



2250 PTS - LIZARDMEN - THE ARMY OF HEXOATL, CITY OF THE SUN

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Skink Priest (6x, 355 Pts)																	
Skink Priest	1	6	2	3	3	2	2	4	1	6	2+		1	1	1	1	355
Composition: Hero Channeling: Slann Mage Priests may use a skink as the origin of their spells.; Hand Weapon; Aquatic																	
Ancient Stegadon	1	6	3	-	6	6	5	1	3	6	3+		10				[290]
Composition: Rare D6+1 Impact Hits. Jungle Poisons; 5 Skink Crew (4 if ridden by character); Engine of the Gods: If the Skink Priest is alive, he may use the engine (Lizardman army book p55): The Arcane Configuration, The Burning Alignment, The Portent of Warding.; Causes Terror; Immune to Psychology; Large Target; Scaly Skin; Stubborn																	
Skink Crew	4	6	2	3	3	2	1	4	1	5	2+						[0]
Javelins and Darts count as Poisoned Attacks; Hand Weapon; Javelin; Aquatic; Skirmishers																	
Skink Priest (1x, 125 Pts)																	
Skink Priest	1	6	2	3	3	2	2	4	1	6	-		1	2	2	1	125
Composition: Hero Channeling: Slann Mage Priests may use a skink as the origin of their spells.; Level 2 Upgrade; Hand Weapon; Aquatic																	
Dispel Scroll	1	Once per battle, automatically dispels an enemy spell.															[25]
Skink Priest (1x, 100 Pts)																	
Skink Priest	1	6	2	3	3	2	2	4	1	6	-		1	2	2	1	100
Composition: Hero Channeling: Slann Mage Priests may use a skink as the origin of their spells.; Level 2 Upgrade; Hand Weapon; Aquatic																	
Saurus Warriors (20x, 250 Pts)																	
Saurus Warriors	19	4	3	-	4	4	1	1	2	8	4+ /3+		1				250
Composition: Core Musician ♪; Standard Bearer ♫; Hand Weapon; Shield; Scaly Skin																	
Saurus Champion	1	4	3	-	4	4	1	1	3	8	4+ /3+		1				[23]
Hand Weapon; Shield																	
Saurus Warriors (20x, 250 Pts)																	
Saurus Warriors	19	4	3	-	4	4	1	1	2	8	4+ /3+		1				250
Composition: Core Musician ♪; Standard Bearer ♫; Hand Weapon; Shield; Scaly Skin																	
Saurus Champion	1	4	3	-	4	4	1	1	3	8	4+ /3+		1				[23]
Hand Weapon; Shield																	
Skinks (12x, 60 Pts)																	
Skinks	12	6	2	3	3	2	1	4	1	6	6+ /5+		1				60
Composition: Core Hand Weapon; Javelin & Shield; Aquatic																	
Skink Skirmishers (10x, 70 Pts)																	
Skink Skirmishers	10	6	2	3	3	2	1	4	1	6	-		1				70
Composition: Core Hand Weapon; Blowpipe; Aquatic; Skirmishers																	
Skink Skirmishers (10x, 70 Pts)																	
Skink Skirmishers	10	6	2	3	3	2	1	4	1	6	-		1				70
Composition: Core Hand Weapon; Blowpipe; Aquatic; Skirmishers																	
Stegadon (6x, 235 Pts)																	
Stegadon	1	6	3	-	5	6	5	2	4	6	4+		10				235
Composition: Special D6+1 Impact Hits.; Giant Bow; Causes Terror; Immune to Psychology; Large Target; Scaly Skin; Stubborn																	
Skink Crew	5	6	2	3	3	2	1	4	1	5	2+						[0]
Javelins and Darts count as Poisoned Attacks; Hand Weapon; Javelin; Aquatic; Skirmishers																	
Total Cost:																	1515

Option Footnotes	
Options	
Blowpipe	12" Range, Strength 3, Multiple Shots (x2)
Giant Bow	As Bolt Thrower (can move and fire); Strength 5, D3 Wounds; Fired by 2 skinks instead of throwing their Javelins; May shoot over normal-sized units and terrain that large targets can see over.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Javelin	8" Range, Strength as per user. Thrown Weapon.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Special	
Cold Blooded	Roll 3 dice, use the lowest 2 scores.
Jungle Poisons	Javelins and Blowpipes are Poisoned Attacks.

Roster Statistics

Casting Dice: 7
 Dispel Dice: 5
 General's Ld: 0
 # Models: 86
 Total Characters: 580.0
 Total Core: 700.0
 Total Magic Items: 25.0
 Total Rare: 290.0
 Total Special: 235.0
 % Characters: 38.3
 % Core: 46.2
 % Magic Items: 1.7
 % Rare: 19.1
 % Special: 15.5