Lizardmen

M² - Monsters and Magic

Point Build v6.1 27th Jul 2021 Army Build 6.1

Leader	Min	Max	Unit type	Quality	Detached?				VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	-	-	-	**2**	**0**	**2 +**	2	40
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	**3**	**0**	**3 +**	2	90
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	**4**	**0**	**3 +**	2	140
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	Master of Magic	-	**5**	**0**	**2 +**	5	220
Detached General or Mounted General or Senior General													+10
Major Hero	0	4									**+1**		0
Brilliant	0	1										+1	+40
Minor Heroes	2	4											+10
Camp	1	1 - Per Command										+1	+10

Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade			Re-size	VM	Hits	Save	VP	Pts
Tyrannosaur		0	1	Monstrous Creature (II)	Regular		Terror	Relic Beast	-	**3**	**3**	**4 +**	2	160

Unit name	Core	Min	Max	Unit type	Quality	Upgrade				Re-size	VM	Hits	Save	VP	Pts
				Light infantry, bow	Regular	-	Aquatic	-	-	-	**1**	**1**	**8 +**	1	45
Lesser Lizardmen	✓	2	10	Light infantry, javelin	Regular	-	Aquatic	-	-	-	**1**	**1**	**7 +**	1	45
				Javelinmen	Regular	-	Aquatic	-	-	-	**2**	**2**	**7 +**	2	75
Lizardmen	✓	2	10	Shieldwall, Deep	Regular	-	Cold Blooded	-	-	-	**3**	**3**	**7 +**	3	90
Temple Guard	×	0	2	Shieldwall, Deep	Veteran	2HCCW	Cold Blooded	-	-	-	**3**	**3**	**6 +**	3	130
Lizard Hunting packs	×	0	2	Monstrous Creature (I)	Raw	-	Aquatic	Breath Weapon	-	-	**2**	**2**	**6 +**	1	110
Greater Troglodyte	×	0	2	Monstrous Creature (I)	Regular	2HCCW	Cold Blooded	Fearless	-	-	**2**	**2**	**5 +**	1	105
Lizardmen Cavalry	✓	0	3	Cataphracts, lance	Veteran	-	Cold Blooded	Stupid	-	-	**2**	**2**	**5 +**	2	105
Pterosaurs	×	0	2	Light cavalry, bow	Regular	-	Fly	-	-	-	**1**	**1**	**9 +**	1	80
Jungle Swarms	×	0	2	Javelinmen	Regular	-	Swarm	Poison	Fly	-	**0**	**2**	**8 +**	1	130
Stegosaur	×	0	2	Monstrous Creature (III)	Regular	-	Cold Blooded	Relic Beast	-	-	**4**	**4**	**4 +**	2	200

Army Trait		Pts
Jungle Runners	No command penalty is applied to any units in the army on account of dense terrain.	75
General Characteristics		
Master of Magic	A Wizard with this characteristic have the following - - Draws a single card when dispelling - All friendly wizards within 3 boxes add 1 to the casting draw total, including the Master of Magic himself - +1 to Save	
Army Characteristics		
Aquatic	Troops with this characteristic can treat impassible water features as rough terrain. They also treat marsh and water features as cover	
Relic Beast	Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed	
Cold Blooded	Troops with this characteristic suffer an additional +1 penalty when making difficult activations. Representing the creatures being cold-blooded brutes and slow to react.	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Poison	Saves mades against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
Breath Weapon	Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn. Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level.	
Swarm	Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.	
Spells		
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Shield of the Old Ones	This spell can be cast upon a friendly unit within 2 squares of the casting wizard. The Wizard does not have to be able to see the target to cast the spell. When successfully cast place a Shield of the Old Ones token on the unit. Shield of the Old Ones token - Save (-1) On an 11+ an addition -1 Save per PIP over 10 - up to the level of the caster - is added to the token	6
Arcane Vigour	Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously.	7
Confusion	This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not. When successfully cast place a Confusion token on the enemy unit. Confusion token - The unit cannot charge or advance closer to any enemy. Even units that are otherwise obliged to charge, or advance will not do so.	6