

WARHAMMER

LIZARDMEN

PRÓBKKI
PRODUKT NIE DO
SPRZEDAŻY

**GAMES
WORKSHOP**



The Slann Mage-Priest Kaizlat-Tebe leads his army to battle.

LIZARDMEN



A WARHAMMER ARMIES SUPPLEMENT

CONTENTS

| | | | |
|---|----|--|----|
| CHILDREN OF THE GODS | 4 | SACRED SPAWNINGS | 50 |
| Time line of Lustria | 8 | TREASURES OF THE LOST WORLD | 52 |
| Temples and Cities of Lustria | 10 | ARMIES OF THE TEMPLE-CITIES | 56 |
| The New World | 11 | Choosing a Lizardmen Army | 56 |
| The Continent of Lustria | 12 | Lords | 58 |
| Recent History | 14 | Heroes | 59 |
| Temple-Cities | 18 | Core Units | 60 |
| War against Chaos | 20 | Special Units | 62 |
| LOST CHILDREN OF THE FALLEN GODS | 22 | Rare Units | 64 |
| Slann Mage-Priest | 22 | THE ANCIENTS | 65 |
| Saurus Warriors | 24 | Lord Kroak | 66 |
| Skinks | 26 | Scar-Leader Kroq-Gar | 68 |
| Chameleon Skinks | 26 | WEAPONS & ARMOUR | 70 |
| Jungle Swarms | 27 | THE SOUTHLANDS | 72 |
| Kroxigor | 28 | THE LIZARDMEN OF THE SOUTHLANDS | 74 |
| Salamanders | 28 | TACTICS OF THE OLD ONES | 76 |
| Terradons | 30 | LANGUAGE AND GLYPHS | 78 |
| Stegadons | 31 | REFERENCE | 80 |
| Carnosaurs | 32 | | |
| PAINTING LIZARDMEN ARMIES | 33 | | |
| SLANN GENERATIONS | 49 | | |

By

Anthony Reynolds

Additional Material:

Phil Kelly, Graham McNeill
& Mark Havener

Cover Illustration

Alex Boyd

Illustrators

John Blanche, Alex Boyd,
Paul Dainton, David Gallagher,
Karl Kopinski & Paul Jeacock

Graphics

Nuala Kennedy & Stefan Kopinski

Production

Dylan Owen, Mark Owen
& Nathan Winter

Citadel Designers

Juan Diaz, Colin Grayson,
Mark Harrison, Aly Morrison
& Trish Morrison

Model Makers

Mark Jones

Miniatures Painters

Kev Asprey, Neil Green, Tammy Haye,
Darren Latham, Kirsten Mickleburgh,
Seb Perbet & Keith Robertson

Thanks also to:

Gav Thorpe, Gordon Davidson,
Nigel Stillman, Michael Andresen,
CJ Cummings, Glen Ford,
Conrad Gonsalves, Gareth Hamilton,
Mark Havener, Mark Hopko,
Mike Marshall, Joe Sleboda
& Bo Tolstrup

PRODUCED BY GAMES WORKSHOP

© The copyright in all text, artwork and images herein are the property of Games Workshop Limited 2003. All Rights Reserved.

The Double-Headed/Imperial Eagle device, the Games Workshop logo, Games Workshop, Carnosaur, Kroq-Gar, Kroxigor, Lizardmen, Lord Kroak, Skink, Salamander, Slann Mage-Priest, Stegadon, Temple Guard, Terradon, Warhammer, and all associated marks, names, characters, illustrations and images from the Warhammer and Warhammer 40,000 universes are either ®, TM and/or © Games Workshop Ltd 2000-2003, where applicable registered in the UK and other countries around the world. All Rights Reserved.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

UK

Games Workshop,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

US

Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland, 21060-6401

Australia

Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada

2679 Bristol Circle,
Units 2&3,
Oakville,
Ontario, L6H 6Z8

Japan

Games Workshop,
Willow Rd, Lenton,
Nottingham,
NG7 2WS, UK

Product Code: 60 03 02 08 001

Games Workshop World Wide Web site: www.games-workshop.com

ISBN: 1-84154-356-X

INTRODUCTION

The Lizardmen are an ancient race, created by the god-like beings known as the Old Ones to be the guardians of the Warhammer world. Their age-old civilisation is based deep within the steaming jungles of Lustria and the Southlands, where their mighty temple-cities rise amid the ancient trees and cloying swamps. The bloated Slann Mage-Priests are masters of magic and the original servants of the Old Ones, and it is they who oversee the entire Lizardmen civilisation, guiding it forwards. At the heart of the Lizardmen armies are the powerful Saurus, hulking reptilian warriors spawned solely for the purpose of war. They are revered as sacred warriors of the gods, and each temple-city has an army of them dwelling beneath the temples, ever ready to march against their foes.

In ages past, the Old Ones departed the world in an event of catastrophic consequence, known as the Fall, that dramatically altered the world and stranded their servants alone there. Without the guidance of their creator-gods, the Slann work to interpret the Great Plan that their masters were working towards and attempt to continue the cause, restoring the order that was present before the coming of Chaos. With cold, alien indifference, the Slann guide their armies towards the fulfilment of this plan, and mercilessly punish any who stand in the way of their sacred mission.

This book describes in detail the troops that fight when the armies of the Lizardmen march to war. A fully arrayed Lizardmen army is an awesome and striking battle force filled with colour and variety. Saurus warriors form the fighting core of the army, supported by clouds of nimble Skinks that harass the enemy with blowpipe and javelin from amongst the jungles and swamps. Saurus riding the dim-witted yet powerful Cold Ones form devastatingly powerful cavalry regiments in times of war. Terrifying creatures such as the vicious, fire-breathing Salamanders, the towering Kroxigor and the gargantuan Stegadons fight alongside the Lizardmen, guided into battle where their aggressive, carnivorous instincts take over as they prey on and devour their foes.

In this book you will find the following sections:

Children of the Gods

The history of the Lizardmen, from their creation countless thousands of years ago to the present.

Lost Children of the Fallen Gods

A detailed description of the different troops in Lizardmen armies.

Painting Lizardmen Armies

An invaluable collection of advice and tips on how to collect and paint your Lizardmen army.

Slann Generations and Sacred Spawnings

Rules covering the different spawnings of Slann Mage-Priests, as well as rules for spawning variations for your army's regiments and characters.

Treasures of the Lost World

A list of the ancient, arcane magic items that can be carried to battle by your characters.

Armies of the Temple-Cities

All the units, options, points values and other details you need to prepare your army for battle.

The Ancients

Rules and background for two special characters: the ancient, mummified Slann Mage-Priest Lord Kroak, and the powerful Saurus Scar-Leader Kroq-Gar, riding his vicious Carnosaur steed, Grymloq.

The Lizardmen of the Southlands

A description of the Southlands and the Lizardmen dwelling there, followed by a complete and official army list so that you can field armies from the Southlands in your games.



CHILDREN OF THE GODS

The creators of the Lizardmen society were a mysterious, interstellar race known as the Old Ones. These aloof and mysterious beings wielded unfathomable power and intellect. They were able to twist the fabric of space and time to their will, and could summon vast energies that they manipulated in the form of devastating magical spells and powers. Borne within mighty ships that could travel unimaginable distances in a heartbeat, they journeyed to the world, bringing with them their servants and slave-races. Of these creatures, the most favoured were the Slann. Blessed with considerable abilities of mind, the Slann were gifted creators, able to manipulate matter, time and space with the aid of their masters. From the designs of the Old Ones, it was the Slann who built the immense constructions that hung like moons above the northern and southern poles – gateways that enabled instantaneous travel through rifts in space, doorways to uncountable realities.

In ages long past, the world was a primordial land inhabited by crude, early life forms. It was a place of harsh extremes – ice covered much of the land, and endless blizzards and storms raged across the skies, while in other areas volcanoes spewed hot lava and poisonous ash into the atmosphere. Pockets of hot and humid jungles teemed with life, and it was here that the first civilisation, the Lizardmen, grew. This is the oldest of the sophisticated races, and their cities deep within the steaming jungles were thriving centres of activity long before the first ancestors of Elves and Dwarfs had been born into the world.

Under the Old Ones' influence, the world was irrevocably changed. The planet was moved closer to the sun, its orbit altered and its axis shifted to make the climate warmer and more habitable. Plants and life forms of infinite variety were introduced. The single mega-continent was split apart under the Old Ones' will, and the shifting plates came to rest in a manner more compliant with their design.



In the lands that later became known as Lustria, the Old Ones made their city-capital. The oppressive topography and climate of this land suited the alien metabolism of the Old Ones and their servants, and a series of cities were built in the areas surrounding the capital. Other cities were built across the world, in what is now known as the Southlands and Cathay, for in that time all the continents were more humid and wet, and jungles spread across much of the world. Communication and travel between these different realms was instantaneous and easy for the Old Ones. Even their favoured servants, the Slann, were capable of this cross-continent communication and travel, though not with the casual ease of their god-like masters.

The Old Ones altered the make-up of the crude life forms that dwelt within Lustria and the other realms, remoulding them into beings that fitted their desires and needs. It was in this hazy time that the first of the Saurus were created, a new life form designed and spawned to act as warriors to march forth and pacify the lands, as well as acting as the guardians of the temple-cities and their Slann. Entire species were exterminated by the Saurus. After the Saurus, the first spawning of the Skinks were created – the Old Ones had need of dextrous, quick-witted servants to ensure the smooth running of day-to-day life, as well as to nurture and tend to the races which the Old Ones had chosen to flourish.

For untold millennia, the Lizardmen were the undisputed rulers of the world. Their technology was masterful, as was their skill at manipulating the forces of magic, though to the Old Ones magic and technology were one and the same.

The Fall

The Old Ones continued to direct the advancement and evolution of their chosen fledgling races for countless turnings of the moons, for time had little meaning to them, and they watched as the world was altered to their desires. They taught the ancestors of the modern races how to manipulate the essence of magical energy, and gently edged them towards civilisation and learning. However, a nightmarish time of terror was soon to come, an occurrence that would doom the world to certain and eventual destruction. An enemy appeared, an adversary of pure energy. It was the source of the Old Ones' magical power, yet uncontrollable and utterly destructive – what was known in later days as Chaos. A mighty battle raged for many centuries as the creator Old Ones struggled against Chaos for control

The Five Spawnings of the Mage-Priests

There were five spawnings of Slann created by the Old Ones after they arrived on the world, and none have been spawned since their departure. The Slann of the First Generation Spawning were the builders of the first temple-cities. They were the most powerful of the Mage-Priests and the only beings permitted to enter the presence of the Old Ones, perhaps because no other living creature had the mental or psychic strength to cope with the experience. They died many thousands of years ago and their bodies were embalmed, to be kept within the sacred temples as venerated relics.

Of the Second Generation Spawning, originally spawned to alter the world's alignment and orbit, there are only five remaining. These surviving Mage-Priests are immensely old, perhaps the oldest creatures in existence, and they rule the greatest of the temple-cities.

Younger by several thousand years are the Slann of the Third Generation, who aided in the construction of the lesser temple-cities, where they rule to this day. Their numbers are few, with possibly less than twenty remaining in existence.

The Mage-Priests of the Fourth Generation are more numerous, and were spawned to attend to the warp gates above the poles and to aid in the creation of the World Pond, the great separation of the continents.

In haste, the Fifth Generation was spawned mere centuries before the great catastrophe. Youngest and most numerous of the Slann, though still old enough to remember a time before Elves or Dwarfs, the Fifth Generation Mage-Priests are the most active and aggressive of the Slann.

of the inter-dimensional gateways in the skies above the world. The energies unleashed during this time wracked the lands, but slowly the Old Ones began to gain the upper hand in this titanic struggle. Attempts were made to close the gateways, for they were the doorways through which Chaos could enter the world, yet this task proved impossible.

In a catastrophic explosion of absolute darkness, the gates above the poles collapsed in on themselves and were utterly destroyed. It is unknown whether the Old Ones demolished the gates themselves or if they were torn apart by the immense pressure of energies exerted during the struggle against Chaos. Whatever the case, parts of these gates were thrown all over the world, falling as fiery comets that blasted the earth, causing plates to shift, earthquakes to wrack the lands and the seas to boil. Huge amounts of raw, chaotic material coalesced into matter in the form of a new and malignant moon.

Chaos energy spewed across the lands in an explosive surge, destroying many of the Lizardmen cities instantly. The fabric of reality was ripped apart in a terrible series of tears that could be felt in the soul of every living being the world over.

The largest of these gaping wounds lay in the extreme north and south, and what emerged through these rents would eventually doom the world. From these Realms of Chaos came all manner of daemons – nightmares given form, devouring all in their path. Raw magical energy flowed through these fallen gates, washing over the world in immense and ever increasing tides. The Saurus armies of the Lizardmen battled against the daemons in apocalyptic wars in which countless millions were slain.

The destruction of the warp gates marked the departure of the Old Ones. No one truly knows what happened to these supreme beings, even amongst the Slann. Some believed that they were instantly

destroyed by the influx of chaotic energy, the ultimate antithesis of the highly ordered Old Ones. Others speculated that the Old Ones, divine as they were, were dangerously vulnerable and susceptible to the attentions of the daemons, and say that they were possessed and torn asunder. Others believe that they realised that the world was doomed, and so abandoned it to its fate. Whatever the case, the Old Ones left the world, leaving their favoured servants, the Slann, stranded, cut off from their people across the stars and facing imminent destruction from the rampant forces and energies of Chaos.

The Lost Children of the Fallen Gods

Still reeling from the shock wave that the destruction of the polar gates caused and the horror of the loss of their divine masters, the Slann were forced into immediate action. Their magic, weak in comparison to the powers of the Old Ones, yet still far in advance of what any other species had mastered or ever would, became increasingly difficult to control. The unpredictable waves of Chaos energy pulsing around the world caused havoc with the Slann's spellcasting, and some of them were overcome by the excess of power. Those that survived frantically began to set up a series of protective barriers in an attempt to hold back the raw Chaos energy surging around the world.

The Slann knew that if left unchecked the unpredictable winds of Chaos would return and eventually destroy the world, all life stolen by the



daemonic entities and the planet itself ripped asunder. They frantically attempted to re-awaken the shattered series of wards that were scattered across the world in areas of power, usually where the lines of energy that criss-crossed the world met. Further strong points to hold back Chaos were restored in scattered pockets all over the world, including within Lustria itself, deep in the jungles of the Southlands, and along the islands circling the southern pole.

And so it is that the Slann took on themselves the role of protectors of this world that was carved by the will of the Old Ones. As their numbers dwindled, the Slann retreated further into the depths of their jungle homelands, struggling to hold their own temple-cities from the onslaught of Chaos. Attempting to maintain control over their own domain, the Slann were forced to leave the rest of the world to its own devices while they struggled for survival, and ultimate doom seemed certain.

This doom was averted by the selfless actions of the Elves of Ulthuan. Under siege from the daemons overrunning their island, the Elves created a powerful vortex of energy that sucked away most of the magical winds in a devastating maelstrom. The daemons required this energy to maintain their physical presence, and so were banished. The Elves had learned their magical art from the Old Ones and the Slann over many generations, and they were remarkably adept at manipulating the magic winds that now blew. Indeed, they could control the magic in ways that the Slann could or would not. The hugely powerful spell that the Elves cast was extremely costly, unselfishly dooming their most powerful mages to an eternity of torment for the benefit of the entire world.

Without the magic surging across the landscape, the daemons were unable to remain in existence, and began to disappear, their physical forms merging back into the stronger collections of chaos energy in the extreme north and south.

The Slann Mage-Priests have attempted to follow what they see as the Great Plan that the Old Ones were working towards, yet this plan has become blurred by time. Struggling to regain their lost power and pre-eminence, the Slann existed in isolation for thousands of years. The fledgling races which were nurtured by the Old Ones now dabble with forces far beyond their comprehension, and engage in dangerous practices that were never intended. The world of the Old Ones was one of order and stability, and it is this regulation that the Slann long for. They look at the world with cold, unreadable eyes, seeing the disorder that thrives throughout the lands. Still, they work to restore the imbalance of Chaos, hoping for the day when the Old Ones return from across the stars for their lost children.

The Defence of Itza

As the temple-cities began to fall to the daemonic hordes, increasing pressure was put on those still standing. With the grid of power collapsing between the cities, the armies of Chaos attacked the temple-city of Itza, under the protection of Lord Kroak. This, the First City, was of utmost importance, for if it fell then a vital link would be broken. With the existence of the Lizardmen on the verge of total destruction, Lord Kroak mustered his defences.

Lord Kroak, first of all the Slann spawned on the world, erected a total and enclosing field of power around the city, and the daemons battered against it for days on end, expiring even as they clawed at the crackling, magical barrier-dome. Eventually, the Mage-Priest could hold the mystic wall no more, and with a final surge of power, he made the barrier explode outwards, levelling the jungle for miles all around, and banishing thousands of the daemons from the world. Nevertheless, there were still countless more, and the screaming masses of Chaos engulfed the city, and Lizardmen battled daemons in the streets of the First City.

In this titanic battle, the Kroxigor Nakai, known as the Wanderer, rose to pre-eminence. His own temple-city in ruins, he journeyed to Itza to aid its defence. He killed four score of the foul daemons, holding the vital Bridge of the Stars on his own until reinforcements arrived, earning him great honour. He was thought slain, until his reappearance nearly three thousand years later.

Serenely seated atop the Great Pyramid of Itzl, an isolated island of calm amidst the hellish storm, Kroak directed his energies to assaulting the daemons directly. He caused fire to rain from the heavens, engulfing the foe, and forced the redirection of the River Amaxon to sweep away thousands more. For months, Lord Kroak held the daemons at bay, slaughtering countless numbers with arcing beams of power. He caused earthquakes to tear open gaping chasms that engulfed entire daemonic legions before closing them once more. Eventually Kroak fell, ripped apart by a war-host of a dozen Greater Daemons that had fought their way to the top of the pyramid. Even so, Lord Kroak's undying spirit fought on. Such was his determination and dedication to his temple-city, that he refused to let death hinder him, and eventually denied victory to the enemy. Thus, the First City was saved, but at tragic cost.

TIME LINE OF LUSTRIA

Note: All dates are based on the Imperial calendar.

The Dawn of Creation

-c15,000 The Old Ones arrive in the primeval and untouched lands of Lustria.

The Slann of the First Spawning are created at the will of the Old Ones. The first Saurus are spawned as living weapons, created from a blend of now extinct native creatures. The first generations of Skinks and Kroxigor are created.

-c10,000 Founding of the First City, Itza. Soon followed by the founding of Xlanhuapec and Tlax.

The second generation of Slann are spawned. The orbit of the world is altered to affect weather patterns and temperature, making it more conducive to life.

During this time, the Old Ones begin to enforce their domination over the inhabitants of the world, radically altering the future of these races.

Slann of the Third Spawning are brought forth. They accomplish the founding of Tlaxtlan, Quetzal and Zlatlan.

Slann of the Fourth Spawning are created to attend to the polar warp gate. They also found the remaining temple-cities, creating a grid of power across the lands – natural lines of energy linking the cities.

The super continent is split into separate, smaller lands. The World Pond is created, and the Southlands moved around the globe, separating the temple-cities. Such physical distances meant little, for travel and communication between the cities is instantaneous.

The Old Ones send their armies of Saurus forth to lay down order. The annihilation of many undesirable races is accomplished.

Ongoing experiments are conducted by the Old Ones, as they create and destroy a number of new races, altering them from native life forms. The Elves, Dwarfs and Men are born.

The Old Ones ensure that their creations are secured a strong foundation in the lands chosen for them, to continue the slow process of evolution and the growth of civilisation with only minimal interaction with each other.

The race of Greenskins appears towards the end of the Age of Creation. There are continuing wars to try and eliminate this parasitic race from existence, though ultimately this plague seems to be impossible to eradicate.

The Fall

-c5600 to -c4500 Collapse of the polar warp gates. This causes a rent in reality to be ripped open, allowing Chaos, to enter the world. This marks the departure of the Old Ones. Daemonic hordes appear and run rampant across the world, creating imbalance and horror.

The temple-city of Xahutec is the first to fall under the daemonic onslaught, its Mage-Priests slain and spawning pools tainted.

The Lizardmen muster the greatest armies ever witnessed in the world to repel the daemonic invaders. Countless millions are slain in these titanic battles.

Throughout the world, the races formed by the Old Ones fight against the rampantly spreading Daemons, yet they are fighting a losing battle.

The entire populations of Huatl, Tlanxla, Chaqua and Xhotl are also slain by the Daemons, each temple-city weakening as more cities fall, breaking their grid of connected power. Mage-Priest Adohi-Tehga of Tlaxtlan repels the Daemons besieging his temple-city after weeks of battle, and lends his power to protecting the remaining cities and ensuring that the grid of power does not collapse utterly.

Lord Mazdamundi manages to hold the protective barrier around Hexoatl, but in doing so cannot aid his brethren of Pahuax, who are slain by a host of Greater Daemons.

With the power of the Old Ones lost from the world, contact is lost with the Lizardmen of the Southlands. One of the oldest Mage-Priests, Chiccotta of Zlatlan, having been taught by the lost Old One Xholankha, manages to use his powers to destroy the daemonic legions within the Southlands in one catastrophic spell, sacrificing himself in the process.

The Elves of Ulthuan are almost exterminated by daemons overrunning their isle. Their mages begin a dangerous and desperate spell to push the Daemons back. The Slann add their power to those of the Elves, and together they draw the Daemons to the north and south poles.

Defences are put into place to hold the forces of Chaos at bay. The immediate threat of Chaos has been repelled, yet throughout the years, as their powers wax, they will overrun these defences in mighty incursions.

The temple-city of Chupayotl starts to slip into the oceans of the World Pond.

The Age of Recovery

-4419 First High Elf explorers penetrate the Lustrian jungle, journeying northwards from the Citadel of Dusk.

-3894 The temple-city of Chupayotl slips into the sea, and all its inhabitants journey to other temple-cities. Rumours in later years speak of an undersea race of beings taking up residence within this city of gold hidden deep beneath the waves.

-2000 Ancient records of Zlatlan refer to strife with lost Dwarf stronghold of Karak Zorn.

-1500 Slann Mage-Priests make a minor shift in continents, which was interpreted as the intention of the Old Ones before they departed. The Worlds Edge Mountains are riven by earthquakes. Dwarf strongholds are destroyed, and the Dwarf empire falls into decline.

The Age of Strife

-1399 Skaven Clan Pestilens occupies the ruined Lizardmen city of Quetzta. Plagues spread throughout Lustria. Many cities are abandoned. Incessant war between Lizardmen and Skaven continues for centuries.

-215 The first Dark Elf raiders penetrate Lustrian jungles to steal sacred artefacts.

0 The Prophecy of Sotek is brought to light in Chaqua. A double-tailed comet, symbol of Sotek's forked tongue, appears, heralding the migration of the Red-crested Skinks and the rise of the Cult of Sotek. The cult spreads throughout Lustria.

100 Skaven Clan Pestilens abandons Quetzta and migrate back to the Old World through the Southlands. Skaven are forced to migrate because thousands of serpents are sent by Sotek into their tunnels. Henceforth, Sotek is recognised by the Slann Mage-Priests as the pre-eminent Lizardmen god.

315 Lord Tepec-Inzi leads an army to Naggarth. The Dark Elves are defeated and the star stela of Quetli is recovered.

876 The Vampire Luthor Harkon is washed up on Lustrian shores. He creates the Undead realm known as the Vampire Coast, where the bodies of dead sailors killed in the treacherous waters off the coast rise from the cold depths and haunt the land. High Elf naval captains report of ghostly ships in the fog, and a siren-wail that lures sailors to their doom.

888 Norse adventurer Losteriksson lands in Lustria and founds the colony of Skeggi. Norse raids into Lustria begin.

930 Lord Xltep of Itza, aided by the ancient Kroxigor Nakai, halts Luthor's attempt to penetrate the Lustrian interior with a shambling horde of drowned pirates and sailors.

c.1150 Ibn Jellaba of Araby treks across the desert searching for an overland route into the interior of the Southlands. Encounters the hidden Lizardmen city of Zlatlan.

1492 Marco Columbo, Tilean merchant prince and explorer, voyages to Lustria. He witnesses the defeat of a Dark Elf raid on Tlaxtlan.

1493 A Dark Elf raiding force attempting to sack Tlax is defeated by Mage-Priest Xltoc.

1690 Cathayan Yin-Tuan makes an epic journey across Lustria and the Southlands. He narrowly escapes sacrifice in Zlatlan.

1801 The ousted Pirate Prince of Sartosa, Lucciano Soprania, founds Port Reaver. Despite numerous Lizardmen attacks, it manages to turn into a flourishing trading port, though it is notorious as a den of cutthroats and raiders as well as a haven for adventurers and treasure seekers.

1847 Amidst rumours of illegitimacy, Duke Tudual du L'Anguille finances an expedition led by his son into the jungles of Lustria. They land in Port Reaver, and spend several months in preparations. Nearly six months after entering the jungles, the Lizardmen temple-city of Huatl is robbed of its sacred artefacts. The young Bretonnian noble and his entourage are never heard from again. Their presence is not missed.

1944 El Cadavo, adventurer and sometime pirate, founds the port of Cadavo on his third attempt to penetrate the jungles. The town is destroyed under the order of Slann Mage-Priest Mazdamundi three times, each time being rebuilt. A devastating earthquake ensures that the town is finally abandoned. It is rumoured that El Cadavo, having escaped by ship with Lustrian treasures, is lost at sea due to unseasonably deadly weather conditions.

2064 A group of gamblers found Swamp Town, fleeing their debts in Port Reaver. This grows from a ramshackle shanty town into the busiest trade destination in Lustria.

2187 Lord Melchin returns to the Imperial court after spending a year exploring Lustria. He is accompanied by a copper-skinned, hairless being, barely three feet tall. Melchin claimed he came from the Wayarhui tribe, a race of diminutive people found in the jungles. Reportedly, the creature eats a high-ranking court official and flees. Rumours abound of his hiding out in the Moot.

2315 The Pirate King Draven is employed to protect merchant ships arriving and leaving Swamp Town from the pirates based in Port Reaver. He uses his power to destroy the fleets of his competitors and then sacks Swamp Town himself.

The Age of Recompense

2520 The threat to Albion. Gates are opened to the island. Scar-Leader Kroq-Gar leads the first war parties to cleanse the isle of warm-bloods. Under the manipulations of Lord Mazdamundi, the climate of the isle is altered, and the start of new jungle is formed. Work begins on the founding of the new temple-city Konquata, Place of Resistance, in the interior of Albion.

2521 The sacred mists of Albion are restored.

2522 The growing power of Chaos is evidenced by increasing raids on Lustria by seafaring Marauder tribes. Dark Elves are seen guiding Chaos attacks. Mazdamundi and Kroq-Gar are forced to return to Hexoatl from Konquata to crush a particularly vicious attack, led by Vashnaar the Tormentor.



HEXOATL

PAHUAX

TLANXLA

TLAXTLAN

XAHUTEC

TLAX

CHAQUA

XLANHUAPEC

HUATL

QUETZA




ITZA

AXLOTL

XHOTL

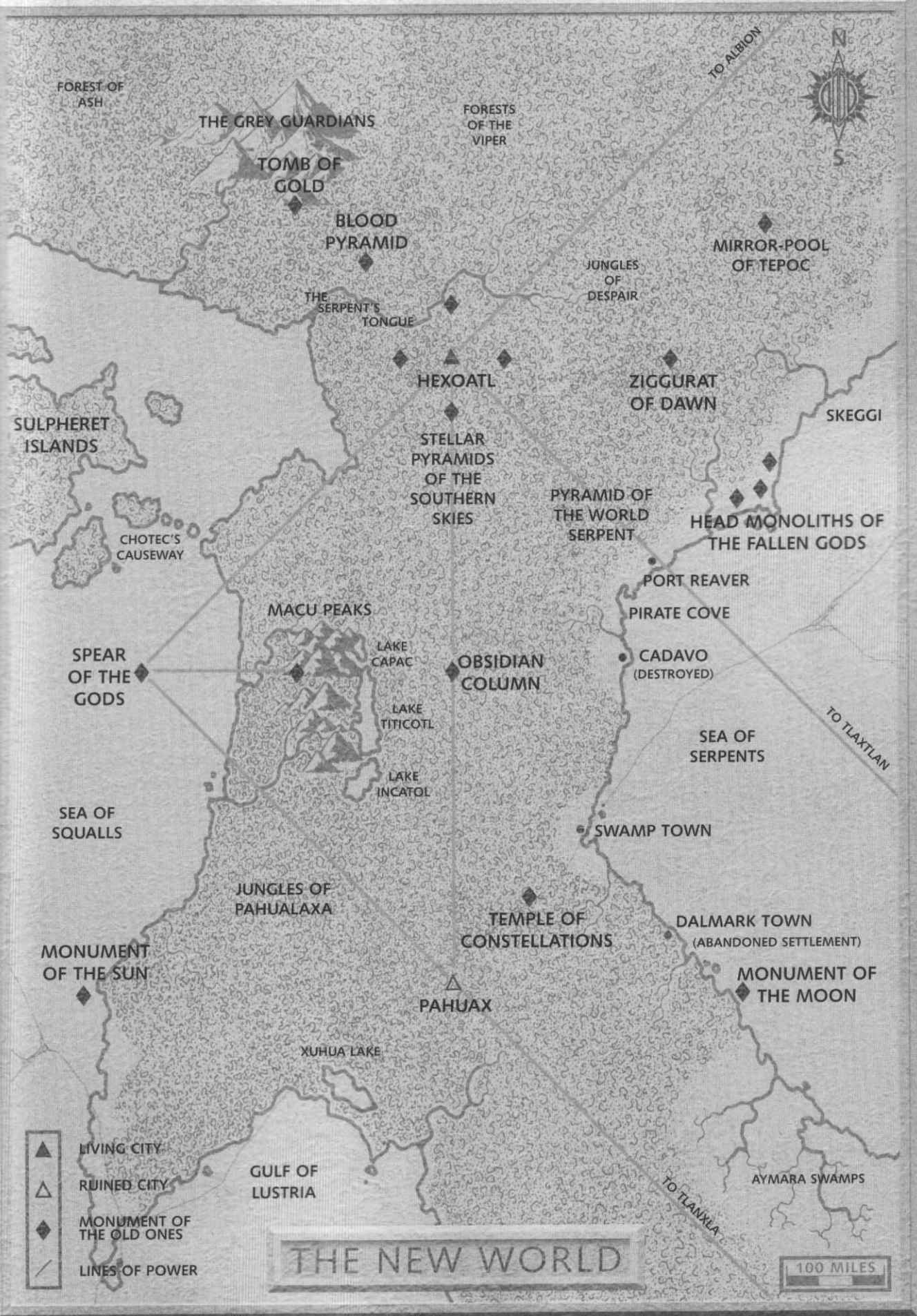
OYXL

CHUPAYOTL
(SUBMERGED)

-  LIVING CITY
-  RUINED CITY
-  LINES OF POWER

TEMPLES AND CITIES OF LUSTRIA

300 MILES



FOREST OF ASH

THE GREY GUARDIANS

FORESTS OF THE VIPER

TOMB OF GOLD

BLOOD PYRAMID

JUNGLES OF DESPAIR

MIRROR-PPOOL OF TEPOC

THE SERPENT'S TONGUE

HEXOATL

ZIGGURAT OF DAWN

SKEGGI

SULPHERET ISLANDS

STELLAR PYRAMIDS OF THE SOUTHERN SKIES

PYRAMID OF THE WORLD SERPENT

HEAD MONOLITHS OF THE FALLEN GODS

CHOTEC'S CAUSEWAY

MACU PEAKS

LAKE CAPAC

OBSIDIAN COLUMN

PORT REAVER

SPEAR OF THE GODS

LAKE TITICOTL

PIRATE COVE

CADAVO (DESTROYED)

SEA OF SERPENTS

SEA OF SQUALLS

LAKE INCATOL

SWAMP TOWN

JUNGLES OF PAHUALAXA

TEMPLE OF CONSTELLATIONS

DALMARK TOWN (ABANDONED SETTLEMENT)

MONUMENT OF THE SUN

PAHUAX

MONUMENT OF THE MOON

XUHUA LAKE

GULF OF LUSTRIA

AYMARA SWAMPS

- ▲ LIVING CITY
- △ RUINED CITY
- ◆ MONUMENT OF THE OLD ONES
- LINES OF POWER

THE NEW WORLD

100 MILES

TO ALBION



TO TLAXTLAN

TO TLANKIA

THE CONTINENT OF LUSTRIA

The jungle continent of Lustria is the most hostile environment outside of the Realms of Chaos. This verdant landmass is covered with a primordial jungle so thick that its canopy seems to replace the sky itself. Trees older than the race of Man all but block out the sun, vast trunks disappearing into the tangled creepers far above, and the stifling air is so hot and humid that any warm-blooded intruder will quickly weaken and become sick. Thick tendrils of mist drift lazily above the dense mass of vegetation on the jungle floor, and it is impossible to hack a path through this sweltering hell without quickly losing all sense of direction.

Few would-be explorers live long enough for disorientation and despair to be a problem, however. Lustria is home to a massive array of poisonous and deadly species, from the tiniest bloodmaggot to monstrous predators similar in size and temperament to the ferocious drakes of the Old World. The quagmires and bogs that pervade Lustria, into which an intruder can sink up to his waist when he believes he is on firm ground, harbour pockets of poisonous gas and choking lungblight. Through the murky, stinking mud slither pallid blindworms that burrow under the skin of their hosts, laying their eggs in the bloodstream and condemning them to an agonising death as their voracious larvae hatch.

But even the tiniest, most lethal spider or insidious parasite can be detected. A far deadlier threat is posed

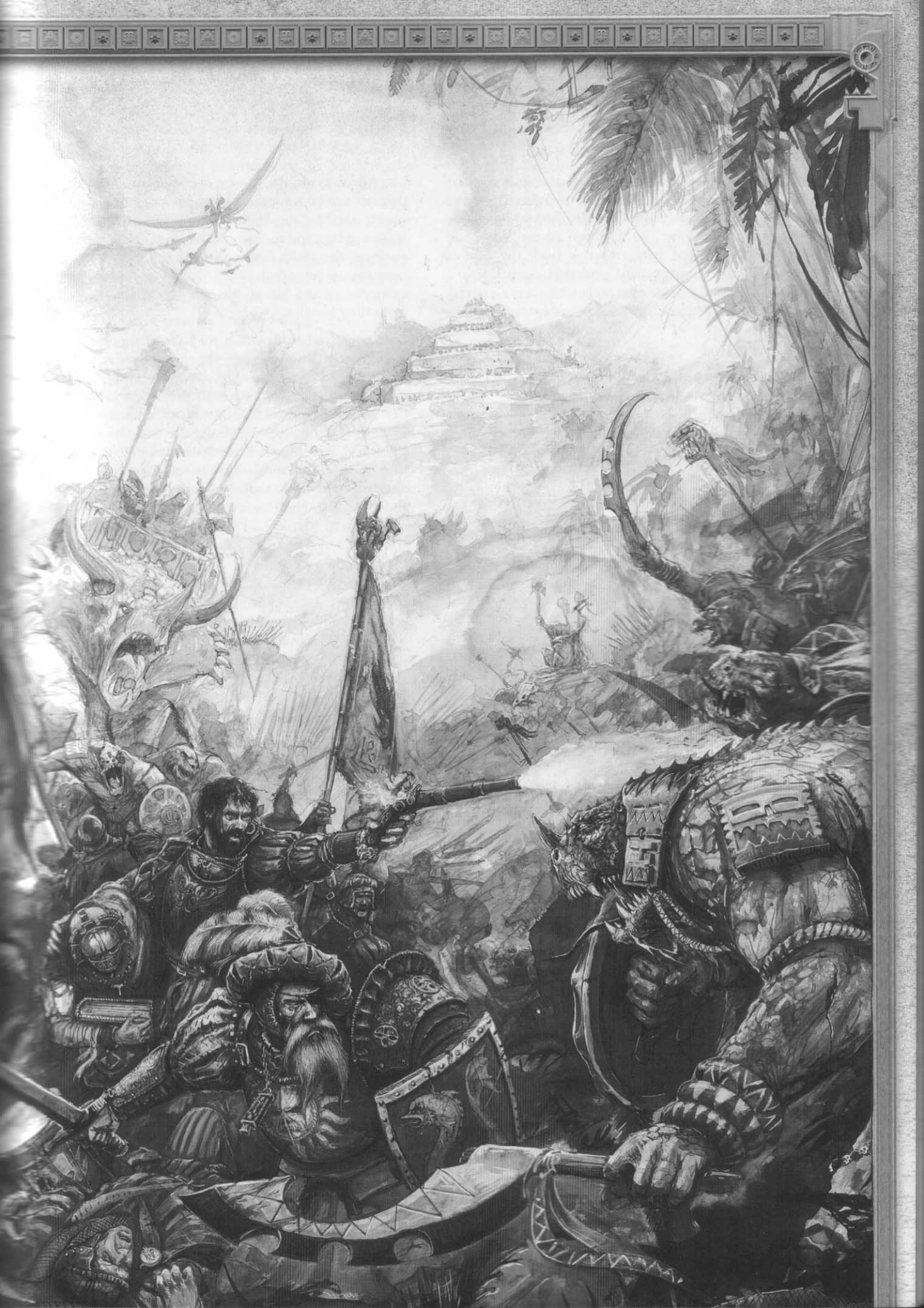
by the toxic strains of necrotic pox that lace the thick gruel of mud and decaying plant matter carpeting the jungle floor. Even the stoutest pair of boots will eventually admit some of this cloying black muck; within hours the feet inside will have turned raw, and within days the wearer will have bled to death. The carnivorous millipedes and carrion ants that scuttle through the peaty bogs quickly reduce such corpses to skeletons, and the acidic jungle soil slowly claims each bloody shard of bone.

All manner of foul parasites buzz around the heads of those who stumble through the mangrove swamps that blend from the jungle to the coastline; a single bite can cause delirium at best and a virulent flesh-eating disease at worst. These swamps harbour nests of leeches as long as a man's arm, their anaesthetic bite allowing them to grow fat and bloated without discovery until their unwitting victim collapses into the water from blood loss. These unfortunates are easy prey for the massive crocodiles that lie patiently in wait under the shadow of the mangroves, exploding into a blur of violence when a trespasser strays into their hunting grounds. The merest drop of blood is sufficient to attract shoals of ravenous piranha, their feeding-frenzy stripping the flesh from their victims in a sickening feast.

At night, the jungle resounds to the hideous roars and earth-shaking footsteps of its monstrous denizens, making sleep all but impossible. Those who have somehow found respite or collapsed with exhaustion often awake to find some of their number missing, dragged away in the night by silent predators. The dawn air is filled with great clouds of gnats and mosquitoes; insects with wingspans taller than a man drone through the sullen twilight. Leathery-winged terradons drift from tree to tree hunting their prey, although the soft flesh of a traveller is a delicacy to these sharp-beaked avians.

If a wanderer eventually winds his way far enough into the dark, cloying heart of the jungle he will begin to see abandoned monuments and totems punctuating the unending ocean of vegetation. These savage and brutal icons precede the few areas of the jungle where it is possible to see the livid, storm-wracked sky; sprawling clearings containing the stepped pyramids and spawning pools of the Lizardmen. Clustered with great edifices and perpetually lashed by tropical rainstorms and violent cyclones, these megalithic temple-cities form an invisible matrix of power that stretches across the continent. Such is the skill and strength of their creators that despite the fury of the elements they stand immutable, arrayed like great jagged teeth across the heartland of the Lustrian jungle.





RECENT HISTORY

For thousands of years after the collapse of the polar gates, with the immediate threat of Chaos thwarted, the Lizardmen existed in relative seclusion while the world changed around them. The numbers of the Slann had been greatly reduced while fighting back the tide of Chaos, and the survivors had retreated deep into the jungles. Many of the great temple-cities were ruined, and the Slann had detached themselves from the affairs of mortals.

Isolation

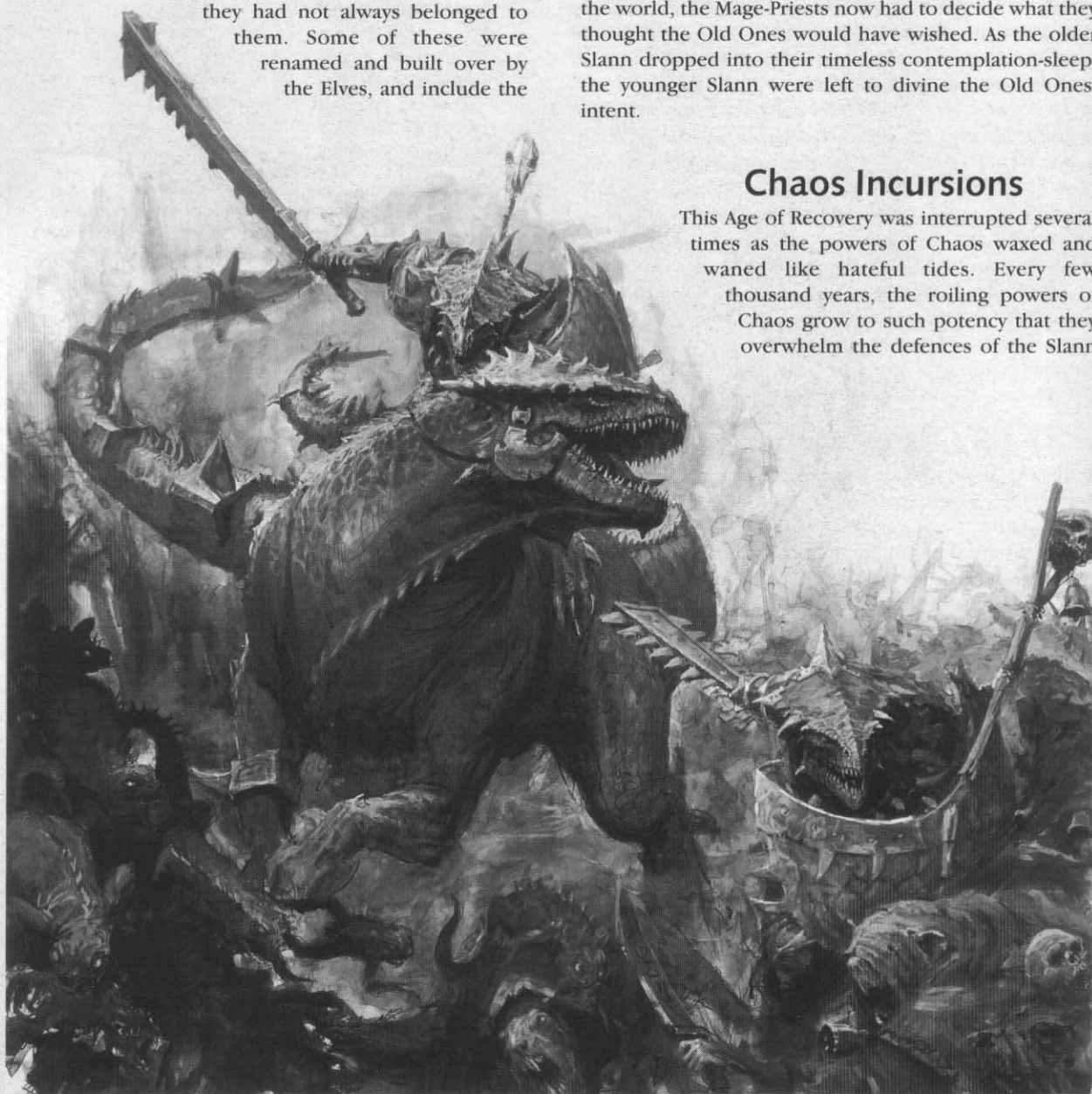
The Slann Mage-Priests were content for the Elves to take over the care of many of the Old Ones' protective sites, and in time the Elves forgot that they had not always belonged to them. Some of these were renamed and built over by the Elves, and include the

Citadel of Dusk, the Tower of the Rising Sun and the original site of Tor Elasor. They were defences originally constructed by the Slann to hold the southern Chaos Wastes at bay, and to this day the High Elves continue to perform the tasks that enable these sacred places to operate as intended. The High Elves know of the existence of the Slann, but are content to keep away from their jungles.

Lustria existed in isolation for several thousand years, cut off even from the Lizardmen across the seas. The Slann became increasingly dormant, entering longer and longer trance-like states as they tried to divine the best course of action. Having never been privy to the full subtlety and intricate details of the Old Ones' plan for the world, the Mage-Priests now had to decide what they thought the Old Ones would have wished. As the older Slann dropped into their timeless contemplation-sleep, the younger Slann were left to divine the Old Ones' intent.

Chaos Incursions

This Age of Recovery was interrupted several times as the powers of Chaos waxed and waned like hateful tides. Every few thousand years, the roiling powers of Chaos grow to such potency that they overwhelm the defences of the Slann



and spill out into the world. As the dark tendrils of the Chaos powers snake their way south of the northern Realm of Chaos, the minions of the Chaos gods launch massive, devastating incursions. In these times, some Slann stir from their contemplations to fight, while others enter an even deeper state of torpor, linking themselves to their brethren to reinforce the pressure exerted against the energy binding the Chaos forces, slowly wearing it down and pushing it back. The Slann generally remain separate from the physical struggle, for Men, Elves and other races were intended to act as the predators of Chaos, and to fight on the front line in these wars.

The Coming of the Skaven

The coming of the rodent spawn, the Skaven, was foretold in the Prophecy of Sotek, though only fragments of the prophetic text had survived the destruction of the temple-city Chaqua. A millennia-spanning war broke out as the rat-spawn ravaged Lustria, spreading their devastating plagues and diseases. The Lizardmen strove to wipe this foul race from the world, for the Skaven had no part in the sacred and enlightened plan of the Old Ones; they were unnatural creatures born into being with the coming of Chaos. For this reason they were instantly declared enemies of the Lizardmen to be eradicated from existence. The vermin adapted well to the jungles, and bred with such staggering speed that within a few decades they had spread across Lustria like a plague. Indeed, the rodents carried with them sickness and pestilence, and thousands of Lizardmen succumbed to their virulent disease.

The Raids of the Dark Ones

While the Slann were battling against the rat-spawn, the Dark Elves began raiding the jungles of Lustria. The Slann had not encountered these evil natured beings before, and did not differentiate between them and the High Elves, seeing them as the Old Ones had originally intended – as a single, balanced race. The Dark Elves showed complete disregard for the wisdom and sovereignty of the Slann, striking with precision into the heart of Lustria. *‘Though the dangers are many, the rewards are greater still. As swift and silent as a blade in the night, a lightning raid against the weaker, more isolated temples and shrines near the coast can reap great treasures; and the Hag Queens pay well for these artefacts of power that they covet so dearly;’* wrote the so-called Dark Scribe of Karond Kar.

Thus began a new era of hatred and mistrust between the Lizardmen and the Elves, resulting in thousands upon thousands of sacrifices on either side, and the Lizardmen becoming ever more aggressive and mistrustful towards all warm-blooded creatures invading their realm. This marked the first time in thousands of years that Lord Mazdamundi led his armies out of the jungles, sweeping northwards by the hidden paths into Naggaroth to retrieve their stolen artefacts.

THE RISE OF SOTEK

Sotek reigns as the great serpent-god of the Lizardmen, and every temple-city venerates his supreme divinity with a blood-soaked pyramid. Some believe that this foremost deity is one of the Old Ones returned, though most see him as a wholly different entity from the creators of the Lizardmen.

His coming was predicted in the Prophecy of Sotek, brought to light in Chaqua by the renowned Skink prophet Tebenhauin, sometimes known as Tenebuini. The bloody god's emergence into the world would be signalled by the appearance of a two-tailed comet in the heavens, representing his forked tongue. The growth of the Cult of Sotek started amongst the Skinks, who offered up thousands of rat-spawn in bloody sacrifices in his name, before spreading across all the Lizardmen lands. It is said that sacrifices caused swarms of snakes and serpents to overwhelm the Skaven tunnels under Lustria, forcing Clan Pestilens to abandon them. Myths speak of Sotek himself, in the form of a gigantic serpent, ridding Lustria of the Skaven by pursuing them to the coast. He then plunged into the ocean, emerging even mightier in the Southlands. From there he slithered into the depths of the earth in his relentless pursuit of the Skaven, and now lurks there still, feeding endlessly on rat-spawn and protecting his people from the Skaven menace.

The appearance in the skies of the twin-tailed comet is received with rejoicing and blood sacrifices of thanks among the Lizardmen, for they know that it heralds the reawakening of Sotek, who will strike down their foes with his furious anger.

Returning victorious to Hexoatl, Mazdamundi exerted his vast power to raise a new mountain, effectively closing a valley behind his armies and cutting off the pursuit of the Dark Elf army of Clar Karond. Dark Elf raids have continued for thousands of years, met with savagery by the Saurus and occasional retaliatory attacks northwards from the jungles.

Men Arrive

Passing decades turned into centuries, and entire civilisations were born and destroyed. The coming of Men to the lands of Lustria had been predicted thousands of years earlier, carved into the plaque of the Three-Hundredth Cycle of the Two Moons in Itza. Nevertheless, the Old Ones had nurtured them, raising them from savagery. Their favoured Human children gave birth to the first great civilisation of Men in the Land of the Sun, as recorded on plaques from the temple-city of Zlatlan. It had been predicted that Men would arrive in the lands of Lustria in increasing numbers and a time of darkness would begin; they knew of Man's lust for gold, even if they did not understand it. Nevertheless, the race of Man had been created by the will of the Old Ones, and formed a major part of the enigmatic Great Plan, and so they were not preyed upon unless their greed pushed them too far.

While the Elves were aware of the Lizardmen within the jungles, even if their memories had been tainted and warped over countless generations of arrogance, the young race of Mankind had no recollection of the ancient civilisation hidden within Lustria, nor did they remember the servants of the Old Ones that weaned them towards civilisation. To these people, Lustria seemed a new world full of danger and riches, a land that could make a man's fortune or bring him death, for Lustria was plentiful in the precious metals that the young race of Man coveted in its greed. Indeed, on many man-made maps, the isthmus of Lustria is named the New World of Gold.

The first Men to arrive in Lustria were the Norse, led by the enterprising raider Losteriksson. His expedition stumbled upon Lustria after his longships were blown far off course by brutal storms. There they found wealth beyond their imagining, though he lost almost his entire crew within weeks due to the cruel environment. Within a decade, a Norse settlement was built upon Lustria and named Skeggi, in honour of Losteriksson's daughter, the first Norse child to be born upon that continent.

Hundreds of years later, word of this continent of gold had spread far and wide, and the interest in it grew. Treasure hunters and explorers began to travel to Lustria from the realms of Tilea, the Empire, Bretonnia and Cathay. Though many of their ships were stopped by the High Elf fleets that patrolled the waters, some ships managed to slip through, particularly from the states of Tilea, whose smugglers and sailors are adept at avoiding unwanted attention. The New World of Gold has become a haven for pirates and reavers, who use its inlets and coves to hide while preying on the trade vessels plying the seas.

The Amazons

Stories of the legendary Amazons, an all-female jungle tribe said to dwell within the depths of the jungles, have abounded since Men first arrived in Lustria. In the Old World, the few scholars who believe the Amazons exist, or at least once existed, are generally of the opinion that these feral women were outcasts from the Norscan settlement Skeggi. This theory was recorded in the Journeys to the Dark Heart, by the brilliant yet notoriously eccentric scholar Stilmensch. Other more controversial scholars have written that the Amazons were an entirely separate yet related race created by the gods for a specific divine purpose, although this theory has been much derided by the more respected authorities on such matters. Regardless, the mythology of the Amazons continues to flourish, and tales of vicious warrior-women wielding strange weapons of power can still be heard in the drinking dens of Swamp Town and Sartosa.

For almost a thousand years after the Norse colony of Skeggi was built, the Human presence within Lustria was fairly inconsequential to the Lizardmen. Explorers and adventurers made no major impact on the lands, while the seafaring Norsemen rarely tried to penetrate deep into the jungles; the hill-fort's small population also posed no real threat to the might of the Lizardmen of Hexoatl. It was only when the Men of the Old World started to journey in large numbers to the New World that they began to make a significant impact, founding a number of ports, such as Swamp Town, Cadavo and Port Reaver. With the increase of seafaring traffic arriving on the shores of the New World, the greed of the Humans has pushed them to ever increasing raids inland. Such threats are ruthlessly quashed from time to time as Lord Mazdamundi sends forth his armies to smash the Humans' ramshackle towns, and eliminate those who press too close to the ancient temples.

Shadows Emerge...

Several hundred years ago, a Chaos horde rampaged south through the Human realm of Kislev in the wake of a powerful surge of magical energy from the Realms of Chaos. While the fledgling Empire of Man, led by Magnus the Pious, fought the minions of the Chaos gods, the Slann roused from their contemplations and were once again forced to expend their powers to stem the tide of Chaos energy that was rolling across the world. Even the spirit of the deceased Venerable Lord Kroak appeared to lend his wisdom and power.

Now, once again, the threat of Chaos has risen, and the winds of magic blow strongly. The first harbinger of the coming darkness was the battle for the isle of Albion, an ancient seat of the Old Ones' power. Corrupted by the powers of Chaos, some of those left to protect the isle turned to the Dark Gods and the protective mists that had hidden Albion since its creation began to fade. Mercenaries and enterprising treasure hunters flocked to the island from across the seas, precipitating a bloody war for supremacy.

The Slann were forced to act more directly to safeguard the ancient fortress of the Old Ones and, using mystical paths left by their creators, they sent a powerful army led by the ancient Saurus Scar-Leader Kroq-Gar to drive away the warm-blooded interlopers. As their gods did at the dawn of the world, the Slann have begun to shape the island to suit their needs and restore the protective wards that guard against invasion.

Thus begins the latest chapter in the history of the Lizardmen and the world as a whole. The Slann have divined that now is the time for them to start to put things in their proper order, to begin to curb the actions of the ignorant younger races, and to combat the hated threat of Chaos head-on.



TEMPLE-CITIES

In the time of the Old Ones, each of the temple-cities was a thriving community. Over the thousands of years that followed the departure of the Old Ones, many of the cities were overrun and fell into ruin, sacked and raided, their Slann Mage-Priests lost from the world forever. Sometimes these cities have been reclaimed, their ancient secrets recovered, while others remain hidden by the dense jungles. Other temple-cities have remained as thriving centres of activity.

Each of the temple-cities is carefully positioned to relate to specific constellations and various astral and stellar alignments. As well as relating to constellations in the skies, each city lies along lines of power criss-crossing the world. These ley lines link the temple-cities, forming a web of energy that the Slann are able to tap into, enhancing their own powers of sorcery and communication.

Huge stepped pyramid temples, rising above the seething jungle, stand at the centre of each of the ancient Old One temple-cities. Each of the temple-cities is dedicated to a different founding Old One divinity, although within each city there are often numerous other pyramids dedicated to other blessed Old Ones, as well as Sotek. It is at the top of these pyramids that the most sacred rituals are performed, including bloody sacrifices and dedications to the gods.

The temples are the heart of the cities, the focus of life for the Lizardmen. Hidden deep within them sit the deceased body-shells of those Slann whose spirits have left their bodies, having been struck down in battle or lost during the coming of Chaos.

Deeper still lie the barracks of the sacred Saurus warriors, the warriors of the Old One faith. From their subterranean cloisters they emerge, ready to fight under the direction of the Slann or the eldest of Saurus, the Oldbloods. The Saurus are spawned in subterranean caverns beneath the barracks, producing warriors as needed.

Sitting at the very top tier of the grandest pyramid in each city are the Slann. Sometimes the Slann will dwell within a temple room at the top, while others sit in their meditative states atop pillars protruding from the tip of the stepped monoliths. There they sit for years on end, protected from the wild Lustrian elements by a sphere of energy that encases them. The lines of power pass through the Slann, linking them to their brethren, and allowing instantaneous communication between them. In their meditative states, the spirits of the Slann fly free, merging with those of their brethren, their thoughts and feelings

compounding into a single consciousness. The spirit-souls of deceased Slann join with those of the living, sharing their wisdom and collective experiences.

Often a mirror-like pool of water surrounds the Slann, and it is said that the Slann can view far off lands through this medium. Privileged Skinks attend to the Mage-Priest, patiently waiting on the ancient beings to rise from their meditations, and they record any proclamation that is uttered, whether verbally or telepathically. Standing wary nearby at all times are the Temple Guard, dedicated Saurus warriors whose sole existence centres on protecting the Slann, the living embodiment of the temples themselves.

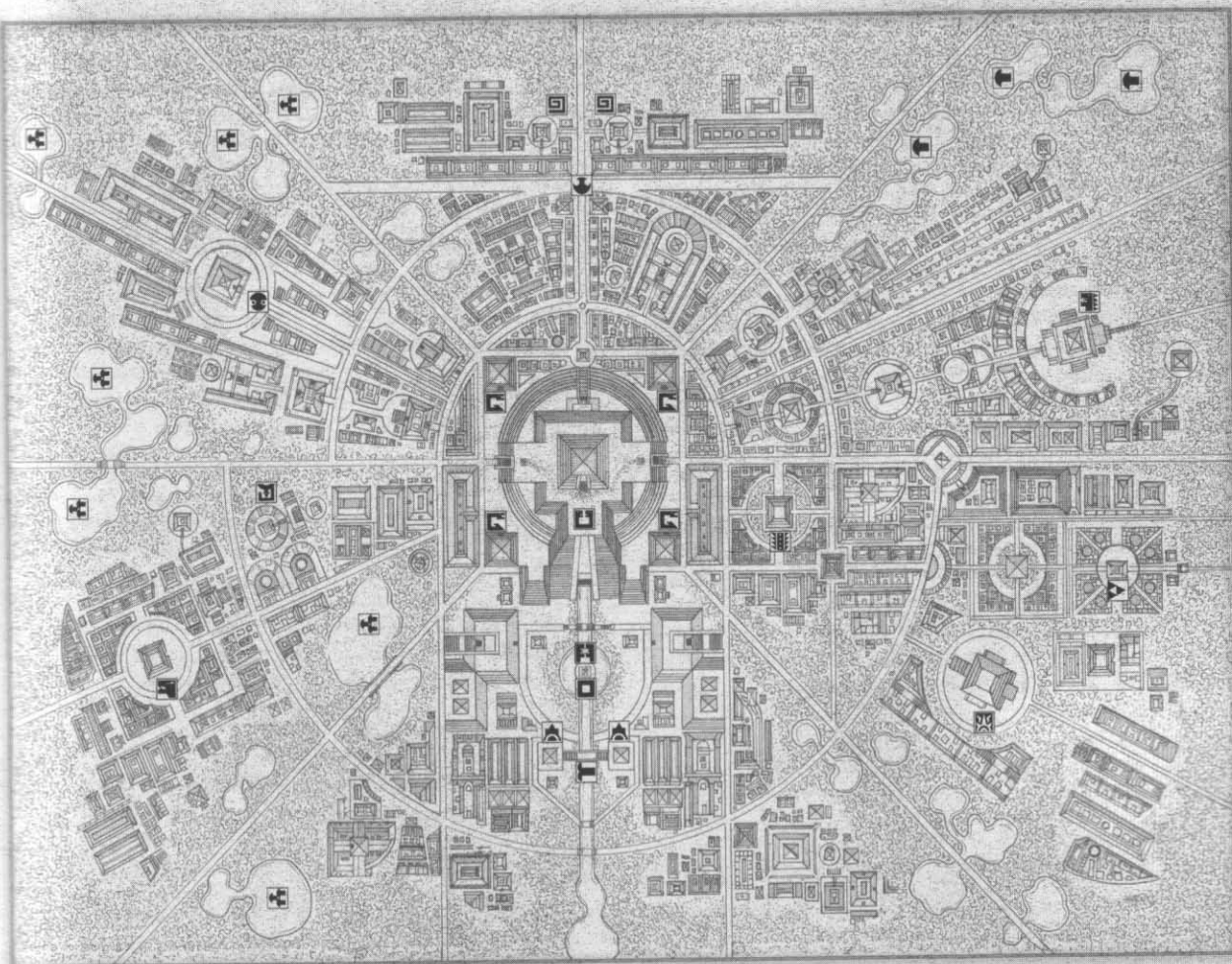
Situated around the temples at the heart of the temple-cities are numerous paved causeways leading to the grand plaza with a great pyramid at its centre. This pyramid is often flanked by a series of lesser pyramids dedicated to various Old One divinities. The causeways are bordered by towering stone carvings covered in glyphs and sculpted scenes re-enacting myths and rituals, which are kept in good order by teams of Skink artisans.

In the central plaza of the mightiest of the temple-cities are towering stone pillars, covered in the most ancient of glyphs and gleaming arcane devices. These form a gateway that the eldest Slann can open. The air ripples like water under the subtle manipulations of the Mage-Priests, opening a gateway across the world. Entire armies of Saurus can be mobilised within hours, marching to battle against enemies in completely different continents, half a world away.

Surrounding the pyramids are the Skink barrios, forming the working suburbs of the city. Here the Skinks pursue their crafts that enable the city to live and breathe; there are scribes, artisans and sculptors, as well as vast numbers of workers and their overseers that scuttle about their tasks. Filled with frantic activity at all hours of the day, these tightly clustered stone buildings can hold teeming populations of thousands of Skinks. The lives of these creatures are strictly ordered, each one knowing his duty and purpose within the whole, and day to day life is efficient and structured.

On the outskirts of the city, amongst the encroaching jungles, are the Skink spawning pools – areas that the Old Ones set aside for that purpose millenia past. With almost every new moon a brood of hatchlings swarm from the waters ready to fulfil the purpose of their existence within the Slann's interpretation of the Great Plan.

THE TEMPLE-CITY OF TLAXTLAN



Great Temple Of Tlazcotl

"And so did impassive Lord Tlazcotl raise the shrine-spire atop his greatest temple, wherein resides the great Adohi-Tehga, his devoted Mage-Priest of the Second Spawning. So it was then, as it is now and evermore."

Blood Shrines of Sotek

"On the cyclic turnings of the moons, the shrines of Sotek are to be drenched in blood to appease the Great Serpent's unquenchable thirst."

Blessed Pyramid of Tzunki

"Surround my temples with the blessed waters of life. So He did speak, and so it has remained."

Shrines of Tepok

"Brother of Great Tlazcotl, Tepok of the Air shall always be honoured in great Tlazcotl. Let it be done."

Great Statue of Tlazcotl

"Let all who gaze upon our lordly deity rejoice. The universe resides within his reflective eyes, embrace the coldness of blessed certainty."

Mortuary Shrines of the Holy

"Let not the pre-eminent servants fall into decay, but honour them always."

Dome of Huanchi

"Cousin of darkness, Huanchi's priests too shall dwell in twilight."

The Guardians

"They arrived with the gods, and with the gods do dwell their spirits. Their wrath is beyond imagining. Any who pass with evil intent will be struck down from afar."

Ziggurat of Quetli

"Warrior and protector of the true way, nothing in this world can harm this great city when his power is invoked. From within the shrine, his protection envelopes the city in entirety."

Sun Temple of Chotec

"Whilst one brother lives in darkness, the other, his double-twin, exists in light. Behold!"

Temple of Itzl and corral-arena

"Creator-meld of the beast, Itzl be praised!"

Barrios of the Worker

"The industrious shall hold this city together. Their strength shall be as vital as the warrior's arm."

Spawn-pools of the Guide

"As the life-liquid lives on, so too shall we build ourselves ever stronger. Alas, we are fallen."

Spawn-pools of the Labourer

"Ever even-tempered and filled with life-liquid, the pools shall be our future. Broad and strong, the Labourers shall come forth."

Spawn-pools of the Worker

"Bountiful vitality shall exist within the pools of the Worker. Let them never fall silent."

Gateway of Tlaztlan

"Portal to nowhere, to everywhere, to always and never."

Floating Gardens of Lost Xholankha

"Alas, Xholankha was lost. An eternity of mourning shall follow."

WAR AGAINST CHAOS

Harsh cries of exotic birds and the constant hum of insects filled the steaming, jungle air. An occasional hiss from a flock of small, winged pterosaurs picking at the rotting remains of a giant crocodile cut through the buzzing as something stirred in the distance. They looked up from their gory feast, blood dripping from their razor-toothed beaks. A sound like rumbling thunder reverberated through the ground, causing a cacophony of noise to erupt from the jungle canopy. Birds screeched in alarm and monkeys howled in warning as they bounded from branch to branch in agitation. Adding to the tumultuous alarm of the jungle, the pterosaurs squawked shrilly and wheeled into the air. The booming became louder, accompanied by the crack of splintering tree trunks and the rasping of massive lungs. With a low-throated growl, the Carnosaur burst through the jungle, smashing aside the branches of the ancient chaquan trees and trampling young saplings underfoot.

Ignoring the branches and vines that whipped at his heavily scaled and pitted face, ancient Scar-Leader Kroq-Gar rode through the trees on the back of the mighty Grymloq. The vicious Carnosaur, whom he had ridden into battle for nearly six centuries, snapped its massive jaws at the fleeing pterosaurs. Without breaking stride, the colossal predator caught one of the winged creatures, gulping it down whole. Raising his heavy head, Kroq-Gar let out a throaty roar. Grymloq bellowed in response, the deafening sound echoing through the heavy, moisture-filled air, warning the now silent jungle that its king was hunting. Kroq-Gar hefted his long-bladed spear high into the air, rejoicing in the thrill of the chase, eagerly anticipating the slaughter he would unleash upon the despised interlopers who had dared encroach upon his domain.

A dark green crest stealthily broke the mirk amongst the mangroves, followed by a pair of slitted yellow eyes, as Tenoqual raised his smooth-skinned head slightly above the water level. He blinked once, eyes picking up movement through the heavy fog hanging over the murky water. He could see dark shapes through the gloom on the

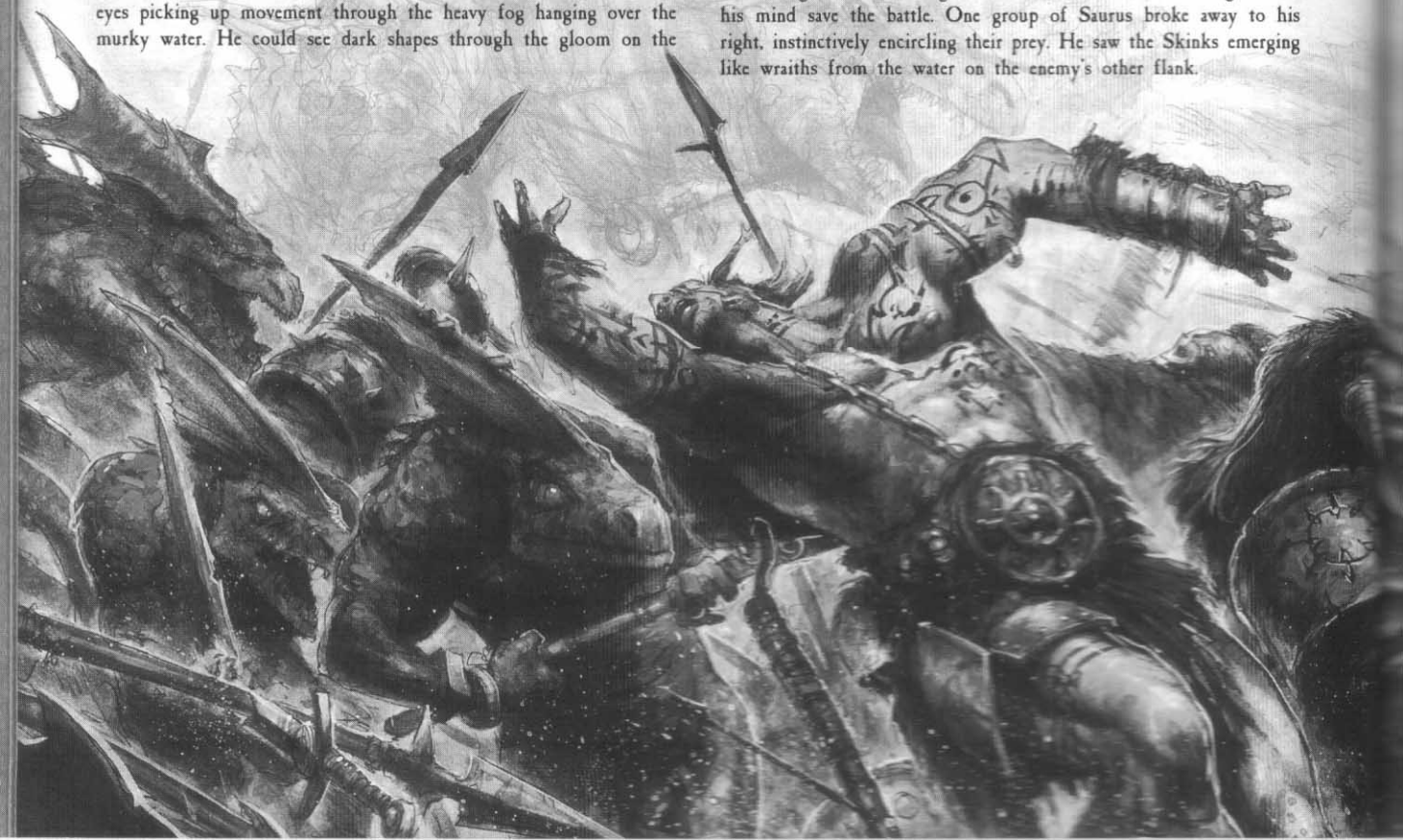
shore nearby, and knew it was the hated enemy. His sensitive nostrils flattened as their tainted stench was carried to him on the slight breeze. Tenoqual had been stalking the foe for five cycles of the sun, waiting for the perfect moment to attack. That time had arrived.

The enemy were wading through the mud of the swamp, their heavy black armour caked in filth, concealing some of the hated symbols daubed onto the thick plates. Foul, sucking sounds accompanied every difficult step, yet the vanguard of the Chaos warband continued on grimly. Some of the warriors had removed their enclosing helmets, revealing faces tinged a sickly pale-blue. Their cheeks were covered in symbols carved into flesh, their eyes purest black. Tenoqual regarded them coldly as they continued to labour through the heavy marsh, and his crest subtly changed colour to warn those of his spawn-kin behind him.

A distant, echoing roar reached Tenoqual's ears, and he paused in readiness. He flicked out his blue tongue, tasting the air. After a moment's silence, he let out a shrill chirruping call, and cocked his head to the side, listening. A low, rumbling growl answered him, rolling out across the water from further up the bank. Recognising the resonating attack command of Scar-Veteran Bok-Ax, he slipped silently through the water towards the Warriors of Chaos. Barely a ripple disturbed the water's surface as he and his Skink spawning-kin swiftly approached their enemies.

As he rose from the water in the shallows, Tenoqual pulled a long dart from his Salamander-skin armband, its tip smeared with a dark green resin, and pushed it into the mouth of his blowpipe.

Bok-Ax snarled as he broke into a loping run towards the Chaos Warriors, raising his toothed weapon, stronger than any man-made steel, into the air. His Saurus ran at his side, their lean, powerful bodies angled forwards, eager for the taste of blood. Nothing entered his mind save the battle. One group of Saurus broke away to his right, instinctively encircling their prey. He saw the Skinks emerging like wraiths from the water on the enemy's other flank.



The Chaos Warriors yelled their defiance as they braced themselves for the impact of the Saurus. Bok-Ax roared as he struck the first blow. His weapon smashed into a horned helmet, cleaving through metal and bone. The Scar-Veteran's shield arm lashed out, the barbs on his crescent-shaped shield ripping open the chest armour of a second warrior in a spray of blood.

As the sound of battle erupted, Tenoqual exhaled sharply, spitting a final dart at the enemy before nimbly spinning around and pouncing lightly back towards the safety of the water. A block of warriors had turned to confront the Skinks after their first volley of darts, and they plunged after them deeper into the mud, sinking past their knees. With a leap, Tenoqual and the other Skinks dived into the shallows.

The frustrated Chaos Warriors pursuing the Skinks slowed, finding themselves sinking further into the clinging mud. Screams and inhuman roars accompanied the sound of weapons clashing behind them, and they turned to wade back out of the mangroves. A huge eruption from the water halted them.

Massive, scaled shapes burst from the river's edge with speed that belied their bulk, spraying water and mud in all directions and filling the air with deafening roars. There was a fleeting impression of strongly muscled creatures as they powered through the churning morass. They hefted huge weapons in thick hands and their jaws were wide open to display a fearsome array of serrated teeth. The Kroxigor in the lead chopped scythe-like with its immense weapon, hacking down into a Chaos Warrior's hip and smashing through dark armour as though it were cloth. The weapon clove the man in two and embedded itself deep into the mud. The powerful blow swung the Kroxigor's body around, and it used this momentum to smash another warrior from his feet with its thick, spike-strapped tail. With its weapon trapped in the mud, the Kroxigor lunged forwards, crushing another enemy's helmet with powerful teeth, metal wrenched out of shape under the pressure. The Kroxigor shook its heavy jaws from side to side, ripping the warrior's head from his shoulders.

Scar-Leader Kroq-Gar looked through the shady, twisted branches of the chaquan tree with the hungry eyes of a predator. Grymloq let out a dangerous growl and flared his nostrils, filling the air with

steaming breath. Kroq-Gar could feel the Carnosaur tensing beneath him at the sight of the prey. The Scar-Leader yanked sharply on the skin of the Carnosaur's neck with his ensorcelled, gauntleted hand to keep the beast from launching into the open immediately.

Kroq-Gar's attention was torn from the main battle by the sound of pounding hooves. A group of black-armoured knights thundered along the firmer ground near the treeline, kicking their snarling steeds onwards to attack the flank of the Saurus. Grymloq strained under Kroq-Gar's hold, the scent of blood overpowering his senses, and thick ropes of saliva dripped from between his serrated teeth. As the knights passed them, Kroq-Gar released his hold and kicked the Carnosaur forwards.

With a deafening, blood-hungry roar, Grymloq burst from the jungle, his powerful claws ripping great rents in the muddy earth. The knights' steeds reared in terror as the mighty predator closed on them. With a swipe of one of its forelegs, the Carnosaur broke the legs of one of the steeds and closed its immense jaws around another's neck, cutting its cry short. Kroq-Gar lanced his spear downwards, thrusting it through the body of a knight. The barbed blade exploded through the heavily armoured warrior's chest in a spray of gore.

Grymloq swung his heavy head, smashing a steed to the ground. The knight fell heavily into the mud, and a thrust from Kroq-Gar's long, barbed weapon ensured that he would not be rising. Pinning another of the Chaos mounts with its forelegs, Grymloq raked its flanks with one of his powerful hind legs, curved claws ripping skin and flesh to ribbons before he ended the creature's torment with a powerful snapping of his jaws. Dark-bladed weapons hacked into the Carnosaur's flanks, yet the creature barely registered the blows in its furious lust for slaughter. Dripping with gore, the Carnosaur rose up on his hind legs and roared once more, revelling in the glorious fulfilment of the hunt. Kroq-Gar's own feelings of exultation mirrored those of Grymloq, and he dispatched another foe with a brutal thrust through the neck. Glancing around, searching for more opponents to vent his rage, he saw the enemy scattered and fleeing into the jungle.

This day, they would hunt well.



LOST CHILDREN OF THE FALLEN GODS

SLANN MAGE-PRIESTS

The Slann are the last of a dwindling race that has existed for countless thousands of years. They were the favoured servants of the Old Ones, and travelled across the stars with their god-like masters. Favoured for their considerable intelligence and magical abilities, they now rule the Lizardmen as a caste of Mage-Priests.

Large, unearthly creatures, the Slann are quite unlike anything else in the world. Their heads are large to match the mighty intellect held within, and their eyes are bulbous and all-seeing. They can live for thousands of years, and their bodies become more bloated with the passing

centuries. They perceive time differently to the short-lived mortal creatures of the world, and slip into extended periods of contemplation and thought that can last decades, or even centuries at a time. Endlessly they ponder the meaning of time and the mysteries of the universe. To their attendants they often appear to be in a sleep-like trance, with signs of life limited to the occasional blink, yet the Slann are more truly aware of the magnitude of the universe than any other being in the world. When the Slann stir from their meditative states, they often declare an enigmatic prophecy or proclamation that Skink attendants dutifully attempt to record. Often these statements require careful study and interpretation, and the true meaning may not become apparent for a thousand years or more.



All the Slann alive today in the world are the same ones who once served the Old Ones, though they were all spawned on this world after the Old Ones' arrival. Those few Slann that travelled from across the stars have long since passed from the world, with not a trace left of their existence. There were five spawnings of Slann made by the Old Ones after their arrival, and no more have been spawned since the great catastrophe when Chaos entered the world. So it is that the Slann are the last of a dying race, and even the youngest is over seven thousand years old. Their numbers are slowly dwindling, never to be replaced. They are very rarely slain in combat, for they will usually magically teleport themselves out of danger before a killing blow is landed. The husk-bodies of those who are somehow killed are mummified and entombed beneath the temple-cities, and they are venerated as much as ever they were in life. However, so strong is their consciousness that the Slann are able to hold their spirits in this world. Even when their physical bodies are

slain, they are still able to influence the world through their arcane powers, as well as communicating with their living Slann brethren and appearing to the Skink Priests in visions and dreams.

The Slann of the First Spawning died many thousands of years ago, and their mummified corpses are venerated as holy relics. So strong is their spirit, that they can still affect the world around them, manipulating the winds of magic and advising the younger Slann. It is believed that only five Slann of the Second Spawning remain, ruling the greatest temple cities in Lustria. They are the most powerful of these creatures left in existence, and the ones who spend the most time in meditative states.

The Third, Fourth and Fifth Spawnings of Slann are more common than their ancient forebears, and yet are still immeasurably ancient beings that can remember a time before Elf or Dwarf history began. Some of these younger Slann have even been known to shift their weight on occasion, though such occurrences are momentous and rare, and it is these younger generations who are more inclined to warfare and aggression.

As the Slann have begun to get more agitated by the pressing concern of the spread of Chaos, so they too have become more active in the world. Their armies have been mustering, and even the most ancient Slann has readied himself for war. In battle, a Slann's hovering platform gently glides forwards, born aloft by ancient magicks and the will of the Slann himself, surrounded by devoted Saurus Warriors. From his reclining position, the Slann gestures with multi-jointed fingers, unleashing devastating magic against all who defy him.

The Slann know that they were entrusted with the task of maintaining and completing the grand design of the Old Ones. The Known World is but a small element in this awesome universal plan.



ARMY SPECIAL RULES

Cold-Blooded

All Lizardmen are cold-blooded and naturally slow to react to psychology, if they react at all. To other races the Lizardmen seem incapable of emotion, bloodthirsty and little more than heartless killers. This is not necessarily true, for the Lizardmen merely view the world from a very different perspective.

For all Leadership tests, all Lizardmen units roll 3 dice and choose the lowest 2 scores.

Blowpipe

The most common weapon of Skink hunters is the blowpipe. The natural dexterity of the Skinks is combined with darts tipped with lethal tree-frog venoms, to create a weapon deadly enough to take down the toughest foes,

Maximum range: 12";

Strength: 3.

Rules: 2 x Multiple Shots

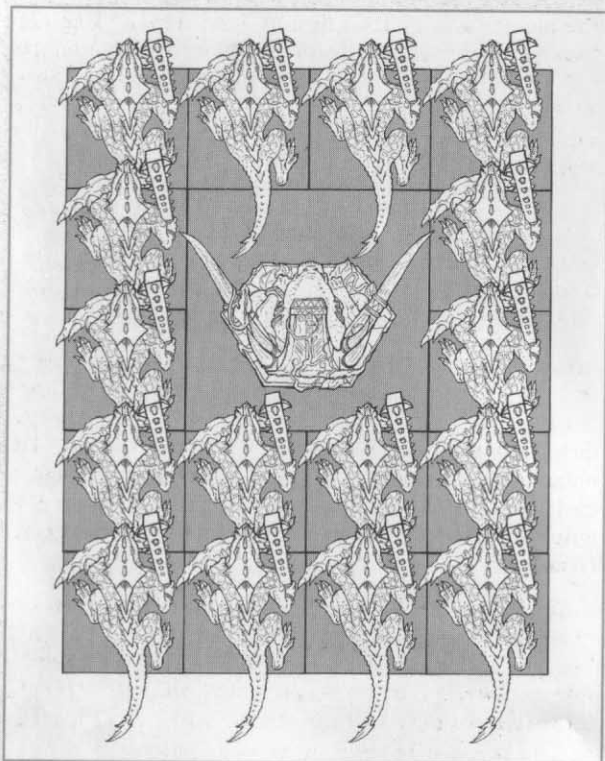
Since the time of the Fall, when the stellar gates imploded, the world was polluted with Chaos and the Old Ones vanished forever, the Slann have religiously attended to their sacred task that they hope to accomplish before their own race dies out. No matter what Elves or Dwarfs or Men may think or do, the Slann will endeavour to serve the Old Ones faithfully to the end of time or until they disappear from the world. All other Lizardmen live only to serve the Slann and help them in their cosmic task, and the Slann do not tolerate anything or anyone that would stand in the way of them completing their sacred duty.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------------------|---|----|----|---|---|---|---|---|----|
| Slann (5th Generation) | 4 | 4 | 3 | 3 | 5 | 6 | 2 | 1 | 9 |

SPECIAL RULES

Large Target: The Slann is a large target.

Palanquin: Treat the Slann as a single model with a single profile, rather like a chariot. If the Slann has joined a unit of troops, the unit counts rank bonuses as if the space taken by the palanquin was taken by normal troops. The palanquin may be placed in the centre of the second rank of troops, rather than in the front rank (see the diagram below). It is only ever forced to move into the front rank if the front rank is reduced to less than three models. If the palanquin is forced to move into the front rank, it is placed in the centre of the remaining two troops – slide them aside so that the Slann may fit between them. If there is just one model left in the front rank, then simply place the Slann next to it. While the Slann has no enemy models in base to base contact, it does not count as being in combat for purposes of its own spell casting and use of magic items, even if the unit around it is. This means that it may still cast spells as if unengaged, as it sometimes rises on its



palanquin above the fighting to cast its powerful magic before dropping back within the protection of its unit. However, the Slann still counts as being in combat in regards to enemies wishing to target the Slann.

Unit Strength: The Slann has a Unit Strength of 5.

Contemplation: Slann are concerned with the plan of the Old Ones and the workings of magic rather than fighting the lesser races. Consequently, a Slann will never fight. If engaged in combat, its single attack is made by its Skink attendant darting forward to strike before retreating once again behind the throne. Slann may never take magic weapons or magic armour when choosing their magic items.

Telepathy: Slann remain in constant communication with their brethren, and can see through the eyes of other Slann or even Skink Priests if they wish. For spell casting, the Slann is considered to be able to draw a line of sight to everything that any Skink Priests or other Slann on the table can see. Note that it is still the Slann that casts the spell, and range is measured from the Slann itself, ignoring any intervening terrain. Eg, a Slann in the second rank of a unit of Saurus Warriors that are engaged in combat may cast *magic missiles* at a foe (even though the Slann itself cannot see them) that a friendly Skink Priest can see, so long as the target is within range of the Slann.

Shield of the Old Ones: Slann are protected by potent magical defences that gives them a 4+ Ward save.

Wisdom of the Old Ones: Slann are the most powerful spellcasters in the Warhammer world. See the Slann Generations section on page 49.

SAURUS WARRIORS

Saurus are ferocious creatures, bred by the Old Ones specifically for the purpose of war and protection. They are powerful warriors whose entire bodies have been designed for combat. Bony crests protect their heads and necks, and tough scales run down their backs and arms. Even unarmed, Saurus are perfectly capable of slaying their enemies, for their tails and limbs are equipped with all manner of naturally hard spurs and talons, and their jaws are powerful enough to break a man's arm. Some have remarked that Saurus are dull-witted and stupid creatures, yet this is a simplistic view of these dangerous beings. It is true that they have little in the way of verbal communicative skills, and can perform only the simplest of tasks outside of warfare, yet their cunning and innate intelligence has simply been guided in a certain direction for a very specific purpose. In times of war, Skinks defer to the oldest Saurus, for combat is their realm, and they have an instinctive understanding of battle tactics and warfare.

Saurus are spawned in dark pools in the caverns beneath the temple-cities. From the moment they are grown enough to crawl from the spawning pools, they know how to fight and conduct warfare. Many are the accounts of the Saurus launching perfectly timed ambushes and manoeuvres, even when it might seem to an outside observer that there was no communication amongst the Saurus themselves.

Future spawnings occasionally produce Saurus Warriors that have slightly different natural abilities and skills than their brethren. Some say that the Old Ones foresaw the future, and could predict when warriors with particular skills would be needed, and so the seemingly random spawnings are all part of the Old Ones' careful calculations. These spawnings are regarded as blessings from the gods themselves, sent to aid the Slann in their sacred duty.

One of these spawnings that has become more common in the temple-cities in the last decades is the birth of Saurus Warriors that come into the world instinctively knowing how to ride and control the dangerous Cold Ones. These creatures are vicious and dim-witted, and make powerful mounts for those able to ride them. It is believed that it is the blessing of Tzunki becoming manifest in the jungles that allows these Saurus to ride Cold Ones, and an indication that these fast-moving warriors will be necessary in the coming wars.

The Temple Guard are another variant spawning, a subspecies of Saurus created to protect the Slann. They are spawned with more heavily armoured scales than other Saurus, and instinctively have an unshakeable resolve to guard the Slann at any cost – they do so with utter determination until death overcomes them.

The longer Saurus live, the tougher and more ferocious they become. Their scales become thicker and harder, and their warlike instincts seem to become more honed. The Saurus Scar-Veterans and Oldbloods are ancient beings, some having been alive for several thousand years. Indeed, it has never been known for a Saurus to die of old age, for war is their life, the sole reason for their being.



| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Saurus Warrior | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 8 |
| Cold One Rider | 4 | 4 | 0 | 4 | 4 | 1 | 1 | 2 | 8 |
| Temple Guard | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 2 | 8 |
| Scar-Veteran | 4 | 5 | 0 | 5 | 4 | 2 | 3 | 4 | 8 |
| Oldblood | 4 | 6 | 0 | 5 | 5 | 3 | 3 | 5 | 8 |
| Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 |

SPECIAL RULES

Scaly Skin: Saurus Warriors and Cold One Riders have a Scaly Skin save of 6+. Temple Guard, Saurus Oldbloods and Saurus Scar-Veterans have a Scaly Skin save of 5+.

Predatory Fighters: Saurus Warriors are vicious fighters whose bodies and armament have been created to maximise their fighting potential in close combat. As well as their well-designed weapons, they make use of their bony crests, powerful jaws and claws. Even their shields are designed to strike and slash with, making them formidable opponents.

However, this instinctive and predatory fighting style works best at close range, so Saurus Warriors fighting with spears may only make a single attack, rather than two, if they are positioned where they can attack in the second rank of fighting against a foe to the unit's front.

TEMPLE GUARD SPECIAL RULES

Sacred Duty: If both a Slann Mage-Priest and Temple Guard are in the army, then the Slann must join the unit. The Slann cannot leave this unit – the Temple Guard are spawned to protect the Slann and their temples, and they will not leave their charge for anything, even if the Slann might wish them to! While there is a Slann Mage-Priest within the unit, the Temple Guard are *stubborn*, as described on page 85 of the Warhammer rulebook.

COLD ONE RIDERS SPECIAL RULES

Fear: Cold Ones are large and frightening monsters with viciously sharp teeth. Cold Ones and their riders cause *fear* as described on page 81 of the Warhammer rules.

Stupidity: Cold Ones are not very intelligent creatures and are liable to become confused or inexplicably enraged. Cold Ones are therefore subject to *stupidity* as described on page 82 of the Warhammer rules. This means that a Stupidity test must be taken at the start of each turn, using the Leadership of the rider. Use 3D6, ignoring the highest dice in the usual manner for Lizardmen.

Thick Skinned: A Cold One Rider gains an extra bonus of +2 on his Armour save rather than the usual +1 for being mounted on cavalry. This is because Cold Ones are thick skinned, immune to pain and difficult to wound. The slime exuded from the beast's skin quickly seals up wounds and gashes, and numbs the pain.

SKINKS

Skinks are small, agile, intelligent creatures bred by the Old Ones from the giant amphibious creatures that have inhabited the Lustrian swamps since the dawn of time. They were created to perform the mundane jobs that required a quick mind and nimble fingers, and as such they perform many varied roles, such as translators, scribes, artisans and administrators. Highly organised and social beings, Skinks communicate quickly and effectively, and are perfectly adapted to ensure the smooth day-to-day running of the temple-cities. They instinctively work well in large groups, following the signals of their leaders, often communicated through subtle changes in crest hues as well as vocal commands, to accomplish complicated tasks with quick efficiency.

In times of war, Skinks often take up their weapons to fight alongside Saurus, yet they are not born warriors and their skittish nature will often see them flee from strong resistance. Despite this, they are stealthy and swift creatures, and can be deadly when using their favoured weapons, in particular the blowpipe, against an unwary foe. This makes them exceptionally good hunters, stalking through the dense jungles and killing any warm-blooded creatures that dare venture into their world.

The Skinks have a natural affinity to water, and can swim swiftly through the dark jungle swamps and rivers, often staying submerged for up to an hour in order to launch a surprise attack before disappearing into the jungle. Skinks are skilled hunters and coat their weapons with lethal toxins distilled from the poisonous amphibians and serpents that dwell in the hot, steamy jungles.



Very occasionally, a spawning will result in just a single Skink being hatched. These Skinks tend to be particularly attuned to the magical energies in the world or destined to become mighty heroes, and will often become prophets, priests or attendants to the Slann, or perhaps mighty hunter-warriors. It is they who tend to the shrines of the Old Ones and perform the rituals of sacrifice.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| Skink Chief | 6 | 4 | 4 | 4 | 3 | 2 | 5 | 3 | 6 |
| Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 5 |

SPECIAL RULES

Aquatic: Skinks can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain.

Skirmishers: Skinks follow the rules for skirmishers.

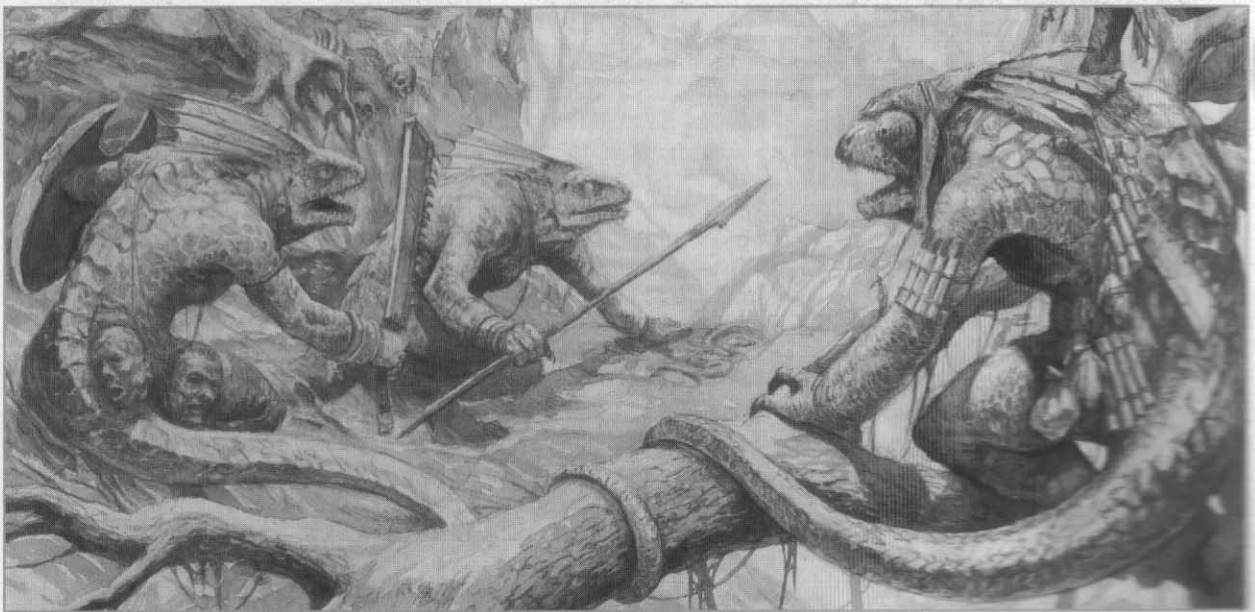
Scouts: Some Skink skirmishers are able to Scout. This works exactly as explained on page 112 of the Warhammer rulebook, with the following additions. Scouting Skinks count as being out of sight if they are deployed within a water feature and more than 2" from its edge. They must still deploy 10" or more from enemy troops as normal.

Poisoned Attacks: Skink darts and javelins count as Poisoned Attacks, as described on page 114 of the Warhammer rulebook. Note that attacks which require a 7 or more to hit cannot cause automatic wounds.

CHAMELEON SKINKS

Chameleon Skinks are a subspecies of Skink that have a number of characteristic peculiarities that distinguish them. The Chameleons are more aggressive than other Skinks, and their role centres on scouting, infiltration, concealment and hunting. They stalk their prey through the jungles, whether that prey be food or intruder, and are able to move to within yards of their target without being noticed. This is chiefly due to their chameleonic skin that can shift in texture and colour in a heartbeat to match the surroundings. Chameleon Skinks have large protruding eyes that can move independently, allowing them to see all around them while remaining perfectly motionless. Indeed, they have been known to stay unmoving for hours on end, awaiting the perfect moment to launch an ambush.

Chameleon Skinks are an unusual spawning that in more recent years have returned to the world after almost becoming little more than a memory. Being originally bred only in the sacred spawning pools of the pyramid-city of Pahuax, the breed almost died out after the city was destroyed soon after the fall of the polar gates. In recent years, Chameleon Skinks have started to spawn in several of the spawning pools across Lustria and the Southlands.



The fact that they have spontaneously begun to spawn again has been interpreted by many Skink prophets as part of the Old Ones' plan – the divinities have deemed it necessary for them to return to the world. Whether this is due to the growing Chaos threat, or because the gods deem that Chameleons are needed for the Lizardmen to expand their realm, is mere speculation, and Skink prophets argue about exactly what the return of the Chameleons might herald for the Lizardmen race.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Chameleon Skink | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 |

SPECIAL RULES

Aquatic: See the Skink special rules.

Skirmishers: Chameleon Skinks follow the rules for skirmishers.

Scouts: See the Skink special rules.

Poisoned Attacks: See the Skink special rules.

Expert Hunters: Chameleon Skinks work best when stalking their prey alone, or when accompanied by others of their kind. Characters can never join units of Chameleon Skinks.

Chameleons: With skin that shifts colours to match their surroundings, Chameleon Skinks are very hard to spot. This means that the enemy suffers an additional -1 to hit when shooting at them.

In addition, they are able to sneak up extremely close to their foes. Chameleon Skinks are deployed at the same time as Scouts, and can be placed in one of two ways. Either place them exactly like Scouts, but with no minimum distance between them and the enemy, or place them in sight of the enemy (even in the open), but more than 12" away from them.

JUNGLE SWARMS

The primordial jungles of the Lizardmen are overrun with thousands of snakes and reptiles. These range from tiny, highly venomous creatures to massive lizards and pythons. Serpents are sacred to Sotek, and invoking his favour with blood sacrifice before a battle can cause huge swarms of serpents and reptiles to appear from the undergrowth and slither ahead and along the flanks of the Lizardmen armies as they march. They wash around the legs of the foes of their god Sotek in a deadly wave, hissing and spitting, plunging their fangs into unprotected flesh. They make any sort of travel through the lands of the Lizardmen extremely perilous, for they slither into camps and force intruders to watch every step they take, sapping the resolve and will of even the hardest warrior.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Jungle Swarm | 5 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 |

SPECIAL RULES

Swarm

Jungle Swarms represent countless numbers of creatures on a single 40mm x 40mm base. This base is treated as a single model with several Wounds and Attacks. A Jungle Swarm base fights at full effect until it has taken 5 Wounds at which point it is removed. Jungle Swarms are Unbreakable and cannot be joined by characters.

Small

Jungle Swarms do not block the line of sight of other units. Note that this does not, however, allow other skirmishers to move through their formation.

Skirmishers

A unit of Jungle Swarm bases follow the Skirmishers rules on page 115 of the Warhammer rulebook.

Poisoned Attacks

Jungle Swarms have Poisoned Attacks, as described on page 114 of the Warhammer rulebook.

KROXIGOR

The Kroxigor are giant cousins of the Saurus, bred for their brute strength and power. They are large, powerful creatures, yet their intellect and speech abilities are far more limited than those of the Saurus. Nevertheless, they obey their instructions diligently, showing that they understand rather more than might be thought from their brutish appearance. They are terribly strong creatures, able to bear enormous loads, and in battle are given heavy weapons to smash the enemy with. These weapons are often chained and bound to the arms, wrists and tails of the Kroxigor so that they do not drop them, for the most natural and instinctive way for Kroxigor to fight is with their massive clawed hands and teeth. The Kroxigor are heavily armoured with natural scaling, and bony protrusions protect their stooped backs.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Kroxigor | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 3 | 7 |

SPECIAL RULES

Scaly Skin: Kroxigor have a 4+ Scaly Skin save.

Cause Fear: Kroxigor cause *fear* (see page 81 of the Warhammer rulebook).

Aquatic: Kroxigor can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain.

Skirmish Screen: Skinks and Kroxigors often fight in closely linked formations, the smaller Skinks scouting out the enemy for the Kroxigors to charge. When the Skinks find the enemy they chirrup back to the Kroxigors who then charge through the screen of Skink skirmishers.

Both Skinks and Kroxigors are separate units and follow all the normal rules. In addition, Kroxigors may see and charge through Skink units (including Chameleon Skinks) that are not fleeing. However, the Skinks often have to leap out of the way of these charging behemoths, and may drop to the ground while they thunder past. A Skink unit that has a unit of Kroxigors charge through them must take a Leadership test. If this is failed, they may not voluntarily move that turn.

Enemy units charged by Kroxigor through a skirmish screen may stand & shoot as normal. For the purposes of working out range and whether the unit can stand & shoot at all (if the Kroxigor are within half their charge distance), measure the distance to the point from which the Kroxigor emerge (ie, the front of the Skink unit).

SALAMANDERS

Salamanders are giant, predatory amphibians that inhabit the swamplands and estuaries of the jungles. They are swift-moving creatures on both land and water, and voracious hunters. Their favoured method of catching land based prey is to swiftly close the distance submerged in water. Once within range, they launch a burst of highly corrosive, flaming liquid from their gullet that burns and incapacitates their prey, before devouring them with their powerful jaws. Within their bodies is an organ that produces this fiery venom, and the Salamander will spout it if provoked or while hunting. The large sail of taut skin on a Salamander's back is thought to act as a cooling mechanism, to ensure that the cold-blooded creature does not expire from the fiery heat created within its body. They have a vicious temperament, but despite this they are sometimes captured and raised by Skink handlers who use them to hunt the larger creatures dwelling in the jungles. In battle, Salamanders are directed towards the foe, though so aggressive are the creatures that they need little



encouragement – indeed, it is often the case that the Skinks must restrain them to prevent the Salamanders from launching themselves straight into the enemy!

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Salamander | 6 | 3 | 3 | 5 | 4 | 3 | 4 | 2 | 5 |

SPECIAL RULES

Aquatic: Salamanders can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain.

Scaly Skin: Salamanders have a 5+ Scaly Skin save.

Skirmishers: Salamanders and their Skink Handlers follow the rules for skirmishers.

Controlled Creature: Skink Handlers guide the Salamanders into combat.

Any shooting against the Salamander unit will hit the Salamanders on a roll of 1-4 and the Skinks on a 5 or 6.

If all the Skink Handlers are slain, then the Salamanders must take a Leadership test. If they fail this test, they must roll on the Monster Reaction table on page 105 of the Warhammer rulebook.

Spout Flames: Range of 15". Roll an Artillery dice for each Salamander. This is the number of hits that the target suffers. Hits are resolved at Strength 3, although they reduce the target's Armour save by -1. Note that Salamanders cannot stand & shoot, though they may move and shoot as normal.

On the roll of a Misfire, D3 of the Skink Handlers are removed as casualties, and the Salamander does not spout flames that Shooting phase – either the Salamander has eaten the Skinks or they have got in the way of its corrosive venom. If there are no Skinks left to be removed, the shot is just discounted.

Cause Fear: Salamanders cause *fear* as described on page 81 of the Warhammer rulebook.





TERRADONS

Dwelling in the jungle canopy hundreds of metres above the ground, Terradons are dangerous predators. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot potential prey at great distances. They prey on anything man-sized and smaller, from birds soaring above the trees, to ground dwelling animals and intruders on the jungle floor. Their huge, leathery wings can propel them at great velocity, and they are surprisingly agile, able to fly at full speed through thick jungle while avoiding branches, vines and trees. They are also expert gliders and can remain airborne for days on end, utilising the steamy, hot thermals that rise from the jungle.

Skinks have mastered the skill of riding Terradons. These Terradon riders are exceptionally useful in battle, flying ahead of the main army, scouting the position of the enemy, and striking suddenly and silently from above. The Skinks launch javelins from the backs of the Terradons, and the dangerous creatures themselves attack with their long beaks, filled with razor-sharp teeth. Descending with mighty beats of their powerful wings, they attempt to latch onto their foes with their strong claws, ripping them into the air before dropping them to plummet to their doom.

M WS BS S T W I A Ld

Terradon & Rider 2 3 3 4 3 2 4 3 5

SPECIAL RULES

Mounted: Skinks riding Terradons get a 6+ Armour save.

Flying Unit: Terradons can *fly*.

Poisoned Attacks: Skink javelins count as Poisoned Attacks (see page 114 of the Warhammer rulebook). Note that attacks which require a 7 or more to hit cannot cause automatic wounds.

Hit-and-Run Attack: Terradons attack their prey by diving upon them, grasping them in their talons and pulling them high up into the air, before dropping them. On any turn that Terradons charge, work out combat as normal. If the Terradons lose the combat or the combat is a draw, they do not take a Break test but automatically fall back (this is treated like fleeing, except that it does not cause *panic* in nearby units, and the Terradons automatically rally at the end of the fall back move). The enemy cannot pursue them. If the Terradons win the combat, before the enemy takes its Break test, the Terradons may elect to fall back. Regardless of whether the Terradons choose to fall back or not, the enemy must take a Break test as normal. If the Terradons elect to remain in combat then work out the results of the Break test and any pursuits as normal. This special attack may only be used on the turn that Terradons charge.

STEGADONS

The hostile jungles are home to a phenomenal array of creatures, almost all deadly in their own way. Stegadons are among the largest and most aggressive of all. They are ancient creatures that were living in the jungles of Lustria when the Old Ones first arrived. Gigantic, armoured beasts, they feed on almost anything they come across, from the lush vegetation and the trunks of vast forest trees, to the flesh of any creature foolish enough to get in their way. They are strong enough to uproot entire trees, and they can crack stone with their heavy footfalls. In the heat of the jungle, the Stegadons cool themselves by wallowing in the swamps, relying on their thick scaly hide to protect them from crocodiles and the gigantic predatory fish that infest the waters.

Massive horns project from the Stegadons' armoured crests, and their bodies are covered in spikes and bony armour plating. Their tails are heavy and barbed, and can be swung with devastating force. Highly territorial, a Stegadon will charge any creature invading its territory, destroying anything in its path. Disputes between rival male Stegadons can be heard for miles around, their roars reverberating through the jungle as the massive beasts fight. Often, these battles last for days on end, and are resolved only when one of the competitors has been slain, to be consumed by the victor.

In battle, howdahs are attached to the backs of these giant beasts, crewed by a flock of Skinks. Stegadons are terrifying and lethal in battle, crushing anything beneath their massive bulk and scattering the enemies of the Lizardmen.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Stegadon | 6 | 3 | 0 | 5 | 6 | 5 | 2 | 4 | 5 |

SPECIAL RULES

Ridden Monster: Treat Stegadons as ridden monsters with more than one rider. If the Stegadon is killed then the Skinks form a small unit of skirmishers. If all the Skinks are killed, the Stegadon is treated like any other ridden monster that loses its rider. For Victory Points purposes, only the Stegadon itself counts, unless it is ridden by a character. Slain non-character Skinks are ignored.

Scaly Skin: The Stegadon has a 4+ Scaly Skin save.

Poisoned Attacks: Skink javelins count as Poisoned Attacks (see page 114 of the Warhammer rulebook). Note that attacks which require a 7 or more to hit cannot cause automatic wounds.

Terror: A Stegadon causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Stegadon is a large target.

Unit Strength: Regardless of how many crew/riders it has, a Stegadon always has a Unit Strength of 8.

Impact Hits: The Stegadon causes D6+1 impact hits when it *charges*, like a chariot with scythes (see page 128 of the Warhammer rulebook).

Howdah: The combined effect of the armoured howdah, shields and giant bony crest on the Stegadon is to give the Skinks (or character) riding it a 2+ Armour save which cannot be improved in any way, though a character could also have a Ward save from a magic item.

Mixed Weapons: Skinks in the howdah carry a variety of weapons. For the purposes of the game count these as hand weapons and javelins (note that the javelins are poisoned, and the Skinks may throw their javelins in any direction).

Giant Bow: Many Stegadons are taken into battle with a giant bow mounted on their back. The giant bow is fired using the Skinks' Ballistic Skill, and inflicts a single Strength 5 hit that does D3 wounds. It can penetrate ranks in the same manner as a bolt thrower. The giant bow can move and fire, although it can only fire in the arc of sight of the Stegadon itself. It takes two crew to fire the giant bow (so two Skinks can't throw javelins if they are crewing the giant bow). As the Stegadon is a large target, the giant bow may shoot over normal sized units and interposing terrain that large targets can see over.

Stubborn: Stegadons are huge, resolute creatures. Stegadons and their riders are *stubborn*.

Immune to Panic: The towering Stegadons pay no attention to things that might frighten other creatures, ploughing on towards the enemy without thought or care of what happens around it. Stegadons and any riders are Immune to Panic.



CARNOSAURS

Carnosaurs are terrifying giant predators that stalk the darkness of the primordial jungles. They are the most dangerous and aggressive of all the countless deadly creatures within the jungle, and are vicious and unrelenting hunters. Large enough to take down almost any prey, Carnosaurs are the top predator of the jungle, and have been known to attack even the mighty Stegadons on occasion. A fight between these two beasts is a titanic sight, a battle that often leaves the survivor badly wounded. Carnosaurs are built for speed and power, and their crushing jaws can rip huge chunks of flesh from their prey.

Occasionally, a precious Carnosaur egg is stolen from its nest by brave Skink hunters and brought to the temple-cities to be incubated. It is a dangerous job to retrieve one of these eggs, for the rage of a Carnosaur mother is beyond imagining! These eggs are highly treasured, and eventually a baby Carnosaur breaks free from it, aided by attentive Skinks who are dwarfed by the infant beast. Even as newborns, they are vicious and can bite a Skink in half. Carefully reared by teams of Skinks, these Carnosaurs are trained for battle, eventually becoming accustomed to having a war-harness attached to their bodies and slowly learning to take directions from a rider. Only the most powerful Saurus Warriors ride them to battle, and it takes much skill and strength to keep the beast under control. Nevertheless, once battle has

been joined, the smell and taste of blood is enough to send Carnosaurs into a vicious blood-frenzy, and they become completely intent on killing and almost totally uncontrollable.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Carnosaur | 7 | 3 | 0 | 6 | 5 | 5 | 2 | 4 | 5 |

SPECIAL RULES

Blood-frenzy: Carnosaurs are huge, aggressive creatures that are almost impossible to control. Once the Carnosaur has inflicted a wound or a casualty, it will become immediately subject to *frenzy* from the next Close Combat phase onwards. The Carnosaur will never lose its *frenzy*, even if it is beaten in combat. See page 84 of the Warhammer rulebook for the rules for *frenzy*.

Ultimate Predator: The main food source for the Carnosaurs are the giant reptilian creatures that dwell in the deepest jungles, and so Carnosaurs are perfectly adapted for killing large prey. Against large targets, each wound that the Carnosaur inflicts does D3 wounds rather than 1.

Scaly Skin: A Carnosaur has a Scaly Skin save of 4+.

Terror: A Carnosaur causes *terror* as described on page 81 of the Warhammer rulebook.

Large Target: A Carnosaur is a large target.



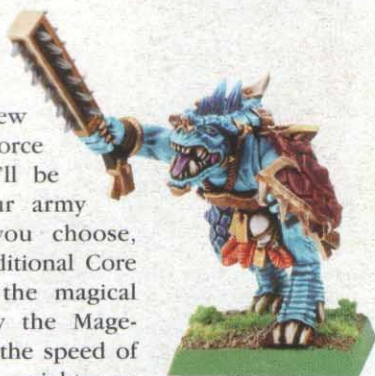
COLLECTING LIZARDMEN ARMIES

As with all Warhammer races, putting together a Lizardmen army is about collecting a minimal force of Core units first before expanding the army outwards with the addition of more Core troops, Heroes, Special and Rare units as befits your plans and generalship. The army shown below is a good example of how such a collection may begin; here we see two units of Saurus, two small regiments of Skinks, and a Saurus Hero to lead them into battle.

The two Saurus units are armed with different weapons, one with hand weapons and shields and the other with spears and shields. Both sets of weapons are available in the Saurus Regiment box set, as are the Command Group figures shown in each unit. The Skinks are shown split into two smaller regiments, one armed with hand weapons and shields, the other with blowpipes – a weapon that the Skinks can use to deadly effect. Working as skirmishing units and using their blowpipes and javelins, the Skinks give a layer of tactical

flexibility to the more predictable mêlée might of the Saurus units.

After fighting a few battles with a basic force like this one, you'll be able to build your army along the lines you choose, perhaps adding additional Core troops, exploring the magical options offered by the Mage-Priests, or utilising the speed of Cold One Riders. You might even consider including the earthshaking presence of the Carnosaur or massive Stegadon. As you begin to incorporate these additional troops, your Lizardmen army will rapidly grow into one that your opponents will learn to respect and fear.



LORDS AND HEROES

Every army needs inspirational and outstanding individuals to lead the troops into battle and the Lizardmen are no exception.

Heroes are a focal point of every army, and one of the first decisions you will have to make is what type of general you want to lead your force; you may choose to go for the terrifying presence of a battle-hardened veteran mounted on a vicious Carnosaur, or maybe lean towards the magical firepower of the Slann Mage-Priests.

The Slann are amongst the most ancient creatures in the world and their magical prowess is legendary. Favoured by the Old Ones, they can wield powers that dwarf those of other magicians, and their sorcerous links with the Skink Priests augment these abilities even further. The Skink Priests themselves, though weaker and less imposing than the Slann, have considerable magical strengths of their own.



Skink Priest



Slann Mage-Priest



Slann Mage-Priest



Saurus Oldblood

If you choose to trust in the strength of the sword over sorcery, then opting for a Saurus Lord is your obvious alternative. Be it the battle-savvy skills of a Scar-Veteran, or the more ancient and daunting Oldblood, these superior Saurus make for excellent figureheads and leaders. Scar-Veterans can make great commanders of cavalry, as they can be mounted on Cold Ones if required, while Oldbloods can even ride the awesome Carnosaurs.



Lord Kroak with Temple Guard

Specific heroes of renown, such as the mummified Lord Kroak, or the legendary Scar-Leader, Kroq-Gar, can be chosen to lead your troops if required – and their special rules are found on pages 66-69.

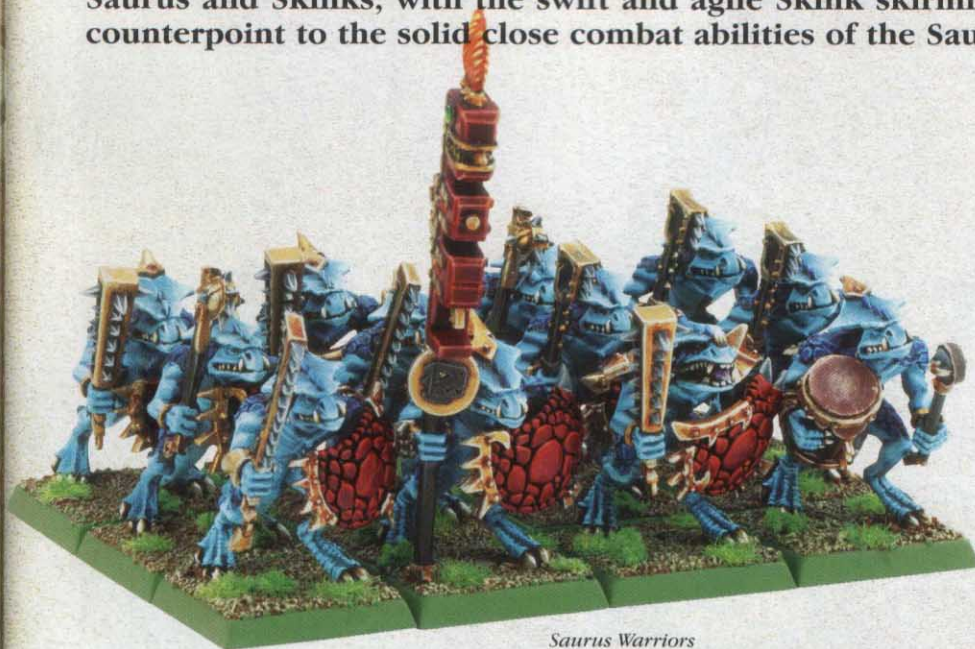


Legendary Scar-Leader Kroq-Gar



CORE UNITS

The backbone of any Lizardmen army will be made up of large numbers of both Saurus and Skinks, with the swift and agile Skink skirmishers providing a good counterpoint to the solid close combat abilities of the Saurus.



Saurus Warriors



Saurus Warriors will form the mainstay of your Lizardmen army, and the Saurus Regiment set allows you to equip them with a choice of weaponry. Each set also contains a Command group to complete the unit.

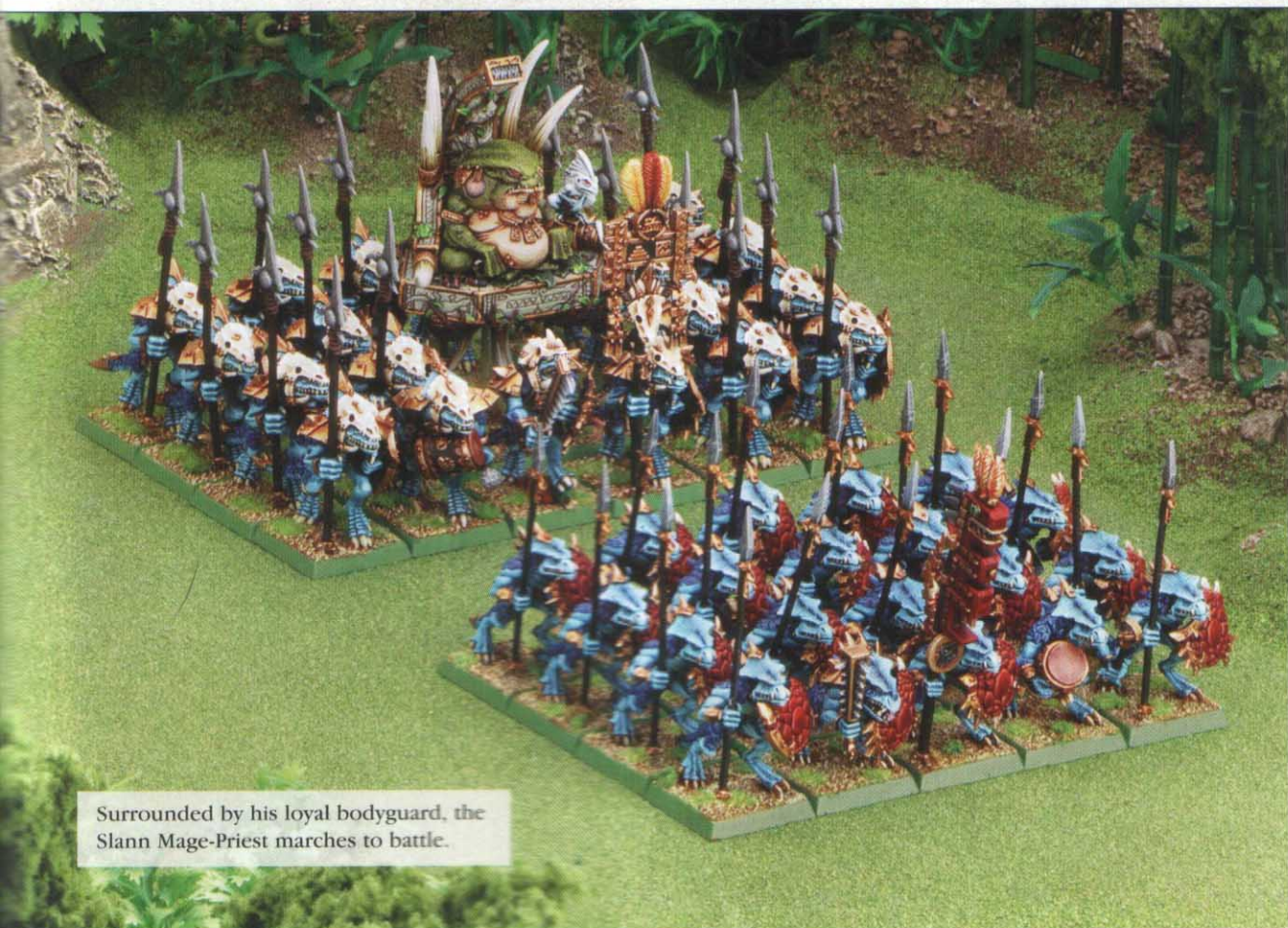
Skinks tend to work very well as small, manoeuvrable skirmishing units, and come armed with either javelins or blowpipes. They excel when used to harry the opponent's flanks, or when they form a shielding line in front of the army, screening the more powerful troops behind them.



Temple Guard are specially bred Saurus that may be fielded as a unit in themselves, or can be formed into the loyal bodyguard that accompany a Slann Mage-Priest onto the field of battle.



Temple Guard



Surrounded by his loyal bodyguard, the Slann Mage-Priest marches to battle.

SPECIAL UNITS

When the Lizardmen army goes to war, it uses all the deadly jungle beasts of Lustria to smash through the enemy lines.



Giant cousins to the Saurus, the Kroxigors' brute strength and immense size more than makes up for their lack of natural intellect. They work well in small units, using their powerful build and sheer ferocity to their advantage.



Kroxigors

Chameleon Skinks use their natural camouflage abilities to strike unseen from deep within the enemy's own lines. A fast and mobile unit, they use poisonous frogs to make their lethal poison-tipped darts.



Chameleon Skinks



Fast and hard-hitting, Saurus cavalry combine savage ferocity and pure brute strength, mounted on one of the most dangerous predatory beasts in Lustria – the deadly Cold Ones. Their thunderous charge is all but unstoppable.

Saurus Cavalry

Terradons are winged reptilian beasts that fly their Skink Riders into battle. Working in small, fast and highly manoeuvrable packs, these huge predators descend from the air to prey upon the enemy's exposed flanks or unprotected war machines.



Terradons

RARE UNITS

A number of terrifying monsters native to the jungles of Lustria have been trained by the Lizardmen to serve them in battle.

The Stegadon is an immense beast that carries a crew of Skinks whose role is to fire powerful giant arrows into enemy formations. The real strength of this awesome creature is brought to bear when it charges into combat, crushing its foes beneath its massive hulking form.



Stegadon and Skinks

Salamander Hunting Packs are herded by small groups of Skink Handlers. The fearsome Salamander is a vicious predator and the bane of the enemy – closing in on its prey it releases a deadly ball of flame that engulfs its target in a blazing inferno.



Salamander Hunting Packs

SACRED SPAWNINGS

A few rare Lizardmen are spawned under the influence of the gods. The characteristics and natural abilities of these Lizardmen differ from their counterparts, and as such they are powerful entities on the battlefield.

Each god of the Lizardmen is represented by a specific colour. Below we show examples of how to apply each of these colours to your models. You can also paint these colours in a variety of different styles of marking.



● *Blazing Orange*

The energetic Saurus of the blessed Chotec are represented with a vibrant orange.



● *Dark Angels Green*

A sea-green hue was used to mark out the aquatic Saurus of blessed Tzunki.



● *Sunburst Yellow*

The vivid yellow marked Saurus of Tlazcotl are fearless fighters.



● *Licbe Purple*

A rich purple sets apart the spawnings of Tepok as magical in nature.



● *Blood Red*

An aggressive, blood-fuelled spawning, the Saurus of Sotek are marked with red.



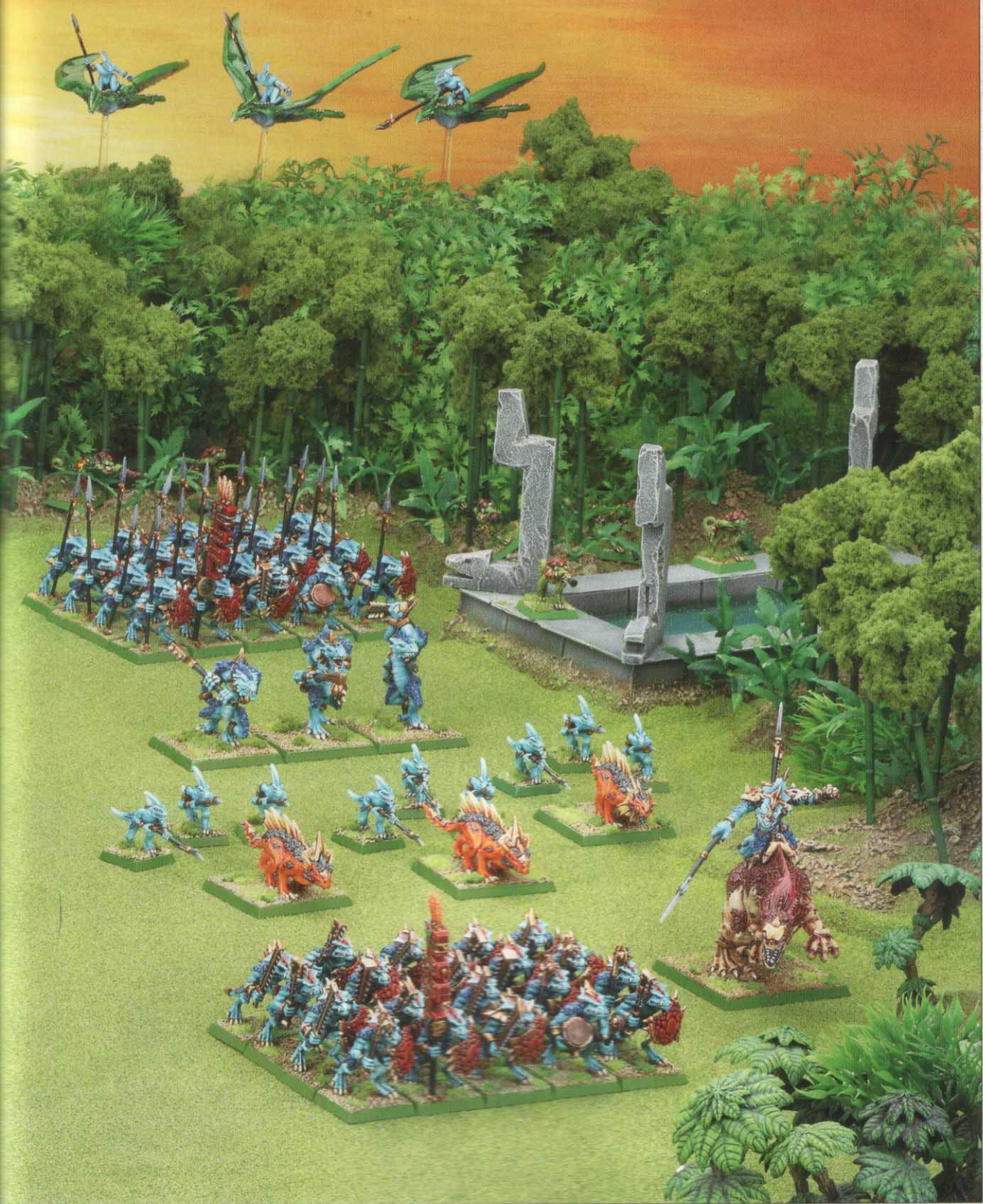
A few rare chosen Saurus display the Mark of the Old Ones, which means they are albino. These privileged few are powerful fighters.



Sacred spawnings of Sotek



The army of Hexoatol gathers at the boundaries of their territory to defend an ancient temple.



PAINTING

Lizardmen are predominantly blue, but the tones of the skin and scales can vary greatly depending on the region from where they were spawned. Here is a guide to painting a Lizardmen army.

SKIN

The same colours were used to paint both the Saurus and Skink skin, only the highlights for the Skinks were much brighter.

- A basecoat of Hawk Turquoise was applied first.
- This was highlighted with a mix of Hawk Turquoise and Skull White.



SCALES

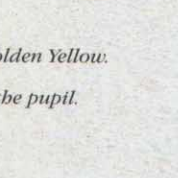
The scales were painted a darker blue as a contrast to the skin.

- Enchanted Blue was used for the basecoat.
- Skull White was mixed with Enchanted Blue for the highlight stage.



EYES

- The eyes were first painted Golden Yellow.
- Chaos Black was applied for the pupil.



STONE

- The basecoat was a mix of Codex Grey and Chaos Black.
- Codex Grey was then drybrushed on.

CLAWS

- Bubonic Brown was used for the basecoat.
- Highlights were then added using Bleached Bone.



GOLD

- Shining Gold was applied as a basecoat.
- A wash of Chestnut Ink was then applied.

SHIELDS

The colour scheme for the shields was based on the skin colours of the different creatures in our Lizardmen army.

The Skinks' shields were painted in the same scheme as the Cold Ones' hides, the Saurus shields used the Stegadon scheme and the Heroes all used the deeper red of the Carnosaur.

Skink



- A basecoat of Dark Angels Green was applied.
- Dark Angels Green was mixed with Bleached Bone for the highlight.

Saurus



- Red Gore was used as the basecoat.
- The highlight was Vomit Brown.

Hero



- The basecoat was Red Gore.
- Dwarf Flesh was added to the Red Gore for the highlight.

COLOUR VARIATIONS



- Ice Blue
- Enchanted Blue



- Enchanted Blue
- Blue Ink



- Ice Blue
- Midnight Blue



- Scaly Green and Skull White
- Ultramarines Blue

The creatures were painted using a variety of colours to compliment the Lizardmen in the army. Shown below are the colours we used.

COLD ONES

The beast's scales were painted a dark green to contrast with the pale skin of the under-belly.

- A mix of Dark Angels Green and Snakebite Leather was used for the basecoat.
- A Black Ink wash was then painted onto the scales.
- Bubonic Brown was used as the basecoat.
- This was highlighted with Bleached Bone.



SALAMANDER

This creature features a large fin that was painted a much lighter colour to stand out from the rest of the model.

- Bleached Bone was used as the basecoat.
- This was shaded with Blazing Orange.



- The basecoat was Chaos Black.
- This was highlighted with Fortress Grey.
- Blazing Orange was used as the basecoat.
- This was highlighted with Fiery Orange.

STEGADON

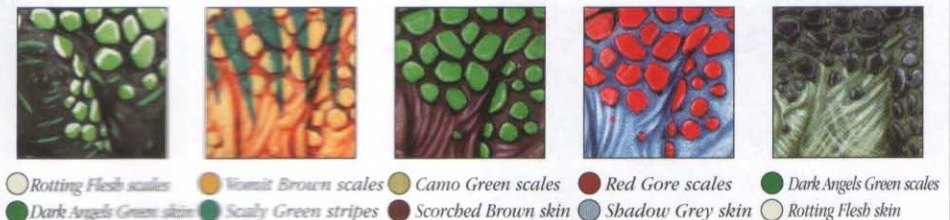
To add greater depth to the colour of the Stegadon, Chestnut and Red inks were painted into the recesses of the model.



- Red Gore was used as the basecoat.
- The edges of the scales were highlighted with Vomit Brown.
- Dark Flesh was used as the basecoat.
- This was highlighted with Dwarf Flesh.
- Bleached Bone was used to highlight the lower section.

COLOURS

The beasts that dwell within the dense jungles of Lustria display a wide variety of exotic patterns and colours. Shown here are just a few examples of the diverse schemes that work well on these creatures.



BATTLES IN LUSTRIA



The plague-ridden Skaven of Clan Pestilens are purged from their cavernous lair.



A Dark Elf slaving expedition is ambushed in the Jungle of Despair.



Ancient Scar-Leader Kroq-Gar fights the Undead on a swampy isle.



A Slann Mage-Priest defends his temple against a plundering Empire army.

SHOWCASE



Temple Guard Standard Bearer
by Neil Langdown



Salamander
by Jérémie Bonamant



Chameleon Skink
by Gabrielle Serrin



Chameleon Skinks
by Andy Hoare



Kroxigor
by Jérémie Bonamant



Slann Mage-Priest
by Mark Tait

SLANN GENERATIONS

There were five original spawnings of Slann created by the Old Ones after they arrived on the world, and none have been spawned since their departure. Each of the different spawnings had a particular role to play in the Old Ones' plans, and each of them wields unfathomable power. Much of their power is purely instinctual, for they are naturally gifted and magical beings, and their grasp on manipulating the winds of magic are unparalleled. They are the unmatched masters of the magical arts – indeed they were its first true practitioners – and it was they who taught the arts of sorcery to the Elves in millennia long past.

All Slann start off as Fifth Generation spawnings. You may upgrade your Slann to older Generations at the points cost listed below. These points are not cumulative (so if you want your Slann to be of the Third Generation, you pay only +85 points).

An older generation Slann has all the abilities and upgrades that earlier generations have. All Generation abilities and bonuses are cumulative

FIFTH GENERATION **Free**

When a Slann Mage-Priest selects his spells before a battle he is allowed more freedom than normal. He may use any Lore from the Warhammer rulebook. What's more, a single Slann can choose from more than one Lore instead of being limited to just one. Truly these creatures are masters of magic!

How do you do this? Pick a list, roll a dice to see what you get, choose the default spell instead if you like and then choose another list or the same one again. You cannot have the same spell from the same list more than once per Wizard as normal, so re-roll duplicate results. However, you could have the same effect from two different spells, eg, *Fire Ball* and *Dark Hand of Death*.

Slann are so powerful that they add +1 to their attempts to both cast and dispel.

FOURTH GENERATION **+ 40 points**

Whenever a Fourth Generation Slann Mage-Priest suffers a Miscast, the spell automatically fails but no roll on the Miscast Table is taken.

THIRD GENERATION **+ 85 points**

Third Generation Slann use up an extra Hero choice (so they take up a Lord and a Hero choice).

In addition to any other spells, Third Generation Slann Mage-Priests also know the Drain Magic spell (see right), and have +1 Wound.

However, Slann of the Third Generation are so ancient and revered that if one is killed in a game, the Lizardmen player's opponent gains 100 Victory Points added to his total at the end of the battle. If the scenario does not use Victory Points then the demise of the Slann has no effect.

SECOND GENERATION **+ 135 points**

Second Generation Slann use up an extra Hero choice, as well as a Rare Unit choice (so they take up a Lord choice, a Hero choice and a Rare Unit choice).

Every spell cast by the Slann may have an extra dice added to it after the dice have been rolled. This extra dice does not come from the Slann player's pool of Power dice, and is in affect a 'free' dice. This extra dice may cause Irresistible Force or Miscasts as normal. In addition, the Slann has +1 Wound (remember this is cumulative, so a Second Generation Slann has 2 more Wounds than a Fourth or Fifth Generation Slann).

However, as a Slann of the Second Generation is so ancient and revered, if he is killed in battle then the Lizardmen's opponent gains an extra 100 Victory Points at the end of the battle (remember this is cumulative, so the opponent gets an additional 200 Victory Points total, including the 100 for Third Generation). If the scenario does not use Victory Points then the demise of the Slann has no additional effect.

DRAIN MAGIC

The winds of magic shift so that the power of enemy wizards is drained and they can work little magic.

This spell can be cast at three different levels. Choose a level before you attempt to cast the spell – the casting value varies accordingly.

| Level | Casting Value | Dice Rolls Discarded |
|-------|---------------|----------------------|
| 1 | 5+ | 6's |
| 2 | 7+ | 5's & 6's |
| 3 | 9+ | 4's, 5's & 6's |

Whichever level you choose, the spell may be cast on a single enemy Wizard within 24" of the caster and may be cast into close combat. If successful, the victim's spells will be weaker. Whenever the victim rolls to cast a spell, discard any rolls of a 4 or more, 5 or more or 6 (depending on the level of the spell) before calculating the total result of the roll. Note that as the dice are discarded, any Irresistible Force results are ignored.

The spell lasts until the start of the caster's next Magic phase.

SACRED SPAWNINGS

The servants of the Slann Mage-Priests are hatched in spawning pools, where they develop from tiny, carnivorous tadpole-like creatures into the bipedal beings they are when they pull themselves free of the water. Skinks and Kroxigors are spawned in pools on the outskirts of the temple-cities, while Saurus are hatched in the dank, subterranean tunnels beneath the temples themselves, as befitting their role as sacred warriors. On occasions, entire spawn broods are hatched under the influence of one or more of the gods, displaying certain characteristics and natural abilities different from the other spawnings. Those hatched in such a manner are revered as particularly sacred warriors chosen to be the representatives of the gods in the world.

Throughout the centuries, various sacred spawnings have waxed and waned, some disappearing altogether for thousands of years before reappearing. In times long past, Saurus were frequently spawned under the influence of two or even three gods, though very few of these ancient warriors remain in the world. Many see this as being predetermined many thousands of years ago by the Old Ones, for it is said that they studied the paths of the many futures and determined when particular spawnings were needed. That so many spawnings have reappeared in recent decades seems to indicate that a new time of warfare and aggression is upon the Lizardmen.



Any unit of Saurus Warriors may take one or two Blessed Spawnings. A unit that takes a single Blessed Spawning counts as a Special Unit choice rather than a Core Unit choice. A unit that takes two Blessed Spawnings counts as a Rare Unit choice.

Saurus Scar-Veterans may choose up to two Blessed Spawnings.

Saurus Oldbloods may choose up to three Blessed Spawnings.

Skink Priests and Skink Heroes may take the Blessed Spawning of Sotek.

One character (Saurus or Skink) per army may take the Blessed Mark of the Old Ones.

Regiments that have one or two Blessed Spawnings may only be joined by characters (excepting Slann Mage-Priests) that have the same Blessed Spawnings.

Characters with one or more Blessed Spawnings may join any unit (although they do not confer the Blessed Spawning bonuses onto that unit – eg, a unit that is joined by a Scar-Veteran with the Blessed Spawning of Tzunki does not become Aquatic).

BLESSED SPAWNING OF TZUNKI

Unit: 10 points

Character: 5 points

Models on foot only



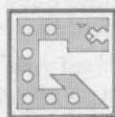
Strongly associated with water, those blessed by the Sacred Spawning of Tzunki sometimes have mottled sea-green skin hues, their claws are often webbed and they have powerful gills hidden in folds of skin on their necks.

Aquatic, +1 Initiative.

BLESSED SPAWNING OF SOTEK

Unit: 30 points

Character: 20 points



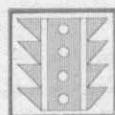
The favoured spawnings of Sotek, the serpent great-god, are infused with the vengeful deity's blood-fuelled anger, and will attack their foes with great fury. Blood red is the colour associated with Sotek, and the physical representation of his blessing can vary from red skin and scales, to subtle hues of red on the crests or even just red warpaint.

When the unit/character charges, they get +1 Attack for that round of combat.

BLESSED SPAWNING OF QUETZL

Unit: 30 points

Character: 15 points



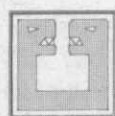
Those spawnings that are blessed by the divine protector and warrior-god Quetzl have especially thick, toughened scales covering their bodies, and bony spurs often protrude from their forearms.

Scaly Skin save increased by +1.

BLESSED SPAWNING OF TLAZCOTL

Unit: 20 points

Character: 20 points



A tinge of yellow is often noticeable on those spawned under Tlazcotl's cold eye. These Saurus reflect the impassiveness of Tlazcotl, and remain unaffected by even the most harrowing experiences.

Immune to Psychology (note that a Carnosaur ridden by a Saurus Oldblood with the Blessed Spawning of Tlazcotl is still subject to Blood-Frenzy, and Cold Ones will still be subject to stupidity).

BLESSED SPAWNING OF CHOTEC

Unit: 20 points

Character: 15 points



The heat of the sun burns within the bodies of those blessed by the solar god Chotec, filling them with energy at times when other cold blooded-creatures become sluggish. A fiery red-orange is Chotec's associated colour.

Roll an extra dice when pursuing and choose the highest two (or three if mounted).

BLESSED SPAWNING OF HUANCHI

Unit: 25 points

Character: 20 points

Models on foot only



Naturally stealthy, those blessed by Huanchi, jaguar-god of the earth and night, are able to pass effortlessly through the thickest jungle undergrowth with little effort.

The unit may move through jungle, woods and forest as if it were open ground, suffering no penalties for movement.

BLESSED SPAWNING OF TEPOK

Unit: 30 points

Character: 20 points



The blessing of inscrutable Tepok, the mysterious feathered-serpent god of the air, manifests itself in the form of protection from magic, and is often signified by the colour purple.

The presence of the unit or character on the battlefield adds one dice to the player's Dispel dice pool.

BLESSED SPAWNING OF ITZL

Character: 5 points

May not be taken by a unit.



As well as naturally exuding a subtle musk that Cold Ones recognise and are comfortable with, those blessed by Itzl often have elaborate bony, head-crests.

Characters must take the Blessed Spawning of Itzl if they wish to ride a Cold One or a Carnosaur.

BLESSED MARK OF THE OLD ONES

Character: 35 points (Only ONE Saurus character or Skink character may take the Mark of the Old Ones per army).

May not be taken by a unit.



This most auspicious and rare of blessings is easily recognisable, for those who bear it will usually have white or even albino skin tones. They are treated with much reverence, for their fate is seen as important in the eyes of the Old Ones.

The character may re-roll a total of D3 (roll at the start of the game) single D6's per game. Each re-roll entitles the player to take a single D6 of his own that directly effects the character (including one of the dice rolled as part of a 2D6, 3D6, etc) and roll it again. This can potentially cause Irresistible Force or avoid a Miscast. Remember that you cannot re-roll a dice more than once.

TREASURES OF THE LOST WORLD

In this section, the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by a list of 'Lizardmen only' magic items. These items can only be used by models from this book and must be selected within the points limitations set by the army list section. Note that all the rules for magic items presented on pages 152-153 of the Warhammer rulebook also apply to the 'Lizardmen only' magic items.

COMMON MAGIC ITEMS

| | |
|---|------------------|
| SWORD OF STRIKING Weapon; +1 To Hit. | 30 points |
| SWORD OF BATTLE Weapon; +1 Attack. | 25 points |
| SWORD OF MIGHT Weapon; +1 Strength. | 20 points |
| BITING BLADE Weapon; -1 Armour save. | 10 points |
| ENCHANTED SHIELD Armour; 5+ Armour save. | 10 points |
| TALISMAN OF PROTECTION Talisman; 6+ Ward save. | 15 points |
| STAFF OF SORCERY Arcane; +1 to dispel. | 50 points |
| DISPEL SCROLL (one use only) Arcane; Automatically dispel an enemy spell. | 25 points |
| POWER STONE (one use only) Arcane; +2 dice to cast a spell. | 25 points |
| WAR BANNER Banner; +1 Combat Resolution. | 25 points |



SACRED PLAQUES

Only Slann Mage-Priests may take Sacred Plaques. A Slann is not limited to a single Sacred Plaque, and may take more than one if they so wish (though only one of each item may be taken per army). In addition, for purposes of spells and specific magic items, Sacred Plaques do not count as magic items, so spells such as *Vaul's Unmaking* and items such as the Null Stone have no effect on Sacred Plaques, which are just too powerful!

CUPPED HANDS OF THE OLD ONES Slann Mage-Priest only **50 points**

A sphere of glowing light extends around the Slann and his entire retinue as the divine protection of the Old Ones is focused upon them.

The entire unit that is accompanying the Slann gains a 5+ Ward save. Note, however, that the unit does not get this increase against models that are attacking it in close combat, for they are slightly inside the mystical shield.

THE DIVINE PLAQUE OF PROTECTION Slann Mage-Priest only **50 points**

The Shield of the Old Ones grows more powerful under the influence of this glowing plaque, shining brightly and bursting into crackling sheets of lightning as it deflects incoming attacks.

Increases the Ward save that the Slann gets from 4+ to 2+. Note however, that the Slann does not get this increase against models that are attacking it in close combat, for they are slightly inside the mystical shield. In close combat, the Slann still only gets a 4+ Ward save.

PLAQUE OF DOMINION Slann Mage-Priest only **50 points**

Formed into the image of a grimacing face, this is a potent plaque that helps to boost the amount of magical energy that is attracted to the Slann. Those unwary of its power can go mad just by looking at the horrific visage of the plaque.

Adds an extra +1 dice to the Lizardmen player's Power dice and Dispel pools.

PLAQUE OF TEPOK

15 points

Slann Mage-Priest only

A depiction of the mysterious Old One, Tepok, this plaque opens up the mind of the Slann to new possibilities, allowing it to mind-meld with the spirits of the ancients and use their knowledge.

The Slann knows one more spell than he is normally allowed.

DAGGER OF SOTEK

25 points

Skink Only

This cruel, curved dagger has taken thousands of lives – sacrifices offered up to the bloodthirsty god Sotek. The ratkin particularly fear this weapon, for it has been the doom of many of their number.

Confers on the bearer the Killing Blow ability. In addition, the bearer causes *fear* in Skaven.

MAGIC WEAPONS

BLADE OF

REVERED TZUNKI

65 points

Said to be the weapon wielded by the Old One Tzunki himself, this exquisitely crafted weapon is made of a hard, black material. It is unbreakable, and has survived the most intense dragon fire unscathed, even remaining icy cold to the touch. Such is its craftsmanship and design that it hums as it cuts through the air.

The wielder of this blade has +1 Strength. No Armour saves are allowed against attacks made by the Blade of Revered Tzunki.

SCIMITAR OF

THE SUN RESPLENDENT

50 points

As light as a dagger, this curved blade invigorates the wielder with the power of the sun. They are filled with energy and mighty powers of endurance, and a fiery anger overcomes them in battle so that they attack their foes with great fury.

The wielder of this blade has +2 Attacks.

STAFF OF THE LOST SUN

35 points

This is a short staff made from a multicoloured metallic substance, with arcane glyphs moulded into the shaft. Beams of bright, intensely hot light fire from one end of the staff, searing the flesh of those they touch.

The staff is treated as a short bow that has a Strength of 5, and 3 x Multiple Shots.

PIRANHA BLADE

35 points

The blade of this weapon is inlaid with thousands of tiny barbed teeth that rip and tear anything that they touch, causing even minor wounds to become serious and often fatal.

Any wound inflicted by the Piranha Blade is multiplied into two wounds after Armour saves, etc.

THE BLADE OF REALITIES

35 points

A weapon brought to the world by the Old Ones, it shimmers in and out of existence, for it exists in more than one plane of reality and can sever the souls of those it touches.

No Ward saves are allowed against the Blade of Realities, although Armour saves and Regeneration may be taken as normal. In addition, any wound inflicted on Daemons is multiplied into two wounds (after Armour saves, etc).

SWORD OF THE HORNET

25 points

When this sword is picked up, the bearer is filled with minor premonitions, seeing events seconds before they happen. In this way, the sword's wielder can perceive where the enemy will attack, and launch one of their own a moment before.

The bearer of this sword always strikes first. If an opponent also has the ability to always strike first then resolve their attacks in normal Initiative order.

BURNING BLADE OF CHOTEC

25 points

An acrid smell of sulphur exudes from the barbed blades on this weapon. It passes easily through armour, blackening and buckling steel and causing searing wounds that blister and smoke.

Targets struck by the Burning Blade of Chotec suffer a -2 penalty to their Armour save in addition to any modifiers from the user's Strength. All attacks made with this weapon count as flaming attacks.

MAGIC ARMOUR

SACRED STEGADON HELM

40 POINTS

Skink Only

This horned, bone helmet is a symbol of power and respect. Those who wear it are accorded much admiration and reverence, for it is said that only those chosen by the gods can place it on their heads without being struck down.

Confers +1 to the model's Armour save, which may be combined with other armour as normal. In addition, the helm adds +1 to the model's Leadership value.

SHIELD OF

THE MIRRORED POOL

35 points

The face of this shield is dark and reflective, and ripples spread from its centre when it deflects blows. Hostile enemy magic is absorbed by this ancient piece of armour, and may be rebounded back at the caster.

The shield confers a +1 Armour save like a normal shield. In addition, any magic missile that strikes the bearer or any unit he is with is deflected on the roll of 4+ on a D6. If the spell is deflected, the results of the magic missile is resolved against the caster of the spell or the unit the character is with (following the normal targeting rules). This in turn cannot be dispelled.

THE MAIMING SHIELD

30 points

This shield has been created more as a weapon than for protection, and the warrior using it can back and slash with its barbed edges.

The shield confers a +1 Armour save like a normal shield. In addition, it confers +1 Attack to the model using it. This additional attack is worked out using the base Strength of the wielder, and counts as magical.

ENCHANTED ITEMS

GLEAMING PENDANT OF CHOTEC

35 points

One use only

When the small puzzle icons are arranged correctly on this amulet, the air around the pendant becomes distorted and hazy. In a burst of light, this distortion surges out in all directions, dazzling the eyes of the foe and stunning them momentarily.

The pendant may be used at the start of any Lizardmen player's Close Combat phase. For that turn only, any enemy unit that is in contact with the model using the pendant will strike last in combat – even striking after great weapons and Zombies! If an enemy has the ability to always strike first, then on the roll of a 4+ they get to attack first; if they roll a 1-3, then they too will strike last.

BLOOD STATUETTE OF SPITE

30 points

Bound Spell. Power Level 5. One use only

This statuette is carved in the likeness of the Old One god Xapati, and is frequently bathed in offerings of blood. The vengeance of the Old One may be called upon in battle to strike down the Lizardmen's foes.

Once per game, the user may cast the spell bound within the statuette. This spell requires no Power dice to cast as all the power is provided by the statuette. The spell may be cast on any enemy character. That character must immediately take a Toughness test (remember that a roll of 6 always fails). If this test is failed, then the model loses a wound with no saves of any kind allowed. If the model takes a wound, it must immediately take another Toughness test, losing another wound if it fails again. This continues until either the model passes a Toughness test or is slain.

CLOAK OF FEATHERS

30 points

Skink on foot only

The fabric of this finely woven cloak is made up of hundreds of eagle feathers, and is draped loosely over the shoulders of the Skink wearing it. When he extends his arms, the feathers rise up around him like powerful wings, allowing the Skink to soar into the air.

The wearer of the cloak may fly.

CHARM OF THE JAGUAR WARRIOR

20 points

Model on foot only

A small token depicting a snarling jaguar face with delicately inlaid eyes of amber, this charm gives the wearer the speed of a jaguar, allowing him to move swiftly through the jungle. Some say that the warrior seems to blur and shift between his true shape and that of a stalking jaguar.

The model's Movement is increased to 9".

CURSE-CHARM OF TEPOK

20 POINTS

One Use Only

Crafted in the form of a grotesque, leering face, the power of this charm forces its horrific visage into the minds of enemy sorcerers, causing them to be filled with doubts and fears.

After the enemy rolls on the Miscast Table for the first time in the game, the bearer of the Curse-Charm of Tepok may force their opponent to re-roll the result. This second result stands.

BANE HEAD

15 points

The shrunken head of a long-deceased intruder to the jungles, the Bane Head is used before battle to place a deadly curse onto one's enemies.

Nominate an enemy character at the start of the battle. All unsaved wounds caused by the bearer on the nominated target are doubled.

DRAGONFLY OF QUICKSILVER

15 POINTS

Said to have been crafted by the brilliant Skink artisan Bo-Thuknoq under the guidance of Tepok while in a deep trance-meditation, this small, metal dragonfly is thrown into the air before battle. With a strange intelligence of its own, the dragonfly scouts out the position of the enemy, conveying what it sees back to its owner.

If both the Lizardmen player and his opponent have models with the Scout ability, then the Lizardmen player adds +1 to his dice roll when rolling to see who gets to deploy their scouts first.

VENOM OF THE FIREFLY FROG

15 points

This intense poison is distilled from the glands of the rare and deadly firefly frog. When applied to weapons, it can cause even the tiniest scratch to become inflamed, and ultimately fatal.

All mundane weapons used by the model with the Venom of the Firefly Frog (both close combat weapons and ranged weapons) are coated with this venom. All attacks made with these weapons count as Poisoned Attacks and are magical.

ARCANE ITEMS

ROD OF THE STORM **35 points**

Bound Spell. Power Level 5. One use only

An ancient remnant from the time of the Old Ones, this revered artefact can unleash crackling branches of lightning. It is only drawn forth from the inner sanctum of the High Temple of Tlaxtlan in times of direst need, for once it is used its energy dissipates, and it takes some time for it to regain its power.

May be targeted against an enemy unit during the Magic phase. It is a *magic missile* that inflicts 2D6 automatic Strength 3 hits (Strength 4 if the target has an Armour save of 4+ or better) on one enemy unit within 18". In addition, any unit that suffers wounds from the rod must take an immediate Panic test.

CUBE OF DARKNESS **40 POINTS**

One use only

Viewed up close, this small black cube contains millions of tiny pin-pricks of light, circling around a sphere of pure darkness. With the correct pattern of thoughts it may be opened for a fraction of a second, sucking the winds of magic instantly within its confines.

This may be used with the exact same effects as a Dispel Scroll. In addition, all Remains in Play spells are automatically removed from play. Finally, roll a D6. The Magic phase ends immediately on the roll of a 4+.

DIADEM OF POWER **35 points**

This golden circlet is encrusted with jewels and inscribed with ancient glyphs. It aids spellcasters in focusing their magic, allowing them to perceive the winds of magic in physical terms and manipulate them fully.

The diadem allows the bearer to save up to two of his own unused Power dice or Dispel dice at the end of any Magic phase and store them, to add to his side's dice pool in the next Magic phase.

TALISMANS

AMULET OF ITZL **40 points**

One use only

With a burst of light and the sound of a thunder clap, this amulet explodes into a million shards of crystal if a true shot or blow comes near to harming the wearer. The amulet takes the brunt of the attack, leaving the warrior unharmed, but the Amulet is destroyed in the process.

The character wearing this amulet has a 2+ Ward save against the first wound suffered..

AURA OF QUETZL **30 POINTS**

Blessed by Quetzl, this string of beaded shells, feathers and bones is a powerful protective charm, surrounding the warrior in a miasma of dancing colour.

The bearer of this item has a 4+ Ward save against attacks with Strength 5 or more.

GLYPH NECKLACE **30 points**

An ancient and potent token of protection, this necklace wards off attacks directed at its wearer. Enemies fumble their blows, their strikes glance off scales and they cannot seem to manage to attack the bearer effectively.

The character wearing this has a 5+ Ward save.

MAGIC BANNERS

TOTEM OF PROPHECY **75 points**

This totem causes those to look upon it to realise their own mortality, as images of the futility of their own small lives within the grand scheme of the Old Ones wash though their spirit.

The unit causes fear.

SUN STANDARD OF CHOTEC **40 points**

Beams of intense sunlight streaming from this standard make it impossible to focus upon it without squinting. Those who stare too long at the Sun Standard are said to go blind.

Missiles fired at the unit suffer -1 to hit.

HUANCHI'S BLESSED TOTEM **40 points**

One use only

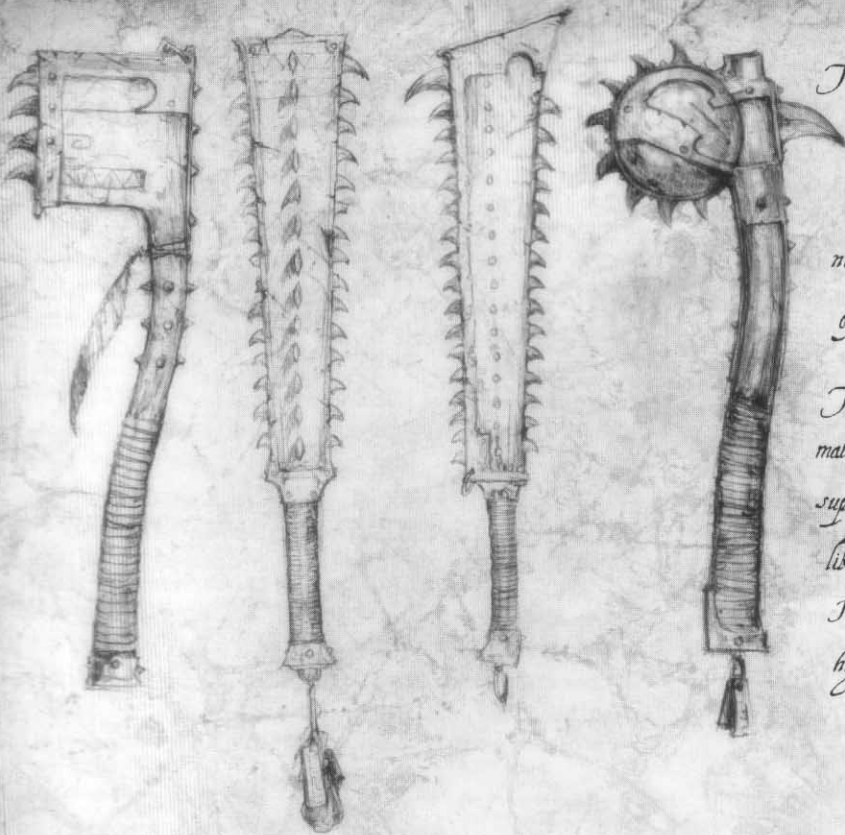
A portion of the boundless energy of the Old One deity Huanchi resides within this totem. This power can transfer into those who carry it, filling them with an unnatural burst of energy and speed.

The unit may use this banner once per game, at the start of any Lizardmen Magic phase. The unit moves directly forwards up to D6". If it runs into an enemy unit, it counts as charging in the next Close Combat phase. The enemy may not make any charge reaction.

JAGUAR STANDARD **25 points**

The animal spirit of the jaguar is represented with this standard, a bodily form that was said to be favoured by several Old One deities. Those in the shadow of this jungle beast hunt down their enemies with relentless ferocity and persistence.

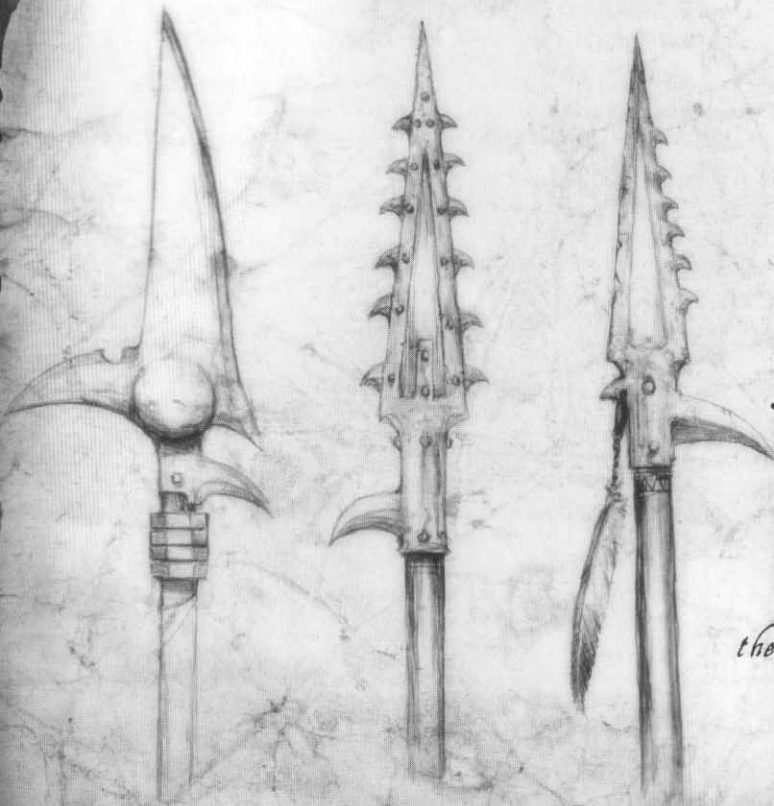
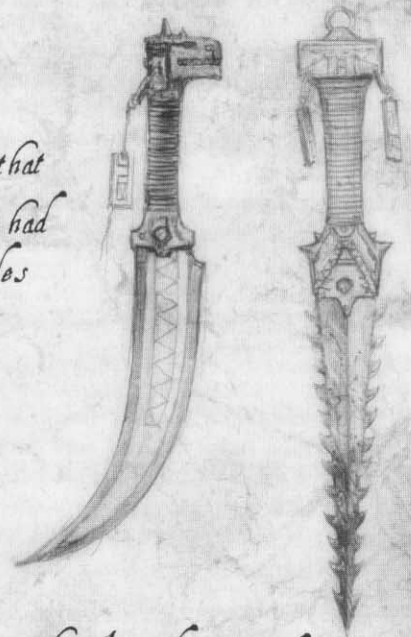
The unit pursues an extra D6".



The weapon-tips of the Lizardmen are made of a material unknown to any of the metallurgists of the College of Engineering, nor is the material recognised by the wizards of the Golden Order in Aldorf.

They have dubbed this hitherto unknown material obsinite. It appears to be a form of super-hardened stone, yet it is not fragile like the stone weapons of other crude races. Indeed, obsinite is more durable even than high quality steel.

Stories abound of those chosen for sacrifice being drugged so that they go willingly to their doom. Who knows how many have had their chests ripped open by these cruel, blood-stained blades



The weapons the Lizardmen tend to favour are covered in vicious obsinite barbs, obviously intended to cause massive damage to the foe, ripping apart armour and flesh with relative ease, though the strength necessary to make such weapons effective would have to be immense.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

| Army Points Value | Core Units | Special Units | Rare Units |
|-------------------|------------|---------------|------------|
| Less than 2,000 | 2+ | 0-3 | 0-1 |
| 2,000 or more | 3+ | 0-4 | 0-2 |
| 3,000 or more | 4+ | 0-5 | 0-3 |
| 4,000 or more | 5+ | 0-6 | 0-4 |
| Each +1,000 | +1 minimum | +0-1 | +0-1 |

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Jungle Swarm Common Unit entry is accompanied by a note (ie, 0-1) explaining that a maximum of one unit of this kind can be included in the army.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually ten models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. See the appropriate section of the Warhammer rulebook for details (pages 108-109).

Special Rules. Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised for your convenience in the army list.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where

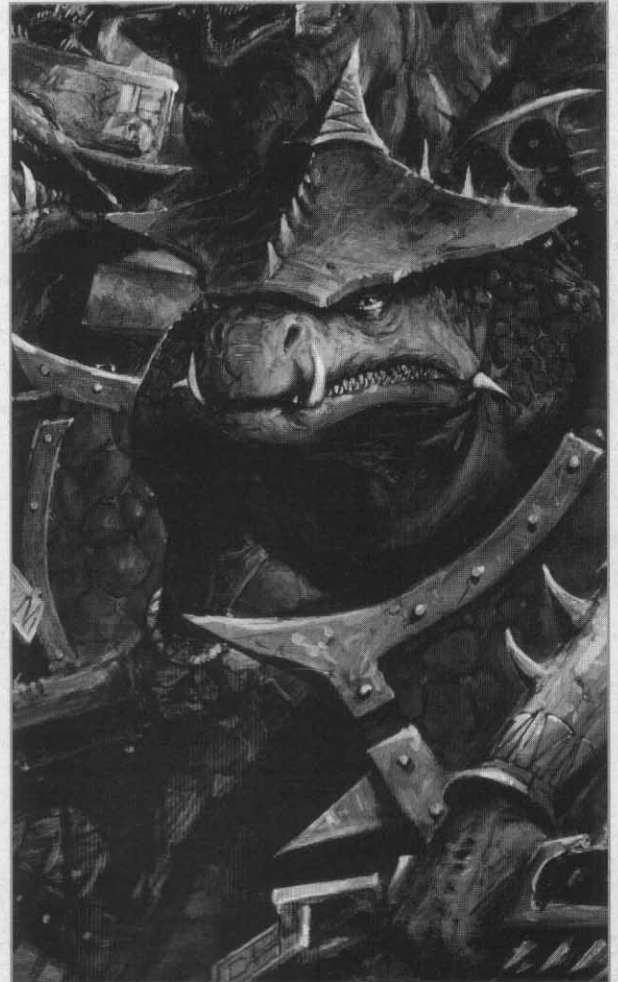
special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

DOGS OF WAR

Dogs of War are troops of other races prepared to fight in return for money, food, or some other reward. The most common type of Dogs of War units are the Regiments of Renown. Although the two terms are used to describe mercenary units, both work in the same way in the army list.

A selection of such regiments is available as part of the Dogs of War range of models. The descriptions and rules for these units can be found in the White Dwarf magazine and are compiled in the Warhammer Annual and Warhammer Chronicles books.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they use up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules of the unit itself.



LORDS

Slann Mage-Priests are amongst the oldest and most magically powerful beings in all existence, while Saurus Oldbloods are awesome, instinctive close combat fighters, making either the perfect choice for the army General.

* SLANN BATTLE STANDARD BEARER

One Slann Mage-Priest may carry the Battle Standard for +25 points.

A Slann Mage-Priest bearing the Battle Standard may carry any magic banner (no points limit) in addition to his other magic items, and may also be your army General.

CHARACTERS' STEEDS

Here are the profiles for steeds that can be ridden by Lizardmen characters. Full rules for these creatures can be found in the Lizardmen Bestiary.

COLD ONE

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 |

Special Rules

Cause Fear, Thick Skinned, Stupidity.

CARNOSAUR

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 7 | 3 | 0 | 6 | 5 | 5 | 2 | 4 | 5 |

Special Rules

Cause Terror, Large Target, Blood-Frenzy, Ultimate Predator, Scaly Skin (4+)

A Carnosaur takes up an additional Hero choice.

SLANN MAGE-PRIEST*

Points/model: 325

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Slann Mage-Priest | 4 | 4 | 3 | 3 | 5 | 6 | 2 | 1 | 9 |

Weapons & Armour: None

Palanquin: Slann ride palanquins and are accompanied by a Skink attendant. The Skink's attack is included in the profile of the Slann Mage-Priest himself.

Magic: A Slann Mage-Priest is a Level 4 Wizard.

Generation: The Slann is of the 5th Generation. It may be upgraded to an older generation spawning as described on page 49.

Options:

- May choose magic items from the Common or Lizardmen magic item lists, with a maximum total value of 100 pts, in addition to any magical Battle Standard.

Special Rules

Cold Blooded, Large Target, Palanquin, Unit Strength 5, Contemplation, Telepathy, Shield of the Old Ones, Wisdom of the Old Ones

SAURUS OLDBLOOD

Points/model: 145

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Saurus Oldblood | 4 | 6 | 0 | 5 | 5 | 3 | 3 | 5 | 8 |

Weapons & Armour: Hand weapon.

Options:

- May choose either a great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts).
- May wear light armour (+3 pts). May also carry a shield (+3 pts).
- May choose up to 3 Blessed Spawnings (see pages 50-51).
- If the Blessed Spawning of Itzl is chosen, may ride a Cold One (+37 pts) or a Carnosaur (+210 pts, takes up an additional Hero choice).
- May choose magic items from the Common or Lizardmen magic items lists, with a maximum total value of 100 pts.

Special Rules

Cold Blooded, Scaly Skin (5+)



HEROES

SAURUS SCAR-VETERAN ** Points/model: 85

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|---|----|----|---|---|---|---|---|----|
| Saurus Scar-Veteran | 4 | 5 | 0 | 5 | 4 | 2 | 3 | 4 | 8 |

Weapons & Armour: Hand weapon.

Options:

- May choose either a great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts).
- May wear light armour (+2 pts). May also carry a shield (+2 pts).
- May choose up to 2 Blessed Spawnings (see pages 50-51).
- If the Blessed Spawning of Itzl is chosen, may ride a Cold One (+23 pts).
- May choose magic items from the Common or Lizardmen magic items lists, with a maximum total value of 50 pts.

Special Rules

Cold Blooded, Scaly Skin (5+)

SKINK CHIEF Points/model: 55

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Skink Chief | 6 | 4 | 4 | 4 | 3 | 2 | 5 | 3 | 6 |

Weapons & Armour: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts) or a spear (+4 pts).
- May also choose either a blowpipe (+8 pts) or javelins (+8 pts).
- May wear light armour (+2 pts). May also carry a shield (+2 pts).
- May be given the Scouts special rule (+10 pts).
- May take the Blessed Spawning of Sotek or the the Blessed Mark of the Old Ones (only one per army, see page 51).
- May ride a Stegadon chosen as normal from the Rare units section of the army list at the points cost shown there, replacing all crew.
- May choose magic items from the Common or Lizardmen Magic Items lists, with a maximum total value of 50 pts.

Special Rules

Cold Blooded, Aquatic, Skink darts & javelins count as Poisoned Attacks

SKINK PRIEST Points/model: 65

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 5 |

Weapons & Armour: Hand weapon.

Magic: A Skink Priest is a Level 1 Wizard and will always use the Lore of Heavens.

Options:

- Any Skink Priest in the army may be upgraded to a Level 2 Wizard for +35 pts.
- May be given the Scouts special rule (+10 pts).
- May take the Blessed Spawning of Sotek or the the Blessed Mark of the Old Ones (only one per army, see page 51).
- May ride a Stegadon chosen as normal from the Rare Units section of the army list at the points cost shown there, replacing all crew.
- May choose magic items from the Common or Lizardmen magic items lists, with a maximum total value of 50 pts.

Special Rules

Cold Blooded, Aquatic

Although not as old as the ancient Oldbloods, many Scar-Veterans have been alive for several thousand years. They are tremendously strong, vicious fighters, and as such make good leaders for your regiments. Skink Chieftains are unusually brave and aggressive Skinks, often renowned hunters capable of stalking their prey silently through the dense jungle, and work well on their own or when accompanying a unit of Skinks. Skink Priests are the attendants of the Slann and have a natural aptitude for magic. They provide added magical assistance to the army.

** ARMY BATTLE STANDARD

If there is no Slann Mage-Priest in the army, one Saurus Scar-Veteran may carry the Battle Standard for +25 pts.

A Saurus Scar-Veteran with the Battle Standard may not be the army's General.

The Battle Standard Bearer cannot choose any extra non-magical weapons, nor may he use a shield.

The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry other magic items.



CORE UNITS

Mighty Saurus Warriors form the basis of the armies of the Lizardmen, for it is they who were created specifically for the purpose of warfare by the Old Ones. They are supported in battle by Skink skirmishers, whose speed and stealth more than make up for their shortcomings in close combat.

Core units are the most numerous troops within the Lizardmen army.

There is a minimum number of Core units that must be fielded, and this varies depending on the size of the army (see page 57).

There is no maximum limit on the number of Core units that can be fielded.

SAURUS WARRIORS

Points/model: 12

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Saurus Warrior | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 8 |
| Champion | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 3 | 8 |

Unit Size: 10+

Weapons & Armour: Hand weapon and shield.

Options:

- Any unit may be equipped with spears (+2 pts per model).
- Upgrade one Saurus Warrior into a Musician for +6 pts.
- Upgrade one Saurus Warrior into a Standard Bearer for +12 pts.
- Promote one Saurus Warrior to a Spawning Champion for +12 pts.
- Each unit may be given Sacred Spawnings (see pages 50-51).

Special Rules

Cold Blooded, Scaly Skin (6+), Predatory Fighters

SKINK SKIRMISHERS

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| Skink Brave | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 5 |

Unit Size: 10-25

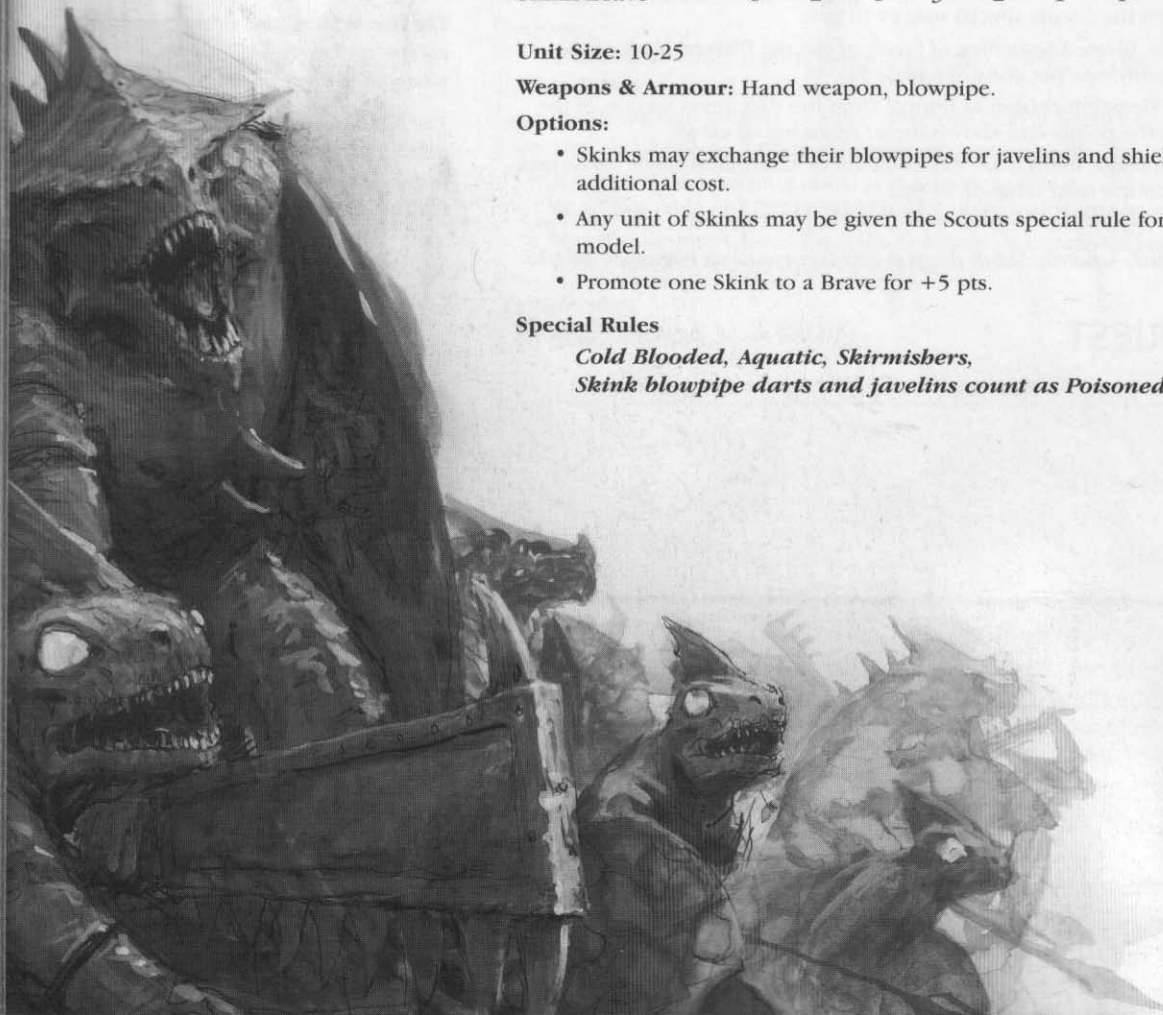
Weapons & Armour: Hand weapon, blowpipe.

Options:

- Skinks may exchange their blowpipes for javelins and shields at no additional cost.
- Any unit of Skinks may be given the Scouts special rule for +1 pt per model.
- Promote one Skink to a Brave for +5 pts.

Special Rules

Cold Blooded, Aquatic, Skirmishers, Skink blowpipe darts and javelins count as Poisoned Attacks



CORE UNITS

0-1 JUNGLE SWARM

Points/model: 60

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Jungle Swarm | 5 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 |

Unit Size: 1-6 bases.

Special Rules

Swarm, Small, Skirmishers, Poisoned Attacks

When a Lizardmen army marches to war, they are often accompanied by swarms of deadly serpents and other poisonous reptiles. When a Slann accompanies the army, he will often be joined by his personal Temple Guard – Saurus Warriors who are born to protect the Mage-Priests at any cost.

TEMPLE GUARD

Points/model: 17

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Temple Guard | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 2 | 8 |
| Revered Guardian | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 3 | 8 |

Note: You may choose 0-1 Temple Guard units per Slann in the army.

Unit Size: 10+

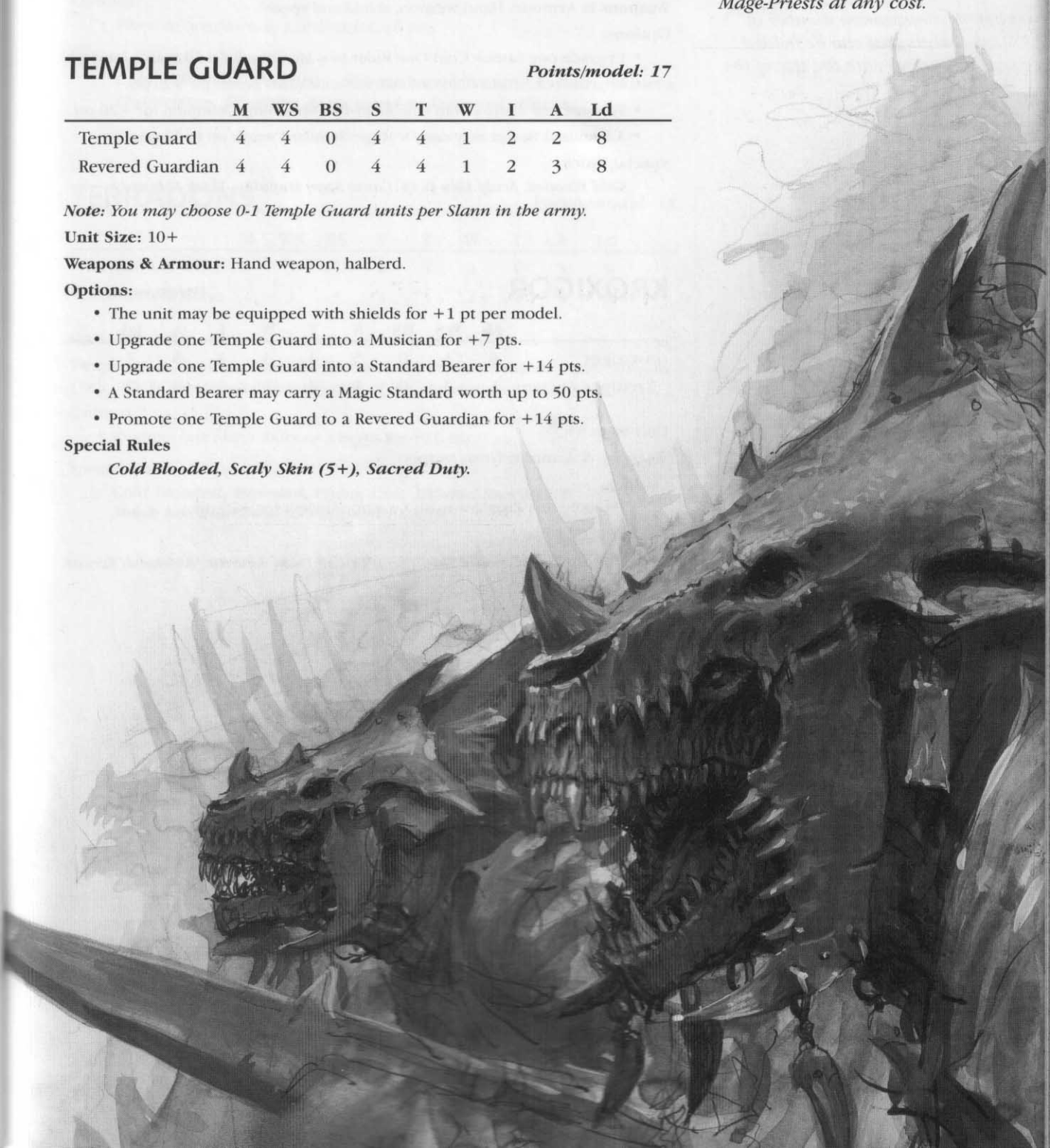
Weapons & Armour: Hand weapon, halberd.

Options:

- The unit may be equipped with shields for +1 pt per model.
- Upgrade one Temple Guard into a Musician for +7 pts.
- Upgrade one Temple Guard into a Standard Bearer for +14 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Temple Guard to a Revered Guardian for +14 pts.

Special Rules

Cold Blooded, Scaly Skin (5+), Sacred Duty.



SPECIAL UNITS

The towering Kroxigor and vicious Saurus cavalry, riding ferocious Cold Ones, add power and speed to the Lizardmen army, and march alongside the blocks of Saurus Warriors when they march to war.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 57).

SAURUS CAVALRY

Points/model: 35

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Cold One Rider | 4 | 4 | 0 | 4 | 4 | 1 | 1 | 2 | 8 |
| Champion | 4 | 4 | 0 | 4 | 4 | 1 | 1 | 3 | 8 |
| Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 |

Unit Size: 5+

Weapons & Armour: Hand weapon, shield and spear.

Options:

- Upgrade one Saurus Cold One Rider to a Musician for +10 pts.
- Upgrade one Saurus Cold One Rider to a Standard Bearer for +20 pts.
- Promote one Saurus Cold One Rider to a Spawning Champion for +20 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.

Special Rules

Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned

KROXIGOR

Points/model: 58

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Kroxigor | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 3 | 7 |
| Kroxigor Ancient | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 4 | 7 |

Unit Size: 3+

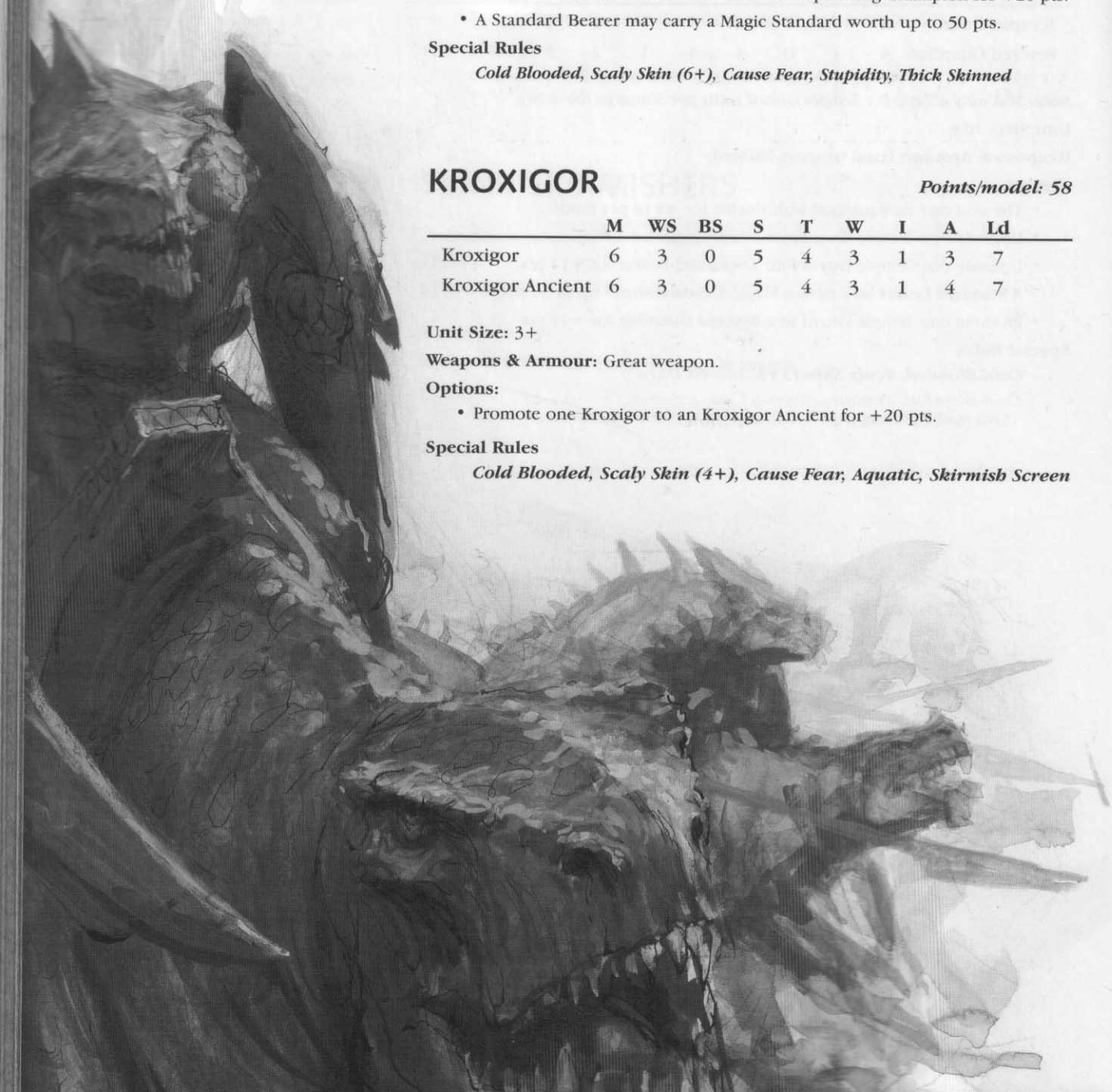
Weapons & Armour: Great weapon.

Options:

- Promote one Kroxigor to an Kroxigor Ancient for +20 pts.

Special Rules

Cold Blooded, Scaly Skin (4+), Cause Fear, Aquatic, Skirmish Screen



SPECIAL UNITS

0-1 CHAMELEON SKINKS

Points/model: 15

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Chameleon | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 |
| Stalker | 6 | 2 | 5 | 3 | 2 | 1 | 4 | 1 | 6 |

Unit Size: 5-10

Weapons & Armour: Hand weapon and blowpipe.

Options:

- Promote one Skink to a Stalker for +6 pts.

Special Rules

Cold Blooded, Aquatic, Skirmishers, Scouts, Expert Hunters, Chameleons, Blowpipe darts count as Poisoned Attacks

Chameleon Skinks are expert hunters and scouts, and range out in front of advancing Lizardmen armies. Terradons often accompany the armies of the Mage-Priests, harrying the foe while the rest of the army gets into position.

TERRADONS

Points/model: 35

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Terradon & Rider | 2 | 3 | 3 | 4 | 3 | 2 | 4 | 3 | 5 |
| Terradon & Brave | 2 | 3 | 3 | 4 | 3 | 2 | 4 | 4 | 5 |

Unit Size: 3-10

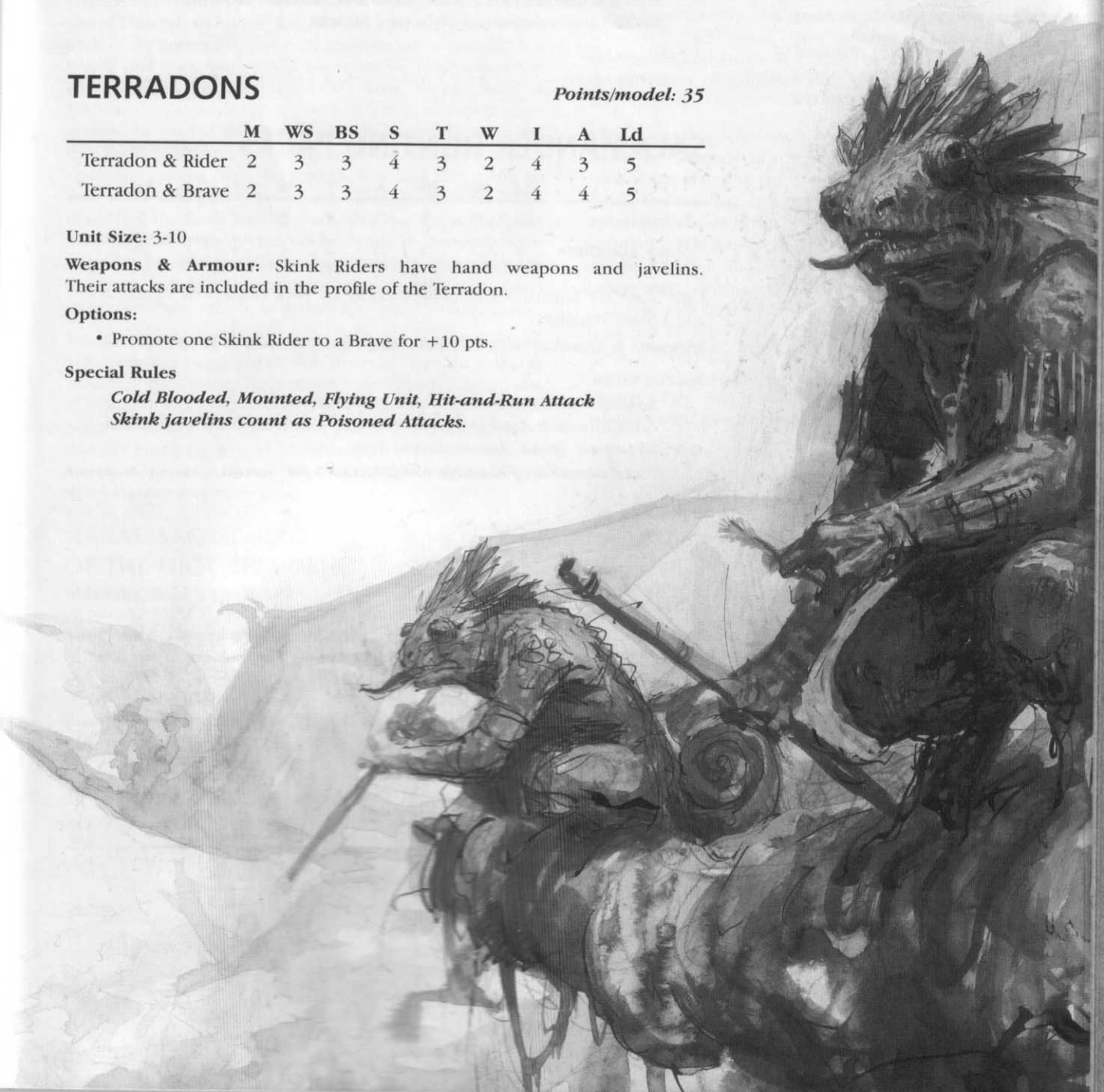
Weapons & Armour: Skink Riders have hand weapons and javelins. Their attacks are included in the profile of the Terradon.

Options:

- Promote one Skink Rider to a Brave for +10 pts.

Special Rules

Cold Blooded, Mounted, Flying Unit, Hit-and-Run Attack
Skink javelins count as Poisoned Attacks.



RARE UNITS

Lizardmen Rare units include the most powerful and devastating creatures that have been trained by the Lizardmen. These include the mighty Stegadon, a monstrous jungle creature of immense size, and the viciously tempered Salamanders.

In times of dire necessity, the Lizardmen may hire the services of a mercenary Dogs of War regiment, such as Tichbi Huichi's Raiders or the Night Stalkers of Katbandol, though this is generally seen as a last resort.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 57).

STEGADON

Points/model: 235

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Stegadon | 6 | 3 | 0 | 5 | 6 | 5 | 2 | 4 | 5 |
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |

Unit Size: 1 Stegadon with 5 Skink crew.

Weapons & Armour: Hand weapons and javelins. If the Stegadon is not ridden by a character, then a giant bow is mounted on its back (manned by two of the Skink crew).

Special Rules

Cold Blooded, Ridden Monster, Scaly Skin (4+), Cause Terror, Large Target, Unit Strength 8, Impact Hits, Howdah, Mixed Weapons, Giant Bow, Stubborn, Immune to Panic
Skink javelins count as Poisoned Attacks

SALAMANDER HUNTING PACKS

Points/pack: 65

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Salamander | 6 | 3 | 3 | 5 | 4 | 3 | 4 | 2 | 5 |
| Skink Handlers | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |

Unit Size: 1-3 Salamander Hunting Packs (each pack consists of 1 Salamander and 3 Skink Handlers).

Weapons & Armour: Skink Handlers have a hand weapon (a goad or prodder).

Special Rules

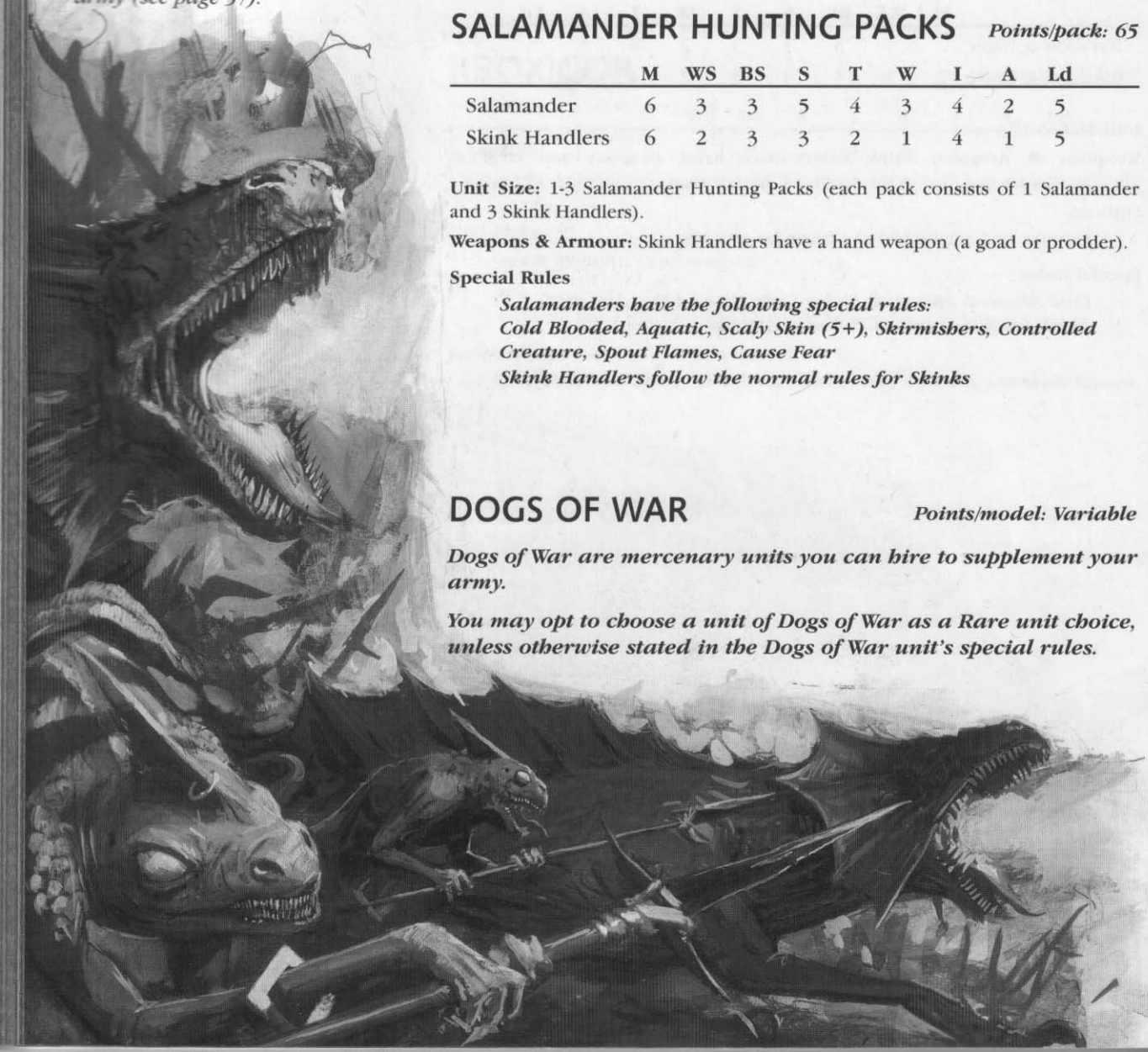
Salamanders have the following special rules:
Cold Blooded, Aquatic, Scaly Skin (5+), Skirmishers, Controlled Creature, Spout Flames, Cause Fear
Skink Handlers follow the normal rules for Skinks

DOGS OF WAR

Points/model: Variable

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a Rare unit choice, unless otherwise stated in the Dogs of War unit's special rules.



THE ANCIENTS

This page details some of the most powerful heroes of the Lizardmen. They may inspire you to create characters of your own devising for use in your games, which you can use with your opponent's consent.

On the pages that follow are rules and background for the Revered Lord Kroak, the most ancient of the Relic-Priests, and Scar-Leader Kroq-Gar, one of the most formidable Saurus warriors in the Warhammer world. These two characters may be included in your army and do not require your opponent's consent to include them.

LORD MAZDAMUNDI

Lord Mazdamundi is the oldest and most powerful living Mage-Priest. For thousands of years he has ruled the temple-city of Hexoatl, and never has that city fallen to the constant raids of the enemy. His power of geomancy is unparalleled: it is said that Mazdamundi was instructed in these arts by the god-spirit of the mysterious Old One Tepok. Such is Mazdamundi's power that, with a slow and deliberate gesture, he caused devastating earthquakes to rip open the land itself, swallowing the Human settlement of Cadavo, after consistent raiding from the settlers. It is said that it was he that made the volcanoes of the Red Mountains erupt, destroying the lands around them, and that the earthquakes that wracked many of the Dwarf holds in antiquity were caused by him. His wisdom is great, and every action he takes has been carefully deliberated over, though it is often impossible for outsiders to fathom his long-reaching vision.

When the armies of Hexoatl march to war, Lord Mazdamundi will often lead them, borne aloft upon the back of a mighty Stegadon. He controls this massive beast through sheer force of will, and Mazdamundi's fury, when roused, is terrifying to behold. It is said that there is not a wizard alive in the world that can match his powers of the magical arts, and that even his mere presence forces all but the most strong-willed individuals to drop their gaze.

NAKAI, SACRED KROXIGOR OF THE FIRST SPAWNING

The ancient Kroxigor known as Nakai the Wanderer is a sacred and revered creature. It is regarded by Skink priests as some kind of powerful jungle-spirit given form, appearing out of the jungle in times of need before disappearing once more. The gnarled Kroxigor has appeared all across the Lustrian continent throughout the centuries, usually just hours before a battle takes place. Sometimes, the appearance of Nakai is all that has alerted isolated temples of a forthcoming raid.

It is believed that Nakai was originally spawned in Tlanxla during the time of the first spawnings. His body is protected by much heavier natural armour than the Kroxigor of later spawnings, and he is covered in scars and battle wounds that he has sustained over the years; he has survived the most heinous of injuries that would be fatal for any other creature. When he appears, the Skink priests treat him with great deference, adorning him with ceremonial wargear and renewing the gold plates and sacred decorations that are hammered into his toughened skin and horns, before he enters battle.

TEHENHAUIN, PROPHET OF SOTEK

Tehenhauin, variously translated disparagingly by Humans as Tenehuini and Teenijuan, was the first prophet of the serpent god Sotek. After horrific plagues wracked the population of Chaqua, with all the Mage-Priests and thousands of Skinks succumbing to the yellow fever, it was Tehenhauin who unified the remaining population and led them from the tainted city. He brought forth from the great pyramid the forgotten plaques of Chaqua that spoke of the coming of Sotek, and made them into a totem standard which was carried at the forefront of the migrating red-crested Skinks. He proclaimed the imminent arrival of the bloodthirsty serpent god Sotek, as predicted in the sacred Prophecy of Sotek. The appearance of the twin-tailed comet burning its way across the sky was proof of the coming of this deity. Wherever they went, Tehenhauin prophesied Sotek's emergence, and sacrifices to him were made day and night, as endless lines of captured Skaven were offered up to the serpent god.

Thus it was that Tehenhauin was the harbinger of the Cult of Sotek, and worship of this vengeful god spread throughout Lustria and across to the Southlands. On one night, the full moon was touched with the colour of gore, and Sotek arose into the world, drenched in the blood of innumerable Skaven sacrifices. Thousands of snakes and poisonous serpents swarmed before him, a living carpet that swept the Skaven before them, driving them from Lustria. From that day forth, a bloody welt in the shape of a serpent was burnt into the forehead of Tehenhauin, marking him as the favourite of Sotek. He disappeared into the deepest jungles, and was never heard of again. Some say that he resides amongst the jungles of the Southlands, using his power as the avatar of Sotek to wage his own war against the Skaven there.



ARMIES OF THE TEMPLE-CITIES

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value, the better it is in one or more respects: stronger, tougher, faster, better Leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of Salamanders or Carnosaurs. The resulting game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure that this does not happen!

USING THE ARMY LIST

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find some examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections:

CHARACTERS

These represent the most able, skilled and successful individuals in your army: extraordinary leaders such as Slann Mage-Priests and Saurus Oldbloods. These form a vital and potent part of your forces.

CORE UNITS

These units are the most common warriors. They usually form the bulk of the army and will often bear the brunt of the fighting.

SPECIAL UNITS

Special units are the best of your warriors and include the more unusual troop types. They are available to your army in limited numbers.

RARE UNITS

So called because they are scarce compared to your ordinary troops, Rare units represent unique units and unusual monsters.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points available to you. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes.

Once you have decided on a total points value, it is time to choose your force.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

| Army Points Value | Max. Total Characters | Max. Lords | Max. Heroes |
|-------------------|-----------------------|------------|-------------|
| Less than 2,000 | 3 | 0 | 3 |
| 2,000 or more | 4 | 1 | 4 |
| 3,000 or more | 6 | 2 | 6 |
| 4,000 or more | 8 | 3 | 8 |
| Each +1,000 | +2 | +1 | +2 |

An army does not have to include the maximum number of characters allowed; it can always include fewer than indicated. **However, an army must always include at least one character: the General.** An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the start of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500 points army could include a Slann Mage-Priest (Lord), a Saurus Scar-Veteran (Hero), a Skink Hero (Hero), and a Skink Priest (Hero) (ie, four characters, of which one is a Lord).

VENERABLE LORD KROAK

In hidden crypts, deep within the holds of the oldest temples, lie the sacred mummified remains of deceased Slann. The spirit of a dead Mage-Priest often hovers near its dried body-husk, and magical energy pulses through the air around the corpse. It is unknown how much these Slann spirits are able to manipulate the corporeal world, though many prophets believe that their influence is substantial, if not always apparent.

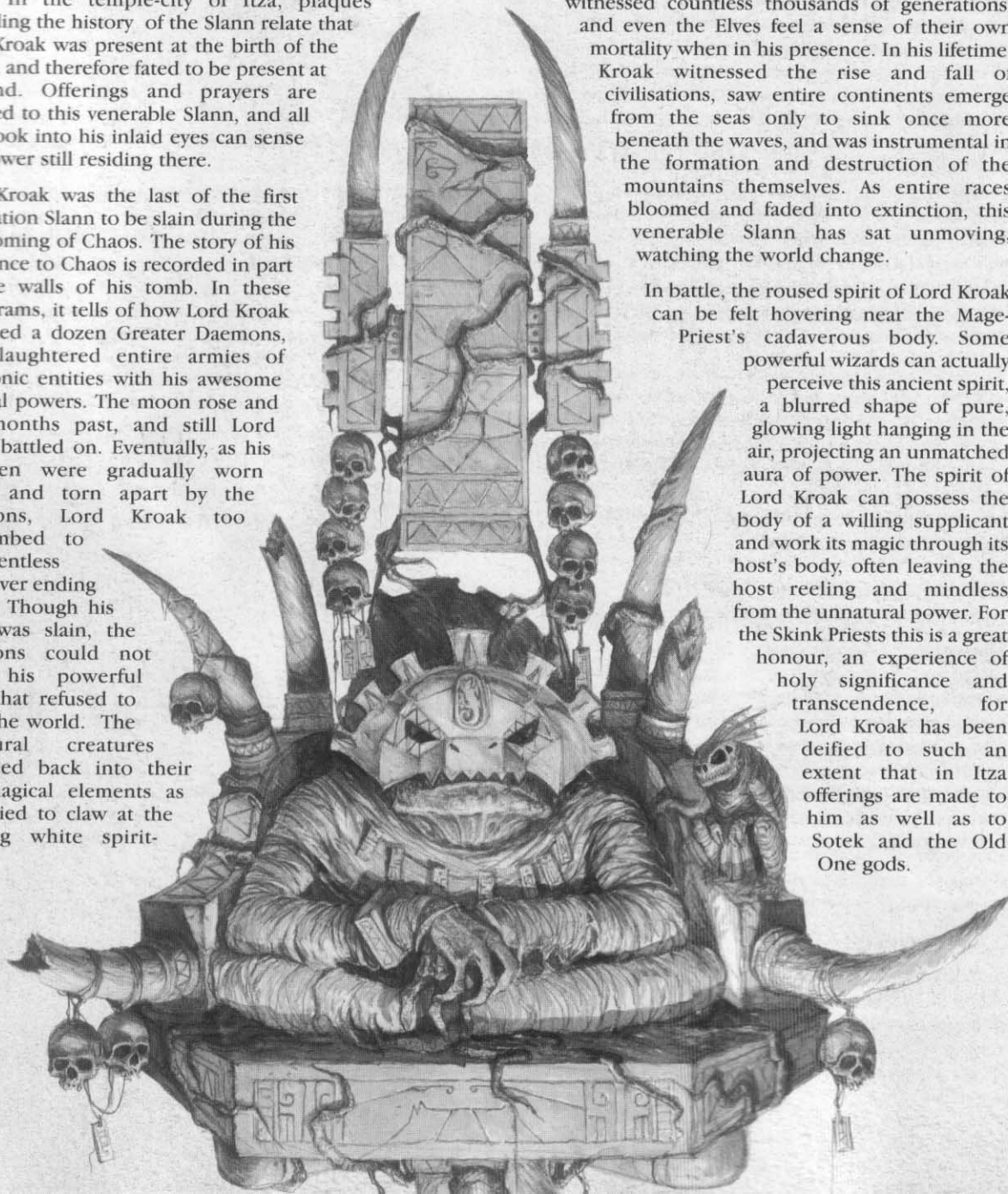
Venerable Lord Kroak is the oldest and most revered of all these Relic-Priests. He is said to have been the first Slann that was spawned in the world, the most powerful of the First Spawning of Mage-Priests. An integral part of the Old Ones' Great Plan, his spirit stubbornly refused to leave this plane of existence when his body was slain. In the temple-city of Itza, plaques recording the history of the Slann relate that Lord Kroak was present at the birth of the world, and therefore fated to be present at its end. Offerings and prayers are devoted to this venerable Slann, and all who look into his inlaid eyes can sense the power still residing there.

Lord Kroak was the last of the first generation Slann to be slain during the first coming of Chaos. The story of his resistance to Chaos is recorded in part on the walls of his tomb. In these pictograms, it tells of how Lord Kroak banished a dozen Greater Daemons, and slaughtered entire armies of daemonic entities with his awesome magical powers. The moon rose and fell, months past, and still Lord Kroak battled on. Eventually, as his brethren were gradually worn down and torn apart by the Daemons, Lord Kroak too succumbed to the relentless and never ending horde. Though his body was slain, the Daemons could not harm his powerful spirit that refused to leave the world. The unnatural creatures exploded back into their raw magical elements as they tried to claw at the glowing white spirit-form.

Once his fallen body was returned to its resting place at Itza, Lord Kroak was sheathed in gold and holy bindings, decorated to befit a being closest of all creatures to the gods themselves. His preserved cadaver is an extremely holy relic that harkens back to a time when the Great Plan, under the careful direction of the Old Ones, was still continuing in the correct manner. On occasions of grand ceremony, his mummified remains are brought forth from its crypt in Itza.

Resplendent in ritual gold decoration, this archaic Relic-Priest has been borne into battle on countless occasions through the centuries, his lifeless corpse sitting serenely on an ancient dais. All those in the presence of Lord Kroak are humbled, for he has witnessed countless thousands of generations, and even the Elves feel a sense of their own mortality when in his presence. In his lifetime, Kroak witnessed the rise and fall of civilisations, saw entire continents emerge from the seas only to sink once more beneath the waves, and was instrumental in the formation and destruction of the mountains themselves. As entire races bloomed and faded into extinction, this venerable Slann has sat unmoving, watching the world change.

In battle, the roused spirit of Lord Kroak can be felt hovering near the Mage-Priest's cadaverous body. Some powerful wizards can actually perceive this ancient spirit, a blurred shape of pure, glowing light hanging in the air, projecting an unmatched aura of power. The spirit of Lord Kroak can possess the body of a willing supplicant and work its magic through its host's body, often leaving the host reeling and mindless from the unnatural power. For the Skink Priests this is a great honour, an experience of holy significance and transcendence, for Lord Kroak has been deified to such an extent that in Itza offerings are made to him as well as to Sotek and the Old One gods.



| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Lord Kroak | 4 | 1 | 0 | 3 | 6 | 8 | 1 | 0 | 9 |

Taking Lord Kroak counts as taking a Lord, a Hero and a Rare unit.

Lord Kroak must be fielded as presented here and no extra equipment or magic items can be bought for him.

Points: 1,225

Weapons & Armour: None

SPECIAL RULES

The Spirit of Venerable Lord Kroak

• Venerable Lord Kroak has a more powerful version of telepathy than other Slann Mage-Priests. His powerful spirit is capable of entering the bodies of those who open themselves up to him and can use them as mediums through which he can cast spells.

Kroak can use Slann Mage-Priest telepathy as normal (see page 24). If he wishes, however, he may instead choose to cast the spell through a friendly wizard, resolving all the effects as if Lord Kroak himself was in the position of the medium. Choose any friendly Skink Priest or Slann Mage-Priest on the table to project his spirit into. Lord Kroak cannot use the host's spells, only his own. He may project himself into any number of models in the one Magic phase.

If he suffers a Miscast when casting through a medium, Lord Kroak's spirit is blasted from its host, and he cannot cast any more spells through that model that Magic phase. The spell automatically fails, though no roll on the Miscast table is taken.

• If the spirit of Lord Kroak used a Skink Priest to cast spells in the Magic phase, then at the end of that Magic phase the player must take a Leadership test for each Skink that Kroak cast spells through. If this is failed, then the Skink Priest swoons under the power and cannot move in his next Movement phase. If it is engaged in combat, it cannot fight and will be hit automatically. This lasts until the start of the next Lizardmen Magic phase.

Large Target

Lord Kroak is a large target.

Palanquin

Lord Kroak rides into battle on a palanquin (see page 24).

MAGIC ITEMS

Standard of the

Sacred Serpent & the Glyph of Potec

Each enemy model that is touching Lord Kroak takes an automatic Strength 3 hit at the start of each player's Shooting phase. This may cause *panic*. Against Daemonic creatures and Ethereal creatures, this is increased to Strength 5.

Golden Death Mask

Any shooting at Kroak suffers -1 to hit, and in close combat any attacks directed at him suffer -1 to hit.

Ceremonial Mace of Malachite

Magical weapons count only as hand weapons against him.

Amulet of Itza

Magic Resistance (2). In addition, the Amulet of Itza adds one dice to both the Power dice and the Dispel dice pool of Lord Kroak's side.

Shield of the Old Ones

Lord Kroak's Shield of the Old Ones gives him a 2+Ward save, which is reduced to a 3+Ward save in close combat.

Contemplation

Like other Slann, Lord Kroak does not actively engage in combat (see page 24).

Unit Strength

The venerable Relic-Priest has a Unit Strength of 5.

First Generation Spawning

Lord Kroak has all the abilities of a Second Generation Slann (see page 49) with the following additions:

• Lord Kroak knows six spells. In addition to these, he also knows 'Drain Magic' (see page 49) and 'The Ruination of Cities' (detailed below).

• Lord Kroak adds +2 to all attempts to cast and dispel spells rather than +1.

• If Lord Kroak is killed in battle, his opponent will gain +200 Victory Points (see page 49) and the best result the Lizardmen player can achieve is a draw – even if he has more Victory Points than his enemy, the game will end as a draw.

THE RUINATION OF CITIES

Cast on a 14+

When he was alive, Lord Kroak had the power to shift continents and crumble the tallest mountain. Though his powers are now only a shadow of their former glory, his spirit is still strong enough to topple buildings with powerful earthquakes.

Nominate a point on the table where you wish the spell to be focused. Roll a Scatter dice and an Artillery dice, and place a marker there – that is where the spell is centred. On the roll of a Misfire, the spell does not work.

Roll 2D6 to see how far the tremors spread in inches. Any unit within this radius suffers 2D6 Strength 5 hits. In addition, any unit that suffers any wounds may only move at half rate in its next Movement phase. Models that fly are completely unaffected by this spell, neither taking wounds nor being affected by restricted movement.

If there is a building or wall section directly underneath the place where this spell is centred then it automatically collapses and is destroyed. Models may take further damage from this destruction, as described in the Siege rules, or on page 130 of the Warhammer rulebook.

ANCIENT SCAR-LEADER KROQ-GAR

Scar-Leader Kroq-Gar is an ancient Saurus Warrior from the now ruined temple-city of Xhotl, nestled in a deep jungle-valley in the Spine of Sotek Mountains. Having lived for thousands of sun revolutions, and fought in countless wars, Kroq-Gar has witnessed much change in the world in his time, yet his mind is solely focused on battle, as is the way with all Saurus.

The spawning that bore Kroq-Gar into the world produced only a handful of Saurus, though each of them was a powerful creature marked out for greatness, blessed by Xhotl himself. Their natural cunning and instinctive aggression surpassed those of their brethren, and they had an innate domination over the native beasts of the surrounding jungle. Many of these usually aggressive creatures would cower under

their hard gaze. Kroq-Gar's spawning coincided with the rearing of a brood of Carnosaurs, and he claimed the most aggressive and volatile of the Carnosaurs as his own.

The great cataclysm, the collapse of the polar warp gates, occurred only centuries after Kroq-Gar had hatched. Daemons spread like a rampant plague of horror and death across the world. The Old Ones had disappeared and all seemed lost. Kroq-Gar and his spawning-brethren rode on constant patrols around the outskirts of Xhotl, smashing entire armies of Daemons that sought to strike against the sacred temple-city, holding the never-ending forces at bay.

While Kroq-Gar and his warriors held back the physical daemonic onslaught, the ancient Mage-Priest Chaqo-Quantal focused on the magical defence of the city. Sitting unmoving atop the temple of Xhotl with six younger Slann arrayed around, they pooled their power in an attempt to hold the forces of Chaos back. The magical barriers they exerted around the city were being slowly worn down by the screaming daemonic entities. The other temple-cities were also under siege, and so little energy could be diverted from them to the aid of Xhotl. Eventually, after nearly thirty cycles of the sun, a crack appeared in the magical defences of the Slann, and one of the Mage-Priests was overcome by a surge of uncontrolled energy. His soul was ripped apart by insubstantial claws, and a daemonic presence manifested itself through his flesh. Within moments, it had torn apart the other Slann, who were deep in concentration, and the full power of Chaos was let loose across Xhotl. By the time Kroq-Gar fought his way into the centre of the city it was in ruin, and the entire population had been slaughtered.

Completely surrounded, Kroq-Gar and his warriors fought back to back as the daemonic hordes repeatedly surged against them, slowly wearing them down. Kroq-Gar's Saurus were cut down one by one until barely a handful were still fighting, though these few managed to send the last of the Daemons attacking Xhotl screaming from existence.

Though his temple-city was in ruins and the Mage-Priests slain, Kroq-Gar continued leading his swift-moving hunting patrols through the jungles surrounding the city, scouring them for Daemons and slaughtering all they came across. Eventually the immediate Chaos threat dissipated and the Daemon armies were shattered. As passing decades turned into centuries, Kroq-Gar continued to lead the surviving army of Xhotl through the jungle, hunting out any interlopers foolish enough to venture into his realm.



Kroq-Gar was chosen by the great Lord **Mazdamundi** to lead the first Saurus war-party to Albion. He was given the sacred duty of driving all warm-bloods from the island, earning the Scar-Leader a fearful reputation as hundreds of enemies were slain at his hands. The native tribesmen believe him to be a spirit of destruction that was roused and angered by the disturbances on the isle, and regularly leave devotions for him to appease his furious anger. Nevertheless, Kroq-Gar has no sense of mercy within his cold-blooded heart for any who obstruct his duty, even if they have no knowledge of doing so.

Kroq-Gar's fast-moving raiding attacks have slowly been driving back the inhabitants of Albion, both native and those recently arrived. Whether he slaughtered every warm-blood on the island, or merely drove them from the shores, he cared not, for his duty would be fulfilled. With the new city of Konquata under construction, and jungle spreading through the interior of Albion, Kroq-Gar has secured a strong holding point for the Lizardmen, and a place from where they can begin their own offensive. His duty done, he has since led his army back to Lustria.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Kroq-Gar | 4 | 6 | 0 | 5 | 5 | 3 | 3 | 5 | 8 |
| Grymloq | 7 | 3 | 0 | 6 | 5 | 5 | 2 | 5 | 5 |

Taking Kroq-Gar counts as taking a Lord and a Hero unit.

Kroq-Gar must be fielded as presented here and no extra equipment or magic items can be bought for him.

Points: 573 (353 for Kroq-Gar, 220 for Grymloq)

Weapons: Revered Spear of Tlanxla, Hand of Gods.

Armour: Light armour.

SPECIAL RULES

Cold-Blooded

Kroq-Gar and Grymloq are cold-blooded as detailed on page 23.

Sacred Spawning of Itzl

This allows Kroq-Gar to ride his Carnosaur, Grymloq.

Sacred Spawning of Quetzl

This gives Kroq-Gar a 4+ Scaly Skin save.

Army of Kroq-Gar

Kroq-Gar leads a fast moving army that strikes terror in the hearts of those who face it. By the will of the Old Ones, it is said, the first spawnings on Albion have produced Saurus blessed by Itzl, instinctively knowing how to ride the vicious Cold Ones, and these have been incorporated into Kroq-Gar's battle force.

Kroq-Gar will always be the army General, even if there is a model with a higher Leadership in the army. Any army led by Kroq-Gar may take Saurus Cavalry as Core unit choices, and the army must include at least one unit of Saurus Cavalry. In addition, Saurus Warriors count as Special unit choices. If they have a Blessed Spawning, then they become a Rare unit. They cannot have two Blessed Spawnings.

Attuned to the Beast

Kroq-Gar and his spawn-kin have an instinctive power over the jungle creatures. He has a particular bond with Grymloq, the twelfth Carnosaur he has ridden to battle, which has outlived his other steeds.

Kroq-Gar's Carnosaur steed does not suffer from Blood-Frenzy due to Kroq-Gar's strong control (note however, that Grymloq has a higher Attack value than other Carnosaurs). If the Carnosaur is slain, Kroq-Gar becomes *frenzied*. If Kroq-Gar is slain, then the Carnosaur is assumed to automatically pass its Monster Reaction test, and it becomes immediately *frenzied*. In addition, Grymloq will never lose his *frenzy*.

Sacred Spawning of Xhotl

Kroq-Gar bears the Mark of the Old One Xhotl, showing that he has been picked out for greatness. Xhotl gazes down upon Kroq-Gar, ensuring his safety and striking down those who harm his champion.

Kroq-Gar has a 5+ Ward save.

If Kroq-Gar is wounded in close combat and does not pass his Ward save, then whoever struck the blow immediately suffers an automatic Strength 5 hit.

MAGIC ITEMS

Hand of Gods

Kroq-Gar may create a searing ball of light in the palm of his hand, which can then be directed at his enemies, shooting from his fingertips in great branches of contorting energy.

In the Shooting phase, Kroq-Gar may direct the energy from the Hand of Gods at any targets he can see, following all the normal restrictions for targeting.

The Hand of Gods has a range of 8" and strikes every enemy unit within line of sight and range. Any unit struck suffers D6 Strength 4 hits with no Armour saves allowed.

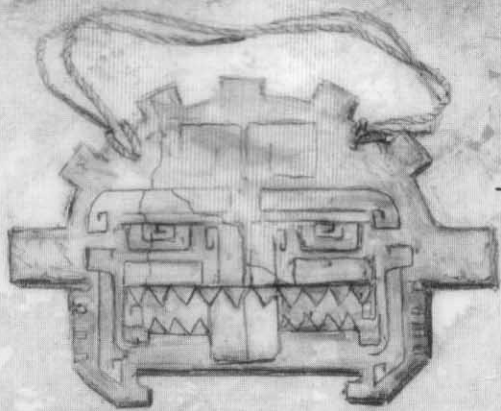
Revered Spear of Tlanxla

This powerful weapon was said to have been wielded by the war-like Old One deity Tlanxla as he rode his sky chariot into battle. It hums with ancient energy, and those struck by it are overcome with flashes of doom-laden visions that sap their will to fight.

The Revered Spear of Tlanxla gives Kroq-Gar +1 Strength on the turn he charges.

Any unit that suffers wounds from the Revered Blade of Tlanxla must take a Leadership test at the end of the combat. This Leadership test is taken before combat resolution is calculated. If the test is failed, the unit counts as automatically losing the combat and failing its Break test. Kroq-Gar may elect to pursue or restrain pursuit as normal. If Kroq-Gar caused wounds on more than one unit, each must take a separate Leadership test; units which fail this test are not counted towards outnumbering when calculating combat resolution and any other Break tests, which are otherwise resolved as normal.

Against units that are Immune to Psychology, the weapon simply counts as a magical spear.



This golden mask is inlaid with jade and lapis lazuli, and would fetch a prodigious price on the streets of Aldorf. The width of the mask is huge, and it would clearly not fit on a man's head.

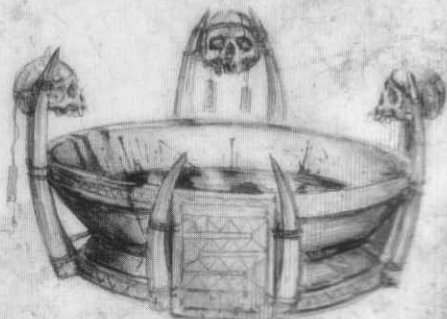
This tiny head is undoubtedly human, though shrunk to almost a third of its natural size through what manner of foul sorcery cannot be imagined.

It evidently shows the superstitious nature of those dwelling in the jungles, for it and countless others were hanging from trees and impaled on spikes around a ruined temple - possibly they are regarded as wards and protective totems.



On this sketch of one of the hulking guardians of the temples, note that the only use that the *Guardmen* seem to have for metal is purely ornamental. In this case, the warrior's armour is decorated with gold - obviously a sign of opulence and importance, though not, it must be noted, in a monetary sense.

Found alongside the ritualistic sacrifice blades, the basin pictured below would appear to be some form of sacred offering receptacle to the savage snake-god of Lustria. It is made of solid gold, and its sides are decorated with pictorial text depicting the god bathing in the blood of sacrificial victims, rejuvenating him and granting his followers increased power.



THE SOUTHLANDS

Far to the south of the Old World, beyond the mysterious realm of Araby and the Land of the Dead, lies the continent known as the Southlands. Its northern land mass is a barren wasteland of deserts, studded with dusty and deserted tomb-cities, while further south, it is a land of unspoiled jungle and swamp, isolated from the realms of Man, Elf and Dwarf for uncounted centuries. Many brave or foolish explorers and treasure hunters – though the two are often indistinguishable – have attempted to penetrate the thick jungles that make up the majority of the southern region of this land, but almost all have never been seen or heard of again.

Ancient legends tell that the Southlands was once joined to the continent of Lustria, and this is borne out by the many identical species of flora and fauna indigenous to both. The hidden city of Zlatlan is said to have been founded before the continents were split asunder and certainly there are Lizardmen to be found on both sides of the World Pond, as the Lizardmen call the Great Ocean. Over the centuries, various races have set sail for the Southlands, drawn by tales of riches to be discovered within its unexplored depths, though few have returned with anything other than tales of misery and death. The Elves of Ulthuan have an outpost on the southern tip of the continent, ostensibly to control the sea routes leading to their homeland, but even their fearsome dragon ships are unable to deter reckless treasure hunters sailing towards the Southlands. It is also said that the Dwarfs have a stronghold named Karak Zorn on the edge of the mountains that form the spine of the continent, but if this is true, none have heard from its inhabitants in many years. Perhaps only the Lizardmen of the Southlands know for sure what became of the Dwarfs, but if this is the case, then it is likely that no one will ever know for sure the Karak's eventual fate.



None of those who have ventured south to explore the steaming jungles of the Southlands could hack their way more than a few miles into the impenetrable web of trees, vines and swamps without becoming hopelessly lost. Despite the horrendous difficulties inherent in an expedition to the Southlands, tales persisted of the lost city of Zlatlan, and many conflicting reports as to its location were presented by those who claimed to have seen its golden, stepped pyramids and glyph-lined avenues. Such discrepancies cannot be accounted for by simple incompetence, and has led to many scholars and cartographers to conclude that there must be many more cities, as yet undiscovered deep within the jungle.

Cut off from the wisdom of the most venerable of the Slann Mage-Priests of Lustria, the Lizardmen of the Southlands have fallen prey to their baser, animal instincts and only the younger (in relative terms) Slann, those of the fourth and fifth generations, remain in the Southlands to provide any guidance to the Lizardmen. Over the centuries, the Slann on Lustria have attempted to re-establish contact with their lost spawn, but such communication is sporadic and erratic at best. In addition to the loss of their masters' ancient guidance, the few spawning pools in existence spawn less and less frequently and many of the warrior lizards such as Saurus do not arise in any meaningful numbers. As a result, Lizardman society has begun to devolve. The spawning pools in the caverns below their cities simply do not spawn as regularly as the Slann feel they should, but they accept that this is the will of the Old Ones. Without great numbers of Saurus to fight their battles, the Slann of the Southlands are forced to rely on Skinks to defend them and use the few Saurus which have spawned to train the Skinks in the ways of war that came so naturally to them. The small number of Saurus who were spawned were primarily those destined to become Temple Guard and this has been seen as a sign that the designs of the Old Ones are unfolding as they had planned.

Similarly, the Lizardmen colonies on the Dragon Isles to the east of the Southlands were cut off from their masters many centuries ago, but the degradation of their culture was much more rapid and pronounced. Without any Slann, they have reverted completely to barbarism, becoming little more than animals and destroying what little remained of their former glory in bitter conflict. Whether the Slann of Lustria have attempted to establish communications with the lost kin or have simply abandoned them to their fate is unclear, but certainly there has been little or no contact between Lustria and the Dragon Isles for hundreds of years. None of the explorers who have attempted to establish colonies upon the Dragon Isles have succeeded, and thus the fate of the Lizardmen here is also accepted as part of the grand design of the Old Ones.



The precise locations of the temple-cities of the Southlands remain, on the whole, a mystery. It is said that thousands of years ago, Dwarfs journeyed along the mountain range that forms the spine of this vast continent, and built a stronghold known in legend as Karak Zorn. Contact has long since been lost. The Norse and the Dark Elves once penetrated these jungles, and since that time Tileans, Estalians, Cathayans, Bretonnians and the Corsairs of Araby have attempted to search for riches in this realm. Tales of wealth continue to encourage more adventurers to seek out the ruins hidden inland, though thus far the temple-cities of the Southlands have proven even more difficult to journey to than those of Lustria.



LIZARDMEN OF THE SOUTHLANDS

This army list offers players the chance to use a Lizardmen army from the Southlands rather than Lustria. This is a fully official list, and so you do not need your opponent's permission to use it. Unless specifically stated, all units and characters have the same points cost and follow the same rules as their equivalents in the Lizardmen army list on pages 58-64.

The Lizardmen temple-cities in the Southlands are not as old as some of those in Lustria, and as such their guardian Slann are also younger, though still over 6,000 years old. Also, the earliest spawnings of Saurus that once led the armies of the Southlands have long since been slain in sacred battle, and so only the younger Scar-Veterans are left to guide them in times of war.

The Lizardmen spawning pools in the Southlands produce Saurus only erratically, and they are much rarer than they are in Lustria. For this reason, the Slann must rely more on the Skinks to fill the ranks of their armies and to patrol the jungles. As a result of this need, the Skinks of the Southlands tend to be more aggressive and war-like than their Lustrian counterparts, even going so far as to form into fighting ranks to face the enemy directly on the field of battle.

HORNED ONE

Here is the profile for Horned Ones ridden by Skink characters.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 8 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 3 |

Special Rules:

Cause Fear, Fast Cavalry

LORDS

Slann

Slann in a Southlands army are limited to being 4th or 5th Generation.

Saurus Scar-Veterans

Skinks

Two Hero level Skink characters may be chosen as a single Lord choice.

These may take one of the following Blessed Spawnings each: Sotec, Tepok, Huanchi, Chotec, Itzl (Skink Chiefs only) or the Blessed Mark of the Old Ones (only one per army). See page 51.

A Skink Chief with the Blessed Spawning of Itzl may ride a Horned One (+16 pts).

HEROES

Skink Priests

May take one of the following Blessed Spawnings: Sotec, Tepok, Huanchi, Chotec or the Blessed Mark of the Old Ones (only one per army). See page 51.

Skink Heroes

May take one of the following Blessed Spawnings: Sotec, Tepok, Huanchi, Chotec, Itzl or the Blessed Mark of the Old Ones (only one per army). See page 51.

A Skink Chief with the Blessed Spawning of Itzl may ride a Horned One (+16 pts).

CORE UNITS

Skink Cohorts

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| Brave | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 2 | 5 |

Unit Size: 10+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with shields (+1 pt/model) and/or javelins (+1 pt/model).
- Upgrade one Skink into a Musician for +5 pts
- Upgrade one Skink into a Standard Bearer for +10 pts
- Promote one Skink to a Brave for +10 pts.
- Any unit may be given one of the following Sacred Spawnings: Sotec, Tepok, Huanchi or Chotec. Skink units that have a Sacred Spawning count as Special unit choices rather than Core unit choices. See page 51.

Special Rules:

Aquatic

CORE UNITS

Skink Skirmishers

Skink Skirmishers in a Southlands army are the same as in the normal Lizardmen army list with the additional option to swap their blowpipes for poisoned short bows at +1 points per model.

0-1 Jungle Swarms

SPECIAL UNITS

Horned One Riders

Points/model: 21

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 |
| Brave | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 2 | 5 |
| Horned One | 8 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 3 |

Unit Size: 5-15

Weapons & Armour: Hand weapon, shield & spear.

Options:

- Upgrade one Skink into a Musician for +7 pts
- Upgrade one Skink into a Standard Bearer for +14 pts
- Promote one Skink to a Brave for +14 pts.
- Any unit may be given one of the following Sacred Spawnings: Sotek, Tepok, Huanchi or Chotec. See page 51.

Special Rules:

Cause Fear, Fast Cavalry, Blessed Spawning of Itzl

Saurus Warriors

A Southlands army may only have as many Saurus Warrior units as there are Scar-Veterans in the army. These Saurus Warrior units may not be given any Blessed Spawnings.

Kroxigor

Terradons

0-1 Chameleon Skinks

RARE UNITS

Stegadon

Salamander Hunting Packs

Temple Guard (0-1 per Slann)

Dogs of War

Some of the native creatures of the Southlands differ from those of Lustria. While the two continents used to be joined, and there is much similarity between the two, some forms of life have evolved in quite different ways. The larger and stronger Cold Ones that can be found in Lustria seem to have all but died out in the Southlands, and another breed of creature taken its place, the Horned Ones. These creatures are similar in many ways, but are not so dull witted and are much quicker. In the wild, they hunt in coordinated packs to take down much larger prey. The Skinks ride these vicious beasts into battle, where the Horned Ones' natural aggression and hunting instincts are well served.



TACTICS OF THE OLD ONES

Here follows a collection of sound tactical advice from long-time Lizardmen player and cold-blooded one, Mark Havener.

A Lizardmen army really is spoilt for choice; with so many great characters, solid foot troops, sneaky scouts, big hulking brutes, and (perhaps best of all) dinosaurs, it can be tricky getting everything that you want into your army. With such a selection of powerful models, a player has to think hard about how he wants to build his force. Each of the elements of the army has to be looked at in turn in order to decide the correct balance for a competitive list. Let's look at a couple of the basic strategies you can employ when building your Lizardmen host.

The Thunder Lizard

This army design relies on the solidity of the Saurus Warriors to win the day. The force consists of a good leader and solid blocks of Saurus foot troops with some other troops to protect the flanks of your blocks. The basic idea is to move forward with a 'wall' of Saurus, keep the enemy off your flanks, and walk over anyone in front of you.

When selecting a leader for this force, I go straight for the Lord choices if possible. If the army is too small for a Lord (under 2,000 points), then you will want a Saurus Scar-Veteran for his increased Leadership, and probably a second one to carry the army standard. High Leadership and an army standard are rather important to this army design, so don't skimp!

I will assume from here on that we're discussing a 2,000 points force. In this case Lords are available, and either a Saurus Oldblood or a Slann Mage-Priest will work. If you want be superior in the Magic phase, then go for the Slann. With his army standard, higher Leadership, and ability to have his underlings do his fighting for him (thanks to his palanquin special rules, which allow him to avoid the fighting rank as long as possible), he is an expensive but very powerful general. On the other hand, if you want a slightly cheaper, more combat-oriented leader, then the Oldblood is ideal. A player considering a Saurus Oldblood for this army design might consider putting him on a Cold One for increased mobility, or even a mighty Carnosaur. Besides the fact that dinosaurs are just cool, taking a Carnosaur means that he can be used as a flank protector in his own right and in fact can serve to seriously threaten the flanks of the enemy!

After deciding on a leader, the core of the army should be chosen. If you have decided to go the Slann Mage-Priest route, seriously consider buying Temple Guard as one of your 'Saurus blocks' – these guys will

usually protect the Slann to the last. Whether or not you take Temple Guard though, you should have two or three units each of around 20 Saurus Warriors. That is the core of your army, and between them and your characters you have probably eaten into most of your points by now. However, you are not done yet, because with this army design you will have to protect those flanks!

You'll need at least one element on each flank, preferably more. I normally take at least two units of Skinks for this – they are good at distracting enemy flankers and if the enemy force is full of missile troops then the Skinks can be used as a screen in front of your Saurus Warriors to give them at least one more turn of forward movement before they start taking casualties. I also like to include either some Kroxigors or a Stegadon. Run them on one flank to give the opponent something to worry about besides your foot blocks. If you get the charge off with either of these units it can be devastating, especially if you've managed to position them to get a flank. Saurus cavalry are also very good for this role.

If you prefer purely defensive tactics to guard your flanks, do not ignore Jungle Swarms! Take three of them, and post them on one flank. Not many enemy units can potentially inflict 15 wounds in a single turn over such a small frontage! Using Swarms will give you an opportunity to reposition your units to avoid taking a charge in the flank, or move other supporting units into position to block enemy units for even longer.

After you have put your army together, it will need to be deployed. The army is really designed to move forward as a solid wall, Saurus blocks in the centre and flank protectors guarding the flanks of course. If the terrain is favourable, you may want to use terrain to guard one flank, and post all your flank guards on the other. Beware of trying to use woods to do this against an enemy with lots of skirmishers – especially Wood Elves! Since this strategy relies on all the foot blocks moving forward as a unit for mutual support, grinding the enemy before them, even having one slowed down for a turn or two can disrupt the whole plan. Also remember that if the enemy's army consists of a large amount of missile troops, you will want to deploy Skink skirmishers in front of your Saurus blocks as a screen. Toughness 4 will protect your Saurus for a turn against concentrated fire, but not much more. A screen is also useful against lots of enemy heavy cavalry – use the skirmishers to draw individual units out of position so that you can charge them!

The Winged Serpent

The other army design that can be fun to deploy is the Winged Serpent. It relies on speed of attack, assaulting the foe's vulnerable spots and fading before the enemy's strengths.

This army design really doesn't favour a Slann Mage-Priest – he is too big and slow. Give your Saurus characters Cold Ones to ride on, otherwise they will be unable to keep up with your advance and may actually get in the way. A Saurus Oldblood on a Carnosaur can be very useful, as he will have the speed you require, can hit the enemy hard, and can rob them of precious ranks if he gets into their flank. Whether or not you go with a Carnosaur, I would probably use at least one Saurus character to give your troops some staying power. If you are tight on points, you could make it a Saurus Scar-Veteran (all Saurus characters have the same Leadership), and give him a great weapon. He will move forward behind your lines, giving them a chance to hold where you need them to, and threatening the enemy with 4 Strength 7 attacks should they get too close. Magic should come in the form of a couple of Skink Priests – they can keep up with the rest of the army and a couple of them make a poor man's (okay, a really poor man's!) Slann Mage-Priest.

After you've decided on characters, the rest of your army should be considered. You'll want lots of Skinks, about half the units with blowpipes and half with javelin and shield. Upgrade at least a couple of small units with the Scout special rule to harass the enemy from the first turn. Also consider Chameleon Skinks – a unit of them in the woods are at a -3 to be hit by enemy missiles, even at close range! Also, their Ballistic Skill of 4 is not to be sneezed at, particularly when combined with their blowpipes. Taking a unit of Terradon-riding Skinks is a good idea too; they can get to the enemy early to block important march moves, and can threaten enemy war machines with close combat rather quickly (and you'll want to deal with war machines before they take out your heavy-hitters).

The rest of the army should consist of fast-moving shock troops. Kroxigors, a Stegadon, and Saurus Cavalry are all well-suited for this. Kroxigors are actually fantastic in this role, since they can dish out a lot of damage over a small frontage, cause fear, and can charge right through your Skink screens. Salamander Hunting Packs can be used for this purpose as well, as the Salamanders themselves can fight fairly well, and while your army is advancing toward the enemy, the ability to Spout Flames can be very helpful indeed! You should try to have at least four of these heavy-hitter units.

The army should be deployed with Skink screens in front of everything else, heavy hitters behind, with your General as close to the centre of the line as possible. It is sometimes a good idea to concentrate

your heavies on one flank, so you can quickly move up that side of the board and refuse the other; not many enemy armies can deal with a couple of units of Kroxigors and a Stegadon suddenly appearing on one flank! The skirmishers harass the enemy and attempt to dictate their movement, setting up the charges of the hitters. Do not forget that the Skinks are supposed to remove any threats to the heavies as well, so shoot up those enemy war machines and other missile units!

Hopefully these strategies will give you some ideas on how to best utilise your Lizardmen force. I would like to leave you with a few more quick thoughts:

- 1) Do not be afraid to sacrifice Skinks to open up an opportunity for your combat units. Remember that all your troops live to serve the Old Ones' plan!
- 2) Saurus blocks can survive a charge from most things, even enemy cavalry, especially when the army standard is near.
- 3) Do not let your combat units take missile casualties if you can avoid it. Protect them with your Skink units as much as possible.
- 4) Big dinosaurs are fun! Both the Carnosaur and Stegadon can cause a good number of wounds on the charge, can take some serious pounding and keep going, and cause Terror. Don't forget the Terror!



LANGUAGE & GLYPHS

The language spoken by the Lizardmen is known as Saurian. In its most pure form it is a highly complicated tongue that has proved impossible for other races to understand or pronounce. As a form of speech, it was taught first to the Slann by the Old Ones themselves. It is doubtful that the Old Ones used or had need of this language, communicating amongst themselves and the Slann using silent, telepathic means. Nevertheless, they had need for their minions to speak, and so the Saurian tongue was developed.

Although Saurian can be a complex form of speech, it is also a tongue that any of the Lizardmen can use. Particular types of Lizardmen use only what they need to effectively communicate in their arena within their society.

The Skinks are the most vocal and social of the Lizardmen, and they speak Saurian utilising long, eloquent and laboriously constructed sentences. Their speech is peppered with clicks and vibrating croaks, as well as being enhanced through constant, gesticulation and subtle changes of crest hue. Despite seeming chaotic and indecipherable to outsiders, the Skinks usage of Saurian is precise and well articulated, with the slightest change in inference and tone able to dramatically alter their meaning.

The Slann Mage-Priests, although undoubtedly having the greatest understanding of the Saurian tongue, use it only sparingly, usually preferring to communicate solely with their powerful minds. When they do speak aloud, they often use phrases and words long since forgotten, fallen out of use, or just unknown outside of the Slann themselves. Even so, their spoken proclamations are often reduced to a bare minimum of enigmatic words. It is then up to the Skink interpreters to attempt to decipher these profound words of wisdom. Thus, around each temple pyramid, there are often huddles of Skinks debating different interpretations of the dictates of their master.

The Saurus speak the most limited form of Saurian. Their simplified version consists mainly of short, one or two word sentences and commands. Invariably, their speech centres around warfare, and its application. Their understanding of words outside this arena is simple and limited at best.

The Kroxigors display the lowest capability of speech of the Lizardmen. Nevertheless, they understand simple orders surprisingly well, and unlike the Saurus, they comprehend Saurian speech that does not just centre around war. This is because they were created as beasts of burden, and so will dutifully understand and carry out orders involving heavy labour.

Here follows a brief guide to the pronunciation and meanings of some Lizardmen words. Though precise pronunciation is obviously impossible for non-Lizardmen beings, a rough understanding can be developed by following the following rules and examples:

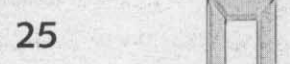
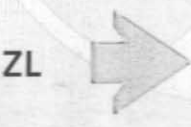
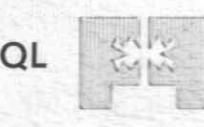
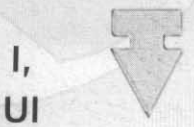
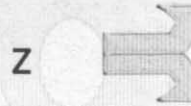
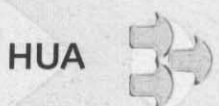
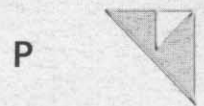
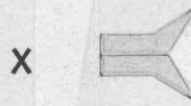
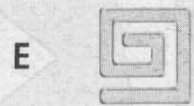
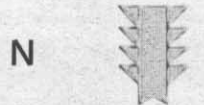
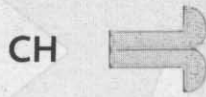
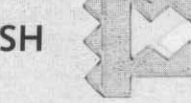
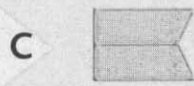
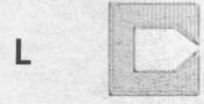
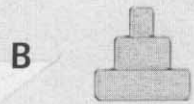
| Word (or part thereof) | Meaning | Rough Pronunciation |
|---------------------------|----------------------------------|------------------------|
| Hex | Ground/ Solid/ Base | Hecks |
| Oatl/Otl | Construction/Stronghold/Founding | Oh-tul |
| Tlax | City/ Temple | Tlacks |
| Tza | Water/swamp | Chah |
| uax | sea level/flood | Orks |
| Tehe | scholarly/knowledgeable | tuh-heh |
| Goq | forwards/steady march | Gock |
| Mundi | Of the world, natural | Muhn-di |
| Cuaq | Learning/history | Kwak |
| Zlat | Importance/Focus | Slat |
| Gar | Attack | Gar |
| Loq | Fierce/Danger/Death | Lock |
| Kai | Ancient/Forgotten/Lost | Kie |
| Huan | Darkness/deep jungle/moon | Hoo-an |
| Boq | Weapon/hurt/hit | Bock |
| Tenq | Scripture/write/record | Tenk |
| Conqua | join/group | Kon-Ka |
| Itza | First/one/beginnings | Its-ah |
| Gor | Rend/Slash/Strike | Gore |

- Words are stressed on the second-to-the-last vowel (excluding U)
- U does not occur as an independent vowel.
- X is pronounced like 'SH'.
- LL is pronounced like a long 'L'.
- TL counts as a single consonant, never as a full syllable.
- TL a type of sound not found in Old World languages but common to the Saurian language.
- CU and UC are both pronounced 'KW'.
- HU and UH are both pronounced 'W'.
- H without an adjacent U represents a glottal stop.
- Z is pronounced like 'S'.

LIZARDMEN GLYPHS

PHONETIC GLYPHS

NUMERALS



REFERENCE

| Lords | M | WS | BS | S | T | W | I | A | Ld | |
|-------------------------|---|----|----|---|---|---|---|---|----|--|
| Slann Mage-Priest | 4 | 4 | 3 | 3 | 5 | 6 | 2 | 1 | 9 | <i>Cold Blooded, Large Target, Palanquin, Unit Strength 5, Contemplation, Telepathy, Shield of the Old Ones, Wisdom of the Old Ones</i> |
| Saurus Oldblood | 4 | 6 | 0 | 5 | 5 | 3 | 3 | 5 | 8 | <i>Cold Blooded, Scaly Skin (5+)</i> |
| Heroes | M | WS | BS | S | T | W | I | A | Ld | |
| Saurus Scar-Veteran | 4 | 5 | 0 | 5 | 4 | 2 | 3 | 4 | 8 | <i>Cold Blooded, Scaly Skin (5+)</i> |
| Skink Chief | 6 | 4 | 4 | 4 | 3 | 2 | 5 | 3 | 6 | <i>Cold Blooded, Aquatic, Skink darts & javelins count as Poisoned Attacks</i> |
| Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 5 | <i>Cold Blooded, Aquatic</i> |
| Steeds | M | WS | BS | S | T | W | I | A | Ld | |
| Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | <i>Cold Blooded, Cause Fear, Stupidity, Thick Skinned</i> |
| Carnosaur | 7 | 3 | 0 | 6 | 5 | 5 | 2 | 4 | 5 | <i>Cold Blooded, Cause Terror, Large Target, Blood-Frenzy, Ultimate Predator, Scaly Skin (4+)</i> |
| Core | M | WS | BS | S | T | W | I | A | Ld | |
| Saurus Warrior | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 8 | <i>Cold Blooded, Scaly Skin (6+), Predatory Fighters</i> |
| Spawning Champion | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 3 | 8 | <i>Cold Blooded, Scaly Skin (6+)</i> |
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 5 | <i>Cold Blooded, Aquatic, Skirmishers, Skink javelins & blowpipe darts count as Poisoned Attacks</i> |
| Skink Brave | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 5 | <i>Cold Blooded, Aquatic, Skirmishers, Skink javelins & blowpipe darts count as Poisoned Attacks</i> |
| Jungle Swarm | 5 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 | <i>Swarm, Small, Skirmishers, Poisoned Attacks</i> |
| Temple Guard | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 2 | 8 | <i>Cold Blooded, Scaly Skin (5+), Sacred Duty</i> |
| Revered Guardian | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 3 | 8 | <i>Cold Blooded, Scaly Skin (5+), Sacred Duty</i> |
| Special | M | WS | BS | S | T | W | I | A | Ld | |
| Cold One Rider | 4 | 4 | 0 | 4 | 4 | 1 | 1 | 2 | 8 | <i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i> |
| Rider Spawning Champion | 4 | 4 | 0 | 4 | 4 | 1 | 1 | 3 | 8 | <i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i> |
| Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | <i>Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.</i> |
| Kroxigor | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 3 | 7 | <i>Cold Blooded, Scaly Skin (4+), Cause Fear, Aquatic, Skirmish Screen</i> |
| Kroxigor Ancient | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 4 | 7 | <i>Cold Blooded, Scaly Skin (4+), Cause Fear, Aquatic, Skirmish Screen</i> |
| Chameleon Skink | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 | <i>Cold Blooded, Aquatic, Skirmishers, Scouts, Expert Hunters, Chameleons, Skink blowpipe darts count as Poisoned Attacks</i> |
| Stalker | 6 | 2 | 5 | 3 | 2 | 1 | 4 | 1 | 6 | <i>Cold Blooded, Aquatic, Skirmishers, Scouts, Expert Hunters, Chameleons, Skink blowpipe darts count as Poisoned Attacks</i> |
| Terradon & Rider | 2 | 3 | 3 | 4 | 3 | 2 | 4 | 3 | 5 | <i>Cold Blooded, Mounted, Flying Unit, Hit-and-Run Attack, Skink javelins count as Poisoned Attacks</i> |
| Terradon & Brave | 2 | 3 | 3 | 4 | 3 | 2 | 4 | 4 | 5 | <i>Cold Blooded, Mounted, Flying Unit, Hit-and-Run Attack, Skink javelins count as Poisoned Attacks</i> |
| Rare | M | WS | BS | S | T | W | I | A | Ld | |
| Segadon | 6 | 3 | 0 | 5 | 6 | 5 | 2 | 4 | 5 | <i>Cold Blooded, Ridden Monster, Scaly Skin (4+), Cause Terror, Large Target, Unit Strength 8, Impact Hits, Howdah, Mixed Weapons, Giant Bow, Stubborn, Immune to Panic Skink javelins count as Poisoned Attacks</i> |
| Salamander | 6 | 3 | 3 | 5 | 4 | 3 | 4 | 2 | 5 | <i>Cold Blooded, Aquatic, Scaly Skin (5+ for Salamander), Skirmishers, Controlled Creature, Spout Flames, Cause Fear</i> |

DRAIN MAGIC

This spell can be cast at three different levels. Choose a level before you attempt to cast the spell – the casting value varies accordingly.

| Level | Casting Value | Dice Rolls Discarded |
|-------|---------------|----------------------|
| 1 | 5+ | 6's |
| 2 | 7+ | 5's & 6's |
| 3 | 9+ | 4's, 5's & 6's |

May be cast on a single enemy Wizard within 24" of the caster and may be cast into close combat. If successful, the victim's spells will be weaker. Whenever the victim rolls to cast a spell, discard any rolls of a 4 or more, 5 or more, or 6 (depending on the level of the spell) before calculating the total result of the roll. Note that as the dice are discarded, any Irresistible Force results are ignored.

The spell lasts until the start of the caster's next Magic phase.



The Saurus cavalry leads the charge against the forces of Chaos.



The Lizardmen army swarms up from the marshes to attack the Skaven.

WARHAMMER LIZARDMEN

"Amid the darkness and horror of a world splintering apart, the armies of the true creators, we who were ancient at the dawn of time, will march forth once more. We shall sweep away all that is chaos and disorder, for ours is the true path, and none shall defy us."

Translation from ancient plaques attributed to Venerable Lord Kroak.

Long before the rise of Elves, Dwarfs or Men, the Lizardmen existed in the oppressive depths of the steaming jungles. Coldly alien and enigmatic, their civilisation seeks to restore the order in the world that their Old One creators envisaged before their mysterious disappearance. They are a dangerous and powerful civilisation, and any who enter their lands do so at their own peril.

Warhammer Armies: Lizardmen is one in a series of Warhammer Armies supplements. Each book in the series describes in detail an army, its history and its heroes.

Inside you will find:

ARMIES OF THE TEMPLE-CITIES

A complete description of all the troops that make up the armies of the Lizardmen.

TREASURES OF THE LOST WORLD

A list of the magic items of the temple-cities, as well as the powers of the various ancient generations of the Slann Mage-Priests.

LOST CHILDREN OF THE FALLEN GODS

An in-depth insight into the formation of the Warhammer world, and the society of the Lizardmen.



Look out for these other books in the Warhammer Armies series:

- | | |
|-------------------|-------------------|
| ♣ Bretonnia | ♁ Orcs & Goblins |
| * Hordes of Chaos | * Skaven |
| -1 Dwarfs | ⌘ High Elves |
| * Empire | ⊖ Wood Elves |
| ♠ Dark Elves | ♁ Vampire Counts |
| ♁ Tomb Kings | ♁ Beasts of Chaos |



A WARHAMMER ARMIES
SUPPLEMENT FOR
WARHAMMER

THE GAME OF
FANTASY BATTLES

You will need a copy of
Warhammer to use the
contents of this book.

**GAMES
WORKSHOP**

PRINTED IN THE UK
www.games-workshop.com
PRODUCT CODE 60 03 02 08 001
ISBN 1 84154 356 X



ENGLISH



CITADEL
MINIATURES



Citadel and the Citadel Castle, Games Workshop, the Games Workshop logo and Warhammer are trademarks of Games Workshop Ltd. The exclusive copyright in the contents of this package is the property of Games Workshop Ltd. © 2003. All rights reserved.