

LIZARDMEN WARBAND

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"Although the temple city is a ruin and the vaults of the Old Ones have been sealed there is no telling what the young races may do. They may even succeed in opening a vault and steal the precious artefacts. For some reason they ignore the precious written clay plates and ceremonial equipment and take only the soft and shiny metal plates used for decoration. They probably don't pose a threat but they do turn each building inside out. There is no need to assemble an army to rout them out as they are already fighting amongst themselves. For the time being its sufficient to send in small scout parties to attack plunderers that come too close to the vaults."

CHOICE OF WARRIORS

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 points to assamble your Warband with.

HEROES

Skink Priest Your Warband must be lead by a Skink Priest.

Totem Warriors Your Warband may include up to 4 Totem Warriors.

HENCHMEN

Skink Hoppers Your Warband may include any number of Skink Hoppers.

Skink Braves Your Warband may include any number of Skink Braves.

Saurus Braves Your Warband may include any number of Saurus Braves.

Kroxigor Your Warband may include a single Kroxigor.

HEROES

SKINK PRIEST.....60 pts

Normally a small Warband such as this would be lead by a natural Skink leader or one of the rare somewhat intelligent Saurus Veterans, however the nature of this mission is to observe the plunderers and only react if they stray to close to a hidden chamber or otherwise interferes too much. Therefore the leader is a highly intelligent Skink Priest who is able to make the delicate desicion when to attack and when not to. The Skink Priests are easily recognizable as they paint their skins black, and then add further paint to form the colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake motifs.

Profile	M	WS	BS	S	T	W	I	A	LD
Skink Priest	6	3	4	3	2	1	5	1	8

Weapons and armour: The Skink priest may be equipped from the Braves Equipment list.

SPECIAL RULES

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Scaly skin: The Skink Priest always has an unmodified save of 6+, unless attacked with 'no armour save' weapons.

Aquatic: The Skink Priest may move through water for no penalty, and count as being in soft cover while they are in water.

Leader: The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership test.

0-4 SAURUS TOTEM WARRIORS.....60 pts

When a Saurus Warrior has killed 20 enemies 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.

Profile	M	WS	BS	S	T	W	I	A	LD
Totem Warrior	4	3	0	4	4	1	1	1+1	8

Weapons and equipment: A Totem Warrior may be equipped with weapons and armour from the Totem Warriors Equipment list

SPECIAL RULES

Scaly Skin: Saurus Warriors have a natural save of 5+, which can never be reduced beyond 6+ due to Strength modifiers.

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Bite Attack: Saurus have one weapon attack and one powerful bite attack. The bite attack ignores any effects of the weapon and uses the Saurus own Strength to wound. The Bite attack always strikes last, regardless of who charged or which weapon is used.

HENCHMEN (Bought in groups of 1-5)

SKINK HOPPERS.....20 Pts

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Hoppers, as they are known, have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is darker than normal Skinks so they blend in with the jungle, they also wear leaves or cover themselves in mud to further blend in. They function as scouts and patrol the jungles and return with an early report of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins when a hit and run Warband retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	LD
Skink Hopper	6	2	3	3	2	1	4	1	6

Weapons and armour: The Skink Hoppers may be equipped from the Braves Equipment list.

SPECIAL RULES

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Scaly skin: Skinks always have an unmodified save of 6+, unless attacked with 'no armour save' weapons.

Aquatic: The Skinks may move through water for no penalty, and count as being in soft cover while they are in water.

SKINK BRAVES.....20 pts

Skinks 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. Although they lack the staying power of the Saurus they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

Weapons and armour: The Skink Braves may be equipped from the Braves Equipment list.

SPECIAL RULES

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Scaly skin: Skinks always have an unmodified save of 6+, unless attacked with 'no armour save' weapons.

Aquatic: The Skinks may move through water for no penalty, and count as being in soft cover while they are in water.

SAURUS BRAVES.....60 pts

Saurus have thick, horny, scaly hide which protects them as natural armour. Saurus are sufficiently intelligent to understand simple clear commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle and they are ferocious and will tear, rip, hack and stab at an enemy until they have ponded him into the paved ground.

Profile	M	WS	BS	S	T	W	I	A	LD
Saurus Brave	4	3	0	4	4	1	1	1+1	8

Weapons and armour: The Saurus Braves may be equipped from the Braves Equipment list, but may not be armed with missile weapons.

SPECIAL RULES

Scaly Skin: Saurus Braves have a natural save of 5+, which can never be reduced beyond 6+ due to Strength modifiers.

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Bite Attack: Saurus have one weapon attack and one powerful bite attack. The bite attack ignores any effects of the weapon and uses the Saurus own Strength to wound. The Bite attack always strikes last, regardless of who charged or which weapon is used.

0-1 KROXIGOR.....225 pts

Kroxigors resemble Saurus but are much bigger and more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. Although they are strong and used in constructions they need to be goaded by the nimble Skinks.

Profile	M	WS	BS	S	T	W	I	A	LD
Kroxigor	6	3	0	5	4	3	1	3	9

SPECIAL RULES

Slow: A Kroxigor is not very intelligent and have trouble remembering orders, although this is not a problem in battle as he will throw himself at nearby enemies. The Kroxigor may move and fight normally as long as there is at least one Skink in base contact with it.

If there are no Skinks in base contact the Kroxigor will charge or run toward the nearest visible enemy model.

Cold Blooded: Roll 3d6 and select the lowest two when taking a Leadership test.

Scaly skin: A Kroxigor have a natural save of 4+, which can never be reduced beyond 6+ due to Strength modifiers.

Aquatic: The Kroxigor may move through water for no penalty, and count as being in soft cover while they are in water.

Cause Fear: The Kroxigor is a large and frightening monster and causes *Fear*.

TOTEM WARRIORS EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 pts
Stone axe (count as club)	3 pts
Club	3 pts
Metal axe	5 pts
Metal Sickle (count as sword)	5 pts
Metal sword	5 pts
Spear	10 pts
Metal Halberd	10 pts
Double-handed weapon	15 pts

Missile Weapons:

None

Armour:

Shield	5 pts
Bone helmet	10 pts

BRAVES EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 pts
Stone axe (count as club)	3 pts
Club	3 pts
Spear	10 pts
Double-handed weapon (Saurus only)	15 pts

Missile weapons: (Skinks only)

Sling	2 pts
Bolas	2 pts
Short bow	5 pts
Javelins	5 pts
Throwing axe	5 pts
Poisoned weapons	+10 pts
(+1 to wound, only for javelins and short bow)	per weapon coated

Armour:

Shield	5 pts
Buckler	5 pts

KROXIGOR EQUIPMENT LIST**Hand-to-hand combat
weapons:**

Club	3 pts
Stone axe (count as club)	3 pts
Halberd	10 pts
Double-handed weapon	15 pts

Missile weapons:

None

Armour:

None

BOLAS**Range Strength**

8" -

SPECIAL RULES

Dangerous: If the to hit roll is a natural 1 then the bolas brain the caster with a S3 hit.

Entangle: A model hit by a bolas isn't hurt but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase and if he rolls 4+ on a D6 he is freed and may move and fight normally. If you are using the alternative combat system the -2 to WS do not count to see if the model is taken "Out of Action" due to a WS of 0. To hit rolls against a model with a WS of 0 is at +1 to hit.