

Lizardmen v.1.5.1

Warband Special Rules

Size Matters

A Lizardman warband may never have more Saurus and Slann than it has Skinks. If the combined number of Saurus and Slann is greater than the number of Skinks, no new Saurus or Slann may be hired until the number of Skinks exceeds it again.

Cold-blooded

Warriors with this rule roll an extra D6 for fear and panic tests and discard the highest D6. (*This rule has no effect on rout tests.*)

Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves and is negated by armour piercing effects as normal. Scaly Skin saves are *not* affected by armour splintering effects.

Predator Attack (+1 A)

Whenever a warrior with this rule takes an enemy *out of action* with a close combat attack, this warrior immediately gains another attack with the same weapon that may be directed at any enemy within 1" of him. Warriors can gain multiple attacks during the same turn if he takes multiple enemies *out of action*.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Contemplation of Eternity

Warriors with this rule start each battle (*and all Pit Fights*) with 1 Free Power Dice.

Floating Palanquin (+3 I)

Warriors with this rule have +3 Initiative when taking climb tests (*roll separately for each test*) and may never jump down, only climb down.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Warband Special Rules

Telepathic Exchange

Warriors with this rule may cast the spells of other warriors in the warband with the 'Telepathic Vassal' rule as if they were their own. Both parties must be deployed, and neither party may be *fleeing* for this to occur. This ability does *not* require line of sight.

Telepathic Vassal

Whenever a warrior with this rule attempts to cast a spell, he may use up to one Power Dice from the pool of a non-*fleeing* Slann in the warband that is currently deployed in addition to his own dice (*decide whether to do so before rolling any dice*). This ability does *not* require line of sight.

Spawning Special Skills

Poison Glands

Warrior may *poison* one of his weapons each battle. You may choose which. (*Poisonous weapons may re-roll natural 1s 'to wound.'*)

Blot Toad Familiar

All of this warrior's *poisonous* attacks have +1 to wound (*this does not affect the enemy's armour saves*). No effect vs. enemies immune to poison.

Mark of the Old Ones

- If warrior is *not* a Wizard, he has a 4+ ward save against the effects of hostile spells.
- If warrior *is* a Wizard, he starts each battle (*and each Pit Fight*) with 1 free Power Dice. (*Stacks with 'Contemplation of Eternity.'*)

Killer Instinct

All of this warrior's attacks from the 'Predator Attack' rule hit automatically and have +1 Strength. No effect if warrior does not have 'Predator Attack' rule.

Bloodroar / Gaze of the Old Ones

Warrior causes *fear*. Can only be taken by warriors whose race is Saurus or Slann.

Lizardmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Spawnings
Oldblood	V			V		V
Totem Warrior	V			V		V
Slann			V	(+10gc)		V
Skink Priest	(+10gc)		V		V	V
Skink Brave	V	V	(+10gc)		V	V

Lizardmen Equipment Lists

Saurus Oldblood, Totem Warriors, and Temple Guards

Close Combat
Hand Weapon
Great Weapon
Halberd

Shooting
Javelins
Throwing Axes

Armour
Light Armour
Shield

Slann Mage-Priests and Skink Priests

Close Combat
Hand Weapon
Great Weapon

Shooting
Blowpipe

Armour
None

Skink Braves and Skink Warriors

Close Combat
Hand Weapon
Great Weapon

Shooting
Short Bow
Blowpipe
Javelins
Nets

Armour
Light Armour
Shield

Saurus Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Javelins
Throwing Axes

Armour
Light Armour
Shield

Chameleon Skinks

Close Combat
Hand Weapon

Shooting
Short Bow
Blowpipe
Javelins
Nets

Armour
Light Armour

HEROES

0-1 Saurus Oldblood

55gc to hire

Starting Experience: 24

Race: Saurus

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	3	3	3	1	8

SPECIAL RULES

Leader (6"), Cold-blooded, Scaly Skin (6+),
Predator Attack

0-2 Saurus Totem Warriors

45gc to hire

Starting Experience: 12

Race: Saurus

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	3	2	1	7

SPECIAL RULES

Cold-blooded, Scaly Skin (6+), Predator Attack

0-1 Slann Mage-Priest

40gc to hire

Starting Experience: 12

Race: Slann

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	3	2	1	7

SPECIAL RULES

Wizard (High Magic): Starts with 1 spell.
Contemplation of Eternity, Telepathic Exchange,
Cold-blooded, Floating Palanquin (+3 I)

0-1 Skink Priest

20gc to hire

Starting Experience: 4

Race: Skink

M	WS	BS	S	T	W	I	A	Ld
5	2	2	2	2	3	4	1	6

SPECIAL RULES

Cold-blooded, Telepathic Vassal, Scaly Skin (6+),
Wizard (Heavens or Beasts): Starts with 1 spell.

0-3 Skink Braves

10gc to hire

Starting Experience: 0

Race: Skink

M	WS	BS	S	T	W	I	A	Ld
5	2	2	2	2	3	4	1	6

SPECIAL RULES

Cold-blooded, Scaly Skin (6+)

HENCHMEN

Skink Warriors

10gc to hire

Starting Experience: 0

Race: Skink

M	WS	BS	S	T	W	I	A	Ld
5	2	3	2	2	3	4	1	5

SPECIAL RULES

Cold-blooded, Scaly Skin (6+)

Saurus Warriors

40gc to hire

Starting Experience: 6

Race: Saurus

M	WS	BS	S	T	W	I	A	Ld
4	3	2	4	3	3	2	1	7

SPECIAL RULES

Cold-blooded, Scaly Skin (6+), Predator Attack

0-3 Chameleon Skinks

15gc to hire

Starting Experience: 2

Race: Skink

M	WS	BS	S	T	W	I	A	Ld
5	2	4	2	2	3	4	1	4

SPECIAL RULES

Cold-blooded, Scaly Skin (6+), Stealth,
Cannot Capture Scenario Objectives

0-3 Saurus Temple Guard

45gc to hire

Starting Experience: 14

Race: Saurus

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	3	2	1	8

SPECIAL RULES

Cold-blooded, Scaly Skin (6+), Predator Attack,
Stubborn

0-3 Cold Ones

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	2	1	5

SPECIAL RULES

Scaly Skin (6+)
Animals (Cannot Climb; Cannot Hide; Flee 3D6";
Cannot use the Leader's Ld; Cannot Capture
Objectives; Fight Unarmed; No Promotion.)

V.1.5.1

Totem Warriors starting xp is 12

V.1.5

- All Saurus start with +1 Initiative; starting XP adjusted accordingly.
- All Skinks gain 'Scaly Skin (6+)
- Now that Skinks have Scaly Skin, the 'Hardened Hide' Spawnings skill is redundant; replaced with new skill: Blot Toad Familiar.
- Thank you to Thandraugh and red5711 for their discussions on this

V.1.4

Corrected Telepathic Exchange.

V.1.3

Cold Ones -5gc price.

V.1.2

Skink Braves cannot buy access to Strength skills.

Chameleon Skinks cannot capture objectives.

Floating Palanquin gives +3 I and not +D3 I.