

REPTILEMEN

ALIGNMENT: Neutral

ARMY SPECIAL RULE: all units have *Rapidae Autotomus*.

ORASAUR WARRIORS

ORASAURUS TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(4x2)	6	4+	-	4+	10	3

Special: Can have banner (+10 pts), musician (+5 pts). Can have reptile companions for +20 pts.

ORASAURUS REGIMENT Cost: 95 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(4x4)	6	4+	-	4+	10	6

Special: Can have banner(+15 pts), musician(+10 pts). Can have spears, gaining the Phalanx rule, for +15pts. Can have reptile companions for +40 pts.

ORASAURUS HORDE Cost:185 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(8x4)	6	4+	-	4+	20	13

Special: Can have banner (+20 pts), musician (+15 pts). Can have spears, gaining the Phalanx rule, for +25pts. Can have reptile companions for +60 pts.

SKINKID WARRIORS

SKINKID HALF-REGIMENT Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(5x3)	6	5+	5+	3+	15	4

Special: Can have banner (+10 pts), musician (+5 pts). Can take thrown weapons for 10 pts. May take chameleon skin, (increasing their defense to 5+), for +20 pts.

SKINKID REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(5x6)	6	5+	5+	3+	15	8

Special: Can have banner(+15 pts), musician (+10 pts) Can take thrown weapons for 20 pts. May take chameleon skin, (increasing their defense to 5+), for +30 pts.

SKINKID HORDE Cost:170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(10x6)	6	5+	5+	3+	30	16

Special: Can have banner (+20 pts), musician (+15 pts). Can take thrown weapons for 30 pts. May take chameleon skin, (increasing their defense to 5+), for +40 pts.

CROCS

CROCS TROOP Cost: 75 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(3x1)	6	3+	-	5+	10	3

Special: Crushing Strength (1).

CROCS HALF-REGIMENT Cost: 140 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(3x2)	6	3+	-	5+	20	6

Special: Crushing Strength (1).

VELOCIRAPTOR CAVALRY

VELOCIRAPTOR TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(5x1)	9	3+	-	5+	8	3

Special: Crushing Strength (1). Can have banner (+15 pts), musician (+10 pts).

VELOCIRAPTOR REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(5x2)	9	3+	-	5+	16	6

Special: Crushing Strength (1). Can have banner (+20 pts), musician (+15 pts).

PTERASAUR FLYERS

PTERASAUR FLYERS Cost: 125 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(3x1)	10	6+	4+	4+	8	3

Special: Fly. Javelins.

WAR ENGINES

SPINOSAURUS ACIDUS Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
WarEng	6	-	-	5+	*	2

Special: Breath Attack (20)

HEROES/MONSTERS

LORD OF REPTILEMEN ON TYRANASAUR Cost: 220 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	8	3+	-	5+	10	6

Special: Individual, Inspiring, Crushing Strength(1)

STEGASAURUS Cost: 280 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	6+	5+	10	6

Special: Individual, Inspiring, Crushing Strength (2)

CHIEFTAIN OF REPTILEMEN Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	3	3

Special: Individual, Inspiring, Crushing Strength (1)

GREAT MAGE-PRIEST Cost: 180 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	4+	1	6

Special: Individual, Inspiring, Zap!(5), Healer (5)

DESCIPLE MAGE PRIEST Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	3	3

Special: Individual, Zap!(3), Healer (3)

ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	-	4+	1	2

Special: Individual, Inspiring

SPECIAL RULES

Rapidae Autotomus

The lizardpeople were blessed by their gods with the ability to heal. In battle they can let their limbs fall in self-defense, only to have them grow back and allow them to fight on.

At the beginning of every turn, roll a single die for each unit that has recorded damage. On a roll of 6 the recorded damage is reduced by one.

Reptile Companions

Lizard companions have a special bond with the warriors of the lizard people. They can lend their bodies to help heal the warriors.

Mark a unit that has been equipped with lizard companions with one or more such models. This changes the *Rapidae Autotomus* in the following way: Roll a single die for every point of recorded damage the unit has. For every roll of 6, the recorded damage is reduced by one.

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