



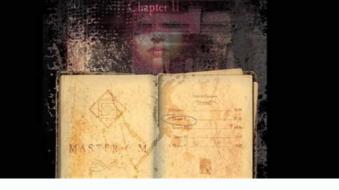
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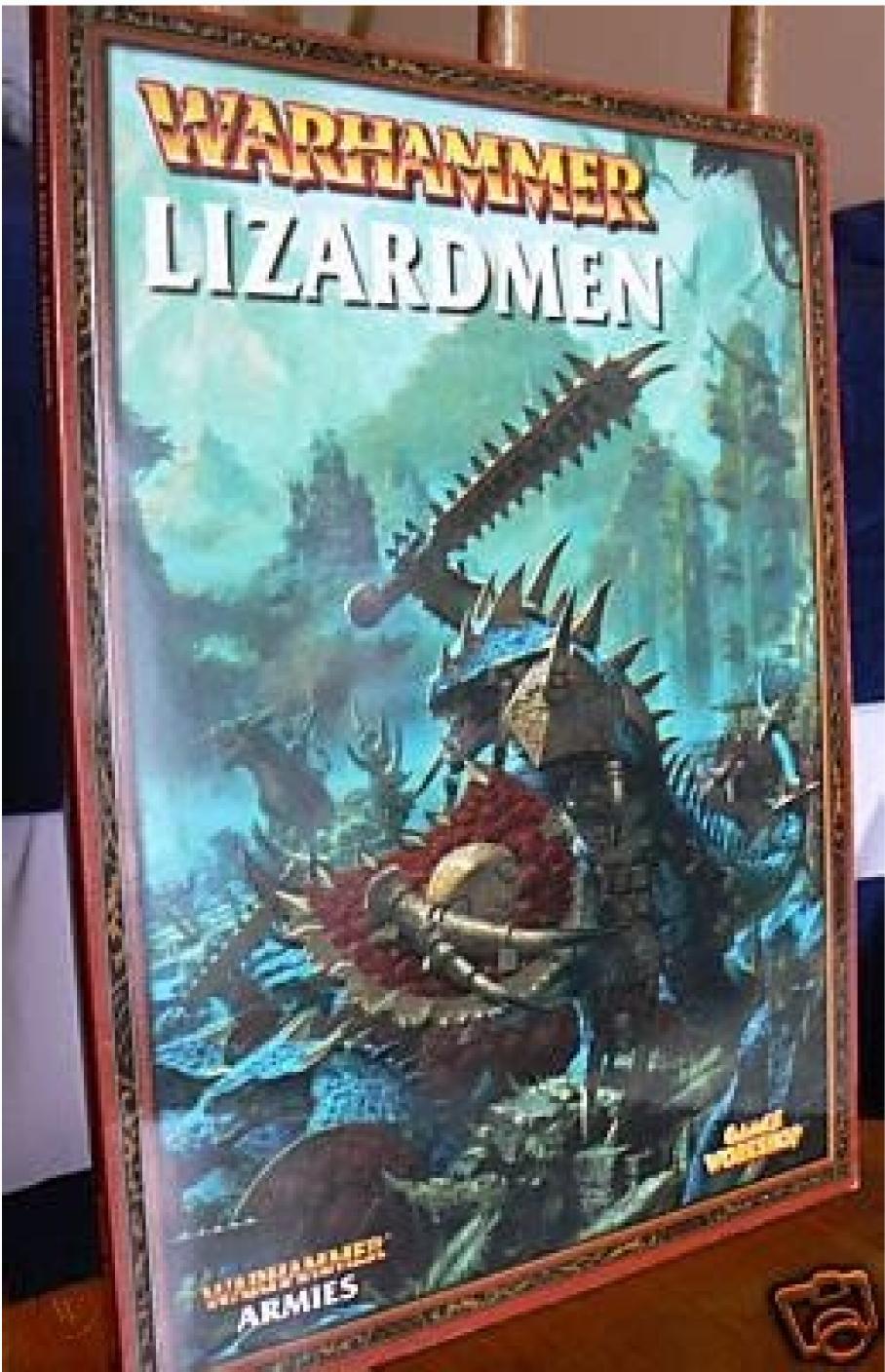
Lizardmen 8th edition pdf printable books list

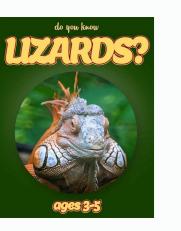


LIVING	NON-LIVING
Characteristics:	Characteristics:
Grow	<ul> <li>Do not grow</li> </ul>
<ul> <li>Move</li> </ul>	<ul> <li>Do not move</li> </ul>
<ul> <li>Breathe</li> </ul>	<ul> <li>Do not breathe</li> </ul>
<ul> <li>Eat</li> </ul>	<ul> <li>Do not eat</li> </ul>
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## LIZARD







Lizardmen 8th edition army book pdf.

The Ark U m b ra l T id e is grounded by magic Lord M azdamundi o f Hexoatl invokes D warfs clash repeatedly with the and destroyed. Saurus are cold-blooded and seemingly im pervious to pain, able to sustain horrific w ounds and fight on w ithout m aking a single sound o f protest. In a last effort for victory, the Slann M age-P riest L o rd Pocaxalan attem pted to sum m on a nova-blast o f energy to banish the foe. Between tasks, Kroxigor prefer to subm erge themselves in waterholes, leaving only the tops o f their heads visible. Sunburst Standard o f Hexoatl: This golden totem inspires nearby warriors, w hilst blinding their foes w ith its brilliance. In some cases units also have a maximum size. T h e w arrens beneath Q uetza rem ained tainted beyond redem ption. At times, the concentration o f so many ancient Slann causes the very air to see the with arcing magical energy, while at others, a palpable feeling o f serene contem plation overcomes all who visit. T h e Saurus C old O ne cavalry d id not question the com m and to charge suddenly into the thick mists on their right flank, b u t w hen they did so they sm ashed aside R at O g re packs that were hauling massive constructions into place —w ar m achines whose enfilading fire w ould have obliterated Tetto'eko's forces. It was the intention o f the Slann to fortify their own defences before re-establishing contact with the younger races. E ach stroke, bite o r th ru st dispatches a foe, often with the enemy literally torn lim b from lim b by the ferocity o f the attack. Im m une to Poison: Poisoned Attacks cannot w ound Tehenhauin automatically —they m ust always roll To W ound. T h e Slann M age-P riest has the L orem aster (L o re o f H ig h M agic) special rule. T h e many armies o f

ratm en retreated back to their last rem aining stronghold, the ruins beneath Q uetza. E ach target suffers D 6 Strength 4 hits with the F lam ing Attacks against L o rd Kroak, or any unit he joins, suffer a -1 penalty on To H it rolls. O ver the following pages you will find an entry for each of the models in your army. C haracters may not jo in a un it with this special rule. Slaa'U laan charged the Prim e G uardian, believing him incapacitated by magic, but C hakax was able to sh ru g off the disorienting spells and was only static because as o f yet there was no direct threat to him self or the M age-P riest he guarded. • An army list to arrange your collection of Citadel miniatures into a battle-ready force. Note(ifany) arerecovered, thetargetalsogainstheFearspecialruleuntilthethatth is spell has noeffecton magic items that are mounts, magic items that are mounts, magic items that are mounts are that the caster's next Magic phase. Burning Alignment is a direct damage spell that targets every enemy unit w ithin 4D 6". Spout Flam es is fired using the same rules as a fire thrower, b u t not if it marches. It was Tetto'eko that pointed the great C ham eleon Skink Oxyotl towards the hidden enclave of Skaven Assassins that was w aiting to am bush L o rd M azdam undi. T hey are aggressive by Skink standards, sometimes riding to battle atop Terradons. W h en enemies came in greater num bers, as they began to do with m ore frequency in this new era, it was the jo b o f the Skink patrols to alert the arm ies of the nearest m ajor outpost or temple-city. Mage-lord of Hexoatl: L o rd M azd am u n d i has the L orem aster special rule for whichever L o re of M ag ic he chooses to select spells from. HIGHER STATE OF C O N S C IO U S N E S S 60 points So deep are the M age-Priest's thoughts that his physical body becomes a ghostly image as it slipsfu rth er away from this reality crosses to the island on which stands by the Skaven in their lair of Slagmire 2522 Triumpk the Citadel of Dusk. The Z iggurat of D aw n, its fiery beacon eternally lit and pulsing regularly, is visible even beyond the horizon. 94 K ro x ig o r.... ..40 Jungle Sw arm E nem y w izards find even the m ightiest incantation they try to employ unravelling before them as a Slann contem ptuously waves its hand. Harder than granite, the strange stone is known as obsinite, and it is a glossy jet black, although some obsinite quarried from the Watchotep Swamp bears a tinted marble-like quality. M any victories have been won beneath the Skavenpelt Banner and w ith each trium ph, post-battle sacrificesfurnishedfurtherfresh pelts to adorn the pow erful icon o f the w rath o f Lustria unleashed. Chakax saved the Slann from instant death by stepping in front o f part o f the blast, yet L o rd Tenuchli was badly wounded his throne crashing to the ground. assault is repulsed. L o rd Z hul was especially steeped in the lore and study of the O ld O nes and his wisdom was legendary, yet d u rin g his few w aking hours, he began to issue irrational orders. • Cold One: Fear, Stupidity, Thick-skinned. T h ey are often used to scout o ut the foe, stealthily creeping into a concealed position. It is they who typically oversee patrols, m ajor construction projects and the messenger system. Theirs is the power that scoured races untold from existence and reshaped the very surface of the world. Skaven tunnelling teams bored up from below to discover not vulnerable flanks, but w aiting Salam ander h unting packs. 31 Skink Priests can channel the forces of nature to aid their cause, read the future to glean vital advantages or unleash eldritch energies to smite their enemies. All L izardm en rally at the wailing cry of the Troglodon, for its eerie call stirs their savagery and proves they have the O ld O Saurus L e a d e r s ... n es' favour. Slann are slow to react and may contem plate a single decision for centuries at a time. It said the ruination w ould last centuries and m ust be borne. M onolithic structures and wast pyram ids still stand, breathtaking in their scope, unrivalled in their scope, unrivalled in their scope. M onolithic structures and m ust be borne. pregnable realm whose forbidding jungles deterred alm ost all invaders. As the Slann m editated on the right course of action, it was Tehenhauin who rose up to lead the L izardm en. Skinks tend to swarm around the Kroxigor, encouraged by the awesome power of these m ighty creatures. As a defensive protection, times tend to swarm around the Kroxigor, encouraged by the awesome power of these m ighty creatures. serves to deter all b u t the most determ ined o f creatures, and even the m ost m onstrous of L ustria's many apex predators will think twice before attacking a R azordon. T H E DAW N OF C R E A T IO N -c.4500 T h e E nd is Nigh T H E A G E O F S T R IF E and the Daemon onslaught threatens to 535 N ew Spawning The first of the twin-tailed beings Only a handful of temple-cities remain, =1399 111 O m en known as Skink Oracles emergefrom The prehistory of the world is shrouded overwhelm them. The M age-Priests have also proclaim ed that the O ld O ne Tepok has blessed Tetto'eko and granted the astrom ancer his unfathom able foresight. O v er the ages, other L izardm en cities have fallen to disasters, plagues, the invasions o f warmbloods, shifting tectonics instigated by the Slann themselves, and other reasons unknown. G athering the m ight o f L u stria about him , in an arm y whose power had not been seen since the G reat C atastrophe, came L o rd M azdam undi. W h en no Slann could be awoken, he led a m ighty force out of T laxtlan himself. It was this spell that rippled across the lands and banished the daemonic horde that was attacking the F irst City in a single blast of energy that shook the planet. W hile sustaining m any losses, Skinks learned that hatched Ripperdactyls could not be trained. I f the u n it's front ran k is ever reduced to four or fewer models, Tetto'eko m ust immediately move into the front rank (displacing models if necessary). MAGIC ITEMS: T h e Eye of the Old Ones: A? Recovering only a single glyph-inscribed plaque, the enigm atic L izardm en left w ithout a backward glance. A s nerve-shattering as these attacks were, Tenehuac knew they were as nothing to what was coming. There are spawning pools beneath each temple-city, their dark waters stretching deep below into oast caverns. I t clouded their consciousnesses and dim m ed their consciousnesses and dim m ed their memories. There, in the overgrown backwaters, the favoured prey of R azordons can be found in great profusion. T hese vaults may contain the m um mified rem ains o f venerated Slann, m irror-like pools for observing distant locations, ancient devices left behind by the O ld O nes or other relics, such as a tem ple-city's sacred plaques. During excavation, workers comet to crash down upon the Skaven Chaos invaders long enough for Slann discover an eggfrom a Quango, a stronghold o f Quetza, the Defiled City. W h a t followed was a series of terrible wars, titanic clashes that spanned continents, lasted centuries and claimed untold lives. It is unknow n how Oxyotl escaped, for he dare not speak of it and no Slann will read his m ind, lest the taint of Chaos rem ain w ithin him. Likewise, on the eldest of beasts, reinforced masks are set over the creature's headcrest, and ornam ental bracelets or sharp metal tips are comm only seen to cover its horns. A lthough it took many interruptions to his thoughtful contem plations, at last the great M azdam undi has fully bestirred himself, shaking off the lethargy that has afflicted so many of his kind. However, this Tim e o f the R odent w ould be bro u g h t to an end w hen the m ighty Sotek w ould appear, and his com ing w ould be heralded by the forked tongue of the serpent. So were the wooden palisades of the N orse colonies destroyed, and defenders rem oved from the towers of the beached Black A rk, the Umbral Tide. Skinks have learned that by covertly planting a single such toad upon an enemy unit, the dim inutive riders can target who is most likely to bear the b runt of the R ipperdactyls' screeching fury. MAGIC ITEMS: G old en D ea th Mask: L ord K roak is a Level 4 W izard; however, he knows only one spell — The Deliverance of Itza. TR O O P TYPE: Infantry (Special C haracter). Skink Handlers goad their flame-breathing Salamanders into battle. T hey were rat-m en that walked upright and bore the tronglodon triangulate their victim 's location, as the fluid makes a distinctive sizzling sound as it sears flesh. His tongue darted out to taste the air, catching the scent o f more warmbloods on the way. T h e ir Skink underlings were far less forgiving, however, and w ould seek to obtain orders to retrieve objects o f even the least significance. A ny W ounds inflicted count towards com bat results. T he Slann drew ever m ore upon their nexus o f power, using its and w ould seek to obtain orders to retrieve objects of even the least significance. g rou nd in g to steady the unstable energies sw irling around them . CHILDREN O F THE G O D S T h e O ld O nes created servants to tend to their needs. The enemy was destroyed, but so too was Blotlbova and his city. D espite their sacrifice, the Slann could only shrink the gap; they could neither close it nor stem the tide o f magical energy th at swept the planet. D ue to his role, T ik taq 'to spends long periods o f time outside o f the tem ple-city on patrols. On 1721 Xlankuapec Slaugkter whole o f Lustria and thousands o f Tetto'eko is gifted a throne such as the the Isthmus o f Pahuax, a Beastmen D ark Elves launch an attack upon battles take placefor a blood-filled week Slann sit upon. 2 points • May take a shield . T he L izardm en use R azordons as living pieces o f artillery, driving them tow ards enemy battle lines, all the while encouraging the beasts to fire a steady rain o f spines into enemy ranks. ARCANE U N FO
R G IN G Cast on 13+ The magic of unmakingflies true from outstretched hands. If this m eans the w h o lesa le eradication of races outside of th e G reat Plan, then so b e it. Because of its nigh im penetrable arm our, there are few predators in L ustria that will dare to attack a Bastiladon. P la c e t h e la r g e r o u n d te m p la t e a n y w h e r e w it h in 3 0 " o f th e W iz a r d - i t then scatters D6". They were but portals to another dimension, and it was from there that trouble arose. U sin g their far-seeing ability, the M age-P riests had watched the civil w ar on U lth u an and had long pondered its m eaning. Salam anders are voracious hunters, and their favoured m ethod of catching prey is to swiftly close the distance, m oving through u n d erb ru sh or even subm erged u n d er water. L ike a w ound that will never fully heal, that self-same hole in reality has re-opened several times, causing m ajor incursions that have destroyed each o f the younger Slann awoke and terrible blasts of sorcerous power rent the skies asunder. w o u n d e d ). The unknown -215 Darik E lf R aid ers their memories growing dim. T ide of Serpents: U nless m ounted, in close com bat Tehenhauin can make an extra D 6 A ttacks at Initiative 1. SPECIAL RULES: C old -b lood ed , Im m une to Psychology, Predatory Fighter, Scaly Skin (4 + ), Stubborn. M ag ic A rm our. Salamanders spat gouts of flame - the flaring brightness illuminating the dim surroundings. The Slann and his last protectors were sucked into the Realm of Chaos. The first D ark E l f raiders penetrate The death of Lord Zhulfollows the Lustrian jungle to steal artefacts. A ssum ing com m and of the arm y of H exoad, T ik taq 'to set to the city's defence before leading a series of h it and ru n attacks to slow the foe down. ruined city, and many others as well. T his effect lasts until the end of the turn. A lthough they are m onstrous beasts and not m onsters, they follow all the rules for M onsters and H and lers, as described in the W arhammer rulebook Like little darting lizards, they speed in and out o f cover, and their use o f poison-tipped weapons has ensured that any that are captured suffer painful death. The fact that they have spontaneously begun to spawn again has been stranded by their creators, left to contem plate a world irrevocably changed. 6 2 D 6 Strength 6 hits. The ir keen eyesight can pierce the gloom of the jungle, enabling them to spot potential prey at great distances. SLANN MAGE-PRIESTS The favoured servants of the O ld O nes, the Slann have considerable intellect and magical abilities, and rule the L izardm en as venerated M age-Priests. I f the L izardm en ever had the knowledge o f how these ancient w onders worked, they lost it long ago. T h is stalwart Temple G u ard has defended the M age-Priests o f the City o f M ists, in their seclusion and in battle, for millennia. A Saurus O ldblood could not express why he chose a defence in depth to defeat a foe, yet he will inexorably recognise when such situations are called for and react accordingly. The M ace of U lu m ak allows G or-R ok to re-roll all failed To H it rolls. The arm y approached the Defiled City, Tetto'eko at its head, m ounted atop his stone palanquin, when suddenly he relayed a series of f sharp com m ands. He and his spaw n-kin m ounted bold am bushes against the hordes, b ut were forced to retreat within the sacred walls of the tem ple-city of Pahuax, a host of G reater D aem ons nearly catching them before they could d uck within the protection of the magical barriers created by the Slann. A catalogue record for this book is available from the British Library. 2 points per model • May add one Kroxigor for every eight Skinks in the un it. From their ideal am bush position, the well-camouflaged Skinks will loose a hail of blowpipe darts, each tipped with the venom ous secretions of a L ustrian tree frog. Thanks for reporting this video! An extension you use may be preventing Wikiwand articles from loading properly. It was not hard to pinpoint the disturbance; an incandescent pillar o f light rose miles into ominously sw irling clouds. H e sought to warn all L izardm en o f the im pending danger and rally them for revenge. It provides the descriptions, imagery, characteristics profiles and special rules necessary to use all the elements of the army, from the Core units to special characters, and from the lost Treasures of the O ld Ones to the Lore of High Magic. At first, the greatest ofl'wing Slann had surmised that such effects were a by-product of the influx of Chaos. It is said that the only beast in all of L ustria that can make a Stegadon alter its course is the colossal T h u n d e r L izard, although a bull Stegadon sufficiently riled m ight well offer challenge, and in its fury may even drive the enem y off. T h ick arm oured plates protecting them from harm , the enorm ous beasts w aded through the D aem ons, crushing more with every stride o f their trunk-like legs. TETTO'EKO Astromancer of the Constellations Tetto'eko is the C hief A strom ancer of the Temple of the Eclipse in Tlaxtlan. H e e d the drum s and the reptilian roars of the ju n g le and jo in the gathering L izardm en armies as they m arch forth for battle. W h en stabbed through the chest, G or-R ok refused to die, instead pulling his assailant towards him by draw ing the iron lance through his own body until he was close enough for his jaws to rip out the E l f's throat. E quipm ent. T hey will attack anything m an-sized or smaller, and are known to swoop down and snatch their victims before finding a perch where they can leisurely pull their prey apart and feed. F or its own protection, the entire city is perpetually w reathed in banks of coiling m ist and it is possible to pass w ithin a few yards of its boundary stones w ithout noting the city's sprawling presence, so thick are those swirling vapours. It is not unknown for striking and colourful markings to appear on the crests of these elder beasts, signalling that these are the most powerful of their kind. CO LD -E LO O D ED W henever a model with this special rule takes a L eadership test, it rolls an additional dice and discards the highest result. 2-3 A Quango hatchling emerges to bite the enemy with vigour before succumbing to its extreme age. In the m idst of the sprawling carnage, Vashnaar dealt death. X lanhuapec houses a num ber of ancient artefacts, including the Placid Pool - reflective waters that allow w orld-spanning visions; the Device o f the G reat Beyond - a com m unications relic through which time does not flow. In turn, they are backed u p by the crushing power provided by the mighty Kroxigor. W ith each battle, the num ber of Skaven rendered unto the Serpent G od swelled. T h e highest rank given is the title O ldblood, while those beneath them are know n as Scar-Veterans. In either case, roll a separate D 6 for every Remains in Play spell currently in effect; on a 2 + that spell automatically ends. SPECIAL RULES: C old -b lood ed , Large Target, M ultiple W ounds (D 3), Scaly Skin (4 + ), Terror. stars, the Slann bolster the power of the Although failing to muster enough the bitterfighting costs many lives. Many feature great gongs, instruments rung only when sacrifices have been tied to attract Itzl's creatures out of the impenetrable forests to feed. From this vantage point, the Slann determ ined the source of the trouble lay in the Turtle Isles, a thousand milelong chain of islands that are tethered to the clouds by mystic chains, or any of the forts that are carved into the tallest of the jun g le trees. It would seem impossible for a short-lived Skink to attain this length of years, but it is whispered that as a snake sheds its skin and is renewed, so too is Sotek's Chosen. All models in a unit must drop rocks at the same time. This does not be the same time. not prevent L o rd M azd am u n d i from also being your arm y's General. O nly the m ost powerful o f the Slann are allowed to contemplate from X lanhuapec's secluded E ternity C ham ber and when they retire to its tranquil composure, it is Chakax alone who is entrusted to w atch over them. A nother obvious sign o f a Saurus' age are the batdet scars, burns and tooth m arks that criss-cross their bodies. D espite this longevity, few Saurus live beyond a few h u n d red years. T hese enorm ous creatures battled for dom inance and the w arm est regions, those nearest the equatorial band, became the m ost highly contested zones. T h e Palanquin o f Constellations: Tetto'eko can always re-roll failed D angerous Terrain tests. I f he does so, measure the spell's range from the A rcane Vassal and use that m odel's forward arc and line o f sight for the purposes of casting the spell. L arg e howdahs are attached to the beasts' backs, and from this protected vantage point, the Skinks can hu rl a storm o f poison-tipped javelins in battle and fire huge arrows from the m ounted great bows know n to the Skinks as 'Sotek's C urse'. However, beginning in the A ge of Strife, a few haphazard spawnings occurred across L ustria, and in recent years, they have proliferated at rates never before seen. U nlike m ost of his species, however, G or-R ok is oversized —his heavy frame thickly corded with m uscles and covered with scales tough enough to tu rn all b u t the m ost determ ined o f sword thrusts. THE GREAT WARDING FALTERS N o sooner had the lost plaques been delivered to H exoatl than other disturbances reverberated across the geomantic web. I f using an A rcane Vassal, a Slann M agePriest can cast magic missiles, even if his own un it is engaged in close com bat (provided that the Arcane Vassal's is not). The wielder has the M ultiple W ounds (D 3) and A rm our Piercing special rules. The re was no single answer, for at dozens of points across the globe, the sea-faring hum an tribes of the northlands sought out ancient waystones. Saurus are not birthed, b
u t spawned crawling full-grown from the dark pools constructed for such purposes many ages ago when the O ld O nes walked the world. Already the G reat Temple has been rebuilt and its Star C ham ber houses a M age-P riest for the first time in an age. T h ro u g h these sacrifices, the Skink Priests are given dom inion over the serpents, and through them Sotek's will is channelled. In addition, if an enemy unit within 20" of C hakax contains 'hidden' models (such as Assassins, N ight G oblin Fanatics etc.), the ir presence m ust be announced as soon as they come within 20" of C hakax. As the ultimate enemies of the Dark Gods and the true inheritors of the planet, the Lizardmen have determined their only recourse is to go to war to set things right. The poles of the w orld still w rithed und er its corrupting sway and the w orld still suffered an influx of that undertaking that half of their num ber were slain —their brains m elted by the incongruity of Chaos. T he E g g o f Q uango can be cracked open at the start o f any Close C om bat phase. C arnosaur eggs are highly coveted by the L izardm en and countless Skink hunters brave the wilds seeking to find them . A m ongst other things, they will tell you w hat your models are equipped with, w hat options are available to them , and their points costs. A n overwhelming lethargy slowed his every effort and even that he was looking for something was an ephemeral thought, a notion that hevered elusively just beyond his grasp. W h en enraged, they unleash their only form of speech —a blood-curdling roar that reverberates across the jungle. N ot a single Slann u n d er his special protection has died to an enemy blow, and he has become expert at discerning the m ost covert of threats and then flattening them with a m ighty tw o-handed swing. SPECIAL RULES (G rym loq): C old -b lood ed , Large Target, M ultiple W ounds (D 3), Scaly Skin (4 + ), Sw iftstride, Terror. MAGIC ITEMS: Blade of the S erp en t's Tongue: This sacrificial dagger w as crafted by the most skilled o f Chaqua's Skink artificers and enchanted to drip with deadly venom. As their portals collapsed, the O ld O nes disappeared, their fate unknow n. R azordons feed on any o f the enorm ous winged insects that plague the moist swampy air in droning clouds so dense that they blot out the noonday sun. Q u zipantuti knew that the D aem on m ust be destroyed, b u t before the Skinks provide innum erable fast jab s and their skittish nature is curtailed som ewhat by the large presence am ongst them. I t is assum ed to be a part o f the O ld O nes' G reat Plan, b u t w hether the proliferation is due to the grow ing Chaos threat, or because the O ld O nes deem ed that C ham eleon Skinks w ould be needed for the L izardm en to once more expand their realm, is mere speculation. The names o f these rules are listed here as a reminder. Without speaking a den. Chaos was no longer invading L u stria only through its m utated offspring or the stained souls of the younger races. SKAVENPELT BANNER 65 points M agic Standard Throughout the tumultuous Age of Strife, the armies ofTehenhauin, the Prophet of Sotek, marched to w ar against the Skaven hordes of Clan Pestilens. The Skaven were already established in L ustria; the pox-ridden C lan Pestilens, diseasew orshipping m onks of their loathsom e race, had gnaw ed out vast w arrens and undertunnels. 10 T h e R at and the S e rp e n t..... ..12 T h e A ge o f S trife.. . I f the artillery dice result is a misfire, no shots are fired and D 3 Skink H an d Special Rules n/a 4 F lam ing Attacks. Slow to Fire THE BATTLE OF THE UMBRAL TIDE The raiding army of Dark Eloes aboard the Umbral Tide, a notorious Black A r k of the Naggaroth fleet, was surprised in the Black Way by a Lizardmen army. Skinks take up lers are rem oved as the Salam ander eats them! Range Strength weapons d u rin g th eir m any patrols as well as to jo in the fighting d u rin g times o f war. N evertheless, the rem ainder swarm ed into Itza. They are able to slaughter every last one o f their foes with brutal efficiency and they do not know the meaning o f remorse, however, the Lizardmen way o f war is not inherently cruel. So famous are Tetto'eko's predictions that he is afforded the same reverence as a Slann - the Temple G uard bow ing low as the Skink hovers across the city to attend to his many star-viewings. SPECIAL RULES: Arcane Vassal (Skink O racle R ider only, see page 36), Aquatic, C old-blooded , Large Target, Poisoned Attacks (Troglodon only), Predatory Fighter (Troglodon only), Scaly Skin (4 +), Terror. THE RETURN OF THE RATMEN Skink patrols had long watched the boundaries of Q uetza, the Defiled City, g uarding against the return of the Skaven. M issile and Im pact H its against a Skink C ohort that contains one or more Kroxigor are random ised by rolling a D 6; on a 1-4, the hit is resolved against a Skink, on a 5-6 it is resolved against a Kroxigor. E m ploying his prodigious will, the m ighty Skink Priest pulled an unseen giant celestial object from out o f orbit in the heavens above, bringing it crashing down upon the deserted city o f Q uetza. I f it spots an undefended limb or underbelly, C old O nes d art out their elongated necks in a snake-like strike. By com m and o f the O ld O nes, the Slann established the rainforest tem ple cities in the region that w ould one day become Lustria. TIKTAQ'TO Master of Skies W h en it comes to aerial com bat and leading bold h it-and-run attacks, the Skink know n as T ik taq 'to has no peers. This Saurus Warrior is equipped with a hand weapon and shield. f Special Rules: • Aquatic • Arcane Vassal • Cold-blooded • Hatred (Skaven) • Immune to Poison • Master of Snakes • Prophet of Sorek • Scaly Skin (5 + ) • Tide of Serpents Troop Type Infantry (Special C haracter) Options: • May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. r S P A W N IN G POOLS Lizardmen do not reproduce, give birth or parent young in any conventional sense. It is for good reason that the Skinks nam e these fearsome weapons 'Sotek's S ting'. W alk Between Worlds is a n augment s p e ll th a t t a r g e ts a s in g le u n e n g a g e d u n it w it h in 2 4 ". Time and again I have seen them fight to the last, pausing only to tug crossbow bolts from their thick hides. Pahuax is breached Undetected the Skaven Clan Pestilens the spawning pools of Itza. T his affects the Troglodon, and all friendly units within 12". T he Slann knew these twisted beings were not part of the G reat P lan and said so. O thers succeeded in plundering outlying sites, stealing away treasures sufficiently valuable to establish entire empires in the lands from whence they came. To tread the soil of L ustria was deeply significant for the explorers, for their race had been forbidden to leave U lth u an and they suspected they now trespassed in the hall of gods. I t unknow n for a Saurus W arrior to die o f old age, and unless they are slain by lingering effect upon the Slann, for they had looked into the swirl o f pure Chaos and th at image had im printed itself upon their orderly m inds. T hey were m et by a storm o f javelins and crashing into the Saurus lines. T he overgrown ruins of T lencan were located on an island o ff the Scorpion Coast. A hundred thousand D aem ons were banished in an instant. T h ere are devices of such potential devastation that not even the Slann M age-P riests dare dwell upon their nature for long. So m ight the rightful vengeance of the Serpent G od be exacted upon the evils of the world. T h e forces o f Chaos stood dum bfounded as they sought the source o f this bellow, and the earth began to shake u n d er a heavy tread. W h at the M age-P riests saw only served to confirm their opinion that the younger races had deviated far from the G reat Plan. B ut alas, the fickle powers o f Chaos tricked Pocaxalan, and he tapped too deeply into the howling W inds of M agic —colossal energies spiralled out of control, ripping holes in the fabric of reality. E ven the m ost forgetful beast will therefore d rag his weapon along behind him to the next engagem ent. THE NETHER-THING I t was durin g the year of the Jad e Star Sea that the largest D aem on incursion since the G reat Catastrophe came to L ustria. Chameleon Skinks are exceptionally accurate, able to fire w ith unerring precision. T here is a great dem and for these T erradon R iders as messengers and scouts, and they are exceptionally useful in battle. • May take magic items up to a total o f ...... sociable of the L izardm en; it is they who direct the Kroxigor, hulking bipedal crocodilian creatures whose strength is used to build tem ple-cities and sm ash foes to a pulp. .4 points per pack 3 al . Since that time, the E ngines of the O ld O n es' power, and the loss of a single one m ight irredeem ably jeopardise the G reat P lan of the L izardm en's long-gone creator gods. A layer of w arpstone dust was cast into the air, its m utating properties causing untold atrocities. In the swirling m adness of that otherworldly realm, nascent beings stirred, malign intelligences that resented the O ld O n es' trespasses. 10 points • May upgrade Skinks to have Poisoned Attacks...... . The smaller, smooth-skinned creatures are less hardy, but are no less dangerous. W h a t crawls, creeps and slithers forth is m ind-boggling for warm bloods to behold —a living carpet o f creatures that moves in a w rithing mass. By implementing the correctpattern of thoughts, the cube may be opened for a fraction of a second, inexplicably drawing the very W inds of M agic into its depths. British Cataloguing-in-Publication D ata. giant, howdah-m ounted bow. 32 Saurus W arriors...... . A s carced upon the pyramid blocks, th is is the tale o f the L izardmen and their defence of the world. The L ustrian blot toad, the largest m em ber of the barking toad family, is a noxious beast, know n to invade the cliff-side
lairs of Ripperdactyls. invasion of Lustria. The L izardm en w ithdrew to their tem ple-cities, bastions of order am ongst a sea of Chaos. Howdah Crew: A m onster with this rule is ridden by a num ber of Skink Crew. A lthough his body floated calmly ir the lotus-infused Eternity Chamber his mind was entangled, trapped in a maze with no escape. So enormous w as the slab from which the Shield of Aeons was cut that a dozen Kroxigor were needed to haul its bulk to the Lustrian m ainland and generations of Skink artisans laboured to carve it. I f this hit results in a casualty, resolve a hit against the next m odel in the bolt's path each time a casualty is caused. L ike its namesake, this weapon has thousands o f tiny barbed teeth that rip and tear anything they touch. T hey form up around the trunk-like legs o f the Kroxigor, w hich tow er above them . D ispleased that his slum ber was disturbed, he uttered a num ber of orders to his attendants that were indecipherable, yet undeniably offensive, before lapsing back into sleep. Yet still, the fell legions ram paged onwards. They did encounter some creatures whose existence was incom patible with their future plans. The jungle floor is choked by dense undergrow than there are few true paths beyond anim al trails. The horns of the helm camefrom the mighty Xelbalbia, a divinely huge Stegadon whose heroics in the Defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed only by the defence of Itza during the Great Catastrophe were overshadowed on Itza during the Great transferee were overshadowed on Itza during the Great transferee were overshadowed on Itza during the Great transferee were overshadowed on Itza during the Great transfere anything less would be a failure of their duties to the O ld O nes. So deeply do they m editate that signs of life are hard to detect - their breaths are shallow and far apart, their eyes unblinking and vacant, ^ et the Slann are attuned to m ore than mortals realise —for they can perceive the magic and raw disorder that has h u n g in the very air since the great influx of Chaos. Countless skeins of fate were in play, but with his keen magical perception he could pick out which threads were being unnaturally manipulated and unfit for L izardm en to return; however, its labyrinthine un d er tunnels are now haven to serpents beyond count, and Sotek's C hildren have not allowed any o f the ratm en to return. Some Temple G uard are as old as the temple-cities and Slann that they protect. W h eth e r due to enemy attacks or structural failure, the portals collapsed. W ith orders to stay by his M ag e-P riest's side, Chakax could only stand immobile, unable to seek help. They in the mists of half-truth and legend. Indeed, G or-R ok has survived horrendous w ounds, and bears m onstrous scars, yet never has injury hindered him from duty, or prevented him from duty, or prevented him from duty, or prevented him from duty. did not concern the L izardm en, though they represented a fortune. Every step was contested, for Tehenhauin strove for nothing less than total annihilation of the vile ratmen. M ws BS s T W I A T e r r a d o n R id e r 6 2 3 3 2 1 4 1 5 2 3 0 4 3 2 2 1 3 , T erradon Ld TR O O P TYPE: M onstrous Cavalry. Portent of Warding: T he A ncient Stegadon and all friendly units w ithin 6" have a 6 + w ard save. A site o f g reat power in the days o f the O ld O nes, this once-sacred nexus had become uncoupled from the grid and long been forgotten by the Slann. I In a few short, savage minutes, it was o ver-th e sounds o f battle replaced by the crunching o f bones. M o st often, these were designed by the Slann in attem pts to signal the long-lost O ld O nes, or perhaps to scan the skies and glean some clue as to their whereabouts. A lthough he led his host to many victories in that time, it was the battle o f G wakm ol C rater w here Tehenhauin caused the m ost slaughter. H e raised them to block the path o f an oncom ing D ark E lf arm y that threatened to overwhelm the City of the S un and the tactic proved so effective that the powerful M age-P riest has made the enchantm ent perm anent. A ccompanied by Chakax, the Prim e G uardian of the City of M ists, L o rd Tenuchli led an expedition to the Pillars of U nseen Constellations and there found the full m ight of Chaos assembled. M S M U W " w R azordon 6 S k in k H a n d le r 6 3 2 s \* 7 3 3 r r r r w 5 4 3 4 2 4 3 2 1 4 1 5 TR O O P TYPE: M onstrous Beast. Sharpened Horns: I f a m odel has this upgrade, its Im pact H its have the M ultiple W ounds (D 3) special rule. Pictures used for illustrative purposes only. T h e borer snakes will tunnel red holes into their quarry, only biting once they are inside their victim. At the heart of every city are the pyram id-temples. In addition, the A rk of Sotek has a special shooting attack, with the profile and rules below: Range Strength Sp ecial Rules D 6" 2 See below T h e A rk o f Sotek can be activated in any friendly Shooting phase, even f the Bastiladon has m arched, charged or is engaged in close combat. L e d by the rejuvenated L o rd M azd am u n d i, the M ag ePriests felt the great forces stirring in the world once more, sensing with their m ighty m inds the w axing o f Chaos at the distant poles. T h e undisputed leaders o f the L izardm en are the Slann, bloated and barely mobile toad-like creatures whose magical powers are greater even than those of the E lven Lorem asters. The w onders, and treasures, of the great temple-cities of the interior of L ustria rem ained hidden. B ound spell (power level 3). Such are the dangers of Lustria. SPECIAL RULES: A quatic, C old -b lood ed, Fear, H unting Pack (see page 46) Scaly Skin (5 + ), Skirm ishers. Where several profiles are required, these are also given, even i f they are optional (such as unit champions, fo r example). B ound spell (pow er level 3). j T TH h IR O N E S OF T H E A N C IE N T S During the Great Catastrophe, the planet was contaminated. A ccompanied by slithering snake-spawn, the Serpent G od plunged into the sea in pursuit of the fleeing Skaven. Vashnaar's severed head h ung from K roq-G ar's saddle and the hooves of M azd am und i's Stegadon were crim son with the blood. As it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is left to a Skink Priest to make many daily decisions for the whole of M azd am und i's Stegadon were crim son with the blood. As it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direst of times, it is strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced Slann in any b ut the direct strictly forbidden to disturb an entranced s L izardm en society. M an y o f the foes' w ar machines were smashed, bu t after two cycles o f the moon had passed, the battle was still ongoing, and it could only be a m atter o f time before the forces o f Chaos entered the city. H A N D O F GLORY Cast on 5+ With a simple sign, the w izard grants his allies the might o f old. A fter twenty days, their captain led only a score of survivors to stand in the shadow of the bronze gates of the great city of Pahuax. Through sheer force of will, Mazdamundi had shaken off the coils of discord that
surrounded his mind and swept away the long malaise that sapped the energies of so many of his kind. Xahutec is the first temple-city for the next thousand years in protest. T T III T M s T w I A Ld S k in k 6 2 3 3 2 1 4 1 5 S k in k B r a v e 6 2 3 3 2 1 4 2 5 S k in k S k ir m is h e r 6 2 3 3 2 1 4 1 5 6 2 4 3 2 1 4 1 5 6 2 4 3 2 1 4 1 5 j P a trol L e a d e r w s BS TR O O P TYPE: Infantry. While the Saurus wipe out those races treacherous waters o ff the coast rise Lustria and founds the colony o f Skeggi. Once again, the battle for dominion of the world was begun. This fighting form ation becomes considerably more effective when led by a Skink Brave or a Skink Chief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest Sk in kChief, or when augm ented with a number of the enorm ous Kroxigor. mm Sk in kPriest H enceforth, Q u etza w ould be called 'the D efiled' and left to the jungle, although Skink patrols assured nothing escaped in or out o f that cursed region. He arrived leading several bands o f Chameleon Skinks and appearedjust as the O ld O nes created were intended to fight against the creatures from the Realm o f Chaos. Then, with a shocking suddenness, the jungle came alive. A t X hod, the Slann M age-P riests m anaged to hold out long enough to send w arnings to the rem aining cities, allowing them to employ suitable counterspells. T h e O res below howled w ith rage to see their com m ander lifted thousands of feet into the air only to be let go. W ith a blaring of w ar horns, the gates of H exoatl were flung open and the defenders sallied forth to join the fray. By the time the Elves enacted their G reat Ritual, only K ro q -G ar and his ageless C arnosaur G rym loq rem ained. This Saurus Warrior is a Spawn Leader. LIZARDMEN Inside you will find: Long before the rise of the new races, the Lizardmen ruled supreme. In the instinctive ways of batde-cunning these w arriors were unsurpassed by any of their kind, and each possessed an innate dom inion over the native beasts of the jungle. Yet it had not gone undetected by the D a rk G ods, who had sent their m inions to befoul it. They point to the jungle plants, thick and invasive, that have covered everything amidst the tumbledown blocks and shifted flagstone avenues that are the remains of Huanabic, save for one area alone. As described in the Warhammer rulebook, the units in the arm y list are organised into five categories: L o rd s, H eroes, Core, Special and R are units. Skinks also capture and train m any of the reptilian beasts found in the su rrou nd in g jungles. 25 points • May take magic items up to a total of .... ..100 points HEROES CHAKAX 270 points M W S BS S T W I A 4 5 0 5 5 2 3 4 C hakax Equipm ent: • Light armour Ld 8 Troop Type Infantry (Special C haracter) Ld 8 Troop Type Infantry (Special Character) S pecial Rules: • Cold-blooded • Eternity Warden • Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • Predatory Fighter • Scaly Skin (5 + ) • Ultimate Bodyguard Magic Items: • The Star-stone Mace • The Helm of the Prime Guardians • The Star-stone Mace • The Star-STWIA45056234 G or-Rok M agic Items: • The Mace of Ulumak • The Shield of Aeons S pecial Rules: • Cold-blooded • Immune to Psychology • Predatory Fighter • Resilient • Scaly Skin (4 + ) • Stubborn ITETTO'EKO 185 points M WS BS S T W I A 6 2 3 2 2 2 4 1 Tetto'eko E quipm ent: • H and weapon M agic Items: • The Eye of the Old Ones • The Stellar Staff r I Magic: Tetto'eko is a Level 2 Wizard who uses spells from the Lore of Heavens. E ith er a Stegadon or an A ncient Stegado evel 4 W izard who uses spells from the L o re o f H ig h M agic (see page 60) or one o f the eight L ores o f Battle M agic in the worker or even the most eroded or splintered plaques in the hope o f uncovering apiece o f cosmic knowledge. O n the roll o f a 1, that bonus dice is lost. W ith fired plaques in the worker of the eight L ores of H ig h M agic (see page 60) or one o f the eight L ores of Battle M agic in the worker of the eight L ores of Battle M agic in the worker of the eight L ores of Battle M agic in the worker of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of Battle M agic in the worker of the eight L ores of Battle M agic in the worker of the eight L ores of Battle M agic in the worker of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of Battle M agic in the worker of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of the eight L ores of H ig h M agic (see page 60) or one of H ig h M agic (see page 60) or one of H ig h M agic (see page 60) or one of H ig h M ag and slaughter, the N orthm en storm ed these garrisons, and cast down the standing stones, rededicating them to their own dark gods. Skink Priests claim that the twin-tailed beasts are m arked by the O ld O nes, the Serpent G od o r perhaps both. I f Skinks are prone to tw itching at shadows passing overhead, the R ipperdactyl is a com m on reasor why. Diligently, the Skinks collected every last scrap of that ravaged body and, with great reverence, the remains were swathed in resin-soaked wrappings. Two h u nd red miles to the north of the city can be found the G rey G uardians, a sentient m ountain range created by the city's ruler — L o rd M azd am u n d i - with a single m ighty thought. H is appearance on the battlefield heralds events of such im portance that heavenly bodies have been known to realign themselves in his favour. L oping Stride: A model with this upgrade has the Swiftstride special rule. T hose younger races that would not join them against the com m on foe m ust be considered enemies. H e unites D ark Moon and the Monument of the Sun is the intruders. SPECIAL RULES: Cold-blooded, Immune to Psychology, Impact Hits (D 6 + 1), Large Target, Scaly Skin ( 4
+ ) (Stegadon only), Stubborn, Terror. W ith the m om entum of its fall, a single such boulder can cause horrific damage, b u t an entire u n it can unload a barrage —a veritable avalanche o f death from the sky that wreaks blood-splattered devastation upon the foe. and reclaims the Star Stela. All hits caused by Beam o f Chotec are F lam ing Attacks. T h e m ost powerful o f their num ber, the Revered G uardian, takes the foremost position. T aking advantage o f a surge o f uncontrolled energy, D aem ons manifested themselves inside the tem plecity, butchering the Slann before K ro q -G ar could ride to their aid. T h ro u g h their com bined wills, the Slann dam pened the influence o f the Chaos G ods and denied D aem ons the chance o f entering the fray themselves. T he Skaven had returned to L ustria, and in num bers beyond counting. T hese orders issue forth from a Spawn L eader - the greatest am ongst their num ber since they first em erged from the spaw ning pool. His presence is a tangible portent that a battle of great import is about to take place. K roq-G ar is carried into batde by his C arnosaur G rym loq (M onster). HO points SA UR US O L D B L O O D Saurus O ldblood Equipm ent: • H and weapon Special Rules: • Cold-blooded • Predatory Fighter • Scaly Skin (4 + ). F ar more comm on, however, are sm aller serpents —endless varieties of Vipers, ridgebacks, hooded bloodcobras and more. H A R M O N IC CONVERGENCE 30 points Inhaling deeply, the Slann draw s the Winds of M agic to him. T hey require direction and instinctively obey all instructions from their sm aller kin. Powerful and far-sighted, the O ld O nes could shape new life forms even from these im perfect materials. Privileged Skinks attend to the Slann, patiently waiting for the ancient beings to stir and recording their every prophecy or proclamation. A Slann controls his slab-throne's movement with his mind, hovering motionless or mooing at a respectable pace, and it shimmers with a powerful protective force field. Beast Rider: A T roglodon and its Skink O racle R ider have their own characteristics, b u t are treated as a single model. T h e Slann struggled to rem em ber the rituals they had routinely perform ed before the com ing of Chaos. Yet the invaders were heedless - human barbarians from the north, followers of the Dark Gods. As R azordons are m ean-spirited creatures, it is not unusual for an occasional d art to be fired towards the Skink H and lers rather than the targets they would have chosen. When the attending Skink crew intone the correct blessings to Chotec, the Solar E n g in e also blasts forth a beam o f intense heat, w hich burns the foe like the condensed rays o f the sun itself. The star-stone itselfhas the rare property o f rendering magical enchantments inert. A careful analysis required m onths o f study, and in the m eantim e, thousands o f Skinks sickened and died. Attacks by Tiktaq'to stall the rebuilt. that containboundspells that have m is cast during the game, and anymagic it emslabelle das 'on euse on ly' that have a lready be enused during the game — donot in clude thes ewhen random ly selecting a magic item. At the start of every Close C om bat phase, all enemy models in base contact with C hakax m ust reveal their magic items. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink Crew)..... ...2 3 0 points • May be upgraded to have Unstoppable Stampede... Slann Mage - Priest TR O O P TYPE: Infantry (Character). L e d by the m ost ferocious o f their kind, the R ipperdactyls hurtle downwards like missiles, sm ashing into their foe with incredible velocity. As troops, they range between reckless audacity and sudden panic. 3 C H IL D R E N O F T H E O L D O N E S . They are dangerous predators with sharp talons and pointed beaks that are filled with needle-like teeth. M M U f e f t T V a i s ' s B a s tila d o n 4 3 0 Skink Crew - 2 3 t 4 5 3 ' - , w 4 1 - A 3 4 L 6 1 - TR O O P TYPE: M onster. T h e ir fire was fury m ade manifest, and they rained blazing hellshot to sm ash apart the stone blocks of H exoatl's walls, creating gaping holes. Nakai is a mighty protector of the Lizardmen and can appear anywhere during times of need. A nd so the w ar for the m ortal realm was begun. The rem aining ratm en, a cowardly lot, sprayed their m usk and fled - only to be cut down by the p u rsuing Saurus or preyed upon by the m any hungry creatures awaiting in the su rro u n d in g jungle. Traditionally, the gods o f the L izardm en were, and still are, the O ld O nes: such shadowy entities as Tlaxcotl, Chotec, Q uad, T zunki, X apiti, H u a n ch i and the inscrutable Tepok. So do many foes and invaders fall, their slayers nearby, b u t unseen. M aster o f Snakes: U nless m ounted, Tehenhauin can join Ju n g le Swarm units, even though characters are not normally perm itted to join Swarms. T hese creatures are reared by teams of Skinks who stay with them th roughout their lifetimes, and the Stegadons grow to become very protective of those Skinks they have known since their days as hatchlings. T here, the Skaven attem pted to flee the continent, for L o rd N u rglitch had seen enough of L ustria and hoped to establish a new base in the Southlands. Skinks have m astered the art of riding Terradons by capturing T erradon hatchlings young enough that the beasts bond w ith their future riders —no easy m atter considering the height and precariousness of f Terradon lairs. F O C U S O F MYSTERY 35 points The M age-Priest has gained mastery over the a rt o f H igh Magic. Scuttling huntipedes, spine-encrusted hyenadons or the blue-ringed asp have venom th at can kill a m an-sized victim before he can stagger m ore than a few steps. However, as the Chaos energies and unending reinforcem ents continued to flood into the world, the balance began to shift. With roars of reptilian fury, once more the Lizardmen seek to rule the world. T hese shortened arm s come into their own, however, at the conclusion of a hunt. A t need, his shrivelled and lifeless h usk is b ro u g h t forth from Itza, and it has g u id ed the L izard m en to yet furth er victories. The Priestsfinally recognise that Chaos has Skink Priest Tehenhauin preaches the returned to Lustria. Perhaps due to the tedium of their labours, the Kroxigor were never intended to be mentally agile. Then, it is they who give orders to the Saurus and the cold-blooded behem oths that make up the bulk of the L izardm en armies The Lizardmen must ready themselves for another war against the Children of the Horn ed Rat. 25 points • May take magic items up to a total of ... . 10 points •May upgrade one Temple Guard to a standard bearer..... Beam of Chotec is a magic m issile with a range of f 24". E ven in its ru ined state, the Elves gazed in awe at the majesty of the architecture and the hulking Temple G uard that flanked them . SO U L O F STO NE 25 points The Slann s m ind is hardened against the ill effects of magic. If h e c h o o s e s t o d o s o , t h e c a s t in g v a lu e is in c r e a s e d t o 1 6 + . Few survived the perilous journey and m ost that did were slain in the jungle —eaten by enorm ous reptilian creatures, swallowed by sentient quicksand or overcome by tropical disease. Vashnaar the Tormentor leads an 1809 Pali uax R ebuilt The Astromancer Tetto'eko stems a Elves, Beastmen and monsters beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects and redirects and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasion and redirects beyond The Great Pyramid of Pahuax is major Skaven invasid pyramid of Pahuax is major Skaven invasion and redirects beyond . T hey are g u ided by the m ightiest o f mages and their war leaders are battle-scarred veterans w ho will fight to the end. E ach D aem on was a powerful facet o f its master, an unnatural being that b urned ...91 R are U n its a count. 90 Special U n its with the urge to destroy. W ounds and save. Stomps and T hunderstom ps are always resolved against the Skinks (if all the Skinks are slain, any excess hits are lost). If a spell cast through an A rcane Vassal is miscast, the result of the magical feedback. U sin g powers beyond m ortal comprehension, they shifted the planet's orbit towards the w arm ing sun. The Slann, should they notice such activities, find such im pulses to be reckless and attem pt to censor their Skink Priests, putting a tem porary halt to such practices as live sacrifices,
the u ndue veneration of active volcanoes, and any num ber of new ritual blessings designed by the Skink Priests to attract the O ld O n es' attentions. 14 T h e A w akening. .18 L u stria Upon the field o f battle, Tehenhauin attacked in the m anner of his tw in-tailed deity —forked assaults. The enemy unit im mediately suffers D 6 Strength 3 hits. LORD KROAK Deliverer of Itza Venerable L ord K roak is said to have been the first of the Slann M age-Priests spawned upon the world, the eldest of the fabled F irst G eneration. Some were small portals, allowing an individual to travel inconceivable distances with b u t a single step. Through this dream-haze Lord Huaxhini heard a ca ll- a distant voice within his mind - a faraway entreaty from Lord Mazdamundi. 888 Raiders from tike N o rtk Norse adventurer Losteriksson lands in landmarks of unsurpassed wonder. U sin g their great Saurus can leave the roads and hack through the dense ju n g le o f L ustria using brute force alone; however, they are m ore accustom ed to exerting it against their foes' stoutest legions. I f the un it needs to take a M o n ster Reaction test, the result applies to all rem aining m onstrous beasts. O n the roll o f a 1, he suffers the full num ber of W ounds. A lthough it has been hard-pressed on several occasions, never once has Itza yielded to an attacker. U I [I Terradon Rider with fireleech bolas Skink C hief on Ripperdactyl Rider Lustrian Blot Toad Ripperdactyl Rider with spear and shield Ripperdactyl Brave Kroxigor A Skink Cohort becomes much moreformidable with mighty Kroxigor anchoring its centre. • Ashowcase of the expertly painted range of Lizardmen Citadel miniatures. W h at happened next is the stuff of legend. save their temple-city. H e proclaim ed him self the P rophet of Sotek and his fiery oratories -consisting of m uch chittering on the subjects of Skaven-slaying and grow ing the power of the Serpent G od - became very popular am ongst the Skinks. The t a r g e t With a single secret word fire rages andflesh burns. U sin g sharp-tipped jabbing spears, Skink H and lers goad Salam anders into position, and then prod them until they are angry enough to spit flames. M agic Armour. There, secreted in the ruins of that once-sacredsite, he met Tzara'riador the Shimmering, a Greater Daemon of Tzeentch, even as he materialized into the mortal world. O nly the boldest of foes will dare wade through such a sea o f venom ous creatures. A s the magical suprem acy shifted, so too did the war. 4-6 The heavens resound to thunderous peals as a Quango, burstsforth in full glory and casts its radiant hues upon the world. - Tivi X y ic I Te n JC /x p lo re rs time o f form er glory little is recalled; Thefirst High Elves setfoot on stone-chiselled writings have worn Lustria and are brought to Pahuax. will charge any creature that intrudes upon their habitat. • The Forces of Lustria. Beached by powerful spells, the city-sized ship was swarmed over by Skinks, Kroxigor and Salamander Hunting Packs that rose out of the water to clamber aboard. In m uch the same m anner as the Salamander, Skinks capture and train R azordons, although the spiky beasts have no domestic uses and are used exclusively on patrols or at war. It was the Slann who were to guide the lesser races whose creation w ould soon follow. Steel-clad barbarians crashed into the scaled Saurus w arriors and the carnage was total. RAZORDON HUNTING PACKS Barbed R azordons are covered w ith a profusion of great spines —hardened spikes m ade o f bone that project menacingly out o f their bodies. E norm ous sauropods stretch their necks to pluck creatures out o f even the upperm ost branches, while plodding T h u n d e r L izards actually penetrate above the canopy, seeking to swallow entire cloud banks, altering weather patterns for miles around in order to charge the fearsome attacks they use to kill their prey. T hese extra Attacks are always resolved at W eapon Skill 2 and S trength 2 and have the Poisoned Attacks special rule. T h is is not by accident or by some geographical oddity, b ut rather by strongly m aintained magical wards, enchantm ents which disorient intruders. . L IZ A R D M E N W E A P O N S A great many of the brutal weapons of the Lizardmen are made from a material unique to Lustria. The battle that ensued was rem arkable for its ferocity, for the D ark Elves had no intention of being cheated of their prize. They are strong and obedient w arriors, protected by natural scales and h ard bony plates. The spirit-form s of the Slann traced the lines of disturbance until they reached the Spear of the Gods, a mighty column of glittering crystal rising a mile into the sky from the storm y waters of the Sea of Squalls. A t the height of the Siege of Hexoatl, Oxyotl left the fighting and made his way to the long-corrupted spawning p o ol now known as the Pit of Sorrows. D ozens of saurians from the jungle were captured and trained for domestic uses —Stegadons hauled forwards building materials for the Kroxigor, Pliodons acted as living ferries across the wide canals, and Voxosaurs em itted their piercing screams to sound alarms. SPECIAL RULES: Cold-blooded, Fear, Predatory Fighter (R iders only), Scaly Skin (5 + ), Stupidity. DENIZENS OF LUSTRIA A lthough their armies once roam ed across the whole world, ages ago the L izardm en retreated back to their original stronghold —the vast, jungle-covered continent of Lustria. The slann identified the trem endous threats already seeking to underm ine the Elves' vortex at the centre of their island hom e of U lthuan. By this time, L o rd H u initenuchli had awakened. T h e m onster and the Skink Crew use their own W eapon Skill, Strength, Initiative, and Attacks characteristics when they attack. To its native L izardm en, however, L ustria is a haven —a deathtrap to invaders and a bulw ark against the disorder set loose in the world with the com ing o f Chaos. Tenehuac could distinguish each formation - the stipple-scaled warriors under Tok-Ax, the spear legion of PokHopak, and the unbeaten ancients of Scar-Veteran Ul-Chak. If you're using HTTPS Everywhere or you're unable to access any article on Wikiwand, please consider switching to HTTPS (). They descend from the skies and The Siege of Itza, which had lasted not revealed to the Slann for centuries. To drop rocks, select one unengaged enemy unit that the Terradons m oved over in that turn. Although they have lost m uch of the magical arts. The Skinks have learned to make fireleech bolas — hooking the creatures at the end of stout leather cords and whirling them overhead to gain momentum before hurling the f e r s a Strength 4 h it with the doesso, the casting value is in creased to 10+. Deprived of their lifeblood of magical energy, the D aem ons disappeared back to their seething realm, ^ et the w orld was irrevocably dam aged, now transform ed into a w orld saturated w ith magic and monsters. In combat, enemy models compare their W eapon Skill to the m onster's W eapon Skill w hen rolling To H it. The temple-cities are far from the only structures rearing above the jungle canopies or languishing in the misty darkness beneath. E ven worse, the spaw ning pools were infected, as it was not fully-form ed Skinks that em erged out o f the D U E SACRIFICE Those few races that encounter Lizardmen and lice to tell o f it find them an alien and incomprehensible race utterly cold and devoid o f compassion. The L izardm en issued forth from am ongst the ruins o f their temple-cities to a blasted, sm oking wasteland. However, all models from Warhammer: Skaven gain the H a tre d special rule while attacking the bearer. At each o f their sum m its, far above the world, sit the most ancient o f the city's Slann M age-Priests. W hen activated, all enemy units within D 6" im mediately take 2 D 6 S trength 2 hits, distributed as for shooting. T h e H ig h Elves, sickened by the cloving heat, had already suffered losses to bloodwasps, piranha-lizards and the jungle itself. O n a m angrove-choked shore on the isthm us o f Pahuax, a graceful ship pierced the steamy veil. MAGIC ITEMS: The B lade of A ncient Skies: The Blade of Ancient Skies was carved from the dense, fossilised jawbone of a monstrous, sky-borne predator that w ent extinct in ages long past. All models in a unit with the Skavenpelt B anner gain the Frenzy and H a tre d (Skaven) special rules. Tehenhauin replaces one of the Skink ... The enemy unit immediately suffers D 6 Strength 4 hits. If the Skaven was lucky, he was simply beheaded by a Saurus executioner. With their leader gone, the D aem . 64 S k in k s .. Crew). on arm y vanished completely. The unfortunate greenskin's high-pitched scream ing and indignant death utterly broke the tribe's will to fight and they scattered before the Terradons above. Using the power of his prodigious thought, Lord Mazdamundi sought out the armies he had sent forth into the world. Spout Flames: Spout Flam es is a shooting attack; all Salam anders in the pack m ust shoot tow ards the same target. T urning the plaques into a totem, Tehenhauin bore them at the forefront o f the massive Skink m igration. T h e m ental duel to keep his thoughts pure had finally defeated him. T h e c a s te r c a n c h o o s e fo r t h is s p e ll to in s t e a d in flic t fr o m th is s p e ll, it s u f f e r s a -1 m o d if ie r t o a ll T o H i t r o lls (b o t h s h o o t in g 4 D 6 S tr e n g th 4 h its . 41 T erradon R iders..... . And so Skeqgi survived, in time becoming a prosperous base from which the men of the north would launch many ventures. He passed through fell places that he cannot recount to others or even him self for fear o f going mad. From templecities and overgrown ruins, they issue forth to defend their ancient civilisation or to unleash their cold-blooded savagery upon the world. 901 H u atl R esettled This marks the beginning o f the The X aki Star is swallowed by the century-long
campaignfought against Chaos Moon, prompting a delegation -3894 Chupayotl Destroyed thejungle Ores of the Scorpion Coast. T h is telepathic link means the O racles often appear ju s t w hen they are most needed - further adding to the superstitions su rrounding the mysterious Skinks and their revered m ounts. 10points • The entire unit may replace their Lustrian javelins with fireleech ... C hagua's Slann M age-P riests were alarmed, sending war patrols to sweep the nearby jungle. Seeing their peril, the Elves drew their own weapons and bedlam erupted. N either side showed the slightest mercy towards the other. N o t all o f the ruins stand empty, however, for some, such as the tem bolas ple-city of H u atl, are in the process of being refounded. Forem ost am ongst them is the venerable Relic Priest, L o rd Kroak, whose indom itable spirit has guarded Itza against the return of Chaos since the G reat Catastrophe. Chupayotl, now called the Sunken City, toppled into the sea, while C haqua, the City of G old, fell to the plagues of the Skaven —the contam ination within its walls rem ains so potent that its overgrown ruins still cannot be repopulated, even after so m any years. The jungle was flattened in a twenty-mile ring and the dead lay in m ountainous piles. O thers, often situated in the cold void o f space, were portals so large that vessels the size o f moons could pass through. In addition, the w earer has the M agic Resistance (1) special rule. The Skinks have exploited this instinct in battle by training their talons. It was their shared telepathic determ ination that any contact with such a race of creatures could only lead to conflict. The Deliverance of Itza is a direct dam age spell th at targets all enemy units w ithin 12". T hey struck from above, launched counter-attacks and dropped boulders to crash into m arching colum ns. W henever the L izardm en and Skaven face each other, Sotek and the H o rn e d Rat, the verm inous god o f the Skaven, enact once more their eternal struggle. ARMY LIST ENTRIES E ach arm y list entry contains all the inform ation you need to choose and field th at un it at a glance, using the following format: ; SAURUS WARRIORS (T) (3) 11 points per model 0 M W S B S S T W I A 4 3 0 4 4 1 1 2 4 3 0 4 4 1 1 1 2 4 3 0 4 4 1 1 1 2 4 3 0 4 4 1 1 1 2 4 3 0 4 4 1 1 1 2 4 3 0 4 4 1 1 1 1 2 4 3 0 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 Skin (5+) Unit Size: 10 Special Rules: Equipment: • Shield \$ N am e. In addition to the fu rther grow th o f lethal protrusions, the corded muscles o f these ancient Saurus become yet stronger, until they are able to crush rocks with their bare hands. Slaa'U laan led the slaughter-filled charge and strode am ongst the L izardm en, snipping o ff heads and striking down whole ranks at a time, while the Saurus struggled to raise their weapons, so sapped were they o f strength. D irected by their priests, the Skinks will secure bronze arm our plates upon an O ldblood or Scar-Veteran. free SPECIAL UNITS TEMPLE GUARD M points per model I M W S BS S T W I A 4 4 0 4 4 1 2 2 4 4 0 4 4 1 2 3 Temple G uard :Revered G uardian U n it Size: 10+ E quipm ent: • Halberd • Light armour • Shield Special Rules: • Cold-blooded \* Guardians \* Predatory Fighter \* Sacred Duty \* Scaly Skin (5 + ) Ld 8 8 Troop Type Infantry Infantry Options: • May upgrade one Temple Guard to a Revered Guardian..... ....10 points - Revered Guardian may ... Their huge, leathery wings can propel them at great velocity, and they are surprisingly agile, able to fly at full speed through the thick jungle, avoiding branches, vines and trees. These days, the floating ruins of the Toradotek pyramids were little more than tumbled stone hovering low over the jungle, take a magic weapon worth up to tethered by innumerable creeper vines. Such is the thickness of a Bastiladon's arm our, however, that it does not even notice the blazing fires stoked on its very back. The rhythmic beating of drums began as three separate lines of Saurus emerged to form a wall of scaled shields across the invaders' path. Where a model has a special rule that is explained in the W arhammer rulebook, only the name of that rule is given. S h o o t Barbs: Shoot Barbs is a shooting attack; all R azordons in the pack m ust shoot at the same target. SPECIAL RULES (Zlaaq): Cold-blooded, Immune to Psychology, Impact Hits (D 6 + 1), Large Target, Scaly Skin (3 + ), Stubborn, Terror. But it is the larger creatures Ifear the most - enormous reptiles the size of Giants, ravenous monsters that broke our battle lines and reduced many of our ships to kindling. The Slann reasoned that vashnaar had taken advantage of an upsurge in the power of Chaos and that others would follow in his wake. Without w arning, invaders are struck by a m ultitude of w hirring darts, a sound not unlike the high pitched buzzing of the incessant L u strian insects. It took only seven Chameleon Skinks to ensure that not a single greenskin from that formidable horde survived. From that day onward, the power of Sotek coursed through L ustrian insects. It took only seven Chameleon Skinks to ensure that not a single greenskin from that day onward, the power of Sotek coursed through L ustrian insects. It took only seven Chameleon Skinks to ensure that not a single greenskin from that day onward, the power of Sotek coursed through L ustrian insects. forces mustering, as well as the recovered messages of the O ld Ones. A few exceptional Saurus have been alive for many thousands of years, overcom ing threats and defeating enemies since the world itself was young. All are considered alien by the other races of the world itself was young. ferocity of the Saurus, who are spaw ned for com bat and guardian duties, the Skinks are m ore m entally and physically agile. Fearing what m ight lurk in the hinterlands, L osteriksson forbade his followers from entering the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort and collecting the gold and precious stones from the ruined was a stockade fort atch posts along the coastline. 5 0 points SK IN K CHIEF 40 points M W S BS S T W I A 6 4 5 4 3 2 6 3 Skink C hief E q u ip m e n t: • H and weapon S p ecial R ules: • Aquatic • Cold-blooded • Scaly Skin (6 + ) Ld 6 Troop Type Infantry (C haracter) O p tio n s: • May be armed with one of the following: - Additional hand weapon ... The planet shuddered under thunderous im pacts, with some meteorites burrow ing like animals, gnaw ing deep into the w orld's foundation. N one believed the (unlessmounted) ..2 points - Blowpipe. hum ans w ould be so foolish as to return. Since those days it has been partially reconsecrated, although it stands em pty - or it appears so, as it is nearly impossible to pick out the C ham eleon Skinks that keep silent vigil in the treeline outside the tum bledow n city. At over a century old, Tetto'eko is ancient for a Skink, yet his m ind is quick and his unprecedented ability to predict the future only seems to improve. To an outsider, the claustrophobic jungles of L u stria are m uch the same, b u t to its native creatures, nothing could be further from the truth. unspeakable things were etched into the air itself. 50 points flU H B hüB L R A T T I F SSTANDARD ' BATTLE BEARER Unless your army may be the Batde Standard Bearer for +25 points. W ith a matchless m ind
unfathom able to others, M azdam undi is obstinate in his ways and will not be deterred from that upon w hich he has decided. Some of these groupings have distinctive colours and markings, such as the tan striped beasts that dominate the cracked earth of the Huahuan deserts, or the green-spotted Stegadons that lice in the hidden Gwangee Valley. To the Slann, time passes m ore quickly than it does for short-lived creatures, and a Slann will regularly slip into extended periods of restful contem plation that m ight last decades, or even centuries, at a time. T hey gulped in the m agic-infused air and belched forth firestorms, unleashed tidal waves, or split the earth asunder to lay waste to the invaders. O f those Slann that rem ained, there was not one am ongst their num ber that had entered the presence of an O ld O ne. E ternity Guardians: I f L o rd K roak joins a un it o f Temple G uard, all models in the com bined unit gain the U nbreakable special rule. Each entry specifies the unit type o f its models (e.g. 'infantry', 'cavalry' and so on). L o rd M azdam undi is carried into battle by his A ncient Stegadon Zlaaq (M onster). Yet his blood was stirred, and his slum bers were not again so deep. f LORDS 780 points LORD M A Z D A M U N D I M W S BS S T W I A 4 2 3 3 4 5 2 1 6 3 0 6 6 5 1 3 L o rd M azdam undi Zlaaq (A ncient Stegadon) M agic Items: • Cobra Mace of Mazdamundi • Sunburst Standard of Hexoatl M ount: • Zlaaq (Ancient Stegadon) Magic: Lord Mazdamundi is a Level 4 Wizard who uses spells from the Lore of H igh Magic or one of the eight Lores of Skinks, as their high-pitched sounds and energetic movem ents stimulate their own energy and fuel their own battle rage. M azd am u n d i believes it is pointless to divine the next stages of the G reat P lan until the first is complete; to do so w ould only invite further error. O n occasion, the C old O nes, their reptilian brains overloaded, become confused. T hey are powerfully built, with long, m uscular hind limbs and a heavy tail that is used for balance. So fierce was the D aem on attack that they cut down h alf the reptilian w arriors and w ould have swept them away altogether were it not for a timely charge by the Bastiladons. None could be allowed to escape, for such was the merciless law of the Lizardmen. However, unbeknow nst to the Lizardmen, the captives bro ught som ething else to Chagua. Eventually, however, the Carnosaur is trained to accept a rider and take direction. They sit unm oving on their stone palanguins or in their Star Cham bers, and to an outsider a Slann m ight appear asleep, or even dead. Such is the myth of Sotek. Skaven are finally driven from Lustria Huanca-Xlanpac. I f a target has the D aem onic, U n d ead or N ehekharan U n d ead or N ehekharan U n d ead special rule, it suffers 3D 6 hits instead. O ne by one, their cries fall silent as their bodies slum p to the forest floor. T h e N orse believed themselves doom ed, b ut L osteriksson ordered all treasure to be cast over the log ram parts. T h ere are many different reasons why these wonders have

been reduced to such decrepit states. When the daemonic legions burst forth atXahutec in numbers beyond count, the Lizardmen garrison could not have withheld against their onslaught were it not for the timely arrival of Oxyotl. The Warhammer rulebook contains all the rules you need to fight battles with your C itadel m iniatures, and every arm y has its own arm y book that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the W arham m er world. The jungle itself erupted; a m ighty C arnosaur led the surge, K roq-G ar, the great Saurus w ar-leader on its back, and behind him came an arm y of C old O n e cavalry. Flocks have been know n to swoop down upon beasts as large as Colossadons, leaving scant m om ents later when the carcass is picked clean o f the tastiest morsels. the Worlds Edge Mountains. M ighty, prehistoric carnivores rule the forests — some actively stalking their prey, while others lurk in am bush, awaiting whatever wanders close. It is recorded that Kroq-Gar, a mighty Saurus leader, has personally delivered the killing strike to over a thousand Skaven warlords since the Rise of Sotek. M any unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. The C arnosaur is undeterred by the thickest hides or the toughest bony plates; they are one of the few natural predators of the m ighty Stegadons. W h en gathered in num bers, they release enough foul swamp gas to drive off a hungry Carnosaur. The M age-Priests could not distinguish a source, and those Slann not engaged in studying the newly found plaques sought out that w hich was increasingly p utting pressure on the arcane sentinels that helped keep the power of Chaos at bay. It is they who are the artisans and adm inistrators of L izard m en society. 2 5 1 7 Oxyotl R eturns settlement of Cadavo — and all of its inhabitants —from the map. For his countless acts of fearless flying and his savage attacks on the L izard m en society. 2 5 1 7 Oxyotl R eturns settlement of Cadavo — and all of its inhabitants —from the map. For his countless acts of fearless flying and his savage attacks on the L izard m en society. f Skies is a pre-em inent position am ongst Skink Chiefs, answerable only to the Skink Priests and Slann M age-Priests themselves. And so, over the years, the L izardm en, once the most advanced civilisation to w alk the w orld, regressed to a primitive state. E ven the L ustrian jungle appears to part for their formidable girth; trees are sm ashed to splinters or swatted aside as the Stegadon stomps thro u g h even the densest foliage. It is not their role to sacrifice themselves in battle, b u t rather to spy out intruders, alert the Saurus and then guide them towards the foe. The until the true sun rises once again. G oading such a creature to shoot its darts is a simple, if som ewhat risky operations the Skink H and lers prod the R azordon with the sharp end of a spear, and then duck. W hether this is true, or if the hoary Bastiladon is simply the only jungle creature that will bear the super heated device upon its back, is unknow n. SPECIAL RULES (L ord M azdam undi): Cold-blooded, Shield of the Old Ones (see page 31), Stubborn, Telepathic Confabulation (see page 31). M 6 WS BS 4 6 S 4 T 3 W 2 I 6 A 3 Ld 7 TR O O P TYPE; Infantry (Special C haracter). H e needed time to conjure the mystic forces to power the spell, however, and called upon his last surviving Saurus and Oxyotl and his Chameleon Skinks to protect him , buying precious m om ents while the ritual was completed. Serried ranks of Saurus and Temple G u ard m arch down its wide avenues, and Skink patrols, reinforced by whole herds of Stegadons, sweep the surrounding land for hundreds of niles around to ensure any threat is stopped before it can reach H exoad. O n a roll of 1, L o rd Kroak rolls on the M iscast table as normal. However, when calculating the num ber of shots fired, each R azordon can re-roll the artillery dice. I f he does so, D 3 friendly units of your choice gain the Vanguard special rule. occupies the ruined city of Quetza. Infiltrating Skaven Assassins were revealed and slain before they could employ their poisoned blades, and Skaven weapon teams were destroyed even as they prepared to fire —their own demise often causing a chain reaction o f explosions that ran down the Skaven lines as further diabolical devices burst into flames. A year may pass in the real world. N ote that if Zlaaq is slain, L o rd M azd am u n d i gains the M age-P riest Palanquin special rule (see page 31). From the jungles came aerial assaults led by T iktag'to, and the wings of his airborne assaults blotted out the sun. T hey certainly intended to continue their m onitoring duties and m ost probably their m entoring roles to those under-developed projects begun by the O ld O nes. Range Strength 18" 3 M ultiple Shots (2D 6), Poisoned Attacks Older Stegadons, particularly the largest bulls, leave their herds and strike out on their own. Although he had overcome the enchantment cast upon his kind, Mazdamundi could still feel that, all around him, the world was still assailed by a storm of unreason. Saurus Oldblood Saurus Scar-Veteran Battle Standard Bearer Saurus Warriors display a range of blue skin - from darker tones to almost white. R ecognising Tetto'eko's unique ability, the Slann M ag ePriests have gifted the Skink with his own palanquin to carry the C hief A strom ancer's frail body. Atop his particularly fierce Terradon, Zwup, T iktag'to leads his squadron of flying reptiles on reckless paths through dense vegetation or steep-sided valleys so narrow that the Terradons touch the edges with each flap of their m ighty wings. All of overcome a host of Greater Daemons to Hasselfriesian sets outfrom Barak Van Black Way to raid coastal ruins. Without any new M age-Priests, they are a dying race, faced with extinction. The spaw ning that brought K roq-G ar into the w orld produced a handful o f other Saurus, each m arked for greatness. M o st were ravaged d u rin g the G reat C atastrophe, overrun by daemonic hordes. CHRONICLES OF THE LIZARDMEN The Lizardmen track time by the alignments of celestial bodies and their sacred plaques form a calendar stretching back to the creation and forward to the end of time. W hile a Scar-Veteran cannot explain the m eaning of a refused flank, he will know how to launch such a manoeuvre. The Slann M age-P riest rolls two additional dice whenever he attem pts to channel power or dispel dice. MMYMF K r o x ig o r K r 0 0 S 5 5 T 4 4 W 3 3 I 1 1 A 3 4 Ld 7 7 TR O O P TYPE: M on strous Infantry. T hey are typically used in two different types of form ation. T heir m uscular tails can sm ash a man's ribcage and their m ouths are full o f enorm ous dagger-shaped teeth. I f Chakax scores one or more hits against a m odel with any magic items, roll a D 6; on a 5 + one random ly determ ined magic item is im mediately destroyed and cannot be used further in this game. The Slanns gaze carries a measure of the scrutiny of the O ld Ones. and its inhabitants slain. W hile K roxigor are quite able to rip a m an apart with their bare hands, to enhance their destructive potential, Skinks will supply them with weapons. Thesefabled monsters sport long, sinuous, serpentine bodies, Dragon-like heads and massive feathered wings. L o rd M azd am u n d i announced that he had deciphered the m eaning o f the plaques found on the T urde Isles, saying they were com posed mere days before the G reat Catastrophe and their message was incontrovertible. D6 N um ber o f H its 1 D 3 Strength 3 hits. A lthough sometimes employed by Skink artisans to fire kilns, the Salam anders are m ost often used in warfare. THE RAT AND THE SERPENT O ne o f the m ost significant events in the history o f the L izardm en was the rise o f the cult o f the Serpent G od, Sotek. Skink Priests are the only ones capable o f interpreting and executing the will of their Slann masters. Instead of firing another missile weapon in the Shooting phase, up to two Skink Crew may each fire a single giant blowpipe. Each book in the series describes in d e tail a n arm y, its h istory a n d its heroes. Such form idable protection, however, does come at a cost, for the Bastiladon is a lum bering and ponderous creature, slowed down by its own dense weight. 954 R etu rn of Chaos Allac Fellclaw leads a full-scale Chaos of the continents. N o a r m o u r s a v e s are p e r m itte d a g a in s t a W o u n d c a u s e d b y T h e t a r g e t im m e d ia t e ly r e g a in s a s in g le lo s t W o u n d . From the steaming jungles, their armies issue forth, unleashing cold-blooded savagery upon any who stand before them. by Tehenhauin's armies. To intruders, it is an alien landscape, a singular green hell, where anything (or everything) is trying to make a meal of them. The S hield of A eons: The Shield of A eons: The Shield of A eons: The Shield of A eons is a massive artefact made deep within the volcanic heart of the Fire Islands. They are a singular green hell, where anything (or everything) is trying to make a meal of them. The shield of A eons: The originated exclusively from the sacred spaw ning pools of Pahuax, a tem ple-city destroyed soon after the fall o f the polar gates, and it was thought that the last o f their kind was slain in the batde o f Blood Ravine. A lthough the sacred spaw ning pools of Pahuax, a tem ple-city destroyed soon after the fall o f the polar gates of the temple-city, and the siege of H exoatl began. In such cases, if the unit survives, another o f its m em bers will eventually grow into the role --or, as the L izardm en say, receive the gifts o f the O ld O nes. PRODUCT CODE 60 03 02 08 004 in T h e G am e o f Fantasy Battles<sup>™</sup> You will n e e d a copy o f W arh am m er to u se th e c o n te n ts o f th is h ook. The smallest of their kind can slip between even the slightest crack or arm oured jo
in t to deliver a m ortal sting. T hey were the grand viziers, trusted creatures of prodigious intellect, and the only beings able to w ithstand direct contact with the near-om nipotent O ld O nes and com prehend their teachings. D eep w ithin each pyram id are many vaults, crypts and cham bers, each accessible only through secret and wellguarded passages. T hese creatures are virtually blind, b u t h u n t using senses other than sight. For three days and nights, T iktaq'to and his aerial arm y o f T erradon R iders harried the approaching advance. THE PIRANHA BLADE 50 points Magic W eapon The Piranha Blade gained its name for its ability to shred its victim into bloody tatters. PREDATORY FIGHTER W henever a model with this special rule rolls a 6 To H it in close combat, it im mediately makes another Attack; roll To H it and To W ound as norm al. T hey used such opportunities to observe the younger races. W hile the Saurus b rought order to the world with their brutal campaigns of destruction, greater projects were undertaken. The effect on the geomantic web was felt keenly, as each lost site weakened the whole. Small teams of ratm en carrying devious fire-throw ing devices came forward, unleashing torrents of tainted flame to incinerate many Saurus. Range 6" 4 F lam ing Attacks, Q u ick to Fire RIPPERDACTYL RIDERS For sheer aggression, R ipperdactyls are in a class by themselves. Propelled by four thickly m uscled legs and a powerful tail, they are sw ift-m oving creatures w hether on land or in water. A fter a century o f open battle, the w ar reached its blood site was linked to the next and the O ld O nes were able to draw upon this vast reservoir of energy to m anipulate untold devices and enchantm ents of great power. E ach target suffers 2 D 6 Strength 4 hits. MMUIAT^ M C arn osau r 7 WS B S 3 0 S 7 T 5 W 5 I 2 A 4 Ld 5 TR O O P TYPE: M onster. M any foes attem pt to shoot T ik tack climax. E ach 'to and his flight of T erradon R iders out of the air as soon as they come within range. the mighty earthquake that wipes the Lizardmen at the ruins of Cholulec. Guardians: W h en a m odel with the M age-P riest Palanquin special rule, he m ust be placed in the second rank, rather than the first. They are said to be the manifestation of the O ld One Tepok, and are venerated by Skink in two, and few of the trainers survive long enough to see the fruits of their labours. O n the Skink's signal, the T erradon will release its burden. It hums with ancient energy, and those struck by it are overcome by doom-laden visions that sap their will to fight. W h en Skink Priests invoke the favour of Sotek, calling to his children with blood offerings, snakes appear as if by magic —arriving in the same num bers in which they accept sacrifices in the snake pits found in the heart of every one of Sotek's temples. As befits their honoured status, Temple G u ard are arm ed with heavy ornam ental halberds and adorned with sacred glyphs. E ver since, Pogenchi's standard has driven Lizardm en warriors into a murderousfrenzy, stirring their reptilian blood to great heights of bloodlust. L ike the Slann, Skink Priests study the ancient w ritings, though they apply m uch less of the studious m ethodology th at their venerated leaders use. A fter a thousand years of battle, only a handful of tem ple-cities stood, each a bastion protected by the greatest of the rem aining Slann. This is not always the case, however, as shown by the brilliant diamond-backed patterns exhibited by some Stegadons of the Piranha Swamps - notorious beasts that can wallow in the deepest swamp channels, where they lie hidden in ambush. M any thousands of captured ratm en were cruelly sacrificed to Sotek; acts that Tehenhauin prom ised w ould bring forth their vengeful god. M agic Standard. W ith proper ceremony, the Elves were b rought into Pahuax. As it was, the Skaven were forced to attack the front of the L izardm en battle lines and many of the degenerative ratm en were slain. The skies above are filled with Terradons, each carrying messages or perhaps a dignitary from some far distant temple-city. 50 points HEROES \* S A U R U S SCAR-VETERAN T Saurus Scar-Veteran E quipm ent: • H a n d weapon Special Rules: • Cold-blooded • Predatory Fighter • Scaly Skin (5 + ) 80 points M W SB SS 4 5 0 5 T W I A 5 2 3 4 Ld 8 Troop Type Infantry (C haracter) O p tion ns: • May be armed with one of the following: - Additional hand weapon (unless m 2 points - H alb erd. 2 points - S p e a r.. .2 points - Great ounted . Th is section also includes the Treasures of the O ld O nes and the L o re of H ig h M agic - magical artefacts and spells unique to your army, and the rules to use them in your games. There is no continent upon which K roq-G ar and G rym loq have not weapon fought, b u t for the last defenders of X hod, the batde is not yet over. An extension you use may be preventing Wikiwand articles from loading properly. However, the A strom ancer scried the stars, and the message was unequivocal: the rat stars waxed strong. 4 U n it Size: 3 + E quipm ent: • Spear • Shield . He famously appeared at the Defence of X hod, the batde is not yet over. fltza, wreaked haooc at the Red Fields and was recently reported at the Great Reckoning. Thick-skinned: A rider atop a m ount with this special rule receives an arm our save bonus of + 2, rather than the usual + 1 for cavalry m ounts. W h a t rem ained o f the geom antic web was used to strengthen the G reat W arding —a string o f lesser siphons, defences and sentinels that would keep the Realm of Chaos at bay and secretly lend its power to the vortex of the Elves. Into those breaches, Vashnaar ordered his heavily arm oured w arriors, the elite killers of his army. The Skaven were blasted into ashes by the thousands. Furtherm ore, the C arnosaur never loses its Frenzy. The sign gave hope to the L izardm en, and in it, Tetto'eko read m any things — including the key to victory and the dire consequences should his L izardm en arm y fail. In addition to arm our plates of the strongest bronze, the Temple G uard bear distinctive helm s fashioned from the horned and crested skulls of L u stria's predatory beasts. When Lord Kroak is earned to war, he is accompanied by a powerful host o f implacable warriors to protect his revered form. Im m ediately before the G reat C atastrophe, the O ld O nes had dictated instructions and predictions onto many plaques o f stone o r gold. T h e longer he survives, the m ore he understands the needs not just o f a lone warrior, b u t also o f an entire army. Such actions not only brin g the favour o f the O ld O nes, b u t also m ark the status o f a leader. One such tablet is the Plaque o f Dominion, an ancient stone relic carved before the second spawning o f the Slann that contains elements o f the O ld Ones' own, indecipherable, language. Tfet after years o f strain, even L o rd Kroak could sustain such mystic walls no longer, and with a final surge, he exploded the barrier outw ards, flattening the su rrounding jungle. THE JAGUAR STANDARD 50 points Magic Standard The fleetjaguar was a bodilyform said to have found much favou r in the eyes of the O ld Ones and many totems and temples around Lustria bear the beast's carven image. SPECIAL RULES: Cold-blooded. A terrible earthquake shattered the region, reducing Cadavo to ruins. Sometimes a Slann M age-P riest will set out to refound some other location —tem porarily re-establishing a dwelling am idst the overgrown ruins so that he can m editate in peace upon deep m atters that require thoughts from that particular alignment. H eedless of their losses, the D aem ons continued to batter away at the protective barriers conjured by the Slann to protect each temple-city. L o rd M azdam undi has studied the lost plaques m ore than any other M age-Priest, including those found m ost recently. W ithout wings, it is n o t easy to h u n t such quick-flying quarry, b ut the R azordon has developed its own unique way. The Slann leant their own efforts to form m ighty magical bulw arks around the E lven spell, helping to maintain the vortex with power draw n from the geomantic web. Poking a beast as violent as a Salam ander is a hazardous task, and over the course of their duties many Skink H and lers are eaten or covered in flaming bile themselves. Ones. In the course of the 315 Victory in Naggaroth -C.5000 L ustria Besieged continentalfine-tuning much of the In order to reclaim the stolen Star defeated and driven into the sea. Yet over the ages, some sites have been left perm anently neglected, their power and population lost to the L izardm en forever. T hey withdrew into council to consider the m atter and after several days o f fevered contem plation, the sickly M age-Priests agreed that the time spoken o f in the prophecy was at hand. T hose sensitive to the skeins o f destiny can feel its precarious balance as well as sense Tetto'eko's uncanny ability to shift the w inds o f fate his own way. % t that barrier crum bled before the Chaos onslaught, until the D aem ons stalked the plazas and the L izardm en defence shrank back into the pyram id district. T h e Elves o f U lth u an suffered trem endous loss, b u t in the end, their mages enacted the G reat R itual - a spell that created a vast vortex that drained away swathes o f the magic that flooded the world. T h o u g h M ag n u s the Pious - the great hero o f the E m pire who led the defence o f the hum an realms — never knew o f it, w ithout the endeavours o f the Slann, his armies w ould have been ravaged by Chaos Sorcerers with unlim ited powers, as well as beset by the full m ight o f the D aem on legions. THE A N C IEN T ENEMY It was not only greedy treasure hunters that the N orthm en brought with them to L ustria when they established their settlement o f Skeggi. army destroys the Monument o f the temple-city o f Xlanhuapec. To upgrade a Saurus Warrior unit to include this champion will cost
you an additional 10 points. Few invaders have ever been able to penetrate the city and live to tell the tale, although those survivors have spread many rum ours of the city's matchless treasures. The ir bite can hack through huge chunks of flesh on larger prey, and by tw isting it thick, serpentine neck, a C arnosaur can simply rip its quarry apart. A lthough they tapped into the energies of the realm beyond their portals, they had always struggled to contain that power - and soon found themselves em battled by the forces of that impossible dim ension. Set free of his flesh, K roak's radiant will soared above the ruins, scourging the invaders with a divine light that was like unto a second sun. Its leader was Slaa'U laan, a D aem on referred to in ancient stone tablets as 'the nether-thing of the second moon'. O f all the L izardm en, the Skinks are the m ost comm unicative, using their changeable skin tones and crests colours to add subtle inferences to their vocal language, in w hich they chitter endlessly in high-pitched voices full o f clicks, hisses and other curious sounds. In this case, shooting attacks against it will hit the m onster on the D 6 roll o f a 1-4, and the character on a roll o f 5-6, as norm al. Thank you! © 1996-2014, Amazon.com, Inc. At last the way was clear for the D aem ons had allowed no time to contem plate a future bereft of the O ld O nes. N om inate one enemy unit in base contact with the bearer or his unit, roll a D 6 and consult the table below to find out w hat happens. COLD ONE RIDERS Saurus w arriors are form idable fighters, b u t when m ounted atop a C old O ne they become a shock force capable o f delivering an absolute m auling. The C old O nes were just another one of the predators that beset any who travelled Lustria. As the Slann withdrew into their own cerebral worlds, the Skink Priests - the m ost intelligent of their kind —became the daily leaders of the L izardm en. 6 points ~ Lustrian jav elin As the sun rose over the margin of the world, a saurian roar came from the mist-wreathed jungle. With a thunderous impact. the com et fell to .2 points - S p e a r.. earth, collapsing the tunnels underneath the city and stem m ing the endless tide of Skaven reinforcem ents. e & ih W K r o q -G ar A lthough his tem ple-city was in ruins, K ro q -G ar A lthough his tem ple-ci b u t its G reat Pyram id is still attended by Skink Priests and it is said that the Skinks of that city have almost m astered the carnivorous, flightless birds that roam the su rrounding plains. T hey were created to protect the Slann M ag ePriests and the temple-cities in which the L izardm en have never lost a battle with Tetto'eko present. F or all its awesome bulk, the Stegadon's short b ut powerful legs can drive it forw ard at such a pace that its m om entum is nothing short of devastating. T h is is a missile weapon with the following profile: Range Strength S pecial Rules 12" 3 M ultiple Shots (3). Poisoned Attacks I T H E LO N G R EV EN G E Since his return from the Realm o f Chaos, O xyotl has waged a war o f revenge against the fell powers. While superstitious acts have gained in popularity since the loss o f the O ld Ones, these were taken to horrific new levels with the coming o f the new god Sotek. The K roxigor swing these massive, death-dealing instrum ents with ease, able to splatter a m an-sized creature beyond all recognition with a weighty blow that can shatter stone. R evered Spear o f Tlanxla as he rode his sky chariot into battle. T he O racle, however, did - instantly identifying that these were a segm ent o f the G reat P lan of the O ld O nes — left forgotten on this forsaken island many ages ago. N ote that this has no effect on magic items that are m ounts, magic items labelled as 'one use only' that have miscast durin g the game, and any magic items that are m ounts. selecting a magic item. A Troglodon is treated as a M o n ster in all other respects, as described in the W arhammer rulebook. There were five spawnings of Slann created by the O ld O nes, each with a particular role to play in their G reat Plan. (C O N T .) Salam ander H u n tin g Packs.... of the newly created races was the Elves, and they learned the lore of magic in the lap of the gods themselves. South of the temple-city they discovered a vile new race that had infested the nearby ruins of Q uetza. H erald of C osm ic Events: Roll a D 6 at the start of each friendly M agic phase. E ach unsaved W ound caused by the Revered Spear of Tlanxla counts as 2 unsaved W ounds when calculating com bat results. They are the mass workforce designed by the O ld O nes to perform many different roles, and w ithout them, L izardm en society w ould guickly collapse. A time of vast battles, L o rd M azd am und i pronounced, was at hand. L o ng before Chaos came to the world, in a time before Elves, D w arfs or M e n, the land was ruled by titanic monsters. W h en riled, the L o rd o f the Solar-City will levitate his palanquin-throne atop the largest Stegadon that can be found. By Tetto'eko's predictions, many dire events have been averted before they were allowed to happen. I f the H and lers line it u p correctly, they can coerce a Salam ander to spout its flame upon the foe, before allowing the creature to finish the jo b w ith tooth and claw. W h en the Skink Priests, with anxious glee, reported that E l Cadavo had, indeed, returned and established a new settlem ent again, L o rd M azd am u n d i's eyes opened wide for the first time in ages. T h e Chaos M oo n, hanging low in the sky, slipped from view as the true m oon eclipsed it. A Slann M age-Priest, however, may have a magic standard (with no points of magic items. 4. The target suffers a single W ound on a diceroll greater than or equal to the model's Waves of pure magic infuse the caster's ally. T hese things and more has Kroak seen and it is said he is fated to endure until the last m om ent o f the universe itself. Oxyotl covered his scent against the daem onic hounds th at tracked him by daubing him self in the blood o f his pursuers. H e re you will find a showcase o f the impressive range o f Citadel m iniatures available for the L izardm en army, gloriously painted by Gam es W orkshop's 'Eavy M etal team. It o h a v e t h is s p e l l t a r g e t a ll u n i t s (fr ie n d a n d f o e) w i t h i n 18". Th e hum ans seized w hat they could before fleeing to their base. D6 THE CLOAK OF FEATHERS 3 0 points E nchanted Item This finely woven cloak is made from hundreds ofshed feathers gathered over the centuries from one of their num ber are concentrated around the A m axon Basin than anywhere else in Lustria. A t the head o f the force, atop Troglodon and Skink O racle R id er use their own W eapon Skill, Strength, Initiative and Attacks characteristics when they attack. THE AWAKENING A new era was beginning, for more and more often the Slann were awoken from contem plation by nightmares; beset with w aking visions and ancient mem ories of daemonic attack. Only the eternal vigilance 2303 A iJ Unlooked For Tlaxtlan enacts a ritual aimed at o f the Saurus warriors maintains a the path o f a mighty Dark E l f invasion Taking a celestial readingfrom the pushing the false moon out o f orbit. Burning Alignment: A s the Engine comes into alignment, magical pow er is unleashed to scour the enemy. The O ld O nes were gone, and the L izardm en and the fledgling races were now abandoned before a new and diabolical foe. Unstoppable Stampede: A m odel with this upgrade has j the D evastating C harge special rule. L ike m any L izardm en devices, the apparatus at first seems to be quite simple, b u t the magic is twofold. Such rogues establish fartherranging territories, and challenge any of their kind that dares trespass. At the end of the Magic phase, the Wizard must immediately generate the spell in the normal way. The Slann M age-P riests had, at first, allowed the D a rk Elves to enter L ustria unopposed, or rather, not faced by the L izardm en themselves —the ju n g le's natural defences were unavoidable. © Copyright G ames W orkshop L im ited 2012. Skink watchers
noted the intruders before they had m arched a hu n d red paces. T h e O ld O nes cultivated this race o f reptilian w arriors, although w hether they created the intruders before they had m arched a hu n d red paces. up from some prim ordial life form o f the jungles, is not clear. E ach o f the temple-cities was constructed to be different in its own way, although all have been carefully positioned to relate to a specific celestial body or astral phenomena. T h e names attached to these deities by their hum an w orshippers had not been previously heard upon L ustria, b u t the continent had felt their power before. RARE UNITS J R r /A ZO R D O N H U N T IN G PACK R acordon and 3 Skink H andlers) E quipm ent (Skink H andler): • H and weapon 65 points per pack M W SB SS T W I A 6 3 3 5 4 3 4 2 6 2 3 3 2 1 4 1 S pecial quatic • Cold-blooded • Fear • Hunting Pack • Instinctive Defence • Scaly Skin (5 + ) • Shoot Barbs • Skirmishers Ld 4 5 Troop Type M onstrous Beast Options: • May take one additional Skink Handler per pack. T hose who scream out in pain find even their open m ouths are targeted by the swarm. O ver a thousand years had passed since those days, and there were no longer any Slann of the F irst Spaw ning to guide them — none had survived. The Exception r enclaves in the Southlands, world suffers disastrous earthquakes — Stela of Quetli, Lord Tepec-Inzi opens fe w survivors that escapeflee back to the Lizardmen are pushed back to most notably affecting Skavenblight and a portal to Naggaroth. From his seat of power, a Slann can turn his attentions to the constellations above, seeking signs of the return of the contrasting patterns and become more evenly coloured. MUiiuwr M WS B S S T W I A Ld S a la m a n d e r 6 3 3 5 4 3 4 2 4 S k in k H a n d le r 6 2 3 3 2 1 4 1 5 TR O O P TYPE: M onstrous Beast. Here you willfind details fo r all the different troops, heroes, and monsters used in a Lizardmen army. W hile the tw in tailed comet filled the sky, th roughout the jungles a w rithing carpet o f snakes crawled forth. 36 T rogolodons. this slew of celestial data is mindbogglingly complex, all dates that follow use the Imperial Calendar, as used by the Men of the Empire. A Saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. A fter deployment, b u t before Vanguard moves are m ade, if Tetto'eko is on the batdefield he can consult the saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. Eve of the O ld O nes. H owever, the volleys of javelins and darts that the Skinks can unleash are astoundingly dangerous, for they have learned to coat their weapons with lethal toxins distilled from the venom ous am phibians, insects and serpents that thrive in the steam y jung le and profuse swamps of L ustria. D espite the losses, the Chaos forces advanced to dom inate all approaches to H exoatl. A t need, a Slann can even direct spells using a Skink Priest as a conduit. MAGIC ITEMS: T h e M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields the M ace o f U lum ak: It is believed, that the O ld Ones themselves guide the hand o f one who wields city of Itza, where henceforth it would be protected by the Temple G uard, lest any attem pt to steal it again. Bastiladon bearing an A rk of Sotek Skink Handlers Barbed Razordon Jungle Swarms are composed of all manner of venomous lizards and snakes. Range 18" Strength Special Rules M ultiple W ounds (D 3), Q u ick to Fire U P G R A D E S: M o u n ted on a Troglodon, a Skink O racle travels the land, using his obscure divining powers to seek out lost artefacts o f the O ld O nes' m ost powerful servants, the Slann, had not staved o ff complete destruction by sealing m uch o f the rent in reality. Great War Against Chaos. Skinks are highly organised and sociable beings that instinctively w ork well in groups, even being able to coerce other cold-blooded creatures into doing their bidding. In the deepest jungle, rarely seen even by the L izardm en, lurk strange, feather-w inged serpents, m ulti-legged behem oths and the mysterious A rcanadon. M odels with the G uardians special rules also have the Fear special rule. M WS BS 6 2 3 S 2 T 2 W 2 I 4 A 1 Ld 6 T R O O P TYPE: Infantry (Special Character). U p o n scenting prey, or catching sight o f even the least m ovem ent, the C arnosaur propels itself with enorm ous strides, m oving w ith a surprising speed for so large a beast. W hile D ark E lf sorceresses have defiled pyram ids' sum m its by reading the entrails o f their sacrificial prisoners, few have liked w hat they have foreseen -m ost often a swift death at the hand o f vengeful L izardm en. 50 points per Kroxigor S pecial Rules (K roxigor): • Aquatic • Cold-blooded • Fear • Predatory Fighter • Scaly Skin (4 + ) SK IN K SKIRMISHERS Skink Skirm isher 1Patrol L eader U n it Size: 10 + Ink Equipm ent: • H and weapon • Blowpipe 7 points per model M W S BS S T WIA6233214162432141 Special Rules: • Aquatic • Cold-blooded • Scaly Skin (6 + ) • Skirmishers Ld55 Troop Type Infantry Infantry Options: • May upgrade one Skink Skirmisher to a Patrol L ead e r.... ...10points • The entire unit may replace blowpipes with Lustrian javelins and shields . W h en a spaw ning o f Saurus em erged that proved able to ride upon C old O nes, the Skink Priests claimed this as no less than the divine will of Itzl, the great god of beasts. If you are using an Ad-Blocker, it might have mistakenly blocked our content. From out of the A rk's sacred confines po u r forth an endless supply of sergents, blessed by Sotek - (or at least enraged by the heat) and eager to attack the nearest foe. In addition, a Solar E ngine contains the innate bound spell, Beam o f Chotec. The Coatl are highly intelligent and pow erful mages, and a portion o f that mystic pow er infuses every shedfeather. A Slann M age-Priest with the battle standard can still be your army's General. H e raises the mountain range 2418 T k e False Moon War 2519 B attle E ternal A major blow is struck in the Slann s With the rising of each Chaos Moon, ongoing w ar with the Chaos Moon, ongoing w ar with the Chaos Moon. .5 points per model ; OXYOTL 120 points M WS BS S T W I A 6 4 6 4 3 2 6 3 I Oxyot Equipm ent: • H and weapon M agic Items: • The Golden Blowpipe of P 'Toohee Ld 7 Troop Type Infantry (Special Character) Ld 6 Troop Type Special Rules: • Aquatic • Chameleon • Cold-blooded • Master Predator • Scaly Skin (6 + ) • Scouts • Sniper T sK IN K Priest is a Level 1 Wizard who uses spells from the Lore of Heavens or the Lore of Beasts S pecial Rules: • Aquatic • Arcane Vassal \* Cold-blooded \* Scaly Skin(6 + ) In fan try (C h a racter) Options: • May be upgraded to a Level 2 W izard.. .. T hese individuals are m arked by the O ld O nes and destined to lead, or otherwise achieve greatness am ongst their kind. 4 -5 2 D 6 Strength 5 hits. 10 points — May take a magic standard worth up t o .... ... Legend tells that any who touch the fire and live are gifted with the power of the sun itself. which has draw n am bitious treasure-seekers from many realms. If the targethas one or more magic target instead immediately regains D3 lost Wou nds, in which case theitems, random ly selectone of them - on the roll of 2 +, that it em is cast in g value is in creased to 10 +. Profiles. Even clipping its target is enough to finish off any insect, no matter how large. T h u s was the first spaw ning o f the Slann M age-P riests begun. It took a spectacular display o f greed and hubris to finally impel L o rd M azdam un d i to a fully awoken state. Talisman. SPECIAL RULES: Aquatic, Cold-blooded, Fear, Scaly Skin (5 + ), Skirmishers. Tenehuac led his Skink patrol onto the trail o f the few survivors who escaped the slaughter. To the enemy, it seems as if the very jungle itself has come alive, though only blurred shapes can be picked out am ongst the vines and leaves. To creatures that have lived their lives braving such dangers, it becomes instinctive to identify the hundreds of different environm ents, anticipating the types of plants and creatures that m ight lie in am bush. It was a lengthy task simply establishing w hich nodes of the geomantic web were still serviceable, as many sites had been dam aged or destroyed. Being such voracious hunters, they do not strip their kills to the bone — instead eating only the choicest bits before seeking new prey. At the very m om ent the D aem on Prince
succum bed, L o rd Z hul gave a feeble croak and perished. T h is discipline cannot be com bined with the Focus o f M ystery discipline. H is G reat Purpose does not allow for mercy. Since then, Slann have avoided setting even a single toe upon the earth, for this grounds their magical pouter and disrupts their thoughts. D ark Elves that Chaos powers fiood the world and the living mists that surround the unite to raid the coastal ruins of theforesight of the Slann M age-P riest go to war, his Temple G u ard go with him, often form ing up around their m aster — shielding him with their own tough, scaled bodies and interlocking shields. THE C O M IN G OF THE O LD O N E S T he origin of the L izardm en is a tale that goes back to a primeval era w hen the w orld was d ark and largely encased by thick sheets o f ice. E ach apex is known as a Star C ham ber and w ithin this sacred space a Slann can align his thoughts and engage in conversations with others o f his kind, though they be far distant over the horizon. The battle that ensued was a one-sided massacre, for the Saurus w arriors were made sluggish by the arcane energies that flowed forth from the corrupted site. The R azordon's spines are not only a deterrent, however, they are also a deadly offensive weapon. Within three hundred years, all Slann o f the First Spawning are inutive and skittish, Skinks also have a role on the battlefield, where they m ake fast and nim ble scouts. I f the unit's front rank is ever reduced to four or fewer models with the G uardians special rule, the model with the M age-P riest Palanquin special rule must im mediately move to the front rank (displacing rank and file models if necessary). K ro q-G ar's spawning coincided with the rearing of a brood of m ighty C arnosaurs, and he claimed the largest and m ost ferocious as his own. Finally, the most senior of their kin d pointed at the H ig h Elves and declared that H u initenuchli had said, 'T h ey should not be here'. 26 T H E F O R C E S O F L U S T R IA. aftermath of such major events, the Skink Priests treat Nakai with deference, adorning his massioe, battle-scarred body with ceremonial tokens. For centuries thereafter, K roq-G ar carried on a ru n n in g batde in the jungle, the last arm y of X h o d dw indling around him. Portents of D aem ons retu rn in g and war eternal abound. M an y criest were lifted to that sickly orb, as hideously twisted creatures were born, how ling in their agony. In the prehistory of the world, a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and exterm inating entire species in accordance with the O ld O n es' plans. While M age-P riests were wholly twisted creatures are born, how ling in their agony. In the prehistory of the world, a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and exterm inating entire species in accordance with the O ld O n es' plans. While M age-P riests were wholly a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and exterm inating entire species in accordance with the O ld O n es' plans. While M age-P riests were wholly a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and exterm inating entire species in accordance with the O ld O n es' plans. While M age-P riests were wholly a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and exterm inating entire species in accordance with the O ld O n es' plans. While M age-P riests were wholly a time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and external time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and external time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and external time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and external time before the com ing of Elves or D warfs, it was the Saurus who pacified the lands, fighting great battles and external time before the com ing of Elves or D warfs, it was the saurus who pacified the lands, fighting great b obsessed with the discovery and protection of the ancient plaques and sacred sites, they were dismissive of golden trinkets or baubles. Lizardmen, savage in deed and heart. A list of optional weapons and armour, mounts, magic items and other upgradesfor units or characters, including the points costfor each particular option. None escape the mists. For each roll of a 6, the Slann M age-P riest im mediately recovers a single W ound lost earlier in the battle. T hose few Saurus Temple G u ard who earn such honours are given the sacred rank of E ternity W arden. 2520 Lost Plaques Oracle of Kroak, recovers the Lost Portents of ill-omen abound on a day This marks the end of a ten year that the sun that rises over Lustria campaignfought in the swampy 1492 Expl orer is colouredjet-black. A unit of ten Saurus Warriors armed like this would therefore cost 110 points. CHAKAX The Eternity Warden Very few Saurus Temple G u ard will ever prove worthy enough to protect a Slann M age-P riest at his most vulnerable m om ents — when he meditates in his E ternity Chamber. The M age-P riest ordered his throne placed upon the back of the largest Stegadon and m arched to meet the intruders. Those sacred plaques that were recovered were studied and their meanings m ulled over. A ncient Stegadons frequently carry fearsome blowpipes in their fighting howdahs. They devised new devilries to defeat each defence, unleashing a plague to overcome C haqua, levelling Q uezotec w ith the sonic barrage of a billion slaughtered souls in agony, and sum m oning shadowy tentacles to drag the great triangular tem ple-city of C haqua was re-opened, although the sealed pyram ids were left untouched. T h is task was u rgent and gave the M ag ePriests tim e to m editate upon the proper way to advance. It including a map and details o f their most famous battles. Equipm ent: • Hand weapon Special Rules • Cold-blooded • Mage-Priest Palanquin • Shield of the Old Ones • Telepathic Confabulation Unless your army may be the Battle Standard Bearer for +25 points. H e am bushed mystic sentinels that lusted for his cold blood and he willed him self to resist all tem ptations. I f he does so, all friendly m onsters, m onster m ounts, m onstrous beasts, m onstrous beasts, m onstrous beasts and w ar beasts w ithin 12" o f the bearer have the Frenzy special rule until the start o f their next M ovem ent phase. 46 R azordon H u n tin g P a c k s .... W hilst Tehenhauin leads a Jungle Swarm, he gains the U nbreakable special rule and the unit's Squish! special rule is ignored. The ir skittish nature makes them m uch m ore prone to fleeing than the stoic Saurus. This is done so that the elder generation can keep their mental pathways clear - undisturbed by the naive questions and less weighty thoughts of younger Slann or, worse still, the im pertinent and im patient Skink Priests. A CENTURY O F BATTLE Tehenhauin is Lord M azdamundi and Kroq-Gar 1883 T k e Vol cano Gods there are hard-pressed by a D ark E l f chosen to lead the assault and the Slann arrive at the head o f separate armies in Skinks believe the great Krakatoa is attack and only the timely intervention use magic to transport the Prophet o f time to relieve the Siege o f Hexoatl. Im pervious D efen ce: F or the purposes o f calculating com bat result bonuses, a Bastiladon counts as having no flanks or rear. E ven a single such toad produces an odour alm ost unendurable to cold-blooded creatures. In this way the Slann hoped to gain insight on the E lves' intentions. THE RISE OF SOTEK T h e Prophet o f Sotek, and his armies, drove the Skaven back, breaking their armies and slaughtering them as they fled. M inor Shield o f thee Old Ones: Tetto'eko has a 54w ard save. H e claimed that the Serpent G o d w ould rise to deliver the L izardm en from plague and rat-spaw n, b u t the go d could only become manifest if given his proper due — and as paym ent Sotek dem anded millions of ratm en to be sacrificed in his name. Shoot Barbs is fired using the same rules as a cannon firing grapeshot, but with the profile and differences given below: A R azordon can Shoot Barbs if it moves, b ut not if it marches. H is body was prepared with resin and bedecked with gold to rest w ithin the crypt of the G reat Pyram id, to be honoured as long as the L izardm en realm stands, ^ et his loss was not in vain, for it opened the m inds of his fellow M age-Priests, alerting them to the return of the the forefront of the battle for the world's suroioal. G iven the constant dangers they face - the predatory flora and fauna of L ustria and the high attrition dem anded by battles beyond count — only the m ost fierce and resilient of their kind can endure. It foretold of the fall of many temple-cities, including C haqua, and the spreading of a terrible plague. TEM PEST Cast on 12+ Without warning an eight-winded storm breaks about the foe. E n route to their freedom, they sent many D aem ons back to the abyss. U n til the start of your next M agic phase, the casting values for all spells from the selected lore are reduced by 1 (to a m inim um of 3). The energy dom e that su rrounded Itza crackled with energy, tu rning D aem ons to d ust as they railed against it. They em erge from subterranean lairs to prowl in packs throughout L ustria. M 6 WS B S 6 5 S 4 T 3 W 3 I 6 A 3 Ld 8 TR O O P TYPE: Infantry (Special C haracter). 25 points W ith a belching croak, the Slann smothers enemy spells. Simultaneously, the poles of the world im ploded, opening rifts into the beyond. RELIC PRIESTS In the wake of the
defence of the world im ploted the death of their almighty master whose body was scattered far and wide. Protective spines, lethal venom or razoredged sabre-fangs - they m atter not to the Carnosaur. R ising proud above the canopy and gleam ing in the b right sunlight stand the great temple-cities of the L izardm en. M AGIC: Tetto'eko is a L evel 2 W izard who uses spells from the L o re of H eavens EQUIPMENT: Ark of Sotek: At the end of each friendly turn, nom inate a Jungle Swarm unit w ithin 6" of each Bastiladon with an A rk of Sotek and roll a D 6. Attacks generated by the P redatory Figh ter special rule do n ot generate further Attacks. 2 0 points • Unless taken as a mount for a Skink Chief, may replace its giant blowpipes with an ..50 points ^SA L A M A N D E R H U N T IN G PACK J Salam ander Skink H and ler U n it Size: 1+ packs (each pack consists of 1 Salamander and 3 Skink Handlers) E quipm ent (Skink H andler): • Hand weapon 80 points per pack M W SB SS T W 1 A 6 3 3 5 4 3 4 2 6 2 3 3 2 1 4 1 Special Rules: • Cold-blooded • Fear • Hunting Pack • Scaly Skin (5 + ) • Skirmishers • Spout Flames Ld 4 5 Troop Type M on strous Beast Options: • May take one additional Skink Handler per pack. Foes not slain outright by the im pact of its charge are crushed to bloody pulps by its sheer bu lk or speared upon the ends of one the Stegadon's im posing spikes. However, that was before the blessing of the O ld O nes was visited upon certain Saurus spawnings. T hey can remain airborne for days on end, b u t will plum m et earthwards upon seeing even the least m ovem ent of potential prey. From temple-cities and ancient ruins they issue forth, em erging out o f the jungle to coldly im plem ent their vision upon the world. All hits upon the m odel are resolved using the Troglodon's Toughness, Divining Rod: A D ivining Rod: A D Grink O racle R ider to be in complete control of the beast, so the Troglodon's L eadership is never used. So long as each link rem ained connected, they could be used to telepathically com m unicate w ith one another over vast distances. In their vanguard raced m utated behaven over vast distances of teeth and rage. H re are housed the greatest armies of the L izardm en and also their greatest treasures. B lood Frenzy: O nce the C arnosaur (not his rider) has inflicted an unsaved W ound, it immediately becomes subject to Frenzy. From far above, the Skink rider will survey the battlefield and choose a target. In time, the other younger races discovered the hidden continent of L u stria and attem pted to penetrate its depths. — THE LORE OF HIGH MAGIC When generating spells, a Wizard can swap any randomly 8 generated High Magic spell for one of the lore's two signature - spells. W h en the light was visible even in the daytime, the M age-P riests succum bed to their maladies. T hose th at m anage to pass thro u g h the unseen barriers find other dangers -L u stria's coasts are hom e to treacherous tides, unnatural eddies and typhoons o f great power. weakly and theforces o f Chaos attack. {{::readMoreArticle.title}} {{bottomLinkText}} This page is based on a Wikipedia article written by contributors (read/edit). T hese strangers, know n as the O ld O nes, came from beyond the stars w here they ruled an em pire that spanned not ju s t the cosmos, but time itself. Yet all o f these creatures know fear w hen they hear the roar o f the C arnosaur —for none are safe from the relentless ferocity o f that king o f savage killers. W h ere possible, their ruins are still guarded for they are still circuits that make up the greater whole. had stolen were recovered. The forces of Chaos had been defeated and H exoatl was saved. It is said that the m ist possesses terrible strength, and in times of need can take the shape of creatures - elemental magic form ed from w ater and air. Dominating the will ofthe beasts, Tiktaq'to and his Terradonsfly through the jungle as though they were a single entity, dodging trees and enemy arrows and striking the foe with a ll the skill possessed by their Skink master. SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6 + ). 1 TLe Prophecy of Sotek shortly after, its population scattered to younger races, the Old Ones are wholly unknown; only the Elves maintain -3 1 2 7 Th e Thought Fog some ancient myths of their creator gods. TEHENHAUIN The Prophet of Sotek Tehenhauin is the name of the first and greatest P rophet of Sotek. A lthough the com ing of Sotek was foretold by prophecy and heralded by the comet, Tehenhauin claimed it was still necessary to g rant the new god many sacrifices to assure his full m ight upon his arrival. To tread upon that continent was to invite death, as predatory beasts, tropical diseases and all m anner of deadly flora still rem ained —the residual effect of the Slann's many defensive spells and perhaps the corrupting taint of Chaos. A P O T H E O SIS Cast on 5+ direct damage s p e ll w it h a r a n g e o f 2 4 " th a t ta r g e ts a s in g le e n e m y m o d e l (e v e n a ch a r a c te r in a u n it). W h en a mixed un it deploys o r reforms, these K roxigor m ust be placed in the u n it's second rank, displacing Skink models as necessary to the back rank. L e d by their Brave, each fights with aggressive skill, b u t they pale in \* a A jq Ld 8 M WS BS S T W I A 4 6 0 5 5 3 3 5 Ld 8 Troop Type Infantry (C haracter) O p tio n s: • May be armed with one of the following: - Additional hand weapon (unless com parison to their mount. 6 points • May take a shield. SPECIAL RULES: Aquatic, Cold-blooded, Fear, Predatory Fighter, Scaly Skin (4 + ). T W 5 6 I A 1 1 Ld 9 Troop Type Infantry (Special C .6 points • May take light armour A 4 6 0 5 5 3 3 5 7 3 0 7 5 5 2 5 M ount: • Grymloq (Carnosaur) Ld 8 5 Troop Type Infantry (Special Character) M o n ster S pecial Rules (K roq-Gar): • Cold-blooded • Large Target • Multiple Wounds (D3) • Scaly Skin (4 + ) • Swiftstride • Terror LORDS T EH ENH AU IN 230 points M WS BS S T W I A 6 6 5 4 3 3 6 3 Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent's Tongue • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent • Plaque of Sotek Magic: Tehenhauin M agic Items: • Blade of the Serpent throw er hits, the shot always hits the closest non-character m odel to the bolt thrower. So passed the venerable M age-P riests of C haqua. Soon, the smell of burnt rat filled the batdefield. Such is what they were made to do. Every step an invader takes is potentially his last. A lthough not physically m enacing - their bodies are toad-like w ith large heads and bulbous eyes - with a flick of their m ulti-jointed fingers, Slann can topple cities, en q u lf foes in flames or open vast rents in the ground below. Oxyotl awoke to find him self in a living nightm are. H e glim psed firsthand the fate o f all the races o f the world should the fight against Chaos falter, and their planet be overtaken by the D ark Gods. If the Wizard chooses to generate a spell from a different lore, that newly generated spell will always use that spell lore's lore attribute. 40 points - Stegadon (see page 92 for profile. 10 points • May upgrade one Skink to a m usician...... ... O nly after the batde had ended and G or-R ok had retrieved the Star Stela was the D ark Elven weapon rem oved from the m ighty S aurus' blood-slicked form. M any creatures fear to see the ominous shadow of their h unting packs. The usual cacophony of droning insects faded, a lack of sound ominous to any creature that could read such signs. 8) O ptions. E ach ornate club is taller than a Saurus W arrior and requires a dozen Skinks to lift. E ach spine has tiny barbs that ensure that pulling it ou t inflicts even greater injury and loss of blood. Since the com ing o f Chaos, and the deviations from the G reat Plan, some o f the alignm ents have drifted apart. B eneath totem s o f gold, the L izardm en m arch to war, the ground trem bling from the approach of their armies. The geomantic woodland off the Tarantula Coast. The m ost revered of A ncient Stegadons are judged to have sufficient strength and the right temperament to carry the archaic artefacts know n as the E ngines of the G ods. 2522 Portents 2355 Tk e B attle of Ckolulec 2512 Terrors From tke Deep council and agree that all
signs point assembled Mage-Priests of Laxtan The disgraced D w a r f engineer Sven A D ark E l f army emergesfrom the to yet larger invasions to come. The Slann unleashed such im mense power that the tectonic plates shifted beneath the hum an encam pm ent. abandoned due to Skaven plagues. Whatfollows is a The High Elves complete their Great long age where the Lizardmen rule Ritual and the daemonic legions vanish supreme, creating vast temple-cities and from the world. Count the cost against your allowance for Lords. 50 points T jU N G L E SWARMS 35 points per base M WS BS S T W I A 5 3 0 2 2 5 1 5 i Jungle Swarm U nit Size: 24- bases Ld 10 Troop Type Swarm Ld 5 5 Troop Type Infantry Infantry Special Rules: • Aquatic • Cold-blooded • Poisoned Attacks • They're Everywhere! CH AM ELEO N SK IN K S \ Cham eleon Skink T Stalker U n it Size: 5 + Equipm ent: • H and weapon • Blowpipe 13 points per model M W S BS S T W I A 6 2 4 3 2 1 4 1 6 2 5 3 2 1 4 1 6 2 5 3 2 1 4 1 5 pecial Rules: • Aquatic • Chameleon • Cold-blooded • Scaly Skin (6 + ) • Scouts • Skirmishers Options: • May upgrade one Chameleon Skink to a Stalker J C O L D O N E RIDERS Cold O ne U n it Size: 5 + Equipm ent: • H and weapon • Shield . They believe it to be the still-angry spirit of Lord Blotbova. 96 C over Art: P aul D ainton PRO D UCED BY T H E GAM ES WORKSHOP DESIGN STUDIO Additional Playtesting: Ben Curry, Adam H all, Ben Johnson, G reg M ilne, M artin M orrin, Chris Taylor. THE GREAT CATASTROPHE T he O ld O nes were beings o f order and near-om nipotence, b ut it is unknow n when they first detected the im pending disaster, or if they realised its m agnitude. Faced with annihilation, the rem aining Slann rallied, m ustering armies the sizes of which have never been seen in the world since. E very miniature in the world since. E very miniature in the world since of L ight). E ach one was raised up purposefully to form a vital nexus in a w orld-spanning 'geomantic w eb', an interlinked matrix o f natural earth-energy that encompassed the planet. E ven the largest creatures o f L ustria watch where they tread. W ere it to stop draining the w orld's magic, the D aem ons w ould soon reappear. Furtherm ore, the Sacred Stegadon H elm grants the wearer + 1 Toughness and the Im pact H its (D 3) special rule. In H exoatl, it is tradition to gift this highest rank w ith w onders from the treasuries —the scintillatingly bright M a sk o f H eavens, an heirloom from an elder age triple blessed by the Skink Priests, and the fearsome Blade o f A ncient Skies, a formidable weapon bristling with jagged-edged tips. This section describes the history of the Lizardm en, from their mysterious creation by the god-like O ld O nes long ago, through the cataclysmic upheaval that changed their world forever, to their current battles against their age-old nemeses. Innate bound spell (pow er level 3). D own the ages countless Skink have forgotten much from that age, Mage-Priests are slain. U sin g his reservoirs o f energy, L o rd Kroak prepared his final incantations. The Skinks have im proved the accuracy o f these natural bombs by installing chains into specially crafted spheres o f masonry, which are easier for the Terradons to grip and are inscribed with ancient glyphs of fortune and devastation. M any crews will ham m er bronze or gold plates covered with glyphs into their gnarled hide, m ore to m ark a beast's status than to provide additional protection. Across the globe, the younger races also faced the D aem on legions. Veteran riders, know n as Sky L eaders, know to harass larger units, w hittling them down to size before flying into com bat to finish them off. in the geomantic web, Ten-Zlati, the 2321 T k e Black Sian Battles 2465 B attle of Blacks wamp Plaques from the Golden Ziggurat on the Turtle Isles. From the jungles north o f H exoad came a vast army, a force com posed o f thousands o f m ortal servants o f Chaos. N AKAI - T H E W ANDERER The ancient Kroxigor known as Nakai the Wanderer is a reoered creature, regarded by Skink Priests as a powerful jungle-spirit made manifest. T hese hoarded treasures and more are jealously guarded and it is a death sentence for any outsider to so m uch as glim pse the city beneath its protective shroud of mists, for X lanhuapec is gro und sacred to the L izardm en. However, if a m ixed unit of five or more models is hit by a bolt thrower, the shot always hits the closest non-character m odel to the bolt thrower. In the ages since the G reat C atastrophe, the fortunes of the temple-cites have risen and fallen according to the unknow able will of the O ld O nes. By his m ighty deed. Tetto'eko w on the battle and steered the fate of the L izardm en to victory w here their defeat had seemed inevitable. To their foes, be they ancient nemesi or simply those who trespass upon the sovereign territory of their masters, the Saurus leaders are nothing less than the vengeance of the O ld O nes made manifest. E ven Skink Priests and other attendants to the Slann approach with skittish caution, least they by some unintended move invite the Temple G u ard s' heavy-handed response. Those who fig h t beneath the shadow of this fabled jungle beast's totem are known to move w ith the preternatural swiftness of the creature itself, and to hunt down their enemies w ith relentlessfury. They stated that the G reat P lan could not proceed until all the corrupting elements that were sure to be introduced by the loom ing disaster were eliminated. For reasons unknow n, the favourite food o f blot toads is R ipperdactyl eggs. CHAMELEON SKINKS Beneath the canopy o f the jungle, not everything is as it seems. The ir tough hides bear spines, bony crests and thick scales that can turn aside all b ut the surest of sword strokes. THE CRUM BLING OF CIVILISATION As the Chaos energies ebbed stronger, the Slann ordered their minions to begin reconstructing that w hich they could. The current beast, a colossal specimen nam ed Zlaaq, has served M azdam undi for alm ost five h u nd red years. The Slann M age-P riest re-rolls its first failed dispel attem pt in each M agic phase. In the last millennia, there have been many battles fought here, for the D ark Elves have learned of the site's awesome powers. The Skinks have learned that Salam anders are particularly effective at b urn in g foes out of fortifications. E ach w orld in the O ld O nes' em pire was linked by a gateway. He felt vibrations beneath his feet and heard the distant sound of uprooted trees long before the Camosaur bounded from the treeline to wreak carnage amongst the enemy. 15 points SUMMARY 7 5 5 I A Ld T ype Page 5 8 In(SC) 51 2 5 5 Mo 1 3 3 5 4 6 5 2 0 6 6 0 3 5 5 3 4 5 4 J 3 s T w 5 5 4 5 6 3 2 3 1 4 2 6 3 6 HEROES M WS BS Chakax Gor-Rok 4 4 5 5 0 Oxyotl Saurus Scar-Veteran 6 4 4 5 6 Skink Chief 6 Skink Priest 6 4 2 Tetto'eko Tiktag'to - Zwup (Terradon) 6 2 6 2 4 5 3 3 5 0 CORE UN ITS M WS BS Saurus Warrior - Spawn Leader 4 4 Skink - Skink Brave 6 6 - Kroxigor Skink Skirmisher 6 6 - Patrol Leader 6 3 0 0 3 5 3 2 2 1 3 1 1 3 2 5 1 6 3 9 In(SC) 55 3 3 6 3 | 7 4 \$ - Grymloq Lord Kroak Lord Mazdamundi - Zlaaq Saurus Oldblood Slann Mage-Priest Tehenhauin 6 7 3 7 3 2 3 2 3 3 T W 6 6 1 Cold One Ripperdactyl Terradon 5 s 4 2 M WS BS S T W I A Ld Type Page Camosaur 5 M WS BS Krog-Gar 4 4 M OUNTS 3 0 0 LORDS 4 3 4 3 1 8 In (SC) 57 4 4 3 3 2 2 6 2 3 1 7 M C(SC) 58 5 4 3 - 3 3 2 0 0 s T W I A Ld Type Page In 33 8 4 4 1 1 2 In 8 4 4 1 1 3 3 32330343522433222415414231575 MI In 1415 In Tw0454-33664224450334204424-414141212252154311 MWS BS Bastiladon - Skink Crew Chameleon Skink - Stalker 4 Cold One Rider - Pack Leader - Cold One Rider - Ripperdactyl Rider - Ripperdactyl Rider - Ripperdactyl Brave 4 47 566633322-Ripperdactyl Stegadon - 00243838IALd Type Pages 32 SPECIAL UN ITS In In 113113116 Mo 48H55 In 28325348 Ca Ca 39 In 34 I B 1077 Sw MI 41 40 MI 033543321413214255 MC MC 43236300432321413214255 MC MC 43236565246 Mo 4423 In In MC 35 - Skink Crew Temple Guard - Revered Guardian Terradon Rider 3 - - 4 1 4 4 0 4 4 1 2 2 8 4 4 0 4 4 1 2 2 8 4 4 0 4 4 1 2 2 8 4 4 0 4 4 1 2 3 6 2 3 3 2 1 4 1 - Sky Leader - Terradon 6 2 2 3 4 3 2 1 4 5 4 2 4 - Skink Handler Razordon 2 1 Salamander 3 5 3 3 3 5 2 3 3 - 5 3 1 4 5 3 4 1 4 5 2 - - 4 2 4 2 1 3 1 6 Mo 44 4 5 MB 46 MB 47 4 5 m i Mo 5 6 - 37 0 0 0 7 5 5 2 4 5 4 - - 2 2 4 3 2 3 2 3 4 3 2 2 1 3 Mo WB MB 50 34 43 MB 42 T ro o p Type Key: I n = Infantry, W B = War Beast, C a = Cavalry, M I = Monstrous Infantry, W R = M onstrous Beast, N IC = M onstrous Cavalry, SC = Special Character, yVo=M onster, C\i=Chariot, Sw = Sw arm s, U n = U nique, W M = War Machine. The burn ing liquid splashes through em brasures to bu rn alive and jungle alike, the Lizardmen are marching to war. The ir scales become paler, a m arking considered a blessing of the O ld O nes. Giant Blowpipe: Two giant blowpipes are affixed to an Ancient T H E T H U N D E R O U S H ERD S M ost Stegadons, however, oary in colouration, ranging from pale blue-greys to rich greens, browns and reds. T here, they streak ahead o f the m ain L izardm en force, the Skinks clinging to the flying reptiles' backs, launching poison-tipped javelins or slinging deadly fireleech bolas. Terradons are known to snatch eggs from the nest-lairs of any n um ber of L u stria's gigantic creatures. G iant reptilian beasts w aded into the tum ult, crushing masses. T hey crystallised out of the swirling masses, m aterialising in num bers beyond count. The D aem ons were stymied for a period, yet they were unrelenting. Games W orkshop, the Games W orkshop logo, GW, W arhammer, the W arham m er Lizardm en a nd all associated m arks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the W arhammer w orld are either (1) of some unseen eldritch power. A lthough the ship's many towers launched flights of quarrels, the flame-spouts of the Salamanders soon silenced them, save for the cries of
the hopelessly burned. With the G reat C atastrophe, however, the second m oon of pure Chaos came into being. M u c h that once was has been lost, as many temple-cities were destroyed. Q u zipantuti saw that a blade of Elven forging transfixed the creature, its innards glowing like lava. 50 KROQ-GAR Last Defender of X hotl. T hose temple-cities that were destroyed durin g the G reat Catastrophe are often haunted by their past, such as w hat rem ains o f Tlax, w hich is now know n as the City of Ghosts, After about a vear, if the Ripperdactvl had not vet eaten the Skink, it accepted him as its master, MAG IC ITEM S; H and of G ods; Krog-G ar can create a searing ball of light in the palm of his hand, which can then be directed at his enemies. U nits are categorised as characters (L o rd s o r H eroes), Core, Special or R are choices, and can be taken in different quantities depending on the size of gam e you are playing. C h a m e le on S k in k S t a lk e r M W S B S S T W 6 6 2 2 2 4 5 3 3 1 1 I A L d 4 4 1 1 5 5 TR O O P TYPE: Infantry. Backed by the Chaos G ods, none could stand before him. In the air above w inged beasts screech, while ou t o f the jungles stomp hulking reptilian m onsters. A lm ost always, the beast that rises from the circle o f sm ashed trees and tram pled undergrow th is the C arnosaur it rears back, shakes the gore from itself and roars its trium ph to the heavens above. The O ld O nest took on the aspect o f distant gods, w orshipped by the L izardm en and called upon in times o f need by the Skinks. In addition, a unit that contains one or m ore models with this special rule can only test to restrain pursuit if there is at least one Skink character m odel (Skink C h ief or Skink Priest, including Tehenhauin, Tetto'eko and T ik taq 'to) within 6" of the unit. To m eet this new threat, Vashnaar the Torm entor m ounted his D ragon and charged. I f this hit results in a casualty, resolve a hit against the next m odel in the bolt's path each tim e a casualty is caused. W h at is assured, however, is their role and function. T h e H elm o f the Prim e Guardian: Chakax wears a massive skull-helm that belonged to the first o f a ll the Temple Guard, the Guardian o f Origins. I f t h e t a r g e t i s a f r ie n d ly unit, Drain Magic is an a more powerful version of this spell, in which case the target in stead f Ineither case, all Remains in Play spells affecting the unit are gains the Ethere als pecial rule until the end of the phase and can jim mediately dispelled, and the effe cts of all otherspells on the immediately cometo an end. There it remains, a relic, until a new generation of Temple Guard is spawned to claim the helms of the fallen. If the Skink survived, there was a chance the beast m ight bond to him, although such things took m uch time and many scars. D etails slipped away from the leaders o f the L izardm en and they spent m uch time contem plating why. Itza is a sprawling city with dozens o f distinct districts, each overcrowded and b usding with Skinks who move at a frenetic pace. 1 The egg opens and a w ithered Quango hatchling bites the enemy feebly before dying o f old age. All Terradons in T ik taq 'to's unit use his W eapon Skill instead o f their own. O riginally created by the O ld O nes as construction slaves, K roxigor are incredibly strong. In its clear blue waters lu rk scaled reptilian beasts whose jaws can splinter a ship's hull. A lthough they can, at times, appear slow of reflex and sluggish, Saurus can still achieve speed on the m arch thanks to the power of their loping gait. In time, the ice sheets retreated, verdant forests soon grow ing to cover over the newly revealed land. Swarms of serpents g uard ed the twisting tunnels, b ut no L izardm en could set foot therein and survive the plagues that still lingered there. L oo k in g to the sky, they saw through eyes made rheum y by contagion the distant gleam ing of a heavenly portent. ITERRADON RIDERS U nit Size: 3 + Equipm ent: • Hand weapon • Lustrian javelin 35 points per model MWSBS S 6 2 3 3 6 2 4 3 2 3 0 4 Terradon R ider Sky L eader Terradon Special Rules: • Cold-blooded • Drop . The second inexplicable thing, although few foes ever live long enough to realise it, is that the A rk never runs Rocks • Fear • Flying Cavalry • Forest Strider • Scaly Skin (6 + ) T 2 2 3 W 1 1 2 I A Ld 4 1 5 4 1 5 2 1 3 Troop Type M on strous Cavalry M onstrous Cavalry Options: • May upgrade one Terradon Rider to a Sky Leader.... out of snakes. Every hanging vine m ight be hom e to fist-sized stinging insects, and prides of scale-m aned reptilions wait in concealment ready to pounce upon passers-by. Images, videos and audio are available under their respective licenses. Sotek was a new god, an upstart god of the

the L izardm en, eclipsing m uch worship of the mysterious O ld O nes. In the course of their long fives of battle, it is not unusual for a Saurus spaw ning to lose their champion. W hile the Priests attend to prophecies, it is left to the Skink Chiefs to execute orders. SPECIAL RULES: Always Strikes L ast (Bastiladon only), C old -b lood ed , H ow dah Chiefs to execute orders. rew (see page 45), Large Target, Scaly Skin (2 + ), Terror. C om plete silence fell, as H uinitenuchli appeared not to register their presence. T h e Skaven were to be studied in hopes of finding a cure for their entropic maladies. 10 points ~ ^ ay be upgraded to have Sharpened H orns...... ... I t is the Saurus' role to attack any w hom the Slann declare are foes, and they follow these orders with a singlem inded savagery that is frightening and efficient in equal measure. In addition, G rym loq never loses his Frenzy. All models in a unit with the Jag u ar Standard have the Swiftstride special rule. free 40 points per model , RIPPERDACTYL RIDERS ^ Ripperdactyl R ider Ripperdactyl Brave \* R ipperdactyl only) • Cold-blooded • Fear • Flying Cavalry • Frenzy (Ripperdactyl only) • Scaly Skin (6 + ) • Toad Rage Troop Type M on strous Cavalry Lord Kroak. Indeed, so alien are they that they register no emotion save a single-m inded savagery. No earthly force can stop this deadly blade --it penetrates granite and steel as easily as it slices throughing force can stop this deadly blade. E n em y units with the Scouts special rule may not use their special deploym ent to set up within 20" of C hakax. 2521 Invasion 2489 T ke Skaven R etu rn invasion into Lustria. M any were the totems of that great war, but the mostfam ous relic of that era is beyond a doubt the loathsome Skavenpelt Banner of Poquenichi. In addition, w hen striking with the M ace of U lum ak, G or-R ok gains an additional Attack from his Predatory F ighter special rule on any successful To H it roll of a 5 or 6. T hose few who emerge with pale or albino skin tones are always revered —for they are the favoured of the O ld O nes and destined to become m ighty heroes of the L izardm en, 'ie t a Saurus need not be different from his com rades to gain veteran status; he need only survive. N o rth o f Itza, the E m erald Pools are reserved for the Slann M age-Priests, and the glow ing waters are said to have a restorative ability. A fight between the larger beasts of the jung le is a titanic sight, a resounding battle that often leaves even the victor badly mauled. Axlotl, the Star City, fell first durin g the G reat Catastrophe and again in the Skaven rising. If et the L izardm en do not w ar for p lu n d er or territory, b u t instead fight for a higher cause —a w orld order laid out ages ago by their long-lost cosmic masters. A s the light in the sky grew stronger, its tw in tails began to look like the tongue o f an enorm ous serpent. O nce there, an investigation o f the vine-covered ruins ensued. THEY CAME FROM NAGGAROTH T h e m ost prolific raiders were the D a rk Elves of N aggaroth. Slaa'U laan was am ongst the m ost destructive and vile o f fiends d u rin g the G reat Catastrophe and had been responsible for the capture o f m any M age-Priests, all o f w hom were sacrificed in obscene rituals. In appearance, it is a stone basin engraved w ith symbols venerating Sotek. 'Set eventually even L o rd Kroak succum bed. III X CTFJFXI w gam es-w orkshop.com At the base, the O racle discovered a ziggurat of purest gold. T h e Plaque of D om inion contains a hex spell that targets all enemy W izards within 18". SO UL Q U EN C H (Signature Spell) Cast on 8+ Tempest is a White light burstsforth, banishing the spirits o fthose it touches. SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin (4 + ) (O ldblood only), Scaly Skin (5 + ) (Scar-Veteran only). A lthough Ripperdactyle are merciless killers, eager to devour anything that moves, there is one foe that they target above all others. The tem ple-city was soon fully in the grip o f plague, and even the M age P riests showed the unm istakable signs. It was this message that recalled Lord Huaxhini, guiding him to cast o ff the spell that enthralled him. Hexoatl – City of the Sun H exoatl is the northernm ost o f tem ple-cities, located on the Isthm us o f Pahuax. I f he does so, enemy models that target M azd am u n d i, or any other friendly unit within 12", w ith a shooting attack, suffer a -1 To H it penalty. s T W I A R ip p e r d a c ty l R id e r 6 2 3 3 2 1 4 1 5 R ip p e r d a c ty l 2 3 0 4 3 2 3 2 3 f W U i n i l U M w s BS Ld TR O O P TYPE: M onstrous Cavalry. O th e r creatures stay well clear o f these herds, for fear o f being tram pled or gored. O v er his long existence, K roq-G ar has fought many wars —leading the armies of H exoatl, or join in g other hosts to aid them in battle. Packs of raptorial C old O nes are captured and used as m ounts for the Saurus. W h eth e r they are sum m oned from the surrounding flora o r created by eldritch means is irrelevant; the serpents continue to issue forth, like water from a well. H e gathered an arm y around him and fought wherever the Skaven were most num erous. O xyod was all but invisible, unnoticed by the creatures of that realm, although they detected him after a time. T im e stood still as the fabric of the universe strained at the outpour of sheer power. O nce m ounted atop a R ipperdactyl, they forgo javelins and blowpipes, for the blood-hungry beasts they ride cannot be stopped from plunging down upon foes. T he L izardm en were unin terru p ted d u rin g their rebuilding as the rest o f the civilised races were also recovering from war, and because L ustria had grow n treacherous. To find out more, the Slann sent out an expedition of T erradon R iders, w hich were joined by a Skink O racle. At the beginning o f your next M agic phase, roll a D 6; on a 2 + you can add that dice to your power pool (this cannot take your power pool the rest o f their spawning, bearing a different pattern or crest to the rest o f their brethren. Tehenhauin, the Prophet of Sotek Tetto'eko, Astromancer of the Constellations Skink Skirmisher Skink Chiefs Chameleon Skinks can change their skin colour to blend with their environment. • Terradon: Drop Rocks, Fear, Flying Cavalry, Forest Strider. u n m o d if ie d a r m o u r sa v e (m o d e ls w it h o u t a n a r m o u r sa v e (m o d e ls w it h o u v e c a n n o t b e Apotheosis is a n augment s p e ll t h a t ta r g e t s a s in g le m o d e l w it h in 18". H is contem plations had now been disturbed three times in a decade - to a Slann b u t the blink o f an eye. In the last few centuries he has become the most proactive o f all the Slann. STEGADONS Stegadons are m ighty beasts that have dwelt w ithin the primeval jungles since long before the com ing of the O ld O nes. Instead of generating spells normally, the Slann M age-P riest knows the signature spell for each of the eight lores of Battle M agic from the W arhammer rulebook. U ltim ate Bodyguard: W hilst Chakax is part of a com bined u n it that contains both a model with the M age P riest Palanquin special rule and Temple G uard, all models in the com bined unit gain the U nbreakable special rule. N o arm our saves can be taken against W ounds caused by the Blade of A ncient Skies. W hile hunting, Terradons often glide - hanging in the air upon the steamy, hot therm als that rise from the jungle. AUSTRALIA UK N O RTH ERN E U R O PE NORTH AM ERICA Games Workshop Ltd., Games Workshop Ltd., Games Workshop Ltd., Games Workshop, Willow Rd, Lenton, INTRODUCTION From their jungle-continent of Lustria, the Lizardmen look outwards and see a world gone awry. W hile the unconstrained W inds of M agic sapped the Slann, it conversely invigorated the D aem ons, for they were born of the unnatural stu ff and could readily shape it for their own use. A Slann Mage-Priest with the battle standard can still be your army's General. The Stellar Staff: Atop this staff is a mystical orrery with which Tetto'eko can alter the trajectory of passing comets. Well over h alf of their kind died in the G reat C atastrophe, including all of the First Spaw ning - the wisest and m ost powerful of the Slann, and the only ones that had direct contact with the O
ld O nes. DISCIPLINES O F THE O LD O N E S (see page 61): Becalming Cogitation, Harmonic Convergence, Soul o f Stone, Transcendent Healing. W hile Chaos Sorcerers and Slann lit the air with mystic duels, Vashnaar the Torm entor ordered up batteries o f w ar machines the like o f which had never been seen in L ustria. In this way, the Temple G uard continue to safeguard their charges for eternity —clearly the role for which they were designed. P erhaps Sotek, or the O ld O nes themselves, took outrage at the contam ination o f the temple, for the serpents were joined by fu rther swarms from the jungles. W ith a flick o f his wrist, M azdam undi has sm ashed cities and doom ed armies. They're Everywhere!: W h ilst an enemy u n it is in base contact with one or more Jun g le Swarms, all close com bat attacks directed against the enemy have the Poisoned Attacks special rule. A s such, they adopted a w atch to see w hat the fair-skinned trespassers w ould do. At the start o f every Close C om bat phase, all enemy models in base contact with L o rd M azd am u n d i m ust reveal their magic items. N o mocement escaped the slitted yellow eyes o f the patrol leader. Saurus Warriors armed with hand weapons and shields isferocious in both attack and defence. W hile its incredible bulk never allows it to build up a thunderous impact like that o f a Stegadon, the Bastiladon is still a form idable fighter. First G en eration Spawning: L o rd Kroak can cast The Deliverance of Itza as m any times per tu rn as he has sufficient power dice. By year's end, the temple-city is besieged and likely tofall. That changed against the Skaven. Pahuax aged millennia in scant seconds; large portions of the city, along with all its inhabitants, crum bling to dust. with each new translation. Serving beneath the Slann are the reptilian Saurus, the soldiers of the L izardm en. E ven on solid ground, the heavy tread of the arm oured beast leaves deep prints, and should one w ander too deeply into a swampy area it can all too easily become hopelessly m ired. 35 points • May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. Even when mercilessly mauling an invader or wiping out those deemed undesirable, the Lizardmen do not kill wantonly. CARNOSAURS T h e jungles of L ustria are filled with a cacophony of sounds, b u t all come to a dead silence when the bellowing roar of a C arnosaur reverberates through the land. OXYOTL H e That Hunts Unseen O ne of the rare breed of Cham eleon Skinks, Oxyotl was already an accomplished hu n ter when Chaos came to the world. However, it was a price the invaders were willing to pay, for not only d id they outnum ber their reptilian foes a hu n d red to one but, d u rin g the tum ult, their secret weapons were able to deploy. O n the orders o f the Slann M age-Priests, the L izardm en endured the m inor raids, for they had far greater m atters on which to focus their m uch-needed meditations. W ithout consulting the M age-Priests, Tehenhauin ordered forth the E ngines o f the G ods, arcane devices o f great destructive power left behind by the O ld O nes. W ith a Saurus O ldblood or Scar-Veteran on its back, a C arnosaur is able to wade through enemy battle lines; a death-dealing colossus that can shatter an arm y's resolve to fight in a few bloody mom ents. It was clear to the Slann that Chaos was ascendant, and they predicted that the attacks or the nexus points could only be followed by a direct assault upon L u stria itself. E ven a m inute error while m anipulating magical forces resulted in horrific m ishap —m any Slann suffered m ind-shredding backlashes or were lost to their own incandescent miscues. H e was surrounded by all m anner o f D aem ons, m any o f w hich were feeding on the sprawling entrails of his lord. s T W I A C old On e R id er 4 4 0 4 4 1 2 2 8 P ack L eader 4 4 0 4 4 1 2 3 8 C old On e 7 3 - 4 - - 2 2 - M WS B S Ld TR O O P TYPE: Cavalry. T h e passive approach of the Slann came to an end with the desecration of the M on u m ent of Izzatal and the Elven attempt to capture the Skink Priests from the floating tem ple of Chotec, b ut perhaps the m ost dam aging of the D a rk E lf assaults was the theft of the Star Stela of Q uetli. Skink H and lers attem pt to move their beast into a clear firing position, a difficult task as the Salam ander often wishes to charge straight forwards into combat. It is also possible that the Wizard might generate the Salam and er of the Salam and er same spell he just forgot, or one he forgot in previous turns (for whatever reason). Attacks m ade with the Star-stone M ace are resolved at + 2 Strength and have the Always Strikes L ast special rule. A Skink O racle, a lone Skink spawned with a forked tail, can instantly tam e the Pale D eath, often adorning it with gems or precious metals to show its sacred status. N o part of this publication may be reproduced, stored in a retrieval system, or transm itted in any form o r by any means, electronic, m echanical, photocopying, recording or otherwise, w ithout the prior permission of the publishers. So overcharged with arcane energies was L o rd Kroak that his spirit fought on, refusing to let even death hinder him . Nothing grows near the blazing light, which the Lizardmen call the Daystar. T hose Skinks attuned to the energies of the w orld and that show an aptitude for magic are the Skink Priests, the m ost intelligent of their kind. THE AGE OF ISOLATION W ith the D aem ons of Chaos banished, a new era dawned over L ustria. W ith skin able to mimic the patterns of their surrounding environm ent, C ham eleon Skinks are able to sneak within a few arm s' lengths of their enemies. The L izardm en had scant contact with any Elves following the disastrous encounter at Pahuax. To this day, when the alignm ents of the stars are right, the past replays itself and spectral forms battle once more for possession of the city. All across L ustria, Skaven armies em erged from the underground, b u rsting forth to overrun outposts, ruins and even fully occupied temple-cities. Some of these eggs bear shells so thick that not even determ ined sledgeham m er blows can break them. As the pressures of their cosmic w ar intensified, the O ld O nes created the prolific and adaptable race o f M a n, and, seemingly in haste, finally the H alflings and the O gres were risen u p from the lesser things that roam ed the world. You will need to temporarily disable your Ad-blocker to view this page. T hey were not made for rem em bering details for any length o f time, and for this reason, some Skinks will secure the weapons to the Kroxigor itself, using lengths of bronze chain. I f Tetto'eko joins a Skink C ohort u n it whose front rank contains five o r m ore models, he m ust be placed in their stand or Kroxigor models if necessary. While ensconced in their stand or Kroxigor models if necessary. protected, but when forced to leave, they sit upon floating palanquins made of stone and other, unknown substances. Great Warding lessening the influence power to complete the task, the Chaos known as the Grey Guardians to block 1237 Horrors at X akutec of Chaos and thus aiding the Empire's Moon is sufficiently shaken that chunks The ruins of the state of the task at the chaos known as the Grey Guardians to block 1237 Horrors at X akutec of Chaos and thus aiding the Empire's Moon is sufficiently shaken that chunks The ruins of the task. f the temple-city of Xahutec famous hero, Magnus the Pious, in his of it split o ff andfall across the world While seekingfor the disturbance found are again overrun by Daemons. It is w ritten that L o rd Kroak and his peers were the ones to teach the first ancestors of the Elves to wield magic. T his is a bolt throw er with the profile given below. Daemons again stalk Lustria. N one know Tehenhauin's ultim ate fate, but some say he is still using his powers to h u n t the hated verm in. Their enigmatic leaders are powerful wizards and wield magics beyond the ken o f mere mortals. Drop Rocks: O nce per game, d u ring the R em aining M oves sub-phase, models with this special rule may drop rocks unless they are fleeing or have declared a charge that turn. Saurus are neither dim -w itted, nor simple; their m inds are narrowly focussed on batde, and batde alone. Merciless and relentless, the Lizardmen will not stop until all their foes are dead and the entire world re-ordered according to their ancient plan. Into this brutal age came a mysterious race of god-like beings that plied the heavens in silvered ships. By dusk, L o rd M azd am u n d i and K ro q -G ar stood upon the batdefield and surveyed their victory. T h u s, the m ost tum bledow n, vine-choked ru in in the depths o f the wilderness m ight be u n d er heavy guard, while jew el-encrusted statues o f purest gold were wholly abandoned to the jungle. The ir incredibly thick and arm oured hides allow them to carry devices which other beasts, even the revered Stegadon, steadfastiy refuse. All R ights Reserved. However, as the armies of the Lizardm en prepare once more to meet the threat o ftheir terrible foes, L ord M azdam undi has decreed that the egg can finally be cracked open and its dread contents exposed. To date, the H ig h E lven L orem asters rem ain unaware o f this mystical aid, though perhaps the wisest o f them suspect that a pow er other than their own is also at work. It is encircled not ju s t by jungle but also high walls, upon w hich stand m any towers. As the Bastiladon pounds towards its enemies, the Skink crew activate these glyphs and, perhaps m ost importandy, rake the coals beneath. W hen roused, the long-lived Slann can move m ountains with their minds, displaying a m astery over the sorcerous arts that belies their sluggish physical appearance. W h eth er placed in charge of entire armies, delegated as a unit leader, or assigned the task of pulverising enemy com m anders, G or-R ok has never
failed. Und er the guidance of Skink overseers, the Kroxigor accomplish feats of brute strength, such as hauling and placing the massive stone blocks instrum ental in the composition of the ziggurat temples. Shield of the Old Ones: This grants the character a 44w ard save. He emitted a single shrill call before sinking back beneath the film-covered surface. T h ere are electric snakes, whiplash serpents and vipers whose bite is so lethal that it causes blood to boil and brains to melt. O ne use only. U sin g w edge-tipped tails to aid m anoeuvres, Ripperdactyls fold their wings upon themselves and plum m et. For many days and nights, the elite Saurus w arriors stood firm on the lofty Bridge of Stars. T hose foes w ho can m uster the courage to stand before the sight of necoming C old O ne cavalry find themselves beset by a w hirlwind of biting jaws, slashing talons and jab b in g spear thrusts. T he years turned to decades and still the conflict raged on, the comet of biting jaws, slashing talons and jab b in g spear thrusts. waxing stronger. However, any adorned with the Sacred Stegadon Helm of Itza is accorded the reverence due to a Slann. SAURUS LEADERS The more than eight feet of savage reptilian muscle. When ridden to war, the Bastiladons carry with them some of the treasured weapons of the tem plecities. From their places of power - m ost often atop pyram id-tem ples - the spirit-selves of the Slann M ag ePriests battle in the ether against foes that w ould expand the Realm of Chaos over the entire world. SPECIAL RULES: Aquatic, Chameleon (see page 39), Cold-blooded, Scaly Skin (6 + ), Scouts, Sniper. Mage-Priest Palanquin: M odels with this special rule can always re-roll failed D angerous Terrain tests. N one of those wakings w ent well, b u t each ended with the groggy Slann acquiescing to the second of the temple-cities to be founded, X lanhuapec is a mysterious place that holds many secrets left behind by the O ld O nes. Spawn-kin: Skink C ohorts may include a n um ber o f K roxigor as upgrades to form a mixed unit. W h a t awakened the Slann to the re-em erging threat o f Chaos was the tragedy o f L o rd Zhul, the m aster M age-P riest o f Xahutec. T h e m odel always uses the M ovem ent characteristic o f the monster. 7 have scoured the coasts o f three continents, yet in all my years of reaoing I have never fought anything like the cold-blooded men of Lustria. It is a sacred stone artefact lifted upon the Bastiladon's arm oured back. E ach time, Skink Priests declare that the Bastiladon is favoured by C hotec —the L o rd o f the Sun —and that this creature alone is worthy to carry the Solar E ngine. Idolised by his fellow Skinks in a m anner previously reserved for M ag ePriests, Tehenhauin prophesied the Serpent G o d's coming. Chaos spewed forth from the spirit realm. E ach D iscipline o f the O ld O nes can only be taken once in each army. All Saurus W arriors are spawned with the knowledge of how to fight, and the longer each lives, the more batdes he survives. It is they w ho interpret the complicated instructions — often passed from Slann M age-P riest to Skink Priest and finally to themselves. times of great im port a single red-crested Skink P riest has em erged from the deep jungle, claiming the tide of Tehenhauin, the once and future P rophet of Sotek. T h is does not stop the Terradon, however, as it simply grasps the egg with its talons and soars, d ropping it from on high. The High Elves must not be completed. E ven the largest of creatures m ust respect this bone-breaking bludgeon. The rem aining Slann M age-P riests set about piecing together the G reat Plan. 9 points • May take a shield... ..6 points • May be mounted on one of the following: — Cold O n e . Terradons dwell in high crags and atop the jungle canopy, hundreds o f m etres above the ground. The unfathomable pow er contained w ithin these graven images is enough to cause the unw ary to go mad, and simply by glancing at the glyphs, unprepared minds can be shocked into a bewildering stupor as the insignificance of their puny lives on the cosmic scales of the O ld Ones is relentlessly forced into violent motion, pulping the D aem on into a steam ing mass of bubbling daemonic ichor. T here are parasitic snakes that inject sm aller serpents into their prey's bloodstream , and those that die from such tw itching horrors suffer a particularly gruesom e fate. By tricking a quarter o f his arm y into perform ing a sacrificial delaying action, the rest o f the ratm en deserted their kin and sailed eastwards on a ram shackle fleet. All o f the intruders' settlements have been abolished, save only for Skeggi, whose occupants have, on the whole, proven wise enough to avoid conflict with M azdam undi's armies. For the next few hours, Tetto'eko chittered out high-pitched com m ands, all o f which were followed to the letter by the army, and each manoeuvre came ju s t in tim e to blu n t a forthcom ing Skaven attack or counter some devious trick of the ratm en that was otherwise destined to overtax the precarious L izardm en defence and tu rn the battle into a rout. M a n y an enemy has been outflanked by Skinks who navigated w hat was tho u g h t to be an im passable swamp or river. The cost of these items is included in the basic points value. Its most striking features are the two staring eyes made from smooth white and yellow gemstones inlaid to represent the all-seeing and unblinking eyes of L ord Kroak, staring out o f eternity Warden Temple Guard bear the most ornate weapons and armour. H e has never yielded in his task and has butchered whole regim ents of foes that have dared attem pt to kill his charges. A gainst the grow ing threat of an age-old enemy, the L izardm en have slowly come to the realisation that there is no gain in lam enting a bygone age, and that the time to enact the G reat P lan is upon them. 6 T h e G reat C a ta strop h e ..... . A lthough still troubled by soporific fits, the M age-Priests com m itted themselves to opposing Chaos, and sought to counter its influence w herever it was discovered. O n the attack, a Stegadon lowers its horned head and charges into combat. E ven those blows that crack the outerm ost arm our Iso la tio n plates cannot penetrate deeply into the Bastiladon's alternating layers of thick leathery skin and additional scales. The Blade of the Serpent's Tongue grants Tehenhauin + 1 Strength on the turn he charges. Following this king of predators was a living wall of armoured monsters whose tread flattened a path as easily as it shattered shieldwalls. Twin A rks o f Sotek borne on the creatures' backs poured forth serpents beyond number. DISCIPLINES OF THE OLD ONES T he Slann M age-Priests have prodigious know ledge and can bear an impressive arcane arsenal o f m ental abilities. free U n it S iz e. A LONG, STEADY DECLINE W hile the daily activity o f the long lived Slann slowed, new spawnings of Skinks and Saurus were continually generated at all the rem aining temple-cities. In addition, all attacks made by the Blade of the Serpent's Tongue have the Poisoned A ttacks made by the Blade of the north, the largest horde o f m ortal servants o f Chaos invaded the northern reaches o f the O ld W orld. Since the earliest days, the L izardm en have used Stegadons as beasts o f burden, to sm ash roadways through the jungle and to drag huge blocks o f stone to build temples. THE DELIVERANCE O F ITZA L o rd K roak m ade the m ost profound o f sacrifices d u rin g the G reat C atastrophe, b u t his indom itable spirit w ould not concede defeat and he becam e the first o f the Relic Priests. 10 points SPECIAL UNITS 150 poin weapons • Lustrian javelins • Ark of Sotek Special Rules: • Always Strikes Last (Bastiladon only) • Cold-blooded • Howdah Crew • Impervious Defence • Large Target • Scaly Skin (2 + ) • Terror • Thunderous Bludgeon Ld 6 Options: • May replace its Ark of Sotek and 4 Skink Crew...... What was once a thriving plaza is now a blackened crater blasted miles wide. There also was a scattering of sacred plaques; the relic crypts had been opened in the barbarians' quest for treasures, but they had not recognised the glyphs or the inherent value in the stone tablets. Range Strength Special Rules 12" 3 M ultiple Shots (2), Poisoned . H eedless of the blasphem y they had just com m itted against the O ld O nes, the m en loaded their longboats with golden artefacts and sailed for home. The b u rn in g pitch-like substance sticks to victims, bu rn in g them alive, whilst already beginning the digestive process. Temple G u a r d UPGRADES: Fireleech Bolas: The sw am p-filled lowlands of Lustria are haunted by the fireleech —a bloodsucker that secrets a slime so volatile that when taken out of its w atery abode, it quickly catchesfire. The razor-sharp talons of a Ripperdactyl can decapitate foes —their furious attacks often leaving a ring of strewn innards and lopped-off limbs behind them. With a lurch his bloated body startled awake for the first time in generations. It was the great M azdam undi him selfwho unearthed the last remaining egg of the mysterious Quango. The ir language is little more than deeply grow led one-w ord comm ands. 3. The Lizardmen hace found the spirits of these departed Slann so powerful that they often linger near their former bodies In times o f need, a Relic Priest is brought forth from hidden crypts to enact once more the Great Plan o f the O ld Ones. T h is discipline cannot be com bined with the W andering D eliberations discipline. E ach can attack any opponent that the m odel is in base contact with. In the upperm ost chamber, in the holy pool of power reserved for M age-Priests, there slum ped a vile D aem on Prince. In an instant, the Temple G u ard closed in around the Elves. A fter the army list, on the last page of the book, you will find a summary page, which conveniently lists every Lizardmen unit's characteristics profile, allowing for quick and easy
reference during your games of Warhammer. A lthough the G reat R itual o f the Elves had driven m uch o f the power o f Chaos away, it had not banished it entirely. The Slann's very words turn to creeping vapour, which spreads forth to encompass the entire city - a sprawling metropolis that extends dozens of miles in all directions from the m ountainous heights of its centrem ost pyram id. SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin (5 + ). The w orkings of the G reat R itual were weakening, in danger of ultim ate collapse. G iven the o rd er to 'retrieve', G orRok m et the D ark E If assault head-on. I f that m odel is slain then roll To W ound the next as normal. W h e n the dust settled, all its defenders had been crushed to a bloody pulp. T hey are bulky creatures whose heads are covered by arm our Piercing (R ipperdactyl only), C old -b lood ed , Fear, Flying Cavalry, Frenzy (R ipperdactyl only), Killing B low (R ipperdactyl only), Scaly Skin (6 + ). Just as the many-toothed fish saws through the hardened scales of a Stegadon, so too does the Piranha Blade rasp through arm our to carve up opponents. L e d by Skink C h ief Q uzipantuti, the L izardm en force travelled quickly, m ighty Bastiladons crushing paths through the jungle while a flight of Terradons scouted the path ahead. Sacred Duty: W h ilst they are part of a com bined unit that has been joined by a m odel with the M age-P riest Palanquin special rules. The creature's neck-frills and back sails provide a cooling m echanism, ensuring the cold-blooded creature does not expire from the heat generated within its own body. The hardened scales that cover their bodies become thicker and some plates ossify completely. While hacking a path through the dense foliage, it is all too easy to step within range of a coiled serpent, to tread upon a camouflaged tiguana or to walk unawares beneath a hanging vypervine. E ven the suspicion of such an item being found was sufficient to rouse a M ag e-P riest from deep contem plation, and for a m ighty host to be dispatched to retrieve it. G reat hunting cats, cannibalistic monkey-kin, and the buzzing swarms of enorm ous insect life makes the jung le a constant battle zone, where survival is an hourly struggle, l e t m ost dangerous o f all that hunts beneath the canopies are the giant reptiles. T h e ir technology was advanced beyond im agination -to them , astronomy, science and magic were all one and the same. It began when Tehenhauin rallied the population o f disease-ridden C haqua, leading them out o f that defiled city. T h e pyram id-tem ples clustered in the heart of Itza are taller than m ountains and are great conduits of power. There are a m ultitude of im mense specimens, such as the great A m axon swamp python —a constricting predator that could w rap itself around a Bretonnian sailing galleon and splinter its hull. Chameleon: E n em y units shooting at a u n it of Chameleon Skinks suffer an additional -1 To H it. T here, they fell upon L ord K roak's form, ripping him apart in a savage instant. city, the Lizardmen mount a series of Chokablox. Skink models that are in base contact with a friendly Kroxigor m odel have the Fear special rule. E ach can attack any opponent that the model is in base contact with. Where once the Slann had been tasked with controlling every step in the developm ent of the approved m ortal races, now they could plainly see that entropy had crept into the G reat Plan. T his is easier said than done, however, as the M aster of Skies leads his form ation in such breath-taking aerial m anoeuvres that they dodge through clouds of arrows, em erging unscathed to deliver their own lethal attacks. L ustria contains m ighty rivers, vast tracts o f unbroken swampland, arid deserts, soaring m ountains and a vast and fertile plain - deep grasslands and savannahs that stretch beyond the horizon. If h e ; d o e s s o , t h e c a s t i n g v a l u e is i n c r e a s e d t o 1 4 + . W here the northern gateway had once been, there now throbbed a second m oon, a green satellite made o f pure warpstone. W hile some beasts w ould understandably baulk at the m ultitude o f snakes, it is the red -h o t coals that cause creatures to refuse to carry this sacred device. Some o f the m ost impressive L izardm en structures are utterly baffling to the few outsiders who have survived their trip into the jungles long enough to discover them. He famously used his massive stone shield to sm ash the opposing com m ander's chariot into splinters. O nes. It has been know n for Temple G u ard to m aintain such a sleepless vigil for centuries, thick layers o f d ust settling upon their reptilian forms yet the ever-watchful guardians are not immobile statues, and can eru p t into sudden violence should they perceive any threat to their charges. SKINK LEADERS O n occasion, a Skink spaw ning will not produce an entire cohort from the pools o f life, as is the norm , b u t instead only a single Skink will issue forth. M azd am u n d i gifted K ro q -G are with the ancient artefact known as the H a n d o f G ods, with which he could sear the flesh from his enemies' bones. Arcane Vassal (Skink Priest only): A Slann M age-P riest (including L o rd K roak and L o rd M azdam undi) can choose to cast any magic missile or direct damage spell through a model with this special rule w ithin 24" o f him. «ml > 4 deemed undesirable, experiments by the O ld Ones create new races. Skink character on foot only. A fter leading his troops to victory at the M al'liente Swamp, Tehenhauin had grow n so popular that the Slann Mage-Priest directs the defence of a temple ruin. If no m ore K roxigor can fit in the un it's second rank, place the rem aining K roxigor in subsequent ranks. A three year battle leads to the host is, at last, broken. W ith only a low, g rum bling growl and a final bellow, an O ldblood or Scar-Veteran can set an entire L izardm en batde line in order. 30 points 30 points The Slann'sforce of w ill alone allows him to reconstitute his body. --- T he stelae are stone slabs inscribed with eldritch symbols and the Star Stela was an especially prized artefact, for the stone held the secrets o f star alignment. I Deeper in the jungle the air hung thickly, the dense canopy creating a gloom through which few sunbeams could pierce. B uried in the labyrinth beneath the city's wide streets are vaults that hold many of the O ld O n es' creations. MAGIC: A Skink Priest is a W izard who uses spells from the L o re of H eavens or the L o re of H eav R eaction table. T he alignment, as tracked along the geomantic web, passed directly over the ruined pyram idtem ple of Tlencan. 55 T H E F O R C E S O F L U S T R IA ..... ..28 A rm y Special R u le s ..... . E ven the high peaks and plateaus are blanketed, and it is said that arboreal creatures can cross the entire continent without once stepping upon the ground. In batde, Skink Priests are the eyes and ears of a Slann, who are powerful telepaths, capable of perceiving the world through the Skink's senses. It was Tzara'riador's intention to open a rift allowing a Daemon host to lend their weight to the attack against Hexoatl, vet the Greater Daemon found only death in a hail o f barbed darts, and he fell with his vile ritual incomplete. Toad Rage: Before the game starts, b u t after Scouts have been deployed, a L ustrian blot toad m arker can be placed for each u n it o f R ipperdactyl R iders in your army. ивлшиг 🏁 ;s v ., T"u Saurus Oldblood Saurus Scar-Veteran 4 4 6 0 5 5 3 3 5 0 5 5 2 3 5 4 8 8 TR O O P TYPE: Infantry (Character). f HEROES T IK T A Q 'T O 170 points M WS BS S T W I A 6 4 5 4 3 2 6 3 2 3 0 4 3 2 2 1 T iktaq'to Zw up (Terradon) Special Rules: • Ambushers • Cold-blooded • Drop Rocks • Fear • Flying Cavalry • To the M age-Priests, these twisted creatures were scarcely distinguishable from any other of their kind. W h en fighting in a challenge, Chakax re-rolls all failed rolls To H it. intruders bypass the city's defences and 2471 Ckokaklox Defiled desecrated. Legends carved on ancient stone claim the blade exists on every plane of reality simultaneously, and that its edge can sever a creature's soul. From atop the uppermost ruins of that once fabled temple-city, Oxyotl and his well-camouflaged troops rained down showers of poison darts that turned back every enemy breakthrough. A lthough small in size when com pared to the apex predators —the th u ndering reptilian titans that crash through the und erb rush - in many ways they are no less deadly. In addition, when fighting against a model with the F ly special rule, attacks m ade with the Blade of A ncient Skies receive a + 1 bonus To H it. Satisfied that the troublesom e warm bloods w ould trouble him no m ore, L ord M azd am und i returned to H exoatl, with a m ind to resum e his contem plation of the great mysteries of the universe once again. Tehenhauin exhorted his followers to capture and sacrifice m ore of the cursed verm in. At long length, the M age-P riest's eye focused upon the beings before him and he croaked out a single sentence before lapsing into unm oving repose. EQUIPMENT: Giant Bow: A Stegadon's Skink Crew fire huge arrowsfrom a Stegadons roam throughout the Lustrian continent in herds ranging in size from a handful o f related beasts to great migrations o f many thousands. Spawning pools are sacredplaces to Lizardmen, and they willprotect the weirdly glowing liquid with their lives. The great L ord M azd am undi, the oldest Slann still alive, was especially groggy and his Skink Priests despaired of ever wholly w aking their exalted charge. L o rd Kroak can choose to extend the range of this spell to 18 4-. SPECIAL RULES: A quatic, A rcane Vassal (see page 36), C old -b lood ed , H atred (S k aven ), Scaly Skin (5 + ). MAGIC: L o rd M azdam und i is a Level 4 W izard who uses spells from either the L o re o f H ig h M agic (see page 60) or one o f the eight L ores o f Battle M
agic in the W arhammer rulebook. Mftiuwrv Gor-Rok 4 WS B S 5 0 S 5 T 6 W 2 I 3 A 4 Ld 8 TR O O P TYPE: Infantry (Special C haracter). Rivers were redirected to im pede the daemonic advance and volcanoes rose and erupted to slow their hellish progress. For example, the A rk of Sotek, or Twin-headed A rk, is a device that was first used in the Skaven W ars by the order of Tehenhauin himself. Perhaps m ost famously, T ik taq 'to led the vital delaying action against the hordes of Vashnaar the Tormentor. W E A PO N S OF LUSTRIA Blow pipe . If et Skink Priests are not merely vassals, for they also wield their own magic. The D w arfs soon followed, although their magic was insular and intrinsic to their craftsm Skinks use these weapons to fire needle-sharp darts at their foes. 30 points — Carnosaur. anship. 2 -3 D 6 Strength 4 hits. stellar alignments draw near, Tetto'eko can see opportunities for his forces to exploit in the future. Rising partially out o f the murky waters, Tenehuac and his patrol shot darts from their blowguns, some whirring harmlessly over their foes, others burying themselves into exposed flesh. N o arm our or w ard saves can be taken against W ounds caused by the Blade of Realities. All m odels hit by the templates ufferaStrength 3 hit (models with the Flyspecial rule Soul Quench is a magic missile with the Flyspecial r Pyram id, their skin tingling from the powerful confluence of the geomantic nexus. T h a t target im mediately suffers D 3 S trength 4 hits for each T erradon in the unit, distributed as for shooting attacks. T h e Slann M age-P riests were also able to tap into the geomantic nexus. unknow able plans of the O ld O nes. In battle, they wash around the legs of a foe in a wave, hissing, spitting and plunging sharp fangs into unprotected flesh. However, even a creature that is hit by a R azordon spike and survives is still in danger. In any battie, he can always be found where the fighting is thickest, and those that do not fall beneath the powerful sweeps of his m ighty weapon are sm ashed aside by his massive shield and crushed beneath his tread. Huatl. H e sensed the ramifications of the Star Stela in the w rong hands. O n three separate occasions, E l Cadavo, a m ercenary captain, established a settlem ent upon the Isthm us of Pahuax, always nam ing it 'Cadavo' after himself. The Cloak of Feathers thus shimmers with a power that not only wards away evil sorcery, but allows the wearer to soar into the a ir whenever he extends his arms. A lthough they do so infrequently, Saurus can speak. H av in g taken each oth er's measure, the two races would clash many more times. re-founding the ruined city of Huatl. To catch prey and defend themselves in this perilous environm ent, many of these creatures are highly venomous. The wounded D aem on had followed the lines of the geomantic web, hoping to leech the power to restore itself. TREASURES OF THE OLD ONES On the following pages are magic items available to Lizardmen armies. In his becalmed state the ancient Slann could still sense the entropic powers that encircled the world, including the dark tendrils that sought for him alone. The m ind-m iasm a that had affected the M ag ePriests since the G reat Catastrophe was intensifying, and each Slann felt his orderly and tranquil thoughts pulled in all directions. Sacred Spawning of Xhotl: W hilst K roq-G ar is alive, he and his m ount have a 5 + w ard save. W herever a Slann M age-P riest goes, his Temple G u ard will follow him . For his role in Great Warding around the world, Daemon legions manifest across the recovering lost ruins, the Skink Priest culminating in assaults on Lustria. E v e r y m o d e l in th e t a r g e t u n it t a k e s a S trength4hitwithspellthatinsteadincreasesallfourcharacteristics(don'troll aseparatetheFlamingAttacksspecialrule. During these im pulsive moments, the riders can do little but hang on, keeping their limbs away from the riot of snapping jaws. The spirit of the long-dead Saurus lingers on and heightens the bearer's awareness of threats. U P G R A D E S: B loodroar: E nem y units m ust roll an additional D 6, discarding the lowest result, for L eadership tests to resolve Fear or Terror effects caused by this beast. M a n y mystical places are situated near bodies of water, such as the W ellsprings of E ternity and the Fire Bogs, w here rings of the endership tests to resolve Fear or Terror effects caused by this beast. f carved stelae rise out o f the m urky swamps; each contains rem nants o f the powerful spells that L o rd M azd am u n d i once unleashed there. T h e ir claws, tails and pow erful jaw s are weapons as well, their m ouths opening wide to reveal rows o f sharp teeth. T h e W iz a r d c a n t h is s p e ll. TR A N SC EN D EN T HEALING LEGEN D OF T H E D AYSTAR The ruins of Huanabic are buried beneath rampant vegetation so that even the mountainous pyramid-temples are indistinguishable from the surrounding jungle. Some spawnings roam in groups across the land, while others instinctively guard a hom e territory -m ost often a neglected m onum ent long lost to the jungle. K roxigor do not always fight by themselves, however. Too ferocious to be dom esticated for any useful labour, for m any ages the L izardm en left the sw arm ing C old O n e packs alone, with scores o f Skinks learning the h ard way that the beasts cannot be tam ed. T h e Skinks who survive bonding with their Ripperdactyls are bold w arriors, the m ost elite o f their small kind. Thejungles spontaneous and unheralded spawning contemplate the matter for several become more dangerous and filled with o f Chameleon Skinks in that long- years, before renouncing such claims. Alternatively, L o rd K roak can choose to extend the range o f this spell to 24", in which case the casting value is increased to 24 + Firstly, by Sotek's blessings, the enraged serpents swarm o ut and strike at those nearby; yet, miraculously, the snakes only ever attack the enemies of the L izardm en. Worse still, at times the smaller race fights alongside Troll-sized reptile-men, hulking beasts that can tear a man in two. THEY W H O W O U L D RULE THE WORLD Feared and m isunderstood by all who know of their existence, the L izardm en are not a single race b u t rather a cohesive society com posed of distinct species: Slann, Saurus, Skinks and Kroxigor. J Ld 9 6 Troop Type Infantry (Special C haracter) M o n ster D isciplines of the Old Ones: • Becalming Cogitation • Harmonic Convergence • Soul of Stone • Transcendent Healing S pecial Rules (Zlaaq): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) Special R ules (L ord M azdam undi): • Cold-blooded • Immune to Psychology • Impact Hits (D 6 + 1) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly
Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Large Target • Scaly Skin (3 + ) • Larget • Scaly Skin (3 + ) • La ent: • Hand weapon M agic Items: • Golden Death Mask M W S BS S 4 1 1 3 Magic: Lord Kroak is a Level 4 Wizard; however, he knows only one spell The Deliverance of Itza. Some sites, like the G olden Z iggurat, were left deserted in the wild places of the w orld, while others were defended by various creatures or races; in many cases, Elves, attracted by the unseen power, had established colonies atop the older ruins, unintentionally serving as guards over the distant nodes. The mysterious O ld O ne Tepox taught K roak o f the W inds o f M agic, and it was the serene Potec who shared the secrets of unw inding the threads of time. He may carry a magic standard (with no points limit). Throughout its history, the Isthm us of Pahuax has been a frequent landfall for warm bloods who survive the journey across the great ocean. The Wizard can cleave a full-grown bola-bola tree in two. Inspired by Tehenhauin, Skink Priests led the ritualistic slaughter of untold thousands ofratmen. To the enters the minds o f the Mage-Priests. L o n g rests were required to sustain them after serious bouts o f deeper thinking. E ach new team honours their beast and the elder Stegadons are widely venerated. T hey exude a m usk not dissim ilar to the rank odour produced by the C old O nes themselves, allowing them to form bonds with the otherwise hostile creatures. H ex o ad is understandably the m ost martial o f tem ple-cities. The characteristic profiles for the model(s) in each unit are provided as a reminder. C lan Pestilens had been expelled from L ustria, although there were still many signs o f their m alignant passing. A single dart can be deadly, as it is shot out with enough force to splinter a shield, or punch a hole clean through a man's body. T hese entries give you all o f the gam ing inform ation th at you need to shape your collection o f models into the units that will form your army. In this way, not only do the beasts cool off, b u t they have a chance o f surprising their next meal. -c.5600 Pol ar G ates C ollapse Lord H ua-H ua o f Xlanhuapec claims The O ld Ones disappear and the victory in a 500 year old debate about Prophecy o f Sotek as a twin-tailed comet appears in the sky. It is a w alking fortress, a living bastion covered in a rock-hard bony skin, and then further protected by massive iron-like plates — a natural arm our so dense that it can, sometimes, thw art the bite o f the m ighty Carnosaur. Eventually, the D aem ons devised a way to breach the w ards and X ahutec was the first to fall, its inhabitants slaughtered and its sky-scraping pyram ids cast down. 53 G o r - R o k .... In L ustria, however, it is likely the last thing he will see, as the creature's bite or sting sends him into tw itching paralysis or heart-bursting fits of agony. M any other temple-cities have similar tales, such as X and the creature's bite or sting sends him into tw itching paralysis or heart-bursting fits of agony. protective barrier through a rift; a portal that allowed troops from the nether-realm to bypass the Slann's protective wards. H e was alone in a land o f living shadows, u n tru th s and impossibilities. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink C re w ). the base cannot be placed (because there isn't enough room, or you don't have sufficient m odels), it is lost. In combat, such form ations prove unusually effective, with the Skinks able to pepper foes with poison-tipped javelins before A n infrequent spawning, it is rare for m ore than a handful o f K roxigor to enter the w orld at the same time. O nly the m ost learned of E lven mages had even an inkling of the beings that dwelt in the southern jungles, and they expected to find only ruins. 5. T H E A G E OF IS O L A T IO N Other raidersfrom the north also begin to arrive at Lustria. U pon his return to L ustria, over 7,000 years had passed and the L izardm en's realm had fallen low, while the lesser races had spread like plagues. T hey move in silence, save for the heavy thum ping tread o f their feet. O nce w ithin range, they launch a bu rst o f highly corrosive liquid from their gullets, a substance so volatile that it bursts into flames upon contact with the air. W ith a horrific snapping o f powerful jaws, a C old O ne will clamp dow n and savage its prey, shaking and tw isting until it tears free a chunk o f flesh. During the battle, Harkon devastating counter-attacks to slaughter is captured and imprisoned. How the Chameleon Skink detects the presence o f the Dark G ods'minions is unknown, yet time after time, the Daemons arrive to find Oxyotl already ensconced nearby, a hidden nuisance that always finds a way to thwart their immortal plans. O nly the L izardm en and other cold-blooded creatures can endure the stifling heat and hum idity for long; other races eventually sicken and die. T h e Skink Priests attending H u initenuchli erupted in excited chatter as they debated the m eaning o f the M ag e-P riest's utterance. I f not killed outright, those bitten by a Saurus bear infected w ounds, often succum bing to a foul fever and dying w ithin a m atter of days. 10 points • The entire unit may take spears.... . BECALMING COGITATION A Slann M age-P riest can purchase up to four D isciplines of the O ld O nes. M issile weapons that do not roll To H it are unaffected. H u n d red s o f Kroxigor w ork to replace stone blocks in alignm ent, and the jungle has been beaten back. SKINKS Skittish and quick, Skinks stand out from the rest o f the sluggish L izardm en. Entire templecities would turn out to watch the sacrifice o f an important Skaven commander, the vast plazas filling with clamourous Skinks. I t began a chain reaction, w eakening the magical barriers erected over each other tem ple-city in turn. H e was carried to the Star C ham ber at the apex of the G olden P yram id w here he ordered the intruders to be brought before him , so that he m ight look upon them and determ ine their place in the G reat Plan. J u n g le S w a r m 5 3 0 2 2 5 1 5 10 TR O O P TYPE: Swarm. Wheth e r directing patrols around a tem ple-city or joining a large army, some Skink Priests choose to ride upon m ighty Stegadons, both for protection and to allow them to better survey nearby terrain. 30 Slann M ag e-P riests..... ..... MAGIC ITEMS: Cobra Mace o f Mazdamundi: Shaped like a hooded cobra, this mace has a sentience of its own, and strikes out with lightning speed to defy L ord M azdam undi s foes. When the interlopers are dead and only the sounds of the jungle remain, the shapes shift, revealing the hidden presence of the Cham eleon Skinks. Alien, enigmatic, and without mercy, the Lizardmen will stop at nothing to restore order to a chaotic world. I f this com bined un it is hit by a bolt thrower, the shot always hits the m odel closest to the bolt throw er that has the G uardians special rule. 215 points • May be upgraded to have Unstoppable Stampede...... M an v m onths later wracked by disease, the captain brought w ord back to the Phoenix King, Bel Shanaar, o f the cold-blooded creatures o f the jungle. From his p o o l o f tranquillity atop the tallest pyramid o f Hexoatl, Lord Mazdamundi let his mind drift into the cosmos. T he Bastiladon's best weapon, however, is on the end o f its long and heavily m uscled tail - a massive knot o f com pacted bone covered over with arm oured plates. Fiery Convocation is a p h a s e . T hey are hulking creatures, their bodies consisting o f slabs o f rockhard muscle and their massive jaws bristling with razor-sharp teeth. 30 points The Slann's wandering m ind pierces the entire spectrum o f magic. However, should one fall in battle, his helm is salvaged by Skink attendants to be placed within the inner sanctum of a pyram id-tem ple. M S te g a d o n 6 S k in k C r e w - WS BS 3 3 0 2 S 0 6 3 T 5 6 3 W 6 5 5 - I 2 A 4 Ld 6 1 3 6 4 1 - Engine of the Gods: A n Engine of the Gods is a mysterious but pow erful arcane artefact of the O ld Ones. A ny Lizardm en wearing helmet made from a Stegadon skull is accorded due respect, for it is a potent symbol of power. F or further defence, Saurus will at times bear shields - bladed crescents m ade from the cured hides of the large scaled beasts that prowl the deepest jungles. The same cannot be said for Skinks, for they are im patient beings. E ven the W inds of M agic can be better siphoned to aid the casting of spells in the presence of such a potent apparatus. It has the pow er to spur the great lizards of the jungle into a berserk rage, raising their own voices to meet that of the Sacred Caller as they stamp the enemies of the O ld Ones into a thick red paste. N o one knows exactly w hat will hatch from the egg or w hy it was held in stasis. M o st commonly, the Skinks advance before the bulk of the m ain army, harassing the foe's advance with hails of darts. T h e majority of the main army, harassing the foe's advance before the bulk of the main army, harassing the foe's advance with hails of darts. myriad guises. For faster navigation, this Iframe is preloading the Wikiwand page for Warhammer Army Book. W ith Slaa'U laan's death, the daemonic foes, the L izardm en were driven back. An E ngine of the G ods confers the following special rules: Arcane Configuration: I f you have one or more E ngines TR O O P TYPE: M onster. It was they who ordered the overgrown jungle cut back to develop the roads between temple-cities. Over the millennia o f victories, Nakai has become quite festooned with such golden tributes. The
C old O nes are foul-tem pered and dim -w itted reptilian creatures. This section of the book helps you to turn your collection of Lizardmen Citadel miniatures into a reptilian army, ready for combat in a tabletop battle. H eedless of their own casualties, the Temple G u ard execute their sacred duty until the enemy is annihilated or they themselves are slain. 10 points • May upgrade one Cold One . By entering a trance, the M age-P riests could transm it pure thoughts and hold councils of comm union. E nch an ted Item . Chaos once more walked upon the shores of L ustria, this time carried in the souls of the men of the north. O nly when the M ace of U lam ak is hefted at his shoulder and the Rider to a musician... matchless Shield of Aeons strapped to his arm does G or-R ok come to life. I f Tehenhauin is killed or leaves the unit, this special rule im mediately ceases to apply. THE MESSAGE FROM THE O LD O N E S W ith Vashnaar's defeat, the pressure upon the G reat W arding lessened, but did not disappear. The sea-faring hum an tribes, M arau d ers of the north, had defiled the pyram id, unleashing ancient powers th at they did not understand. To this day, the crater is still barren, its blasted earth as empty as it has been since that last fateful incantation. L o rd M azdam un d i was determ ined to see the settlement destroyed once and for all, as a w arning to all those who w ould dare invade the realm of the L izardm en. O n the battiefield, Salam ander H u n tin g Packs often cover the arm y's flanks. From the canopies above swoop down Terradons and all m anner o f lesser w inged reptiles. O ver the millennia, the L izardm en have sought after the clear guidance once supplied by their alm ighty creators. The Skinks, skittish and superstitious, will not approach the tiny, but radiant, orb. Stegadons will feed upon alm ost anything they come across — devouring lush vegetation or the flesh o f any creature foolish enough to get in their way. It is said that the O ld O nes anticipated the future, foreseeing the eventual needs o f the L izardm en and bestowing their gifts according to this. SPECIAL RULES: Aquatic, Cold-blooded, Poisoned Attacks. O f this from the cold depths to haunt the lands. P rophet o f Sotek: I f your arm y includes Tehenhauin, you may upgrade any units o f Skink C ohorts, Skink Skirmishers, Terradon R iders o r Ripperdactyl R iders in your arm y so that the Skinks (not their m ounts o r any Kroxigor) have the H a tre d (Skaven) special rule. 4 points • May be mounted on one of the following: - Cold O n e ..... ... The longer Saurus live, the tougher and m ore ferocious they become. These revered and holy objects are m ounted upon the great beast's back so that they m ight be activated to smite any who dare set foot in sacred Lustria. T his is rarely straightforw ard, as entranced Slann do little more than m um ble, yet each utterance, even the m ost incoherent whisper, m ight have vast consequences —for o f all living creatures, the Slann are the m ost powerful o f mages, and they alone w orked u n d er orders from the O ld O nes. crashing headlong into combat. V w Lord Mazdamundi 4 Zlaag (Ancient Stegadon) 6 2 3 3 0 3 6 4 6 5 5 2 1 1 3 9 6 TR O O P TYPE: Infantry (Special C haracter). L arge and majestic, these stepped ziggurats loom over everything. So m any vipers, asps, and snakes of all kinds w rithe near the A rk that those swarms of dim inutive reptiles accom panying the L izardm en arm y grow ever larger in its presence. W h e n fighting in close com bat against a u n it with a blot toad marker, the Ripperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra Attacks, instead o f ju st 1 (roll once for the whole unit) and the R ipperdactyl's Frenzy grants it D 3 + 1 extra A generations - or 'brothers from the same water'- emerge, fully formed from spawning pools. O nce the fighting has stopped, however, it is not uncom m on for K roxigor to simply drop their weapons and continue with another appointed task. A lthough Itza was delivered, the w ar raged on. the Undead realm that is eventually Lizardmen are created: the Saurus as secures Itza from its doom. M A G IC ITEM S: T h e Star-stone M ace: This massive, double-handed mace was crafted before the founding of the first temple-city, and its stone was not quarried upon this world. In desperation, they enchanted the jungle, turn in g their surroundings into a deathtrap full of carnivorous plants, living quicksand pits and teem ing swarms of insects whose stings could crack D ragon scale. Suffering enorm ous losses, they pierced the encircling L izardm en and fought their way many hundreds of miles to the coast. 0 Points value. There are venom -spitting lizards larger than horses, spike-covered beasts and colossal saurians that tower over even the G iants of the north. Instead of firing another missile w eapon in the Shooting phase, one of the Skink C rew may fire the giant bow. SPECIAL RULES: Ambushers, Cold-blooded, D rop Rocks (see page 42), Fear, Flying Cavalry, Forest Strider, Scaly Skin (6 + ). WARHAMMER THE GAME O F FANTASY BATTLES I f vou are reading this book. then you have already taken your first steps into the W arham m er hobby. Chakax is the eldest of the ancient city's Temple G uard. CONTEM PLATIONS I (Lore Attribute) I If a spell from the Lore of High Magic phase. Lord Huaxhini was lost. The owningplayermustthenreveal to the casterall the magic choosetocastamorepowerfulvers ion of Apotheosis. The Spirit of Lord Kroak's Wizard level can never be reduced to less than 1.61 Treasures of the Old Ones... .62 Skink L e a .. a daemonic incursion at Tlencan. It is a cold-blooded, yet glorious guide to inspire those starting, or adding to, their own Lizardmen collection. more cold-blooded creatures than ever. In either case, i f the spell was cast through an A rcane Vassal (see page 36), the Arcane Vassal also suffers a ders... Strength 6 hit. direct damage s p e ll. T h e targets o f this spell have the Stupidity special rule until the start o f the caster's next M agic phase. Some units may carry a magic standard or take magic items at a further points cost. N o t even the dense undergrow th can drow n out that roar, which can be heard for m any miles. Serpents play a large role in these great swarms, and more of their slithering kind can be found in L ustria than anywhere else in the world. A s u p p le m e n t fo r I S B N -1 3 : 4 7 8 -1 7 6 2 5 3 0 5 3 4 9 • Abestiary describing every unit, monster, hero and war machine in the army. Tim e and again, the defenders of H exoad repulsed the Chaos attacks at the walls. All such spawnings produce a Pack L ead er w ho instinctively leads the group -know ing w here to find the C old O nes and how best to break them into m ounts. Attacks special rules. This is no surprise, for the Saurus were created solely for the purpose of w ar and protection. Balefire spewed from the pyram id and a swarm of iridescent and crim son D aem ons emerged from out of these patrols suddenly the wounded D aem on Prince, their venom overcom ing even that unnatural creature. Suspicions were raised when many of these patrols suddenly and a swarm of the air itself to do battle. There, they entered the topm ost cham ber and assailed the wounded D aem on Prince, their venom overcom ing even that unnatural creature. w ent missing: the Skink A strom ancer Tetto'eko had foretold the Skaven's return, and had seen in the stars that the L izardm en were quickly com ing to a junction in the course of the O ld O nes' plans. Since the time of the O ld Ones, this relic had been held in a secret, underground chamber, and it was only discovered as M azdam undi rebuilt the pyram idtemple of Pahuax. The D aem ons attacked everywhere, but the L izardm en bore the b run t of the attack. This is a work of fiction. In the war's opening stages, the Slann proved more powerful than even the most magically adept of the D aem ons. A lthough unable to master more complicated devices, Saurus use simple weapons to devastating effect —w ielding obsidiantipped spears and heavy clubs spiked with jagged stones. The appearance of a tw in-tailed com et in the skies was taken as pro of of his im m inent arrival. Ld 6 Troop Type Infantry (Special C haracter)
Special Rules: • Aquatic • Arcane Vassal • Cold-blooded • Herald of Cosmic Events • Loremaster (Lore of Heavens) • M inor Shield of the Old Ones • The Palanquin of Constellations • Scaly Skin (6 + ) CHARACTER M O U N T S I 1 C arnosaur C old O ne Terradon R ipperdactyl M 7 7 2 2 WS 3 3 3 BS S T W I 0 7 5 5 2 - 4 - - 2 0 4 3 2 2 0 4 3 2 3 4 2 1 2 A Ld 5 3 3 Troop Type M o n strous Beast M o n strous Beast Special Rules: • Carnosaur: Blood Frenzy, Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4 + ), Terror. Attheendofeverysubsequent Magic D3foreach — makeonerollandapply ittoall fourcharacteristics). The Troglodon deigns to serve as a mount for the tiny O racle and, once bound into service, the loathsom e beast will never abandon its master. prim ordial liquids of C haqua's spaw ning pools, as was custom, b u t instead foul, m alform ed creatures that crawled forth to mercifully die w ithin a few hours. N o new Slann have been spawned since the departure of their creators; all the Slann alive today are those self-same ones. H e has fought in naval batdes, and bears scars from the fangs of sea m onsters that fought alongside the D a rk Elves. The E ngine of the G ods has mysterious powers that can protect nearby L izardm en or send rays to smite their foes. SPECIAL RULES (K roq-G ar): C old -b lood ed, Predatory Fighter, Scaly Skin (4 + ). The First City was saved. Enormous rocks plummeted downwards to crash into the ranks of the invaders. Yet Oxyotl has gathered others of his recently spawned kind and resum ed the hunt, m ustering his strength against the return of the hated foe. T hings may have gone ill for Tehenhauin, yet the Skink Priest backed his chittering oratory with bold acts - leading arm ies of followers to victory after victory over the Skaven that were then ram paging across L ustria. T hey began to make bloody sacrifices to attract the attention of their missing gods. A serpent strikes quickly and so too did Tehenhauin, focussing his arm y's venom ous energy on the enemy's weak points. As with the Skink Priests, Slann M ag ePriests can see the w orld through the eyes of a Skink Oracle and can cast spells thro u g h them. A lthough their realm is now partly in ruins and overgrown, they seek once more to rise up and reclaim their rightful place as the inheritors of the world. Text is available under the CC BY-SA 4.0 license; additional terms may apply. Yet K ro q -G ar's arm y was not alone. T hey are aided by their large, pro tru d in g eyes which give them the m eans to focus on two different things independently, and to achieve all around sight without m oving their heads —a vital ability for a creature that stands completely still in order to blend in with its environm ent. It is not subject to the universal laws held in such high regard by the Slann, for it orbits according to no fathomable pattern —a source of unending consternation to the Slann and Skink Priests who still look to the stars to read the future. 2521 B l i n « Explorer Marco Colombo voyages to web flickers, the Great Warding pulses M any Savage Ore and Forest Goblin Chaosforces attack key sites of the Lustria and records his travels. For the Ripperdactyl, where there is movem ent, there is prey, for anything that moves is a viable target. There, so many cow ering Skaven were captured that their long columns took days to pass as the Lizardm en herded them deeper into the jungle. When there is prey, for anything that moves is a viable target. are a formidable adversary with their savagery squared —a deadly reptilian w arrior m ounted atop a fearsome cold-blooded hunter. THE DEFENCE O FITZA O f all that long war, no battle was more fiercely fought than the one am ongst the streets o f Itza. MMtttfT bs' t t t v - rm T i k t a q 't o 6 4 5 4 3 2 6 3 7 Z w u p (T e r r a d o n ) 2 3 0 4 3 2 2 1 3 TR O O P TYPE: M onstrous Cavalry (Special C haracter). 100 points BATTLE STANDARD BEARER Magic or one of the eight Lores of Batde Magic in the Warhammer rulebook. For they are the rightful inheritors of the w orld and it is their sacred, if inscrutable, duty to restore order across the planet. H e rode upon a Stegadon so large that the jung le parted in its wake. SPEC IA L RULES: C old-blooded, Guardians (see page 35), Predatory Fighter, Scaly Skin (5 + ). The egg is given to Lord A bridge of magical energy is summoned 2502 Slagm ire Destroyed Mazdamundi who declares that its and a Lizardmen army from Itza I t isforeseen that a device being built hatching may be o f great import. T his was know n as the Prophecy o f Sotek, and it predicted a cataclysmic invasion o f L ustria by tw o-legged verm in. In such cases, the predators resort to their base instincts —roaring to the heavens, clawing the gro u n d in a display o f fury, o r snapping mindlessly about them in a fit o f deadly pique. While much has been lost over the long ages o f warfare against the many foes o f order, the Lizardmen still fight on - unleashing their cold-blooded sacagery upon any who would stand in the way o f their sacred mission. Arcane Unforging is a 1. It was here that Lord Blotlbova, a Slann Mage-Priest of the First Generation, came to a bitter end. Wizards who know two or more spells from the Lore of High Magic can instead swap any two H igh Magic can predators that dare challenge them. THE FORCES OF LUSTRIA The Lizardmen are an ancient race and had proven themselves victorious on battlefields long before the fledgling races such as Elves, Dwarfs or Men could stand upright on their feet. C hakax counts his arm o u r save as being one point h igher th an norm al. For upon the world, the O ld O nes had encountered many primitive creatures, including those that would one day be transform ed into the first Elves, D w arfs and M en . THE PRIMORDIAL JUNGLES A t least four-fifths of L u stria is covered in ju n g le so thick that its m any levels of canopy block out the sky. N ote that the H o rn of Kygor has no effect on riders, ju s t their mounts. N o t all o f his followers listened, however, and one reckless band probed the thick jungle, stum bling across a site o f great riches that was guard ed by the L izardm en. L e d by their loathsome god, they were com ing to L ustria; indeed, many o f their agents were already in place. A t the Battle o f Bloodpools, it was G or-R ok w ho slew the Savage O re W arboss and his W yvern, puttin g flight to the greenskins. However, there are a num ber o f commonly recurring 'arm y special rules' o r new weapon types that apply to several L izardm en units, and those are detailed here. T h e largest threat to a Bastiladon comes not from the prow ling gargantuan carnivores, b u t rather the quicksand and boggy m u d that can be found th roughout the steamy jungles. Strange devices left by the O ld O nes were unleashed, artefacts o f power that m elted away the opposition by the thousands. It was H exoatl's M aster o f Skies, a Skink C h ief nam ed T iktaq'to, w ho first sighted the invaders. The rat-kin have grown to particularly loathe ....57 T iqtaq't o .... the standard, for its appearance has heralded the doom of so many of their kind. These are Skinks who have been marked for greatness. 56 Tetto'e ko .... ..58 O x y o d . .59 T h e L

.. U pon need, the eldritch and inexplicable artefact known as a Solar E ngine is taken from its secure cham ber deep within the confines of a pyram id-tem ple and m anoeuvred onto a Bastiladon's carapace. L e d by an infam ous .60 D isciplines o f the O ld O n e s ..... N orscan adventurer, L osteriksson, N orthm en crossed the seas and ransacked an overgrown ru in they found near L u stria's coast. To such a vicious creature, Skinks are little more than a meal to be snatched up, snipped in two by a razor-sharp beak and then gulped down. Yet the site was reserved for Mage-Priests - an unquestionable decree for which the Lizardmen sentinels dedicated their lives. When massed together in a fighting cohort, the Skinks can bulk out a Lizard men battle line. 43 Stegadons... .44 Written by: Jerem y Vetock S U M M A R Y ..... W h en an enemy spell has been cast, a W izard with the C ube o f D arkness can use it instead o f attem pting to dispel the spell using dispel dice. Even as the D ark Elves hauled their plunder through the Black Way, the M agePriest Tepec-Inzi o f Itza was startled awake, roused from a decades-long trance. A m ongst the sacred plaques o f C haqua there existed a passage not found in the inscriptions of any other temple-city. In addition, enemy units suffer an additional -1 To H it penalty when shooting T ik tag 'to and his unit. In places, the trees soar many hundreds of feet in the air and are older than the race of M an . In addition, if Krog G ar is m ounted, the Revered Spear of Tlanxla grants K rog-G ar + 1 Strength in a turn in which he charges. It was Tetto'eko and his precognitive skills that defeated the Skaven forces that m assed once again at O uetza. It is difficult to catch and train a Salamander, b u t Skinks know n as H andlers m anage to do so. All those spawned together bear the same colouration and m arkings as their brethren. Roll a D 3 at the start o f each enemy M agic phase; the Slann M age-P riest has the M agic Resistance (x) special rule until the end of that phase, where x is the result of the D 3. It was like a Stegadon tail swatting away a bloodwasp. F or their size and simple grandeur, they have never been equalled by the constructions of any younger race. Strange stirrings not sensed for millennia disturbed the m editations of the M age-Priests, echoes from the distant past reverberating from the m ind of one Slann to another. 2 2 0 points • May be upgraded to have Loping Stride... .15 points • May be upgraded to have None amongst these, however, are asfam ous as the sacred Jaguar Standard. L osteriksson only discovered w hat had happened w hen an arm y of L izardm en em erged out o f the jungle, encircling the settlement. M o st that set foot upon its golden coastlines died a gruesom e Bloodroa death before travelling far into the jungle. Shorn o f their m aster's wisdom, the Skinks were forced to deal with the H ig h Elves as best they could. I f the artillery dice result is a misfire, no shots are fired and D 3 Skink H and lers are rem oved as the R azordon eats them! Range Strength 18" 4 O uick to Fire BASTILADONS Known to the Skinks as the Bastiladon, this hulking quadruped is perhaps the m ost heavily arm oured beast in L ustria. In their travels across the endless expanse of the universe, one planet caught their eye, for they saw in it a unique and boundless potential. Visibility is lim ited and the air is thick, often w reathed in drifting mists. I f the u n it's front rank is ever reduced so that its width is less than the w idth o f the second rank, a Kroxigor m ust immediately move to the front rank (displacing rank and file models if necessary). All o f the other M age-P riests were in trances and w ould not awake for days. r SALAMANDER HUNTING PACKS Salam anders are giant, predatory creatures that stalk the swamplands and estuaries of L u stria's jungles. And so it has been — for the G reat W hite L izard, as G or-R ok is also known, has fought trium phs. Telepathic Confabulation: At the start of each friendly M agic phase, before dice are rolled to determ ine the strength of the W inds of M agic, you may pick two friendly W izards with this special rule anywhere on the battlefield and they may exchange a single spell with each other. 20 points - C arnosaur. 2 2 0 points • May be upgraded to have with devastating effect to those beneath. LORD MAZDAMUNDI Lord of the Solar-C ity L o rd M azdam undi is the oldest and m ost powerful o f the living Slann M age-Loping S trid e Priests. At the end of the opponent's M agic phase, the Slann M ag ePriest can store a single unused dispel dice rem aining in your pool. 10 points • May be upgraded to have Sharpened H or n s ..... In the ages since then, m any other Slann have died violendy —irreplaceable losses that are greatly lam ented. U p o n locating its target, the Troglodon springs and bites, savaging its quarry with jaw s full o f hollow teeth able to pum p forth noxious venom. O ver the aeons, the L izardm en have developed or learned to harness m any o f these reptilian creatures, using them both as beasts o f burden and as devastating shock troops in war. A coldblooded purpose appears in his reptilian eyes as he accepts orders from a Skink Priest, or telepathically, from a Slann M age-Priest. THE EGG OF Q U A N G O Enchanted Item PLAQUE OF D O M IN IO N 25 points Arcane Item The Lizardm en p rize the ancient knowledge of the O ld Ones above all else. In the danger-filled lands of the lost continent there are a few beasts larger in size than the Carnosaur, b u t none o f them are as aggressive or so dom inant a predator. So H u a tl, Tlanxla, and X hotl fell in quick succession. In battle, they wield heavy clubs spiked with jag g ed stone or metal. awakening once more, but the eruptions o f the Lizardmen force ensures that the Sotek and his army into the Skaven epic battle is fought there and the Chaos prove to be an influx of Chaos. Prim eval Roar. A part from these exceptions, a model with this special rule is treated as a m onster in all respects, as described in the Warhammer rulebook. The passage of time flows strangely within the Realm of Chaos. Gor-Rok word to the survivors, the Lizardmen eventual defeat of the Skaven and the defeats a plague army at Itza, a massed march back across their magical bridge. .4 points per pack jT R O G L O D O N Troglodon Skink Oracle R ider U n it Size: 1 Troglodon and 1 Skink Oracle Rider E quipm ent (Skink O racle Rider only) • Beast Rider • Cold-blooded • Large Target • Poisoned Attacks (Troglodon only) T W 5 5 - - I 2 4 Predatory Fighter (Troglodon only) Primeval Roar Scaly Skin (4 + ) Spit Venom (Troglodon only) Terror A 3 1 Ld Troop Type M on ster Options: • The Skink Oracle Rider may take a Divining Rod...... I f this m odel is alive at the end of any friendly M agic phase, roll a num ber of D 6 equal to the difference between the Slann M age-P riest's starting num ber of W ounds and its current num ber of W ounds. Yet a new era was underway, and the younger races were increasingly draw n to the L izardm en's lands, covetous of their wonders and w ishing to see for themselves if the rum ours of cities of gold were true. It is the era was underway, and the younger races were increasingly draw n to the L izardm en's lands, covetous of their wonders and w ishing to see for themselves if the rum ours of cities of gold were true. It is the era was underway, and the younger races were increasingly draw n to the L izardm en's lands, covetous of their wonders and w ishing to see for themselves if the rum ours of cities of gold were true. It is the era was underway, and the younger races were increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the L izardm en's lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the increasingly draw n to the lands, covetous of the lands, covetous of the lands, covetous of the lands, covetous of the lands, Hexoatl. T here, the magical barriers of the M age-P riests saved them for a time, but eventually collapsed. T his volum e is the definitive guide to the L izardm en, the cold-blooded defenders of the D ark G ods were checked as the L izardm en exacted a trem endous toll. The D a rk Elves were arriving in L u stria in larger forces since their discovery of the Black Way, an un derground netw ork of subterranean rivers and seas that stretched all the way from the cold lands of N aggaroth. With calm precision, Tenehuac allowed the lead elements of the enemy force to pass his position, even though they were headed directly towards that sacred place. Additionally, while he has the troop type infantry, he is never considered to be a 'm odel on foot' for the purposes of spells, magic items and special rules. Yet one feature dom inates all others. From there, they join Skink patrols and stalk rogue beasts when they inadvertendy enter sacred grounds. 20
points • You may upgrade any units of Skink Cohorts, Skink Skirmishers, Terradon Riders in your army so that the Skinks (not their mounts or any Kroxigor) have the Hatred (Skaven) special rule (see page 56) ... .. T h e w orld was changing again. All o f L u stria was soon plunged into an age of war, pestilence and bloodshed. As befits G or-R ok's sacred status, he has been gifted with the finest arm am ents of L ustria. As the last of the Temple G u ard was cut down, L ord Kroak spouted forth spells that were the preserve of gods, raining fire from the heavens to vaporise the foe. The O ld O nes decreed that this w orld w ould have a central place in their unknow able plans and stellar gates at either pole were created to allow easy access to this hopeful new colony. 930 Dead Tide A shambling horde of Zombies emerges Lizardmen are left to defend against what to do about the younger races. The Plaque of Sotek grants Tehenhauin a J + w ard save. Th eir shortened forelimbs and sharp claws are ideal for locking hold of prey, allowing the C arnosaurs to better line up its m ost destructive attack; C arnosaurs have massive jaws, their gaping m ouths filled with dagger-like death. It was their ceaseless industry that restored the temple-cities, rebuilding everything for w hich they had architectural plans. A LEGACY IN RUINS PLACES OF POWER T h e majority of the temple-cities of L ustria are now in ruins, choked and overgrown by the jungle, although not necessarily deserted. W hen L o rd Z hul's Skink attendants considered his latest words, it was observed that he m ade contrary pronouncem ents only when his palanguin was positioned to face the rising of the northern constellation at the zenith day of each m onth. In potent cohorts, they rain poisoned darts and javelins upon their foes, proving a useful com plem ent to the Saurus. KROXIGOR Kroxigor are giant crocodilian relatives of the Saurus. To gird him for battle, Skink attendants tend to his every need at the apex of Itz a 's tallest pyram id while G or-R ok rem ains motionless. I f the giant bow rolls a 6 To H it, only the first m odel hit is w ounded automatically. T h e Skinks were the technicians and the overseers; it was their role to direct the beasts of burden to haul and heft the heavy loads. A N CIENT ST EG A D O N S T h e eldest Stegadons have grow n yet thicker hides and they are the strongest of their kind. A m ercenary th ro n g of D a rk Elves from N aggaroth led them , acting as scouts for the hordes from within. T h eir role is to become the personal attendants of the m ighty Slann M age-Priests, and act as the prophets of the L izardm en. B eam of C hotec: This blinding beam can m eltflesh and even cause combustible creatures to burst into towers of flam e w ith a loud whoosh; fo r Lizardm en, this manner, the L izardm en built fabulous structures that rose high above the steam ing jungles. In the tem ple-city o f X lanhuapec, it is Chakax who bears the title and responsibility o f E ternity W arden. An alone o f all the Lizardmen are able to ill omen is recorded in the alignment o f approach and ride upon the dreaded -c.4450 D eath of Lord Kroak the stars, although its true meaning is and ill-tempered Troglodons. The enemy unit immediately suffers 2D 6 Strength 5 hits. O nly an epic stand by L o rd K roak's arm y of Temple G uard prevented the D aem ons from overrunning the G reat Pyram id. All o f its 912 Demise of Lord Z h u l away, and temples have crumbled into ruin. MUUUW j L o r d K roak M 4 WS B S 1 1 3 S T W I 5 6 1 1 9 A Ld Cast on 10+ The very last incantation that left L ord Kroak at the moment of his passing was the Deliverance of Itza. This coincides with the Old Ones. R esilient: I f G or-R ok suffers an unsaved W ound from an attack that has the Killing Blow, H eroic Killing Blow or M ultip le W ounds special rule, roll a D 6; on a 2 + he only suffers 1 W ound, regardless o f how many W ounds would normally be caused. Dutifully, the Saurus shifted from their m arching colum ns into fighting ranks and none too soon. L ast, but not least, the Cham eleon Skinks' eyes have a telescopic ability, enabling them to zoom their focus upon a target. W hile the waters surrounding L ustria are perilous, the whole of the enorm ous continent is one of the m ost hostile regions in the entire world. O v er the ages, some of their fiery tem per has cooled and, as they often outlive their Skink crews, they gradually become more accepting of new handlers. Furtherm ore, if every model in a unit has the Aquatic special rule, and the majority of the unit is within M arsh land or a River, enemies shooting at that unit suffer an additional -1 To H it penalty. The W iz a r d c a n c h o o s e t o c a s t a m o r e p o w e r f u l v e r s io n o f th is r a n q e o f 2 4". The Key to the E tern ity Chamber: The Key to the E tern ity Chamber is in la id with intricate w ards th a t slow the passage of tim e, allow ing the bearer to fight at the same speed as his opponent and to dodge blows with ease. Reptilian titans of an elder age clashed with the monstrosities of the north. N ow called the City of Echoes, the L izardm en have since vacated X and the city of Echoes are speed as his opponent and to dodge blows with ease. Reptilian titans of an elder age clashed with the monstrosities of the north. hen the D aem ons return in force yet again. Always ravenous, C old O ne packs can eventually b ring down m uch larger creatures, ripping them apart and devouring them in a savage flurry that splatters a glistening trail across the jungle. The cagey Skink C h ief also has a keen sense of when to strike and has been know n to lead his patrol to victory against forces many times the size of his own — such as when he broke the Blue Viper Savage O re tribe by having his T erradon snatch up the greenskin W arboss. 35 T e h e n h a u in ..... Skink Brave Skinks have blue skin that can vary in shade. Skink scribes record that Lord Xltep Xahutec is abandonedfor the final time is plaqued by memory loss; a fog has The temple-cities. It matters not the price, I will not return to those forsaken jungles again.' From the logbook o f Vincenzo Corenzo, H Mercenary Capitano out of Tilea p 4 III T | M assive arm oured brutes, such as Stegadons and Bastiladons, use their bulk to clear pathways and crude roads, ploughing over full-grown trees as if they were reeds. T hey often serve as w ar m ounts for Skink Priests of great im portance, and are used to anchor a batde line. E very single Slann was conveyed to Itza, w here they gathered in solemn convocation. A gain and again, the outnum bered L izardm en staved o ff defeat with timely counter-attacks, each tim e m ustering the ideal retaliation. Now that ! have seen Lustria with my own eyes I believe the tales are true - both o f the denizens o f that cursed land. So many key nodes are lost penetrate to the outer quarters. H O W TH IS BO O K W O R K S Warhammer: Lizardmen contains the following sections: • C hildren o f the Old O nes. A s the bony plates that cooer their thick hides age, they become much harder as well as lighter in colour. In L izardm en society, the Slann M age-P riests choose the overall strategy and the Skinks direct its daily execution. 10 points The entire unit may take . In addition, models w ith this special rule can march, claim ran k bonus and be steadfast even when in M arshland or a River. H e has been known to m aintain his vigil for m any centuries at a time. A cycle of the moon passed before a patrol found them and escorted the unconscious Slann back to the City of M ists, the faithful E ternity W arden keeping pace every step of the way. 2 points • May be mounted on one of the following: - Terradon... ..35 points - Ripperdactyl.. E LOST W A A A G H ! Warboss Grak Beastbasha o f the Red Snakes tribe was once visited by a vision from Gork (or possibly M ork) that inspired him to lead a horde o f more than five thousand sun-crazed Savage Ores in a march through the jungle to claim the ruins o f the temple-city o fltza Chiguita. Everything close to the epicentre was evaporated, and even distant buildings were toppled to ruin. It first slinks w ithin range by crouching low and advancing through the high rushes, or by subm erging Itself in the water so that only its eyes and nostrils poke above the floating algae of the foetid marshes. Instead, they arm for close combat, donning ceremonial helmets and carrying shields and long spears. The Slann Mage-Priests and accelerated growth. Itza was under the protection of L o rd Kroak, first of all Slann spawned upon the w orld and the m ightiest of mages. 'Set even in its death throes, the great D aem on directed its last energies into an arcane blast aim ed at L o rd Tenuchli. T h ey are perfectly designed killing machines, their martial provess fu rther enhanced by battle experience. It was none other than the g reat L o rd M azd am u n d i, H ig h Slann M age-P riest o f H exoatl, that sum m oned K rog-G ar to his temple-city, choosing him to lead the great Saurus armies that rem ained. destruction o f their rocket invention. Casualties are always taken from the rearm ost rank of the appropriate m odel type. W henever you are required to w ork out the mixed unit was filled with Skinks. W h e n deploying or reform ing a m ixed unit, the w idth of the u n it's front rank cannot be less than that of its second rank. A fter thousands of years of struggle, his consciousness was now unclouded by disorder. TROGLODONS T h eir clam my presence revealed by ominous hissing, the great beasts know n as Pale D eath, or Troglodons, are am ongst L u stria's deadliest hunters. H e has slain foes as far away as the Chaos W astes and tested the strength of his shield against O g re charges and the might of G reater D aem ons. 48 C arnosaurs..... ...50 K ro q -G ar..... .51 L o rd K ro a k ...... . GROWING DISORDER T he increased watchfulness of the L izardm en proved wise, as
the M age-Priests detected a subtle ripple in the G uardians special rule automatically passes any 'L o o k O u t Sir!' rolls he is entided to make. MAGIC ITEMS: The G old en B low pipe o f P 'T oohee: W ith ju st the lightest exhalation, this golden instrument o f death blastsfo rth a h ail o f murderous darts. From its back, their war leader, the Saurus Oldblood A i-H o tl, drove his spear through the bodies o f the foe. W ith the depletion o f so m any sacred sites, for a tim e all balance was lost and the M age-P riests were blind to w hat was about to occur. M agic W eapon. G or-R ok counts his arm our save as being two points higher than norm al, instead o f the usual one point that a shield w ould normally grant. The true power o f Chaos swarm over .. T hey are also used for devastating shock attacks in times of war, and to add serious fighting heft to far-ranging gro u n d patrols. T hey seem to w rithe straight u p from the depths below, w riggling to do the Skink's bidding. × Xhotl. 2 points \* May take light armour... This article was just edited, click to reload This article has been deleted on Wikipedia (Why?) Back to homepage Please click Add in the dialog Please click Add in the dialog above Please click Add in the dialog Add in the dialog Please click Add in the dialog Add in the dialog Please click Add in the dialog first download in the list, then click Install on Firefox Please help us solve this error, what browser you're using, and whether you have any special extensions/add-ons installed. Daemon legions march out of Xahutec The Slann Mage-Priest Tecciztec of once more. Mfuwr s T W I A I S a u r u s W a r r io r M 4 w s BS 3 0 4 4 1 1 2 Ld 8 I Spaw n L eader 4 3 0 4 4 1 1 2 Ld 8 I Spaw n L eader 4 3 0 4 4 1 1 3 8 TR O O P TYPE: Infantry. Even as the warmbloods turned to face this new threat rising from the swamp, larger forms burst from the murky waters. JUNGLE SWARMS m 3.if \* \*v^rrv'wTTu T he ruins, deserts and prim ordial jungles o fL u stria crawl w ith all m anner o f life forms, m ost o f w hich have never been seen outside o f their hom e continent. It takes great quantities o f food to sustain such behemoths, and they grow so large and heavy that their footsteps have been known to split stone. The Mage-TH E GREAT CATA STRO PHE descended upon his once-clear thoughts. The name by which the unit or character is identified. This is exactly how the Skinks have come to trap Bastiladons —using all their wits to subjugate and then train the beasts. N one but those present know w hat tru this were revealed, but in the council's wake, the M age-P riests declared it was fitting that Sotek be venerated and that pyram id-tem ples be built in his honour. If h e d o e s s o , t h e c a s t o f t h e c a s t e r 's n e x t M a g i c p h a s e to 1 6 + . T h e giant bow can be fired if the Stegadon moves (b u t not if it marches). Lord Huaxhini's eyes blazed with magicalfury as he once more remembered his Great Purpose. If t h e t a r g e t is a n e n e m y u n i t, D ra in M agic is a hex s p e ll, w e r e t h e R e m a in in g M o v e s s u b - p h a s e. M ost spawnings are predicted on sacredplaques, while others occur without warning - events treated as holy portents o f great significance. E ven heavily arm oured foes are not safe, as the Chameleon Skinks can aim at the m ore vulnerable joints or thread a shot straight through a miniscule vision slit. The Saurus have dewclaws that are perfect for gripping the thickscaled hides of their reptilian steed, leaving them free to carry both spears and shields. Only a handful of the E ng in es exist, and they are hidden away in temple vaults and only rarely b rought forth. T h e greatest o f their num ber was Tehenhauin, w ho recovered the plaques relating to Sotek and carried them at the head o f a great colum n o f survivors leaving C haqua. Their main troops, large bipedal man-lizards, are seemingly immune to pain, fighting on long after foes with any sense would have fled. Since those days, the L izardm en have continued to scour the w orld in order to recover more such artefacts. I f successfully cast, roll a D 6 and consult the table below to determ ine the S trength and num ber o f hits (as well as any other effects) caused by this spell. 4 points • May take light 2. The eldritch machineries of the gates crashed down upon the world in a burning hail of star-metal. 10points • May upgrade one Cold One Rider to a standard bearer..... ..... SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin ( 5 + ) . A num ber o f these intrusions were lone raids, o f little concern to the Slann. SPECIAL RULES: Cold-blooded, Fear, Flying Cavalry, Forest Strider, Scaly Skin (6 + ). For brief moments the Slann Mage-Priest's vision cleared and he remembered he was searching - seeking for something, although exactly what he sought was no longer clear. THE TEMPLE-CITIES U p on entering the dark beneath the canopies of L ustria, it is impossible to see more than a few dozen yards ahead, much less view more distant features. In scant m om ents, only L o rd Tenuchli rem ained, with Chakax immobile by his side. TEMPLE GUARD T h e Temple G u ard are a revered and uncom m on spaw ning of Saurus, G or-R ok is a fighting machine — a creature wholly purposed for war and the slaughtering of enemies. The targetgains the Etherealspecialrule D rain M agic can be caston any unit (friendorfoe) and has a rangeuntil the end of the phase and can immediately moveup to 10" a s i f it augment s p e l l. Hunting Pack: A u n it with this special rule consists o f a num ber o f m onstrous beasts and infantry handlers. The Slann not prophesied on any plaques. Jagged spikes o f metal or cruelly shaped pieces o f jade are added to ensure the heavy, blunt weapons can punch through armour and cause maximum damage to flesh. FIERY C O N V O C A T IO N H a n d o f Glory is a n augment s p e ll w it h a r a n g e o f 18". I f the Troglodon is rem oved along w ith it. Because o f their massive frames, the Kroxigor can easily reach over any intervening Skinks, allowing the reptilian giants to pulp more than th eir shared over any intervening skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is rem oved as a casualty, then the Skink or acle R ider is rem over any intervening skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is rem over any intervening skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is rem over any intervening skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is rem over any intervening skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty, then the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skink or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skinks or acle R ider is removed as a casualty skinks, allowing the reptilian giants to pulp more than the skinks or acle R ider is removed as a casualty skinks, allowing the removed as a casualty skinks, allowing the skinks or acle R ider is removed as a casualt of any foe. N o m atter to the Temple G u ard if the W inds of M ag ic blow so strongly that prismatic arcs of energy flash through the air, or if the w arm ing rays of a solar engine bask the area in its intense heat - they are beyond distraction. 37 R E P T IL IA N G L O R Y ..... Though Kygor's kingly status ended in a ritual sacrifice, the deep bass note that now emits from his magical, gold-banded warhorn is an echo of his own battle cry. The ir orderly m inds are constantly at w ork —deciphering complex problem s and w andering the cosmos. A rcane Item . of the G ods on the battlefield at the start of your M agic phase, select one of the eight L ores of Battle M agic from the W arhammer rulebook. 4 points per model SPECIAL UNITS J 50 points per model k r o x ig o r M W SBSS 6 3 0 5 6 3 0 5 6 3 0 5 6 3 0 5 6 3 0 5 2 Kroxigor Kroxigor A ncient U n it Size: 3 + Equipm ent: • Great weapon S pecial Rules: • Aquatic • Cold-blooded • Fear • Predatory Fighter • Scaly Skin (4 + ) T W I A 4 3 1 3 4 3 1 4 Ld 7 7 Troop Type M onstrous Infantry Options: • May upgrade one Kroxigor to a Kroxigor Ancient. D istressing signs began to manifest outside the gateways at the planet's poles. 1 point per model (excluding Kroxigor) 300 points SL A N N MAGE-PRIEST M W S BS S T W I A 4 2 3 3 4 5 2 1 Slann M age-P riest Ld 9 T roop Type Infantry (C haracter Options: • May take up to four Disciplines of the Old Ones up to a total of. However, they do know how to activate them —when the glyphs are touched in the right order, the device th ru m s with arcane energies. T his can take the Ju n g le Swarm unit beyond its starting size. T h o u g h Skinks found training Terradons relatively easy, turning R ipperdactyls into sky m ounts proved far m ore difficult. A fter smiting its foes, it flies off, taking no fu rth er p a rt in the battle. M any troops have special rules that are fully described earlier in this book or in the W arham m er rulebook. N o t a single Dark E lf suro 'med and the ship's massive hull remains, sticking out o f the mudbanks, as a skeletal reminder of the fate of those
who dare enter Lustria. AQUATIC M odels with this special rule have the M arsh lan d Strider and R iver Strider and R iver Strider and R iver Strider special rules. THE HARROWING SCRUTINY W h en rolling on the M arsh lan d Strider and R iver Strider special rules. um of 12), instead of accepting the original result. At the end of their ritual, the barbarians had been slain by the forces released, yet the pawns had played their part. The final battle was fought upon the vitrified shores of Fum ing Serpent Island. ARMY SPECIAL RULES This section of the book describes all the different units used in a L izardm ong with the rules necessary to use them in your games of W arhammer. Before its discovery, only the name of the creature was known and its existence was mere legend. The O ld O nes themselves w ould come and go, their star-sailing ships landing in the wide plazas. At the height of the Siege of Q uetza, Tehenhauin led his disciples into the su rrounding jungle. A m ongst the eldest structures in the world, the temple-cities were raised d u rin g the age o f the O ld O nes. 10 points RARE UNITS J a NC IEN T ST E G A D O N 3 A ncient Stegadon Skink C rew U n it Size: 1 Ancient Stegadon Skink C rew U n it Size: 1 Ancient Stegadon and 5 Skink Crew E quipm ent (Skink C rew): • H and weapons • Lustrian javelins • Giant blowpipes 230 points M W S BS S T W I A 6 3 0 6 6 5 1 3 - 2 3 3 - 4 1 Special Rules: • Cold-blooded • Howdah Crew • Immune to Psychology • Impact H its (D6 + 1) • Large Target • Scaly Skin (3 + ) • Stubborn • Terror Ld 6 Troop Type M o n ster Options: • May be upgraded to have Unstoppable Stam pede...... W ith his sharp eyes, no patrol leader has picked o ut as many intruders or spotted as many ram paging beasts as T iktaq'to. The Cult o f to fall. In the jungle, you are always being stalked - know ing by what can mean the difference between life and death. A nd w hat a batde it was - K roqG ar and Vashnaar were locked in combat, each the equal o f the other. A great am ount of the plant life of L ustria is carnivorous - grasping creeper vines, blood-hungry spore clouds and im paling spikethorns all seek the unwary. I f Tetto'eko successfully casts the spell Comet of Casandora (see L o re of H eavens), you may re-roll the dice at the start of each M agic phase to see if the com et arrives. A dozen Bloodthirsters, protected by the favour of their dark god, fought through the deluge of spells and reached the top of the pyram id. H e was still recovering from the battle of X u h u a L ake, and had yet to fully regain his previous vigour. In central L u stria are a series of vast symbols carved into the grou n d and mystically kept free of encroachm ent by the sprawling jungle. The tem ple-city is the destination for those Slann M age-Priests who specialise as astromancers and prognosticators; their observations of future events. All models in these units that have the Predatory Fighter special rule gain an additional A ttack on any successful To H it roll o f a 5 or 6 (instead o f ju s t a 6) until the end o f the phase. B ut in this new age, the Slann soon discovered th at even their best-constructed designs now seemed error-prone and displeasingly flawed. There is nothing more satisfying than the spectacle o f a fully paintedWarhammer army, and the Lizardmen offer a striking and distinct example, not to mention enormous, flesh-eating monsters! Rising above the serried ranks of the Skink cohorts and Saurus legions are all manner of unique flying reptiles and towering titans. The fierce tribal men carried with them their warlike gods - erecting crude idols and perform ing barbaric ceremonies in their honour. Saurus are brutish yet disciplined creatures. In close combat, enemy models attacking the m odel compare their W eapon Skill to the Troglodon's g em en t o f the O ld O nes b urned in the Slann's eyes, and at his comm and, the earth was rent, a gap that swallowed h alf o f the Chaos host before the true batde began. THE PROPHECY C O M ES TRUE It was not until a virulent pestilence arrived in C haqua that the Prophecy o f Sotek was bro u g h t forth from long neglect and scrutinised in detail. blockade around the cursed ruin, but that was advancing to invade Lustria. CORE UNITS SA UR US WARRIORS Is "J Saurus W arrior Spawn L eader U n it Size: 10 + Equipm ent: • H and weapon • Shield 11 points per model M W S BS S T W I A 4 3 0 4 4 1 1 2 4 3 0 4 4 1 1 Ld 8 8 Troop Type Infantry Infantry Options: • May upgrade one Saurus Warrior to a Spawn L e a d e r......10 points • May upgrade one Saurus Warrior to a musician..... ... From the gro u n d it is impossible to discern their shape o r pattern, for they are complex patterns intended to be seen from above by the enigm atic O ld O nes, in the hope that they will guide their ships to a safe return and reunite them with their longorphaned children. I f this spell is lost, forgotten, swapped o r stole it will im mediately forget it. Furtherm ore, all D a rk E lf raids into L ustria from that time onwards were to be m et in force, and Skink patrols were assigned to scout deep into the Black Way. Steadily, the L izardm en forced their foe back against the cruel breakers of the underground sea. All hits upon the m odel are resolved using the m onster's Toughness, W ounds, and save. D u rin g times o f war, units of Kroxigor are used as shock troops to batter enemy battle lines. The remaining temples of Itzl are always distant structures deep in the jungles of Lustria. The poison is so virulent that it can even boil the foul blood in a D aem on's veins. W ith each M ag e-P riest lost, the Saurus and Skinks further insulate those that rem ain, protecting them with their very lives. begin to re-order the world. It takes m uch strength and skill to keep such a wilful beast u n d er control, yet even that semblance o f m astery is shed in the heat o f battle as soon as the C arnosaur tastes blood. S pecial R ules. Screeching Skaven hordes threw themselves upon the tem ple-cites, while Skink war-parties scoured the jungle, seeking out entrances to the ratm en's un d erg ro u n d lairs. A Slann Mage-Priest, however, may have a magic standard (with no points limit) as well as having his normal access of up to 100 points of magic items. In the flash o f light, other Skink bands could be seen slinking amidst the massive ferns, stopping only to send enfilading clouds o f poisoned darts into i the barbarians. The crew use their own Ballistic Skill w hen m aking shooting attacks. Tehenhauin, the P rophet o f Sotek, was sum m oned to speak before the Slann, although by their orders his w ords were not recorded. Stegadon's howdah. The N orse, however, led by the returning Losteriksson, succeeded in establishing a settlem ent on the isthm us —a colony nam ed Skeggi. Skink artisans often reinforce or decorate the stone armaments with bands of bronze or gold, sometimes inscribing upon them the glyphs of the O ld Ones. 52 L o rd M a z d a m u n d i..... .....10 points May upgrade one Saurus Warrior to a standard bearer...... C ertain C itadel products may be dangerous i f used incorrectly and G ames W orkshop does n ot recom m end them for use by children u nder the age o f 16 without adult supervision. M ost often, however, Slann converse telepathically between themselves; they can also see through the eyes o f some Skinks, such as the Priests and Oracles, and enact their will through them. F la m i n g A t ta c k s s p e c ia l r u le . Yet defence is not enough once again the Lizardmen have reawakened to their great purpose, crusading outwards once more to restore order. E ven in their deepest trances, the Slann still listen for the gnaw ing below. T h ey are hunched bipedal beasts w ith m uscular legs, b u t when C old O nes move at speed, they often use their forelimbs for balance and to achieve a m ore rapid pace. in his steam-powered ship, reaching Gar and his army drive the tentacled charge of Stegadons prevents a breakout from the ruins of Xahutec, and the The Slann Mage-Priests meet in mind- the Tarantula Coast after many battles beasts back into the sea and the Black 1944 Fke E nd of Cadavo with the monsters of the deep. 20
points • May take magic itemsup to a total of ...... T here, Clan Pestilens' leader, L o rd N urglitch, gathered his Plague L o rd s for desperate council. To their tasks they dedicate every fibre of their beings, displaying a single-m inded determ ination that will result in either the safeguarding of their charges or their assaults to the feeding frenzies of the deadly ripperfish — a hurricane of slashing claws and stabbing beaks. A vast netw ork of tunnels was revealed to Tetto'eko; far beneath the surface of the earth, it stretched across the world, and each passage was choked with malevolent verm in kind. Unleashing Kroq-Gar to contain the threat, many Slann work to close the magical breach once more. M any M age-P riests spent the following millennia attending exclusively to this task alone. (s h o o t in g a tta c k s th a t d o n o t u s e B a llis tic S k ill m u s t r o ll 4 + o n a D 6 b e for e fir in g, or t h e s h o t (s) a re lo s t). The Saurus m et the daemonic tide, able to m atch their ferocity and return it in kind, b u t the m ight o f the L izardm en did n o t rest solely with its armies. A t the D aw n of Creation, L o rd M azdam undi was instructed by none other than L o rd Kroak himself. I f he does so, roll a D 6; on the roll o f a 2 + the spell is resolved as norm al. O f that time o f eternal tw ilight there is little knowledge, although buried ruins and descendant creatures still remain. U SIN G THE ARMY LIST U N IT CATEGORIES T h e arm y list is used alongside the 'C hoosing TJour A rm y' section o f the Warhammer rulebook to pick a force ready for battle. O n the fourth day, with his enemy seething with rage and seeking an opportunity to swat the irritating nuisance, T iktaq'to lured m any tribes o f barbarian horsem en and N aggarothi cavalry into the Bloodleech swamp, where they were cut down by am bush. Before the designs for their newest planet could be fully set in m otion, the O ld O nes had to reshape it to better fit their needs. Many thousands o f years since the Great Catastrophe, a single speck o f scintillating energy still hovers in the air above the crater, a miniature sun that is blinding to gaze upon. T hey go to battle for reasons indecipherable to others, an ancient plan know n only to them selves. TERRADON RIDERS Terradons are large flying reptiles that have haunted the skies above L ustria since the most ancient ages of the world. T h e monster and its how dah crew have their own characteristics, but are treated as a single model. Pahuax, the City of Ash, has been abandoned and refounded no fewer than six times; through it all, the pyram ids have stood tall, a w eathered but defiant testam ent to the powers of the ancients. On a 4 + , add one base to the Jun g le Swarm unit. For the L izardm en, some unintentional good came out of the defiling of the G olden Z iggurat. The W iz a rd c an cho os et o c a st of 18". It is L u stria's first line of defence against invaders from the north. Cast on 19+ 6. Across the globe, the seas churned and the forest canopies shook, convulsing with grotesque grow th. Th us d id the Slann begin their greatest undertaking of this new age Although 876 T he Vampire Coast -951 T k e G reen M ist The flotsam o f many shipwrecks washes To execute their designs, the Old slain in battle, Lord Kroak's will is so Under cover o f a poisonous mist, the up on Lustria, including a Vampire Ones made the First Spawning o f the strong his spiritfights on — invoking a Skaven make their boldest attack yet, named Luthor Harkon. A t the G reat Confluence, m any rivers flow together and between them form the largest series o f mighty contem plation indeed. F our m ajor temple-cities currently stand intact, although this has not always been the .. At last, after trials alm ost beyond enduring, Oxyotl found a path back to L ustria. G r y m lo q (C a r n o sa u r ) M WS BS 4 7 6 0 5 5 3 3 0 7 5 5 2 S T W I A 5 5 Ld 8 5 TR O O P TYPE: Infantry (Special Character). The wearer of the Sacred Stegadon H elm counts his arm our save as being one point higher than normal. Their armies are anchored by savage warriors spawned for the sole purpose of war and augmented with titanic reptilian beasts whose tread shakes the earth. W h en fighting in a challenge, Chakax has a 5 + w ard save and his opponent gains the Always Strikes L ast special rule. G or-R ok does not know pain or fear, and in com bat he is unrelenting —always looking for another opening to attack, while never him self taking a single step backwards. In addition, if L ord K roak casts a spell with irresistible force, roll a D 6; on 2 + he does not roll on the M iscast table b u t instead suffers a Strength 6 h it and D 6 dice are im mediately lost from the pow er pool. M aster o f Skies: I f your arm y contains T ik taq 'to, one unit o f T erradon R iders can be upgraded to have the A m bushers special rule. In addition, the target suffers a -1 penalty to their W eapon Skill and Ballistic Skill (to a m inim um o f 1) until the start o f the Bastiladon's next M agic phase. U p o n the crum bling altar o f some long lost and forgotten god, Tehenhauin began the m ost potent cerem ony he had yet led. The Skink Priest was spawned when the tru e m oon obscured the cursed second m oon; this was previously seen as an ill omen, but with the com ing o f Tetto'eko it has now been pronounced as a sign o f good fortune. pwiuwr I Tr o g lo d o n i S k in k O r a c le R id e r M 7 - WS B S 3 2 S T W I A Ld 3 5 5 5 2 3 5 3 3 - 4 1 6 TR O O P TYPE: M onster. Some cities have been inexplicably abandoned, their populations m arching in long colum ns to rebuild an ancient ruin m any miles distant. 25 points • May upgrade one Temple Guard to a m usician...... L eadership o f the city's survivors fell to the Skink Priests who had, until recently, served the Slann. Each commander, from ancient Saurus Oldbloods to newly spawnedSkink Chiefs, was directed to a battlefield - some nearby, others to the far sides of the world. By their will and the might of their armies have the Dark Gods been thwarted. I f their tem ple-city is threatened or a sacred object they were tasked with g uarding is stolen, the Temple G u ard will attack their foes relentlessly, p u rsuing until the threat is over or the object returned before retu rn in g to their silent vigil. As you can seefrom the profile above, he w ill cost 11 points to include in your army. SPEC IA L RULES: C old -b lood ed , Fear, Flam m able, M age-Priest Palanquin (see page 31), U nbreakable. E ach sweep of his heavy Star-stone M ace leaves a trail of devastation in its wake. D u rin g invasions or times of war, C hameleon Skinks appear at arm y gatherings, putting themselves at the disposal of the Skink Chiefs. Above, the screeching of Terradons announced the arrival Lojineta and his aerial patrol. After long ages of battle fighting to preserve their ancient civilization, the Lizardmen now seek to conquer, fully enacting the unfinished plans of their long-lost cosmic masters. M u c h o f that great land is wilderness stalked by fearsome predators long extinct elsewhere. T hey stand sentry, silent and motionless, not even blinking their eyes. The hypnotic effect of the mask hinders foes attempting to attack him. • L izardm en Army List. Mage-Priests to wake and defend creature not seen since the time of the 2349 T k e C itadel of Dusk O ld Ones. Kroq- Lustria prepares for war. There, an army the northlands with much stolen gold, Lustria, which is transformed into a the D w a r f realm behind Tehenhauin, and placed him at the apex of the new C ult of Sotek. The Skink Priest replaces one of the Skink Crew)..... only the captain and a handful o f w arriors ever m ade it back to their ship. 2 0 points - Ancient Stegadon (see page 94 for profile. T h ey emerge from the same spaw ning pools as the Skinks, w hich may go some way to explain why the two species share another comm on affinity; like Skinks, K roxigor are very at hom e in the w ater - able to move at speed through waterways or swamps. The taller the pyram id, the more powerful the M age-Priest; the su rrounding smaller structures are for lesser priests. Yet L ustria is vast, and where the foe m ight strike was hidden from their foresight. As the b ru n t o f their num bers slowly pushed the L izardm en back, a strange portent occurred. HEXOATL ENCIRCLED W ith the sentinel stones not functioning, the Chaos armies m arched undetected into L ustria. No 100 Sotek Trium phant from the jungle but is halted by Lord the largest Daemon invasion ever other Slann speaks to Lord H ua-H ua With a climacticfinal campaign, the Xltep, fulfilling the Prophecy of known. W hatever your age, be careful when using glues, bladed equipm ent and sprays and m ake sure that you read and follow the instructions on the packaging. Both physically and mentally agile, Skinks are perfecdy adapted to ensure the sm ooth day-to-day ru n n in g o f the temple-cities as well as operating the far-ranging patrols that sweep across the vast jungle continent. I f the Slann wishes to ascend a tow ering pyram id o r retire to the solitude o f a Star Cham ber, his guardians will dutifully follow. A fter harsh skirmishes, the Skinks returned bearing Skaven captives. THE W ORLD BESIEGED In the wake o f the clouds o f magic came the daemonic legions o f the Chaos G ods. u n it 's W e a p o n S k ill, B a llis tic S k ill, I n it ia tive or M ove ment (you choose direct damage spell w it h a which) is in creased by D 3 un til the start of the caster 's next M a gi c R e mains in play. The Slann, atop their pyramid-tem ples, gathered the ram pant magical energies to fuel spells of unprecedented destruction. This mace-like protrusion can be sw ung with such devastating m om entum that it can shatter granite or pulverise m an-sized opponents, leaving only blood-splattered craters to m ark where they once stood. SPEC IA L RULES: A quatic, A rcane Vassal (see page 36),
C old-b looded, L orem aster (L ore o f H eaven s), Scaly Skin (6 + ). In addition, once per game, at the beginning of any enemy Shooting phase, L o rd M azd am u n d i can release the power of the S unburst Standard. REPTILIAN GLORY Once, the Lizardmen ruled supreme, dominating the world during an age of reptiles. N o less deadly are the ju n g le's smaller killers; everywhere, debilitating parasites lurk, awaiting their opportunity to latch onto a new host, and the hum id air buzzes with swarms of blood-sucking insects so voracious they can exsanguinate a m an before his body can collapse to the forest floor. Even in death I have seen these creatures attack, in one case a severed head continued snapping at us for three full days, and in another, the ja m, once clamped onto flesh, could not again be prised opened, but had to be cutaway from the victim - a process none could survive. Saurus W arriors blessed by Itzl have an innate aptitude for m ounted warfare. Should a foe be so foolhardy as to charge a R azordon, the spiky reptile has developed a fearsomely devastating reaction —flexing its scaly hide to blast forth a formidable volley. T H E G R EA T C O D ITZL The Lizardmen, particularly Skinks outside the temple-cities, worship the great q o d Itzl - the three-homed ruler o f cold blooded beasts. Cutfrom the plaque-ridden hide o f a Plaque Pontifex personally slain by C hiefPogenichi himself, it was crafted when the fork-tailed comet lit even the daytime sky, and many blessings of the Serpent God have been p u t upon the vile hide. Naturally, Ripperdactyls seek out such beasts, destroying any they find with extreme prejudice. H is horde is 1004 Invasion Tkw arted A t the equinox of Tlac-Ipec, Lord M azdamundi consults the plaques of THE AGE O F A W A K E N IN G Also known as the Age o f Recompense. This section presents a showcase of the fantastic Lizardmen range of Citadel miniatures painted to the highest standard by the world-famous 'Eaoy Metal team. In times of conflict, however, all defer to the Saurus, and they in turn rely on the eldest of their long-lived k in d —for the O ldbloods and Scar-Veterans have honed their battle tactics over the ages. SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6 + ), S couts, Skirm ishers. Suspecting this m ight be the root of the confusion, an expedition in strength was launched to discover w hat m arred the tranquillity of L o rd Z hul's thoughts. W h en denied their wont, the boldest leaders of their kin d fabricated excuses to attack invaders tolerating no others in their domain. j UPGRADES: . N one of the invaders could stand before the m ight of a fully deployed Saurus host, b ut these larger-scale attacks upon L ustria shook the lethargy from the Slann M age-Priests. LO O M IN G CATASTROPHE All was not well with the w orld, however. O n behalf of their masters, it is their role to ensure that the G reat Plan comes to fruition. The Slann M age-P riests of T laxdan, and their Skink Priest attendants, have long pondered the impossible conundrum that is the Chaos M oon. Of all the L izardm en species, the Slann are the least num erous, with perhaps only a few h u n d red in existence and no sign of their num bers ever being replenished. T h e ir attacks leave behind little to identify w hat m anner o f creature their foes once were. T hey instinctively know about military matters, and have no concern for lesser issues. LIZARDM EN A R M Y LIST Deep within the steaming jungles of Lustria, the Lizardmen sound the drums o f war while gargantuan creatures from a primordial past bellow their blood-rage. T h e wearer o f the Cloak o f Feathers has the Fly special rule. CUBE O F DARKNESS 30 points A rcane Item E nchanted Item Found in the m etal ark beneath Xhotl, the Cube ofD arkness is as alien as it is powerful. As the climate w arm ed, the Saurus were created to destroy these anomalies and soon vast arm ies m arched to w ar —a fight to eradicate those native races that needed to be removed. O nce ensconced in cover, the Chameleon Skinks will unleash death from their blowpipes, and only a determ ined charge will ever dislodge them. These can be taken in addition to any of the magic items listed in the W arham m er rulebook. A ttuned to the Beast: I f K ro q -G ar is ever killed, G rym loq automatically passes his M o n ster Reaction test and im mediately becomes subject to Frenzy. W h en Slaa'U laan returned to L u stria m any thousands o f years later, L o rd H uinitenuchli, who had relocated to X lanhuapec, could not be roused. Additionally, while they have the troop type Infantry, they are never considered to be 'models on foot' for the purposes of spells, magic items and special rules. Range Strength Special Rules 36" 5 M ultiple W ounds (D 3), Poisoned Attacks A rm our saves are not perm itted against W ounds caused by a giant bow. Instinctive D efen ce: I f charged a R azordon H u n tin g Pack m ust Stand and Shoot if it is able to do so. Some vestige o f pow er resides in him still, a distant echo o f form er glory, yet strength enough to unleash destruction upon his enemies. Skinks took to this new cult, b u t the M age-P riests held it in disdain, refusing to acknowledge Sotek, for no m ention o f his nam e could be not be used to the many still, a distant echo o f form er glory, yet strength enough to unleash destruction upon his enemies. found in any other of the ancient plaques. 10 points 30 points per model M WS BS S T W I A Ld Troop Type 4 4 4 7 3 Cavalry Cavalry Special Rules: • Cold-blooded • Fear • Predatory Fighter (Riders only) • Scaly Skin (54-) • Stupidity • Thick-skinned 0 4 0 4 - 4 4 4 - 1 1 2 2 - 2 3 2 8 8 2 - Options: • May upgrade one Cold One Rider to a Pack L H e creates Slann and, under their direction, the last spell that banishes Daemons and emerging to take the ruins of Conqueso. M u sterin g into a single horde, the Plaque L o rd s led their clan in a breakout attem pt. Skink Priests often see it as acceptable to take a more proactive role in ensuring that the prophecies of the sacred plaques come true. To direct the bloodlust of a C old O n e takes a dom inant will — and even the Saurus sometimes find themselves struggling to control their m ounts. U nless otherwise stated, close com bat attacks can only target K roxigor within a mixed u n it if an enemy m odel is either in base contact with a Kroxigor, or if an enemy m odel is in base contact with a Skink who is in tu rn in base contact with a Kroxigor. THE RISE O F THE W ARM BLOODS In the wake o f the G reat C atastrophe, the first o f the younger races to set foot upon L u stria were the H ig h Elves. LORD M A Z D A M U N D I AWAKENED D espite the upsurge o f invaders entering L ustria, some o f the eldest and m ost powerful of Slann M age-P riests could not be roused. At this time, the Slann also detected a subde instability in the mystic vortex m aintained by the Elves of U lthuan. of Mage-Priests from Xlanhuapec to scribes have tried to replicate those The temple-city of Chupayotl slips into Kroq-Gar ends thefighting by slaying lead a column of workers to begin earliest records, but their copies degrade the sea — a disastrous event that was the Warbosses of all six enemy tribes. T hey share a m indset, acting with an eerie, b u t unspoken synchronicity —the whole form ation tu rn in g as one, or launching an am bush, w ithout the need for so m uch as a single spoken word. T h is disbelief v difficult to m aintain in the face o f the plague's devastation and the oncom ing tide o f ratm en. E ach fires a cluster o f darts that separates in flight to create a hail o f poisoned death. This section o f the book describes the fearsome Lizardmen in all their varied guises. It w ould be many years before the Elves o f U lth u an dared pecame increasing. to set foot in L ustria again. Like wild beasts, the Lizardmen are instinctive and savage. Indeed, O xyotl's own return is regarded as one such omen. Swaying sinuously, the Troglodon uses its quill-like whiskers to track motion, while its forked tongue tastes the air. This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. T hunderous Bludgeon: Before rolling To H it, nom inate one of the Bastiladon's Attacks as the T h u nderous B ludgeon (a different coloured dice w orks best). 10points • May upgrade one Saurus Warrior to a standard b e a re r..... .....10 points • The entire unit may take .free SK IN K C O H O R T 5 points per model Skink Skink Brave Kroxigor U n it Size: 10+ Skinks Equipm ent (K roxigor): • Great weapon M WS BS S T W I A Ld Troop Type 6 2 6 2 6 3 5 5 7 Infantry Infantry M onstrous Infantry Special Rules (Skink): • Aquatic • Cold-blooded • Scaly Skin (6 + ) • Spawn-kin 3 3 0 3 2 1 4 1 3 2 1 4 2 5 4 3 1 3 Options: • May upgrade one Skink to a Skink Brave... Solar Engine: All friendly units with the C old-blooded special rule that are within 6" of one or m ore Bastiladons with a Solar E ngine gain + 1 Initiative. I t was the great L ord H u initenuchli of Pahuax who had finally banished the foul D aem on at X u h u a L ake all those years ago. LIZARDMEN A L izardm en host deployed for battle is a form idable sight. Yet despite the fact that they were b u t shadows of their form er selves, the Slann rem ained m asters of the mystic arts, their arcane skills unsurpassed by other mortals. WALK BETWEEN W O R LD S J J Cast on 8+ For a moment, the wizard's allies tread immortal pathways. Itza - the First City Itza was the very first o f the temple-cities to be founded, and it is hom e to the m ost powerful and ancient practitioners o f magic to be found anywhere in the world. T h e O ld O nes' instructions to the Slann were very specific as to the locations where the tem ple-cities, and the many other architectural w onders, were constructed across the globe. W h en assaulting, C old O nes lead with their scythe-like claws, attem pting first to disembowel their
quarry. T he ferocious creatures are untam eable and all who approach a Troglodon provoke a lethal attack, with one exception. All gears, cogs and vast rune-etched barrels, they were siege engines twisted to contain the tortured souls of D aem ons. O n rare occasions, a precious egg is snatched by the Skinks and returned to the templecities to be incubated. 7 - DRAIN M AGIC (Signature Spell) - ^ # \* 1 Cast on 7+ F The w izard conjures a vortex o fanti-magic to calm the battlefield. A fter each great deed, Oxyotl merely fades back into the jungle, perhaps already en route to where he is needed next. W hen moving, the m odel always uses the M ovem ent characteristic o f the Troglodon. E ach and every troop type in the L izardm en arm y is examined here. T hey declared a G reat Convergence - a physical m eeting of the M age-Priests, as had not been done since the age of the O ld REOCCURRING M ALIGNANCY T h e L izardm en no longer stood upon the cusp of a new era, but had fully entered it. W hen threatened by invaders or when am assing an arm y to m arch on distant lands, a Skink Priest will call unto him self one of the jungle swarms. The bearer of the H orn of Kygor can sound it at the start of any of his M ovem ent phases. As the last line of defence between an assassin's blade and the M age-P riest he is charged with defending, C hakax's skills as a bodyguard are com m ensurate with his age. SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6 + ), Skirmishers (Skink Skirm ishers and Patrol L ead er only). T his was to be an age of blood, sacrifice, and the worship of savage and inscrutable gods. Saurus leaders are often attended to by scores of Skinks. Plague m onsters and beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat w inged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat w inged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat w inged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged behaving brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat winged battled battled bat winged battled bat winged bat the battled bat winged b oths for control of the skies. E ven unarm ed, they are extremely dangerous —their sharp claws can gouge grooves into rock or tear out a foe's throat with ease. O nly the most tow ering o f creatures, or those gifted with flight, will ever witness the hidden continent's m ost glorious spectacles.  $\check{\mu}$  will ever witness the battlefields, titans m ade o f its shell, the claw-winged creature inside attacked the first th in g it saw. T hey are pitiless killers, savage creatures of an elder age. T h e O ld O nes frequently used the polar gateways to travel the cosmos, b u t in the meantim e they created further spawnings of Slann to execute their plans. B y way of powerful muscle spasms, R azordons can discharge their spines, shooting them outwards in a deadly hail. At any given time, up to half of the Mage-P riests still living are engaged upon the monum ental task of confronting Chaos. 10 points • May upgrade one Skink to a standard bearer..... .. From the bloodthirsty roar of the C arnosaur to the undulating shriek of the Troglodon, the jungles are filled with the prim ordial sounds o f reptilian monsters. T housands o f sacred sites can be found across L ustria, their locales not scattered random ly b u t built in accordance with the geom antic web, or placed to tap into some other vital pow er source or alignment. In combat, the Bastiladon attem pts to stom p lesser creatures with its enorm ous clawed limbs, driving their bodies deep into the ground. D eep in the innerm ost cham bers of the structure, the Skink O racle found a plinth w hereupon foul sacrifices had recently taken place. 10 points - May be upgraded to have Sharpened H orns..... ... MAGIC: Tehenhauin is a L evel 3 W izard who uses spells from the L o re of Beasts. There, the eggs are closely cared for by attentive Skinks, who continue to nurture the young hatchling even though they are so of h o w m a n y lost W o u n d s im m e d ia t e ly d e s t r o y e d a n d c a n n o t b e u s e d for t h e r e s t o f t h e g a m e. Special Rules 12" As U se r Poisoned Attacks, Q uick to Fire Only the slightest of ripples spread outwards as a smoothskinned reptilian head broke the surface of the swamp. GOR-ROK The Great W hite Lizard W h en G or-R ok em erged from the spaw ning pool of Itza, his size, pure albino colourings and lone arrival Range Strength immediately m arked him as a future champion. Some of these life forms were un thinking creatures of pure instinct, others were established civilizations that rose and fell in that forgotten age. WANDERING DELIBERATIONS RESERVOIR OF ELDRITCH ENERGY 20 points W ith a prodigious gulp, the Slann swallows a portion of the Winds of W ith the im m ediate processional avenue. T his and m ore has T ik taq 'to dared in order to surprise an enemy, strike a vulnerable flank or isolate the perfect target for the rock-dropping attack ru n o f his bloodthirsty form ation o f T erradon Riders. O nce com bat begins, the Saurus leaders eschew all m atters o f finesse - hurling themselves into the fray with merciless efficiency. H e survived the way he did in the jungle —by instincts and cunning. 1 point per model ST EG A D O N Stegadon Skink Crew U nit Size: 1 Stegadon Skink Crew U nit Size: 1 Stegadon and 5 Skink Crew U nit Size: 1 Stegadon Skink Crew E quipm ent (Skink Crew E qui advance, and the rock on which Itza's enemies are broken. K roq-G ar had been serving his tem ple-city for only a few centuries when the G reat Catastrophe occurred. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidental. THE C O M IN G OF M A N T h e first hum ans to land upon the coasts of L ustria were from N orsca. However, on the sixty-third day of the siege, everything strikes, firestorms, rippling holes to other dimensions and, at last, transforming himself into a pillar of purest energy that stretched upwards to the stars themselves, obliterating all around in an apocalyptic flash. THE BLADE O F REALITIES 100 points SACRED STEG A D O N HELM OF ITZA 40 points SACRED STEG A D O N HELM OF Lacoussaint, R azordon H u n tin g Packs were m assed together into a large form ation and m anaged to stop cold a formation of charging B retonnian knights, slaughtering them to a man. Skink Priests will often offer blessings over favoured weapons, adding feathers or gemstones in order to attract the favour of Sotek, or o f the O ld Ones. In addition, any enemy model that makes a successful charge against G or-R ok and ends the M ovem ent phase in base contact with him m ust im mediately take a D angerous Terrain test with a -1 penalty. P laque of Sotek: Upon this stone plaque is inscribed an extract of the Prophecy of Sotek.
Cham eleon Skinks are an unusual spaw ning that for many ages was thought to have become extinct. T h is book allows you to turn your collection of L izardm en into a single-m inded force of destruction that stops at nothing to defeat their enemies. O nly L o rd Tenuchli, subordinate M age-P riest to the great L o rd H uinitenuchli, could be awakened. T here, L o rd M azdam undi reclined - slum ped in concentration, his eyes glazed and his prodigious tongue lolling. • Ripperdactyl: Armour Piercing, Fear, Flying Cavalry, Frenzy, Killing Blow. You will find a full description of each unit alongside complete rules for any special abilities or options they possess. Swift-m oving colonies of bipedal razorbeaks scurry through the underbrush, while packs of C old O nes hunt the game paths, seeking fresh meat. It is a sound that sends shivers of fear through even the most hulking of behem oths, for it can mean only one thing —a C arnosaur is on the prowl. A lthough raiding parties that in tru d ed deep into the jungles never returned, those that stuck to the coastlines found sites ripe for plunder. A rm ies of D a rk Elves had been using this route to emerge in the heart of L ustria, allowing them to avoid the lethal dangers of the jungle. W h en runners arrived to deliver w ord to w hat rem ained of the Old Ones: L ord K roak has a 3 + w ard save. W ith its corruption, the G olden Z iggurat was fully unlinked from the geom antic web, and the spells weaving together the G reat W arding grew a fraction weaker. It is believed that w hen a Saurus inherits one of these sacred heirlooms, he becomes im bued with a portion of its predecessor's strength and m artial skill. M aster Predator: I f Oxyotl rem ained stationary in his preceding M ovem ent phase, shots m ade from the G olden Blowpipe o f P 'Toohee in the Shooting phase w ound automatically on any successful To H it roll o f a 5 + (no separate roll To W ound is necessary). E ven if a R ipperdactyl is not hungry, it will still kill - for the act o f slaughter provides it far m ore satisfaction than mere food. Luckily, his innate ability to blend in rem ained effective, despite the unnatural surroundings. Forem ost am ongst these w ould be the followers o f Chaos. So many Skaven were slain that their streams of blood ran into the River A m axon, tu rn in g it crimson. LUSTRIA For long ages o f the world, the mysterious continent of L ustria has rem ained hidden to outsiders. A living sea of serpents, a veritable tidal wave not seen since the wars with the ratm en, swept over the D aem ons and into the pyram id-tem ple itself. named the Vampire Coast, where the bodies of drowned sailors killed in the living weapons, the Skinks to carry out complicated orders and the Kroxigor -c.4420 The G reat R itual to aid in building. These Skaven were sacrificed in horrific fashion sometimes thrown alive into writhing pits of serpents, other times split open and choice organs proffered to the heavens. SAURUS WARRIORS W h en the L izardm en m arch to batde, it is the Saurus who make up the hardened core of the fighting forces. The Sentinels of Xeti, a row of monoliths covered in graven patterns and shim m ering inlays, are said to listen for messages from the O ld O nes, although they have yet to receive any signal. W hile any of the plethora of insect types will do, all R azordons consider the horse-sized stegawasps or blooddraining sabreflies special delicacies. As if in answer to his m any sacrifices, serpents of all varieties form ed a w rithing carpet at his feet. 10 points MWS BS S T W I A 6 3 0 5 6 5 2 4 - 2 3 3 - 4 1 Special Rules: • Cold-blooded • Howdah Crew • Immune to Psychology • Impact H its (D6 +1) • Large Target • Scaly Skin (4 + ) • Stubborn • Terror Ld 6 Troop Type M o n ster Options: • May be upgraded to have Unstoppable Stampede . A single blot toad m arker can be placed on any enemy unit on the tabletop, this m arker rem ains th roughout the batde. W ith a m enacing hiss, the Skinks claim that a serpent of unim aginable size, none other than Sotek himself, rose from the bubbling volcano. A lthough K roq-G ar and his spaw n-kin fought many epic battles and destroyed entire arm ies of D aem ons, the never-ending onslaught eventually caused the defenders to take refuge w ithin their tem ple-city of X hod. T h e power of their crocodilian jaws is such that a vicious Saurus bite can sever a lim b or crush steel. Atop his Terradon, he swiftly sent w ord to H exoad but, to his dismay, L ord M azd am und i was absent; secreted atop a jungle ru in contem plating the recently discovered plaques. In this manner, the structures sit atop and serve as pivotal nexus points in the geomantic web, the source of m uch of the Slann's pow er and of energy vital to the m aintenance of the G reat W arding. In the L izardm en chain o f com m and, Skink Priests direct their orders to Skink Chiefs. Now, behind the enigm atic visage o f his golden death m ask, he can no longer com m unicate, b u t his special rule may be chosen. Though his focus had not, as o f yet, returned to perfect purity, Mazdamundi's thoughts were now unfettered and he could once again perceive the messages hidden in the stars. 2 0 points \* May take magic items up to a total o f ..... ..... O nce aloft on his m ount, M azd am u n d i will m arch out at the head o f the arm ies o f H exoatl. L o n e cave-dwellers, Troglodons haunt subterranean grottos, em erging only to feed. The first to utilise the E ngines o f the G ods was Tehenhauin, the P rophet o f Sotek. As protectors, Temple G u ard are matchless. Wh en activated, the arcane m achine radiates invigorating rays that stir nearby reptilian creatures to energetic new heights o f action and violence. Lord Quex enacts his realignment Sotek gains prominence amongst Skinks. For the most part, the inscrutable Slann Mage-Priests leave such barbaric practices of offering up sacrifices to attract the blessings of the gods. So L o rd M azd am u n d i made his preparations and read the constellations, learning that he was destined to be awoken yet again unless he took m atters into his own hands. armies are destroyed. I f the Dark Gods heard through the fabled L o st City of the O ld O nes, yet he tells no tales. The O racle guided his Troglodon, following the strange scent of magic - sw im m ing through his eyes. If L o rd M azd am und i scores one or more hits against a m odel that has any magic items, roll a D 6; on a 6, all of that m odel's magic items are im mediately destroyed and cannot be used further in this game. A cting in great haste, the M ag ePriest m ustered an arm y and transported it all the way to the grey shores of the A shen C oast —intercepting the D ark Elves as they em erged from the Black Way. W h en a good-sized insect drones by, the R azordon will

fire volleys of its spikes into the air, hoping to impale and bring down its prey. This is a list of the standard weapons and armour for that unit. These beasts have long been extinct from the rest of the world, but in L ustria, they rule supreme. When the vicious killing fury is upon a Carnosaur, it is likely to revert to instinct — the apex predator of a deadly land, charging and devouring any creature in its sight that so m uch as moves. It was not long before w ord of their riches spread throughout the grow ing realms of M en , and many ships sailed west to find their fortune. With their two-handed mauls I am sure such beasts could stove in the side of a ship within a few blows. 38 L IZ A R D M E ....82 Cham eleon S kinks...... ...39 L o rd s ... NARMYLIST... ....87 Core U n its..... . Before he left, he claimed two treasures - a gleam ing sacrificial blade and the hidden plaques of C haqua, which proclaim ed the com ing of the Serpent God. This Attack is resolved at Strength 10 and receives a + 1 To H it bonus against models in the creature's rear arc. In the skies, Skinks can be seen soaring on the backs of leathery-winged reptiles. On their way, they were regularly waylaid, led into the pathway of hunting monsters, and picked off mercilessly by poisoned darts. The H igh E lves' captain led a desperate fighting retreat dow n the steps and through the vast city gates. Able to knife through the air on rippling, m em branous wings of taut muscle fibre, the R ipperdactyls are enorm ous flying lizards that soar in small packs above L ustria, riding thermals until their incredibly sharp eyesight spots movem ent. Yet even the om nipresent dangers of lethal flora pale in comparison to the many creatures that make the jungle their hunting g round. THE LIZARDMEN steadfast, and completely w ithout m ercy —yet each of the species perfectly fulfils a different role in the G reat Plan. M om ents later, the gro und caved in and a tide of filthy ratm en erupted from below. Tlaxtlan - City of the Moon T laxdan was built and nam ed w hen b ut a single moon orbited the w orld, not the two that can be seen today. X lanhuapec stands upon an auspicious alignment of the geomantic web and, at all times, one of the city's M agePriests m ust m aintain the cloying cover of mists, a spell that has rem ained u n interrupted for long ages. THE C O M IN G O F C H A O S D isaster came suddenly. E ternity Warden: Chakax m ust always issue a challenge, and can never refuse one. The Stellar Pyram ids of the Southern Skies are the destination of many Slann M age-Priests, for to m editate in their shadow is to gain divination surpassed only by the O ld O nes themselves. The legendary Saurus Kygor, the first and greatest to have been raised to the position of Sacred Caller, could bellow a mighty roar that eclipsed that o f a hungry Carnosaur, and cause herds o f Stegadons to stampede in fright. ENGLISH LANGUAGE PRINTED IN CHINA 781782 530534 W a r h a m m e r : L i z a r d m e n is one o f a series o f su p p lem en ts f o r W arhammer. T hose attackers fortunate enough to make it past the wall o f darts fired at them find themselves m et by the snarling Razordon. T h e rem nants o f the god-like beings' intentions were now scattered th roughout the world, often buried in ruins. O the r venerations m ight include daubing warpaint, adorning his scales with sacred oils, affixing sacred relics o r festooning his body with the shrunken heads o f sacrificed foes, or other grisly tokens. The jung le floor trem bles with the tread of the m ighty Stegadons, their passage uprooting trees and m aking short lived roads thro u g h the jungle. M any panic at the th ought of being shot by some invisible threat and fire back blindly into the dense foliage. W ere it not for Tetto'eko's foresight, the L izardm en cohort w ould have been instantaneously surrounded and overwhelmed. I f a m odel has a special rule that is unique to it, that rule is detailed alongside its description. In other, more hospitable lands, finding such miniscule menaces in his boots or crawling upon his bedroll is a mere inconvenience for a traveller. T h e Slann see the w orld differendy from other beings. O n a roll o f 1, all friendly W izards casting a spell m ust re-roll any o f the power dice that roll a 6 this phase, b u t on a roll of 2-6, all friendly W izards m ust re-roll power dice rolls of a 1 this phase. T hey have dedicated m uch energy towards pushing it out o f the w orld's orbit, directing meteorites to strike it and hundreds of other ploys, yet still the fell m oon plagues them. T hey returned three days later, the entire group riding upon A ncient Stegadons th at bore E ngines of the G ods, and used them to destroy the ratm en. Originally from the temple-city of Xlanhuapec, the Jaguar Standard has been borne to battle by countless victorious armies across all of Lustria and beyond. Now, in a timeless torture, Oxyotl was forced to exist in the full ho rror of Chaos. In their time, each one teem ed with thriving activity; the Slann M age-P riests and their viziers were kept busy supervising the n u rtu rin g o f the various races created by the O ld O nes, the Saurus legions m arched on their wars o f extinction. Young Stegadons can be quite brightly coloured, and those within a few decades of having hatched are often heavily mottled or otherwise camouflaged. A screen of nim ble skirm ishers spreads out first, followed by rank after rank of merciless w arriors. In that instant the Mage-Priest was flooded with visions. T h is section takes all of the characters, w arriors, and m onsters from the Forces of L ustria section and arranges them so you can choose an army for your games. N o creature, big o r small, is safe from its relentless attack. H av in g tasted blood, a C arnosaur is at its m ost deadly, for it enters a state o f savage fury —biting and tearing at any living creature, sometimes slaughtering its gory way through entire herds o f giant sauropods w ithout pause. The S unburst Standard of H exoatl is a battle standard —if your arm y includes L ord M azdam undi, he m ust be your arm y's Battle Standard Bearer. E m ploying their natural affinity w ith water, Skinks look for opportunities to attack their foes from unexpected quarters. It is a dangerous task and m any Skinks die in the attem pt, squashed underfoot or swallowed whole, b ut such treasures are highly valued. The relics that they collected upon the orders of their function lost, replaced with superstitious cerem ony and ritual. M M U I Itf " m'»» bs~ s T T 7T T T e m p le G u a r d 4 4 0 4 4 1 2 2 8 R e v e r e d G u a r d ia n 4 4 0 4 4 1 2 3 8 TR O O P TYPE: Infantry. 2 3 7 6 G row tk ofA g es The long-lost Chameleon Skink known A t this point, the spell that turned as Oxyotl mysteriously returns to 1977 Sentinels of X eti Lustria into a living deathtrap becomes Lustria, having been missing since A Skink Priest at the Sentinels of X eti Lustria into a living deathtrap becomes Lustria into a living been missing since A Skink Priest at the Sentinels of X eti Lustria into a living deathtrap becomes Lust yet more powerful, and the land's flora the Fall of Pahuax during the Great believes he hears the distant voice of the and fauna enter a new period of prolific Catastrophe. If the Slann is slain before his next M agic phase, the bonus dice is lost. C hameleon Skinks do not dwell w ithin the temple-cities, b u t instead strike out deep into the L ustrian jungles.

8th Edition was the final edition of Warhammer: Fantasy Battle. The last army book to be printed was Wood Elves in 2014. The first army book; The Empire was printed for 4th edition rules in 1993 spanning some 21 years of printing of Warhammer army books for The Game of Fantasy Battles (formerly known as Warhammer Fantasy Battle). Englisch-Deutschwörterbuch (Übersetzer): Von Benutzern erweiterbares Wörterbuch für die Englisch-Deutsch-Übersetzung. Weitere Wörterbücher für andere Sprachen ebenfalls verfügbar! 8th Edition of Warhammer: Fantasy Battle. The last army book to be printed was Wood Elves in 2014. The first army book; The Empire was printed for 4th edition of Warhammer: Fantasy Battle. The last army book to be printed was Wood Elves in 2014. The first army book; The Empire was printed for 4th edition of Warhammer: Fantasy Battle. The last army book to be printed was Wood Elves in 2014. The first army book; The Empire was printed for 4th edition rules in 1993 spanning some 21 years of printing of Warhammer Fantasy Battle. The last army books for The Game of Fantasy Battles (formerly known as Warhammer Fantasy Battle). dict.cc: Wörterbuch für Englisch-Deutsch und andere Sprachen dict.cc möchte es seinen Benutzern ermöglichen, ihr Wissen mit anderen zu teilen. Wenn eine bestimmte Englisch-Deutsch-Übersetzung noch nicht im Wörterbuch enthalten ist, kann ...

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