



WOEHAMMER ARMIES

LIZARDMEN



Lizardmen Special Rules

Blowpipes

This give units so equipped the venomous special rule when shooting. Blow pipes are not hand hurled weapons and so can't be used in an exchange of missiles by a unit that is charging.

Bolas

The bolas is a hand-hurled missile weapon that can only be thrown as part of an exchange of missiles. Hits from a bolas cause no damage, but inflict a pin on the target in the usual way. In addition, if the target is a warrior or mounted unit, make a D10 test against the total number of bolas hits scored. If successful then 1 opposing model cannot strike any blows at all during the ensuing hand-to-hand fighting, including in any follow-on combat. This model is chosen from the unit by the player that threw the bolas. The model is tangled in the bolas for the duration of the fighting, but is automatically freed at the conclusion of fighting if still alive. For example, if you cause 4 hits roll a D10 and if you roll 4 or less one enemy model is tangled up for that combat.

Cold-Eyed

When taking any test against Command the unit ignores the usual -1 penalty applied for one pin. So, 1 pin would impose no penalty, 2 pins a penalty of -1, 3 pins -2 and so on. When making an Order test, a test is still required if the unit has a single pin, even though the usual -1 penalty is ignored and the test made against the full Command value.

Slann Movement

The Slann Priests are sluggish and physically frail creatures, and rely on the physicality of the Sauruses to carry out their daily physical tasks, including moving for them.

The Slann Priest is totally immobile unless carried by a unit of Saurus warriors, or Saurus Temple Guard. The Slann Priest does not move unless they also use the Follow rule to activate a unit of Sauruses, at which point the priest moves with the unit. He can be picked up and dropped off at any point of the units movement, and both units are given the appropriate order regardless of where the Slann Priest is left or what the Sauruses may do next (ie fight in HtH). A unit that charges can decide to leave the Slann Priest out of combat if they so wish, but if they are broken they will leave the Slann where he is, potentially very exposed!

As long as the unit of Sauruses has at least 3 models they can move without penalty. If reduced to two models they will count as heavily laden. A single Saurus carrying the Slann Priest will only ever be able to move a max of 1M

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

Lizardmen Magic Items

The land of Lustria is full of treasures and magical relics, and many of these are in the hands of the lizardmen.

Hero units may take magical items as listed below, or magical items of the Beast, Dark, Alteration, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Blade of Realities - *This glimmering sword was crafted by the Old Ones* - This large sword ignores all non magical armour - 15 points

Moon Cleaver - *This weapon was forged during an eclipse and glows with the power of the heavens* - This halberd has its SV increased to 6 for any natural hit rolls of 1 - 15 points

Magic Armour

Cloak of feathers - *This finely woven cloak of Coatl feathers is blessed by the Slaan Priests* - Skink heroes and wizards only. This cloak grants the wearer the fly rule - 15 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Sun Banner - *This banner is a magnificent sight and drives the lizard men ever onwards*- Any saurus and skink units that begin a charge within 12" of this banner are at +1 Str for the ensuing combat and any follow up combat - 25 points

Magic Items

The Egg of Quango - *This mystical artefact was unearthed from the deepest, darkest jungle* - Once per battle the possessor of this egg may crack it open prior to casting a spell. The spell is automatically cast with no chance of dispel, Can only be taken by wizard units - 15 points

The Phial of Phaic Tan - *This small clay phial contains the mystical fluids* - Once per battle the bearer may toss the phial at an enemy as an exchange of missiles. If it hits the affected unit takes a pin as normal and is also at -1 Str for the combat and any follow on combat- 10 points

The Rod of Itzi Bitzi- *This golden fetish stores a tiny measure of the power of the Old Ones* -. Slann Priest only. This rod increase the casting value of all spells the priest attempts to cast by one (not that a 0 to cast is still always a miscast.) - 25 points

Lizardmen Army List

Army Composition

When choosing a lizardmen army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

0 - 1 Saurus Oldblood, 106 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus Oldblood with axe, light armour	6	5	5	6(7)	6	8	Tough, Command, Follow, 3 x HtH, Wound, Cold-Eyed
2 x Saurus Bodyguards with axes, light armour	6	5	5	6(7)	6	7	Cold-Eyed

Upgrade to Wound 2 @ 14 points, Tough 2 @ 10 points. Give unit big axes or spears @ free. Give unit medium armour @ 10 points + 2 points per bodyguard. Add up to 2 Saurus Bodyguards @ 15 points each

0 - 1 Saurus Oldblood mounted on Cold One, 141 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus Oldblood with axe, light armour, mounted on Cold One	6	5	5	7(8)	6	8	Tough, Command, Follow, 3 x HtH, Wound, Cold-Eyed, Fast 6, Cold One 1 x HtH SV 2
2 x Saurus Bodyguards with axes, light armour, mounted on Cold One	6	5	5	7(8)	6	7	Cold-Eyed, Fast 6, Cold One 1 x HtH SV 2

Upgrade to Wound 2 @ 16 points, Tough 2 @ 10 points. Give unit big axes or spears @ free, lances @ 1 point. Give unit medium armour @ 10 points + 2 points per bodyguard. Add up to 2 Saurus Bodyguards @ 26 points each

0 - 1 Saurus Oldblood mounted on Carnosaur 334 points**Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus Oldblood with axe, light armour	[6]	5	5	[6(7)]	6	8	[Tough], Command, Follow, 3 x HtH, [Wound], Cold-Eyed,
Carnosaur	6	-	7	12	-	-	Large, MoD 2, 5 x HtH SV5, Dread, Terror, Irresistible Charge

Upgrade to Wound 2 @ 14 points, Tough 2 @ 10 points. Give big axe @ free, lance @ 1 point. Give unit medium armour @ 10 points.

Note. The warband must include one, and only one, Warlord Unit

0 - 1 Slann Priest, 105 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Slann Priest with club	3	5	4	5	7	8	Tough, Wound, Follow, Cold Eyed, Immobile, Magic Level 3

Make Priest Tough 2 @ 10 points, Wound 2 @ 10 points.

0 - 1 Skink Shaman, 61 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skink Shaman with dagger	6	5	4	4	7	8	Tough, Wound, Magic Level 1

Make Shaman Tough 2 @ 10 points, Wound 2 @ 8 points. Upgrade to Magic Level 2 @ 25 points.

0 - 1 Saurus Hero, 79 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus hero with axe, light armour	6	5	5	6(7)	6	8	Tough 2, Hero, 3 x HtH, Wound, Cold-Eyed

Upgrade to Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 2 @ 10 points. Give unit big axes or spears @ free. Give unit Bolas @ 1 point. Give unit medium armour @ 10 points. May be given a battle standard adding the heavily laden rule.

0 - 1 Saurus Hero mounted on Cold One, 92 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus hero with axe, light armour, mounted on Cold One	6	5	5	7(8)	6	8	Tough 2, Hero, 3 x HtH, Wound, Cold-Eyed, Fast 6, Cold One 1 x HtH SV 2

Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 2 @ 10 points. Give unit big axe @ free, lance @ 1 point. Give unit Bolas @ 1 point. Give unit medium armour @ 10 points. May be given a battle standard adding the heavily laden rule.

Elite Units

0 - 1 Units of Saurus Temple Guard, 112 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Saurus Guard Leader halberd, medium armour	6	5	5	6(8)	6	8	Tough, Cold-Eyed, Disciplined
4 x Saurus Guard with halberds, medium armour	6	5	5	6(8)	6	7	Cold-Eyed, Disciplined

Give unit Bolas @ 1 point per model. Add up to 5 Temple Guard @ 18 points each

0 - 1 Units of Terradon Riders, 153 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Skinks with axes, javelins, riding Terradons	10	5	4	5	7	7	Flies, Fast 10, Surly, Terradon 2 x HtH SV1

Add up to 2 Terradon Riders @ 51 points each

0 - 1 Units of Kroxigor, 35 Points **Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Kroxigor with giant axe or club	5	5	5	8	7	8	Large, 2 x HtH SV2, Venomous, Frenzied Charge, Surly

Add up to 2 Kroxigor @ 35 points each

Troops Units

Saurus Knights, 90 points **Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight leader with axe, light armour, riding Cold One	6	5	5	7(8)	6	8	Tough, Fast 6, Cold Eyed, Cold One 1 x HtH SV 2
2 x Knights with axes, medium armour, riding Cold Ones	6	5	5	7(8)	6	7	Fast 6, Cold Eyed, Cold One 1 x HtH SV 2

Give unit spears @ free, lances @ 1 point. Give unit Bolas @ 1 point. Give unit medium armour @ 2 points per model. Add up to 3 Saurus Knights @ 27 points each.

Saurus Warriors, 87 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with axe, light armour	6	5	5	6(7)	6	8	Tough, Cold-Eyed
4 x Saurus with axes, light armour	6	5	5	6(7)	6	7	Cold-Eyed

Give unit spears or large axes @ free. Give unit Bolas @ 1 point. Add up to 5 Saurus @ 15 points each

Skink Archers, 52 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skink leader with dagger, bow	6	5	4	4	7	8	Tough
4 x Skinks with daggers, bows	6	5	4	4	7	7	

Add up to 5 Skinks @ 8 points each

Skink Warriors, 57 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skink Leader with sword, light armour	6	5	4	4(5)	7	8	Tough
4 x skinks with swords, light armour	6	5	4	4(5)	7	7	

Give unit spears @ free. Give unit Bolas @ 1 point. Add up to 5 Skinks @ 9 points each

Jungle Swarm, 75 points
Swarm Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Jungle Swarms	6	-	4	5	3	8	4 x HtH SV0 Venomous, Slow 4, Wild

Add up to 2 swarms @ 25 points each

0 - 1 Units of Chameleon Skinks, 102 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, blow pipe	6	5	4	4	7	8	Tough, Woodsman, Stealthy, Cold Eyed, Infiltrate, Dead Eye Shot
4 x Chameleon Skinks with daggers, blow pipes	6	5	4	4	7	7	Woodsman, Stealthy, Cold Eyed, Infiltrate, Dead Eye Shot

Add up to 5 Chameleon Skinks @ 17 points each

0 - 1 Razordon, 59 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Skink Handlers with spears	6	5	4	4	7	8	
Razordon	4	-	6	7	4	8	Wild if all handlers killed, 2 x HtH SV2, Spines 2 x missile attack 10" SV 1, Venomous

Add up to 2 Handlers @ 32 points each

Monstrosity Units

0 - 1 Carnosaur, 188 / 208 / 228 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Carnosaur	6	-	7	12	7	7	Large, MoD 2, 5 x HtH SV5, Dread, Terror, Irresistible Charge

0 - 1 Stegadon, 155 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Stegadon	4	-	6	12	-	-	Large, MoD 2, Surly, Stampede, 5 x HtH SV5
4 x Skink Crew with spears	-	5	4	-	7	7	

Give crew bows or javelins @ 2 points per crew member. Add up to 4 skink crew @ 4 points each