

## LIZARDMEN V2

### BACKGROUND

Before Chaos came into the world there was a more ancient forgotten age – the Age of the Old Ones. This far-off time lies beyond the memory of man and is recalled only dimly by the Elves – the most ancient of all the world’s warm-blooded races. In that distant age the planet was dominated by cold-blooded creatures. The undisputed rulers of the world were the reptilian lizardmen and their strange amphibian masters the Slaan. The Slaan themselves came not from this planet but from the great darkness. They travelled between the stars in their silver ships by means of immense inter-dimensional portals fashioned with arcane skills blending both sorcery and science. In that forgotten era the Slaan were unchallenged masters of the universe of time and space. Our world was but one small insignificant colony amidst a glittering galaxy of stars.

According to the most ancient records preserved in Lustria, themselves a cryptic and much distorted copy of even older accounts now lost, the Slaan found a dying world of ice deserts inhabited only by primitive reptiles. They employed their strange sorcery to arco-engineer the native creatures into various types of workers and slaves, creating the race of lizardmen first of all. They used the incomparable power of their minds to reposition the planet in its orbit so that temperatures became more tolerable and jungles grew up to cover the equatorial regions. Most importantly they constructed a permanent trans-dimensional gateway through the axis of the planet. It’s portals over the poles allowed the Slaan to transport huge fleets from world to world. By this means new creatures of many kinds were introduced including the ancestors of the warm-blooded races such as Elves, Dwarfs and Men.

The Slaan caused their lizardmen servants to raise great pyramid cities wherefrom mighty Slaan Mages observed the stars and contemplated the inner secrets of the multiverse. Their great minds spanned the stars and their thoughts quested throughout the time-stream exploring its endless weave of possibilities and consequences. The secrets of the future lay within their grasp and their minions flourished on the new-made world. Mighty cities arose peopled by the Lizard races. The first Elves walked the land of Ulthuan and the Slaan nurtured them – cultivating the young race in preparation for the troubled time that they foresaw in the stars. What they saw was the coming of Chaos – the destruction of the Slaan’s intergalactic civilisation and the collapse of their mighty warp gates. Being creatures of great wisdom the Slaan set about creating new races strong enough to stand against the powers of Chaos that were gathering in the outer darkness.

The coming of Chaos to the world was the ultimate test of the Slaan. Their civilisation was almost destroyed – many of the wise ones were slain – the warp gates fell and volatile magic flooded the world and altered it forever. But – as the Slaan had planned all along – their minions proved stronger than Chaos. The world was saved thanks to the Lizardmen, the first Elves, the ancestors of the Dwarfs, and the other nascent races nurtured by the Slaan. But the world was changed. The efforts of the Slaan had all but finished them. Their time of greatness was over and the remaining Slaan Mages fell into a centuries long sleep from which they awoke enfeebled and diminished – those that awoke at all. Their great cities crumbled and declined. Only their cold-blooded

servants continued as ever, guarding the pyramid cities and star-temples of the Slaan, awaiting the instructions of their masters with reptilian patience. So it has been for thousands of years and now even fewer Slaan remain than ever and the great ones of old have all passed on. The Lizardmen races continue to live amongst the ruins and preserve to this day the intent of the Slaan if not their understanding.

## CAPTIONS

Skinks are the smallest and most nimble minded of the Lizardmen races – adaptable and capable of interpreting and adapting their masters' wishes. It is Skinks that run the Lizardmen cities and direct the Lizardmen armies – often under the sleepy gaze of the Slaan Mages. In battle they carry a mixture of bows, blow-pipes, slings and javelins. Skinks are spawned in great pools and the colours and patterns of their skin vary from one spawning to the next.

Saurus are larger and less agile than Skinks and less intelligent by far but they are very good at what they do and what they do is fight. They are the guards and warriors of the lizard races, strong armed, unquestioningly obedient, and heedless of hurt or danger. They are hatched in caverns far below the ground and like all lizardmen races they thrive in semi-aquatic or closely confined environments where humans would soon perish.

Temple Guards are the Saurus Guardians of the Star-Temples of the Slaan – they wear distinctive costumes with helmets made from the skulls of strange reptilian beasts. Such guardians are sometimes supplemented by especially strong and vigorous hatchlings of Saurus equipped with distinctive wargear to mark their good fortune – their helmets often take the forms of birds and beasts.

Salamanders are fire breathing reptiles. They are not especially aggressive by nature but are herded into battle by Skinks to support larger bodies of troops. Their skin colours vary a great deal and are often surprisingly bright.

Kroxigor are the largest lizardmen of all and also the rarest. They are employed to fetch and carry heavy loads and are just about bright enough to fight and follow orders. Like other lizardmen they vary in colour from one spawning to the next but the predominant colour tends to be a scaly blue-grey.

Cold One Riders. Lizardmen ride a variety of quadrupedal or bipedal reptile mounts both large and small. Some of these are regarded as too timid for war but the stolid, cumbersome Cold Ones make excellent fighting mounts and have remarkably thick skins (and heads). They are ridden by Saurus and occasionally by Skinks who sometimes ride two to a Cold One.

Terradons are flying reptiles used both as scouts, messengers and aggressive fast moving troops. They are too quick and possibly too lightly built to comfortably carry a Saurus so they are ridden by Skinks – often one Skink controlling the Terradon whilst the other wields a bow or spear.

Stegadons are huge reptiles that carry strongly built towers into battle. These towers are crammed with Skinks armed with bows, spears, and sword-axes that they employ

against any enemy unwise enough to approach near. Most enemies are not so lucky – they will have been trampled beneath the Stegadon’s huge feet, crushed in its powerful jaws, or speared by its long horns.

Characters. The army is led by a Slaan Mage – the Slaan himself is huge and bloated, like a gigantic toad. Often he sits on a Palanquin borne aloft by a guard of Kroxigor or propelled by means of arcane science. Alternatively he might ride atop a Stegadon, rising above the battlefield upon its scaly back. The army’s chief leaders are its Skink commanders – high ranking officials of the temple bureaucracy and trusted agents of the Slaan themselves. Some Saurus also hold positions of responsibility – they are too slow witted to make good commanders but they are good fighters. These leaders sometimes ride reptilian mounts, often large ferocious beasts such as the rare but much feared Carnosaur. Skink Shamans augment the magical abilities of the Slaan himself – they may come from the Temples or may belong to one of the strange Snake worshipping cults that have sprung up amongst the Skinks.

## LIZARDMEN LIST

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Skinks	Infantry	2/1	3	6+	-	3	40	2/-	*2, *1
Saurus	Infantry	4	3	6+	-	3	60	2/-	*1
Temple Guard	Infantry	4	3	5+	-	3	75	-/1	*1
Salamanders	Infantry	2/2	3	6+	-	+1	25	-/-	*1, *3
Kroxigor	Infantry	5	3	4+	-	3	135	-/2	*1
Cold One Riders	Cavalry	4	3	4+	-	3	150	-/2	-
Terradons	Monster	2/1	3	6+	-	3	80	-/1	*4
Stegadon	Monster	10/3	8	4+	-	1	250	-/1	*5
Slann Mage	General	+0	-	-	9	1	135	1	*6
Saurus Hero	Hero	+2	-	-	6	1	55	-/1	-
Skink Hero	Hero	+0	-	-	8	1	70	-/2	-
Skink Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Stegadon	Monster Mount	+5	-	-	-	-	+90	-/1	*7
Palanquin	Special Mount	+2	-	-	-	-	+20	-/1	*8
Carnosaur	Monster Mount	+2	-	-	-	-	+65	-/1	*9

Rick Notes. CO riders PV up to 150. Carnosaur PV and attacks down. Mage reworked as per High Elf with no re-roll on a 1. Stegadon non-brigadable. Only Saurus can now ride a Carnosaur. Mazdamundi's changed as described..

## SPECIAL RULES

**Reptilian.** These units have two special rules. Firstly, are not affected by the –1 Dense Terrain Command modifier when orders are issued to them; dense jungle, confined swamps, cluttered ruins and subterranean tunnels are these creatures' natural habitats. Secondly, they suffer a –2 combat modifier when fighting enemy to their flank or rear rather than the usual –1; this is because these creature are cold-blooded and slow to react to unexpected threats.

**Skinks** have a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

**Salamander** stands do not fight as independent units. Instead you may add one stand of Salamanders to any Saurus or Skink infantry units (note – not Temple Guard or Kroxigor – only Saurus or Skink units). This brings the size of the unit to 4 stands – i.e. 3 other stands plus the Salamander stand. The Salamander stand fights as part of the unit and can be removed as a casualty should the player who owns them wish to do so. A Salamander stands does not count as a loss upon the unit for purposes of Command penalties – i.e. if the Salamanders are removed leaving 3 Skink stands there is no –1 Command penalty on the unit. The Salamander stand doesn't count as part of the unit's formation when determining whether the unit is in a regular or irregular formation – i.e. the stand can be placed to the side, at an angle, or at a different orientation without affecting an otherwise regular formation.

Salamander stands have 2 shooting attacks, a range of 15cm, and can shoot from any edge in the same way as Skinks. If their unit is charged then Salamanders can shoot in the same way as any other shooting stand – however when shooting against chargers their number of Attacks is reduced to 1.

**Terradon** riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

**Stegadon.** The model must be mounted onto a base 40mm frontage and 60mm depth – note that this is equivalent to three standard sized Warmaster bases glued together.

The Stegadon causes fear in its foes.

The Stegadon cannot be given a brigade order with other units, not even with other Stegadons.

The Stegadon's crew has a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any

stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

Because the Stegadon has so many hits we must consider the possibility of hurting the beast and reducing its effectiveness. Therefore, if a Stegadon has accumulated 5-7 hits by the end of the Shooting or Combat phase it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its Hits and Attack values are halved for the remainder of the battle to 5/2 Attacks and 4 Hits.

**Slann Mage.** The Slann Mage is the army's general. In addition he is a great sorcerer. He can cast spells as a Wizard and can be given a magic item restricted to either a general or wizard should you so wish. Slann Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

**Stegadon Mount.** The Slann Mage may ride on top of a Stegadon. If he does so then any unit he joins will cause terror and the usual Combat modifier will apply. No other character can ride a Stegadon.

**Palanquin.** The Slann Mage can ride a Palanquin. No other character can ride a palanquin. A Palanquin is a special kind of mount – it has the same movement restrictions in respect to terrain as infantry.

**Carnosaur.** A Saurus Hero can ride a Carnosaur. If a character rides a Carnosaur then any unit he joins will cause terror. The Slann Mage, Skink heroes and Skink Shaman cannot ride a Carnosaur.

## SPELLS

### GAZE OF SOTEK

5+ to cast  
Range 30cm

*Burning jade coloured rays leap from the wizard's lidded eyes enshrouding and choking his enemies in writhing coils of magic.*

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Gaze of Sotek is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by the Gaze of Sotek as with ordinary shooting.

### MAZDAMUNDI'S REVENGE

5+ to cast  
Range 60cm

*The wizard's foes bowels melt with dread or possibly something much worse, hindering their movement as if hobbled.*

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes effect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Mazdamundi's Revenge .

## WINGS IN THE JUNGLE

5+ to cast  
Range N/A

*An eerie aura surrounds the wizard and his companions lifting them into the air and transporting them effortlessly from one place to another.*

The spell can be cast on any unengaged friendly unit that the Wizard has joined. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. The Wizard is moved together with the unit and remains joined with it. Other character stands that have joined the unit will not move with it: they remain where they are.

## SHIELD OF THE OLD ONES

5+ to cast  
Range 30cm

*The enemy's blows are magically turned aside by the strange power of the Old Ones.*

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase.

The unit's Armour value counts as 1 better up to a maximum value of 4+. I.e 0 counts as 6+, 6+ as 5+ and 5+ as 4+. If the unit's Armour value is already 4+, or another bonus brings it to 4+, this spell has no effect.