

## 2000 Pts - Lizardmen - XHC09 - Suranga - Lizardmen

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
<b>Slaan Mage-Priest (1♠, 330 Pts)</b>																		
Slaan Mage-Priest	1	4	2	3	3	4	5	2	1	9	-	4+	3	4	4	2	330	
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.; <b>General</b>																		
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]	
<i>Plaque of Tepok</i>	1	The Wizard knows one more spell than normal.															[15]	
<i>Bane Head</i>	1	Nominate an enemy character at the start of the battle. All unsaved wounds caused by the bearer on this character are doubled.															[15]	
<b>Saurus Scar-Veteran (1♠, 170 Pts)</b>																		
Saurus Scar-Veteran (Battle Standard Bearer)	1	4	5	-	5	5	2	3	4	8	2+		2				170	
Composition: Hero Hand Weapon; Light Armour; Battle Standard Bearer; Scaly Skin																		
Cold One	1	7	3	-	4	4	1	2	1	3	-						[0]	
Causes Fear; Stupid																		
<i>Piranha Blade</i>	1	Each unsaved wound causes 2 wounds.															[35]	
<b>Skink Priest (6♠, 415 Pts)</b>																		
Skink Priest	1	6	2	3	3	2	2	4	1	6	2+		2	2	1	415		
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]	
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																		
<i>Diadem of Power</i>	1	Save up to 2 of your unused power dice and use them in the enemy's next magic phase.															[25]	
1. <i>Portent of Far</i>	1	5+ Cast. Cast on a friendly unit within 12". That unit re-rolls all 1s to hit and to wound this turn.															[0]	
2. <i>Second Sign of Amul</i>	1	6+ Cast. You gain D3 re-rolls to use this turn.															[0]	
3. <i>Celestial Shield</i>	1	7+ Cast. Remains in Play. Cast on visible unit within 24". Gives 4+ Ward Save against normal and magic missiles.															[0]	
4. <i>Forked Lightning</i>	1	6+ Cast. One unit in LOS takes D6 S4 hits.															[0]	
5. <i>Uranon's Thunder Bolt</i>	1	9+ Cast. One unit in LOS takes D6 S4 hits with no armor save.															[0]	
6. <i>Comet of Casandora</i>	1	12+ Cast. Remains in play. Place a token over a fixed point on the tabletop. At the start of each player's turn, roll a D6. On a 1-3 place another token. On a 4-6, ALL units within D6" multiplied by the number of tokens take 2D6 Strength 4 hits. If the spell is dispelled, remove all markers. A wizard can only have one Comet in play at once.															[0]	
<b>Saurus Warriors (20♠, 252 Pts)</b>																		
Saurus Warriors	20	4	3	-	4	4	1	1	2	8	4+ /3+		1				252	
Composition: Core Standard Bearer ♠; Hand Weapon; Spear; Shield; Scaly Skin																		
<b>Saurus Warriors (18♠, 228 Pts)</b>																		
Saurus Warriors	18	4	3	-	4	4	1	1	2	8	4+ /3+		1				228	
Composition: Core Standard Bearer ♠; Hand Weapon; Spear; Shield; Scaly Skin																		
<b>Skinks (10♠, 50 Pts)</b>																		
Skinks	10	6	2	3	3	2	1	4	1	6	6+ /5+		1				50	
Composition: Core Hand Weapon; Javelin & Shield; Aquatic																		

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Temple Guard (12♠, 206 Pts)</b>																	
× Temple Guard	12	4	4	-	4/5	4	1	2	2	8	3+ /2+		1				206
Composition: Special Sacred Duty: If a Slann is present, he must join the Temple Guard unit and cannot leave. While he is in the unit, the unit is Stubborn; Standard Bearer ♠; Hand Weapon; Halberd; Light Armour; Shield; Scaly Skin																	
<b>Terradon Riders (3♠, 90 Pts)</b>																	
Terradon Rider	3	6	2	3	3	3	2	4	1	6	6+		2				90
Composition: Special Javelins and Darts count as Poisoned Attacks; Flying Cavalry; Hit and Run; Drop Rocks; Arboreal Preadators; Hand Weapon; Javelin; Flyer																	
Terradon	3	2	3	-	4	-	-	2	1	3	-		1				[0]
Flyer																	
<b>Cold One Cavalry (5♠, 175 Pts)</b>																	
Cold One Cavalry	5	4	4	-	4	4	1	2	2	8	2+		2				175
Composition: Special Hand Weapon; Spear; Shield; Causes Fear; Scaly Skin																	
Cold One	5	7	3	-	4	4	1	2	1	3	-						[0]
Causes Fear; Stupid																	
<b>Salamander (5♠, 80 Pts)</b>																	
Salamander Hunting Pack	1	6	3	3	5	4	3	4	2	4	5+		3				80
Composition: Rare Hunting Pack: Any shooting hits the Salamander on 1-4 and the Skinks on 5-6. If all Skinks are slain, the Salamander must make a Ld test or roll on the monster reaction table; Spout Flames: See Lizardmen rulebook p56.; Aquatic; Causes Fear; Scaly Skin; Skirmishers																	
Skink Handlers	4	6	2	3	3	2	1	4	1	6	-		1				[5]
Hunting Pack: Any shooting hits the Salamander on 1-4 and the Skinks on 5-6.; Hand Weapon; Aquatic; Skirmishers																	
																<b>Total Cost:</b>	<b>1996</b>

### Option Footnotes

Options	
Halberd	+1 Strength. Two-handed.
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.
Light Armour	6+ Armour save.
Shield	+1 Armour save bonus.
Spear	May fight in two ranks to the front if on foot; +1 Strength when mounted and charging.
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.
Spells	
Miscast Table	Roll 2D6 on this table: 2) The wizard dies. All models (and his mount/chariot) in base contact take a Strength 10 hit. 3-4) The wizard and all models in base contact take a S6 hit with no armor saves. 5-6) The opposing player may immediately cast one spell with the same casting rating or less. You can try to dispel it using your casting dice, using the base power value required to cast the spell. 7) The caster suffers a Strength 2 hit (no armor save), loses his power dice, and can't do anything else this phase. 8-9) The caster suffers an S4 hit (no armor saves), all spells are dispelled and the magic phase ends. 10-11) The caster suffers an S8 hit (no armor saves) and loses a level and the spell he just tried to cast. 12) The spell is cast as with Irresistable Force, but the caster may not cast it again this battle.

### Roster Design Information

All Lizardmen are Cold-Blooded. This means they roll 3D6 for all Leadership tests and choose the lowest 2 scores.

## Validation Report

*Edition: 7th Edition; Game Type: Normal Game; Army Subtype: Lizardmen Army; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Forbid Regiments of Renown*

Roster satisfies all enforced validation rules

One or more elements of the Roster (×) are subject to the following in-play usage considerations:

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## Roster Statistics

Casting Dice: 8

Dispel Dice: 5

General's Ld: 9

# Models: 81

Total Characters: 625.0

Total Core: 530.0

Total Magic Items: 115.0

Total Rare: 80.0

Total Special: 471.0

% Characters: 31.3

% Core: 26.6

% Magic Items: 5.8

% Rare: 4.0

% Special: 23.6

Group	Min	Max	Used
Heroes	0	4	2
Lords	0	1	1
Core	3	Unlimited	3
Special	0	4	3
Rare	0	2	1