



# LIZARDMEN

## PLINDESTEG - 1 993 POINTS



0 pts (0.00 %) 380 pts (19.00 %) 520 pts (26.00 %) 645 pts (32.00 %) 448 pts (22.00 %)

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

### Hereos



#### PRETRE SKINK #1

Skink Priest - Standard - Infantry - 20x20mm

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
<b>Model Rules</b>	Aquatic • Cold-blooded • Scaly Skin(6+) • Arcane Vassal • Wizard(Level 1) • Hand weapon									

<b>Options</b>	General
<b>Magic items</b>	Dispell scroll



#### CHEF SKINK #1

Chef Skink - Standard - Infantry - 20x20mm

290 POINTS



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

<b>Options</b>	Blowpipe • Light armour • Shield • Stegadon • Battle Standard Bearer
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### Core



#### COHORTE DE SKINS #1

Skink Cohort x52 - Standard - Infantry - 20x20mm

380 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
<b>Model Rules (Skink)</b>	Aquatic • Cold-blooded • Scaly Skin(6+) • Spawn-kin • Hand weapon • Lustrian Javelin • Shield									
<b>Model Rules (Kroxigur)</b>	Aquatic • Cold-blooded • Scaly Skin(4+) • Fear • Predatory Fighter • Great Weapon									

<b>Options</b>	Musician • Standard Bearer • One Krogigor by 8 Skinks x2
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#### TIRAILLEURS SKINKS #1

Skink Skirmishers x10 - Standard - Infantry - 20x20mm

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
<b>Model Rules</b>	Aquatic • Cold-blooded • Skirmishers • Scaly Skin(6+) • Hand weapon • Blowpipe									

<b>Options</b>	Shield and Lustrian Javelin
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**TIRAILLEURS SKINKS #2**  
Skink Skirmishers x10 - Standard - Infantry - 20x20mm

**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
<b>Model Rules</b>	Aquatic • Cold-blooded • Skirmishers • Scaly Skin(6+) • Hand weapon • Blowpipe									

<b>Options</b>	Shield and Lustrian Javelin
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**Special**



**STEGADON #1**  
Stegadon - Standard - Infantry - 20x20mm

**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	-	
<b>Model Rules</b>	Cold-blooded • Howdah Crew • Large target • Immune to Psychology • Scaly Skin(4+) • Stubborn • Terror • Impact Hits(1D6+1) • Hand weapon • Lustrian javelins • Giant Bow									



**STEGADON #2**  
Stegadon - Standard - Infantry - 20x20mm

**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	-	
<b>Model Rules</b>	Cold-blooded • Howdah Crew • Large target • Immune to Psychology • Scaly Skin(4+) • Stubborn • Terror • Impact Hits(1D6+1) • Hand weapon • Lustrian javelins • Giant Bow									



**STEGADON #3**  
Stegadon - Standard - Infantry - 20x20mm

**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	-	
<b>Model Rules</b>	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**



**STEGADON ANCESTAL #1**  
Ancient Stegadon - Standard - Infantry - 20x20mm

**280 POINTS**



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

<b>Options</b>	May replace its Giant Blowpipes with an Engine of the Gods
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## MEUTES DE CHASSE DE SALAMANDRES #1

Salamander Hunting Pack - Standard - Infantry - 20x20mm

84 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	
<b>Model Rules</b>	Aquatic • Cold-blooded • Spout Flames • Hunting Pack • Scaly Skin(5+) • Fear • Skirmishers									
<b>Model Rules (Skink Handler)</b>	Hand weapon									

<b>Options</b>	May take one additional Skink Handler per pack
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## MEUTES DE CHASSE DE SALAMANDRES #2

Salamander Hunting Pack - Standard - Infantry - 20x20mm

84 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	
<b>Model Rules</b>	Aquatic • Cold-blooded • Spout Flames • Hunting Pack • Scaly Skin(5+) • Fear • Skirmishers									
<b>Model Rules (Skink Handler)</b>	Hand weapon									

<b>Options</b>	May take one additional Skink Handler per pack
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## 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.

### Model Rules

**Aquatic:**

**Arcane Vassal:**

**Blowpipe:**

**Cold-blooded:**

**Fear:**

**Giant Blowpipes:**

**Giant Bow:**

**Great Weapon:**

**Hand weapon:**

**Howdah Crew:**

**Hunting Pack:**

**Immune to Psychology:**

**Impact Hits:**

**Large target:**

**Lustrian Javelin:**

**Lustrian javelins:**

**Predatory Fighter:**

**Scaly Skin:**

**Shield:**

**Skirmishers:**

**Spawn-kin:**

**Spout Flames:**

**Stubborn:**

**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.

Prêtre Skink #1



Chef Skink #1



Cohorte De Skins #1



Tirailleurs Skinks #1



Tirailleurs Skinks #2



Stégadon Ancestal #1



Stégadon #1



Stégadon #2



Stégadon #3



Meutes de chasse de salamandres #1



Meutes de chasse de salamandres #2

