

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Lizardmen army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' or new weapon types that apply to several Lizardmen units, and those are detailed here.

COLD-BLOODED

Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

PREDATORY FIGHTER

Whenever a model with this special rule rolls a 6 To Hit in close combat, it immediately makes another Attack; roll To Hit and To Wound as normal. Attacks generated by the Predatory Fighter special rule do not generate further Attacks. In addition, a unit that contains one or more models with this special rule can only test to restrain pursuit if there is at least one Skink character model (Skink Chief or Skink Priest, including Tehenhawin, Tetto'eko and Tiktaq'to) within 6" of the unit.

AQUATIC

Models with this special rule have the Marshland Strider and River Strider special rules. In addition, models with this special rule can march, claim rank bonus and be steadfast even when in Marshland or a River. Furthermore, if every model in a unit has the Aquatic special rule, and the majority of the unit is within Marshland or a River, enemies shooting at that unit suffer an additional -1 To Hit penalty.



WEAPONS OF LUSTRIA

Blowpipe

Skinks use these weapons to fire needle-sharp darts at their foes.

Range	Strength	Special Rules
12"	3	Multiple Shots (2), Poisoned Attacks

Lustrian Javelin

Skinks coat their javelins with deadly jungle poisons.

Range	Strength	Special Rules
12"	As User	Poisoned Attacks, Quick to Fire

Only the slightest of ripples spread outwards as a smooth-skinned reptilian head broke the surface of the swamp. No movement escaped the slitted yellow eyes of the patrol leader.

These days, the floating ruins of the Toradotek pyramids were little more than tumbled stone hovering low over the jungle, tethered by innumerable creeper vines. Yet the site was reserved for Mage-Priests – an unquestionable decree for which the Lizardmen sentinels dedicated their lives. With calm precision, Tenehuac allowed the lead elements of the enemy force to pass his position, even though they were headed directly towards that sacred place. His tongue darted out to taste the air, catching the scent of more warmbloods on the way. He emitted a single shrill call before sinking back beneath the film-covered surface.

Deeper in the jungle the air hung thickly, the dense canopy creating a gloom through which few sunbeams could pierce. The usual cacophony of droning insects faded, a lack of sound ominous to any creature that could read such signs. Yet the invaders were heedless – human barbarians from the north, followers of the Dark Gods. They pushed forward, on the trail of some unseen eldritch power.

Then, with a shocking suddenness, the jungle came alive. The rhythmic beating of drums began as three separate lines of Saurus emerged to form a wall of scaled shields across the invaders' path. Tenehuac could distinguish each formation – the stipple-scaled warriors under Tok-Ax, the spear legion of Pok-Hopak, and the unbeaten ancients of Scar-Veteran Ul-Chak. Rising partially out of the murky waters, Tenehuac and his patrol shot darts from their blowguns, some whirring harmlessly over their foes, others burying themselves into exposed flesh.

Even as the warmbloods turned to face this new threat rising from the swamp, larger forms burst from the murky waters.

Salamanders spat goutts of flame – the flaring brightness illuminating the dim surroundings. In the flash of light, other Skink bands could be seen slinking amidst the massive ferns, stopping only to send enfiling clouds of poisoned darts into the barbarians. Above, the screeching of Terradons announced the arrival Lo'jineta and his aerial patrol. Enormous rocks plummeted downwards to crash into the ranks of the invaders.

As nerve-shattering as these attacks were, Tenehuac knew they were as nothing to what was coming. He felt vibrations beneath his feet and heard the distant sound of uprooted trees long before the Carnosaur bounded from the treeline to wreak carnage amongst the enemy. From its back, their war leader, the Saurus Oldblood Ax-Hotl, drove his spear through the bodies of the foe. Following this king of predators was a living wall of armoured monsters whose tread flattened a path as easily as it shattered shieldwalls. If the Dark Gods heard the desperate pleas of their mortal minions, they did not acknowledge them.

In a few short, savage minutes, it was over – the sounds of battle replaced by the crunching of bones. Tenehuac led his Skink patrol onto the trail of the few survivors who escaped the slaughter. None could be allowed to escape, for such was the merciless law of the Lizardmen.

SLANN MAGE-PRIESTS

The favoured servants of the Old Ones, the Slann have considerable intellect and magical abilities, and rule the Lizardmen as venerated Mage-Priests. Although not physically menacing – their bodies are toad-like with large heads and bulbous eyes – with a flick of their multi-jointed fingers, Slann can topple cities, engulf foes in flames or open vast rents in the ground below. Enemy wizards find even the mightiest incantation they try to employ unravelling before them as a Slann contemptuously waves its hand.

There were five spawnings of Slann created by the Old Ones, each with a particular role to play in their Great Plan. No new Slann have been spawned since the departure of their creators; all the Slann alive today are those self-same ones. Without any new Mage-Priests, they are a dying race, faced with extinction. Well over half of their kind died in the Great Catastrophe, including all of the First Spawning – the wisest and most powerful of the Slann, and the only ones that had direct contact with the Old Ones. In the ages since then, many other Slann have died violently – irreplaceable losses that are greatly lamented. With each Mage-Priest lost, the Saurus and Skinks further insulate those that remain, protecting them with their very lives.

The Slann see the world differently from other beings. Their orderly minds are constantly at work – deciphering complex problems and wandering the cosmos. To the Slann, time passes more quickly than it does for short-lived creatures, and a Slann will regularly slip into extended periods of restful contemplation that might last decades, or even centuries, at a time. They sit unmoving on their stone palanquins or in their Star Chambers, and to an outsider a Slann might appear asleep, or even dead. So deeply do they meditate that signs of life are hard to detect – their breaths are shallow and far apart, their eyes unblinking and vacant. Yet the Slann are attuned to more than mortals realise – for they can perceive the magic and raw disorder that has hung in the very air since the great influx of Chaos.

Privileged Skinks attend to the Slann, patiently waiting for the ancient beings to stir and recording their every prophecy or proclamation. Most often, however, Slann converse telepathically between themselves; they can also see through the eyes of some Skinks, such as the Priests and Oracles, and enact their will through them. Although they have lost much of their former power since the incursion of the Dark Gods into the world, the Slann are still the undisputed masters of the magical arts.

THRONES OF THE ANCIENTS

During the Great Catastrophe, the planet was contaminated. Since then, Slann have avoided setting even a single toe upon the earth, for this grounds their magical power and disrupts their thoughts. While ensconced in their pyramid-temples, the Slann are protected, but when forced to leave, they sit upon floating palanquins made of stone and other, unknown substances. A Slann controls his slab-throne's movement with his mind, hovering motionless or moving at a respectable pace, and it shimmers with a powerful protective force field.



Slann Mage-Priest

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	4	3	2	1	9

TROOP TYPE: Infantry (Character).

MAGIC: A Slann Mage-Priest is a Level 4 Wizard who uses spells from the Lore of High Magic (see page 60) or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

SPECIAL RULES: Cold-blooded.

Mage-Priest Palanquin: Models with this special rule can always re-roll failed Dangerous Terrain tests. Additionally, while they have the troop type Infantry, they are never considered to be 'models on foot' for the purposes of spells, magic items and special rules.

Shield of the Old Ones: This grants the character a 4+ ward save.

Telepathic Confabulation: At the start of each friendly Magic phase, before dice are rolled to determine the strength of the Winds of Magic, you may pick two friendly Wizards with this special rule anywhere on the battlefield and they may exchange a single spell with each other. In subsequent turns, a different pairing of Wizards with this special rule may be chosen.



SAURUS LEADERS

The most powerful of their kind, Saurus leaders are more than eight feet of savage reptilian muscle. The highest rank given is the title Oldblood, while those beneath them are known as Scar-Veterans. They are perfectly designed killing machines, their martial prowess further enhanced by battle experience. To their foes, be they ancient nemesi or simply those who trespass upon the sovereign territory of their masters, the Saurus leaders are nothing less than the vengeance of the Old Ones made manifest.

Some Saurus leaders are marked for greatness at their spawning, bearing a different pattern or crest to the rest of their brethren. Those few who emerge with pale or albino skin tones are always revered – for they are the favoured of the Old Ones and destined to become mighty heroes of the Lizardmen. Yet a Saurus need not be different from his comrades to gain veteran status; he need only survive.

It is unknown for a Saurus Warrior to die of old age, and unless they are slain by violence or plagued by an unnatural disease, they continue to serve. Despite this longevity, few Saurus live beyond a few hundred years. Given the constant dangers they face – the predatory flora and fauna of Lustria and the high attrition demanded by battles beyond count – only the most fierce and resilient of their kind can endure. A few exceptional Saurus have been alive for many thousands of years, overcoming threats and defeating enemies since the world itself was young.

The longer Saurus live, the tougher and more ferocious they become. The hardened scales that cover their bodies become thicker and some plates ossify completely. Their scales become paler, a marking considered a blessing of the Old Ones. In addition to the further growth of lethal protrusions, the corded muscles of these ancient Saurus become yet stronger, until they are able to crush rocks with their bare hands. Another obvious sign of a Saurus' age are the battle scars, burns and tooth marks that criss-cross their bodies. Saurus leaders are often attended to by scores of Skinks. Directed by their priests, the Skinks will secure bronze armour plates upon an Oldblood or Scar-Veteran. Other veneration might include daubing warpaint, adorning his scales with sacred oils, affixing sacred relics or festooning his body with the shrunk heads of sacrificed foes, or other grisly tokens. Such actions not only bring the favour of the Old Ones, but also mark the status of a leader.



Saurus are neither dim-witted, nor simple; their minds are narrowly focussed on battle, and battle alone. They instinctively know about military matters, and have no concern for lesser issues. In Lizardmen society, the Slann Mage-Priests choose the overall strategy and the Skinks direct its daily execution. In times of conflict, however, all defer to the Saurus, and they in turn rely on the eldest of their long-lived kind – for the Oldbloods and Scar-Veterans have honed their battle tactics over the ages.

All Saurus Warriors are spawned with the knowledge of how to fight, and the longer each lives, the more battles he survives. The longer he survives, the more he understands the needs not just of a lone warrior, but also of an entire army. While a Scar-Veteran cannot explain the meaning of a refused flank, he will know how to launch such a manoeuvre. A Saurus Oldblood could not express why he chose a defence in depth to defeat a foe, yet he will inexorably recognise when such situations are called for and react accordingly.

With only a low, grumbling growl and a final bellow, an Oldblood or Scar-Veteran can set an entire Lizardmen battle line in order. Once combat begins, the Saurus leaders eschew all matters of finesse – hurling themselves into the fray with merciless efficiency. Each stroke, bite or thrust dispatches a foe, often with the enemy literally torn limb from limb by the ferocity of the attack.



	M	WS	BS	S	T	W	I	A	Ld
Saurus Oldblood	4	6	0	5	5	3	3	5	8
Saurus Scar-Veteran	4	5	0	5	5	2	3	4	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin (4+) (Oldblood only), Scaly Skin (5+) (Scar-Veteran only).

SAURUS WARRIORS

When the Lizardmen march to battle, it is the Saurus who make up the hardened core of the fighting forces. This is no surprise, for the Saurus were created solely for the purpose of war and protection. The Old Ones cultivated this race of reptilian warriors, although whether they created them entirely, or raised them up from some primordial life form of the jungles, is not clear. What is assured, however, is their role and function. In the prehistory of the world, a time before the coming of Elves or Dwarfs, it was the Saurus who pacified the lands, fighting great battles and exterminating entire species in accordance with the Old Ones' plans.

Saurus are brutish yet disciplined creatures. Even unarmed, they are extremely dangerous – their sharp claws can gouge grooves into rock or tear out a foe's throat with ease. Their muscular tails can smash a man's ribcage and their mouths are full of enormous dagger-shaped teeth. The power of their crocodilian jaws is such that a vicious Saurus bite can sever a limb or crush steel. If not killed outright, those bitten by a Saurus bear infected wounds, often succumbing to a foul fever and dying within a matter of days.

Although unable to master more complicated devices, Saurus use simple weapons to devastating effect – wielding obsidian-tipped spears and heavy clubs spiked with jagged stones. Using their great strength, Saurus can leave the roads and hack through the dense jungle of Lustria using brute force alone; however, they are more accustomed to exerting it against their foes' stoutest legions.

Although they can, at times, appear slow of reflex and sluggish, Saurus can still achieve speed on the march thanks to the power of their loping gait. Their tough hides bear spines, bony crests and thick scales that can turn aside all but the surest of sword strokes. For further defence, Saurus will at times bear shields – bladed crescents made from the cured hides of the large scaled beasts that prowl the deepest jungles. Saurus are cold-blooded and seemingly impervious to pain, able to sustain horrific wounds and fight on without making a single sound of protest. Indeed, so alien are they that they register no emotion save a single-minded savagery.

Saurus are not birthed, but spawned – crawling full-grown from the dark pools constructed for such purposes many ages ago when the Old Ones walked the world. They arrive not individually, but as a cohort – an entire military unit that will stay together for the rest of their lives. All those spawned together bear the same colouration and markings as their brethren. They share a mindset, acting with an eerie, but unspoken synchronicity – the whole formation turning as one, or launching an ambush, without the need for so much as a single spoken word.

Although they do so infrequently, Saurus can speak. Their language is little more than deeply growled one-word commands. These orders issue forth from a Spawn Leader – the greatest amongst their number since they first emerged from the spawning pool. In the course of their long lives of battle, it is not unusual for a Saurus spawning to lose their champion. In such cases, if the unit survives, another of its members will eventually grow into the role – or, as the Lizardmen say, receive the gifts of the Old Ones.



	M	WS	BS	S	T	W	I	A	Ld
Saurus Warrior	4	3	0	4	4	1	1	2	8
Spawn Leader	4	3	0	4	4	1	1	3	8

TROOP TYPE: Infantry.

SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin (5+).

LIZARDMEN WEAPONS

A great many of the brutal weapons of the Lizardmen are made from a material unique to Lustria. Harder than granite, the strange stone is known as obsinite, and it is a glossy jet black, although some obsinite quarried from the Watchotep Swamp bears a tinted marble-like quality. Obsinite is more durable than steel and it never rusts. Skink artisans often reinforce or decorate the stone armaments with bands of bronze or gold, sometimes inscribing upon them the glyphs of the Old Ones. Jagged spikes of metal or cruelly shaped pieces of jade are added to ensure the heavy, blunt weapons can punch through armour and cause maximum damage to flesh. Skink Priests will often offer blessings over favoured weapons, adding feathers or gemstones in order to attract the favour of Sotek, or of the Old Ones.

COLD ONE RIDERS

Saurus warriors are formidable fighters, but when mounted atop a Cold One they become a shock force capable of delivering an absolute mauling. Those foes who can muster the courage to stand before the sight of oncoming Cold One cavalry find themselves beset by a whirlwind of biting jaws, slashing talons and jabbing spear thrusts.

The Cold Ones are foul-tempered and dim-witted reptilian creatures. They emerge from subterranean lairs to prowl in packs throughout Lustria. They are hunched bipedal beasts with muscular legs, but when Cold Ones move at speed, they often use their forelimbs for balance and to achieve a more rapid pace. These shortened arms come into their own, however, at the conclusion of a hunt. When assaulting, Cold Ones lead with their scythe-like claws, attempting first to disembowel their quarry. If it spots an undefended limb or underbelly, Cold Ones dart out their elongated necks in a snake-like strike. With a horrific snapping of powerful jaws, a Cold One will clamp down and savage its prey, shaking and twisting until it tears free a chunk of flesh. Always ravenous, Cold One packs can eventually bring down much larger creatures, ripping them apart and devouring them in a savage flurry that splatters a glistening trail across the jungle.

Too ferocious to be domesticated for any useful labour, for many ages the Lizardmen left the swarming Cold One packs alone, with scores of Skinks learning the hard way that the beasts cannot be tamed. The Cold Ones were just another

one of the predators that beset any who travelled Lustria. However, that was before the blessing of the Old Ones was visited upon certain Saurus spawnings. It is said that the Old Ones anticipated the future, foreseeing the eventual needs of the Lizardmen and bestowing their gifts according to this. When a spawning of Saurus emerged that proved able to ride upon Cold Ones, the Skink Priests claimed this as no less than the divine will of Itzl, the great god of beasts.

Saurus Warriors blessed by Itzl have an innate aptitude for mounted warfare. They exude a musk not dissimilar to the rank odour produced by the Cold Ones themselves, allowing them to form bonds with the otherwise hostile creatures. The Saurus have dewclaws that are perfect for gripping the thick-scaled hides of their reptilian steed, leaving them free to carry both spears and shields. All such spawnings produce a Pack Leader who instinctively leads the group – knowing where to find the Cold Ones and how best to break them into mounts.

To direct the bloodlust of a Cold One takes a dominant will – and even the Saurus sometimes find themselves struggling to control their mounts. On occasion, the Cold Ones, their reptilian brains overloaded, become confused. In such cases, the predators resort to their base instincts – roaring to the heavens, clawing the ground in a display of fury, or snapping mindlessly about them in a fit of deadly pique. During these impulsive moments, the riders can do little but hang on, keeping their limbs away from the riot of snapping jaws. When their beasts can be commanded, however, the Cold One cavalry are a formidable adversary with their savagery squared – a deadly reptilian warrior mounted atop a fearsome cold-blooded hunter. Their attacks leave behind little to identify what manner of creature their foes once were.



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

TROOP TYPE: Cavalry.

SPECIAL RULES: Cold-blooded, Fear, Predatory Fighter (Riders only), Scaly Skin (5+), Stupidity.

Thick-skinned: A rider atop a mount with this special rule receives an armour save bonus of +2, rather than the usual +1 for cavalry mounts.

THE GREAT GOD ITZL

The Lizardmen, particularly Skinks outside the temple-cities, worship the great god Itzl – the three-horned ruler of cold-blooded beasts. The remaining temples of Itzl are always distant structures deep in the jungles of Lustria. Many feature great gongs, instruments rung only when sacrifices have been tied to attract Itzl's creatures out of the impenetrable forests to feed.



TEMPLE GUARD

The Temple Guard are a revered and uncommon spawning of Saurus. They were created to protect the Slann Mage-Priests and the temple-cities in which the Lizardmen dwell. To their tasks, they dedicate every fibre of their beings, displaying a single-minded determination that will result in either the safeguarding of their charges or their own deaths.

As befits their honoured status, Temple Guard are armed with heavy ornamental halberds and adorned with sacred glyphs. In addition to armour plates of the strongest bronze, the Temple Guard bear distinctive helms fashioned from the horned and crested skulls of Lustria's predatory beasts. Some Temple Guard are as old as the temple-cities and Slann that they protect. However, should one fall in battle, his helm is salvaged by Skink attendants to be placed within the inner sanctum of a pyramid-temple. There it remains, a relic, until a new generation of Temple Guard is spawned to claim the helms of the fallen. It is believed that when a Saurus inherits one of these sacred heirlooms, he becomes imbued with a portion of its predecessor's strength and martial skill. In this way, the Temple Guard continue to safeguard their charges for eternity – clearly the role for which they were designed.

As protectors, Temple Guard are matchless. They stand sentry, silent and motionless, not even blinking their eyes. It has been known for Temple Guard to maintain such a sleepless vigil for centuries, thick layers of dust settling upon their reptilian forms – yet the ever-watchful guardians are not

immobile statues, and can erupt into sudden violence should they perceive any threat to their charges. Even Skink Priests and other attendants to the Slann approach with skittish caution, lest they by some unintended move invite the Temple Guards' heavy-handed response.

Wherever a Slann Mage-Priest goes, his Temple Guard will follow him. If the Slann wishes to ascend a towering pyramid or retire to the solitude of a Star Chamber, his guardians will dutifully follow. The most powerful of their number, the Revered Guardian, takes the foremost position. No matter to the Temple Guard if the Winds of Magic blow so strongly that prismatic arcs of energy flash through the air, or if the warming rays of a solar engine bask the area in its intense heat – they are beyond distraction. If their temple-city is threatened or a sacred object they were tasked with guarding is stolen, the Temple Guard will attack their foes relentlessly, pursuing until the threat is over or the object returned before returning to their silent vigil. Should a Slann Mage-Priest go to war, his Temple Guard go with him, often forming up around their master – shielding him with their own tough, scaled bodies and interlocking shields. Heedless of their own casualties, the Temple Guard execute their sacred duty until the enemy is annihilated or they themselves are slain.

	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

TROOPTYPE: Infantry.

SPECIAL RULES: Cold-blooded, Predatory Fighter, Scaly Skin (5+).

Guardians: When a model with the Mage-Priest Palanquin special rule joins a unit whose front rank contains five or more models with the Guardians special rule, he must be placed in the second rank, rather than the first. If the unit's front rank is ever reduced to four or fewer models with the Guardians special rule, the model with the Mage-Priest Palanquin special rule must immediately move to the front rank (displacing rank and file models if necessary).

A model with the Mage-Priest Palanquin special rule who is in base contact with a model with the Guardians special rule automatically passes any 'Look Out Sir!' rolls he is entitled to make. If this combined unit is hit by a bolt thrower, the shot always hits the model closest to the bolt thrower that has the Guardians special rule. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

Models with the Guardians special rule that are in base contact with a friendly model with the Mage-Priest Palanquin and Fear special rules also have the Fear special rule.

Sacred Duty: Whilst they are part of a combined unit that has been joined by a model with the Mage-Priest Palanquin special rule, all Temple Guard models in the combined unit have the Stubborn and Immune to Psychology special rules.



SKINK LEADERS

On occasion, a Skink spawning will not produce an entire cohort from the pools of life, as is the norm, but instead only a single Skink will issue forth. These individuals are marked by the Old Ones and destined to lead, or otherwise achieve greatness amongst their kind. Those Skinks attuned to the energies of the world and that show an aptitude for magic are the Skink Priests, the most intelligent of their kind. Their role is to become the personal attendants of the mighty Slann Mage-Priests, and act as the prophets of the Lizardmen.

Skink Priests are the only ones capable of interpreting and executing the will of their Slann masters. This is rarely straightforward, as entranced Slann do little more than mumble, yet each utterance, even the most incoherent whisper, might have vast consequences – for of all living creatures, the Slann are the most powerful of mages, and they alone worked under orders from the Old Ones. As it is strictly forbidden to disturb an entranced Slann in any but the direst of times, it is left to a Skink Priest to make many daily decisions for the whole of Lizardmen society. On behalf of their masters, it is their role to ensure that the Great Plan comes to fruition.

Slann are slow to react and may contemplate a single decision for centuries at a time. The same cannot be said for Skinks, for they are impatient beings. Like the Slann, Skink Priests study the ancient writings, though they apply much less of the studious methodology that their venerated leaders use.



Skink Priests often see it as acceptable to take a more proactive role in ensuring that the prophecies of the sacred plaques come true. The Slann, should they notice such activities, find such impulses to be reckless and attempt to censor their Skink Priests, putting a temporary halt to such practices as live sacrifices, the undue veneration of active volcanoes, and any number of new ritual blessings designed by the Skink Priests to attract the Old Ones' attentions.

In battle, Skink Priests are the eyes and ears of a Slann, who are powerful telepaths, capable of perceiving the world through the Skink's senses. At need, a Slann can even direct spells using a Skink Priest as a conduit. Yet Skink Priests are not merely vassals, for they also wield their own magic. Skink Priests can channel the forces of nature to aid their cause, read the future to glean vital advantages or unleash eldritch energies to smite their enemies. Whether directing patrols around a temple-city or joining a large army, some Skink Priests choose to ride upon mighty Stegadons, both for protection and to allow them to better survey nearby terrain.

In the Lizardmen chain of command, Skink Priests direct their orders to Skink Chiefs. These are Skinks who have been marked for greatness. While the Priests attend to prophecies, it is left to the Skink Chiefs to execute orders. It is they who typically oversee patrols, major construction projects and the messenger system. They are aggressive by Skink standards, sometimes riding to battle atop Terradons. It is not their role to sacrifice themselves in battle, but rather to spy out intruders, alert the Saurus and then guide them towards the foe. It is they who interpret the complicated instructions – often passed from Slann Mage-Priest to Skink Priest and finally to themselves. Then, in turn, it is they who give orders to the Saurus and the cold-blooded behemoths that make up the bulk of the Lizardmen armies.

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

TROOP TYPE: Infantry (Character).

MAGIC: A Skink Priest is a Wizard who uses spells from the Lore of Heavens or the Lore of Beasts.

SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6+).

Arcane Vassal (Skink Priest only): A Slann Mage-Priest (including Lord Kroak and Lord Mazdamundi) can choose to cast any **magic missile** or **direct damage** spell through a model with this special rule within 24" of him. If he does so, measure the spell's range from the Arcane Vassal and use that model's forward arc and line of sight for the purposes of casting the spell. If using an Arcane Vassal, a Slann Mage-Priest can cast magic missiles, even if his own unit is engaged in close combat (provided that the Arcane Vassal's is not). If a spell cast through an Arcane Vassal is miscast, the result of the miscast is applied to the Slann Mage-Priest, but the Arcane Vassal suffers a Strength 3 hit due to the magical feedback.

TROGLODONS

Their clammy presence revealed by ominous hissing, the great beasts known as Pale Death, or Troglodons, are amongst Lustria's deadliest hunters. Lone cave-dwellers, Troglodons haunt subterranean grottos, emerging only to feed. These creatures are virtually blind, but hunt using senses other than sight. Swaying sinuously, the Troglodon uses its quill-like whiskers to track motion, while its forked tongue tastes the air. Upon locating its target, the Troglodon springs and bites, savaging its quarry with jaws full of hollow teeth able to pump forth noxious venom. The predator is known to spit this toxic bile, which helps the Troglodon triangulate their victim's location, as the fluid makes a distinctive sizzling sound as it sears flesh.

Skink Priests claim that the twin-tailed beasts are marked by the Old Ones, the Serpent God or perhaps both. The ferocious creatures are untameable and all who approach a Troglodon provoke a lethal attack, with one exception. A Skink Oracle, a lone Skink spawned with a forked tail, can instantly tame the Pale Death, often adorning it with gems or precious metals to show its sacred status. The Troglodon deigns to serve as a mount for the tiny Oracle and, once bound into service, the loathsome beast will never abandon its master.

Mounted on a Troglodon, a Skink Oracle travels the land, using his obscure divining powers to seek out lost artefacts of the Old Ones or to investigate disturbances felt in the geomantic web. As with the Skink Priests, Slann Mage-Priests can see the world through the eyes of a Skink Oracle and can cast spells through them. This telepathic link means the Oracles often appear just when they are most needed – further adding to the superstitions surrounding the mysterious Skinks and their revered mounts. All Lizardmen rally at the wailing cry of the Troglodon, for its eerie call stirs their savagery and proves they have the Old Ones' favour.

	M	WS	BS	S	T	W	I	A	Ld
Troglodon	7	3	3	5	5	5	2	3	5
Skink Oracle Rider	-	2	3	3	-	-	4	1	6

TROOP TYPE: Monster.

SPECIAL RULES:

Arcane Vassal (Skink Oracle Rider only, see page 36),
Aquatic, Cold-blooded, Large Target,
Poisoned Attacks (Troglodon only),
Predatory Fighter (Troglodon only), **Scaly Skin (4+),**
Terror.

Beast Rider: A Troglodon and its Skink Oracle Rider have their own characteristics, but are treated as a single model. If the Troglodon is removed as a casualty, then the Skink Oracle Rider is removed along with it. When moving, the model always uses the Movement characteristic of the Troglodon. The Troglodon and Skink Oracle Rider use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. All hits upon the model are resolved using the Troglodon's Toughness,

Wounds and save. In close combat, enemy models attacking the model compare their Weapon Skill to the Troglodon's Weapon Skill when rolling To Hit. However, we assume the Skink Oracle Rider to be in complete control of the beast, so the Troglodon's Leadership is never used. A Troglodon is treated as a Monster in all other respects, as described in the *Warhammer* rulebook.

Primeval Roar: Once per battle, at the start of any friendly Close Combat phase, a Troglodon can unleash its Primeval Roar. This affects the Troglodon, and all friendly units within 12". All models in these units that have the Predatory Fighter special rule gain an additional Attack on any successful To Hit roll of a 5 or 6 (instead of just a 6) until the end of the phase.

Spit Venom: A Troglodon can spit its venom as a shooting attack with the following profile:

Range	Strength	Special Rules
18"	5	Multiple Wounds (D3) Quick to Fire

UPGRADES:

Divining Rod: A Divining Rod allows its bearer to channel power and dispel dice as if he were a Wizard.



SKINKS

Skittish and quick, Skinks stand out from the rest of the sluggish Lizardmen. They are the mass workforce designed by the Old Ones to perform many different roles, and without them, Lizardmen society would quickly collapse.

Skinks are highly organised and sociable beings that instinctively work well in groups, even being able to coerce other cold-blooded creatures into doing their bidding. Both physically and mentally agile, Skinks are perfectly adapted to ensure the smooth day-to-day running of the temple-cities as well as operating the far-ranging patrols that sweep across the vast jungle continent. Of all the Lizardmen, the Skinks are the most communicative, using their changeable skin tones and crests colours to add subtle inferences to their vocal language, in which they chitter endlessly in high-pitched voices full of clicks, hisses and other curious sounds.

Skinks take up weapons during their many patrols as well as to join the fighting during times of war. As troops, they range between reckless audacity and sudden panic. Their skittish nature makes them much more prone to fleeing than the stoic Saurus. They are typically used in two different types of formation. Most commonly, the Skinks advance before the bulk of the main army, harassing the foe's advance with hails of darts. When massed together in a fighting cohort, the Skinks can bulk out a Lizardmen battle line. This fighting formation becomes considerably more effective when led by a Skink Brave or a Skink Chief, or

when augmented with a number of the enormous Kroxigor. However, the volleys of javelins and darts that the Skinks can unleash are astoundingly dangerous, for they have learned to coat their weapons with lethal toxins distilled from the venomous amphibians, insects and serpents that thrive in the steamy jungle and profuse swamps of Lustria. Employing their natural affinity with water, Skinks look for opportunities to attack their foes from unexpected quarters. Many an enemy has been outflanked by Skinks who navigated what was thought to be an impassable swamp or river.

	M	WS	BS	S	T	W	I	A	Ld
Skink	6	2	3	3	2	1	4	1	5
Skink Brave	6	2	3	3	2	1	4	2	5
Skink Skirmisher	6	2	3	3	2	1	4	1	5
Patrol Leader	6	2	4	3	2	1	4	1	5

TROOP TYPE: Infantry.

SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6+),

Skirmishers (Skink Skirmishers and Patrol Leader only).

Spawn-kin: Skink Cohorts may include a number of Kroxigor as upgrades to form a mixed unit. When a mixed unit deploys or reforms, these Kroxigor must be placed in the unit's second rank, displacing Skink models as necessary to the back rank. When deploying or reforming a mixed unit, the width of the unit's front rank cannot be less than that of its second rank. If no more Kroxigor can fit in the unit's second rank, place the remaining Kroxigor in subsequent ranks. If the unit's front rank is ever reduced so that its width is less than the width of the second rank, a Kroxigor must immediately move to the front rank (displacing rank and file models if necessary).

Whenever you are required to work out the mixed unit's frontage or ranks (and therefore supporting attacks and rank bonus) count as if the footprint of the entire mixed unit was filled with Skinks.

Unless otherwise stated, close combat attacks can only target Kroxigor within a mixed unit if an enemy model is either in base contact with a Kroxigor, or if an enemy model is in base contact with a Skink who is in turn in base contact with a Kroxigor. Stomps and Thunderstomps are always resolved against the Skinks (if all the Skinks are slain, any excess hits are lost). Missile and Impact Hits against a Skink Cohort that contains one or more Kroxigor are randomised by rolling a D6; on a 1-4, the hit is resolved against a Skink, on a 5-6 it is resolved against a Kroxigor. However, if a mixed unit of five or more models is hit by a bolt thrower, the shot always hits the closest non-character model to the bolt thrower. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

Casualties are always taken from the rearmost rank of the appropriate model type. Skink models that are in base contact with a friendly Kroxigor model have the Fear special rule.



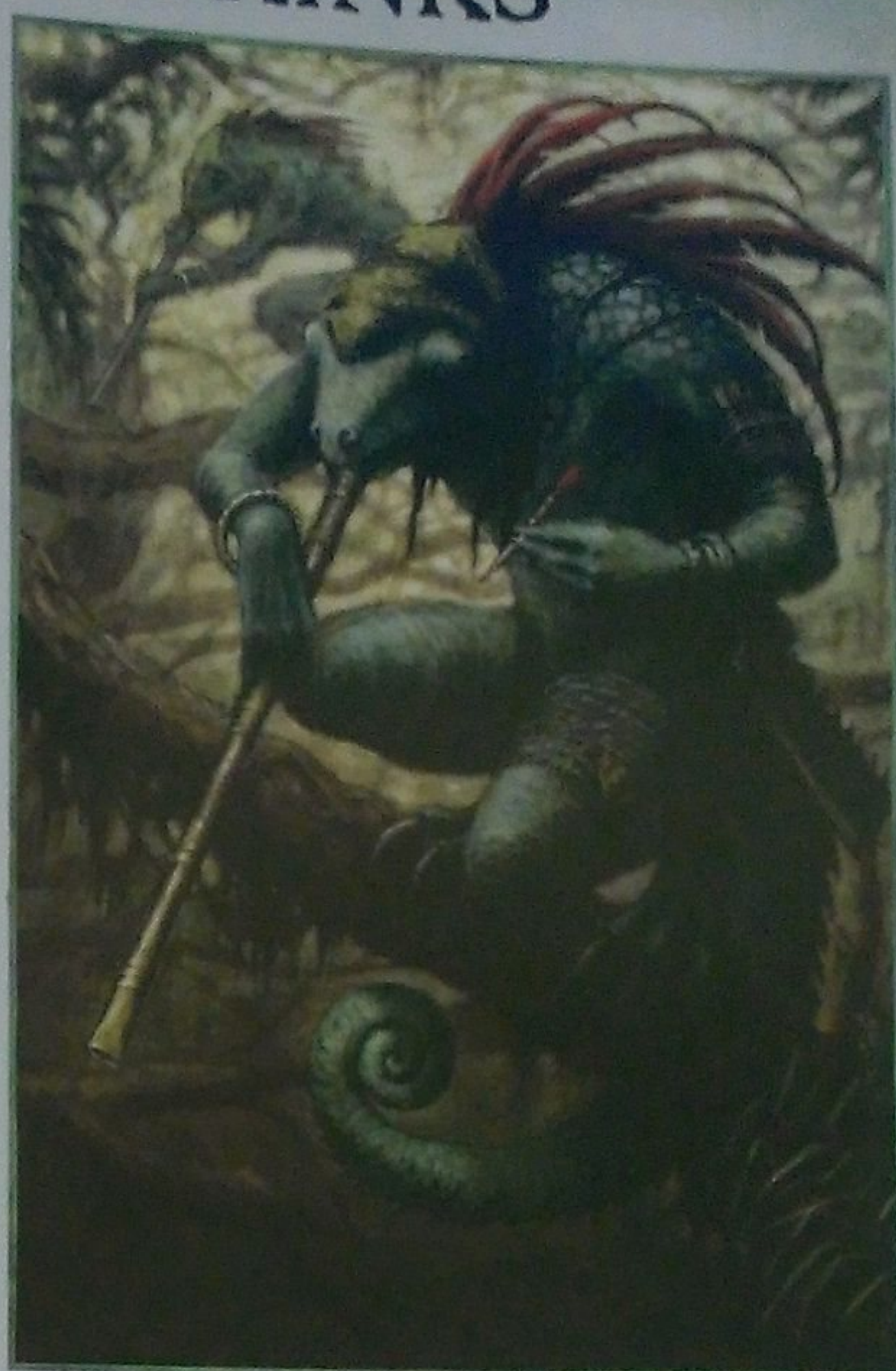
CHAMELEON SKINKS

Beneath the canopy of the jungle, not everything is as it seems. Without warning, invaders are struck by a multitude of whirring darts, a sound not unlike the high pitched buzzing of the incessant Lustrian insects. To the enemy, it seems as if the very jungle itself has come alive, though only blurred shapes can be picked out amongst the vines and leaves. Many panic at the thought of being shot by some invisible threat and fire back blindly into the dense foliage. One by one, their cries fall silent as their bodies slump to the forest floor. When the interlopers are dead and only the sounds of the jungle remain, the shapes shift, revealing the hidden presence of the Chameleon Skinks. So do many foes and invaders fall, their slayers nearby, but unseen.

With skin able to mimic the patterns of their surrounding environment, Chameleon Skinks are able to sneak within a few arms' lengths of their enemies. From their ideal ambush position, the well-camouflaged Skinks will loose a hail of blowpipe darts, each tipped with the venomous secretions of a Lustrian tree frog. The poison is so virulent that it can even boil the foul blood in a Daemon's veins. Chameleon Skinks are exceptionally accurate, able to fire with unerring precision. They are aided by their large, protruding eyes which give them the means to focus on two different things independently, and to achieve all around sight without moving their heads – a vital ability for a creature that stands completely still in order to blend in with its environment. Last, but not least, the Chameleon Skinks' eyes have a telescopic ability, enabling them to zoom their focus upon a target. Even heavily armoured foes are not safe, as the Chameleon Skinks can aim at the more vulnerable joints or thread a shot straight through a miniscule vision slit.

Chameleon Skinks are an unusual spawning that for many ages was thought to have become extinct. They originated exclusively from the sacred spawning pools of Pahuax, a temple-city destroyed soon after the fall of the polar gates, and it was thought that the last of their kind was slain in the battle of Blood Ravine. However, beginning in the Age of Strife, a few haphazard spawnings occurred across Lustria, and in recent years, they have proliferated at rates never before seen. The fact that they have spontaneously begun to spawn again has been interpreted in many different ways by the Skink Priests. It is assumed to be a part of the Old Ones' Great Plan, but whether the proliferation is due to the growing Chaos threat, or because the Old Ones deemed that Chameleon Skinks would be needed for the Lizardmen to once more expand their realm, is mere speculation.

Chameleon Skinks do not dwell within the temple-cities, but instead strike out deep into the Lustrian jungles. Some spawnings roam in groups across the land, while others instinctively guard a home territory – most often a neglected monument long lost to the jungle. From there, they join Skink patrols and stalk rogue beasts when they inadvertently enter sacred grounds. During invasions or times of war, Chameleon Skinks appear at army gatherings, putting themselves at the disposal of the Skink Chiefs. They are often used to scout out the foe, stealthily creeping into a concealed position. Once ensconced in cover, the Chameleon Skinks will unleash death from their blowpipes, and only a determined charge will ever dislodge them.



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

TROOP TYPE: Infantry.

SPECIAL RULES: Aquatic, Cold-blooded, Scaly Skin (6+), Scouts, Skirmishers.

Chameleon: Enemy units shooting at a unit of Chameleon Skinks suffer an additional -1 To Hit. Missile weapons that do not roll To Hit are unaffected.

THE LOST WAAAGH!

Warboss Grak Beastbasha of the Red Snakes tribe was once visited by a vision from Gork (or possibly Mork) that inspired him to lead a horde of more than five thousand sun-crazed Savage Orcs in a march through the jungle to claim the ruins of the temple-city of Itza Chiquita. On their way, they were regularly waylaid, led into the pathway of hunting monsters, and picked off mercilessly by poisoned darts. It took only seven Chameleon Skinks to ensure that not a single greenskin from that formidable horde survived. Such are the dangers of Lustria.

KROXIGOR

Kroxigor are giant crocodilian relatives of the Saurus. They are hulking creatures, their bodies consisting of slabs of rock-hard muscle and their massive jaws bristling with razor-sharp teeth. They move in silence, save for the heavy thumping tread of their feet. When enraged, they unleash their only form of speech – a blood-curdling roar that reverberates across the jungle.

Originally created by the Old Ones as construction slaves, Kroxigor are incredibly strong. Under the guidance of Skink overseers, the Kroxigor accomplish feats of brute strength, such as hauling and placing the massive stone blocks instrumental in the composition of the ziggurat temples. Perhaps due to the tedium of their labours, the Kroxigor were never intended to be mentally agile. They require direction and instinctively obey all instructions from their smaller kin.

During times of war, units of Kroxigor are used as shock troops to batter enemy battle lines. Kroxigor do not always fight by themselves, however. Skinks tend to swarm around the Kroxigor, encouraged by the awesome power of these mighty creatures. They form up around the trunk-like legs of the Kroxigor, which tower above them. For their part, the Kroxigor are likewise attracted to masses of Skinks, as their high-pitched sounds and energetic movements stimulate their own energy and fuel their own battle rage. In combat, such formations prove unusually effective, with the Skinks able to pepper foes with poison-tipped javelins before

crashing headlong into combat. There, the Skinks provide innumerable fast jabs and their skittish nature is curtailed somewhat by the large presence amongst them. In turn, they are backed up by the crushing power provided by the mighty Kroxigor. Because of their massive frames, the Kroxigor can easily reach over any intervening Skinks, allowing the reptilian giants to pulp more than their share of any foe.

While Kroxigor are quite able to rip a man apart with their bare hands, to enhance their destructive potential, Skinks will supply them with weapons. Each ornate club is taller than a Saurus Warrior and requires a dozen Skinks to lift. The Kroxigor swing these massive, death-dealing instruments with ease, able to splatter a man-sized creature beyond all recognition with a weighty blow that can shatter stone. Once the fighting has stopped, however, it is not uncommon for Kroxigor to simply drop their weapons and continue with another appointed task. They were not made for remembering details for any length of time, and for this reason, some Skinks will secure the weapons to the Kroxigor itself, using lengths of bronze chain. Even the most forgetful beast will therefore drag his weapon along behind him to the next engagement.

An infrequent spawning, it is rare for more than a handful of Kroxigor to enter the world at the same time. They emerge from the same spawning pools as the Skinks, which may go some way to explain why the two species share another common affinity; like Skinks, Kroxigor are very at home in the water – able to move at speed through waterways or swamps. Between tasks, Kroxigor prefer to submerge themselves in waterholes, leaving only the tops of their heads visible. In this way, not only do the beasts cool off, but they have a chance of surprising their next meal.



	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

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Aquatic, Cold-blooded, Fear, Predatory Fighter, Sealy Skin (4+).

NAKAI – THE WANDERER

The ancient Kroxigor known as Nakai the Wanderer is a revered creature, regarded by Skink Priests as a powerful jungle-spirit made manifest. Nakai is a mighty protector of the Lizardmen and can appear anywhere during times of need. He famously appeared at the Defence of Itza, wreaked havoc at the Red Fields and was recently reported at the Great Reckoning. His presence is a tangible portent that a battle of great import is about to take place. In the aftermath of such major events, the Skink Priests treat Nakai with deference, adorning his massive, battle-scarred body with ceremonial tokens. Over the millennia of victories, Nakai has become quite festooned with such golden tributes.



JUNGLE SWARMS

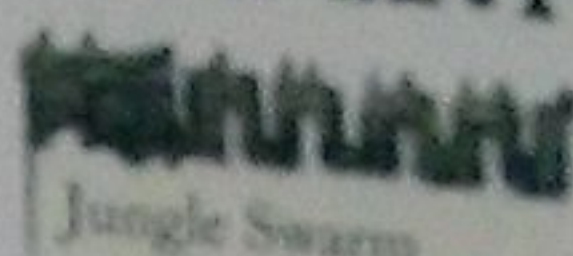
The ruins, deserts and primordial jungles of Lustria crawl with all manner of life forms, most of which have never been seen outside of their home continent. Although small in size when compared to the apex predators – the thundering reptilian titans that crash through the underbrush – in many ways they are no less deadly. To catch prey and defend themselves in this perilous environment, many of these creatures are highly venomous.

Every step an invader takes is potentially his last. While hacking a path through the dense foliage, it is all too easy to step within range of a coiled serpent, to tread upon a camouflaged tiguana or to walk unawares beneath a hanging vypervine. Scuttling huntipedes, spine-encrusted hyenadons or the blue-ringed asp have venom that can kill a man-sized victim before he can stagger more than a few steps. In other, more hospitable lands, finding such miniscule menaces in his boots or crawling upon his bedroll is a mere inconvenience for a traveller. In Lustria, however, it is likely the last thing he will see, as the creature's bite or sting sends him into twitching paralysis or heart-bursting fits of agony.

When threatened by invaders or when amassing an army to march on distant lands, a Skink Priest will call unto himself one of the jungle swarms. What crawls, creeps and slithers forth is mind-boggling for warmbloods to behold – a living carpet of creatures that moves in a writhing mass. In battle, they wash around the legs of a foe in a wave, hissing, spitting and plunging sharp fangs into unprotected flesh. The smallest of their kind can slip between even the slightest crack or armoured joint to deliver a mortal sting. Those who scream out in pain find even their open mouths are targeted by the swarm. Only the boldest of foes will dare wade through such a sea of venomous creatures.

Serpents play a large role in these great swarms, and more of their slithering kind can be found in Lustria than anywhere else in the world. There are a multitude of immense specimens, such as the great Amaxon swamp python – a constricting predator that could wrap itself around a Bretonnian sailing galleon and splinter its hull. Far more common, however, are smaller serpents – endless varieties of vipers, ridgebacks, hooded bloodcobras and more. There are parasitic snakes that inject smaller serpents into their prey's bloodstream, and those that die from such twitching horrors suffer a particularly gruesome fate. The borer snakes will tunnel red holes into their quarry, only biting once they are inside their victim. There are electric snakes, whiplash serpents and vipers whose bite is so lethal that it causes blood to boil and brains to melt. Even the largest creatures of Lustria watch where they tread.

When Skink Priests invoke the favour of Sotek, calling to his children with blood offerings, snakes appear as if by magic – arriving in the same numbers in which they accept sacrifices in the snake pits found in the heart of every one of Sotek's temples. They seem to writhe straight up from the depths below, wriggling to do the Skink's bidding. Through these sacrifices, the Skink Priests are given dominion over the serpents, and through them Sotek's will is channelled. So might the rightful vengeance of the Serpent God be exacted upon the evils of the world.



Jungle Swarm

M	WS	BS	S	T	W	I	A	LD
5	3	0	2	2	3	1	1	10

TROOP TYPE: Swarm.

SPECIAL RULES: Aquatic, Cold-blooded, Poisoned Attacks.

They're Everywhere! Whilst an enemy unit is in base contact with one or more Jungle Swarms, all close combat attacks directed against the enemy have the Poisoned Attack special rule.

SPAWNING POOLS

Lizardmen do not reproduce, give birth or parent young in any conventional sense. Instead, entire generations – or 'brothers from the same water' – emerge, fully formed from spawning pools. There are spawning pools beneath each temple-city, their dark waters stretching deep below into vast caverns. Most spawnings are predicted on sacred plaques, while others occur without warning – events treated as holy portents of great significance. Spawning pools are sacred places to Lizardmen, and they will protect the weirdly glowing liquid with their lives.



TERRADON RIDERS

Terradons are large flying reptiles that have haunted the skies above Lustria since the most ancient ages of the world. They are dangerous predators with sharp talons and pointed beaks that are filled with needle-like teeth. Many creatures fear to see the ominous shadow of their wide wingspan or to hear the shrill and piercing cries of their hunting packs.

Terradons dwell in high crags and atop the jungle canopy, hundreds of metres above the ground. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot potential prey at great distances. They will attack anything man-sized or smaller, and are known to swoop down and snatch their victims before finding a perch where they can leisurely pull their prey apart and feed. Their huge, leathery wings can propel them at great velocity, and they are surprisingly agile, able to fly at full speed through the thick jungle, avoiding branches, vines and trees. While hunting, Terradons often glide – hanging in the air upon the steamy, hot thermals that rise from the jungle. They can remain airborne for days on end, but will plummet earthwards upon seeing even the least movement of potential prey.

Skinks have mastered the art of riding Terradons by capturing Terradon hatchlings young enough that the beasts bond with their future riders – no easy matter considering the height and precariousness of Terradon lairs. There is a great demand for these Terradon Riders as messengers and scouts, and they are exceptionally useful in battle. There, they streak

ahead of the main Lizardmen force, the Skinks clinging to the flying reptiles' backs, launching poison-tipped javelins and slinging deadly fireleech bolas. Veteran riders, known as Sky Leaders, know to harass larger units, whittling them down in size before flying into combat to finish them off.

Terradons are known to snatch eggs from the nest-lairs of number of Lustria's gigantic creatures. Some of these eggs bear shells so thick that not even determined sledgehammer blows can break them. This does not stop the Terradon, however, as it simply grasps the egg with its talons and soars, dropping it from on high. The Skinks have exploited this instinct in battle by training their Terradons to glide over the enemy while clutching a rock in their talons. From far above, the Skink rider will survey the battlefield and choose a target. On the Skink's signal, the Terradon will release its burden. With the momentum of its fall, a single such boulder can cause horrific damage, but an entire unit can unload a barrage – a veritable avalanche of death from the sky that wreaks blood-splattered devastation upon the foe. The Skinks have improved the accuracy of these natural bombs by installing chains into specially crafted spheres of masonry which are easier for the Terradons to grip and are inscribed with ancient glyphs of fortune and devastation.



	M	WS	BS	S	T	W	I	A	LD
Terradon Rider	6	2	3	3	2	1	4	1	5
Sky Leader	6	2	4	3	2	1	4	1	5
Terradon	2	3	0	4	3	2	2	1	1

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: Cold-blooded, Fear, Flying Cavalry, Forest Strider, Scaly Skin (6+).

Drop Rocks: Once per game, during the Remaining Movement sub-phase, models with this special rule may drop rocks unless they are fleeing or have declared a charge that turn. All models in a unit must drop rocks at the same time.

To drop rocks, select one unengaged enemy unit that the Terradons moved over in that turn. That target immediately suffers D3 Strength 4 hits for each Terradon in the unit, distributed as for shooting attacks.

UPGRADES:

Fireleech Bolas: The swamp-filled lowlands of Lustria are haunted by the fireleech – a bloodsucker that secretes a slime so volatile that when taken out of its watery abode, it quickly catches fire. The Skinks have learned to make fireleech bolas – hooking the creatures at the end of stout leather cords and whirling them overhead to gain momentum before hurling the flaming apparatus to burn their prey.

Range	Strength	Special Rules
6"	4	Flaming Attacks, Quick to Fire



RIPPERDACTYL RIDERS

For sheer aggression, Ripperdactyls are in a class by themselves. Though Skinks found training Terradons relatively easy, turning Ripperdactyls into sky mounts proved far more difficult. To such a vicious creature, Skinks are little more than a meal to be snatched up, snipped in two by a razor-sharp beak and then gulped down. Even if a Ripperdactyl is not hungry, it will still kill – for the act of slaughter provides it far more satisfaction than mere food. If Skinks are prone to twitching at shadows passing overhead, the Ripperdactyl is a common reason why.

Able to knife through the air on rippling, membranous wings of taut muscle fibre, the Ripperdactyls are enormous flying lizards that soar in small packs above Lustria, riding thermals until their incredibly sharp eyesight spots movement. For the Ripperdactyl, where there is movement, there is prey, for anything that moves is a viable target. Using wedge-tipped tails to aid manoeuvres, Ripperdactyls fold their wings upon themselves and plummet. Led by the most ferocious of their kind, the Ripperdactyls hurtle downwards like missiles, smashing into their foe with incredible velocity. Those lucky enough to have witnessed a Ripperdactyl attack and survived have likened their assaults to the feeding frenzies of the deadly ripperfish – a hurricane of slashing claws and stabbing beaks. Flocks have been known to swoop down upon beasts as large as Colossadons, leaving scant moments later when the carcass is picked clean of the tastiest morsels. Being such voracious hunters, they do not strip their kills to the bone – instead eating only the choicest bits before seeking new prey.

While sustaining many losses, Skinks learned that hatched Ripperdactyls could not be trained. Even stolen eggs were problematic, as upon cracking its shell, the claw-winged creature inside attacked the first thing it saw. If the Skink survived, there was a chance the beast might bond to him, although such things took much time and many scars. After about a year, if the Ripperdactyl had not yet eaten the Skink, it accepted him as its master.

The Skinks who survive bonding with their Ripperdactyls are bold warriors, the most elite of their small kind. Once mounted atop a Ripperdactyl, they forgo javelins and blowpipes, for the blood-hungry beasts they ride cannot be stopped from plunging down upon foes. Instead, they arm for close combat, donning ceremonial helmets and carrying shields and long spears. Led by their Brave, each fights with aggressive skill, but they pale in comparison to their mount. The razor-sharp talons of a Ripperdactyl can decapitate foes – their furious attacks often leaving a ring of strewn innards and lopped-off limbs behind them.

Although Ripperdactyls are merciless killers, eager to devour anything that moves, there is one foe that they target above all others. The Lustrian blot toad, the largest member of the barking toad family, is a noxious beast, known to invade the cliff-side lairs of Ripperdactyls. Even a single such toad produces an odour almost unendurable to cold-blooded creatures. When gathered in numbers, they release enough foul swamp gas to drive off a hungry Carnosaur. For reasons unknown, the favourite food of blot toads is Ripperdactyl eggs. Naturally, Ripperdactyls seek out such beasts, destroying any they find with extreme prejudice. Skinks have learned

that by covertly planting a single such toad upon an enemy unit, the diminutive riders can target who is most likely to bear the brunt of the Ripperdactyls' screeching fury.

	M	WS	BS	S	T	W	I	A	Ld
Ripperdactyl Rider	6	2	3	3	2	1	4	1	5
Ripperdactyl Brave	6	2	3	3	2	1	4	2	5
Ripperdactyl	2	3	0	4	3	2	3	2	3

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES:

Armour Piercing (Ripperdactyl only), **Cold-blooded**, **Fear**, **Flying Cavalry**, **Frenzy** (Ripperdactyl only), **Killing Blow** (Ripperdactyl only), **Scaly Skin** (6+).

Toad Rage: Before the game starts, but after Scouts have been deployed, a Lustrian blot toad marker can be placed for each unit of Ripperdactyl Riders in your army. A single blot toad marker can be placed on any enemy unit on the tabletop, this marker remains throughout the battle.

When fighting in close combat against a unit with a blot toad marker, the Ripperdactyl's Frenzy grants it D3+1 extra Attacks, instead of just 1 (roll once for the whole unit) and the Ripperdactyls re-roll all failed To Hit rolls.

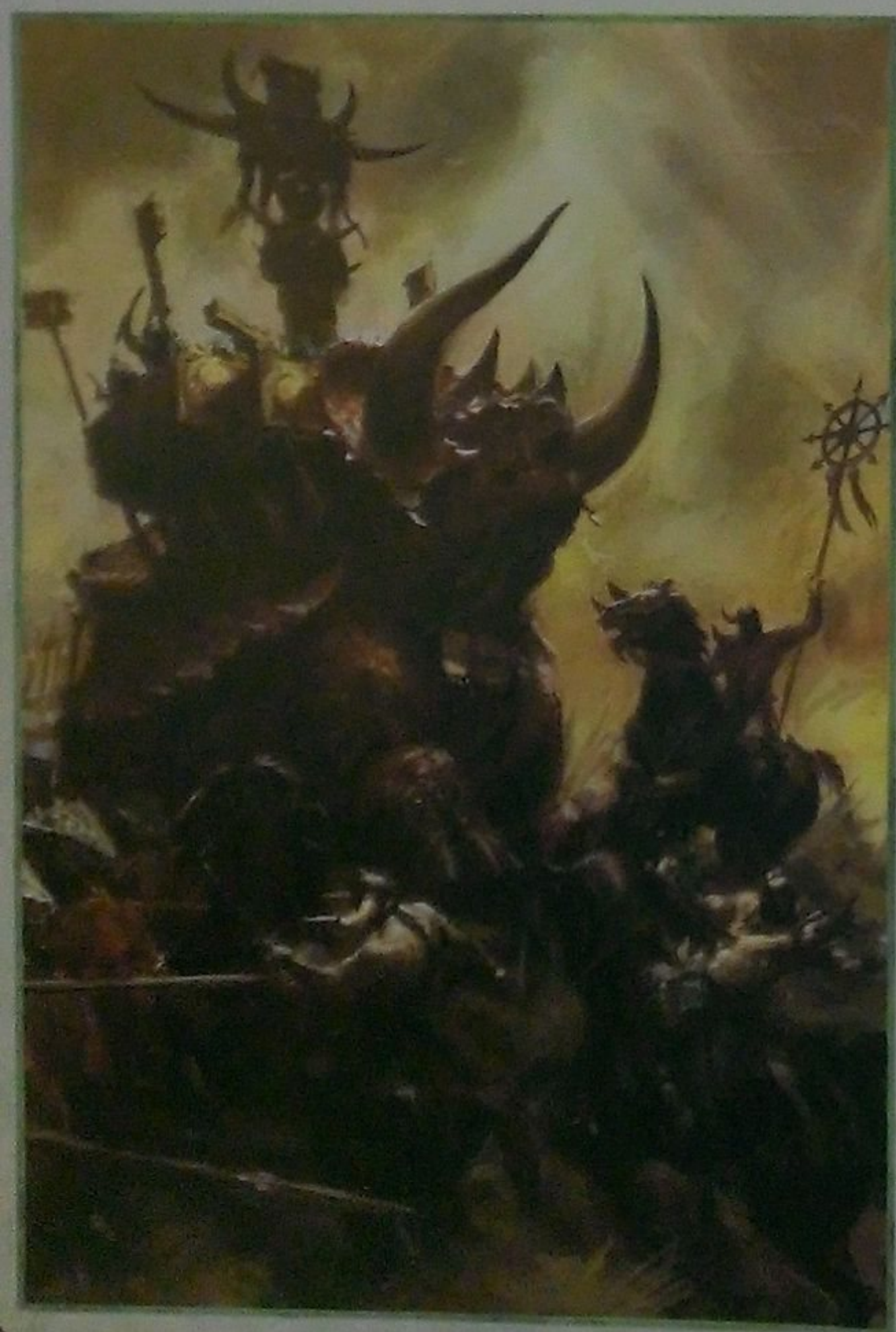


STEGADONS

Stegadons are mighty beasts that have dwelt within the primeval jungles since long before the coming of the Old Ones. They are bulky creatures whose heads are covered by armoured crests, out of which project massive horns. With bony scales and spikes shielding their bodies, there are few predators that dare challenge them.

Stegadons will feed upon almost anything they come across – devouring lush vegetation or the flesh of any creature foolish enough to get in their way. It takes great quantities of food to sustain such behemoths, and they grow so large and heavy that their footsteps have been known to split stone. Territorial and highly aggressive, Stegadons will charge any creature that intrudes upon their habitat. Other creatures stay well clear of these herds, for fear of being trampled or gored. Even the Lustrian jungle appears to part for their formidable girth; trees are smashed to splinters or swatted aside as the Stegaddon stomps through even the densest foliage. It is said that the only beast in all of Lustria that can make a Stegaddon alter its course is the colossal Thunder Lizard, although a bull Stegaddon sufficiently riled might well offer challenge, and in its fury may even drive the enemy off.

Since the earliest days, the Lizardmen have used Stegadons as beasts of burden, to smash roadways through the jungle and to drag huge blocks of stone to build temples. They are also used for devastating shock attacks in times of war, and to add serious fighting heft to far-ranging ground patrols.



These creatures are reared by teams of Skinks who stay with them throughout their lifetimes, and the Stegadons grow to become very protective of those Skinks they have known since their days as hatchlings. Large howdahs are attached to the beasts' backs, and from this protected vantage point, the Skinks can hurl a storm of poison-tipped javelins in battle and fire huge arrows from the mounted great bows known to the Skinks as 'Sotek's Curse'.

On the attack, a Stegaddon lowers its horned head and charges into combat. For all its awesome bulk, the Stegaddon's short but powerful legs can drive it forward at such a pace that its momentum is nothing short of devastating. Foes not slain outright by the impact of its charge are crushed to bloody pulps by its sheer bulk or speared upon the ends of one the Stegaddon's imposing spikes.

ANCIENT STEGADONS

The eldest Stegadons have grown yet thicker hides and they are the strongest of their kind. Over the ages, some of their fiery temper has cooled and, as they often outlive their Skink crews, they gradually become more accepting of new handlers. Each new team honours their beast and the elder Stegadons are widely venerated. Many crews will hammer bronze or gold plates covered with glyphs into their gnarled hide, more to mark a beast's status than to provide additional protection. Likewise, on the eldest of beasts, reinforced masks are set over the creature's headcrest, and ornamental bracelets or sharp metal tips are commonly seen to cover its horns. Ancient Stegadons frequently carry fearsome blowpipes in their fighting howdahs. Each fires a cluster of darts that separates in flight to create a hail of poisoned death. It is for good reason that the Skinks name these fearsome weapons 'Sotek's Sting'.

The most revered of Ancient Stegadons are judged to have sufficient strength and the right temperament to carry the archaic artefacts known as the Engines of the Gods. If the Lizardmen ever had the knowledge of how these ancient wonders worked, they lost it long ago. However, they do know how to activate them – when the glyphs are touched in the right order, the device thrums with arcane energies. The Engine of the Gods has mysterious powers that can protect nearby Lizardmen or send rays to smite their foes. Even the Winds of Magic can be better siphoned to aid the casting of spells in the presence of such a potent apparatus. Only a handful of the Engines exist, and they are hidden away in temple vaults and only rarely brought forth. They often serve as war mounts for Skink Priests of great importance, and are used to anchor a battle line.

The first to utilise the Engines of the Gods was Tehenhauin, the Prophet of Sotek. At the height of the Siege of Quetzal, Tehenhauin led his disciples into the surrounding jungle. They returned three days later, the entire group riding upon Ancient Stegadons that bore Engines of the Gods, and used them to destroy the ratmen. Since that time, the Engines of the Gods have been brought forth only when they are needed most, for each is an instrument of the Old Ones' power, and the loss of a single one might irredeemably jeopardise the Great Plan of the Lizardmen's long-gone creator gods.

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

TROOP TYPE: Monster.

SPECIAL RULES: Cold-blooded, Immune to Psychology, Impact Hits (D6+1), Large Target, Sealy Skin (4+) (Stegadon only), Sealy Skin (3+) (Ancient Stegadon only), Stubborn, Terror.

Howdah Crew: A monster with this rule is ridden by a number of Skink Crew. The monster and its howdah crew have their own characteristics, but are treated as a single model. The model always uses the Movement characteristic of the monster. The monster and the Skink Crew use their own Weapon Skill, Strength, Initiative, and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. The crew use their own Ballistic Skill when making shooting attacks. All hits upon the model are resolved using the monster's Toughness, Wounds, and save. In combat, enemy models compare their Weapon Skill to the monster's Weapon Skill when rolling To Hit. Apart from these exceptions, a model with this special rule is treated as a monster in all respects, as described in the Warhammer rulebook.

Either a Stegadon or an Ancient Stegadon can be taken as a ridden monster for a Skink Chief or Skink Priest who replaces one of the Skink Crew. In this case, shooting attacks against it will hit the monster on the D6 roll of a 1-4, and the character on a roll of 5-6, as normal. Additionally, should the character be slain, there is no need to roll on the Monster Reaction table.

EQUIPMENT:

Giant Bow: A Stegadon's Skink Crew fire huge arrows from a giant, howdah-mounted bow.

Instead of firing another missile weapon in the Shooting phase, one of the Skink Crew may fire the giant bow. This is a bolt thrower with the profile given below. The giant bow can be fired if the Stegadon moves (but not if it marches).

Range	Strength	Special Rules
36"	5	Multiple Wounds (D3), Poisoned Attacks

Armour saves are not permitted against Wounds caused by a giant bow. If the giant bow rolls a 6 To Hit, only the first model hit is wounded automatically. If that model is slain then roll To Wound the next as normal.

Giant Blowpipe: Two giant blowpipes are affixed to an Ancient Stegadon's howdah.

Instead of firing another missile weapon in the Shooting phase, up to two Skink Crew may each fire a single giant blowpipe.

Range	Strength	Special Rules
18"	3	Multiple Shots (2D6), Poisoned Attacks

Engine of the Gods: An Engine of the Gods is a mysterious but powerful arcane artefact of the Old Ones.

An Engine of the Gods confers the following special rules:

Arcane Configuration: If you have one or more Engines of the Gods on the battlefield at the start of your Magic phase, select one of the eight Lores of Battle Magic from the Warhammer rulebook. Until the start of your next Magic phase, the casting values for all spells from the selected lore are reduced by 1 (to a minimum of 3).

Burning Alignment: As the Engine comes into alignment, magical power is unleashed to scour the enemy.

Innate bound spell (power level 3). Burning Alignment is a direct damage spell that targets every enemy unit within 4D6". Each target suffers D6 Strength 4 hits with the Flaming Attacks special rule, distributed as for shooting.

Portent of Warding: The Ancient Stegadon and all friendly units within 6" have a 6+ ward save.

UPGRADES:

Unstoppable Stampede: A model with this upgrade has the Devastating Charge special rule.

Sharpened Horns: If a model has this upgrade, its Impact Hits have the Multiple Wounds (D3) special rule.

THE THUNDEROUS HERDS

Stegadons roam throughout the Lustrian continent in herds ranging in size from a handful of related beasts to great migrations of many thousands. Some of these groupings have distinctive colours and markings, such as the tan striped beasts that dominate the cracked earth of the Huahuan deserts, or the green-spotted Stegadons that live in the hidden Gwangee Valley.

Most Stegadons, however, vary in colouration, ranging from pale blue-greys to rich greens, browns and reds. As the bony plates that cover their thick hides age, they become much harder as well as lighter in colour. Young Stegadons can be quite brightly coloured, and those within a few decades of having hatched are often heavily mottled or otherwise camouflaged. As the monstrous reptiles grow older, they usually lose some of these contrasting patterns and become more evenly coloured. This is not always the case, however, as shown by the brilliant diamond-backed patterns exhibited by some Stegadons of the Piranha Swamps – notorious beasts that can wallow in the deepest swamp channels, where they lie hidden in ambush.

Older Stegadons, particularly the largest bulls, leave their herds and strike out on their own. Such rogues establish farther-ranging territories, and challenge any of their kind that dares trespass. These head-clashing bouts can last for days and can flatten swathes of jungle. It is not unknown for striking and colourful markings to appear on the crests of these elder beasts, signalling that these are the most powerful of their kind.

SALAMANDER HUNTING PACKS

Salamanders are giant, predatory creatures that stalk the swamplands and estuaries of Lustria's jungles. Propelled by four thickly muscled legs and a powerful tail, they are swift-moving creatures whether on land or in water. Salamanders are voracious hunters, and their favoured method of catching prey is to swiftly close the distance, moving through underbrush or even submerged under water. Once within range, they launch a burst of highly corrosive liquid from their gullets, a substance so volatile that it bursts into flames upon contact with the air. The burning pitch-like substance sticks to victims, burning them alive, whilst already beginning the digestive process. The creature's neck-frills and back sails provide a cooling mechanism, ensuring the cold-blooded creature does not expire from the heat generated within its own body.

It is difficult to catch and train a Salamander, but Skinks known as Handlers manage to do so. Using sharp-tipped jabbing spears, Skink Handlers goad Salamanders into position, and then prod them until they are angry enough to spit flames. Although sometimes employed by Skink artisans to fire kilns, the Salamanders are most often used in warfare. Poking a beast as violent as a Salamander is a hazardous task, and over the course of their duties many Skink Handlers are eaten or covered in flaming bile themselves.

On the battlefield, Salamander Hunting Packs often cover the army's flanks. Skink Handlers attempt to move their

beast into a clear firing position, a difficult task as the Salamander often wishes to charge straight forwards into combat. If the Handlers line it up correctly, they can coerce a Salamander to spout its flame upon the foe, before allowing the creature to finish the job with tooth and claw.

The Skinks have learned that Salamanders are particularly effective at burning foes out of fortifications. The burning liquid splashes through embrasures to burn alive any within. So were the wooden palisades of the Norse colonies destroyed, and defenders removed from the towers of the beached Black Ark, the *Umbra! Tide*.

	M	WS	BS	S	T	W	I	A	LD
Salamander	6	3	3	5	4	3	4	2	4
Skink Handler	6	2	3	3	2	1	4	1	5

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Aquatic, Cold-blooded, Fear, Scaly Skin (5+), Skirmishers.

Hunting Pack: A unit with this special rule consists of a number of monstrous beasts and infantry handlers. Although they are monstrous beasts and not monsters, they follow all the rules for Monsters and Handlers, as described in the *Warhammer* rulebook. If the unit needs to take a Monster Reaction test, the result applies to all remaining monstrous beasts. Characters may not join a unit with this special rule.

Spout Flames: Spout Flames is a shooting attack; all Salamanders in the pack must shoot towards the same target. Spout Flames is fired using the same rules as a fire thrower, but with the profile and differences given below:

A Salamander can Spout Flames if it moves, but not if it marches. If the artillery dice result is a misfire, no shots are fired and D3 Skink Handlers are removed as the Salamander eats them!

Range	Strength	Special Rules
n/a	4	Flaming Attacks, Slow to Fire

THE BATTLE OF THE UMBRAL TIDE

The raiding army of Dark Elves aboard the *Umbra! Tide*, a notorious Black Ark of the Naggaroth fleet, was surprised in the Black Way by a Lizardmen army. Beached by powerful spells, the city-sized ship was swarmed over by Skinks, Krozigor and Salamander Hunting Packs that rose out of the water to clamber aboard. Although the ship's many towers launched flights of quarrels, the flame-spouts of the Salamanders soon silenced them, save for the cries of the hopelessly burned. Not a single Dark Elf survived and the ship's massive hull remains, sticking out of the mudbanks, as a skeletal reminder of the fate of those who dare enter Lustria.



RAZORDON HUNTING PACKS

Barbed Razordons are covered with a profusion of great spines – hardened spikes made of bone that project menacingly out of their bodies. As a defensive protection, his razor-sharp body armour serves to deter all but the most determined of creatures, and even the most monstrous of Lustria's many apex predators will think twice before attacking a Razordon. The Razordon's spines are not only a deterrent, however, they are also a deadly offensive weapon. By way of powerful muscle spasms, Razordons can discharge their spines, shooting them outwards in a deadly hail.

Razordons are most commonly found in swampy regions or tidal basins, and more of their number are concentrated around the Amaxon Basin than anywhere else in Lustria. There, in the overgrown backwaters, the favoured prey of Razordons can be found in great profusion. Razordons feed on any of the enormous winged insects that plague the moist swampy air in droning clouds so dense that they blot out the noonday sun. Without wings, it is not easy to hunt such quick-flying quarry, but the Razordon has developed its own unique way. It first slinks within range by crouching low and advancing through the high rushes, or by submerging itself in the water so that only its eyes and nostrils poke above the floating algae of the foetid marshes. When a good-sized insect drones by, the Razordon will fire volleys of its spikes into the air, hoping to impale and bring down its prey. Even clipping its target is enough to bring it near the ground, where the Razordon's long claws and ragged, sharp teeth are more than enough to finish off any insect, no matter how large. While any of the plethora of insect types will do, all Razordons consider the horse-sized stegawasps or blood-draining sabreflies special delicacies.

In much the same manner as the Salamander, Skinks capture and train Razordons, although the spiky beasts have no domestic uses and are used exclusively on patrols or at war. Goaded such a creature to shoot its darts is a simple, if somewhat risky operation: the Skink Handlers prod the Razordon with the sharp end of a spear, and then duck. As Razordons are mean-spirited creatures, it is not unusual for an occasional dart to be fired towards the Skink Handlers rather than the targets they would have chosen.

The Lizardmen use Razordons as living pieces of artillery, driving them towards enemy battle lines, all the while encouraging the beasts to fire a steady rain of spines into enemy ranks. A single dart can be deadly, as it is shot out with enough force to splinter a shield, or punch a hole clean through a man's body. However, even a creature that is hit by a Razordon spine and survives is still in danger. Each spine has tiny barbs that ensure that pulling it out inflicts even greater injury and loss of blood.

Should a foe be so foolhardy as to charge a Razordon, the spiky reptile has developed a fearsomely devastating reaction – flexing its scaly hide to blast forth a formidable volley. Those attackers fortunate enough to make it past the wall of darts fired at them find themselves met by the snarling Razordon. During the Battle for the Lost Plaque at Lacoussaint, Razordon Hunting Packs were massed together into a large formation and managed to stop cold a formation of charging Bretonnian knights, slaughtering them to a man.



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

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Aquatic, Cold-blooded, Fear, Hunting Pack (see page 46), Scaly Skin (5+), Skirmishers.

Instinctive Defence: If charged, a Razordon Hunting Pack must Stand and Shoot if it is able to do so. However, when calculating the number of shots fired, each Razordon can re-roll the artillery dice.

Shoot Barbs: Shoot Barbs is a shooting attack; all Razordons in the pack must shoot at the same target. Shoot Barbs is fired using the same rules as a cannon firing grapeshot, but with the profile and differences given below:

A Razordon can Shoot Barbs if it moves, but not if it marches. If the artillery dice result is a misfire, no shots are fired and D3 Skink Handlers are removed as the Razordon eats them!

Range	Strength	Special Rules
18"	4	Quick to Fire

BASTILADONS

Known to the Skinks as the Bastiladon, this hulking quadruped is perhaps the most heavily armoured beast in Lustria. It is a walking fortress, a living bastion covered in a rock-hard bony skin, and then further protected by massive iron-like plates – a natural armour so dense that it can, sometimes, thwart the bite of the mighty Carnosaur. Even those blows that crack the outermost armour plates cannot penetrate deeply into the beast due to the Bastiladon's alternating layers of thick leathery skin and additional scales.

In combat, the Bastiladon attempts to stomp lesser creatures with its enormous clawed limbs, driving their bodies deep into the ground. While its incredible bulk never allows it to build up a thunderous impact like that of a Stegadon, the Bastiladon is still a formidable fighter. Its hawkish beak delivers bites that can cleave a full-grown bola-bola tree in two. The Bastiladon's best weapon, however, is on the end of its long and heavily muscled tail – a massive knot of compacted bone covered over with armoured plates. This mace-like protrusion can be swung with such devastating momentum that it can shatter granite or pulverise man-sized opponents, leaving only blood-splattered craters to mark where they once stood. Even the largest of creatures must respect this bone-breaking bludgeon.

Because of its nigh impenetrable armour, there are few predators in Lustria that will dare to attack a Bastiladon. Such formidable protection, however, does come at a cost,

for the Bastiladon is a lumbering and ponderous creature, slowed down by its own dense weight. The largest threat to a Bastiladon comes not from the prowling gargantuan carnivores, but rather the quicksand and boggy mud that can be found throughout the steamy jungles. Even on solid ground, the heavy tread of the armoured beast leaves deep prints, and should one wander too deeply into a swampy area it can all too easily become hopelessly mired. This is exactly how the Skinks have come to trap Bastiladons – using all their wits to subjugate and then train the beasts.

When ridden to war, the Bastiladons carry with them some of the treasured weapons of the temple-cities. Their incredibly thick and armoured hides allow them to carry devices which other beasts, even the revered Stegadon, steadfastly refuse. These revered and holy objects are mounted upon the great beast's back so that they might be activated to smite any who dare set foot in sacred Lustria.

For example, the Ark of Sotek, or Twin-headed Ark, is a device that was first used in the Skaven Wars by the order of Tehenhauin himself. It is a sacred stone artefact lifted upon the Bastiladon's armoured back. In appearance, it is a stone basin engraved with symbols venerating Sotek. As the Bastiladon pounds towards its enemies, the Skink crew activate these glyphs and, perhaps most importantly, rake the coals beneath. From out of the Ark's sacred confines pour forth an endless supply of serpents, blessed by Sotek





(or at least enraged by the heat) and eager to attack the nearest foe. While some beasts would understandably balk at the multitude of snakes, it is the red-hot coals that cause creatures to refuse to carry this sacred device. Such is the thickness of a Bastiladon's armour, however, that it does not even notice the blazing fires stoked on its very back.

Like many Lizardmen devices, the apparatus at first seems to be quite simple, but the magic is twofold. Firstly, by Sotek's blessings, the enraged serpents swarm out and strike at those nearby; yet, miraculously, the snakes only ever attack the enemies of the Lizardmen. The second inexplicable thing, although few foes ever live long enough to realise it, is that the Ark never runs out of snakes. Whether they are summoned from the surrounding flora or created by eldritch means is irrelevant; the serpents continue to issue forth, like water from a well. So many vipers, asps, and snakes of all kinds writhe near the Ark that those swarms of diminutive reptiles accompanying the Lizardmen army grow ever larger in its presence.



Upon need, the eldritch and inexplicable artefact known as a Solar Engine is taken from its secure chamber deep within the confines of a pyramid-temple and manoeuvred onto a Bastiladon's carapace. Skink Priests declare that the Bastiladon is favoured by Chotec – the Lord of the Sun – and that this creature alone is worthy to carry the Solar Engine. Whether this is true, or if the hoary Bastiladon is simply the only jungle creature that will bear the super-heated device upon its back, is unknown. When activated, the arcane machine radiates invigorating rays that stir nearby reptilian creatures to energetic new heights of action and violence. When the attending Skink crew intone the correct blessings to Chotec, the Solar Engine also blasts forth a beam of intense heat, which burns the foe like the condensed rays of the sun itself.

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

TROOP TYPE: Monster.

SPECIAL RULES:

Always Strikes Last (Bastiladon only), **Cold-blooded**, **Howdah Crew** (see page 45), **Large Target**, **Scaly Skin (2+)**, **Terror**.

Impervious Defence: For the purposes of calculating combat result bonuses, a Bastiladon counts as having no flanks or rear.

Thunderous Bludgeon: Before rolling To Hit, nominate one of the Bastiladon's Attacks as the Thunderous Bludgeon (a different coloured dice works best). This Attack is resolved at Strength 10 and receives a +1 To Hit bonus against models in the creature's rear arc.

EQUIPMENT:

Ark of Sotek: At the end of each friendly turn, nominate a Jungle Swarm unit within 6" of each Bastiladon with an Ark of Sotek and roll a D6. On a 4+, add one base to the Jungle Swarm unit. This can take the Jungle Swarm unit beyond its starting size. If the base cannot be placed (because there isn't enough room, or you don't have sufficient models), it is lost. In addition, the Ark of Sotek has a special shooting attack, with the profile and rules below:

Range	Strength	Special Rules
D6"	2	See below

The Ark of Sotek can be activated in any friendly Shooting phase, even if the Bastiladon has marched, charged or is engaged in close combat. When activated, all enemy units within D6" immediately take 2D6 Strength 2 hits, distributed as for shooting.

Solar Engine: All friendly units with the Cold-blooded special rule that are within 6" of one or more Bastiladons with a Solar Engine gain +1 Initiative. In addition, a Solar Engine contains the innate bound spell, *Beam of Chotec*.

Beam of Chotec: This blinding beam can melt flesh and even cause combustible creatures to burst into towers of flame with a loud whoosh; for Lizardmen, this is indelible proof of Chotec's favour.

Innate bound spell (power level 3). *Beam of Chotec* is a **magic missile** with a range of 24". If successfully cast, roll a D6 and consult the table below to determine the Strength and number of hits (as well as any other effects) caused by this spell. All hits caused by *Beam of Chotec* are Flaming Attacks.

D6 Number of Hits

1	D3 Strength 3 hits.
2-3	D6 Strength 4 hits.
4-5	2D6 Strength 5 hits.
6	2D6 Strength 6 hits. In addition, the target suffers a -1 penalty to their Weapon Skill and Ballistic Skill (to a minimum of 1) until the start of the Bastiladon's next Magic phase.

CHOTEC – LORD OF THE SUN

The Old One known as Chotec is Lord of the Sun, and is venerated by Skinks and Saurus as a bringer of warmth and energy. It is said by his most strident followers that those favoured by his blessings are imbued with great vigour. All major temple-cities have great pyramids built to Chotec – each situated and aligned so as to harness the power of the sun. The largest of such temples resides in Hexoatl – the City of the Sun – and it is no coincidence that the city's ruler, Lord Mazdamundi, is the most active of all Slann – a now tireless avenger in his relentless prosecution of the Great Plan of the Old Ones.

CARNOSAURS

The jungles of Lustria are filled with a cacophony of sounds, but all come to a dead silence when the bellowing roar of a Carnosaur reverberates through the land. Not even the dense undergrowth can drown out that roar, which can be heard for many miles. It is a sound that sends shivers of fear through even the most hulking of behemoths, for it can mean only one thing – a Carnosaur is on the prowl.

Carnosaurs are enormous predators that stalk the darkness of the primordial jungles, the ultimate hunters of Lustria. They are powerfully built, with long, muscular hind limbs and a heavy tail that is used for balance. Upon scenting prey, or catching sight of even the least movement, the Carnosaur propels itself with enormous strides, moving with a surprising speed for so large a beast. Their shortened forelimbs and sharp claws are ideal for locking hold of prey, allowing the Carnosaur to better line up its most destructive attack; Carnosaurs have massive jaws, their gaping mouths filled with dagger-like death. Their bite can hack through huge chunks of flesh on larger prey, and by twisting its thick, serpentine neck, a Carnosaur can simply rip its quarry apart. Having tasted blood, a Carnosaur is at its most deadly, for it enters a state of savage fury – biting and tearing at any living creature, sometimes slaughtering its gory way through entire herds of giant sauropods without pause.

In the danger-filled lands of the lost continent, there are a few beasts larger in size than the Carnosaur, but none

of them are as aggressive or so dominant a predator. No creature, big or small, is safe from its relentless attack. The Carnosaur is undeterred by the thickest hides or the toughest bony plates; they are one of the few natural predators of the mighty Stegadons. Protective spines, lethal venom or razor-edged sabre-fangs – they matter not to the Carnosaur. A fight between the larger beasts of the jungle is a titanic sight, a resounding battle that often leaves even the victor badly mauled. Almost always, the beast that rises from the circle of smashed trees and trampled undergrowth is the Carnosaur – it rears back, shakes the gore from itself and roars its triumph to the heavens above.

Carnosaur eggs are highly coveted by the Lizardmen and countless Skink hunters brave the wilds seeking to find them. It is a dangerous task and many Skinks die in the attempt, squashed underfoot or swallowed whole, but such treasures are highly valued. On rare occasions, a precious egg is snatched by the Skinks and returned to the temple-cities to be incubated. There, the eggs are closely cared for by attentive Skinks, who continue to nurture the young hatchling even though they are soon dwarfed by the growing beast. Even newborns are capable of biting a Skink in two, and few of the trainers survive long enough to see the fruits of their labours. Eventually, however, the Carnosaur is trained to accept a rider and take direction.

With a Saurus Oldblood or Scar-Veteran on its back, a Carnosaur is able to wade through enemy battle lines; a death-dealing colossus that can shatter an army's resolve to fight in a few bloody moments. It takes much strength and skill to keep such a wilful beast under control, yet even that semblance of mastery is shed in the heat of battle as soon as the Carnosaur tastes blood. When the vicious killing fury is upon a Carnosaur, it is likely to revert to instinct – the apex predator of a deadly land, charging and devouring any creature in its sight that so much as moves.

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

TROOP TYPE: Monster.

SPECIAL RULES: Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Terror.

Blood Frenzy: Once the Carnosaur (not his rider) has inflicted an unsaved Wound, it immediately becomes subject to Frenzy. Furthermore, the Carnosaur never loses its Frenzy.

UPGRADES:

Bloodroar: Enemy units must roll an additional D6, discarding the lowest result, for Leadership tests to resolve Fear or Terror effects caused by this beast.

Loping Stride: A model with this upgrade has the Swiftstride special rule.



KROQ-GAR

Last Defender of Xhotl

Kroq-Gar is an ancient Saurus, the last remaining warrior from the now ruined temple-city of Xhotl. The spawning that brought Kroq-Gar into the world produced a handful of other Saurus, each marked for greatness. In the instinctive ways of battle-cunning these warriors were unsurpassed by any of their kind, and each possessed an innate dominion over the native beasts of the jungle. Kroq-Gar's spawning coincided with the rearing of a brood of mighty Carnosaurs, and he claimed the largest and most ferocious as his own.

Kroq-Gar had been serving his temple-city for only a few centuries when the Great Catastrophe occurred. Although Kroq-Gar and his spawn-kin fought many epic battles and destroyed entire armies of Daemons, the never-ending onslaught eventually caused the defenders to take refuge within their temple-city of Xhotl. There, the magical barriers of the Mage-Priests saved them for a time, but eventually collapsed. Taking advantage of a surge of uncontrolled energy, Daemons manifested themselves inside the temple-city, butchering the Slann before Kroq-Gar could ride to their aid. So did the full power of Chaos swarm over Xhotl.

Although his temple-city was in ruins, Kroq-Gar and the surviving army fought their way out, buoyed by their own rage and the last blessings of their Mage-Priests. En route to their freedom, they sent many Daemons back to the abyss.

For centuries thereafter, Kroq-Gar carried on a running battle in the jungle, the last army of Xhotl dwindling around him. By the time the Elves enacted their Great Ritual, only Kroq-Gar and his ageless Carnosaur Grymloq remained.

It was none other than the great Lord Mazdamundi, High Slann Mage-Priest of Hexoatl, that summoned Kroq-Gar to his temple-city, choosing him to lead the great Saurus armies that remained. Mazdamundi gifted Kroq-Gar with the ancient artefact known as the Hand of Gods, with which he could sear the flesh from his enemies' bones. Since that day, Mazdamundi has assigned Kroq-Gar the sacred task of exterminating those creatures not part of the Old Ones' Great Plan. Over his long existence, Kroq-Gar has fought many wars – leading the armies of Hexoatl, or joining other hosts to aid them in battle. There is no continent upon which Kroq-Gar and Grymloq have not fought, but for the last defenders of Xhotl, the battle is not yet over.



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

TROOP TYPE: Infantry (Special Character). Kroq-Gar is carried into battle by his Carnosaur **Grymloq** (Monster).

SPECIAL RULES (Kroq-Gar):

Cold-blooded, Predatory Fighter, Scaly Skin (4+).

Sacred Spawning of Xhotl: Whilst Kroq-Gar is alive, he and his mount have a 5+ ward save.

SPECIAL RULES (Grymloq):

Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Swiftstride, Terror.

Attuned to the Beast: If Kroq-Gar is ever killed, Grymloq automatically passes his Monster Reaction test and immediately becomes subject to Frenzy. In addition, Grymloq never loses his Frenzy.

MAGIC ITEMS:

Hand of Gods: Kroq-Gar can create a searing ball of light in the palm of his hand, which can then be directed at his enemies.

Enchanted Item. Bound spell (power level 3). Hand of Gods contains the spell *Shem's Burning Gaze* (see Lore of Light).

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

Magic Weapon. Each unsaved Wound caused by the Revered Spear of Tlanxla counts as 2 unsaved Wounds when calculating combat results. In addition, if Kroq-Gar is mounted, the Revered Spear of Tlanxla grants Kroq-Gar +1 Strength in a turn in which he charges.



LORD KROAK

Deliverer of Itza

Venerable Lord Kroak is said to have been the first of the Slann Mage-Priests spawned upon the world, the eldest of the fabled First Generation. The mysterious Old One Tepok taught Kroak of the Winds of Magic, and it was the serene Potec who shared the secrets of unwinding the threads of time. It is written that Lord Kroak and his peers were the ones to teach the first ancestors of the Elves to wield magic. These things and more has Kroak seen and it is said he is fated to endure until the last moment of the universe itself.

Lord Kroak made the most profound of sacrifices during the Great Catastrophe, but his indomitable spirit would not concede defeat and he became the first of the Relic Priests. Now, behind the enigmatic visage of his golden death mask, he can no longer communicate, but his spirit form can still interact with the material world. Some vestige of power resides in him still, a distant echo of former glory, yet strength enough to unleash destruction upon his enemies. At need, his shrivelled and lifeless husk is brought forth from Itza, and it has guided the Lizardmen to yet further victories.

	M	WS	BS	S	T	W	I	A	Ld
Lord Kroak	4	1	1	3	5	6	1	1	9



TROOP TYPE: Infantry (Special Character).

MAGIC: Lord Kroak is a Level 4 Wizard; however, he knows only one spell – *The Deliverance of Itza*. If this spell is lost, forgotten, swapped or stolen by any means, Lord Kroak will immediately remember it again and, if applicable, the Wizard that swapped or stole it will immediately forget it.

THE DELIVERANCE OF ITZA

Cast on 10+

The very last incantation that left Lord Kroak at the moment of his passing was the Deliverance of Itza. It was this spell that rippled across the lands and banished the daemonic horde that was attacking the First City in a single blast of energy that shook the planet. What emanates out of the mummified husk today are but the weak echoes of that almighty invocation of power.

The Deliverance of Itza is a **direct damage** spell that targets all enemy units within 12". Each target suffers 2D6 Strength 4 hits. If a target has the Daemonic, Undead or Nehekharan Undead special rule, it suffers 3D6 hits instead. Lord Kroak can choose to extend the range of this spell to 18"; if he does so, the casting value is increased to 18+. Alternatively, Lord Kroak can choose to extend the range of this spell to 24", in which case the casting value is increased to 24+.

SPECIAL RULES: Cold-blooded, Fear, Flammable, Mage-Priest Palanquin (see page 31), Unbreakable.

Eternity Guardians: If Lord Kroak joins a unit of Temple Guard, all models in the combined unit gain the Unbreakable special rule.

First Generation Spawning: Lord Kroak can cast *The Deliverance of Itza* as many times per turn as he has sufficient power dice. In addition, if Lord Kroak casts a spell with irresistible force, roll a D6; on 2+ he does not roll on the Miscast table but instead suffers a Strength 6 hit and D6 dice are immediately lost from the power pool. On a roll of 1, Lord Kroak rolls on the Miscast table as normal. In either case, if the spell was cast through an Arcane Vassal (see page 36), the Arcane Vassal also suffers a Strength 6 hit.

The Spirit of Lord Kroak: Lord Kroak's Wizard level can never be reduced to less than 1.

Supreme Shield of the Old Ones: Lord Kroak has a 3+ ward save.

MAGIC ITEMS:

Golden Death Mask: Lord Kroak's golden death mask protects the mummified head of the venerable Relic Priest. Its most striking features are the two staring eyes made from smooth white and yellow gemstones inlaid to represent the all-seeing and unblinking eyes of Lord Kroak, staring out of eternity and watching over his minions. The hypnotic effect of the mask hinders foes attempting to attack him.

Talisman. All shooting or close combat attacks against Lord Kroak, or any unit he joins, suffer a -1 penalty on To Hit rolls.

LORD MAZDAMUNDI

Lord of the Solar-City

Lord Mazdamundi is the oldest and most powerful of the living Slann Mage-Priests. At the Dawn of Creation, Lord Mazdamundi was instructed by none other than Lord Kroak himself. With a matchless mind unfathomable to others, Mazdamundi is obstinate in his ways and will not be deterred from that upon which he has decided. Although it took many interruptions to his thoughtful contemplations, at last the great Mazdamundi has fully bestirred himself, shaking off the lethargy that has afflicted so many of his kind. In the last few centuries he has become the most proactive of all the Slann. When riled, the Lord of the Solar-City will levitate his palanquin-throne atop the largest Stegadon that can be found. The current beast, a colossal specimen named Zlaaq, has served Mazdamundi for almost five hundred years. Once aloft on his mount, Mazdamundi will march out at the head of the armies of Hexoatl. With a flick of his wrist, Mazdamundi has smashed cities and doomed armies. His Great Purpose does not allow for mercy.

Lord Mazdamundi has studied the lost plaques more than any other Mage-Priest, including those found most recently. His epiphany is that the Lizardmen have failed to accomplish the first of the Old Ones' decrees – the extermination of those races not part of the Great Plan. Mazdamundi believes it is pointless to divine the next stages of the Great Plan until the first is complete; to do so would only invite further error.

	M	WS	BS	S	T	W	I	A	Ld
Lord Mazdamundi	4	2	3	3	4	5	2	1	9
Zlaaq (Ancient Stegadon)	6	3	0	6	6	5	1	3	6

TROOP TYPE: Infantry (Special Character). Lord Mazdamundi is carried into battle by his Ancient Stegadon Zlaaq (Monster).

MAGIC: Lord Mazdamundi is a Level 4 Wizard who uses spells from either the Lore of High Magic (see page 60) or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

DISCIPLINES OF THE OLD ONES (see page 61): **Becalming Cogitation, Harmonic Convergence, Soul of Stone, Transcendent Healing.**

SPECIAL RULES (Lord Mazdamundi): **Cold-blooded, Shield of the Old Ones** (see page 31), **Stubborn, Telepathic Confabulation** (see page 31).

Note that if Zlaaq is slain, Lord Mazdamundi gains the Mage-Priest Palanquin special rule (see page 31).

Mage-lord of Hexoatl: Lord Mazdamundi has the Loremaster special rule for whichever Lore of Magic he chooses to select spells from.

SPECIAL RULES (Zlaaq): **Cold-blooded, Immune to Psychology, Impact Hits (D6+1), Large Target, Scaly Skin (3+), Stubborn, Terror.**

MAGIC ITEMS:

Cobra Mace of Mazdamundi: *Shaped like a hooded cobra, this mace has a sentience of its own, and strikes out with lightning speed to defy Lord Mazdamundi's foes.*

Magic Weapon. Attacks made with the Cobra Mace have the Always Strikes First and Poisoned Attacks special rules. At the start of every Close Combat phase, all enemy models in base contact with Lord Mazdamundi must reveal their magic items. If Lord Mazdamundi scores one or more hits against a model that has any magic items, roll a D6; on a 6, all of that model's magic items are immediately destroyed and cannot be used further in this game.

Sunburst Standard of Hexoatl: *This golden totem inspires nearby warriors, whilst blinding their foes with its brilliance.*

Magic Standard. The Sunburst Standard of Hexoatl is a battle standard – if your army includes Lord Mazdamundi, he must be your army's Battle Standard Bearer. This does not prevent Lord Mazdamundi from also being your army's General. In addition, once per game, at the beginning of any enemy Shooting phase, Lord Mazdamundi can release the power of the Sunburst Standard. If he does so, enemy models that target Mazdamundi, or any other friendly unit within 12", with a shooting attack, suffer a -1 To Hit penalty. This effect lasts until the end of the turn.

From his pool of tranquillity atop the tallest pyramid of Hexoatl, Lord Mazdamundi let his mind drift into the cosmos. In his becalmed state the ancient Slann could still sense the entropic powers that encircled the world, including the dark tendrils that sought for him alone. After thousands of years of struggle, his consciousness was now unclouded by disorder. Through sheer force of will, Mazdamundi had shaken off the coils of discord that surrounded his mind and swept away the long malaise that sapped the energies of so many of his kind.

At first, the greatest of living Slann had surmised that such effects were a by-product of the influx of Chaos. Though his focus had not, as of yet, returned to perfect purity, Mazdamundi's thoughts were now unfettered and he could once again perceive the messages hidden in the stars.

Although he had overcome the enchantment cast upon his kind, Mazdamundi could still feel that, all around him, the world was still assailed by a storm of unreason. Countless skeins of fate were in play, but with his keen magical perception he could pick out which threads were being unnaturally manipulated and which moved of their own accord. Using the power of his prodigious thought, Lord Mazdamundi sought out the armies he had sent forth into the world. Each commander, from ancient Saurus Oldbloods to newly spawned Skink Chiefs, was directed to a battlefield – some nearby, others to the far sides of the world. Everywhere the foe must be met and defeated.

Once again, the battle for dominion of the world was begun.

GOR-ROK

The Great White Lizard

When Gor-Rok emerged from the spawning pool of Itza, his size, pure albino colourings and lone arrival immediately marked him as a future champion. And so it has been – for the Great White Lizard, as Gor-Rok is also known, has fought in countless battles, his heavily scarred body a testament to many thousands of hard-fought triumphs.

Gor-Rok is the mightiest of warriors, the solid centre around which the Saurus battle lines advance, and the rock on which Itza's enemies are broken. Gor-Rok does not know pain or fear, and in combat he is unrelenting – always looking for another opening to attack, while never himself taking a single step backwards. Like all Saurus, Gor-Rok is a fighting machine – a creature wholly purposed for war and the slaughtering of enemies. Unlike most of his species, however, Gor-Rok is oversized – his heavy frame thickly corded with muscles and covered with scales tough enough to turn all but the most determined of sword thrusts. Indeed, Gor-Rok has survived horrendous wounds, and bears monstrous scars, yet never has injury hindered him from duty, or prevented him from achieving victory.

As befits Gor-Rok's sacred status, he has been gifted with the finest armaments of Lustria. To gird him for battle, Skink attendants tend to his every need at the apex of Itza's tallest pyramid while Gor-Rok remains motionless. Only when the

Mace of Ulamak is hefted at his shoulder and the matchless Shield of Aeons strapped to his arm does Gor-Rok come to life. A cold-blooded purpose appears in his reptilian eyes as he accepts orders from a Skink Priest, or telepathically, from a Slann Mage-Priest.

Whether placed in charge of entire armies, delegated as a unit leader, or assigned the task of pulverising enemy commanders, Gor-Rok has never failed. At the Battle of Bloodpools, it was Gor-Rok who slew the Savage Orc Warboss and his Wyvern, putting flight to the greenskins. He has slain foes as far away as the Chaos Wastes and tested the strength of his shield against Ogre charges and the might of Greater Daemons. He has fought in naval battles, and bears scars from the fangs of sea monsters that fought alongside the Dark Elves. In any battle, he can always be found where the fighting is thickest, and those that do not fall beneath the powerful sweeps of his mighty weapon are smashed aside by his massive shield and crushed beneath his tread.



	M	WS	BS	S	T	W	I	A	Ld
Gor-Rok	4	5	0	5	6	2	3	4	8

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Cold-blooded, Immune to Psychology, Predatory Fighter, Sealy Skin (4+), Stubborn.

Resilient: If Gor-Rok suffers an unsaved Wound from an attack that has the Killing Blow, Heroic Killing Blow or Multiple Wounds special rule, roll a D6; on a 2+ he only suffers 1 Wound, regardless of how many Wounds would normally be caused. On the roll of a 1, he suffers the full number of Wounds.

MAGIC ITEMS:

The Mace of Ulamak: *It is believed that the Old Ones themselves guide the hand of one who wields the Mace of Ulamak.*

Magic Weapon. The Mace of Ulamak allows Gor-Rok to re-roll all failed To Hit rolls. In addition, when striking with the Mace of Ulamak, Gor-Rok gains an additional Attack from his Predatory Fighter special rule on any successful To Hit roll of a 5 or 6.

The Shield of Aeons: *The Shield of Aeons is a massive artefact made deep within the volcanic heart of the Fire Islands. So enormous was the slab from which the Shield of Aeons was cut that a dozen Kroxigor were needed to haul its bulk to the Lustrian mainland and generations of Skink artisans laboured to carve it.*

Magic Armour. Gor-Rok counts his armour save as being two points higher than normal, instead of the usual one point that a shield would normally grant. In addition, any enemy model that makes a successful charge against Gor-Rok and ends the Movement phase in base contact with him must immediately take a Dangerous Terrain test with a -1 penalty.

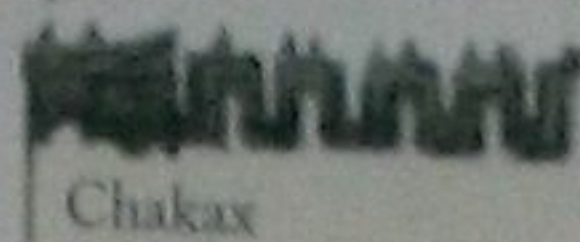


CHAKAX

The Eternity Warden

Very few Saurus Temple Guard will ever prove worthy enough to protect a Slann Mage-Priest at his most vulnerable moments – when he meditates in his Eternity Chamber. Those few Saurus Temple Guard who earn such honours are given the sacred rank of Eternity Warden. In the temple-city of Xlanhuapec, it is Chakax who bears the title and responsibility of Eternity Warden. This stalwart Temple Guard has defended the Mage-Priests of the City of Mists, in their seclusion and in battle, for millennia. Only the most powerful of the Slann are allowed to contemplate from Xlanhuapec's secluded Eternity Chamber and when they retire to its tranquil composure, it is Chakax alone who is entrusted to watch over them. He has been known to maintain his vigil for many centuries at a time.

Chakax is the eldest of the ancient city's Temple Guard. He has never yielded in his task and has butchered whole regiments of foes that have dared attempt to kill his charges. Each sweep of his heavy Star-stone Mace leaves a trail of devastation in its wake. As the last line of defence between an assassin's blade and the Mage-Priest he is charged with defending, Chakax's skills as a bodyguard are commensurate with his age. Not a single Slann under his special protection has died to an enemy blow, and he has become expert at discerning the most covert of threats and then flattening them with a mighty two-handed swing.



Chakax

M	WS	BS	S	T	W	I	A	Ld
4	5	0	5	5	2	3	4	8

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Cold-blooded, Guardians (see page 35), Predatory Fighter, Sealy Skin (5+).

Eternity Warden: Chakax must always issue a challenge, and can never refuse one. When fighting in a challenge, Chakax re-rolls all failed rolls To Hit.

Ultimate Bodyguard: Whilst Chakax is part of a combined unit that contains both a model with the Mage-Priest Palanquin special rule and Temple Guard, all models in the combined unit gain the Unbreakable special rule.

MAGIC ITEMS:

The Star-stone Mace: *This massive, double-handed mace was crafted before the founding of the first temple-city, and its stone was not quarried upon this world. The star-stone itself has the rare property of rendering magical enchantments inert.*

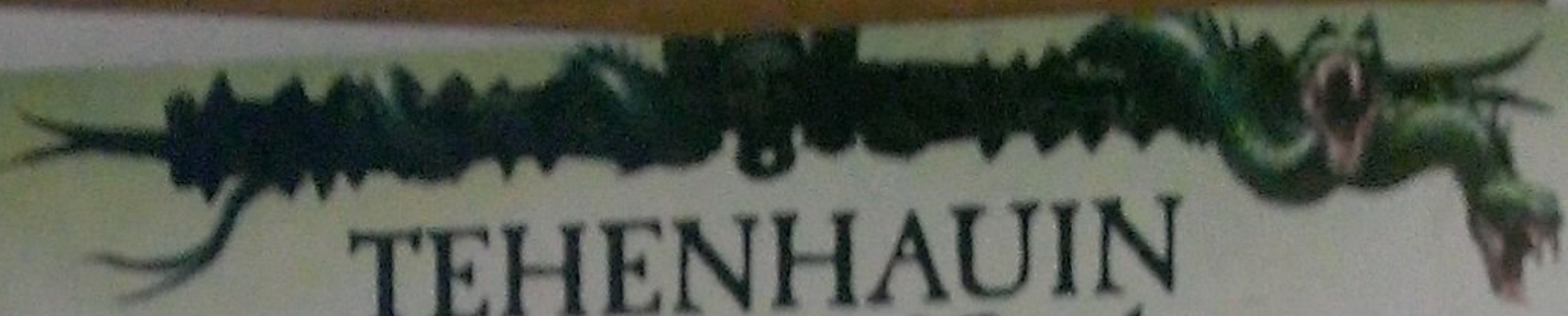
Magic Weapon. Attacks made with the Star-stone Mace are resolved at +2 Strength and have the Always Strikes Last special rule. At the start of every Close Combat phase, all enemy models in base contact with Chakax must reveal their magic items. If Chakax scores one or more hits against a model with any magic items, roll a D6; on a 5+ one randomly determined magic item is immediately destroyed and cannot be used further in this game. Note that this has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

The Helm of the Prime Guardian: *Chakax wears a massive skull-helm that belonged to the first of all the Temple Guard, the Guardian of Origins. The spirit of the long-dead Saurus lingers on and heightens the bearer's awareness of threats.*

Magic Armour. Chakax counts his armour save as being one point higher than normal. Enemy units with the Scouts special rule may not use their special deployment to set up within 20" of Chakax. In addition, if an enemy unit within 20" of Chakax contains 'hidden' models (such as Assassins, Night Goblin Fanatics etc.), their presence must be announced as soon as they come within 20" of Chakax.

The Key to the Eternity Chamber: *The Key to the Eternity Chamber is inlaid with intricate wards that slow the passage of time, allowing the bearer to fight at the same speed as his opponent and to dodge blows with ease.*

Enchanted Item. When fighting in a challenge, Chakax has a 5+ ward save and his opponent gains the Always Strikes Last special rule.



TEHENHAUIN

The Prophet of Sotek

Tehenhauin is the name of the first and greatest Prophet of the Serpent God, Sotek. It began when Tehenhauin rallied the population of disease-ridden Chaqua, leading them out of that defiled city. Before he left, he claimed two treasures – a gleaming sacrificial blade and the hidden plaques of Chaqua, which proclaimed the coming of the Serpent God. Turning the plaques into a totem, Tehenhauin bore them at the forefront of the massive Skink migration. In this way, a ground swell of momentum built behind Tehenhauin, and placed him at the apex of the new Cult of Sotek. Idolised by his fellow Skinks in a manner previously reserved for Mage-Priests, Tehenhauin prophesied the Serpent God's coming.

Things may have gone ill for Tehenhauin, yet the Skink Priest backed his chattering oratory with bold acts – leading armies of followers to victory after victory over the Skaven that were then rampaging across Lustria. Many thousands of captured ratmen were cruelly sacrificed to Sotek; acts that Tehenhauin promised would bring forth their vengeful god. The appearance of a twin-tailed comet in the skies was taken as proof of his imminent arrival. Upon the field of battle, Tehenhauin attacked in the manner of his twin-tailed deity – forked assaults. A serpent strikes quickly and so too did Tehenhauin, focussing his army's venomous energy on the enemy's weak points. As if in answer to his many sacrifices, serpents of all varieties formed a writhing carpet at his feet.



After leading his troops to victory at the Mal'liente Swamp, Tehenhauin had grown so popular that the Slann had to consider his wishes. None know Tehenhauin's ultimate fate, but some say he is still using his powers to hunt the hated vermin. It would seem impossible for a short-lived Skink to attain this length of years, but it is whispered that as a snake sheds its skin and is renewed, so too is Sotek's Chosen. Since those days, at times of great import a single red-crested Skink Priest has emerged from the deep jungle, claiming the title Tehenhauin, the once and future Prophet of Sotek.

	M	WS	BS	S	T	W	I	A	Ld
Tehenhauin	6	6	5	4	3	3	6	3	8

TROOP TYPE: Infantry (Special Character).

MAGIC: Tehenhauin is a Level 3 Wizard who uses spells from the Lore of Beasts.

SPECIAL RULES: Aquatic, Arcane Vassal (see page 36), Cold-blooded, Hatred (Skaven), Scaly Skin (5+).

Immune to Poison: Poisoned Attacks cannot wound Tehenhauin automatically – they must always roll To Wound.

Master of Snakes: Unless mounted, Tehenhauin can join Jungle Swarm units, even though characters are not normally permitted to join Swarms. Whilst Tehenhauin leads a Jungle Swarm, he gains the Unbreakable special rule and the unit's Squish! special rule is ignored. If Tehenhauin is killed or leaves the unit, this special rule immediately ceases to apply.

Prophet of Sotek: If your army includes Tehenhauin, you may upgrade any units of Skink Cohorts, Skink Skirmishers, Terradon Riders or Ripperdactyl Riders in your army so that the Skinks (not their mounts or any Kroxigor) have the Hatred (Skaven) special rule.

Tide of Serpents: Unless mounted, in close combat Tehenhauin can make an extra D6 Attacks at Initiative 1. These extra Attacks are always resolved at Weapon Skill 2 and Strength 2 and have the Poisoned Attacks special rule.

MAGIC ITEMS:

Blade of the Serpent's Tongue: *This sacrificial dagger was crafted by the most skilled of Chaqua's Skink artificers and enchanted to drip with deadly venom.*

Magic Weapon. The Blade of the Serpent's Tongue grants Tehenhauin +1 Strength on the turn he charges. In addition, all attacks made by the Blade of the Serpent's Tongue have the Poisoned Attacks special rule.

Plaque of Sotek: *Upon this stone plaque is inscribed an extract of the Prophecy of Sotek.*

Talisman. The Plaque of Sotek grants Tehenhauin a 5+ ward save.

TETTO'EKO

Astromancer of the Constellations

Tetto'eko is the Chief Astromancer of the Temple of the Eclipse in Tlaxtlan. His appearance on the battlefield heralds events of such importance that heavenly bodies have been known to realign themselves in his favour. Those sensitive to the skeins of destiny can feel its precarious balance as well as sense Tetto'eko's uncanny ability to shift the winds of fate to his own way. At over a century old, Tetto'eko is ancient for a Skink, yet his mind is quick and his unprecedented ability to predict the future only seems to improve. The Skink Priest was spawned when the true moon obscured the cursed second moon; this was previously seen as an ill omen, but with the coming of Tetto'eko it has now been pronounced as a sign of good fortune. The Mage-Priests have also proclaimed that the Old One Tepok has blessed Tetto'eko and granted the astromancer his unfathomable foresight.

By Tetto'eko's predictions, many dire events have been averted before they were allowed to happen. It was Tetto'eko and his precognitive skills that defeated the Skaven forces that massed once again at Quetza. It was Tetto'eko that pointed the great Chameleon Skink Oxyotl towards the hidden enclave of Skaven Assassins that was waiting to ambush Lord Mazdamundi. It has been said that the Lizardmen have never lost a battle with Tetto'eko present. Recognising Tetto'eko's unique ability, the Slann Mage-Priests have gifted the Skink with his own palanquin to carry the Chief Astromancer's frail body. So famous are Tetto'eko's predictions that he is afforded the same reverence as a Slann – the Temple Guard bowing low as the Skink hovers across the city to attend to his many star-viewings.



	M	WS	BS	S	T	W	I	A	Ld
Tetto'eko	6	2	3	2	2	2	4	1	6

TROOP TYPE: Infantry (Special Character).

MAGIC: Tetto'eko is a Level 2 Wizard who uses spells from the Lore of Heavens.

SPECIAL RULES: Aquatic, Arcane Vassal (see page 36), Cold-blooded, Loremaster (Lore of Heavens), Scaly Skin (6+).

Herald of Cosmic Events: Roll a D6 at the start of each friendly Magic phase. On a roll of 1, all friendly Wizards casting a spell must re-roll any of the power dice that roll a 6 this phase, but on a roll of 2-6, all friendly Wizards must re-roll power dice rolls of a 1 this phase.

Minor Shield of the Old Ones: Tetto'eko has a 5+ ward save.

The Palanquin of Constellations: Tetto'eko can always re-roll failed Dangerous Terrain tests. Additionally, while he has the troop type infantry, he is never considered to be a 'model on foot' for the purposes of spells, magic items and special rules. If Tetto'eko joins a Skink Cohort unit whose front rank contains five or more models, he must be placed in

the second rank, rather than the first, displacing Skink and/or Kroxigor models if necessary. If the unit's front rank is ever reduced to four or fewer models, Tetto'eko must immediately move into the front rank (displacing models if necessary).

If Tetto'eko is within a Skink Cohort unit when a bolt thrower hits, the shot always hits the closest non-character model to the bolt thrower. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

MAGIC ITEMS:

The Eye of the Old Ones: As stellar alignments draw near, Tetto'eko can see opportunities for his forces to exploit in the future.

Enchanted Item. After deployment, but before Vanguard moves are made, if Tetto'eko is on the battlefield he can consult the Eye of the Old Ones. If he does so, D3 friendly units of your choice gain the Vanguard special rule.

The Stellar Staff: Atop this staff is a mystical orrery with which Tetto'eko can alter the trajectory of passing comets.

Arcane Item. If Tetto'eko successfully casts the spell *Comet of Casandora* (see Lore of Heavens), you may re-roll the dice at the start of each Magic phase to see if the comet arrives.

TIKTAQ'TO

Master of Skies

When it comes to aerial combat and leading bold hit-and-run attacks, the Skink known as Tiktaq'to has no peers. Atop his particularly fierce Terradon, Zwup, Tiktaq'to leads his squadron of flying reptiles on reckless paths through dense vegetation or steep-sided valleys so narrow that the Terradons touch the edges with each flap of their mighty wings. This and more has Tiktaq'to dared in order to surprise an enemy, strike a vulnerable flank or isolate the perfect target for the rock-dropping attack run of his bloodthirsty formation of Terradon Riders. For his countless acts of fearless flying and his savage attacks on the Lizardmen's foes, Tiktaq'to has been named Master of Skies for Hexoatl. To be named Master of Skies is a pre-eminent position amongst Skink Chiefs, answerable only to the Skink Priests and Slann Mage-Priests themselves. In Hexoatl, it is tradition to gift this highest rank with wonders from the treasuries – the scintillatingly bright Mask of Heavens, an heirloom from an elder age triple blessed by the Skink Priests, and the fearsome Blade of Ancient Skies, a formidable weapon bristling with jagged-edged tips.

Due to his role, Tiktaq'to spends long periods of time outside of the temple-city on patrols. There are a number of Terradon aeries set throughout the jungles where the patrols can land – within half-deserted ruins, amidst the floating islands that are tethered to the clouds by mystic chains, or any of the forts that are carved into the tallest of the jungle trees. With his sharp eyes, no patrol leader has picked out as many intruders or spotted as many rampaging beasts as Tiktaq'to.

The cagey Skink Chief also has a keen sense of when to strike and has been known to lead his patrol to victory against forces many times the size of his own – such as when he broke the Blue Viper Savage Orc tribe by having his Terradon snatch up the greenskin Warboss. The Orcs below howled with rage to see their commander lifted thousands of feet into the air only to be let go. The unfortunate greenskin's high-pitched screaming and indignant death utterly broke the tribe's will to fight and they scattered before the Terradons above. Perhaps most famously, Tiktaq'to led the vital delaying action against the hordes of Vashnaar the Tormentor.

Many foes attempt to shoot Tiktaq'to and his flight of Terradon Riders out of the air as soon as they come within range. This is easier said than done, however, as the Master of Skies leads his formation in such breath-taking aerial manoeuvres that they dodge through clouds of arrows, emerging unscathed to deliver their own lethal attacks.

	M	WS	BS	S	T	W	I	A	Ld
Tiktaq'to	6	4	5	4	3	2	6	3	7
Zwup (Terradon)	2	3	0	4	3	2	2	1	3

TROOP TYPE: Monstrous Cavalry (Special Character).

SPECIAL RULES: Ambushers, Cold-blooded, Drop Rocks (see page 42), Fear, Flying Cavalry, Forest Strider, Scaly Skin (6+).

Master of Skies: If your army contains Tiktaq'to, one unit of Terradon Riders can be upgraded to have the Ambushers special rule.

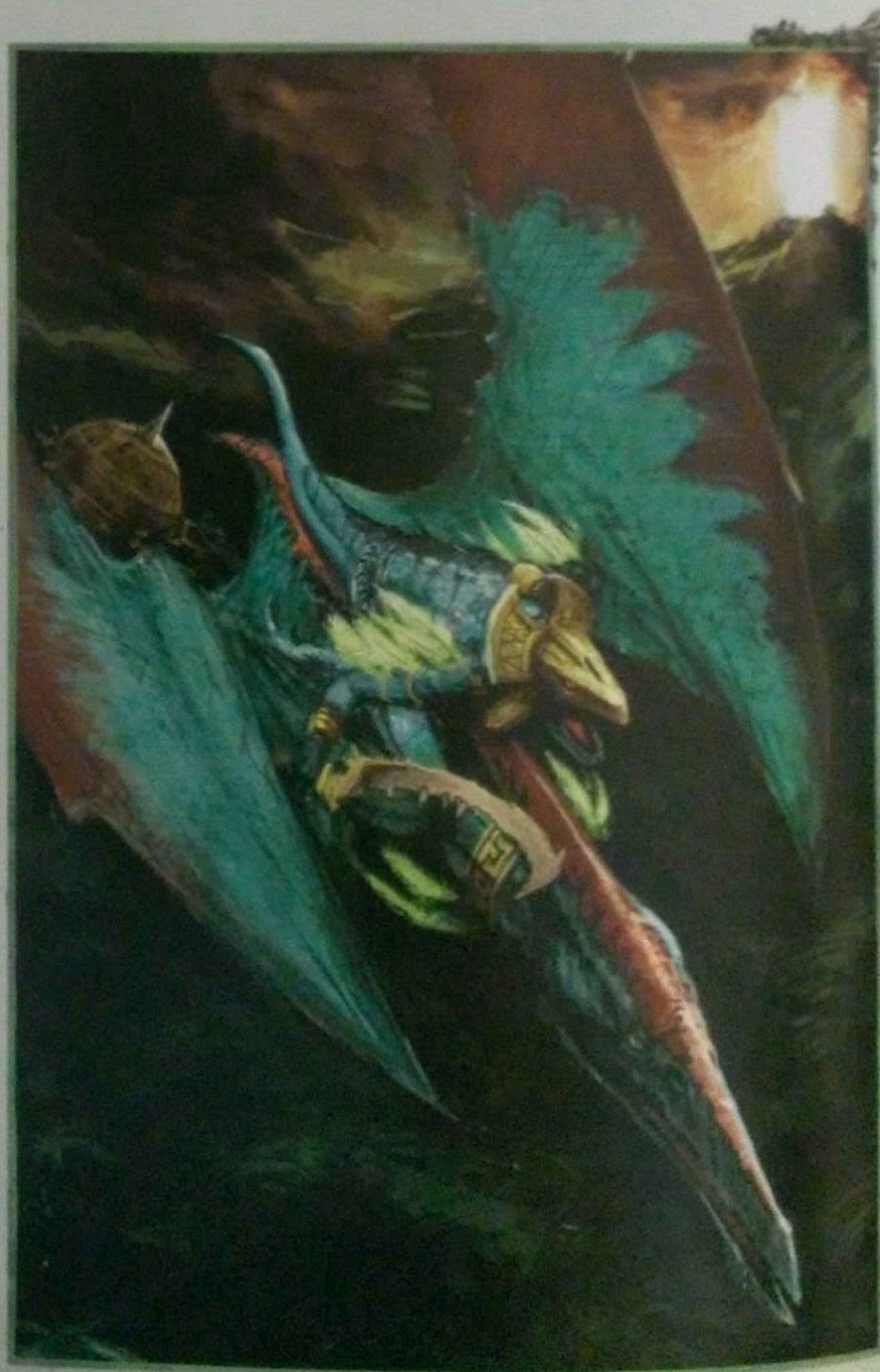
MAGIC ITEMS:

The Blade of Ancient Skies: *The Blade of Ancient Skies was carved from the dense, fossilised jacobone of a monstrous, sky-borne predator that went extinct in ages long past.*

Magic Weapon. No armour saves can be taken against Wounds caused by the Blade of Ancient Skies. In addition, when fighting against a model with the Fly special rule, attacks made with the Blade of Ancient Skies receive a +1 bonus To Hit.

Mask of Heavens: *This mask allows the wearer to meld his consciousness with the minds of the mighty Terradons. Dominating the will of the beasts, Tiktaq'to and his Terradons fly through the jungle as though they were a single entity, dodging trees and enemy arrows and striking the foe with all the skill possessed by their Skink master.*

Enchanted Item. All Terradons in Tiktaq'to's unit use his Weapon Skill instead of their own. In addition, enemy units suffer an additional -1 To Hit penalty when shooting Tiktaq'to and his unit.



OXYOTL

He That Hunts Unseen

One of the rare breed of Chameleon Skinks, Oxyotl was already an accomplished hunter when Chaos came to the world. He and his spawn-kin mounted bold ambushes against the hordes, but were forced to retreat within the sacred walls of the temple-city of Pahuax, a host of Greater Daemons nearly catching them before they could duck within the protection of the magical barriers created by the Slann.

Yet that barrier crumbled before the Chaos onslaught, until the Daemons stalked the plazas and the Lizardmen defence shrank back into the pyramid district. In a last effort for victory, the Slann Mage-Priest Lord Pocaxalan attempted to summon a nova-blast of energy to banish the foe. He needed time to conjure the mystic forces to power the spell, however, and called upon his last surviving Saurus and Oxyotl and his Chameleon Skinks to protect him, buying precious moments while the ritual was completed. But alas, the fickle powers of Chaos tricked Pocaxalan, and he tapped too deeply into the howling Winds of Magic – colossal energies spiralled out of control, ripping holes in the fabric of reality. The Slann and his last protectors were sucked into the Realm of Chaos. Pahuax aged millennia in scant seconds; large portions of the city, along with all its inhabitants, crumbling to dust.

Oxyotl awoke to find himself in a living nightmare. He was surrounded by all manner of Daemons, many of which were feeding on the sprawling entrails of his lord. He was alone in a land of living shadows, untruths and impossibilities. Luckily, his innate ability to blend in remained effective, despite the unnatural surroundings. Oxyotl was all but invisible, unnoticed by the creatures of that realm, although they detected him after a time. He survived the way he did in the jungle – by instincts and cunning. Oxyotl covered his scent against the daemoniac hounds that tracked him by daubing himself in the blood of his pursuers. He ambushed mystic sentinels that lusted for his cold blood and he willed himself to resist all temptations.

The passage of time flows strangely within the Realm of Chaos. A year may pass in that twisted unreality whilst centuries pass in the real world. Now, in a timeless torture, Oxyotl was forced to exist in the full horror of Chaos. He glimpsed firsthand the fate of all the races of the world should the fight against Chaos falter, and their planet be overtaken by the Dark Gods.

At last, after trials almost beyond enduring, Oxyotl found a path back to Lustria. He passed through fell places that he cannot recount to others or even himself for fear of going mad. He alone has discovered and walked through the fabled Lost City of the Old Ones, yet he tells no tales. Upon his return to Lustria, over 7,000 years had passed and the Lizardmen's realm had fallen low, while the lesser races had spread like plagues. Portents of Daemons returning and war eternal abound. Indeed, Oxyotl's own return is regarded as one such omen. It is unknown how Oxyotl escaped, for he dare not speak of it and no Slann will read his mind, lest the taint of Chaos remain within him. Yet Oxyotl has gathered others of his recently spawned kind and resumed the hunt, mustering his strength against the return of the hated foe.



Oxyotl

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

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Aquatic, Chameleon (see page 39), Cold-blooded, Sealy Skin (6+), Scouts, Sniper.

Master Predator: If Oxyotl remained stationary in his preceding Movement phase, shots made from the Golden Blowpipe of P'Toohee in the Shooting phase wound automatically on any successful To Hit roll of a 5+ (no separate roll To Wound is necessary).

MAGIC ITEMS:

The Golden Blowpipe of P'Toohee: *With just the lightest exhalation, this golden instrument of death blasts forth a hail of murderous darts.*

Magic Weapon. This is a missile weapon with the following profile:

Range	Strength	Special Rules
12"	3	Multiple Shots (3), Poisoned Attacks

THE LONG REVENGE

Since his return from the Realm of Chaos, Oxyotl has waged a war of revenge against the fell powers. How the Chameleon Skink detects the presence of the Dark Gods' minions is unknown, yet time after time, the Daemons arrive to find Oxyotl already ensconced nearby, a hidden nuisance that always finds a way to thwart their immortal plans.

When the daemoniac legions burst forth at Xahutec in numbers beyond count, the Lizardmen garrison could not have withheld against their onslaught were it not for the timely arrival of Oxyotl. He arrived leading several bands of Chameleon Skinks and appeared just as the defenders were beginning to collapse. From atop the uppermost ruins of that once fabled temple-city, Oxyotl and his well-camouflaged troops rained down showers of poison darts that turned back every enemy breakthrough.

At the height of the Siege of Hexoatl, Oxyotl left the fighting and made his way to the long-corrupted spawning pool now known as the Pit of Sorrows. There, secreted in the ruins of that once-sacred site, he met Tzara'riador the Shimmering, a Greater Daemon of Tzeentch, even as he materialized into the mortal world. It was Tzara'riador's intention to open a rift allowing a Daemon host to lend their weight to the attack against Hexoatl, yet the Greater Daemon found only death in a hail of barbed darts, and he fell with his vile ritual incomplete.

After each great deed, Oxyotl merely fades back into the jungle, perhaps already en route to where he is needed next.

THE LORE OF HIGH MAGIC

When generating spells, a Wizard can swap any randomly generated High Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of High Magic can instead swap any two High Magic spells for both of the lore's signature spells.

DRAIN MAGIC (Signature Spell)

Cast on 7+

The wizard conjures a vortex of anti-magic to calm the battlefield.

Drain Magic can be cast on any unit (friend or foe) and has a range of 18". If the target is a friendly unit, *Drain Magic* is an **augment** spell. If the target is an enemy unit, *Drain Magic* is a **hex** spell. In either case, all Remains in Play spells affecting the unit are immediately dispelled, and the effects of all other spells on the target unit immediately come to an end. The Wizard can choose to have this spell target all units (friend and foe) within 18". If he does so, the casting value is increased to 14+.

SOUL QUENCH (Signature Spell)

Cast on 8+

White light bursts forth, banishing the spirits of those it touches.

Soul Quench is a **magic missile** with a range of 18" that causes 2D6 Strength 4 hits. The caster can choose for this spell to instead inflict 4D6 Strength 4 hits. If he does so, the casting value is increased to 16+.



1. APOTHEOSIS

Cast on 5+

Waves of pure magic infuse the caster's ally.

Apotheosis is an **augment** spell that targets a single model within 18". The target immediately regains a single lost Wound. The Wizard can choose to cast a more powerful version of *Apotheosis*. If he does so, the target instead immediately regains D3 lost Wounds, in which case the casting value is increased to 10+. Regardless of how many lost Wounds (if any) are recovered, the target also gains the Fear special rule until the start of the caster's next Magic phase.

2. HAND OF GLORY

Cast on 5+

With a simple sign, the wizard grants his allies the might of old.

Hand of Glory is an **augment** spell with a range of 18". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is increased by D3 until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead increases all four characteristics (don't roll a separate D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value is increased to 10+.

CONTEMPLATIONS

(Lore Attribute)

If a spell from the Lore of High Magic is successfully cast by a Wizard from *Warhammer: Lizardmen*, the caster can choose to forget that spell at the end of his Magic phase. At the end of the Magic phase, the Wizard must immediately generate a replacement spell from any of the spell lores he can normally use for each spell forgotten in this manner; generate the spell in the normal way. If the Wizard chooses to generate a spell from a different lore, that newly generated spell will always use that spell lore's lore attribute. It is also possible that the Wizard might generate the same spell he just forgot, or one he forgot in previous turns (for whatever reason).

3. WALK BETWEEN WORLDS

Cast on 8

For a moment, the wizard's allies tread immortal pathways.

Walk Between Worlds is an **augment** spell that targets a single unengaged unit within 24". The target gains the Ethereal special rule until the end of the phase and can immediately move up to 10" as if it were the Remaining Moves sub-phase. The Wizard can choose to cast a more powerful version of this spell, in which case the target instead gains the Ethereal special rule until the end of the phase and can immediately move up to 20" as if it were the Remaining Moves sub-phase. If he chooses to do so, the casting value is increased to 16+.

4. TEMPEST

Cast on 12

Without warning, an eight-winded storm breaks about the foe.

Tempest is a **direct damage** spell. Place the large round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 3 hit (models with the Fly special rule suffer a Strength 4 hit instead). If a unit suffers any unsaved Wounds from this spell, it suffers a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase (shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) are lost).

5. ARCANES UNFORGING

Cast on 13

The magic of unmaking flies true from outstretched hands.

Arcane Unforing is a **direct damage** spell with a range of 24" that targets a single enemy model (even a character in a unit). The target suffers a single Wound on a dice roll greater than or equal to the model's unmodified armour save (models without an armour save cannot be wounded). No armour saves are permitted against a Wound caused by this spell. The owning player must then reveal to the caster all the magic items possessed by the target (if any). If the target has one or more magic items, randomly select one of them – on the roll of 2+, that item is immediately destroyed and cannot be used for the rest of the game. Note that this spell has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

6. FIERY CONVOCATION

Cast on 15

With a single secret word, fire rages and flesh burns.

Remains in play. *Fiery Convocation* is a **direct damage** spell with a range of 24". Every model in the target unit takes a Strength 4 hit with the Flaming Attacks special rule. At the end of every subsequent Magic phase, every model in the target unit suffers a Strength 4 hit with the Flaming Attacks special rule.

DISCIPLINES OF THE OLD ONES

The Slann Mage-Priests have prodigious knowledge and can bear an impressive arcane arsenal of mental abilities.

A Slann Mage-Priest can purchase up to four Disciplines of the Old Ones. Each Discipline of the Old Ones can only be taken once in each army.

RESERVOIR OF ELDRITCH ENERGY 20 points

With a prodigious gulp, the Slann swallows a portion of the Winds of Magic, storing them until needed.

At the end of the opponent's Magic phase, the Slann Mage-Priest can store a single unused dispel dice remaining in your pool. At the beginning of your next Magic phase, roll a D6; on a 2+ you can add that dice to your power pool (this cannot take your power pool beyond the normal limit). On the roll of a 1, that bonus dice is lost. If the Slann is slain before his next Magic phase, the bonus dice is lost.

SOUL OF STONE 25 points

The Slann's mind is hardened against the ill effects of magic.

When rolling on the Miscast table, the Slann Mage-Priest can choose to subtract one from the result (to a minimum of 2), or add one to the result (to a maximum of 12), instead of accepting the original result.

LEGEND OF THE DAYSTAR

The ruins of Huanabac are buried beneath rampant vegetation so that even the mountainous pyramid-temples are indistinguishable from the surrounding jungle. What was once a thriving plaza is now a blackened crater blasted miles wide. It was here that Lord Blotlboo, a Slann Mage-Priest of the First Generation, came to a bitter end. His city besieged by Daemons, the great Blotlboo wove his mightiest of spells, unleashing lightning strikes, firestorms, rippling holes to other dimensions and, at last, transforming himself into a pillar of purest energy that stretched upwards to the stars themselves, obliterating all around in an apocalyptic flash.

The enemy was destroyed, but so too was Blotlboo and his city. Everything close to the epicentre was evaporated, and even distant buildings were toppled to ruin. Many thousands of years since the Great Catastrophe, a single speck of scintillating energy still hovers in the air above the crater, a miniature sun that is blinding to gaze upon.

The Skinks, skittish and superstitious, will not approach the tiny, but radiant, orb. They believe it to be the still-angry spirit of Lord Blotlboo. They point to the jungle plants, thick and invasive, that have covered everything amidst the tumbledown blocks and shifted flagstone avenues that are the remains of Huanabac, save for one area alone. Nothing grows near the blazing light, which the Lizardmen call the Daystar. To this day, the crater is still barren, its blasted earth as empty as it has been since that last fateful incantation.

BECALMING COGITATION 25 points

With a belching croak, the Slann smothers enemy spells.

The Slann Mage-Priest re-rolls its first failed dispel attempt in each Magic phase.

WANDERING DELIBERATIONS 30 points

The Slann's wandering mind pierces the entire spectrum of magic.

Instead of generating spells normally, the Slann Mage-Priest knows the signature spell for each of the eight lores of Battle Magic from the *Warhammer* rulebook. This discipline cannot be combined with the Focus of Mystery discipline.

HARMONIC CONVERGENCE 30 points

Inhaling deeply, the Slann draws the Winds of Magic to him.

The Slann Mage-Priest rolls two additional dice whenever he attempts to channel power or dispel dice.

THE HARROWING SCRUTINY 30 points

The Slann's gaze carries a measure of the scrutiny of the Old Ones.

The Slann Mage-Priest has the Terror special rule.

TRANSCENDENT HEALING 30 points

The Slann's force of will alone allows him to reconstitute his body.

If this model is alive at the end of any friendly Magic phase, roll a number of D6 equal to the difference between the Slann Mage-Priest's starting number of Wounds and its current number of Wounds. For each roll of a 6, the Slann Mage-Priest immediately recovers a single Wound lost earlier in the battle.

UNFATHOMABLE PRESENCE 30 points

The Mage-Priest is a bulwark of magical defences.

Roll a D3 at the start of each enemy Magic phase; the Slann Mage-Priest has the Magic Resistance (x) special rule until the end of that phase, where x is the result of the D3.

FOCUS OF MYSTERY 35 points

The Mage-Priest has gained mastery over the art of High Magic.

The Slann Mage-Priest has the Loremaster (Lore of High Magic) special rule. This discipline cannot be combined with the Wandering Deliberations discipline.

HIGHER STATE OF CONSCIOUSNESS 60 points

So deep are the Mage-Priest's thoughts that his physical body becomes a ghostly image as it slips further away from this reality.

The Slann Mage-Priest has the Ethereal and Unstable special rules, but cannot join units.

TREASURES OF THE OLD ONES

On the following pages are magic items available to Lizardmen armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

THE BLADE OF REALITIES Magic Weapon

100 points

Brought to the world by the Old Ones, this weapon shimmers with unnatural power. Legends carved on ancient stone claim the blade exists on every plane of reality simultaneously, and that its edge can sever a creature's soul. No earthly force can stop this deadly blade – it penetrates granite and steel as easily as it slices through flesh and bone.

No armour or ward saves can be taken against Wounds caused by the Blade of Realities.

THE PIRANHA BLADE Magic Weapon

50 points

The Piranha Blade gained its name for its ability to shred its victim into bloody tatters. Like its namesake, this weapon has thousands of tiny barbed teeth that rip and tear anything they touch. Just as the many-toothed fish saws through the hardened scales of a Stegadon, so too does the Piranha Blade rasp through armour to carve up opponents.

The wielder has the Multiple Wounds (D3) and Armour Piercing special rules.

SACRED STEGADON HELM OF ITZA Magic Armour

40 points

Any Lizardmen wearing a helmet made from a Stegadon skull is accorded due respect, for it is a potent symbol of power. However, any adorned with the Sacred Stegadon Helm of Itza is accorded the reverence due to a Slann. The horns of the helm came from the mighty Xelbalbia, a divinely huge Stegadon whose heroics in the Defence of Itza during the Great Catastrophe were overshadowed only by the defence of the Bridge of Stars.

The wearer of the Sacred Stegadon Helm counts his armour save as being one point higher than normal. Furthermore, the Sacred Stegadon Helm grants the wearer +1 Toughness and the Impact Hits (D3) special rule.

SKAVENPELT BANNER Magic Standard

65 points

Throughout the tumultuous Age of Strife, the armies of Tehehauin, the Prophet of Sotek, marched to war against the Skaven hordes of Clan Pestilens. Many were the totems of that great war, but the most famous relic of that era is beyond a doubt the loathsome Skavenpelt Banner of Pogenichi. Cut from the plague-ridden hide of a Plague Pontifex personally slain by Chief Pogenichi himself, it was crafted when the fork-tailed comet lit even the daytime sky, and many blessings of the Serpent God have been put upon the vile hide. Ever since, Pogenichi's standard has driven Lizardmen warriors into a murderous frenzy, stirring their reptilian blood to great heights of bloodlust. Many victories have been won beneath the Skavenpelt Banner and with each triumph, post-battle sacrifices furnished further fresh pelts to adorn the powerful icon of the wrath of Lustria unleashed. The rat-kin have grown to particularly loathe the standard, for its appearance has heralded the doom of so many of their kind.

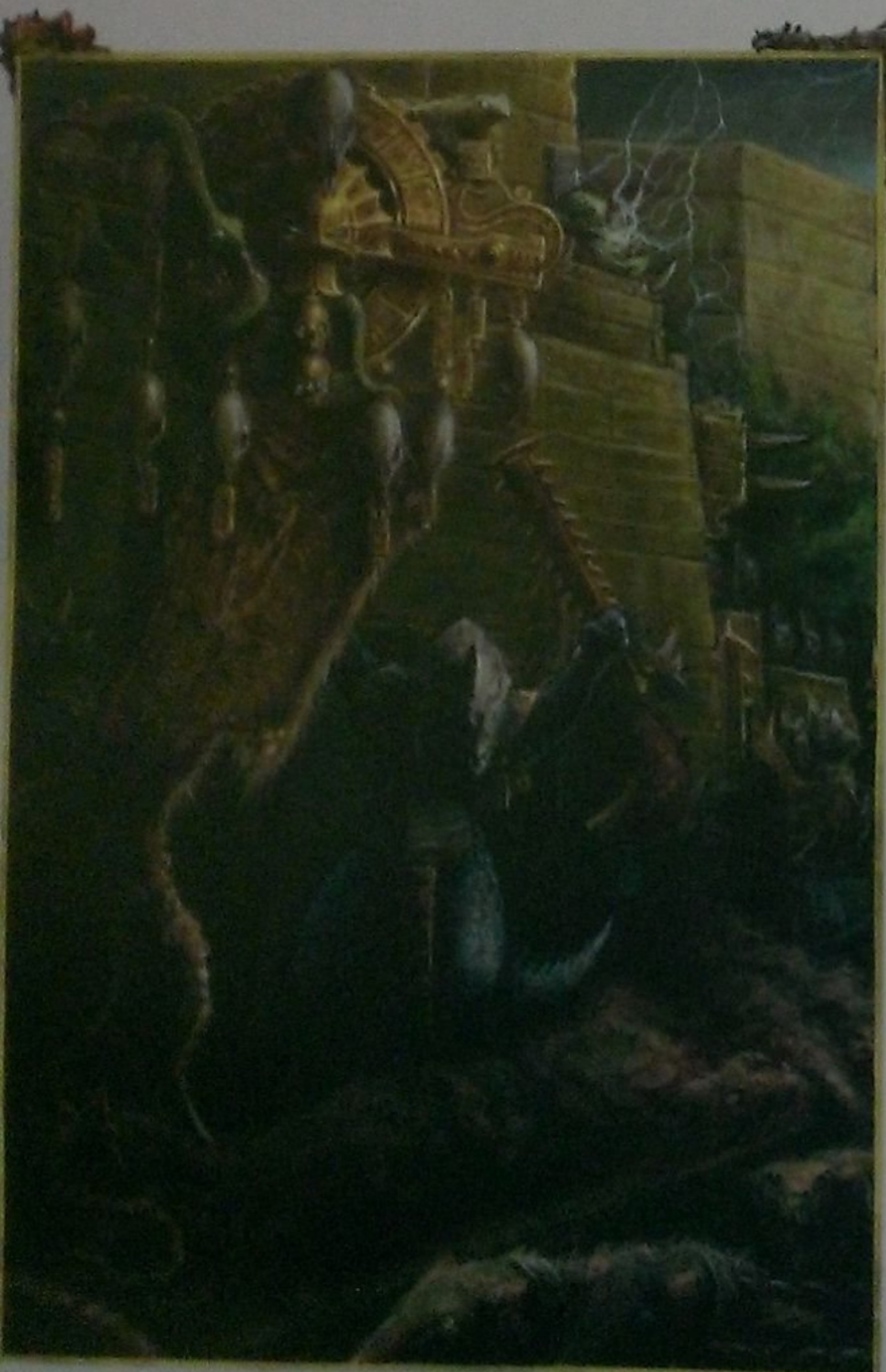
All models in a unit with the Skavenpelt Banner gain the Frenzy and Hatred (Skaven) special rules. However, all models from *Warhammer: Skaven* gain the Hatred special rule while attacking the bearer.

THE JAGUAR STANDARD Magic Standard

50 points

The fleet jaguar was a bodily form said to have found much favour in the eyes of the Old Ones and many totems and temples around Lustria bear the beast's carved image. None amongst these, however, are as famous as the sacred Jaguar Standard. Originally from the temple-city of Xlanhuapec, the Jaguar Standard has been borne to battle by countless victorious armies across all of Lustria and beyond. Those who fight beneath the shadow of this fabled jungle beast's totem are known to move with the preternatural swiftness of the creature itself, and to hunt down their enemies with relentless fury.

All models in a unit with the Jaguar Standard have the Swiftstride special rule.





CUBE OF DARKNESS

Arcane Item

30 points

Found in the metal ark beneath Xhail, the Cube of Darkness is as alien as it is powerful. Viewed up close, this small black cube contains millions of tiny pin-pricks of blinking light, each circling a sphere of pure darkness. By implementing the correct pattern of thoughts, the cube may be opened for a fraction of a second, inexplicably drawing the very Winds of Magic into its depths.

One use only. When an enemy spell has been cast, a Wizard with the Cube of Darkness can use it instead of attempting to dispel the spell using dispel dice. If he does so, roll a D6; on the roll of a 2+ the spell is automatically dispelled – otherwise the spell is resolved as normal. In either case, roll a separate D6 for every Remains in Play spell currently in effect; on a 2+ that spell automatically ends.



PLAQUE OF DOMINION

Arcane Item

25 points

The Lizardmen prize the ancient knowledge of the Old Ones above all else. They will go the ends of the earth to recover even the most eroded or splintered plaques in the hope of uncovering a piece of cosmic knowledge. One such tablet is the Plaque of Dominion, an ancient stone relic carved before the second spawning of the Slann that contains elements of the Old Ones' own, indecipherable, language. The unfathomable power contained within these graven images is enough to cause the unwary to go mad, and simply by glancing at the glyphs, unprepared minds can be shocked into a bewildering stupor as the insignificance of their puny lives on the cosmic scales of the Old Ones is relentlessly forced into their minds.

Bound spell (power level 3). The Plaque of Dominion contains a **hex** spell that targets all enemy Wizards within 18". The targets of this spell have the Stupidity special rule until the start of the caster's next Magic phase.

THE CLOAK OF FEATHERS

Enchanted Item

35 points

This finely woven cloak is made from hundreds of shed feathers gathered over the centuries from one of the most rare creatures to inhabit Lustria – the mysterious Coatl. These fabled monsters sport long, sinuous, serpentine bodies, Dragon-like heads and massive feathered wings. They are said to be the manifestation of the Old One Tepok, and are venerated by Skink Priests as guardians of the air, magic and sacred places. The Coatl are highly intelligent and powerful mages, and a portion of that mystic power infuses every shed feather. The Cloak of Feathers thus shimmers with a power that not only wards away evil sorcery, but allows the wearer to soar into the air whenever he extends his arms.

Skink character on foot only. The wearer of the Cloak of Feathers has the Fly special rule. In addition, the wearer has the Magic Resistance (1) special rule.

THE HORN OF KYGOR

Enchanted Item

35 points

The legendary Saurus Kygor, the first and greatest to have been raised to the position of Sacred Caller, could bellow a mighty roar that eclipsed that of a hungry Carnosaur, and cause herds of Stegadons to stampede in fright. Though Kygor's kingly status ended in a ritual sacrifice, the deep bass note that now emits from his magical, gold-banded warhorn is an echo of his own battle cry. It has the power to spur the great lizards of the jungle into a berserk rage, raising their own voices to meet that of the Sacred Caller as they stamp the enemies of the Old Ones into a thick red paste.

One use only. The bearer of the Horn of Kygor can sound it at the start of any of his Movement phases. If he does so, all friendly monsters, monster mounts, monstrous beasts, monstrous cavalry mounts, cavalry mounts, chariot beasts and war beasts within 12" of the bearer have the Frenzy special rule until the start of their next Movement phase. Note that the Horn of Kygor has no effect on riders, just their mounts.

THE EGG OF QUANGO

Enchanted Item

30 points

It was the great Mazdamundi himself who unearthed the last remaining egg of the mysterious Quango. Since the time of the Old Ones, this relic had been held in a secret, underground chamber, and it was only discovered as Mazdamundi rebuilt the pyramid-temple of Pahuax. Before its discovery, only the name of the creature was known and its existence was mere legend. No one knows exactly what will hatch from the egg or why it was held in stasis. However, as the armies of the Lizardmen prepare once more to meet the threat of their terrible foes, Lord Mazdamundi has decreed that the egg can finally be cracked open and its dread contents exposed.

One use only. The Egg of Quango can be cracked open at the start of any Close Combat phase. Nominate one enemy unit in base contact with the bearer or his unit, roll a D6 and consult the table below to find out what happens. Any Wounds inflicted count towards combat results.

D6 Result

- | | |
|-----|--|
| 1 | The egg opens and a withered Quango hatchling bites the enemy feebly before dying of old age. The enemy unit immediately suffers D6 Strength 3 hits. |
| 2-3 | A Quango hatchling emerges to bite the enemy with vigour before succumbing to its extreme age. The enemy unit immediately suffers D6 Strength 4 hits. |
| 4-6 | The heavens resound to thunderous peals as a Quango, bursts forth in full glory and casts its radiant hues upon the world. After smiting its foes, it flies off, taking no further part in the battle. The enemy unit immediately suffers 2D6 Strength 5 hits. |

LORDS

LORD MAZDAMUNDI

780 points

Lord Mazdamundi
Zlaaq (Ancient Stegaden)

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	2	3	3	4	5	2	1	9	Infantry (Special Character)
6	3	0	6	6	5	1	3	6	Monster

Magic Items:

- Cobra Mace of Mazdamundi
- Sunburst Standard of Hexoatl

Mount:

- Zlaaq (Ancient Stegaden)

Magier:

Lord Mazdamundi is a Level 4 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Disciplines of the Old Ones:

- Becalming Cogitation
- Harmonic Convergence
- Soul of Stone
- Transcendent Healing

Special Rules (Lord Mazdamundi):

- Cold-blooded
- Mage-lord of Hexoatl
- Shield of the Old Ones
- Stubborn
- Telepathic Confabulation

Special Rules (Zlaaq):

- Cold-blooded
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (3+)
- Stubborn
- Terror

LORD KROAK

400 points

Lord Kroak

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	1	1	3	5	6	1	1	9	Infantry (Special Character)

Equipment:

- Hand weapon

Magic Items:

- Golden Death Mask

Magic:

Lord Kroak is a Level 4 Wizard; however, he knows only one spell – *The Deliverance of Itza*.

Special Rules:

- Cold-blooded
- Eternity Guardians
- Fear
- First Generation Spawning
- Flammable
- Mage-Priest Palanquin
- The Spirit of Lord Kroak
- Supreme Shield of the Old Ones
- Unbreakable



KROQ-GAR

520 point

Kroq-Gar
Grymloq (Carnosaur)

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	6	0	5	5	3	3	5	8	Infantry (Special Character)
7	3	0	7	5	5	2	5	5	Monster

Equipment:

- Light armour

Magic Items:

- Hand of Gods
- Revered Spear of Tlanxla

Mount:

- Grymloq (Carnosaur)

Special Rules (Kroq-Gar):

- Cold-blooded
- Predatory Fighter
- Sacred Spawning of Xhotl
- Scaly Skin (4+)

Special Rules (Grymloq):

- Attuned to the Beast
- Cold-blooded
- Large Target
- Multiple Wounds (D3)
- Scaly Skin (4+)
- Swiftstride
- Terror



LORDS

TEHENHAUIN

230 points

Tehenhauin

M	WS	BS	S	T	W	I	A	Ld	Troop Type
6	6	5	4	3	3	6	3	8	Infantry (Special Character)

Magic Items:

- Blade of the Serpent's Tongue
- Plaque of Sotek

Magic:

Tehenhauin is a Level 3 Wizard who uses spells from the Lore of Beasts.

Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Hatred (Skaven)
- Immune to Poison
- Master of Snakes
- Prophet of Sotek
- Scaly Skin (5+)
- Tide of Serpents

Options:

- May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. Count the cost against your allowance for Lords. Tehenhauin replaces one of the Skink Crew). 280 points
 - May be upgraded to have Unstoppable Stampede 10 points
 - May be upgraded to have Sharpened Horns. 20 points
- You may upgrade any units of Skink Cohorts, Skink Skirmishers, Terradon Riders or Ripperdactyl Riders in your army so that the Skinks (not their mounts or any Kroxigor) have the Hatred (Skaven) special rule (see page 56). 1 point per model (excluding Kroxigor)

SLANN MAGE-PRIEST

300 points

Slann Mage-Priest

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	2	3	3	4	5	2	1	9	Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Cold-blooded
- Mage-Priest Palanquin
- Shield of the Old Ones
- Telepathic Confabulation

Magic:

A Slann Mage-Priest is a Level 4 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Options:

- May take up to four Disciplines of the Old Ones up to a total of. . . . 150 points
- May take magic items up to a total of 100 points

BATTLE STANDARD BEARER

Unless your army contains Lord Mazdamundi, one Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be the Battle Standard Bearer for +25 points. He may carry a magic standard (with no points limit). A Saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. A Slann Mage-Priest, however, may have a magic standard (with no points limit) as well as having his normal access of up to 100 points of magic items. A Slann Mage-Priest with the battle standard can still be your army's General.

SAURUS OLDBLOOD

140 points

Saurus Oldblood

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	6	0	5	5	3	3	5	8	Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (4+)

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted). 3 points
 - Halberd 3 points
 - Spear 3 points
 - Great weapon. 6 points
- May take light armour. 9 points
- May take a shield. 6 points
- May be mounted on one of the following:
 - Cold One 30 points
 - Carnosaur. 220 points
 - May be upgraded to have Loping Stride. 15 points
 - May be upgraded to have Bloodroar. 25 points
- May take magic items up to a total of 100 points

HEROES

CHAKAX

270 points

Chakax

M	WS	BS	S	T	W	I	A	Ld
4	5	0	5	5	2	3	4	8

Troop Type
Infantry (Special Character)

Equipment:

- Light armour

Magic Items:

- The Star-stone Mace
- The Helm of the Prime Guardian
- The Key to the Eternity Chamber

Special Rules:

- Cold-blooded
- Eternity Warden
- Guardians
- Predatory Fighter
- Scaly Skin (5+)
- Ultimate Bodyguard

GOR-ROK

185 points

Gor-Rok

M	WS	BS	S	T	W	I	A	Ld
4	5	0	5	6	2	3	4	8

Troop Type
Infantry (Special Character)

Magic Items:

- The Mace of Ulumak
- The Shield of Aeons

Special Rules:

- Cold-blooded
- Immune to Psychology
- Predatory Fighter
- Resilient
- Scaly Skin (4+)
- Stubborn



TETTO'EKO

185 points

Tetto'eko

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

Troop Type
Infantry (Special Character)

Equipment:

- Hand weapon

Magic Items:

- The Eye of the Old Ones
- The Stellar Staff

Magic:

Tetto'eko is a Level 2 Wizard who uses spells from the Lore of Heavens.

Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Herald of Cosmic Events
- Loremaster (Lore of Heavens)
- Minor Shield of the Old Ones
- The Palanquin of Constellations
- Scaly Skin (6+)

CHARACTER MOUNTS

Carnosaur

Cold One

Terradon

Ripperdactyl

M	WS	BS	S	T	W	I	A	Ld	Troop Type
7	3	0	7	5	5	2	4	5	Monster
7	3	-	4	-	-	2	2	-	War Beast
2	3	0	4	3	2	2	1	3	Monstrous Beast
2	3	0	4	3	2	3	2	3	Monstrous Beast

Special Rules:

- *Carnosaur*: Blood Frenzy, Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Terror.
- *Cold One*: Fear, Stupidity, Thick-skinned.
- *Terradon*: Drop Rocks, Fear, Flying Cavalry, Forest Strider.
- *Ripperdactyl*: Armour Piercing, Fear, Flying Cavalry, Frenzy, Killing Blow.

HEROES

TIKTAQ'TO

170 points

Tiktaq'to
Zwup (Terradon)

M	WS	BS	S	T	W	I	A	Ld
6	4	5	4	3	2	6	3	7
2	3	0	4	3	2	2	1	3

Troop Type

Monstrous Cavalry (Special Character)

Magic Items:

- Mask of Heavens
- The Blade of Ancient Skies

Mount:

- Zwup (Terradon)

Special Rules:

- Ambushers
- Cold-blooded
- Drop Rocks
- Fear
- Flying Cavalry
- Forest Strider
- Master of Skies
- Scaly Skin (6+)

Options:

- You may upgrade one unit of Terradon Riders in your army to have the Ambushers special rule (see page 58) 5 points per model

OXYOTL

120 points

Oxyotl

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

Troop Type

Infantry (Special Character)

Equipment:

- Hand weapon

Magic Items:

- The Golden Blowpipe of P'Toohee

Special Rules:

- Aquatic
- Chameleon
- Cold-blooded
- Master Predator
- Scaly Skin (6+)
- Scouts
- Sniper

SKINK PRIEST

65 points

Skink Priest

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

Troop Type

Infantry (Character)

Equipment:

- Hand weapon

Magic:

A Skink Priest is a Level 1 Wizard who uses spells from the Lore of Heavens or the Lore of Beasts.

Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Scaly Skin (6+)

Options:

- May be upgraded to a Level 2 Wizard 35 points
- May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. Count the cost against your allowance for Heroes. The Skink Priest replaces one of the Skink Crew). 280 points
 - May be upgraded to have Unstoppable Stampede 10 points
 - May be upgraded to have Sharpened Horns. 20 points
- May take magic items up to a total of 50 points



HEROES

SAURUS SCAR-VETERAN

80 points

Saurus Scar-Veteran

M WS BS S T W I A Ld
4 5 0 5 5 2 3 4 8

Troop Type
Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (5+)

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted) 2 points
 - Halberd 2 points
 - Spear 2 points
 - Great weapon 4 points
- May take light armour 6 points
- May take a shield 4 points
- May be mounted on one of the following:
 - Cold One 20 points
 - Carnosaur 220 points
 - May be upgraded to have Loping Stride 15 points
 - May be upgraded to have Bloodroar 25 points
- May take magic items up to a total of 50 points

SKINK CHIEF

40 points

Skink Chief

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

Troop Type
Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Aquatic
- Cold-blooded
- Scaly Skin (6+)

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted) 2 points
 - Blowpipe 6 points
 - Lustrian javelin 2 points
 - Spear 2 points
- May take light armour 2 points
- May take a shield 2 points
- May be mounted on one of the following:
 - Terradon 35 points
 - Ripperdactyl 40 points
 - Stegadon (see page 92 for profile. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink Crew) 215 points
 - May be upgraded to have Unstoppable Stampede 10 points
 - May be upgraded to have Sharpened Horns 20 points
 - Ancient Stegadon (see page 94 for profile. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink Crew) 230 points
 - May be upgraded to have Unstoppable Stampede 10 points
 - May be upgraded to have Sharpened Horns 20 points
- May take magic items up to a total of 50 points

BATTLE STANDARD BEARER

Unless your army contains Lord Mazdamundi, one Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be the Battle Standard Bearer for +25 points. He may carry a magic standard (with no points limit). A Saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. A Slann Mage-Priest, however, may have a magic standard (with no points limit) as well as having his normal access of up to 100 points of magic items. A Slann Mage-Priest with the battle standard can still be your army's General.

CORE UNITS

SAURUS WARRIORS

11 points per model

Saurus Warrior
Spawn Leader

M	WS	BS	S	T	W	I	A	Ld
4	3	0	4	4	1	1	2	8
4	3	0	4	4	1	1	3	8

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Shield

Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (5+)

Options:

- May upgrade one Saurus Warrior to a Spawn Leader 10 points
- May upgrade one Saurus Warrior to a musician 10 points
- May upgrade one Saurus Warrior to a standard bearer 10 points
- The entire unit may take spears free



SKINK COHORT

5 points per model

Skink
Skink Brave
Kroxigor

M	WS	BS	S	T	W	I	A	Ld
6	2	3	3	2	1	4	1	5
6	2	3	3	2	1	4	2	5
6	3	0	5	4	3	1	3	7

Troop Type
Infantry
Infantry
Monstrous Infantry

Unit Size: 10+ Skinks

Equipment (Skink):

- Hand weapon
- Lustrian javelin
- Shield

Equipment (Kroxigor):

- Great weapon

Special Rules (Skink):

- Aquatic
- Cold-blooded
- Scaly Skin (6+)
- Spawn-kin

Special Rules (Kroxigor):

- Aquatic
- Cold-blooded
- Fear
- Predatory Fighter
- Scaly Skin (4+)

Options:

- May upgrade one Skink to a Skink Brave 10 points
- May upgrade one Skink to a musician 10 points
- May upgrade one Skink to a standard bearer 10 points
- May upgrade Skinks to have Poisoned Attacks 2 points per model
- May add one Kroxigor for every eight Skinks in the unit 50 points per Kroxigor

SKINK SKIRMISHERS

7 points per model

Skink Skirmisher
Patrol Leader

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

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Blowpipe

Special Rules:

- Aquatic
- Cold-blooded
- Scaly Skin (6+)
- Skirmishers

Options:

- May upgrade one Skink Skirmisher to a Patrol Leader 10 points
- The entire unit may replace blowpipes with Lustrian javelins and shields ... free

SPECIAL UNITS

TEMPLE GUARD

Temple Guard
Revered Guardian

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	4	1	2	2	8
4	4	0	4	4	1	2	3	8

Troop Type
Infantry
Infantry

14 points per model

Unit Size: 10+

Equipment:

- Halberd
- Light armour
- Shield

Special Rules:

- Cold-blooded
- Guardians
- Predatory Fighter
- Sacred Duty
- Scaly Skin (5+)

Options:

- May upgrade one Temple Guard to a Revered Guardian 10 points
- Revered Guardian may take a magic weapon worth up to 25 points
- May upgrade one Temple Guard to a musician 10 points
- May upgrade one Temple Guard to a standard bearer 10 points
- May take a magic standard worth up to 50 points

JUNGLE SWARMS

Jungle Swarm

M	WS	BS	S	T	W	I	A	Ld
5	3	0	2	2	5	1	5	10

Troop Type
Swarm

35 points per base

Unit Size: 2+ bases

Special Rules:

- Aquatic
- Cold-blooded
- Poisoned Attacks
- They're Everywhere!

CHAMELEON SKINKS

Chameleon Skink
Stalker

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

Troop Type
Infantry
Infantry

13 points per model

Unit Size: 5+

Equipment:

- Hand weapon
- Blowpipe

Special Rules:

- Aquatic
- Chameleon
- Cold-blooded
- Scaly Skin (6+)
- Scouts
- Skirmishers

Options:

- May upgrade one Chameleon Skink to a Stalker 10 points

COLD ONE RIDERS

Cold One Rider
Pack Leader
Cold One

M	WS	BS	S	T	W	I	A	Ld
4	4	0	4	4	1	2	2	8
4	4	0	4	4	1	2	3	8
7	3	-	4	-	-	2	2	-

Troop Type
Cavalry
Cavalry
-

30 points per model

Unit Size: 5+

Equipment:

- Hand weapon
- Shield

Special Rules:

- Cold-blooded
- Fear
- Predatory Fighter (Riders only)
- Scaly Skin (5+)
- Stupidity
- Thick-skinned

Options:

- May upgrade one Cold One Rider to a Pack Leader 10 points
- May upgrade one Cold One Rider to a musician 10 points
- May upgrade one Cold One Rider to a standard bearer 10 points
- The entire unit may take spears 4 points per model

SPECIAL UNITS

KROXIGOR

50 points per model

Kroxigor
Kroxigor Ancient

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

Troop Type
Monstrous Infantry
Monstrous Infantry

Unit Size: 3+

Equipment:

- Great weapon

Special Rules:

- Aquatic
- Cold-blooded
- Fear
- Predatory Fighter
- Scaly Skin (4+)

Options:

- May upgrade one Kroxigor to a Kroxigor Ancient 10 points

TERRADON RIDERS

35 points per model

Terradon Rider
Sky Leader
Terradon

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

Troop Type
Monstrous Cavalry
Monstrous Cavalry
-

Unit Size: 3+

Equipment:

- Hand weapon
- Lustrian javelin

Special Rules:

- Cold-blooded
- Drop Rocks
- Fear
- Flying Cavalry
- Forest Strider
- Scaly Skin (6+)

Options:

- May upgrade one Terradon Rider to a Sky Leader 10 points
- The entire unit may replace their Lustrian javelins with fireleech bolas 1 point per model



STEGADON

215 points

Stegadon
Skink Crew

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

Troop Type
Monster
-

Unit Size:

1 Stegadon and
5 Skink Crew

Equipment

(Skink Crew):

- Hand weapons
- Lustrian javelins
- Giant bow

Special Rules:

- Cold-blooded
- Howdah Crew
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (4+)
- Stubborn
- Terror

Options:

- May be upgraded to have Unstoppable Stampede 10 points
- May be upgraded to have Sharpened Horns 20 points



SPECIAL UNITS

BASTILADON

Bastiladon
Skink Crew

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

Troop Type
Monster

150 points

Unit Size:

1 Bastiladon and
4 Skink Crew

Equipment

(Skink Crew):

- Hand weapons
- Lustrian javelins
- Ark of Sotek

Special Rules:

- Always Strikes Last (Bastiladon only)
- Cold-blooded
- Howdah Crew
- Impervious Defence
- Large Target
- Scaly Skin (2+)
- Terror
- Thunderous Bludgeon

Options:

- May replace its Ark of Sotek and 4 Skink Crew with a Solar Engine and 3 Skink Crew. free

RIPPERDACTYL RIDERS

Ripperdactyl Rider
Ripperdactyl Brave
Ripperdactyl

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

Troop Type
Monstrous Cavalry
Monstrous Cavalry

40 points per model

Unit Size: 3+

Equipment:

- Spear
- Shield

Special Rules:

- Armour Piercing (Ripperdactyl only)
- Cold-blooded
- Fear
- Flying Cavalry
- Frenzy (Ripperdactyl only)
- Killing Blow (Ripperdactyl only)
- Scaly Skin (6+)
- Toad Rage

Options:

- May upgrade one Ripperdactyl Rider to a Ripperdactyl Brave 10 points



RARE UNITS

ANCIENT STEGADON

230 points

Ancient Stegaddon
Skink Crew

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

Troop Type
Monstrous Beast

Unit Size:

1 Ancient Stegaddon and
5 Skink Crew

Equipment

(Skink Crew):

- Hand weapons
- Lustrian javelins
- Giant blowpipes

Special Rules:

- Cold-blooded
- Howdah Crew
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (3+)
- Stubborn
- Terror

Options:

- May be upgraded to have Unstoppable Stampede 10 points
- May be upgraded to have Sharpened Horns 20 points
- Unless taken as a mount for a Skink Chief, may replace its giant blowpipes with an Engine of the Gods 50 points

SALAMANDER HUNTING PACK

80 points per pack

Salamander
Skink Handler

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

Troop Type
Monstrous Beast

Unit Size:

1+ packs
(each pack consists of 1
Salamander and
3 Skink Handlers)

Equipment

(Skink Handler):

- Hand weapon

Special Rules:

- Aquatic
- Cold-blooded
- Fear
- Hunting Pack
- Scaly Skin (5+)
- Skirmishers
- Spout Flames

Options:

- May take one additional Skink Handler per pack 4 points per pack



RARE UNITS

RAZORDON HUNTING PACK

65 points per pack

Razordon
Skink Handler

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

Troop Type
Monstrous Beast

Unit Size: 1+ packs
(each pack consists of
1 Razordon and
3 Skink Handlers)

Equipment
(Skink Handler):
• Hand weapon

Special Rules:

- Aquatic
- Cold-blooded
- Fear
- Hunting Pack
- Instinctive Defence
- Scaly Skin (5+)
- Shoot Barbs
- Skirmishers

Options:

- May take one additional Skink Handler per pack. 4 points per pack

TROGLODON

200 points

Troglodon
Skink Oracle Rider

M	WS	BS	S	T	W	I	A	Ld
7	3	3	5	5	5	2	3	5
-	2	3	3	-	-	4	1	6

Troop Type
Monster

Unit Size:

1 Troglodon and
1 Skink Oracle Rider

Equipment (Skink Oracle Rider):

- Hand weapon
- Lustrian javelin

Special Rules:

- Aquatic
- Arcane Vassal (Skink Oracle Rider only)
- Beast Rider
- Cold-blooded
- Large Target
- Poisoned Attacks (Troglodon only)

Options:

- The Skink Oracle Rider may take a Divining Rod. 15 points



SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Kroq-Gar	4	6	0	5	5	3	3	5	8	In(SC)	51
- Grymloq	7	3	0	7	5	5	2	5	5	Mo	
Lord Kroak	4	1	1	3	5	6	1	1	9	In(SC)	52
Lord Mazdamundi	4	2	3	3	4	5	2	1	9	In(SC)	53
- Zbaaq	6	3	0	6	6	5	1	3	6	Mo	
Saurus Oldblood	4	6	0	5	5	3	3	5	8	In	32
Slann Mage-Priest	4	2	3	3	4	5	2	1	9	In	31
Tehenhauin	6	6	5	4	3	3	6	3	8	In(SC)	56

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Chakax	4	3	0	5	5	2	3	4	8	In(SC)	53
Gor-Rok	4	5	0	5	6	2	3	4	8	In(SC)	54
Oxyotl	6	4	6	4	3	2	6	3	7	In(SC)	59
Saurus Scar-Veteran	4	5	0	5	5	2	3	4	8	In	32
Skink Chief	6	4	5	4	3	2	6	3	6	In	36
Skink Priest	6	2	3	3	2	2	4	1	6	In	36
Tetto'eko	6	2	3	2	2	2	4	1	6	In(SC)	57
Tiktaq'to	6	4	5	4	3	2	6	3	7	MC(SC)	58
- Zwup (Terradon)	2	3	0	4	3	2	2	1	3	-	

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Saurus Warrior	4	3	0	4	4	1	1	2	8	In	33
- Spawn Leader	4	3	0	4	4	1	1	3	8	In	
Skink	6	2	3	3	2	1	4	1	5	In	38
- Skink Brave	6	2	3	3	2	1	4	2	5	In	
- Kroxigor	6	3	0	5	4	3	1	3	7	MI	
Skink Skirmisher	6	2	3	3	2	1	4	1	5	In	38
- Patrol Leader	6	2	4	3	2	1	4	1	5	In	

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Bastiladon	4	3	0	4	5	4	1	3	6	Mo	48
- Skink Crew	-	2	3	3	-	-	4	1	-	-	
Chameleon Skink	6	2	4	3	2	1	4	1	5	In	39
- Stalker	6	2	5	3	2	1	4	1	5	In	
Cold One Rider	4	4	0	4	4	1	2	2	8	Ca	34
- Pack Leader	4	4	0	4	4	1	2	3	8	Ca	
- Cold One	7	3	-	4	-	-	2	2	-	-	
Jungle Swarm	5	3	0	2	2	5	1	5	10	Sw	41
Kroxigor	6	3	0	5	4	3	1	3	7	MI	40
- Kroxigor Ancient	6	3	0	5	4	3	1	4	7	MI	
Ripperdactyl Rider	6	2	3	3	2	1	4	1	5	MC	43
- Ripperdactyl Brave	6	2	3	3	2	1	4	2	5	MC	
- Ripperdactyl	2	3	0	4	3	2	3	2	3	-	
Stegadon	6	3	0	5	6	5	2	4	6	Mo	44
- Skink Crew	-	2	3	3	-	-	4	1	-	-	
Temple Guard	4	4	0	4	4	1	2	2	8	In	35
- Revered Guardian	4	4	0	4	4	1	2	3	8	In	
Terradon Rider	6	2	3	3	2	1	4	1	5	MC	42
- Sky Leader	6	2	4	3	2	1	4	1	5	MC	
- Terradon	2	3	0	4	3	2	2	1	3	-	

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Ancient Stegadon	6	3	0	6	6	5	1	3	6	Mo	44
- Skink Crew	-	2	3	3	-	-	4	1	-	-	
Salamander	6	3	3	5	4	3	4	2	4	MB	46
- Skink Handler	6	2	3	3	2	1	4	1	5	-	
Razordon	6	3	3	5	4	3	4	2	4	MB	47
- Skink Handler	6	2	3	3	2	1	4	1	5	-	
Troglodon	7	3	3	5	5	5	2	3	5	Mo	37
- Skink Oracle Rider	-	2	3	3	-	-	4	1	6	-	

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Cartonault	7	3	0	7	5	5	2	4	5	Mo	36
Cold One	7	3	-	4	-	-	2	2	-	WB	34
Ripperdactyl	2	3	6	4	3	2	3	2	3	MB	43
Terradon	2	3	0	4	3	2	2	1	3	MB	42

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.

Lord Huazhini was lost. Although his body floated calmly in the lotus-infused Eternity Chamber his mind was entangled, trapped in a maze with no escape. For brief moments the Slann Mage-Priest's vision cleared and he remembered he was searching – seeking for something, although exactly what he sought was no longer clear. An overwhelming lethargy slowed his every effort and even that he was looking for something was an ephemeral thought, a notion that hovered elusively just beyond his grasp.

Through this dream-haze Lord Huazhini heard a call – a distant voice within his mind – a foraway entreaty from Lord Mazdamundi. It was this message that recalled Lord Huazhini, guiding him to cast off the spell that enthralled him. With a lurch his bloated body startled awake for the first time in generations. In that instant the Mage-Priest was flooded with visions. He saw powerful enemy forces mustering, as well as the recovered messages of the Old Ones. Lord Huazhini's eyes blazed with magical fury as he once more remembered his Great Purpose.

