

LIZARD MEN



TO THE STRONGHOLD!

v5.2

Army Trait

Jungles of Lustria

No command penalty is applied to any units in the Lizardmen army on account of dense terrain. The Lizardmen's ruin infested jungle homeland is mostly dense terrain and they are used to communicating through thick jungle and narrow tunnels by a mix of instinct and bizarre sub-sonic noises inaudible to other races.



Aquatic

Troops with this characteristic can treat impassible water features as rough terrain. They also treat marsh and water features (such as spawning pools) as cover

Army Characteristics

Slann Mage Priest

The Slann Mage Priest characteristic has the following benefits -

- Draw a single card when dispelling
- All friendly wizards within 3 boxes of the Slann Mage Priest add 1 to the casting draw total, including the Slann himself

Relic Beast

Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed

Cold Blooded

Troops with this ability suffer an additional +1 penalty when making difficult activations. This rule represents the creatures being cold-blooded brutes and slow to react.

Spells

GAZE OF SOTEK

Cast 6+

Burning jade coloured rays leap from the wizard's lidded eyes enshrouding and choking his enemies in writhing coils of magic.

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.

MAZDAMUNDI'S REVENGE

Cast 6+

The wizard's foes bowels melt with dread or possibly something much worse, hindering their movement as if hobbled.

This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not. When successfully cast place a *Mazdamundi's Revenge token* on the enemy unit. *Mazdamundi's Revenge token* means the unit cannot charge or advance closer to any enemy. Even units that are otherwise obliged to charge, or advance will not do so.

WINGS IN THE JUNGLE

Cast 6+

An eerie aura surrounds the Wizard and his companions lifting them into the air and transporting them effortlessly from one place to another.

Pick a visible friendly unit within 4 boxes of the casting Wizard. The spell affects only a single unit. The unit can be moved just as if it had received a successful activation, even if his already been activated.

SHIELD OF THE OLD ONES

Cast 6+

The enemy's blows are magically turned aside by the strange power of the Old Ones.

This spell can be cast upon a friendly unit within 2 squares of the casting wizard. The Wizard does not have to be able to see the target to cast the spell.

When successfully cast place a *Shield of the Old Ones token* on the unit.

Shield of the Old Ones token - Save (-1)

On an 11+ an addition -1 Save per PIP over 10 - up to the level of the caster - is added to the token

LIZARDMEN

Jungles of Lustria

Points

30

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3 Slann Magic	5	2 +	5	230	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Carnosaur	Monstrous Creature (II)			Terror Relic Beast		3	3	4 +	2	160

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Skinks	●	2	10	Light infantry, bow			Aquatic		1	1	8 +	1	42
				Light infantry, javelin			Aquatic		1	1	7 +	1	42
				Javelinmen	Raw		Aquatic		2	2	8 +	2	52
Skinks stiffened with Kroxigors	●	0	2	Javelinmen	Veteran	2HCCW		2	2	6 +	2	100	
Saurus	●	2	10	Shieldwall, Deep			Cold Blooded		3	3	7 +	3	90
Temple Guard		0	2	Shieldwall, Deep	Veteran		Cold Blooded Fearless	Relic Beast	4	3	5 +	4	135
Salamander Hunting Packs		0	2	Monstrous Creature (I)	Raw		Aquatic Breath Weapon		2	2	6 +	1	107
Kroxigor		0	2	Monstrous Creature (I)		2HCCW	Cold Blooded Fearless		2	2	5 +	1	105
Cold One Riders		0	3	Cataphracts, lance	Veteran		Cold Blooded Stupid		2	2	5 +	2	105
Terradons		0	2	Light cavalry, bow			Fly		1	1	9 +	1	80
Jungle Swarms		0	2	Javelinmen			Swarm Poison	Fly	0	2	8 +	1	130
Stegadon		0	2	Monstrous Creature (III)			Cold Blooded Relic Beast		4	4	4 +	2	200
Bastiladon		0	1	War wagon - Artillery (Cannon)	Veteran		Cold Blooded Relic Beast	Extra deep	5	4	5 +	5	164