

Lizardmen v.1.7

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 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. Does *not* prevent Wizards from casting spells. 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, 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

Buy Spawnings (10gc)

Warriors with this rule may buy any number of Spawning Special Skills when hired, or between each battle, at 10gc per Spawning.

Stealth

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

Timid

Warriors with this rule cannot use the Leader's Ld.

Warband Special Equipment

Sunstaff 10gc

Missile Weapon

Range: 24" Strength: 3

Oversplinter (1): Attacks from this weapon deteriorate the enemy's armour save by one more point than they normally would.

Multiple Shots x2 (Quick Shot): May fire twice at the same target with -1 to hit on both shots if wielder has the 'Quick Shot' Shooting skill.

Sacred Plaque 15gc

Special Equipment: Wielder cannot *hide* and loses 'Stealth' if he has it. *Cannot* be carried by warriors whose race is Skink.

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.

Lizardmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Spawnings
Saurus Oldblood	V			V		V
Saurus Sunblood	V			V		V
Skink Priest	(+10gc)		V		V	V
Skink Starseer	(+10gc)		V		V	V
Skink Sacredspawn	V	V	(+10gc)		V	V

Lizardmen Equipment Lists

Saurus Oldblood, Sunbloods, and Guards	Skink Starseer and Skink Priest	Skink Sacredspawn and Skink Warriors
<p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Sling Javelins Throwing Axes</p> <p>Armour Light Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sunstaff</p> <p>Armour None</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Short Bow Blowpipe Javelins</p> <p>Armour Shield Nets</p>
Saurus Warriors	Chameleon Skinks	
<p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Javelins Throwing Axes</p> <p>Armour Light Armour Shield</p>	<p>Close Combat Hand Weapon</p> <p>Shooting Short Bow Blowpipe Javelins</p> <p>Armour None</p>	

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 Sunbloods

45gc to hire

Starting Experience: 14

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: 8

Race: Skink

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

SPECIAL RULES

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

0-1 Skink Starseer

20gc to hire

Starting Experience: 6

Race: Skink

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

SPECIAL RULES

Cold-blooded, Scaly Skin (6+), Stargazing
Wizard (Star Rituals): Starts with 1 spell.

0-3 Skink Sacredspawn

10gc to hire

Starting Experience: 2

Race: Skink

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

SPECIAL RULES

Cold-blooded, Scaly Skin (6+),
Buy Spawnings (10gc)

HENCHMEN

Skink Warriors

15gc to hire

Starting Experience: 6

Race: Skink

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

SPECIAL RULES

Cold-blooded, Scaly Skin (6+)

Saurus Warriors

40gc to hire

Starting Experience: 8

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: 6

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, Timid

0-3 Saurus Guards

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

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)'

Recosted and tweaked all Skink gc cost and starting 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.