

Lizard Riders

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV 10)	Command	60 F	3/30	-	6	6	160	1	
CO (CV 9)	Command	60 F	3/30	-	6	6	130	1	
CO (CV 8)	Command	60 F	3/30	-	6	6	100	1	
HQ (CV 10)	Command	40 F	2/30	-	4	6	120	-/2	
HQ (CV 9)	Command	40 F	2/30	-	4	6	90	-/2	
HQ (CV 8)	Command	40 F	2/30	-	4	6	60	-/2	
FAO/ FAC (CV 9)	Command	30 F	-	-	4	6	60	-/1(3)	
FAO/ FAC (CV 8)	Command	30 F	-	-	4	6	45	-/1(3)	
FAO/ FAC (CV 7)	Command	30 F	-	-	4	6	30	-/1(3)	
FAC/FAO (CV 6)	Command	30 F	-	-	4	6	15	-/1(3)	
Recon (Dinosauroid)	Recon	15 F	3/30	6	6 L	6	100	-/2	#1
Recon (Raptor Dragoon)	Recon	25 F	3/40	6	6 L	6	120	-/2	#1
Infantry (Dinosauroid)	Infantry	15 F	3/30	6	6 L	6	80	2/-	#1
Raptor Dragoons	Infantry	25 F	3/40	6	6 L	6	100		#1
Ceratops	Armour	20 F	3/50	4	4	6	95		#2
Parasaurolophus (Lance)	Armour	20 F	3/80	3	4	6	95		#1
Parasaurolophus (Missile)	Armour	20 F	4/100	3	4	6	125		#1
Stegosaurus	Armour	20 F	5/50	4	4	6	125		#2
T-Rex	Armour	20 F	6/80	7	6	5	225		#2
Artillery Unit	Artillery		5	-	3	5	85		
Pterosaur	Aircraft		4	-	4	-	80		

Contemporary Technical Level - Command Radius = 20 cm, Artillery & Air deviation 1 die per 30 cm

Flexible Doctrine - Initiative distance 25cm, Breakpoint reduced one per 1000 pts

Note 1 = Adaptive Camo

Note 2 = Adaptive Camo, Stubborn, Tough

Adaptive Camo = -1 for FAO & FAC spotting a unit. +1 to roll needed for spotting if the unit is a target of an opposing Recce Unit. Recce only hit on 6s, Units in open count as partial cover when under direct fire, fire from gunships, and fire from aircraft (Hit on 5s and 6s). Does not affect targeting by Mortars or Artillery.

Tough = Flank hits do not reduce armour save

Stubborn = Do not roll for fall back and will not retreat in close assault

Army list developed for units supplied by MicroWorldGames.com

List by Terry Terry