

LIZARDMAN RULES

All normal rules for fleets apply to the Lizardman Fleet unless otherwise stated.

ADMIRAL AND WIZARD

The leader of a Lizardman fleet is a Slann Lord. This character acts as an admiral and a wizard. To purchasing a Slann you must buy a Master Wizard (100 points) or higher at normal cost. Furthermore you may not purchase another wizard.

Alternatively if you choose to use High Magic from the Citadel Journal The Slann must be a level 3 High Mage (100 points) or higher.

SERPENTS STING BOLT THROWERS

The Serpent's Sting Bolt Throwers act like broadside batteries except they fire fore and aft rather than port and starboard. If it is destroyed the front AND rear bolt throwers have been destroyed. Serpent's Sting Bolt Throwers have a range of 9" and use the normal range ruler provided with the game. They have no saving throw modifiers for range. Their target gets his standard saving throw at any distance. These do not fire grapeshot, and do not give bonuses to the dice roll when defending in a boarding action as cannons do.

BATTLE CANOE

Move: Oars 6"

Weapons: 1 Serpent's Sting firing ahead and behind.

Crew: 2

Points: 3 for 150 points

Battle Honours: 2 each

WARBARGE

Move: Oars 6"

Weapons: 2 Serpent's Stings firing ahead and behind.

Crew: 3

Points: 3 for 200 points

Battle Honours: 3 each

TEMPLE SHIP

Move: Oars 6"

Weapons: 4 Serpent's Sting firing ahead and behind.

Crew: 5

Points: 200 points

Battle Honours: 8

Special Rules

The Templeship's pyramid is a great conductor of magical energy. This is represented in game terms by giving the Slann Mage the ability to re-roll the dice when casting or dispelling as if the card used was from its own college (Note, a Grand Wizard Lord does not get two re-rolls). This ability is lost if the Sanctum is destroyed.

GARGADON

All the normal rules apply to the Gargadon unless otherwise stated

The Gargadon is bought as normal but it is not deployed in the normal manner. Rather than placing the summoning template the Gargadon is deployed with the rest of the fleet in the normal deployment zone.

When moving the Gargadon; ignore all effect when rolling any doubles for movement. However if you roll a double 6 the sea monster may either move twice or attack twice. The Gargadon does not have a lair but instead accompanies the Lizardman fleet. It can never be banished.

Points Cost: 50 points

Move Rate: 2 dice inches

Wounds: 4

To Hit: 4, 5 or 6

Saving Throw: 5 or 6

Battle Honours: 2

Special Attack

The Gargadon attacks the opposing ships structure. This is a 2 dice attack against the target's ship. The attack may only be aimed low with normal saving throws.

AIRPOWER - TERRADONS

Move: 18"

Wounds: 1

Saving Throw: 6

Points: 3 for 75 points

Battle Honours: 1 each

Special Attack

A Terradon's special attack is to drop a rock on its target. Rocks can only be used against targets that are at ground level, not against other Flyers.

First nominate the enemy location that you are aiming at. You may only target high location, unless the target is too small to make the distinction between high and low locations in which case you may target any location.

- 1-2 The rock misses and splashed harmlessly into the sea.
- 3 The rock hits the location immediately in front of the target location. If the target location was the farthest forward part of the ship, the rock splashes harmlessly into the sea.
- 4 The rock hits the location immediately behind the target location. If the target location was the most rearward part of the ship, the rock splashes harmlessly into the sea.
- 5-6 The rock is on target and hits the nominated location.

The location hit by the rock must make a normal saving throw or take 1 point of damage.

Boarding Actions and Close Combat

A Terradon gets 1 dice +1 in boarding actions and close combat, as it has 1 wound

ANTI-FLYER WEAPONS – SALAMANDER PACKS

The packs of Salamanders spit acid at oncoming flyers.

Nominate a Flyer and roll the misfire dice. The number rolled is the number of inches the acid travels. If the Flyer is in range it is automatically hit and must make 3 saving throws, taking 1 wound for each failed throw.

If the dice comes up misfire, the salamanders have gone out of control and rampage through out the ship. Remove one crew counter.

LIZARDMAN FLEET

Men O' War: 1+

The fleet must have at least one Templeship to be your Admiral's Flagship.

For every Ship of the Line squadron you may have 1 Templeship.

Cost: 200 points per Templeship

Ship of the Line Squadrons: 2+

At least one squadron of three Warbarges.

Cost: 200 points per squadron of 3 Warbarges

At least one squadron of three Battle Canoes.

For every Templeship you may have 2 Battle Canoe squadrons.

For every Warbarge squadron you may have 2 Battle Canoe squadrons.

Cost: 200 points per squadron of 3 Battle Canoes

Flyers: 0+

For every Ship of the Line squadron you may have 1 squadron of Terradons.

Cost: 75 points per squadron of 3 Terradons

Anti-Flyer Weapons: 0+

Each Man O' War may have 1 Lizardman Salamander Pack.

Cost: 25 points per Lizardman Salamander Pack

Admiral / Wizard: 1

You must have one Slann Wizard to act as Admiral.

Cost: 100 points for a Master Wizard
125 points for a High Master Wizard
150 points for a Wizard Lord
175 points for a High Wizard Lord
200 points for a Grand Wizard Lord

OR

Cost: 100 points for a Level 3 High Mage
150 points for a Level 4 High Mage

Independents: 0+

For every Ship of the Line squadron you may have 1 Gargadon.

Cost: 50 points per Gargadon

Sea Monsters: 0+

For every Ship of the Line squadron you may have 1 Sea Monster (Gargadons are included in this total).

Cost: 50 points per Behemoth
50 points per Kraken
50 points per Megalodon
75 points per Gargantuan
75 points per Promethean
75 points per Sea Dragon
100 points per Black Leviathan

For every 1000 points you may have 1 Sea Elemental or Triton

Cost: 100 points per Sea Elemental
100 points per Triton

Men O' War Cards: 1+

Cost: 1st card free with the Admiral, subsequent cards cost 25 points

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.

LIZARDMAN TEMPLESHIP MAN O' WAR

CREW

5

HIGH		LOW	
4	FORWARD CAPSTONE Save 3, 4, 5 or 6 Serpent's Sting lost.	5 SANCTUM Save 3, 4, 5 or 6 Sanctum lost. May not re-roll dice when casting spells.	6 REAR CAPSTONE Save 3, 4, 5 or 6 Serpent's Sting lost.
2	FORWARD TEMPLE Save 3, 4, 5 or 6 Serpent's Sting lost.	3 REAR TEMPLE Save 3, 4, 5 or 6 Serpent's Sting lost.	6 OAR DECK Save 4, 5 or 6 Oars lost. Speed reduced by 2".
4	OAR DECK Save 4, 5 or 6 Oars lost. Speed reduced by 2".	5 OAR DECK Save 4, 5 or 6 Oars lost. Speed reduced by 2".	6 OAR DECK Save 4, 5 or 6 Oars lost. Speed reduced by 2".
NO EFFECT		NO EFFECT	BELOW WATERLINE Save 5 or 6 First, second and third hits have no effect. Fourth hit sinks ship.
NO EFFECT		NO EFFECT	SINKS

OARS: 6"

BATTLE HONOURS: 8

LIZARDMAN WARBARGE

SHIP OF THE LINE

CREW
3

2

BOWS

Save 4, 5 or 6
Serpent's Sting
lost.

3

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

4

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

5

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

6

STERN

Save 4, 5 or 6
Serpent's Sting
lost.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 3

LIZARDMAN WARBARGE

SHIP OF THE LINE

CREW
3

2

BOWS

Save 4, 5 or 6
Serpent's Sting
lost.

3

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

4

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

5

OAR DECK

Save 4, 5 or 6
Oars lost.
Speed reduced
by 2".

6

STERN

Save 4, 5 or 6
Serpent's Sting
lost.

**NO
EFFECT**

SINKS

BELOW WATERLINE

Save 5 or 6

First hit has no effect.
Second hit sinks ship.

OARS: 6"

BATTLE HONOURS: 3

LIZARDMAN

BATTLE CANOE

SHIP OF THE LINE

CREW

2

<h3>4</h3> <p>BOWS Save 4, 5 or 6 Serpent's Sting lost.</p>	<h3>5</h3> <p>OAR DECK Save 4, 5 or 6 Oars lost. Cannot move.</p>	<h3>6</h3> <p>STERN Save 4, 5 or 6</p>
<p>SINKS</p>		
<p>BELOW WATERLINE Save 5 or 6 First hit sinks ship.</p>		

OARS: 6"

BATTLE HONOURS: 2

LIZARDMAN

BATTLE CANOE

SHIP OF THE LINE

CREW

2

<h3>4</h3> <p>BOWS Save 4, 5 or 6 Serpent's Sting lost.</p>	<h3>5</h3> <p>OAR DECK Save 4, 5 or 6 Oars lost. Cannot move.</p>	<h3>6</h3> <p>STERN Save 4, 5 or 6</p>
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LIZARDMAN

BATTLE CANOE

SHIP OF THE LINE

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OARS: 6"

BATTLE HONOURS: 2

LIZARDMAN

BATTLE CANOE

SHIP OF THE LINE

CREW

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<p>SINKS</p>		
<p>BELOW WATERLINE Save 5 or 6 First hit sinks ship.</p>		

OARS: 6"

BATTLE HONOURS: 2

LIZARDMAN TERRADON

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

6

RIDER
SAVE 6
Remove model
from table.

ATTACKS

Drop a rock on a specified high location:
1-2 Rock misses
3 Rock hits location in front of target location
4 Rock hits location behind target location
5-6 Rock is on target
Each location hit must make a saving
throw, taking 1 point of damage if it fails.
CLOSE COMBAT
Gets a +1 modifier in close combat

4,5

TERRADON
Save 6
Remove model
from table.

MOVE: 18"

DEAD

WOUND
TRACK

LIZARDMAN

SALAMANDER PACK

Nominate a Flyer and roll the
misfire dice. The number rolled is
the number of inches the acid
travels. If the Flyer is in range it is
automatically hit and must make 3
saving throws, taking 1 wound for
each failed throw.

If the dice comes up misfire, the
salamanders have gone out of
control and rampage through out
the ship. Remove one crew
counter.

LIZARDMAN TERRADON

POINTS COST: 75 FOR 3 BATTLE HONOURS: 1

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LIZARDMAN

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throw, taking 1 point of damage if it fails.
CLOSE COMBAT
Gets a +1 modifier in close combat

4,5

TERRADON
Save 6
Remove model
from table.

MOVE: 18"

DEAD

WOUND
TRACK

GARGADON

POINTS VALUE: 50 BATTLE HONOURS: 2

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

Makes a 2 dice attack against a ship's bow locations.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6

1	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

GARGADON

POINTS VALUE: 50 BATTLE HONOURS: 2

TO HIT

All Ranges: 4, 5 or 6

ATTACKS

Makes a 2 dice attack against a ship's bow locations.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6

1	2	3	4
NO EFFECT	NO EFFECT	NO EFFECT	DEAD

WOUND TRACK

Kroxigor	Kroxigor	Kroxigor	Kroxigor	Kroxigor	Kroxigor
					
Saurus	Saurus	Saurus	Saurus	Saurus	Saurus
					
Saurus	Saurus	Saurus	Saurus	Saurus	Saurus
					
Skink	Skink	Skink	Skink	Skink	Skink
					
Temple Guard	Temple Guard	Temple Guard	Temple Guard	Temple Guard	Temple Guard
					
Slann	Saurus	Saurus	Slann	Saurus	Saurus
					
Kroxigor	Kroxigor	Kroxigor	Kroxigor	Kroxigor	Kroxigor
					
Saurus	Saurus	Saurus	Saurus	Saurus	Saurus
					
Saurus	Saurus	Saurus	Saurus	Saurus	Saurus
					
Skink	Skink	Skink	Skink	Skink	Skink
					
Temple Guard	Temple Guard	Temple Guard	Temple Guard	Temple Guard	Temple Guard
					
Slann	Saurus	Saurus	Slann	Saurus	Saurus
					