

## 2250 PTS - LIZARDMEN - LORD KRULL AND THE THOUSAND SCALES

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Slaan Mage-Priest (1<del>1</del>, 325 Pts)</b>																	
Slaan Mage-Priest	1	4	2	3	3	4	5	2	1	9	-	4+	3	4	4	2	325
Composition: Lord Palanquin: See Lizardmen rulebook p25; Telepathy: For spellcasting, the Slaan can draw a line of sight to anything any Skink Priest or Slaan on the table can see. He still casts the spell, and the range is still measured from him; Guardians: When joined with a unit of Temple Guard the priest is placed in the second rank, his line of sight is not plocked by intervening models even in close combat.																	
<i>Focus of Mystery</i>	1	The Mage-Priest knows every spell from one lore.															[0]
<i>The Focused Rumination</i>	1	The Mage-Priest adds one "free" power die to each spell cast.															[50]
<b>Skink Priest (6<del>1</del>, 390 Pts)</b>																	
Skink Priest	1	6	2	3	3	2	2	4	1	6	2+		1	2	2	1	390
Composition: Hero Channeling: Slaan Mage Priests may use a skink as the origin of their spells.; Level 2 Upgrade; 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																	
<b>Skink Priest (1<del>1</del>, 125 Pts)</b>																	
Skink Priest	1	6	2	3	3	2	2	4	1	6	-		1	2	2	1	125
Composition: Hero Channeling: Slaan Mage Priests may use a skink as the origin of their spells.; Level 2 Upgrade; Hand Weapon; Aquatic																	
<i>Cloak of Feathers</i>	1	The wearer may Fly.															[25]
<b>Skink Skirmishers (10<del>1</del>, 70 Pts)</b>																	
Skink Skirmishers	10	6	2	3	3	2	1	4	1	6	-		1				70
Composition: Core Hand Weapon; Blowpipe; Aquatic; Skirmishers																	
<b>Skink Skirmishers (10<del>1</del>, 70 Pts)</b>																	
Skink Skirmishers	10	6	2	3	3	2	1	4	1	6	-		1				70
Composition: Core Hand Weapon; Blowpipe; Aquatic; Skirmishers																	
<b>Skink Skirmishers (10<del>1</del>, 70 Pts)</b>																	
Skink Skirmishers	10	6	2	3	3	2	1	4	1	6	-		1				70
Composition: Core Hand Weapon; Blowpipe; Aquatic; Skirmishers																	
<b>Stegadon (6<del>1</del>, 235 Pts)</b>																	
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																	
<b>Stegadon (6<del>1</del>, 235 Pts)</b>																	
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																	
<b>Total Cost:</b>																	<b>1520</b>

### 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.
Special	
Cold Blooded	Roll 3 dice, use the lowest 2 scores.
Jungle Poisons	Javelins and Blowpipes are Poisoned Attacks.

#### Roster Statistics

Casting Dice: 10

Dispel Dice: 6

General's Ld: 0

# Models: 50

Total Characters: 840.0

Total Core: 210.0

Total Magic Items: 75.0

Total Rare: 290.0

Total Special: 470.0

% Characters: 55.3

% Core: 13.8

% Magic Items: 4.9

% Rare: 19.1

% Special: 30.9