

## Choice of Warriors

A Lizardmen warband must include a minimum of three models. You have 500 Gold Crowns to recruit and equip your initial Warband. The maximum number of warriors in the warband may never exceed 20.

### Heroes

**Skink Priest:** Each Lizardmen warband must have one Skink Priest to lead it no more, no less.

**Saurus Totem Warrior:** Your warband may include up to one Saurus Totem Warrior.

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

**Chameleon Skink:** Your warband may include up to one Chameleon Skink.

### Henchmen

**Skink Braves:** Your warband may include any number of Skink Braves.

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

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

### Starting Experience

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

**Totem Warrior** starts with 11 experience points.

**Chameleon Skink** starts with 11 experience points.

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

**Henchmen** start with 0 experience points.

## Warband Specific Rules

**Scaly Skin:** The toughened hides of the lizardmen provide them with a layer of protection not offered by the skin of the fairer races. Skinks have a natural armor save of 6+, Saurus 5+, Kroxigor 4+. This may be improved by light armor by one point or a shield as normal but due to their scales are unable to wear heavier armor outside of very rare artifacts.

**Cold Blooded:** Lizardmen are by nature very slow to react to events that would send a normal man fleeing for his life. As such all Lizardmen roll 3d6 and drop the highest die when taking Leadership, psychology or Rout tests.

**Aquatic:** Skinks and their breteren Kroxigor are adept at moving through the swamps and rivers of Lustria. As such they treat any water terrain as open terrain for movement.

**Jungle Agility:** Skinks are particularly agile and well suited for moving through forests much like their home in Lustria and treat any forested area as open terrain for movement.

**Slow-witted Brutes:** Saurus are the massive brutes of the Lizardmen warband. Although few can match them in hand to hand combat on the battlefield, they lack the leadership and independence of the Skinks. As such Saurus may never use their leadership for Rout tests. In the event that all Skinks have been put Out of Action and the warband is called upon to take a Rout test the warband will automatically Rout.

**Saurus Heros are also unable to reason easily with other races and are unable to search for Rare Items, if they need a specific piece of equipment the Skinks will have to search for them.**

Finally to keep them in line there may never be more **Sarus Braves** than **Skink Braves** for henchmen. If due to casualties or other actions the warband is unable to have a requisite number of **Skink Braves** the extra **Saurus Braves** will simply remain at camp to guard it rather than to be brought along for the skirmish.

**Bite Attack:** Saurus have powerful jaws that allow them to take a bite out of their opponent. This attack is made after all other attacks have struck, even attacks that specify they strike last. The attack is made at the base Strength of the Saurus but at a penalty of -1 to hit.

## Maximum Characteristics

	M	WS	BS	S	T	W	I	A	Ld
Skink Great Crests/Braves	6	5	5	4	3	2	6	3	7
Skink Priest	6	5	5	4	3	3	6	2	8
Chameleon Skink	6	4	7	3	3	2	7	3	6
Saurus	4	6	0	5	5	3	3	4	8

# Heros

## 1 Skink Priest

### 60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to retrieve as much magical wyrdstone as possible for further study by the Slann Mage-Priests. Skink Priests are easily recognizable as they paint their skins with colorful mystic symbols associated with their god.

### Starting Characteristics

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

### Special Rules

**Leader:** Any models in the warband within 6 of the **Skink Priest** may use his Leadership instead of their own. If the **Skink Priest** is killed, you may recruit another, but you must play at least one game without him to give him time to join up (its a long trip). No other model may become the Leader of the warband.

**Priest:** The Skink Priest uses Lizardmen Magic; he uses prayers, and as such may wear armour and use his magic. Rare Items that benefit Priests may be purchased and used by him, they are simply Lustrian versions.

## 0-1 Chameleon Skink

### 45 Gold Crowns to hire

Chameleon Skinks are highly valued by the Skink priest as advance skirmishers, and have many abilities to aid them in their duties. Their skin color constantly shifts to blend with their surroundings, allowing them to slip past even the most wary watchmen.

### Starting Characteristics

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

### Special Rules

**Blending:** Because of the Chameleon Skinks unique camouflage, he is very difficult to detect, therefore, foes halve their initiative when trying to detect him while hidden. In addition, enemies suffer a -1 penalty to hit the Chameleon with missile weapons. If a Chameleon Skink is wearing any armor other than a buckler he is unable to use this ability.

## 0-2 Skink Great Crests

### 30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing, and skirmishing. Their skin is more varied in color than normal Skinks, allowing them to camouflage themselves more effectively; this may also denote that the Skink was chosen by one of the Lizardmen gods for greatness.

### Starting Characteristics

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

## 0-1 Saurus Totem Warrior

### 60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes, he is accepted into one of the three Warrior Totems: Eagle, Jaguar, or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior, he is recruited by the Skink Priests as bodyguards for their trips into the accursed city of Mordheim.

### Starting Characteristics

	M	WS	BS	S	T	W	I	A	Ld
Totem Warrior	4	4	0	4	4	1	2	1	8

# Henchmen

## Skink Braves

### 20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink Braves are fast, agile, and intelligent. Although they lack the brute force and sheer aggression of the Saurus, they are good at shooting volleys of arrows or javelins. They also lack the staying power of a Saurus, and tend to switch between reckless audacity and sudden panic; this may be due to their relatively bad short-term memories.

### Starting Characteristics

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

## 0-5 Saurus Braves

### 45 Gold Crowns to hire

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

### Starting Characteristics

	M	WS	BS	S	T	W	I	A	Ld
Saurus Brave	4	3	0	4	4	1	1	1	7

## 0-1 Kroxigor

### 200 Gold Crowns to hire + cost of weapon

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

### Starting Characteristics

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

**Weapons / Armour:** The Kroxigor must be equipped with either a halberd or a double-handed weapon; this is the only equipment that it can use, and is paid for as standard.

### Special Rules

**Animalistic:** Kroxigors are slow-witted creatures that never learn from their mistakes; they may not gain experience.

**Fear:** Kroxigors are huge and terrifying creatures and thus cause Fear.

**Large:** A Kroxigor is a Large target as defined in the shooting rules.

### Lizardmen Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			X		X	X
Chameleon		X			X	X
Great Crest		X			X	X
Totem Warrior	X			X		X

### Lizardmen Starting Equipment List

#### Saurus Equipment List Hand-to-Hand Combat Weapons

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

#### Missile Weapons

None

#### Armour

Bone Helmet.....	10 gc
Shield.....	5 gc
Light Armour .....	30 gc

#### Skinks Equipment List Hand-to-hand Combat Weapons

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

#### Missile Weapons

Shortbow .....	5gc
Bolas .....	5gc
Javelins.....	10gc *
Throwing Knives.....	15 gc
Blowpipe .....	25gc

#### Armour

Bone Helmet (Skink Priest only).....	10 gc
Light Armour (heroes only) .....	25 gc
Buckler .....	5 gc
Shield.....	5 gc

After Warband creation Javelins are 20gc Rarity 7 in Mordheim markets. Javelins are Range 10" missile weapons that strike at the users Strength and possess the Thrown Weapon rules (Thrown Weapons do not suffer penalties for moving or for range.)

**Poison Masters:** Skinks are extremely adept at making and using poison. In addition to finding poison per standard rules, you may purchase the following without rarity rolls: Dark Venom for 20 GC and Black Lotus for 10 GC; this poison may only be used on Skink hero weapons. In addition, you may purchase Reptile Venom for Skink henchmen, which adds +1S to the weapon, but does not help penetrate armour, for 5 GC per model. One dose of Reptile Venom is enough to coat one weapon for the duration of one skirmish. Remember that all henchmen in a group must be equipped identically.

## Lizardmen Special Skills

Lizardmen Heroes may use the following Skill tables instead when selecting Special skills.

### Skinks Only

Skill List prohibitions: A Skink may never use two-handed melee weapons, and can never take Strength skills (thats the job of the Saurus).

#### Infiltration

The Skink can Infiltrate; this skill is identical to the Skaven skill of the same name.

#### Master of Poisons

The Skink is proficient in finding or concocting different poisons. If the hero doesnt search for rare items, he may make 1d3-1 doses of Black Lotus instead. There is a chance of getting none, as the hero doesnt have access to a stable workplace; if, however, the warband has a permanent encampment (detailed elsewhere), the hero makes 1d3 doses instead. The poison must be used in the next battle and cannot be sold or traded to other warbands, as the Lizardmen guard their secrets carefully. As henchmen cannot use special equipment, only Heroes may use the poison that the character makes. A henchman who becomes a Hero cannot take this skill.

#### Great Hunter

The Skink is adept at making the most of the cover available and imposes an additional -1 penalty to missile fire if he is in cover (i.e. a -2 total penalty). If the attacker has the Trick Shot skill, he is still penalized by -1 to hit.

#### Javelin Charge

The Skink is a master of javelins, and may throw a single javelin at the opponent as they charge. During the shooting phase of a turn in which the Skink charged, the Skink may fire a single javelin at one of his hand-to-hand opponents, with a -2 penalty to hit. Note that this is essentially the Crossbow Pistols special ability when used offensively.

### Saurus Only

Skill List prohibitions: A Saurus may never use missile weapons of any sort, and can never take Academic or Shooting skills (thats the job of the Skinks).

#### Bellowing Battle Roar

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

#### Toughened Hide

Through years of battle, the Saurus hide has become hardened; the Saurus will only be taken Out of Action on a roll of 6 on the injury chart (treat 1-2 as Knocked Down, 3-5 as Stunned).

#### Cold Blooded Perseverance

The Saurus is able to handle immense physical punishment and yet still survive. He may re-roll his Serious Injuries roll after a battle when taken Out of Action; however, he must take the second result if he does so, even if it is worse than the first.

### Chameleon Skinks Only

In addition to the Special Skills provided for Skinks, Chameleon Skinks may also select from the following skills:

#### Chameleon Infiltration

The Chameleon Skink is extraordinarily stealthy, and has the Infiltrate skill. However, unlike the normal skill, the Chameleon may start anywhere he can hide; thus, he could possibly be closer than 12 to the enemy.

#### Vanish Into Thin Air

The Chameleon Skink is an expert at quickly blending in with his surroundings. He may hide even if he is not in cover, though he must still be out of detection range of his enemy. Per standard rules, he may not hide if he ran or fired a missile weapon. Note that this ability may not be used in conjunction with Chameleon Infiltration.

#### Sniper

The Chameleon Skink may shoot a non-Black Powder missile weapon while remaining hidden. However, if the shot does not take his opponent Out of Action, they may take an Initiative test; success indicates that the Chameleon Skink is revealed.

## Sacred Spawnings

Sacred Spawnings may only be bought when you recruit the Hero. The cost listed is in addition to the base cost of the hero; additional detail regarding painting or modeling the mark has been included. No hero can have more than one sacred mark; they were only born once!

### Mark of the Old Ones

**(50 GC - albino)**

This is the greatest mark a Lizardman can be born with; it is said that such a Lizardman is destined for greatness in the eyes of the gods. The Hero may once per skirmish change one of his unsuccessful dice rolls by changing a singular die of that roll to any facing he chooses. This may only be used on actions that the Hero is making himself during the skirmish. You may use this mark on a failed Rout test, if you wish.

### Mark of Quetzl

**(25 GC thick scales)**

A Lizardman blessed by Quetzl, the divine protector, has tougher than normal scales; they gain +1 to their Scaly Skin saves. Note that due to the bulky scales that the Lizardman has, he may never wear Light Armour.

### Mark of Tzunki

**(20 GC mottled)**

A Lizardman blessed by Tzunki is much more agile, and adept at moving through water; the mark grants the Aquatic special rule (if it is not possessed already), as well as +1 Initiative (this allows the Lizardman to exceed his racial limit by one point).

### Mark of Tlaxcotl

**(25 GC yellow)**

A Lizardman blessed by Tlaxcotl is unwavering, unaffected by even the most harrowing experiences; it is immune to psychology. Note that if the leader of the warband has this mark, he must still take Rout tests as normal; as well, a hero mounted on a Cold One will still be subject to stupidity.

### Mark of Chotec

**(15 GC vermillion)**

Lizardmen blessed by Chotec are filled with the solar gods energy; they may re-roll any failed roll when jumping and climbing, including Diving Charges. Remember, a re-roll may not be re-rolled (so, a model with this mark may as well never buy Rope & Hook).

### Mark of Tepoc

**(20 GC purple)**

The Lizardman has been blessed by Tepoc, the feathered-serpent god of Air; he gains a 4+ save against any negative effects of hostile magic (both Spells and Prayers).

### Mark of Sotek

**(25 GC blood red) – Skinks Only**

The Skink has been blessed with ferocity by the Serpent God Sotek. He gains +1A with his main-hand weapon when charging.

### Mark of Huanchi

**(20 GC black) – Skinks Only**

The Skink is a master of stealth, and may start up to double the normal allowed range when deploying. Note that this ability may not be combined with infiltration, and that it does not allow skinks to be closer to enemy models than otherwise allowed by the scenario.

## Lizardman Magic

The Skink Priest uses Prayers, and follows all rules for Prayer users as detailed in the rulebook regarding Prayers of Sigmar. Skink Priests pray to their deities to grant them favors in combat.

1. Chotecs Wrath: A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armor like light armor, heavy armor, Ithilmar armor or Gromril armor. **Difficulty 8**
2. Sotecs Blessing: The spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is Stunned or taken Out Of Action. Only a single model may be affected by the blessing at any given time. **Difficulty 7**

### D6 Effect

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

3-4 Toughness +1.

5-6 Movement and Initiative +1.

3. Huanchis Stealth: The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or have already shot with a missile weapon. **Difficulty 7**
4. The Old Ones Protection: The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken Out Of Action. **Difficulty 6**
5. Tincis Rage: A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follow the rules for Frenzy, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is Stunned or is taken Out Of Action. At the beginning of the his next turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase. **Difficulty 8**
6. Itzls Speed: A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts as running and a model may not move if he has already shot with a missile weapon. A model may not charge with this extra move. **Difficulty 7**