

Lizardmen Army Special Rules

Cold-Blooded (+5 pts)

All units and characters in the Lizardmen army are cold-blooded. They ignore the disorder morale penalty completely.

Characters:

Any one unit provides a tier 3 character slot. Every other tier 3 character slot can be swapped for a tier 2 character slot. Every other tier 2 character can be swapped for a tier 1 character slot. You do not have to use all slots, and it is not necessary to have max. characters in any tier, nor do you have to fill a slot before using a higher lvl tier. Example: An army brings 4 units to the field. He has four tier 3 slots, or two tier 3 and two tier 2, or two tier 3, one tier 2 and one tier 1. He can choose only to field one tier 3 character and one tier 1 character.

Tier 1

Slann 150 points

Character levitating or carried by templeguard

MS	SS	SV	W	AT	MV	ML
1	0	0	5	1	4	A

Equipment: none

Options: Up to 3 magic items..

Special Rules:

Cold-Blooded: Ignores the Disorder morale penalty.

Master Wizard!

Potent Mage: May carry two Arcane Items unto battle.

A Living God: Slanns are either alone or with a templeguard unit. As long as they are within a templeguard unit, they cannot be the target of attacks or challenges, and is placed in the middle of the unit.

The unit may still use the Slann ML.

Skink High Priest

Character on foot 130 points

MS	SS	SV	W	AT	MV	ML
3	4	0	3	1	6	B

Equipment: Hand weapon.

Options: Up to 3 magic items.

Special Rules:

They're big and they bite!: Skinks don't ride cold-ones.

Master Wizard!

Cold-Blooded: Ignores the Disorder morale penalty.

Tier 2

Revered Guardian

Character on foot 72,5 points

MS	SS	SV	W	AT	MV	ML
6	0	5	2	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory. Up to 2 magic items.

Special Rules:

Cold-Blooded: Ignores the Disorder morale penalty.

Scaly Skin 5: The scaly skin of a Temple Guard Saurus is thick and hard. Counts as wearing Heavy armour.

Special Spawn: A revered Guardian only fights alone or among Temple Guardians.

Saurus Old-blood

Character on foot 85 points

MS	SS	SV	W	AT	MV	ML
5	0	5	3	3	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory. Up to 3 magic items.

Special Rules:

Cold-Blooded: Ignores the Disorder morale penalty.

Scaly Skin 5: The scaly skin of a Saurus Scar-Veteran counts as wearing heavy armour.

Servants, not masters: Saurus never lead skinks in battle. A Saurus Old-blood is alone or with a unit of Saurus.

Skink Priest

Character on foot 60 points

MS	SS	SV	W	AT	MV	ML
2	4	0	2	1	6	C

Equipment: Hand weapon.

Options:

Melee weapons from the Armoury. Up to 2 magic items. Javelin + 10 points. Blowpipe + 20 points.

Special Rules:

They're big and they bite!: Skinks don't ride cold-ones.

Wizard

Tier 3

Skink Chieftain

Character on foot **45 points**

MS	SS	SV	W	AT	MV	ML
3	5	0	2	2	6	C

Equipment: Hand weapon.

Options:

Armour and Weapons from Jungle Armoury. Can choose a Blowpipe +25 points or Javelins +12,5 points.

May ride a Terradon. Up to 2 magic items.

May wear light armour + 3,5 points.

Special Rules:

Cold-Blooded: Ignores the Disorder morale penalty.

They're big and they bite!: Skinks don't ride cold-ones.

Saurus Scar-Veteran

Character on foot **35 points**

MS	SS	SV	W	AT	MV	ML
4	0	5	2	2	4	C

Equipment: Hand weapon.

Options: Armour and melee weapons from the Armoury. Up to 1 magic items.

Special Rules:

Scaly Skin 5: The scaly skin of a Saurus Scar-Veteran counts as wearing heavy armour.

Servants, not masters: Saurus never lead skinks in battle. A Saurus Scar-Veteran is alone or with a unit of Saurus.

Trained Kroxigor w/ Great weapon

Monster on foot **60 points**

MS	SS	SV	W	AT	MV	ML
3	0	5	3	2	6	C

Equipment: Great Weapon

Special Rules:

Scaly Skin 5: The scaly skin of a Kroxigor counts as wearing Heavy armour.

Trained: This Kroxigor has been trained at working with skinks. He can only join Skink regiments. The Skink regiments can use the morale of the Kroxigor as they feel safer and more secure with the beastie around them. The Kroxigor counts in every way as a normal character in a regiment. He just has a larger base. Skinks behind the trained kroxigor can use their spears as normal.

Terradon Alfa

Monster Mount **270 points**

MS	SS	SV	W	AT	MV	ML
2	0	6	2	2	4	E

Equipment: Great Weapon

Special Rules:

Scaly Skin 6:

The scaly skin of a Terradon offers some protection.

Flying: Page x in the conqueror rules.

Jungle Weapons and Mounts

Armor

Item	Cost	Effect
Shield	2,5	6+ save
Cold-one	15	5+ save, 7" move
Cold-one and Shield.	17,5	4+ save, 7" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	7,5	AP 1	Yes
Great Weapon	7,5	AP 2	No
Lance	7,5	AP 2 on charge	Yes
Spear	7,5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	2,5x MS	Adds 1 attack	No
Pike	7,5	AP 1, AP 2 if set	No

Lizardmen

Saurus w/ Sword & Shield

20 models **170 points**

+4,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	0	5	1	1	4	C

Equipment: Shield and Hand weapon.

Special Rules:

Scaly Skin 6: The scaly skin of a saurus counts as wearing light armour.

Saurus w/ Spear

20 models **250 points**

+6,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	0	5	1	1	4	C

Equipment: Shield and Spear.

Special Rules:

Scaly Skin 6: The scaly skin of a Saurus counts as wearing light armour.

Skinks w/ Javelins

5 models **57,5 points**

+11,5 points per model, max. 20

MS	SS	SV	W	AT	MV	ML
2	3	0	1	1	6	D

Equipment: Javelin and Hand Weapon.

Options: Shields +1 point per model. Spears + 2 points per model.

Special rules:

Skirmish

Aid from the Jungle:

There can never be more AftJ units in an Lizardmen army than there are Lizardmen.

Saurus Cold-one riders.

5 models **125 points**
+12,5 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	3	1	1	7	C

Equipment: Cold-One, Shield and Lance.

Special Rules:

Cold-one: A Cold-one counts as a horse with barding.

Scaly Skin 6: The scaly skin of a saurus counts as wearing light armour.

Temple Guards w/ Hand weapon & Shield

20 models **250 points**
+6,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
5	0	4	1	1	4	B

Equipment: Shield and Hand weapon.

Special Rules:

Scaly Skin 5: The scaly skin of a Temple Guard Saurus is thick and hard. Counts as wearing Heavy armour.

Guardians: Only one unit of Temple Guards per Slann.

Temple Guards w/ Halberd

20 models **270 points**
+7 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
5	0	5	1	1	4	B

Equipment: Great weapon.

Options: Can wear shield at +20 points for 20 shields. Extra shields cost +0,5 points.

Special Rules:

Cold-Blooded: x

Scaly Skin 5: The scaly skin of a Temple Guard Saurus is thick and hard. Counts as wearing Heavy armour.

Guardians: Only one unit of Temple Guards per Slann.

Kroxigors w/ Great weapon

3 models **125 points**
+x per model max. 6.

MS	SS	SV	W	AT	MV	ML
3	0	5	3	2	6	C

Equipment: Great Weapon

Special Rules:

Scaly Skin 5: The scaly skin of a Kroxigor counts as wearing Heavy armour.

Chameleon Skinks

5 models **87,5 points**
+17,5 points per model, max. 20

MS	SS	SV	W	AT	MV	ML
2	4	0	1	1	6	D

Equipment: Blowpipe and Hand weapon

Special rules:

Blowpipe: A blowpipe has a 15" range and no penalty for long range.

Camouflaged: Chameleon skinks are hard to see, and therefore receives an extra -1 to hit from shooting.

Skirmish.

Salamander w/ Skink Handlers

1 Salamander **100 points**

MS	SS	SV	W	AT	MV	ML
2	3	5	2	1	6	D

Skink Handler

MS	SS	SV	W	AT	MV	ML
2	3	0	1	1	6	D

Equipment: Skinks have Javelins and Hand weapon

Special rules:

Scaly Skin 5: The scaly skin of a salamander counts as wearing Heavy Armor.

Skirmish.

Salamander fire: Range 12"/ 24", d6 hits AP2 (*like artillery do not half amount of hits*), may only shoot in every other shooting face (*like other artillery units*), may move and still fire though at normal penalty to hit.

Terradons w/ Skink Rider

3 models **115 points**
+38 points per model, max. 6

MS	SS	SV	W	AT	MV	ML
2	3	5	3	1	4	D

Equipment: Shield, Javelins, Hand Weapon

Special Rule:

Flying: p. 37 conqueror rulebook.

Stegadon

1 model with 6 riders. **225 points**

MS	SS	SV	W	AT	MV	ML
3	3	3	5	3	7	C

Special Rule:

Chariot: page 30. Conqueror rulebook

Rider Fire: The 6 riders on the terradon can each fire a Javelin each shooting phase as long as the stegadon is not in melee. They can shoot when the Stegadon is charging.

Big feet and horns: The Stegadons melee attacks are AP2.

Options: For + 50 points a bolt thrower can be mounted on the stegadon. Firing the bolt thrower requires two crew members, so if the bolt thrower is being fired, only four skinks can shoot their Javelins.

Magic Items List:

* = **Unique item, only one character in your army can carry it onto battle.**

Armour:

Enchanted Shield 15 points:

This shield will automatically block the first hit directed at the wearer. No save roll is necessary. Thereafter it will function as a normal shield.

Cloak of Deception 15 points:

This garment is enchanted with dazzling illusions that can temporarily confuse the user's opponent. Once per game, the user may accept a duel without actually having to fight it. Instead the opponent will lose his train of thought and idly observe the surrounding combat. Note that the user cannot strike the opponent because doing so would break the spell. One use only.

Weapons:

Dueling Sword 10 points:

This weapon is a finely balanced rapier with gilded hilts that make it excellent for individual combat. The sword adds +1 to a character's AT rating for duels, but has no effect in combat against units.

Missile of Seeking 10 points:

These projectiles can be fired using any type of bow or crossbow. They will automatically hit any target with which the shooting model has line of sight, regardless of whether or not the target is in a unit. It thus allows characters to be picked out and shot at. They may be used only once per game and inflict one wound of damage with an AP of 2, regardless of whether a bow or crossbow is used.

Glaive of Rending 10 points:

This great weapon's blade can shear through armor with considerable ease. It has AP 3 but may not be used in Melee Combat with shields (though these may be used against shooting and magical attacks).

Bow of Accuracy 10 points:

This long bow is cut from ancient wood and inscribed with elvish spells. The user of bow pays no penalty for shooting for any reason, either because of distance, being charged or magic.

Fell Blade 10 points:

This sword boasts a jagged blade that inflicts extra damage. Every hit with this weapon cause inflicts two wounds, rather than one.

Magic Web 10 points:

This melee weapon reduces the attacks of one opposing model in base to base contact by one. It may be used as a secondhand weapon, in which case no extra attack is granted to the user.

Axe of Retribution 15 points:

This great weapon can be wielded by only the strongest warriors. Each unsaved hit inflicts d6 wounds on the target model rather than just one. It is a great weapon so it is also AP 2.

Silver Lance 15 points

The silver lance has been enchanted to do even more damage. When used by a charging (or counter charging) character on horseback, it inflicts 2 wounds at AP 3. Like normal lances, had no effect once the charge is over.

Mace of Destruction 15 points:

This spiked mace is ensorcelled with powerful magic that does extra damage to tissue and bone. All hits scored with this AP 1 do two wounds rather than one.

Steel Bow 20 points:

This short bow is made of springy, high-tensile steel. This allows it to be used from horseback while also retaining impressive hitting power. All missile attacks with this weapon are AP 1.

Sword of Slaying 20 points

The Sword of Slaying is a vicious weapon that thirsts for life energy, and those struck by it may find their very souls consumed. Any model hit by them will be instantly killed on a 4+, no matter how many wounds are remaining. Saves may be taken as normal.

Sword of Skill 25 points

This finely balanced weapon allows the user to increase his chances to hit. Attacks with the Sword of Skill are +1 on the Melee Combat Table. An unmodified die roll of 1 is still a miss.

Talismans:

15p - Lucky Charm: 6+ Wardsave (can be used by monster mounts)

30p - Holy Symbol: 5+ Wardsave (can be used by monster mounts)

45p* - Favour of Gods: 4+ Wardsave (can be used by monster mounts)

Talisman of Protection 15 points:

This amulet is inscribed with anti-magic symbols. It gives the user and the unit he is with a 4+ ward save against any spell cast at them.

10p - Potion of Healing:

The Potion of Healing restores the user to full health. It may only be used during the rally phase. One use only.

15p - Potion of Strength:

The Potion of Strength allows the user to temporarily achieve incredible hitting power. Instead of making the normal number of melee attacks, the user may opt to quaff the potion and give a single mighty swing. The character attacks with his normal melee skill but if he hits, does AP 4 regardless of the weapon and will inflict d3 wounds rather than one. One use only.

20p - Horn of Courage:

Horn of Courage is sounded, one unit will immediately rally and reform. Use during the Magic Phase.

25p - Standard of Discipline:

This rather austere flag gives off an aura of stern command. It inspires obedience all friendly units within 12", giving them +1 on Command Table die rolls.

30p* - Banner of Glory:

This ancient and venerable flag is wound with spells of courage and covered with runes describing past victories. It inspires all friendly units within 12", giving them +1 on Morale Table die rolls.

40p* - Banner of Terror:

The Banner of Terror is a blood-soaked artefact topped with the skulls of the slain. The mere sight of it causes enemies to wilt in fear. All enemy units within 12" suffer a -1 penalty their on Morale Table die rolls. Note that rolls on the Command Table are unaffected.

Arcane:

Only one arcane Item per Wizard Character. (Except Slann may carry two)

Nullification Scroll 5 points:

When read aloud, this parchment scroll bursts into flame and drains nearby spell energy. Once per game, it will automatically block any single spell. **One use only.**

Wand of Negation 10 points:

This silver-inlaid wand gives its user +1 on all countermagic die rolls.

Book of Knowledge 15 points:

The Book of Knowledge is filled with magical lore, and a caster with this item may use spells from two schools rather than just one.

Familiar 20 points:

This magical animal helps assist the wizard in using his power allowing him to boost the number of spells he may cast per turn. A familiar allows a wizard to cast one extra spell per turn (thus two for normal wizards, three for masters).

Staff of the Magi 25 points:

The Staff of the Magi is a rod of a rare and mysterious wood that boosts spell power. It gives the user +1 to all casting die rolls.