

# Lizardmen Warband

The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine ‘Old Ones’. Ever since the great catastrophe and the departure of the Old Ones from the world, the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded ‘Dry Skins’!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns—tales of cities filled with gold!

The ruined Temple cities of Huatl, Tlax, and Xahutec are the most frequently raided due to their location near the coast. In recent years, more and more Norse, Elven, and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard pressed to keep what is rightfully theirs. It is by guerilla style hit and run attacks by war parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the ‘dry skinned ones’.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would be robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.

## Special Rules

All Lizardmen are subject to the following special rules:

**Scaly Skin:** All lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of ‘no save’ on the injury chart will negate this 6+ save. Light armour adds +1 to the save, as does the addition of a shield.

**Armour:** Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

**Bite Attack:** The Saurus have a powerful bite attack, this bite attack uses the Saurus’ own strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

**Cold Blooded:** All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of the Saurus or Kroxitgor when taking a Rout test.

**Aquatic:** Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

**Jungle born:** All Skinks can move through jungle terrain without penalty.

**Saurus Rarity:** The Slann mage-priests would never include more Saurus braves in a warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

## Choice of Warriors

A Lizardmen Warband must include a minimum of three models. You have 500 gold crowns (or the Lizardmen equivalent) to recruit your initial Warband. The maximum number of warriors in the warband may never exceed 20.

**Skink Priest:** Your Warband must have one Skink Priest to lead it—no more, no less.

**Saurus Totem Warriors:** Your Warband may include one Saurus Totem Warriors.

**Skink Great Crests:** Your warband may include up to two Skink Great Crests.

**Skink Braves:** Any number of models may be Skink Braves.

**Saurus Braves:** Your warband may include up to four Saurus Braves.

**Kroxitgor:** Your warband may include a single Kroxitgor.

## Starting Experience

A **Skink Priest** starts with 20 experience.

**Saurus Totem Warriors** start with 11 experience.

**Skink Great Crests** start with 8 experience.

**Henchmen** start with 0 experience.

## Maximum Characteristics

Characteristics for Lizardmen may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink	6	5	6	4	3	3	7	4	8
Saurus	4	6	0	5	5	3	4	4+1	10

## Special Lizardmen Equipment

### Blowpipe

25 gold crowns

**Availability:** Rare 7, Lizardmen and Forest Goblins only

See page 92 of the Mordheim Rulebook for the full rules.

### Bolas

5 gold crowns

**Availability:** Common, Lizardmen only

Bolas are a set of three bronze balls on strings tied together. They are used in a manner similar to a sling, rotated around the head for speed. Bolas are a hunting weapon which are designed to not seriously harm the animal. They immobilize it and allow the hunter to subdue, or kill it, with his spear. The bolas have a range of 16" and can only be used once per battle. They are automatically recovered after each battle.

### SPECIAL RULES

**Dangerous:** If the to hit roll is a natural 1, the bolas brain the wielder with a Strength 3 hit.

**Entangle:** A model hit by bolas isn't hurt, but his legs are entangled and he is unable to move. The model suffers a -2 Weapon Skill penalty in hand-to-hand combat, but may still shoot normally. The model may try to free himself in the Recovery phase. If the model rolls a 4+ on a D6 he is freed and may move and fight normally.

### Javelin

10 gold crowns

**Availability:** Common

Javelins are throwing spears that are used by young Norse warriors who can't afford better weapons. They are also frequently used by Skink and Forest Goblin hunters.

**Range:** 8"; **Strength:** As user; **Special Rule:** Thrown weapon

### SPECIAL RULES

**Two-handed:** Models using javelins do not suffer penalties for range or moving as they are perfectly balanced for throwing.

### Poisoned Weapons

Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 gold crowns and *Black Lotus* at a cost of 10 gold crowns. Both of these items are treated as a common item however, Skinks may only use them on missile weapons. Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons as normal, but they have to purchase it as normal from the Trading Chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 gold crowns per weapon. *Reptile Venom* is a common item and adds +1 to the Strength of the weapon but does not grant the -1 save modifier. *Reptile Venom* only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

## SACRED MARKINGS

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

### Oversized Jaws 40 gold crowns

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack at +1 Strength. (Saurus Only)

### **Poison Glands 40 gold crowns**

The Skink has been gifted with glands that produce a deadly poison. The Skink may choose to attack with his teeth instead of his weapons. These attacks are treated just like a Saurus bite attack but are resolved at a +1 save modifier regardless of the Skink's Strength. In addition, when rolling on the injury table add +1 to the result. (Skinks only)

### **Mark of the Old Ones 50 gold crowns**

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

## Special Lizardmen Skills

	<b>Combat</b>	<b>Shooting</b>	<b>Academic</b>	<b>Strength</b>	<b>Speed</b>	<b>Special</b>
Skink Priest			×		×	×
Totem Warriors	×			×		×
Skink Great Crests		×			×	×

## SKINKS ONLY

### **Infiltration**

The Skink is a great hunter and is an expert at sneaking up on his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

### **Great Hunter**

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover (i.e. a -2 to hit penalty).

## SAURUS ONLY

*Saurus skill list prohibitions:* Saurus can never receive Academic skills and can never use missile weapons.

### **Bellowing Battle Roar**

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

### **Toughened Hide**

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

## Lizardmen Equipment List

### Saurus Equipment List

#### **Hand-to-hand Combat Weapons**

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword	10 gc
Double-Handed Weapon	15 gc
Spear	10 gc
Halberd	10 gc

#### **Missile Weapons**

None

#### **Armour**

Bone Helmet	10 gc
Light Armour	50 gc
Shield	5 gc

### Skinks Equipment List

#### **Hand-to-hand Combat Weapons**

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword (Heroes only)	10 gc
Spear	10 gc

#### **Missile Weapons**

Short Bow	5 gc
Bolas	5 gc
Javelin	10 gc
Throwing Knives	15 gc
Blowpipe	25 gc

#### **Armour**

Bone Helmet (Skink Priest only)	10 gc
Buckler	5 gc
Shield	5 gc

# Heroes

## 1 Skink Priest

### 60 Gold Crowns to hire

The Warband leader will be one of the hand picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognizable as they paint their skins colorful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	4	3	3	1	5	1	7

**Weapons/Armour:** The Skink Priest may be equipped from the Skinks Equipment list.

### SPECIAL RULES

**Leader:** The Skink Priest is the leader of the warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership test. If the Skink Priest is killed you may recruit a new Skink Priest, but you must play at least one game without the leader to give him time to join up.

**Wizard:** The Skink Priest is a Wizard and may use Lizardmen magic.

## 0-1 Saurus Totem Warrior

### 60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems: Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness. Upon attaining the status of Totem Warrior, he is recruited by the Skink Priests to join with them in their forays into the ruined temples.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	1+1	8

**Weapons/Armour:** A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

## 0-2 Skink Great Crests

### 30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in color than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war party retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

**Weapons/Armour:** Skink Great Crests are equipped from the Skinks Equipment list.

# Henchmen

## Skink Braves

### 20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus, they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

**Weapons/Armour:** Skink Braves are equipped from the Skinks Equipment list.

## 0-4 Saurus Braves

### 40 Gold Crowns to hire

Saurus have thick, horny, scaly hide which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors, but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	1	1+1	7

**Weapons/Armour:** Saurus Braves are equipped from the Saurus Equipment list.

## 0-1 Kroxigor

### 200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction, and they need to be goaded into working by the nimble Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	3	1	3	8

**Weapons/Armour:** The Kroxigor is equipped with a halberd.

### SPECIAL RULES

**Scaly Skin:** Kroxigor have a natural save of 4+.

**Aquatic:** Kroxigor may move through water with no penalty, and counts as being in cover while he is in the water.

**Cause Fear:** Kroxigor are large and frightening monster and causes *Fear*.

**Large:** Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

**Animal:** Kroxigor are slow-witted creatures that never learn from their mistakes. Kroxigor do not gain Experience.

## Lizardmen Magic

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

### 1 Chotec's Wrath Difficulty

**Difficulty 8**

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armor, Ithilmar armour or Gromril armour.

### 2 Sotec's Blessing

**Difficulty 7**

The spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

#### D6 Effect

1-2 +1 BS or +1 to hit in close combat.

3-4 Toughness +1.

5-6 Movement and Initiative +1.

### 3 Huanchi's Stealth

**Difficulty 7**

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately go into hiding. A model may go into hiding even if they ran in the movement phase or have already shot with a missile weapon.

**4 The Old Ones' Protection** **Difficulty 6**

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

**5 Tinci's Rage** **Difficulty 8**

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follow the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of his next turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase.

**6 Itzl's Speed** **Difficulty 7**

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts as running and a model may not move if he has already shot with a missile weapon. A model may not charge with this extra move.