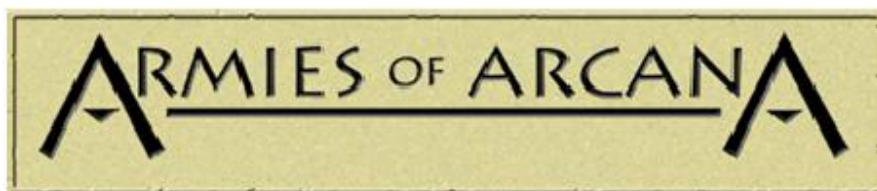


Lizardmen

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Tyrosaur Warrior	20	5"	1	3 - Shield 2 Fixed	1	9	1 / 2 Bite: 1 / 2 - Str(1)		
Tyrosaur Spearman	26	5"	1	3 - Shield 2 Fixed	1	9	1 / 2 - Str (1), Long Weapon Bite: 1 / 2- Str (1)		
Tyrosaur Bowman	31	5"	1	2 Fixed	1	9	1 / 2 Bite: 1 / 2 - Str(1)	Bow (21"): 1 / 2 - Str (1)	
Tyrosaur Raptor Cavalry	32	14"	2	2 Fixed	1	9	1 / 2 - Str (1) Mount: 1 / 3 - Str (2)		Base: 2
Ophidian Warrior	23	6"	1	1 - Shield	1	8	1 / 2 Bite: 1 / 2	Spit (6"): 1 / 2 - Str (1), Natural	
Ophidian Spearman	29	6"	1	1 - Shield	1	8	1 / 2 - Long Weapon Bite: 1 / 2	Spit (6"): 1 / 2 - Str (1), Natural	
Ophidian Bowman	30	6"	1	0	1	8	1 / 2 Bite: 1 / 2	Bow (21"): 1 / 2 - Str (1) OR Spit (6"): 1 / 2 Str (1), Natural	
Amphidian Warrior	12	8"	1	1 - Shield	1	6	1 / 2 Bite: 1 / 2		Base: 1/2
Amphidian Spearman	17	8"	1	1 - Shield	1	6	1 / 2 Long Weapon Bite: 1 / 2		Base: 1/2
Amphidian Shortbow	17	8"	1	0	1	6	1 / 2 Bite: 1 / 2	Shortbow (15"): 1 / 2 - Str (0)	Base: 1/2
Amphidian Scout	23	8"	1	0	1	8	1 / 2 - Str (1) Bite: 1 / 2	Blowgun (12"): 1 / 2 - Str (1)	Infiltrate (29) Base: 1/2
Amphidian Dactan Riders with Lances	56	4" 15" Flying	3	0	1	7	2 / 2 - Str (0) Long Weapons 2 / 2 - Str (1) 1 / 3 - Str (2)		Base: 4
Amphidian Dactan Riders with Bows	70	4" 15" Flying	3	0	1	7	2 / 2 - Str (1) 1 / 3 - Str (2)	Short Bows (15"): 2 / 2 - Str (0) Natural	Base: 4
Heirosaur	40	6"	3	2 Fixed	1	8 Fearless	2 / 2 - Str (2) 1 / 3 - Str (1), d3 wounds		Base: 4



Lizardmen

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Tyrosaur Champion	78	5"	3	3 Fixed	3	10 Fearless	3 / 3 - Str (1) Magic Bite: 1 / 3 Str (2)	(1 / 3)	
Tyrosaur Hero	139	5"	4	3 Fixed Evasion (1)	3	11 Fearless	3 / 4 - Str (2) Magic Bite: 1 / 3 Str (2)	(1 / 3)	
Ophidian Champion	65	6"	2	2 Fixed	2	9 Fearless	3 / 3 - Str (1) Magic Bite: 1 / 3	Spit (6"): 1 / 3 - Str (1), Natural	
Ophidian Hero	133	6"	3	3 Fixed Evasion (1)	3	10 Fearless	3 / 4 - Str (2) Magic Bite: 1 / 3 Str (1)	Spit (6"): 1 / 4 - Str (1), Natural	
Ophidian Shaman	321	6"	3	2 Fixed	4	9 Fearless	2 / 3 - Str (1) Magic Bite: 1 / 2	Spit (6"): 1 / 3 - Str (1), Natural	Caster: Water, Nature, Life
Amphidian Champion	56	8"	2	2 Fixed Evasion (1)	2	8 Fearless	3 / 3 - Magic Bite: 1 / 3	(1 / 3)	Base: 1/2
Amphidian Hero	113	8"	3	2 Fixed Evasion (2)	3	9 Fearless	3 / 4 - Str (1) Magic Bite: 1 / 3	(1 / 4)	Base: 1/2
Amphidian Shaman	322	8"	3	2 Fixed Evasion (1)	4	8 Fearless	2 / 3 - Str (1) Magic Bite: 1 / 2	(1 / 3)	Base: 1/2 Caster: Water, Nature, Life
Dactan Mount	44	4" 15" Flying	3	0	1	7	2 / 2 Str (1) 1 / 3 Str (1)		Base: 4
Giant War Lizard	146	10" Swim	6	3 Fixed	2	8 Fearless	6 / 3 Str (2)		Base: 9 Ram: 12 / 3 Str (2)

All Lizardmen can swim, including Cavalry. Lizardman war machines have 2 attacks per remaining wound, and cost 8 VP over standard war machines. War machines cannot Swim. The reinforcement cost is 52 points.