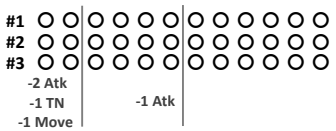
Lizardmen

[RL 1-3]

Warrior

HP 12

	Melee		Missile				
Move	**Attack**	**DMG**	**Attack**	**DMG**	**Range**	**TN/ Shield**	**DR**
5	3D-1	H+1				9	-2

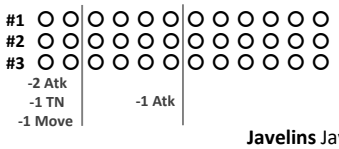


Bone Axe, Carapace Shield
Scaled Skin

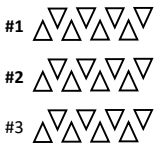
Javelin Thrower

HP 12

	Melee		Missile				
Move	**Attack**	**DMG**	**Attack**	**DMG**	**Range**	**TN/ Shield**	**DR**
6	2D+1	L+1	2D+2	H+1	10	10	-1



Javelins



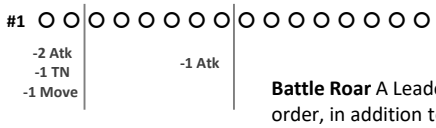
Javelins Javelin Throwers do not suffer any modifier for a Quick Attack
Each Unit has 8 Javelins: you can use the special track here on the left to keep track of the available Javelins.

Bone Dagger, Javelins
Scaled Skin

Leader

HP 16

	Melee		Missile				
Move	**Attack**	**DMG**	**Attack**	**DMG**	**Range**	**TN/ Shield**	**DR**
5	3D+2	H+L				11	-4



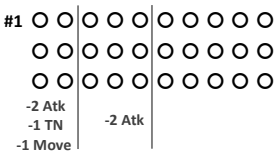
Battle Roar A Leader with a «Support» order, in addition to its normal attack, enables each engaged enemy Warrior within 5 MP of the Leader to immediately execute a Quick Attack (this also applies to units already activated)

Heavy Spiked Club (2H)
Scaled Skin

Triceratops

HP 30

	Melee		Missile				
Move	**Attack**	**DMG**	**Attack**	**DMG**	**Range**	**TN/ Shield**	**DR**
7	4D	H+L+1				13	-5



Multiple targets Triceratops can target with a single attack all Engaged Characters. Resolve each attack with a different roll

Rare Prey Gain 1 RP if you kill a Triceratops

Great Horns
Stone Skin

Enemy Group

Roll 1d6, adding a +2 for RL=3 :

(1-5) Lizardmen Patrol
(6) Lizardmen Command

Class A Encounter

Roll 1d6 and apply Warband modifier. Add a +1 for RL=3

Lizardmen Patrol

(1-2): Warrior (x2)
(3): Warriors (x2), Javelin Thrower
(4): Warrior, Javelin Thrower (x2)
(5): Warrior, Leader, Javelin Thrower (x2)
(6+): Warriors (x2), Leader, Javelin Thrower

Lizardmen Command

(1): Leader, Warrior
(2): Leader, Warrior, Javelin Throwers (x2)
(3-4): Leader, Warriors (x2), Javelin Thrower
(5+): Triceratops, Leader, Javelin Thrower (x2)