-Veteran - Standard - Infantry - 20x20mm

150 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
Cold One	7	3	-	4	-	-	2	2	-	War Beast
Model Rules	Cold-blooded • Scaly Skin(5+) • Predatory Fighter • Hand weapon									
Model Rules (Cold One)	Thick-Skinned • Fear • Stupidity									
Model Rules (Cold One)	Thick-Skinned • Fear • Stupidity									

Options

Light armour • Shield • Cold One • Spellthieving Sword • The other trickster's shard

Core



SKINK SKIRMISHERS #1
Skink Skirmishers **x14** - Standard - Infantry - 20x20mm

98 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 **x13** - Standard - Infantry - 20x20mm

91 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 **x13** - Standard - Infantry - 20x20mm

91 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 COHORT #1
Skink Cohort **x24** - Standard - Infantry - 20x20mm

348 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Skink	6	2	3	3	2	1	4	1	5	Infantry
Brave Skink	6	2	3	3	2	1	4	2	5	Infantry
Kroxigur	6	3	0	5	4	3	1	3	7	Monstrous Beast
Model Rules (Skink)	Aquatic • Cold-blooded • Scaly Skin(6+) • Spawn-kin • Hand weapon • Lustrian Javelin • Shield									
Model Rules (Kroxigur)	Aquatic • Cold-blooded • Scaly Skin(4+) • Fear • Predatory Fighter • Great Weapon									

Options | Champion • Musician • Standard Bearer • Poisoned Attacks • One Krogigor by 8 Skinks x3

Special



TERRADON RIDERS #1
Terradon Riders **x3** - Standard - Infantry - 20x20mm

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Terradon Rider	6	2	3	3	2	1	4	1	5	Monstrous Cavalry
Sky Leader	6	2	4	3	2	1	4	1	5	Monstrous Cavalry
Terradon	2	3	0	4	3	2	2	1	3	
Model Rules	Cold-blooded • Flying Cavalry • Forest Strider • Scaly Skin(6+) • Fear • Drop Rocks • Hand weapon									

Options | Lustrian Javelin



JUNGLE SWARMS #1

Jungle Swarms **x4** - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Jungle Swarm	5	3	0	2	2	5	1	5	10	Swarm
Model Rules	Aquatic • Cold-blooded • Poisoned Attacks • They're Everywhere!									



TEMPLE GUARD #1

Temple Guard **x18** - Standard - Infantry - 20x20mm

317 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Temple Guard	4	4	0	4	4	1	2	2	8	Infantry
Revered Guardian	4	4	0	4	4	1	2	3	8	Infantry
Model Rules	Cold-blooded • Sacred Duty • Guardians • Predatory Fighter • Scaly Skin(5+) • Halberd • Light armour • Shield									

Options	Champion • Musician • Standard Bearer • War banner
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CHAMELEON SKINKS #1

Chameleon Skinks **x5** - Standard - Infantry - 20x20mm

65 POINTS



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

Rare



SALAMANDER HUNTING PACK #1

Salamander Hunting Pack **x3** - Standard - Infantry - 20x20mm

240 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									

Magics

Magic items

Channeling staff: The Wizard adds +1 to all of his channeling attempts.

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.

Talisman of Protection: The Talisman of Protection grants the bearer a 6+ ward save.

Spellthieving Sword: A Wizard that suffers unsaved wounds from the Spellthieving Sword loses one of his spells (determined randomly) for each unsaved wound.

The other trickster's shard: Models in base contact with the bearer (friends and foes) must re-roll successful ward saves.

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.

War banner: A unit with this banner adds +1 to its combat result.

Model Rules

Aquatic:

Arcane Vassal:

Blowpipe:

Chameleon:

Cold-blooded:

Drop Rocks:

Fear:

Flying Cavalry:

Forest Strider:

Great Weapon:

Guardians:

Halberd:

Hand weapon:

Hunting Pack:

Light armour:

Lustrian Javelin:

Mage-Priest Palanquin:

Poisoned Attacks:

Predatory Fighter:

Sacred Duty:

Scaly Skin:

Scouts:

Shield:

Shield of the Old Ones:

Skirmishers:

Spawn-kin:

Spout Flames:

Telepathic Confabulation:

They're Everywhere!:

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.

Slann Mage-priest #1



Terradon Riders #1



Skink Priest #1



Jungle Swarms #1



Temple Guard #1



Saurus Scar-Veteran #1



Skink Skirmishers #1



Skink Skirmishers #1



Skink Skirmishers #1



Skink Cohort #1



Salamander Hunting Pack #1



Chameleon Skinks #1

