

Lizardmen (II)

Saurus Rider

HP	12
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— Melee — — Missile —

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

— Melee —

Saurus

Move	Ride	Attack	DMG	TN	DR
8	8	3D	Lx2	8	-3

#1 mount

#2 mount

-2 Atk
-1 TN
-1 Move
(-2 Move
+1 Atk)

-1 Atk
(-1 Move)

Horns. If the Special Dice is a '6', execute an additional attack with the Saurus.

Frenzy. If the Saurus Rider is killed do not remove the miniature. The Saurus will continue to attack the nearest PC until killed (no need to roll for an Order when is activated).

Rider	(1-3)
Mount	(4-6)

Bone Axe, Carapace Shield
Scaled Skin

*When Dismounted

Use: Replace a Lizardmen Warband encounter with the Lizard Riders group.

Lizardmen Riders

- (1): Saurus Riders (x2)
- (2-3): Saurus Riders (x3)
- (4-5): Leader, Saurus Riders (x2)
- (6+): Triceratops, Saurus Riders (x2)

Sauri

Sauri are slow but very powerful reptilians, with a thick carapace and massive horns. Once involved on a combat, Sauri will continue to fight until killed if they remain without their master.