



LIZARDMEN

LES ANCIENS - 2 196 POINTS



470 pts (21.00%) 201 pts (9.00%) 681 pts (31.00%) 764 pts (35.00%) 80 pts (4.00%)
Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



PRETRE-MAGE SLANN #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 • Harmonic Convergence • Becalming Cogitation • Soul Of Stone • Reservoir Of Eldritch Energy
Magic banners	Razor Standard (Battle Standard Bearer)

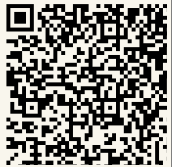
Hereos



VETERAN SCARIFIE SAURUS #1

Saurus Scar-Veteran - *Standard - Infantry - 20x20mm*

136 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
Magic items	Enchanted shield • Ogre Blade • Potion of Speed



PRETRE SKINK #1

Skink Priest - *Standard - Infantry - 20x20mm*

65 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									

Core



GUERRIERS SAURUS #1

Saurus Warriors x19 - *Standard - Infantry - 20x20mm*

239 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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TIRAILLEURS SKINKS #1

Skink Skirmishers x12 - Standard - Infantry - 20x20mm

94 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	Champion
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CÔHORTE DE SKINKS #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 Kroxigur by 8 Skinks x3
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Special



STEGADON #1

Stegadon - Standard - Infantry - 20x20mm

245 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									

Options	Unstoppable Stampede • Sharpened Horns
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GARDIENS DU TEMPLE #1

Temple Guard x16 - Standard - Infantry - 20x20mm

254 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
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SKINKS CAMELEON #2

Chameleon Skinks x5 - Standard - Infantry - 20x20mm

75 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									

Options	Champion
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SKINKS CAMELEON #1

Chameleon Skinks x5 - Standard - Infantry - 20x20mm

75 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									

Options	Champion
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MONTTEURS DE TERADON #1

Terradon Riders x3 - Standard - Infantry - 20x20mm

115 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	Champion
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Rare



MEUTES DE CHASSE DE SALAMANDRES #1

Salamander Hunting Pack - Standard - Infantry - 20x20mm

80 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

Enchanted shield: Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

Ogre Blade: Close combat attacks made with this sword are resolved at +2 Strength.

Potion of Speed: One use only. The Potion of Speed can be drunk at the start of any player's turn. The imbiber has +3 Initiative until the end of the turn.

Magic banners

Razor Standard: Models in a unit with the Razor Standard have the Armour Piercing special rule.

Model Rules

Aquatic:

Arcane Vassal:

Blowpipe:

Chameleon:

Cold-blooded:

Drop Rocks:

Fear:

Flying Cavalry:

Forest Strider:

Giant Bow:

Great Weapon:

Guardians:

Halberd:

Hand weapon:

Howdah Crew:

Hunting Pack:

Immune to Psychology:

Impact Hits:

Large target:

Light armour:

Lustrian Javelin:

Lustrian javelins:

Mage-Priest Palanquin:

Predatory Fighter:

Sacred Duty:

Scaly Skin:

Scouts:

Shield:

Shield of the Old Ones:

Skirmishers:

Spawn-kin:

Spout Flames:

Stubborn:

Telepathic Confabulation:

Terror:

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-mage Slann #1



Vétéran Scarifié Saurus #1



Prêtre Skink #1



Guerriers Saurus #1



Tirailleurs Skinks #1



Cohorte De Skins #1



Stégadon #1



Gardiens du Temple #1



Skinks Caméléon #2



Skinks Caméléon #1



Monteurs de Téradon #1



Meutes de chasse de salamandres #1



