



LIZARDMEN



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

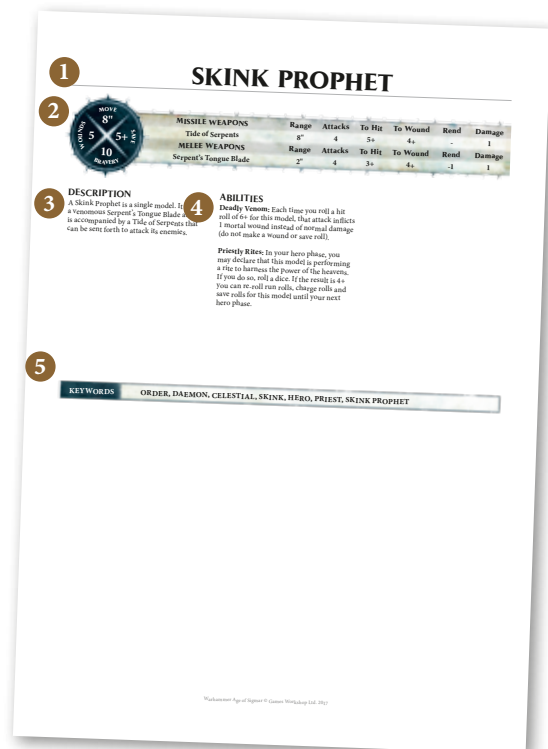
The Seraphon are beings of order, creatures of the stars whose minds and bodies sing with Azyrite energy. They are the sworn enemies of Chaos, ever-opposed to the Dark Gods and the bedlam they bring.

The cold-blooded savagery of the Seraphon is legendary. Directed by the inscrutable slann, their tightly disciplined cohorts and roaring saurian beasts tear through their enemies with the ferocity of true predators.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models.



SKINK PROPHET



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Serpents	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serpent's Tongue Blade	2"	4	3+	4+	-1	1

DESCRIPTION

A Skink Prophet is a single model. It wields a venomous Serpent's Tongue Blade and is accompanied by a Tide of Serpents that can be sent forth to attack its enemies.

ABILITIES

Deadly Venom: Each time you roll a hit roll of 6+ for this model, that attack inflicts 1 mortal wound instead of normal damage (do not make a wound or save roll).

Priestly Rites: In your hero phase, you may declare that this model is performing a rite to harness the power of the heavens. If you do so, roll a dice. If the result is 4+ you can re-roll run rolls, charge rolls and save rolls for this model until your next hero phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, PRIEST, SKINK PROPHET

CHAMELEON SKINK STALKER



MISSILE WEAPONS

Stalker Blowpipe

Range

Attacks

To Hit

To Wound

Rend

Damage

16"

6

3+

4+

-

1

MELEE WEAPONS

Dart

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

5+

5+

-

1

DESCRIPTION

A Chameleon Skink Stalker is a single model. It fires a hail of poisoned darts from its Stalker Blowpipe, and can defend itself in melee by wielding an envenomed Dart as an improvised dagger.

ABILITIES

Chameleon Ambush: Instead of setting up this model, you can place it to one side and say that it is in hiding. At the end of your movement phase you can reveal it by setting it up anywhere on the battlefield, more than 9" from any enemy models.

Disappear from Sight: In your hero phase, you can declare that the Skink Stalker will vanish from sight and go into hiding. If it does so, remove this model from the battlefield. You can reveal it as described in the Chameleon Ambush ability in this turn or any subsequent turn.

Flawless Mimicry: If this model is within or on a terrain feature, its Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Master Hunter: Add 2 to the result of wound rolls for this model's Stalker Blowpipe if it did not move, and was not set up, in the movement phase of the same turn.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, CHAMELEON SKINK STALKER

SKINK CHIEF



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Blowpipe	16"	1	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ornate Club	1"	4	4+	3+	-	1
Golden Sickle	1"	4	4+	4+	-1	1

DESCRIPTION

A Skink Chief is a single model. It is armed either with a Golden Sickle or an Ornate Club, and carries a Star-buckler. Some Skink Chiefs also spit poisoned darts from a Blowpipe.

ABILITIES

Marked for Greatness: You can re-roll a single dice for this model in each phase.

Star-buckler: When making save rolls for this model, ignore the attacking weapon's Rend characteristic unless it is -2 or better.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SKINK, HERO, SKINK CHIEF

CELESTIAL SWARM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Teeth and Fangs	1"	5	5+	5+	-	1

DESCRIPTION

A Celestial Swarm can have any number of models. The many small creatures that make up a Celestial Swarm bite their prey with Envenomed Teeth and Fangs.

ABILITIES

Swarming Tide: In your hero phase, you may heal D3 wounds allocated to this unit, as more creatures materialise to supplement their number.

Deadly Venom: Each time you roll a hit roll of 6+ for this unit, that attack inflicts 1 mortal wound instead of normal damage (do not make a wound or save roll).

KEYWORDS

ORDER, DAEMON, CELESTIAL, CELESTIAL SWARM

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Ancient Stegadon.....	Stegadon
Chakax, the Eternity Warden	Saurus Eternity Warden
Gor-Rok.....	Saurus Sunblood
Kroq-Gar on Carnosaur.....	Saurus Oldblood on Carnosaur
Lord Mazdamundi.....	Engine of the Gods
Oxyotl	Chameleon Skink Stalker
Saurus Knights.....	Saurus Cavalry
Saurus Oldblood on Cold One	Saurus Scar-Veteran on Cold One
Saurus Scar-Veteran	Saurus Oldblood
Scar-Veteran with Battle Standard.....	Saurus Astrolith Bearer
Skink Chief on Ancient Stegadon.....	Stegadon
Skink Chief on Ripperdactyl.....	Ripperdactyl Alpha (see Ripperdactyl Riders warscroll)
Skink Chief on Stegadon	Stegadon
Skink Chief on Terradon	Master of the Skies (see Terradon Riders warscroll)
Skink Chief with Battle Standard.....	Skink Chief
Skink Cohort	Skinks and Kroxigor warscrolls
Skink Priest on Ancient Stegadon.....	Engine of the Gods
Skink Skirmishers	Skinks
Slann Mage-Priest	Slann Starmaster
Slann Mage-Priest with Battle Standard	Slann Starmaster
Tehenhauin.....	Skink Prophet
Tehenhauin on Ancient Stegadon.....	Engine of the Gods
Temple Guard.....	Saurus Guard
Tetto'eko	Skink Starseer
Tiktaq'to	Master of the Skies (see Terradon Riders warscroll)

PITCHED BATTLE PROFILES

LIZARDMEN	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Chameleon Skink Stalker	1	1	100	Leader	
Skink Chief	1	1	60	Leader	
Skink Prophet	1	1	80	Leader	
Celestial Swarm	2	8	120		