Lizardmen

All Lizardfolk units are **cold blooded**, meaning they are not as susceptible to fear and psychological effects.

Points	Name	Description
12	Slann Mage-Priest	Extremely powerful wizard. Slann casting*. Can drain other wizards.
6	Saurus Oldblood	Exceptionally strong and tough warrior. Hard scales. Armed with either hand weapon and shield, great weapons or halberds.
4	Saurus Scar-Veteran	Strong warrior. Thick scales. Armed with either hand weapon and shield, great weapons or halberds.
3	Skink Chief	Nimble and fast warrior. Armed with either hand weapon, spear, blowpipe, javelins.
3	Skink Priest	Nimble and fast wizard. Frail in melee. Armed with a hand weapon.
2	Saurus Warriors	Strong and tough warrior with scaly skin. Armed with hand weapons and shields.
1	Skink Skirmishers	Frail, but agile warriors. Armed with blowpipes and hand weapons.
3	Temple Guard	Strong and tough warrior with hard scaly skin. Armed with hand weapons and halberds. If a Slann is present, they stick close to them and will fight fearlessly.
2	Chameleon Skinks	Frail, but agile warriors. Expert hunters. Perfect camouflage. Armed with blowpipes and hand weapons.

Slann Casting:

- Can reflect, remove, corrupt or cancel the magic of others.
- Can fuse their minds with other lizardmen units - allow that unit to cast the same spells the Slann can.
- Can imbue beings with supernatural strength, luck, weakness, speed or slowness.
- Can summon and launch flame and pain.
- Can manipulate the shape of the earth.
- Can manipulate vegetation.
- Can communicate telepathically.
- Can move objects as heavy a boulder with their minds.