



LIZARDMEN

LIZARDMEN WARHAMMER - 1 005 POINTS



0 pts (0.00 %) 190 pts (6.00 %) 640 pts (21.00 %) 175 pts (6.00 %) 0 pts (0.00 %)
Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Hereos



SAURUS SCAR-VETERAN #1

Saurus Scar-Veteran - Standard - Infantry - 20x20mm

90 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
Model Rules	Cold-blooded • Scaly Skin(5+) • Predatory Fighter • Hand weapon									

Options	Light armour • Shield • General
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SKINK PRIEST #1

Skink Priest - Standard - Infantry - 20x20mm

100 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	Wizard Level 2
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Core



SAURUS WARRIORS #1

Saurus Warriors x20 - Standard - Infantry - 20x20mm

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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SAURUS WARRIORS #1

Saurus Warriors x20 - Standard - Infantry - 20x20mm

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

Options	Shield and Lustrian Javelin
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SKINK SKIRMISHERS #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
Model Rules	Aquatic • Cold-blooded • Skirmishers • Scaly Skin(6+) • Hand weapon • Blowpipe									

Options	Shield and Lustrian Javelin
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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
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Magics

Model Rules

Aquatic:

Arcane Vassal:

Blowpipe:

Cold-blooded:

Drop Rocks:

Fear:

Flying Cavalry:

Forest Strider:

Hand weapon:

Predatory Fighter:

Scaly Skin:

Shield:

Skirmishers:

Wizard:

Qr codes of your army

Your 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.

Saurus Warriors #1



Saurus Warriors #1



Skink Skirmishers #1



Skink Skirmishers #1



Saurus Scar-Veteran #1



Skink Priest #1



Terradon Riders #1

