

## Lizardmen Warband

Created by the cool people who made the Lustria setting

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### 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.

### Maximum Characteristics

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

### Special Rules

**Scaly Skin:** Lizardmen have a natural armour save thanks to their tough hide. Skinks have a 6+ save, Saurus have a 5+ save, and Kroxigors have a 4+ save. Light Armour improves this save by one, and a shield stacks as normal.

**Armour:** Armour is rare amongst the Lizardmen, and even if bought from other sources, it must still be custom-fitted to the massive frame of the Saurus or the tiny frame of the Skink. The cost for light armour for Lizardmen is *always* 25 GC.

**Bite Attack:** Saurus have a powerful bite attack; this uses the Saurus normal strength to wound and receives no penalty for not being a weapon (per se). The Bite always strikes last, regardless of who charged, double-handed weapons, models standing up from being *Knocked Down*, etc...

**Cold Blooded:** All Lizardmen are slow to react to psychology; they may roll 3d6 and select the lowest two dice when taking a psychology test or a Rout test. A Lizardmen warband may only use the Leadership of a Skink when taking a Rout test, as the Saurus and Kroxigor are not given any authority.

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

**Jungle Born:** All Skinks can move through jungle terrain without penalty (although this does *not* increase their line-of-sight).

**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. Remember that all henchmen in a group must be equipped identically.

**Saurus Rarity:** The Slann Mage-Priests would never include more Saurus braves than Skink braves in a warband.

**Sacrifice to the Gods:** In situations where a warband can either sacrifice those that they find or use them for other reasons, the Lizardmen can choose to sacrifice them. Sotek is especially pleased by the sacrifice of Skaven, so if the Lizardmen sacrifice a captured Skaven model, the warband leader gains d3 experience points instead of one.

**Alien Nature:** The goals and views of the Lizardmen are completely foreign to most races in the world. As such, they may not have Hired Swords that are not Lizardmen.

### Lizardmen Equipment Lists

The following lists are used by Lizardmen warbands to pick their initial equipment.

#### SAURUS EQUIPMENT LIST

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

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

##### Missile Weapons

None

##### Armour

Bone Helmet.....	10 gc
Shield.....	5 gc
Light Armour.....	25 gc

##### Special Equipment

Cold One (heroes only).....	100 gc
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#### SKINKS EQUIPMENT LIST

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

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

### Dark Elf skill tables

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

## Heroes

### 1 Skink Priest

#### 60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to 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.

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

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

#### SPECIAL RULES

**Leader:** Any models in the warband within 6" of the High born 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 (it's a long trip).

**Priest:** The Skink Priest uses Lizardmen Magic; he uses prayers, and as such may wear armour and use his magic.

### 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.

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

**Weapons / Armour:** A Chameleon Skink may be equipped from the Skinks equipment list. However, if they wear armour of any sort (except for a buckler), they lose the *Blending* benefit, and they may not use any of the optional Chameleon Skink skills detailed below.

#### SPECIAL RULES

**Blending:** Because of the Chameleon Skink's 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.

Chameleon Skinks may choose from the following skill list when they gain a skill advancement, in addition to the Speed, Shooting, and Special lists.

**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.

### 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.

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

**Weapons / Armour:** A Totem Warrior may be equipped from the Saurus equipment list.

## 0-2 Skink Great Crests

### 30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing, and skirmishing. Their skin is more varied in color than normal Skinks, allowing them to camouflage themselves more effectively; this

may also denote that the Skink was chosen by one of the Lizardmen gods for greatness.

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

**Weapons / Armour:** Skink Great Crests may be equipped from the Skinks equipment list.

## Henchmen (bought in groups of 1 – 5)

### 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.

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

**Weapons / Armour:** Skink Braves may be equipped from the Skinks equipment list.

### 0-5 Saurus Braves

#### 40 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.

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

**Weapons / Armour:** Saurus Braves may be equipped from the Saurus equipment list.

### 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.

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

**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.

## 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 change one of his failed dice rolls into a successful one; this ability can only be used once per game, and only on actions that the Hero is making himself. You may use this mark on a failed Rout test, if you wish.

### Mark of Quetzl (20 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 (15 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 (20 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 god's 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 (20 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.

## Lizardmen Special Skills

Lizardmen Heroes may use the following Skill table instead of the standard skill tables available to them.

### Skinks Only

*Skill List prohibitions:* A Skink may never use two-handed melee weapons, and can never take Strength skills (that's 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 doesn't search for rare items, he may make 1d3-1 doses of Black Lotus instead. There is a chance of getting none, as the hero doesn't 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 Pistol's 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 skills (that's 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.

## 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.*

D6	Result	Difficulty
1	<b>Chotec's Wrath</b>	8
A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However, add +1 to the Strength and +1 to the roll on the injury table if the model is wearing metal armour (light, heavy, Ithilmar, and Gromril). A model under a building or overhang cannot be targeted by this spell, so if such a model is the closest to the Skink Priest, he may choose another model instead.		
2	<b>Sotec's Blessing</b>	7
This 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 <i>Stunned</i> or taken <i>Out of Action</i> . Only a single model may be affected by the blessing at any given time.		
	<b>d6      Effect</b>	
	1-2      +1 BS or +1 to hit in close combat	
	3-4      +1 Toughness	
	5-6      +1 Movement & Initiative	
3	<b>Huanchi's Stealth</b>	7
The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately go into <i>hiding</i> . A model may go into <i>hiding</i> even if it ran in the movement phase or has already shot with a missile weapon.		
4	<b>The Old One's Protection</b>	6
The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of hostile spells or prayers. This spell remains in play until the Skink Priest is taken <i>Out of Action</i> .		
5	<b>Tinci's Rage</b>	8
A single Lizardman within 6" of the Skink Priest (including himself) is overtaken by rage and follows the rules for <i>Frenzy</i> ; in addition, he gains +1 Strength. This spell remains in play until the Skink Priest is <i>Stunned</i> or taken <i>Out of Action</i> . At the beginning of the turn, the Skink Priest must pass a Leadership test to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wishes to attempt to recast it on another model later in the shooting phase.		
6	<b>Itzl's Speed</b>	7
A single Lizardman within 6" of the priest (including himself) may make an additional move equal to their normal movement rate. The model may still fire a missile weapon if it has not done so in this shooting phase and counts as charging if it contacts an enemy model. If the model was <i>hiding</i> at the end of its movement phase, it will remain <i>hidden</i> if it could reasonably remain as such.		