

# LIZARDMEN

## LEGACY ARMY LIST

### **For Use With Warhammer: The Old World Rules**

This document allows you to play a Lizardmen Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

# LIZARDMEN

**F**rom the jungle-continent of Lustria, the Lizardmen look outwards and see a world gone awry. As the inheritors of the Old Ones' legacy, the Lizardmen see it as their sacred duty to fulfil the enigmatic plans of their long lost masters, and any who stand in their way can expect no mercy. Heed the drums and the reptilian roars of the jungle and join the gathering Lizardmen armies as they march forth for battle.

This document contains the following information:

**Grand Army Composition List:** The default army composition list for the Lizardmen.

**Profiles:** Every model available to the Lizardmen has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

**Magic Items:** As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Lizardmen.

**Special Rules:** This section covers rules unique to the Lizardmen.

**The Lore of...:** Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

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# LIZARDMEN ARMY LIST

**T**his page details the Grand Army composition list for the Lizardmen. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

## Grand Army Composition List

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This is the Grand Army composition list for a Lizardmen army:

### Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Slann Mage-Priest
- 0-1 Saurus Oldblood or Skink Priest per 1,000 points
- Saurus Scar-Veterans and Skink Chiefs

### Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Saurus Warriors
- Skink Skirmishers and Jungle Swarms
- 0-1 unit of Temple Guard

### Special

Up to 50% of your army's points value may be spent on:

- Chameleon Skinks, Kroxigor and Cold One Riders
- 0-1 unit of Terradon Riders per Skink Hero taken
- 0-1 unit of Ripperdactyl Riders per Skink Hero taken
- 0-2 Bastiladons per 1,000 points

### Rare

Up to 25% of your army's points value may be spent on:

- 0-1 Salamander Pack or Razordon Pack per 1,000 points
- 0-1 Stegadon or Troglodon per 1,000 points

### Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

### Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from the following Grand Army composition list:

- High Elf Realms

### Battle Standard Bearer

A single Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit. A Slann Mage-Priest may be both your army's Battle Standard Bearer and its General.

## Slann Mage-Priests

	M	WS	BS	S	T	W	I	A	Ld	Points
Slann Mage-Priest	2	2	3	3	4	5	2	1	9	285

**Troop Type:** Monstrous infantry  
**Base Size:** 50 x 50 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon

**Magic:** A Slann Mage-Priest is a Level 4 Wizard. Every Slann Mage-Priest knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion
- Necromancy

### Options:

- May take a single Discipline of the Old Ones..... See page 16
- May purchase magic items up to a total of ..... 100 points

**Special Rules:** Arcane Shield, Cold Blooded, Fly (8), Large Target, Lore of Lustria

### Arcane Shield

*Pure magic shimmers about the Slann, shielding it from the blows of the enemy.*

This character has a 5+ Ward save against any wounds suffered.

## Saurus Heroes

	M	WS	BS	S	T	W	I	A	Ld	Points
Saurus Oldblood	4	6	0	5	5	3	3	5	8	140
Saurus Scar-Veteran	4	5	0	5	5	2	3	4	8	90

**Troop Type:** Heavy infantry  
**Base Size:** 30 x 30 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon and scaly skin (counts as heavy armour)

### Options:

- May take one of the following:
  - Additional hand weapon..... +3 points
  - Cavalry spear (if appropriately mounted) ..... +4 points
  - Great weapon..... +4 points
  - Halberd ..... +3 points
- May take a shield..... +2 points
- May be mounted ..... See page 5
- A Saurus Oldblood may purchase magic items up to a total of ..... 100 points
- A Saurus Scar-Veteran may purchase magic items up to a total of ..... 50 points

**Special Rules:** Cold Blooded, Furious Charge\*, Obsidian Blades, Rallying Cry

*\*Note that this special rule does not apply to this model's mount (should it have one)*

## Character

### The Slann

First amongst the Old Ones' servants, the Slann are beings of incredible intellect and unparalleled magical ability. Although they are not physically menacing, the Slann wield magic so powerful they can topple cities, wash away their foes in torrents of flame or even terraform the earth itself with a simple gesture. Even the mightiest Wizards will find their most potent spells unravelled effortlessly by the Slann, before being scorched, crushed or otherwise laid low by the Mage-Priest's own magic. From atop their floating palanquins, the Slann continue to enact the will of the Old Ones and work towards the completion of the Great Plan.

### Saurus Heroes

The longer a Saurus lives, the tougher and more ferocious it becomes; their hardened scales grow as hard as iron, lethal protrusions sprout from their bodies and their corded muscles become so powerful they can break rock with their bare hands. It is these experienced warriors who lead the Lizardmen in battle when the Children of the Old Ones are marshalled for war.

## Skink Heroes

	M	WS	BS	S	T	W	I	A	Ld	Points
Skink Priest	6	2	3	3	2	2	4	1	6	60
Skink Chief	6	4	5	4	3	2	6	3	6	45

**Troop Type:** Regular infantry  
**Base Size:** 25 x 25 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon and calloused hide (counts as light armour)\*

**Magic:** A Skink Priest is a Level 1 Wizard. Every Skink Priest knows spells from one of the following Lore of Magic:

- Battle Magic
- Elementalism
- Illusion

### Options:

- A Skink Priest may be a Level 2 Wizard..... +30 points
- A Skink Chief may take one of the following:
  - Additional hand weapon..... +3 points
  - Cavalry spear (if appropriately mounted)..... +4 points
  - Blowpipe (see below)..... +4 points
  - Javelins..... +3 points
- A Skink Chief may take a shield..... +2 points
- A Skink Priest or Skink Chief may:
  - Be mounted ..... See page 5
  - Purchase magic items up to a total of..... 50 points

### Special Rules:

- **Skink Priest:** Arcane Vassal, Aquatic\*\*, Cold Blooded, Lore of Lustria
- **Skink Chief:** Aquatic\*\*, Cold Blooded, Poisoned Attacks

\*Note that a Skink Priest can make Casting and Dispel rolls as normal. Whilst their calloused hide is as protective as a suit of light armour, they do not wear armour.

\*\*Note that this special rule does not apply to this model's mount (should it have one).

	R	S	AP	Special Rules
Blowpipe	12"	3	-	Multiple Shots (2), Poisoned Attacks

## Character

### Skink Heroes

On occasion, a Skink spawning will not produce a horde of the diminutive Lizardmen, but will instead birth just one – a rare occurrence that is said to mark the individual for greatness. Those who scurry forth that show any proficiency in the arcane will be trained as Skink Priests; assistants to the mighty Slann. Whilst they are unable to wield the world-bending arcana of their masters, the Skink Priests' mastery of magic is still akin to the Wizards of the younger races. Those who don't display magical proficiency will become Skink Chieftains; cunning leaders who become responsible for marshalling war parties, organising construction and other such tasks to ensure the wheels of the Great Plan remain in motion.

## Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

### A Saurus Oldblood or Scar-Veteran may be mounted on a:

- Cold One.....+18 points
- Carnosaur..... See page 12

### A Skink Priest may be mounted on a:

- Ancient Stegaden..... See page 13

### A Skink Chief may be mounted on a:

- Terradon.....+30 points
- Ripperdactyl.....+35 points
- Stegaden..... See page 13

## Cold One

	M	WS	BS	S	T	W	I	A	Ld	Points
Cold One	7	3	-	4	-	-	2	2	-	+18

- Troop Type:** Heavy cavalry  
**Base Size:** 30 x 60 mm  
**Unit Size:** 1  
**Equipment:** Claws and teeth (counts as a hand weapon)  
**Special Rules:** Armour Bane (1, Cold One only), Armoured Hide (1), Fear, Stupidity, Swiftstride

## Terradon

	M	WS	BS	S	T	W	I	A	Ld	Points
Terradon	2	3	-	4	(+1)	(+1)	2	1	-	+30

**Note:** A character mounted on a Terradon has +1 Toughness and +1 Wound.

- Troop Type:** Monstrous cavalry  
**Base Size:** 40 x 40 mm  
**Unit Size:** 1  
**Equipment:** Claws and teeth (counts as a hand weapon)  
**Special Rules:** Armoured Hide (1), Drop Rocks, Fear, Fly (10), Swiftstride

## Ripperdactyl

	M	WS	BS	S	T	W	I	A	Ld	Points
Ripperdactyl	2	3	-	4	(+1)	(+1)	2	2	-	+35

**Note:** A character mounted on a Ripperdactyl has +1 Toughness and +1 Wound.

- Troop Type:** Monstrous cavalry  
**Base Size:** 40 x 40 mm  
**Unit Size:** 1  
**Equipment:** Claws and teeth (counts as a hand weapon)  
**Special Rules:** Armoured Hide (1), Cleaving Blow (Ripperdactyl only), Fear, Fly (9), Furious Charge (Ripperdactyl only), Impetuous, Swiftstride, Toad Rage (see page 11)

## Character

### Cold Ones

Cold Ones emerge from their subterranean lairs to prowl in packs across Lustria, sprinting through the jungle on their strong hind legs as they slash and bite at any prey within reach.

### Terradons

These dangerous predators hunt with sharp talons and elongated beaks filled with needle-like teeth. Intruders to the jungle quickly learn to fear the ominous shadow of their wide wingspan or to hear their shrill and piercing cries as they swoop overhead.

### Ripperdactyls

Amongst the most aggressive creatures in Lustria, Ripperdactyls soar above the jungle canopy constantly on the hunt for fresh prey. Although they are vicious killers, there is one foe that always drives these airborne reptiles into a mindless rage – the Lustrian blot toad.

## Temple Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Temple Guard	4	4	0	4	4	1	1	2	8	16
Revered Guardian	4	4	0	4	4	1	1	3	8	+7

**Troop Type:** Heavy infantry  
**Base Size:** 30 x 30 mm  
**Unit Size:** 10+  
**Equipment:** Hand weapons, halberds, scaly skin (counts as heavy armour) and shields

### Options:

- Any unit may:
  - Upgrade one model to a Revered Guardian (champion) ..... +7 points per unit
  - Upgrade one model to a standard bearer..... +7 points per unit
  - Upgrade one model to a musician ..... +7 points per unit
  - Purchase a magic standard worth up to..... 100 points
- A Revered Guardian may purchase magic items up to a total of.....50 points

**Special Rules:** Close Order, Cold Blooded, Guardians, Obsidian Blades, Shieldwall, Stubborn

### Guardians

*Temple Guard protect the Mage-Priests with their tough, scaled bodies and interlocking shields.*

Should a friendly Slann Mage-Priest model that is within 3" of this unit suffer a hit during the Shooting phase, roll a D6. On a roll of 2+, you may choose to transfer that hit and all of its effects onto this unit. In addition, any model in a unit of Temple Guard that is within the Command range of a Slann Mage-Priest can issue and accept challenges in the same manner as a character.

## Saurus Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Saurus Warrior	4	3	0	4	4	1	1	2	8	14
Spawn Leader	4	3	0	4	4	1	1	3	8	+7

**Troop Type:** Heavy infantry  
**Base Size:** 30 x 30 mm  
**Unit Size:** 10+  
**Equipment:** Hand weapons, scaly skin (counts as heavy armour) and shields

### Options:

- The entire unit may take thrusting spears ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Spawn Leader (champion)..... +7 points per unit
  - Upgrade one model to a standard bearer..... +7 points per unit
  - Upgrade one model to a musician ..... +7 points per unit
- A Spawn Leader may purchase magic items up to a total of.....25 points
- 0-1 unit per 1,000 points may have the Shieldwall special rule..... +1 point per model

**Special Rules:** Close Order, Cold Blooded, Obsidian Blades

## Infantry

### Temple Guard

Temple Guard are a prized and rare spawning of Saurus warrior. Created for the sole purpose of protecting the Slann and the temple cities in which they dwell, Temple Guard use heavy ornamental halberds to dispatch anything that might threaten their charges. These deadly warriors dedicate themselves to their task with every fibre of their being, displaying a single-minded determination that results in either the safeguarding of the Slann or their own deaths. It has been known for Temple Guard to stand sentry for centuries at a time whilst a Slann meditates, remaining poised to neutralise any threat to the vulnerable Mage-Priest even as dust gathers on their scaled hides.

### Saurus Warriors

When the armies of the Lizardmen are called to war, it is the Saurus who make up the hardened core of their fighting forces; which should come as no surprise, for the Old Ones created the Saurus for this very purpose. Unarmed, Saurus are extremely dangerous – their razor-sharp claws can gouge rock as easily as rend flesh, whilst a blow from their heavy tails can crush bone and crack armour. If that were not enough, their crocodilian jaws are filled with enormous teeth capable of severing limbs and crushing steel.

## Skink Skirmishers

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

**Troop Type:** Regular infantry  
**Base Size:** 25 x 25 mm  
**Unit Size:** 10+  
**Equipment:** Hand weapons and calloused hides (counts as light armour)

### Options:

- The entire unit must take one of the following:
  - Blowpipes ..... +1 point per model
  - Javelins and shields..... Free
- Any unit may upgrade one model to a Patrol Leader (champion) ..... +5 points per unit
- 0-1 unit per 1,000 points may have one of the following:
  - The Scouts special rule ..... +10 points per unit
  - The Vanguard special rule ..... +5 points per unit

**Special Rules:** Cold Blooded, Move through Cover, Poisoned Attacks (javelins only), Skirmishers

## Chameleon Skinks

	M	WS	BS	S	T	W	I	A	Ld	Points
Chameleon Skink	6	2	4	3	2	1	4	1	6	11
Patrol Leader	6	2	5	4	2	1	4	1	6	+6

**Troop Type:** Regular infantry  
**Base Size:** 25 x 25 mm  
**Unit Size:** 5+  
**Equipment:** Hand weapons, blowpipes (see below) and calloused hides (counts as light armour)

### Options:

- Any unit may upgrade one model to a Patrol Leader (champion) ..... +6 points per unit

**Special Rules:** Cold Blooded, Evasive, Move through Cover, Scouts, Skirmishers

	R	S	AP	Special Rules
Blowpipe	12"	3	-	Multiple Shots (2), Poisoned Attacks

## Infantry

### Skink Skirmishers

Skittish and swift, Skinks are unique amongst the otherwise sluggish and physically intimidating Lizardmen. These diminutive creatures were created by the Old Ones to perform many different roles and, without them, Lizardman society would quickly begin to collapse. With excellent physical and mental dexterity, Skinks can slip through the jungle with ease, enabling them to outflank and surround the enemy with little risk of discovery.

### Chameleon Skinks

With their innate ability to mirror the patterns of their environment, Chameleon Skinks are the ultimate ambush warriors. Able to sneak within arms length of the enemy, Chameleon Skinks will fire a hail of toxic blowpipe darts at their targets with incredible accuracy, before slinking undetected back into the jungle.



## Kroxigor

	M	WS	BS	S	T	W	I	A	Ld	Points
Kroxigor	6	3	0	5	4	3	3	3	7	49
Ancient	6	3	0	5	4	3	3	4	7	+7

**Troop Type:** Monstrous infantry  
**Base Size:** 40 x 40 mm  
**Unit Size:** 3+  
**Equipment:** Great weapons and scaly skin (counts as heavy armour)

### Options:

- Any unit may upgrade one model to an Ancient (champion) ..... +7 points per unit

**Special Rules:** Aquatic, Close Order, Cold Blooded, Fear, Skirmish Screen

### Skirmish Screen

*In battle, Skinks swarm around the legs of Kroxigor. When the enemy draws near, the Kroxigor charge through the Skinks, who instinctively know to get out of their way.*

A unit with this special rule can draw a line of sight over or through friendly units of Skink Skirmishers and can move through friendly units of Skink Skirmishers that are in Skirmish formation. If this unit's move would result in it ending up 'on top' of a friendly Skink Skirmisher, simply nudge that model aside, by the smallest amount possible, to make space for this unit. Whilst in Skirmish formation units of Skink Skirmishers can treat friendly models with this special rule that are within 1" of one or more of the unit's models as a part of the unit for the purposes of unit coherency.

## Jungle Swarms

	M	WS	BS	S	T	W	I	A	Ld	Points
Jungle Swarms	5	3	0	2	2	5	1	5	5	40

**Troop Type:** Swarms  
**Base Size:** 40 x 40 mm  
**Unit Size:** 3+  
**Equipment:** Hand weapons  
**Special Rules:** Cold Blooded, Immune to Psychology, Loner, Move through Cover, Poisoned Attacks, Skirmishers, Unbreakable, Vanguard

## Infantry

### Kroxigors

Initially created by the Old Ones to aid with the construction of the great temple cities, Kroxigor are hulking muscular creatures with an enormous maw filled with dagger-like teeth. During times of war, these brutes are used as destructive shock troops as they set about enemy battle lines with huge clubs, each taller than a man and twice as heavy.

### Jungle Swarms

When threatened by invaders, or when amassing a force to strike at far-off lands, a Skink Priest will call upon the jungle's smaller denizens to aid them in the coming battle, forming a writhing carpet of highly venomous snakes, spiders and insects.

## Salamander Packs

	M	WS	BS	S	T	W	I	A	Ld	Points
Skink Handler	6	2	3	3	2	1	4	1	5	5
Salamander	6	3	3	5	4	3	4	2	4	75

**Troop Type:** Regular infantry (Skink handlers), War beasts (Salamanders)

**Base Size:** 25 x 25 mm (Skink Handlers), 50 x 75 mm (Salamanders)

**Unit Size:** 3+/1+\*

**Equipment:**

- **Skink Handlers:** Hand weapons and calloused hides (counts as light armour)
- **Salamanders:** Wicked claws (see below), fiery breath (see below) and scaly skin (counts as heavy armour)

**Special Rules:** Aquatic, Beast Handlers, Cold Blooded, Fear, Skirmishers

*\*When writing your muster list, a Salamander Pack must contain at least three Skink handlers for every one Salamander.*

	R	S	AP	Special Rules
Fiery breath	N/A	4	-1	Breath Weapon, Flaming Attacks

## Razordon Packs

	M	WS	BS	S	T	W	I	A	Ld	Points
Skink Handler	6	2	3	3	2	1	4	1	5	5
Razordon	6	3	4	5	4	3	4	2	4	60

**Troop Type:** Regular infantry (Skink handlers), War beasts (Razordons)

**Base Size:** 25 x 25 mm (Skink Handlers), 50 x 75 mm (Razordons)

**Unit Size:** 3+/1+\*

**Equipment:**

- **Skink Handlers:** Hand weapons and calloused hides (counts as light armour)
- **Razordons:** Wicked claws (see below), razor barbs (see below) and scaly skin (counts as heavy armour)

**Special Rules:** Aquatic, Beast Handlers, Cold Blooded, Fear, Skirmishers

*\*When writing your muster list, a Razordon Pack must contain at least three Skink handlers for every one Razordon.*

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Razor barbs	18"	4	-1	Move & Shoot, Multiple Shots (D3), Quick Shot

## Infantry

### Salamanders

Large predatory animals that stalk the swamplands of Lustria, Salamanders propel themselves around with four thickly muscled legs and a powerful tail that allows them to swiftly manoeuvre on both land and in water. Salamanders hunt by sight and bring down their prey by launching a torrent of highly corrosive venom at their target – this venom is so volatile that it ignites upon contact with flesh, metal or stone and burns their victim alive.

### Razordons

Covered from nose to tail in great spines of hardened bone, Razordons cast a most intimidating silhouette. As defensive protection goes, being covered in iron-hard spines is enough to put off most of Lustria's predators, but a Razordon's spines are not just for protection. When angered, a Razordon can discharge the spines from its body with powerful muscle spasms, showering any would-be assailants in a hail of deadly thorns.

## Cold One Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Cold One Rider	-	4	0	4	4	1	2	2	8	34
Pack Leader	-	4	0	4	4	1	2	3	8	+7
Cold One	7	3	-	4	-	-	2	2	-	-

**Troop Type:** Heavy cavalry

**Base Size:** 30 x 60 mm

**Unit Size:** 5+

**Equipment:**

- **Cold One Riders:** Hand weapons, scaly skin (counts as heavy armour) and shields
- **Cold Ones:** Claws and teeth (counts as hand weapons)

**Options:**

- The entire unit may take cavalry spears ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Pack Leader (champion)..... +7 points per unit
  - Upgrade one model to a standard bearer..... +7 points per unit
  - Upgrade one model to a musician ..... +7 points per unit
  - Have the Drilled special rule ..... +2 points per model
  - Purchase a magic standard worth up to.....50 points
- A Pack Leader may purchase magic items up to a total of.....25 points

**Special Rules:** Armour Bane (1, Cold One only), Armoured Hide (1), Close Order, Cold Blooded, Fear, Obsidian Blades, Stupidity, Swiftstride

## Terradon Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Terradon Rider	-	2	3	3	3	2	4	1	5	32
Sky Leader	-	2	4	3	3	2	4	1	5	+6
Terradon	2	3	-	4	-	-	2	1	-	-

**Troop Type:** Monstrous cavalry

**Base Size:** 40 x 40 mm

**Unit Size:** 3+

**Equipment:**

- **Terradon Riders:** Hand weapons, calloused hides (counts as light armour) and javelins
- **Terradons:** Claws and teeth (counts as hand weapons)

**Options:**

- The entire unit may replace javelins with fireleech bolas..... +1 point per model
- Any unit may:
  - Upgrade one model to a Sky Leader (champion) ..... +6 points per unit

**Special Rules:** Armoured Hide (1), Cold Blooded, Drop Rocks, Fear, Fly (10), Poisoned Attacks (javelins only), Skirmishers, Swiftstride

	R	S	AP	Special Rules
Fireleech bolas	6"	S+1	-	Flaming Attacks, Move & Shoot, Quick Shot

## Cavalry

### Cold One Cavalry

Saurus warriors are already deadly fighters, but when mounted atop a charging Cold One they become some of the most fearsome shock cavalry to ever set foot on the battlefield. Those who choose to hold against such a cavalry charge will quickly find themselves under attack from not only the snapping jaws and slashing talons of the Cold Ones, but also the keen thrusts of the Saurus' long-bladed spears.

### Terradon Riders

These fast moving flyers act as scouts and messengers during times of war, able to relocate at a moment's notice as they soar above the jungle canopy. When battle commences, it is not just the poison-tipped javelins or scorching fireleech bolas that the enemy should watch for, as the Terradons are notorious for bombarding their prey with rocks as they swoop overhead, crushing armour and skulls alike.

## Ripperdactyl Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Ripperdactyl Rider	-	2	3	3	3	2	4	1	5	40
Ripperdactyl Champion	-	2	3	3	3	2	4	2	5	+6
Ripperdactyl	2	3	-	4	-	-	3	2	-	-

**Troop Type:** Monstrous cavalry

**Base Size:** 40 x 40 mm

**Unit Size:** 3+

**Equipment:**

- **Ripperdactyl Riders:** Cavalry spears, calloused hides (counts as light armour) and shields
- **Ripperdactyls:** Claws and teeth (counts as hand weapons)

**Options:**

- Any unit may upgrade one model to a Ripperdactyl Champion..... +6 points per unit

**Special Rules:** Armoured Hide (1), Cleaving Blow (Ripperdactyl only), Cold Blooded, Fear, Fly (9), Furious Charge (Ripperdactyl only), Impetuous, Skirmishers, Swiftstride, Toad Rage

### Toad Rage

*Ripperdactyls are driven into a feeding frenzy by the scent of their favourite food – the Lustrian blot toad. Should one of these ugly amphibians seek refuge amongst the ranks of the enemy, flocks of ravenous Ripperdactyls will quickly descend upon them.*

Before the game starts, but after Scouts have been deployed, you may place one Lustrian blot toad marker for each unit of Ripperdactyl Riders in your army (counting only units, not including characters mounted on Ripperdactyls). A single blot toad marker can be placed on any enemy unit on the battlefield, this marker remains throughout the battle.

When engaged in combat with an enemy unit with a blot toad marker, Ripperdactyls (but not their riders) gain the Extra Attacks (1) special rule, and may re-roll any roll To Hit of a natural 1.

## Cavalry

### Ripperdactyl Riders

Forgoing the usual javelins and blowpipes, Ripperdactyl riders don ceremonial helmets and arm themselves with long spears and shields; a far better combination of armaments given the Ripperdactyl's inclination towards tearing their prey to shreds with sword-like talons. For reasons unknown, the Ripperdactyl's favourite food is the Lustrian blot toad, an odorous creature that drives the flying reptiles to be even more bloodthirsty than usual. Skinks, being the cunning creatures that they are, will hide blot toads amongst important targets within the enemy's ranks, marking them for a particularly gruesome death as soon as a pack of Ripperdactyls catches the scent of their favourite prey.

## Carnosaur

	M	WS	BS	S	T	W	I	A	Ld	Points
Carnosaur	7	3	0	7	(+1)	(+4)	2	4	-	+170

**Notes:** A character mounted on a Carnosaur has +1 Toughness and +4 Wounds.

**Troop Type:** Behemoth  
**Base Size:** 50 x 100 mm  
**Unit Size:** 1  
**Equipment:** Slashing talons (see below) and scaly skin (counts as heavy armour)  
**Special Rules:** Blood Frenzy, Close Order, Cold Blooded, Large Target, Stomp Attacks (2), Swiftstride, Terror

### Blood Frenzy

*Carnosaurs are huge, aggressive creatures that become almost impossible to control when they taste the blood of the enemy.*

When this model (but not its rider) inflicts an unsaved wound upon an enemy model, it becomes subject to the Frenzy special rule. A model with this special rule may become Frenzied in this way even if it has lost Frenzy earlier in the game.

*Note that this model's rider does not gain a +1 modifier to their Attacks characteristic.*

	R	S	AP	Special Rules
Slashing talons	Combat	S	-3	Multiple Wounds (D3)

**Notes:** The Multiple Wounds (D3) special rule only applies against enemy models whose troop type is 'monster'.

**Character Mount:** A Carnosaur may only be included in your army as a character's mount. Its points are added to that of its rider.

## Cavalry

### Carnosaurs

A Carnosaur's roar is so greatly feared by the denizens of Lustria, it will silence the surrounding jungle as it echoes through the trees as beasts great and small run and hide in an effort to avoid becoming its next meal – even Stegadons are forced to huddle together and present a wall of pointed horns in the hopes of driving the Carnosaur away. Once it has tasted blood, a Carnosaur will enter a state of total bloodlust; biting and tearing at any living creature it can find. Carnosaur eggs are highly prized by the Lizardmen, as the hatchlings can eventually be trained to accept a rider and act as mounts for the most venerated Saurus Oldbloods and Scar-Veterans.

## Stegadons

	M	WS	BS	S	T	W	I	A	Ld	Points
Stegadon	6	3	-	5	6	5	2	4	-	215
Ancient Stegadon	6	4	-	6	6	5	1	3	-	230
Skink Crew (x5)	-	2	3	3	-	-	4	1	6	-

**Troop Type:** Behemoth

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Armour Value:** 4+

**Equipment:**

- **Stegadon/Ancient Stegadon:** Great horns (see below) and giant bow (see below)
- **Skink Crew:** Hand weapons and javelins

**Options:**

- A Stegadon may replace its giant bow with giant blowpipes..... Free
- An Ancient Stegadon may replace its giant bow with:
  - Giant blowpipes (see below)..... Free
  - Engine of the Gods..... +25 points

**Special Rules:** Close Order, Cold Blooded, Howdah, Immune to Psychology, Impact Hits (D3+1), Large Target, Poisoned Attacks (javelins only), Stomp Attacks (D3+2), Stubborn, Terror

### Engine Of The Gods

An Ancient Stegadon equipped with an Engine of the Gods gains the following special rules:

**Arcane Configuration:** If your army contains two or more Engines of the Gods, friendly Wizards may apply a +1 modifier to any Casting roll they make whilst within 6" of an Engine of the Gods.

**Burning Alignment:** This model can cast the following Bound spell, with a Power Level of 3:

**Type:** Magic Missile

**Casting Value:** 8+

**Range:** 15"

**Effect:** The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This Bound spell has the Flaming Attacks special rule.

	R	S	AP	Special Rules
Great horns	Combat	S	-3	-
	R	S	AP	Special Rules
Giant bow	36"	5	-2	Multiple Wounds (D3), Poisoned Attacks
	R	S	AP	Special Rules
Giant blowpipes	18"	3	-	Cumbersome, Multiple Shots (2D6), Poisoned Attacks

**Character Mount:** A Stegadon or Ancient Stegadon may be included in your army as a character's mount. If so, its points are added to that of its rider.

*Note that, because it has the Howdah special rule, a Stegadon or Ancient Stegadon is considered to be a chariot mount, rather than a ridden monster.*

## Monster

### Stegadons

Stegadons are squat creatures of immense size and weight, whose huge heads are covered with crests thicker than any forged armour, out of which project enormous horns that skewer and stab at those foolish enough to stand in their path. Since the earliest days of their existence, the Lizardmen have used Stegadons to clear roadways through the jungle, drag huge blocks of masonry to building sites and other tasks suited to such a massive beast of burden. In war, they carry out devastating shock attacks as they trample and gore those in their path, as crews of Skinks hurl javelins and shoot darts from the safety of large howdahs attached to the beasts' backs.

### Ancient Stegadons

As Stegadons get older, they grow stronger and more resilient. The most revered of these venerable creatures are chosen to carry the archaic war machine known as the Engine of the Gods. Though the secrets of these ancient machines have been lost to time, when its thrumming runes are activated in a certain order, lances of light fly from the arcane device, sundering the enemies of the Lizardmen.

## Bastiladon

	M	WS	BS	S	T	W	I	A	Ld	Points
Bastiladon	4	3	-	4	5	4	1	3	-	160
Skink Crew (x3)	-	2	3	3	-	-	4	1	6	-

**Troop Type:** Monstrous creature

**Base Size:** 60 x 100 mm

**Unit Size:** 1

**Armour Value:** 3+

**Equipment:**

- **Bastiladon:** Thunderous bludgeon (see below) and Ark of Sotek
- **Skink Crew:** Hand weapons and javelins

**Options:**

- A Bastiladon may:
  - Replace its Ark of Sotek with a Solar Engine ..... +15 points
  - Add a fourth Skink crew member ..... +5 points

**Special Rules:** Close Order, Cold Blooded, Immune to Psychology, Impact Hits (D3), Impervious Defence, Large Target, Poisoned Attacks (javelins only), Stomp Attacks (D3+1), Stubborn, Terror

### Impervious Defence

A Bastiladon is protected by a thick leathery skin, scales and massive iron-like plates.

Enemy units cannot claim any bonus combat result points for being engaged with this model's flank or rear arc.

### Ark Of Sotek

A Bastiladon equipped with an Ark of Sotek gains the following special rules:

**Slithering Serpents:** During the Command sub-phase of its turn, every enemy unit within D6" of this model suffers 2D6 Strength 2 hits, each with an AP of -.

**Spawn of Sotek:** During the Command sub-phase of its turn, roll a D6. On a roll of 4+, a single Jungle Swarm within 6" of this model regains D3 lost Wounds.

### Solar Engine

A Bastiladon equipped with a Solar Engine gains the following special rules:

**Solar Radiance:** Whilst within 6" of one or more Solar Engines, friendly units with the Cold Blooded special rule have a +1 modifier to their Initiative characteristic.

**Beam of Chotec:** This model can cast the following Bound spell, with a Power Level of 2:

**Type:** Magic Missile

**Casting Value:** 9+

**Range:** 24"

**Effect:** The target enemy unit suffers 3D3 Strength 5 hits, each with an AP of -2. This Bound spell has the Flaming Attacks special rule.

	R	S	AP	Special Rules
Thunderous bludgeon	Combat	S	-3	Strike Last

## Monster

### Bastiladons

A walking fortress of armour plates, the Bastiladon is one of the most heavily armoured creatures in Lustria. Covered in rock-hard leathery skin, even the Bastiladon's most vulnerable areas are all but impervious to most weapons, and the massive iron-like plates that cover its back and head can even thwart the bite of a Carnosaur. When ridden to war by Skinks, Bastiladons will bear the great weight of treasured weapons from deep within the bowels of the temple cities' vaults, such as a blessed Ark of Sotek or the destructive might of a Solar Engine.

### Arks of Sotek

As the Bastiladon pounds towards its enemies, the Skink crew activate strange glyphs and rake the coals beneath. From out of the Ark's sacred confines pour forth an endless supply of serpents, eager to attack the nearest foe.

### Solar Engine

When activated, a Solar Engine radiates invigorating rays that, when the attending Skink crew intone the correct blessings to Chotec, coalesce into an intense beam of heat which burns the foe like the rays of the sun itself.

## Troglodon

	M	WS	BS	S	T	W	I	A	Ld	Points
Troglodon	7	3	-	5	5	5	2	3	-	200
Skink Oracle	-	2	3	3	-	-	4	1	8	-

**Troop Type:** Monstrous creature

**Base Size:** 50 x 100 mm

**Unit Size:** 1

**Equipment:**

- **Troglodon:** Venomous talons (see below), venom spray (see below) and scaly skin (counts as heavy armour)
- **Skink Oracle:** Hand weapon

**Magic:** A Skink Oracle is a Level 1 Wizard. Every Skink Oracle knows spells from one of the following Lore of Magic:

- Battle Magic
- Illusion

**Special Rules:** Arcane Vassal, Aquatic, Close Order, Cold Blooded, Immune to Psychology, Large Target, Lore of Lustria, Primeval Roar, Stomp Attacks (2), Stubborn, Terror

### Primeval Roar

*The wailing cry of a Troglodon stirs the savagery within all Lizardmen and proves they have the Old Ones' favour.*

Once per game, during the Command sub-phase of their turn, this model may attempt to unleash the primeval savagery of the Lizardmen by making a Leadership test (using its own Leadership). If this test is passed, until the end of that turn all friendly Lizardmen units within 7" of this model gain the Furious Charge special rule.

	R	S	AP	Special Rules
Venomous talons	Combat	S	-2	Poisoned Attacks

	R	S	AP	Special Rules
Venom spray	N/A	3	-1	Breath Weapon

**Notes:** When a model using this weapon makes a roll To Wound, a roll of 5+ is always a success, regardless of the target's Toughness.


## Monster

### Troglodons

Known as the Pale Death, Troglodons are dangerous subterranean creatures that only emerge from their dens to hunt. Near-blind, they rely upon a keen sense of smell and quill-like whiskers to track movement and hunt their prey, before delivering a powerful, venom-empowered bite. If that wasn't deadly enough, they can also spray that same venom in a powerful stream, bathing any would-be attackers in the caustic fluid. Whilst these twin-tailed beasts are near untamable to most, they will swiftly submit to Skink Oracles should the diminutive priests need the great beasts' aid. Mounted atop a Troglodon, a Skink Oracle will travel the length and breadth of Lustria in search of the Old Ones' lost artefacts in the hopes of divining more of the Great Plan.



# DISCIPLINES OF THE OLD ONES

 **T**he Slann Mage-Priests possess prodigious knowledge of matters both mundane and metaphysical, and they display an impressive arsenal of arcane abilities and mental attributes.

A Slann Mage-Priest may purchase a single Discipline of the Old Ones.

**Higher State Of Mind..... 60 points**

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

This character gains the Ethereal special rule.

**Becalming Cogitation ..... 50 points**

*With a belching croak, the Slann smothers the power of enemy spells.*

Once per turn, the Slann Mage-Priest may re-roll one of the D6 when making a Wizardly dispel attempt. In addition, this character increases their Dispel range by 3".

**Wandering Deliberations..... 40 points**

*The wandering mind of the Slann reflects upon the nature of many and varied magical disciplines.*

Instead of generating spells normally, this character knows four signature spells, chosen from the following Lore of Magic: Battle Magic, Daemonology, Dark Magic, Elementalism, High Magic, Illusion and Necromancy. The character may discard one of these signature spells in favour of a spell from the Lore of Lustria (see page 21).

**Transcendent Healing ..... 35 points**

*By force of will alone, the Slann heals the wounds inflicted upon its body.*

This character gains the Regeneration (5+) special rule.

**Sorcerous Void..... 30 points**

*Closing its eyes and breathing deeply, the Slann Mage-Priest calms the Winds of Magic, causing enemy spells to falter and fail.*

This character gains the Magic Resistance (-D3) special rule. Roll the D3 before armies are deployed.

**Harrowing Scrutiny ..... 20 points**

*The unblinking gaze of this Slann Mage-Priest carries a measure of the scrutiny of the Old Ones.*

This character gains the Terror special rule.

**Soul Of Stone..... 10 points**

*Both the mind and body of the Slann Mage-Priest is hardened against the ill effects of magic.*

When rolling on the Miscast table, this character can modify the result by -1 (to a minimum of 2), or by +1 (to a maximum of 12).

# LIZARDMEN MAGIC ITEMS

The pages that follow detail magic items unique to Lizardmen armies. These can be purchased by models within a Lizardmen army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

**Extremely Common Magic Items:** Any magic item marked with an asterisk (\*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

## Magic Weapons

**Blade Of Revered Tzunki .....65 points**  
*Supposedly wielded by the legendary Tzunki, this exquisite weapon hums as it cuts through the air.*

	R	S	AP	Special Rules
Blade of Revered Tzunki	Combat	S+1	*	Magical Attacks

**Notes:** \*No armour or Ward saves are permitted against wounds caused by the Blade of Revered Tzunki (Regeneration saves can be attempted as normal).

**Scimitar Of The Sun Resplendent .....50 points**  
*As light as a dagger, this curved blade invigorates its wielder with the power of the sun.*

	R	S	AP	Special Rules
Scimitar of the Sun Resplendent	Combat	S	-1	Extra Attacks (+D3), Flaming Attacks, Magical Attacks

**Staff Of The Lost Sun .....40 points**  
*Made of an alien metal, the Staff of the Lost Sun projects beams of hot light from its tip, searing the flesh of those caught in the blast.*

	R	S	AP	Special Rules
Staff of the Lost Sun Ranged	12"	4	-3	Magical Attacks, Multiple Shots (3)
Staff of the Lost Sun Combat	Combat	S+1	-	Magical Attacks, Requires Two Hands

**Notes:** The Staff of the Lost Sun has two profiles, representing its use as both a combat and missile weapon.

**Piranha Blade .....35 points**  
*The blade of this weapon is inlaid with thousands of tiny barbed teeth that rip and tear through the flesh of the enemy.*

	R	S	AP	Special Rules
Piranha blade	Combat	S	-1	Magical Attacks, Multiple Wounds (2)

## Magic Items

### Magic Items

The Old Ones were masters of the mystic arts, arcane engineers who could manipulate the very fabric of space and time with but a thought. They created a great many devices which they gifted to their subject races, so that their servants might wield a portion of the Old Ones' own powers in the pursuance of the Great Plan.

When the Great Catastrophe struck and the Old Ones departed the world, a large number of these devices were lost with them. The operation of the few artefacts that survive turned long ago from science to superstition. Indeed, so great has the loss of knowledge been that it is believed there still exist great repositories of magical devices that the Lizardmen have lost all knowledge of.

## **Magic Armour**

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### **Shield Of The Mirror Pool .....40 points**

*Hostile enemy magic is absorbed by this ancient shield, and reflected back upon the caster.*

The Shield of the Mirror Pool is a shield. In addition, each time the bearer loses one or more Wounds to a Magic Missile, the caster suffers a single Strength 5 hit with an AP of -2.

### **Hide Of The Cold Ones .....20 points**

*The hide of a Cold One exudes a toxic slime that dulls the wearer's mind.*

May be worn with other armour. The wearer of the Hide of the Cold Ones improves their armour value by 1 (to a maximum of 2+). However, its wearer is also subject to the Stupidity special rule.

## **Talismans**

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### **Glyph Necklace .....45 points**

*This ancient token of protection wards off attacks, causing enemies to fumble their blows.*

The bearer of the Glyph Necklace has a 5+ Ward save against any wounds suffered and gains the Magic Resistance (-2) special rule.

### **Aura Of Quetzl .....40 points**

*Blessed by Quetzl, this string of beaded shells, feathers and bones exudes a powerful protective aura.*

Any enemy model that directs its attacks against the bearer of the Aura of Quetzl during the Combat phase suffers a -1 modifier to its rolls To Hit.

## **Magic Standards**

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### **Sun Standard Of Chotec .....40 points**

*Beams of reflected sunlight blind all who look too long upon the Sun Standard of Chotec.*

Enemy units cannot declare a Stand & Shoot charge reaction against a unit carrying the Sun Standard of Chotec. In addition, any enemy model that targets a unit carrying this banner during the Shooting phase suffers an additional -1 To Hit modifier.

### **Skavenpelt Banner .....35 points**

*The stench of this ragged Skaven hide fires the blood of those who venerate Sotek.*

A unit carrying the Skavenpelt Banner gains the Frenzy and Hatred (Skaven) special rules.

### **Totem Of Prophecy .....30 Points**

*Those who look upon this totem witness the truth and learn of their insignificance in the scheme of the Old Ones.*

A unit carrying the Totem of Prophecy gains the Fear special rule.

### **Jaguar Standard .....20 points**

*Those in the shadow of this jungle beast hunt down their enemies with relentless ferocity.*

When a unit carrying the Jaguar Standard makes a Pursuit roll, it may roll an extra D6 and discard the lowest result.

## Enchanted Items

### **Cloak Of Feathers** ..... 40 points

*When the wearer of this finely woven cloak extends their arms, the feathers rise up like powerful wings, lifting them into the air.*

Skink Heroes whose troop type is 'infantry' only. The wearer of the Cloak of Feathers gains the Fly (10) and Swiftstride special rules.

### **Venom Of The Firefly Frog** ..... 15 points

*Extracted from the rare and deadly firefly frog, even a tiny amount of this poison can prove fatal.*

All attacks made during the Combat phase by the bearer of the Venom of the Firefly Frog have the Poisoned Attacks and Flaming Attacks special rules.

*Note that this only applies to non-magical weapons and does not apply to a model's mount (should it have one).*

### **Horned One\*** ..... 10 points

*Horned Ones are a very rare, highly intelligent and preternaturally swift sub-species of Cold One.*

This magic item may only be taken by a Saurus Hero mounted on a Cold One. This character's mount loses the Stupidity special rule and has Movement characteristic of 8.

## Arcane Items

### **Cube Of Darkness\*** ..... 50 points

*Through careful contemplation, this small black cube may be opened for a fraction of a second, drawing the Winds of Magic into its depths.*

Single use. A Wizard may use this item instead of making a dispel attempt. If they do so, the spell is automatically dispelled with no Dispel roll required. In addition, all 'remains in play' spells currently in play are dispelled, including spells cast by friendly Wizards.

### **Itxi Grub\*** ..... 30 points

*The Wizard carries a gourd containing magically charged (and delicious) Itxi grubs.*

Single use. Before making a Casting roll, the bearer may attempt to consume a single Itxi Grub by making a Toughness test. If this test is passed, the bearer may apply a +3 modifier to the Casting roll. However, if this test is failed, the bearer immediately loses a single Wound.

### **Cupped Hands Of The Old Ones** ..... 55 points

*A sphere of glowing light extends around the bearer as the divine protection of the Old Ones deflects the uncontrolled maelstrom of the Winds of Magic.*

Should the bearer of the Cupped Hands of the Old Ones miscast a spell, roll a D6. On a roll of 1, the bearer rolls on the Miscast table as normal. On a roll of 2+, the bearer instead nominates an enemy character. Centre a 3" blast template over this character. Every model whose base lies underneath the template risks being hit and suffering a single Strength 6 hit with an AP of -2.

# LIZARDMEN SPECIAL RULES



A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On this page you will find a full description for each of the army special rules used by models drawn from the Lizardmen army list:

## Arcane Vassal

*Slann Mage-Priests are able to view the world and channel their sorcery through the eyes of their attendant Skink Priests and Oracles.*

Once per turn, unless this model is fleeing or engaged in combat, a single friendly Slann Mage-Priest that is within 12" of this model may 'channel' a spell through this model. If they do, the range, targeting restrictions and all effects of the spell are measured from this model, rather than from the caster. If the spell requires a line of sight, it is determined from this model.

## Aquatic

*Many of Lustria's denizens have an affinity for water, moving with equal ease through swamp and river as they do over land.*

Models with this special rule do not suffer any modifiers to their Movement characteristic when moving through any difficult or dangerous terrain feature which has been designated a 'water feature'. This might include shallow streams or fords, swampy ground, fast flowing rivers, ponds or lakes, and players should agree prior to the game if any terrain is a water feature.

## Beast Handlers

*Salamanders and Razordons are wild creatures that are often herded into battle by teams of fearless Skink Handlers.*

When an enemy unit shoots at a Salamander or Razordon Pack that contains one or more Skink Handlers, the enemy player must roll a D6 for each successful roll To Hit before making any rolls To Wound. On a roll of 1-4, the hit is inflicted upon a Salamander or Razordon. On a roll of 5+, the hit is inflicted upon a Skink Handler. In combat, enemy models must allocate their attacks against a model they are in base contact with (or against the closest model if they are within the fighting rank but not in base contact) before rolling To Hit.

## Cleaving Blow

*With a swift and deadly strike, a skilled warrior can cleave through armour.*

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

*Note that if an attack wounds automatically, this special rule cannot be used.*

## Cold Blooded

*To other races, the cold blooded Lizardmen seem incapable of emotion.*

When required to make a Fear, Panic or Terror test, models with this special rule may roll an extra D6 and discard the highest result.

## Drop Rocks

*Skinks train Terradons to glide over the battlefield clutching great rocks in their talons.*

Once per game, a unit with this special rule may perform a 'Drop Rocks' attack against a single enemy unit that is not engaged in combat. To do so, this unit must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this unit's movement is complete, the enemy unit suffers D3 Strength 4 hits, each with an AP of -, for each model in this unit that moved over it.

## Obsidian Blades

*Lizardmen favour weapons studded with shards of razor sharp volcanic glass that cut through flesh and armour with ease.*

A hand weapon carried by a model with this special rule has an Armour Piercing characteristic of -1.

*Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.*

# LORE OF LUSTRIA

**T**he Slann Mage-Priests are masters of magic able to wield tremendous power with almost contemptuous ease. With this power they are able to alter the environment around them and the fates of their loyal servants, summoning rains to wash away their foes, or calling upon the Winds of Magic to heal their champions.

A Wizard with the 'Lore of Lustria' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

## Apotheosis

*Waves of pure magic infuse the caster's ally, healing their wounds and giving them a palpable aura of power and dread.*

**Type:** Enchantment

**Casting Value:** 10+ /12+

**Range:** 24"

**Effect:** This spell can only target friendly characters whose troop type is 'infantry' or 'cavalry', but may target characters engaged in combat. If this spell is cast with a casting result of 10 or more, the target friendly model immediately regains D3 lost Wounds. If this spell is cast with a casting result of 12 or more, the target friendly model immediately regains D3+1 lost Wounds.

In addition, the target friendly character gains the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

## Monsoon

*Without warning, an eight-winded storm breaks about the foe. Torrential rain drenches weapons and armour, loosening bowstrings and soaking black powder.*

**Type:** Magical Vortex

**Casting Value:** 8+

**Range:** 15"

**Effect:** Remains in play. Place a large (5") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over becomes 'drenched' for the remainder of the game.

A drenched unit suffers a -1 To Hit modifier during the Shooting phase. A drenched model whose troop type is 'war machine' must roll a D6 before shooting. On a roll of 1, the model fails to shoot this turn.