

# Lizardmen v.2.3

## Warband Special Rules

### Size Matters

A Lizardman warband may never have more Saurus than it has Skinks. If the number of Saurus is greater than the number of Skinks, no new Saurus 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 (*but not rout of rally tests*) and discard the highest D6.

### Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves. Scaly Skin saves are negated by Armour Piercing and Armour Sundering effects as normal.

- However, Scaly Skin saves that have been Sundered are restored to their full AS value at the start of each of the controlling player's Power Phases.

### Predator Attack (+1 A)

Whenever warrior takes an enemy *out of action* with a close combat attack, he 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*.

### Stargazing

When spells are being randomly generated before the battle, a warrior with this rule may select a single spell and re-roll that result. The second result is final, even if the new spell is the same as the original one. (*Roll again if the new roll is a spell that has already been generated by a previous roll.*)

### Sacred Rites

This warrior knows the 'Drain Magic' spell from the Lore of High Magic in addition to his other spells. (*This does not cause him to know other spells from the Lore of High Magic, or allow him to select additional High Magic spells when levelling up.*)

## Warband Special Rules

### Spawnmarked

Warriors with this rule start with one free Markings skill of your choice. (*Choose separately for each warrior.*)

### Insignificant (½)

Warriors with this rule count as half a warrior for the purposes of determining whether the warband has to take Rout tests in scenarios. Warriors that are promoted to Heroes lose this rule.

### Stealth

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

### Vanish

If this warrior is *hidden* at the *start* of each of your own turns (*not opponent's*), you may remove him from the board. Place a marker where he stood.

- During the Movement Phase of each of your subsequent turns, you may place this warrior back on the board anywhere within 5" of where he stood.
- Warrior *cannot* be placed into close combat, and *cannot* be placed anywhere that would have required him to take a climb or jump down test if he had moved that distance normally.
- Warrior *cannot* re-enter the board the same turn he vanished, and since the Movement Phase is after the Charge Phase, he *cannot* declare a charge the same turn he re-entered the board.

### Timid

Warriors with this rule:

- *Cannot* capture scenario objectives.
- *Cannot* benefit from the 'Leader' ability of other warriors in the warband.
- Must pass a Leadership test to declare a charge.

## Warband Special Equipment

### Sunbolt Gauntlet 10gc

**Missile Weapon**

**Range:** 6" **Strength:** 3

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

**Assault:** May Run and Fire.

### Sunstaff 10gc

**Missile Weapon**

**Range:** 24" **Strength:** 3

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### Starfeather Cloak 20gc

**Suit of Armour**

**Arcane:** Does *not* prevent wizards from casting spells.

**Armour Save:** Wearer gains 6+ armour save vs. shooting attacks (*no effect vs. spells / prayers*).

**Feather Flight:** Wearer also knows the following spell in addition to his other spells:

#### Feather Flight D7+

**Range:** Caster

**Effect:** Caster may immediately *fly* to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.

**Can only be carried by Wizards.**

### Astrolith Plaque 10gc

**Special Equipment:** Wielder cannot *hide* and loses 'Stealth' if he has it.

**Celestial Conduit (12", +1):** Wizards in the warband who are within 12" of wielder add +1 to all their spellcasting rolls when casting spells from the Lore of Heavens or Star Rituals.

- Does *not* require line of sight.
- Active even while wielder of Astrolith Plaque is *fleeing*.
- Being 12" of multiple Astrolith Plaques does *not* stack.

**Cannot be carried by Skinks.**

## Warband Special Equipment

### Sacred Grubs 5gc

**Special Equipment: Drug:** May be taken during any of the controlling player's Power Phases where owner is not *fleeing*. When taken, roll a D6:

- (2-6): Warrior gains +D3 Power Dice.
- (1): Warrior takes D3 *poisonous* Strength 3 hits with no saves of any kind allowed.

**One use only.**

**Can only be carried by Wizards.**

## Markings Skills

### Poison Glands

Warrior may *poison* one of his weapons each battle. You may choose which. This skill may be taken multiple times.

### Mark of the Old Ones (4+)

Warrior has a 4+ ward save against the effects of hostile spells. (*Other warriors may still be affected.*)

### Jungleborn

Animals attacking this warrior must re-roll their first successful roll 'to hit' in each close combat phase (*i.e. including opponent's*). No effect vs. Undead and Daemons.

### Poison Resistance

Warrior is immune to poison.

## Saurus Only Skills

### Killer Instinct (Saurus Only)

All of warrior's attacks from the 'Predator Attack' rule have +1 to hit and +1 Strength. (*No effect if warrior does not have 'Predator Attack.'*)

### Bloodroar (Saurus Only)

Warrior causes *fear*. (*This also makes him immune to fear himself.*)

### Predator Scent (Saurus Only)

All of warrior's close combat attacks have +2 Initiative to strike order vs. enemies who are down to 2 Wounds or less. No effect vs. Undead and Daemons.

### Hardened Scales (Saurus Only)

All critical hits scored against warrior have a -D3-1 modifier to rolls on the critical hits chart.

### Reptilian Regrowth (Saurus Only)

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

### Massive Jaws (Saurus Only)

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

### Eternity Warden (Saurus Only)

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

## Markings Skills

### Mark of the Old Ones (4+)

Warrior has a 4+ ward save against the effects of hostile spells. (*Other warriors may still be affected.*)

## Skink Only Skills

### Mimicry (Skinks Only)

If warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at him while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

### Cunning (Skinks Only)

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). Stacks with other Armour Piercing effects he may have.

### Jungle Stalker (Skinks Only)

Warrior gains 'Multiple Shots x2' with Javelins and Bolas. (*This skill does not grant proficiency with Javelins or Bolas.*)

### Jungle Lurker (Skinks Only)

Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

### Blot Toad Collector (Skinks Only)

All of this warrior's *poisonous* attacks have +1 to hit. No effect vs. enemies immune to poison.

### Fauna Warden (Skinks Only)

In any battle that warrior is participating in, up to 3 Animals, chosen by you, add 'Armour Piercing (1)' to their attacks. Active even if warrior has not been deployed yet, and while he is *out of action* himself.

### Zoetic Attendance (Skink Wizards Only)

Must be a wizard to choose this skill. Warrior gains 'Multiple Shots x2' with Sunstaff. Does *not* stack with other 'Multiple Shot' abilities warrior may have.

### Omenskryer (Skink Wizards Only)

Must be a wizard to choose this skill. Lucky Charms warrior is carrying are *not* lost when warrior goes *out of action*. (*Not even if he used them to modify his campaign injury roll.*)

# Lizardmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Markings
Sunspawn	V	(+10gc)		V	(+10gc)	V
Moonspawn	V	(+10gc)		V		V
Priest	(+10gc)		V		V	V
Starseer	(+10gc)		V		V	V
Novelspawn	V	(+10gc)		V	(+10gc)	V

## Lizardmen Equipment Lists

### Sunspawn and Moonspawns

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd

**Shooting**  
Sling  
Bolas  
Javelins  
Sunbolt Gauntlet

**Armour**  
Light Armour  
Shield

### Skink Starseer and Skink Priest

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling  
Sunstaff

**Armour**  
Starfeather Cloak

### Skink Warriors

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Short Bow  
Blowpipe  
Javelins  
Bolas

**Armour**  
Light Armour  
Shield  
Nets

### Saurus Warriors and Novelspawn

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Bolas  
Javelins

**Armour**  
Light Armour  
Shield

### Saurus Veterans

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd

**Shooting**  
Sling  
Bolas  
Javelins

**Armour**  
Light Armour  
Shield

### Chameleon Skinks

**Close Combat**  
Hand Weapon

**Shooting**  
Short Bow  
Blowpipe  
Javelins

**Armour**  
Light Armour

## HEROES

### 0-1 Saurus Sunspawn

55gc to hire

Starting Experience: 28

Race: Saurus

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

#### SPECIAL RULES

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

### 0-2 Saurus Moonspawn

45gc to hire

Starting Experience: 18

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 Skink Priest

25gc to hire

Starting Experience: 6

Race: Skink

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

#### SPECIAL RULES

Cold-blooded, Sacred Rites, Wizard (Heavens, Light or Beasts): Starts with 1 spell.

### 0-1 Skink Starseer

25gc to hire

Starting Experience: 6

Race: Skink

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

#### SPECIAL RULES

Cold-blooded, Stargazing, Spawnmarked, Wizard (Heavens or Star Rituals): Starts with 1 spell.

### 0-3 Saurus Novelpawns

35gc to hire

Starting Experience: 6

Race: Saurus

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

#### SPECIAL RULES

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

## 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, Insignificant (½)

### Saurus Warriors

40gc to hire

Starting Experience: 12

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

20gc to hire

Starting Experience: 6

Race: Skink

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

#### SPECIAL RULES

Cold-blooded, Stealth, Mimicry, Vanish, Timid

### 0-3 Saurus Veterans

45gc to hire

Starting Experience: 18

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

### 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.2.3**

Revamped items and skills.

### **v.2.2**

Added Sunbolt Gauntlet, Sacred Grubs, Astrolith.

Revamped Sacred Plaque.

### **v.2.1**

Saurus Novelpawns fixed a typo where their race was listed as Skink.

Feather Cloak and Starfeather Cloak merged into a single item. Cost is 20gc.

### **v.1.7**

Removed Slann; replaced with Skink Starseer with new lore and ability: Stargazing

Skink Priest gains Sacred Rites

Saurus Guards lose Stubborn, -5gc, -4 XP

Added Sacred Plaque

Skink Braves gain 'Buy Spawnings (10gc)'

Skink Warriors +2 XP

Skink Braves +2 XP

Skink Cameleons +2 XP

Skink Priest +2 XP

Skink Braves and Warriors cannot use Light Armour.

### **v.1.6.1**

Telepathic Vassal: Added: Both warriors will count as having attempted to cast a spell that turn (*and thus cannot shoot a missile weapon*).

### **V.1.6**

Slann +5gc, +4 XP, +1 Ld, +1 spell.

Floating Palanquin rule removed.

Skink Braves gain Telepathic Vassals

Added Sunstaff

Tweaked all Saurus xp and gc.

Chameleon Skinks gain Camouflage and Timid

Telepathic Exchange removed (*was: 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.*)

### **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.