

Lizardmen v.2.0

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 1 free Markings skill of your choice. (*Choose separately for each warrior.*)

Insignificant

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

Salamander Familiar 10gc

Missile Weapon

Range: 6" **Strength:** 4

Flaming Attacks.

Incendiary (+D3): +D3 to all rolls on the Critical Hit chart (*stacks with other modifiers*).

Quick to Fire: No -1 to hit for moving and shooting.

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.

Hunting Drake 15gc

Missile Weapon

Range: 24" **Strength:** 3

Poisonous (*May re-roll 1s 'to wound' except vs. enemies immune to poison.*)

Beast of Prey: Ignores penalties for Cover.

Move or Fire.

Sacred Plaque 15gc

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

Dominion (12"): Enemy Wizards within 12" of wielder, must pass a Leadership test in each of their own Power Phases to generate Power Dice.

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

Cannot be carried by warriors whose race is Skink.

Warband Special Equipment

Feather Cloak 10gc

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*).

Can only be carried by wizards.

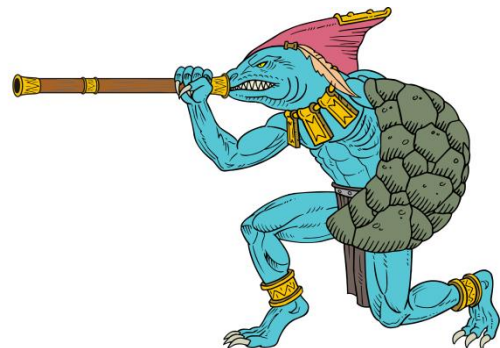
Starfeather Cloak 25gc

Suit of Armour: Feather Cloak: Is exactly the same as a Feather Cloak, but with the addition that 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.



© Giorgos Magkakis

Markings Skills

Poison Glands

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

Blot Toad Collector

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

Mark of the Old Ones

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

Poison Resistance

Warrior is immune to poison.

Saurus Only Skills

Killer Instinct

Warrior must be Saurus to choose this skill. 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

Warrior must be Saurus to choose this skill. Warrior causes *fear*. *(This also makes him immune to fear himself.)*

Predator Scent

Warrior must be Saurus to choose this skill. 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

Warrior must be Saurus to choose this skill. All critical hits scored against warrior have a -D3-1 modifier to rolls on the critical hits chart.

Reptilian Regrowth

Warrior must be Saurus to choose this skill. Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Massive Jaws

Warrior must be Saurus to choose this skill. Warrior may re-roll 'Free Hack' attacks that failed to wound.

Markings Skills

Fauna Warden

Warrior becomes proficient with Salamander Familiar and Hunting Drake.

Skink Only Skills

Mimicry

Warrior must be Skink to choose this skill. 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

Warrior must be Skink to choose this skill. Warrior's attacks *(both shooting and close combat)* are Armour Piercing (1). Stacks with other Armour Piercing effects he may have.

Jungle Stalker

Warrior must be Skink to choose this skill. Warrior gains 'Multiple Shots x2' with Javelins and Bolas.

Jungle Lurker

Warrior must be Skink to choose this skill. 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)*.

Jungleborn

Warrior must be Skink to choose this skill. 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.

Zoetic Attendance (Skink Wizards Only)

Warrior must be a Skink 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)

Warrior must be a Skink 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
Salamander Familiar
Hunting Drake

Armour

Light Armour
Shield

Skink Starseer and Skink Priest

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling
Sunstaff
Salamander Familiar

Armour

Feather Cloak
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: Skink

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

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.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.