

LIZARMEN FLEET CREW

NORMAL CREW

Lizardmen ships have normal crew limits as written on each ship template. These crew are free with the cost of the ship or squadron. The normal Lizardmen ship crews and special rules for them are given below.

Saurus Warriors (cost = free)

Lizardmen ships are crewed mainly with Saurus warriors, led by a few more intelligent Skinks. The brute strength of the Saurus warrior makes it ideal to man the huge banks of oars used to propel these lumbering vessels across the water. Saurus warriors are also eager to fight and so are excellent at boarding actions. Because of their great ferocity in combat any boarding action that would end in a tie is turned in to victory by the Saurus. As a result only the opponent loses a crew marker. The boarding action then continues as if the Lizardmen had won the round.

SPECIAL CREW

Special Lizardmen crew may be purchased for the points cost listed and added to the existing crew of a ship. Each ship may have only one special crew of either type added to its crew. That means you may either add a Temple Guard, Kroxigor or Skink Skirmishers to a ship and not both. There are also limitations to the type of special crew that are available to each type of ship. Rules for Kroxigor and Skink Skirmishers are given below. When a special crew is purchased place the appropriate crew counter on the ship's template along with the regular crew counters.

Saurus Temple Guard (cost = free for the 1st one and 50 points for the 2nd)

The great Templeship has one free Temple Guard Saurus counter, the rest of the crew are Saurus Warriors. One additional Temple Guard crew counter may be purchased for 50 points. Temple Guard add an additional +1 to the boarding action die roll. For example; 2 Temple Guards and 4 Saurus Warriors equal +6 for the crew of 6 and a +1 for each Temple Guard, totalling +8 to the boarding action die roll. All of the same rules for Saurus warriors apply to the Temple Guard. If the Lizardmen should lose a boarding action, a Temple Guard crew counter will be removed first. Temple Guard may only be used on a Templeship.

Kroxigor (cost = 50 points each)

The monstrous Kroxigor are sometimes employed on Lizardmen fleet ships, specifically the Templeship and Warbarges. The Battle Canoe is just too small to handle the giant Kroxigor. Kroxigor add an additional +2 to any boarding action die roll. If the Lizardmen ship loses the boarding action then the Kroxigor is the first counter removed from play.

Skink Skirmishers (cost = 25 points each)

Skink Skirmishers may be purchased for any Lizardmen ship. They are used both for attack and for defence in a boarding action.

At the beginning of a boarding action Skink Skirmishers fire volleys of Blowpipe darts at the enemy ship's crew. Roll a D6 for the volleys. On a roll of 5 or 6 randomly remove one crew counter from the enemy ship. Then calculate the boarding action die roll crew modifiers and commence with the boarding action as normal. Skink Skirmishers are only used before the first round of a boarding action and are removed from play when the last normal crew marker is removed from its own ship. Skink Skirmishers cannot be used against Flyers but may fire a volley in any direction.