

WEATHER VARIABLES

By Steven 'Grafix' Gibbs

'The day was wet as we started out into the jungle. Visibility was poor. My men and I cautiously backed our way through the under-growth listening and watching for those accursed Lizardmen. Through the drizzle we saw a clearing up ahead and decided to take a rest there, that was when they attacked. Skinks leaped from the undergrowth, a third of our pistols didn't fire due to the dampness and our crossbowmen couldn't see far enough to get a good shot. We drew our swords and axes and fought for our lives.'

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play.

| 2D6 | Hazard |
|-----|----------------------------|
| 2-6 | Nice and dry – normal play |
| 7 | Windy |
| 8-9 | Raining |
| 10 | Heavy Rain |
| 11 | Mist |
| 12 | Hot and Humid |

7. Windy: The mystical jungle has thrown up a howling gale making it difficult to shoot and leap across buildings/terrain features. Roll

1D6 – 1-3 = -1 to hit with missile weapons and to leap across buildings, 4-6 = -2 for shooting and leaping.

8-9. Raining: Rain is very common in the lush 'rain' forest of Lustria. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

10. Heavy Rain: The tropical monsoon beats down upon the warriors making movement through the jungle slow and hazardous. There is -1 to all movement. All missile weapons ranges are halved. Black Powder weapons may not fire at all.

11. Mist: A thick mist has rolled in from the coast. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a '6' warriors can't see where they are going and are disoriented.

Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.

12. Hot and Humid: Part of the reason that Lustria remains largely unexplored is because of the extreme heat because of the tropical climate. All warriors except Undead are at -1 to WS, BS and I for the duration of the game.

LIZARDMAN WAR BAND

SERVANTS OF THE OLD ONES

The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine 'Old Ones'. Ever since the great catastrophe and the departure of the Old Ones from the world the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded 'Dry Skins'!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns – tales of cities filled with gold!

The ruined temple cities of Huatl, Tlax and Xahutec are the most frequently raided due to

their location near the coast. In recent years, more and more Norse, Elven and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard-pressed to keep what is rightfully theirs. It is by guerrilla style hit and run attacks by war-parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the 'dry-skinned ones'.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would-be-robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.

LIZARDMEN EQUIPMENT LISTS

The following lists are used by Lizardmen warbands to pick their weapons:

SAURUS EQUIPMENT LIST Hand-to-hand Combat Weapons

| | |
|------------------------------|---------------|
| Dagger | 1st free/2 gc |
| Stone Axe (counts as a club) | 3 gc |
| Axe | 5 gc |
| Sword | 10 gc |
| Double-handed weapon | 15 gc |
| Spear | 10 gc |
| Halberd | 10 gc |

Missile Weapons

None

Armour

| | |
|--------------|-------|
| Bone Helmet | 10 gc |
| Light armour | 50 gc |
| Shield | 5 gc |

SKINKS EQUIPMENT LIST Hand-to-hand Combat Weapons

| | |
|------------------------------|---------------|
| Dagger | 1st free/2 gc |
| Stone Axe (counts as a club) | 3 gc |
| Axe | 5 gc |
| Sword (Heroes only) | 10 gc |
| Spear | 10 gc |

Missile Weapons

| | |
|-----------------|------|
| Shortbow | 5gc |
| Bolas | 5gc |
| Javelins | 10gc |
| Throwing Knives | 15gc |
| Blowpipe | 25gc |

Armour

| | |
|---------------------------------|-------|
| Bone Helmet (Skink Priest only) | 10 gc |
| Buckler | 5 gc |
| Shield | 5 gc |



LIZARDMEN SKILL TABLES

| | Combat | Shooting | Academic | Strength | Speed | Special |
|--------------------|--------|----------|----------|----------|-------|---------|
| Skink Priest | | | ✓ | | ✓ | ✓ |
| Totem Warriors | ✓ | | | ✓ | | ✓ |
| Skink Great Crests | | ✓ | | | ✓ | ✓ |



A player who chooses The Temple Guard to play will find them to be both rewarding and challenging to play. The Lizardmen are the 'home team' as it were and enjoy some unique benefits. But they also will have some weaknesses that astute players will enjoy 'hiding' from their opponents.

SPECIAL RULES

Scaly Skin: All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of a shield.

Armour: Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

Bite Attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Saurus Rarity: The Slann Mage-Priests would never include more Saurus braves in a Warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

CHOICE OF WARRIORS

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 gcs (or the Lizardmen equivalent) to assemble your Warband with.

HEROES

Skink Priest: Your Warband must be lead by a Skink Priest.

Saurus Totem Warriors: Your Warband may include one Saurus Totem Warrior.

Skink Great Crests: Your Warband may include up to 2 Skink Great Crests.

HENCHMEN

Skink Braves: Your Warband may include any number of Skink Braves.

Saurus Braves: Your warband may include up to 4 Saurus Braves.

Kroxigor: Your Warband may include a single Kroxigor.

STARTING EXPERIENCE

Skink Priest starts with 20 exp

Totem Warrior starts with 11 exp

Skink Great Crests start with 8 exp

Henchmen start with 0 exp

The Making of a River Bender.

Qocbotl, Skink Shaman of the 13th spawning of the three thousandth cycle of the sun in the era of Sotek walked slowly up the steps of the Great Pyramid of the venerated Slann Lord Teheqela. Today had been a great day of feasting and ritual. Today was his day of testing. This day, Sotek willing, would be Qocbotl's chance to join the ranks of the High Shaman. His spawn-brothers would become warriors, engineers, and leaders.

'We go to the second level now, initiate.' Croaked the gray-green Ullotl. Many cycles of service as the High Shaman had taken their toll on the old Skink. Soon, Qocbotl would inherit Ullotl's mantle and his old tutor would soon join his ancestor's to bask in the eternal grace of Sotek.

'How long must we wait my master?' Qocbotl enquired.

'Until the Sun reaches the second point of its ascension. It is important to wait to reach the top until Sotek shines glory down upon us, so that you may receive his gift.' came the croaking reply. Hours passed, and Qocbotl surveyed the great city below him. Saurus, Kroxigor, and thousands of Skinks busied themselves, scuttling around the Lizardman city, whilst the High Skinks began to crowd around the base of the pyramid. Soon it would be Qocbotl's job to protect them from their merciless enemies: the thrice cursed Ratmen, the ignorant Humans, the cruel Dark Ones, the beasts of Chaos, and even the fierce Warrior-women all preyed upon them without seeming rhyme or reason. Qocbotl had watched seven of his spawn-brothers already fall to the weapons of raiders. He had sworn no more hatchlings would be killed under his watchful unblinking eyes.

'Now young Shaman, we ascend the path of honour so you may receive this task from me.' Ullotl began walking up the last of the steps, stopping at each one and waving towards a glyph carved upon the step.

'This is the path of glory, these plaques honour those of our race who have served us.' He waved to a small plaque that seemed to shift colours as he pointed at it.

'The great guardian Oxyotl, the Chameleon Skink. As High Shaman you must be cunning and strike our foe where he does not expect it.'

Qocbotl responded, 'I will do so.' He took a step. Ullotl waved to his left, to the plaque of a crocodile. 'You must be brave and strong, as the great crocodile.' Pride swelled in Qocbotl's chest, for here was the plaque of his namesake. 'I will do so!' Ullotl moved up a step and spoke again. 'You must be quick and strong, like Ichi-Uichi the master of Cold Ones.'

'I will do so,' Qocbotl said sternly. The final stage was about to begin...

Ullotl stopped. He pointed at the pavilion above him, which housed the Great Slann Lord Teheqela, '...And you must serve all that is good and true in the world, and protect it as the Old Ones have taught our fathers.'

'L...' and suddenly, as if magical arms squeezed his throat, he could barely utter the next words, 'will... do... so!' Qocbotl gasped. This was not part of the training he had expected. His oath seemed scared upon his mind. He could see the words in flame. Ullotl took off his feathered headdress, and made Qocbotl kneel. The crown of feathers was placed upon his head. Ullotl looked at the new High Shaman, and directed him to the Slann Lord.

HEROES

I SKINK PRIEST

60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognisable as they paint their skins with colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

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

Weapons and armour: The Skink Priest may be equipped from the Skinks Equipment list.

SPECIAL RULES

Leader: The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership tests. If the Skink Priest is killed you may recruit a new Skink Priest but you must play at least one game without the leader to give him time to join up.

Wizard: The Skink Priest is a Wizard and may use Lizardmen magic.



*Skink Priest (above)
Saurus Totem Warrior
(right) and Skink Great
Crest (extreme right).*

◊-1 SAURUS TOTEM WARRIOR

60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems, Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior he is recruited by the Skink Priests to join in forays into the ruined temples.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|-----|----|
| | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 1+1 | 8 |

Weapons and equipment: A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

◊-2 SKINK GREAT CRESTS

30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

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

Weapons and armour: Skink Great Crests are equipped from the Skinks Equipment list.



HENCHMEN

SKINK BRAVES

20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

Weapons and Armour: Skink Braves may be equipped from the Skinks Equipment list.

◊-4 SAURUS BRAVES

40 Gold Crowns to hire

Saurus have thick, horny, scaly hides which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|-----|----|
| | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 1+1 | 7 |

Weapons and Armour: Saurus Braves may be equipped from the Saurus Equipment list.



Saurus Brave (above), Skink Braves (centre & right) and Kroxigor (above right).

◊-1 KROXIGOR

200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction goaded into working by the nimble Skinks.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 6 | 3 | 0 | 5 | 4 | 3 | 1 | 3 | 8 |

Weapons and Armour: The Kroxigor is equipped with a halberd.

SPECIAL RULES

Scaly skin: Kroxigor has a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

Cause Fear: Kroxigor are large and frightening monsters that cause *Fear*.

Large: Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

Animal: Kroxigor are slow-witted creatures that never learn from their mistakes. The Kroxigor doesn't gain experience.

LUSTRIA CITIES OF GOLD

NEW EQUIPMENT

Poisoned Weapons: Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 pts and *Black Lotus* at a cost of 10 pts, both of these items are treated as a common item however the poison may only be used on missile weapons. Only Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons, and they have to buy it as normal from the Trading chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 pts per weapon. This poison is a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

SACRED MARKINGS

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws 40 points

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack with +1 Strength. (Saurus Only)

Poison Glands 40 points

The Skink has been gifted with glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks at +1 save modifier, regardless of the Strength of the Skinks, in addition add +1 to the roll on the Injury table as well. (Skinks only)

Mark of the Old Ones at 50 points

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Qocbotl was in awe, he could not believe the size and majesty of the Slann Lord. It was easily ten times as big as Qocbotl, and its huge unblinking eyes seemed to burn into his own even though the stare seemed so distant. The Slann had not moved since before Qocbotl had hatched. And now, suddenly, the Slann started to move...

...The crowd below gasped. Qocbotl felt his arm being grasped by the Slann and his whole body was lifted up towards the sun. His arm felt like it had been ripped from its socket, as he dangled in the air in front of the Slann.

LIZARDMEN SPECIAL SKILLS & SACRED MARKINGS

Lizardmen Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SKINKS ONLY

INFILTRATION

The Skink is a great hunter and is an expert at sneaking upon his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

GREAT HUNTER

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover, IE a -2 to hit penalty.

SAURUS ONLY

Skills list prohibitions: Saurus cannot receive the Academic skill and can never use missile weapons.

BELLOWING BATTLE ROAR

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

TOUGHENED HIDE

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

LIZARDMAN MAGIC

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

D6 Result

1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

D6 Effect

1-2 - +1 BS or +1 to hit in close combat.

3-4 - Toughness +1.

5-6 - Movement and Initiative +1.

3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed

Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

'Great Sotek, mark this, your new chosen agent, as servant of the Old Ones, and grant him gifts to protect your people.' The Slann sounded as if he was speaking a ritual, yet strangely it was very conversational in tone. Qocbotl felt the sun beating upon him. For what seemed like an eternity he swayed in the arm of the Slann. And then he felt a burning sensation start from his head, and stretch down his chest. He screamed. And then he fell to the platform. He felt truly powerful. He finally understood why elder Shaman could do what he could not. And then he passed out.

Qocbotl had seen, for one brief moment, a tiny glimpse of the impossibly complex plans of the Old Ones. And he knew how to use that knowledge to wield great power. But the moment was quickly over, fleeing from his mind as mists. He grasped to remember parts of it, but only slivers remained when he regained consciousness of how to move waters and direct bolts of power.

'Rise, Qocbotl, Bender of Rivers,' said the mighty Slann. Qocbotl rose, staring at the waving river symbols scarred on his chest and the crowd raised much noise in jubilation. He was ready to lead his people. And though he could not remember the whole plan, he finally knew why he must lead his people, and what they must do.