

SKINK RUNNER

LIZARDMEN



2x

MOVE

7

THROW

4+

ARMOUR

5+

FLIGHTY

This player can move up to two squares instead of one when they make the Sidestep action. They must finish this move Open, not Marked.

SAURUS BLOCKER

LIZARDMEN



3x

MOVE

5

THROW

6+

ARMOUR

2+

HULKING BRUTE

All Block actions made by this player count as having an assist.

CHAMELEON SKINK

LIZARDMEN



1x

MOVE

7

THROW

4+

ARMOUR

5+

CANNY TRACKER

The first time in a turn that an opponent adjacent to this player makes a Sidestep action, this player can be moved into the square that opponent moved from.

SACRED EGG OF MIGHTY SOTEK



Each time a player takes possession of this ball, roll one six-sided dice. On a 1, that player's coach must make an Armour check for them. If the Armour check is failed, that player is injured and this ball bounces once.

LIZARDMEN TEAM

SACRED EGG OF MIGHTY SOTEK



Each time a player takes possession of this ball, roll one six-sided dice. On a 1, that player's coach must make an Armour check for them. If the Armour check is failed, that player is injured and this ball bounces once.

LIZARDMEN TEAM