## 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 ate. 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.
- 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.
- 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 roiled 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: 1<sup>st</sup> 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 a 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 loose 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 gaint Kroxigor. Kroxigor add an additional +2 to any boarding action die roll. If the Lizardmen ship looses the boarding action then the Kroxigor is the first counter removed from play.

### Skink Skirmishers (cost = 25 points each)

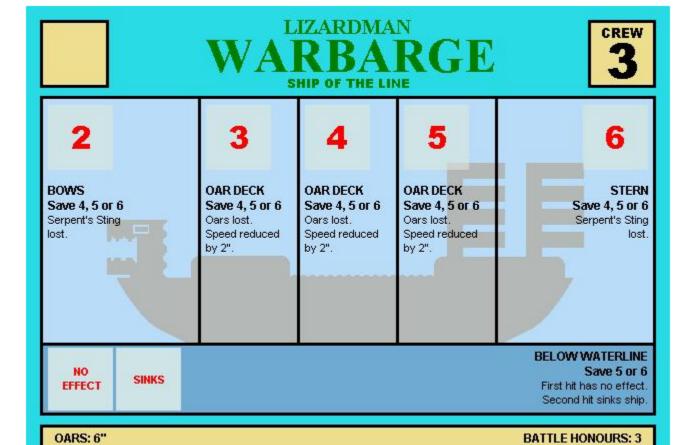
Skink Skirmishers may be purchased for any Lizardmen ship. They are used both for attack and for defence in a boarding action.

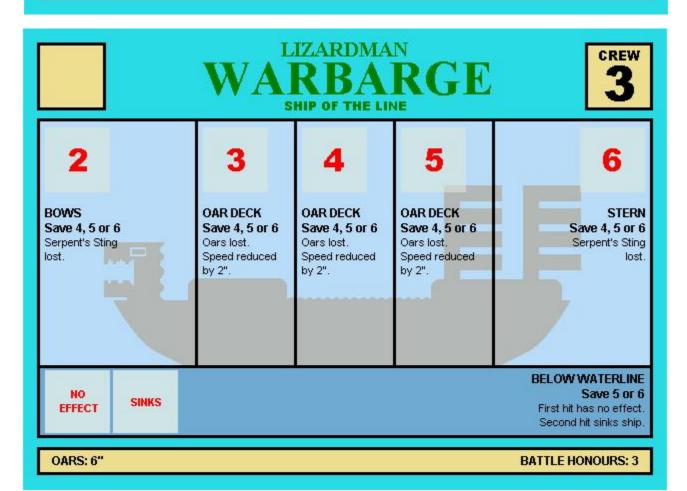
At the beginning of a boarding action Skink Skirmishers fire volleys of Blowpipe darts at the enemy ship's crew. Roll a D6 for the volleys. On a roll of 5 or 6 randomly remove one crew counter from the enemy ship. Then calculate the boarding action die roll crew modifiers and commence with the boarding 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.

CREW

H9IH ГОЛ BELOW WATERLINE Save 5 or 6 Fourth hit sinks ship. First, second and third hits have no effect. Save 3, 4, 5 or 6 Serpent's Sting CAPSTONE Save 4, 5 or 6 Speed reduced OAR DECK REAR Oars lost. lost. by 2". Save 3,4,5 or 6 May not re-roll dice Save 3, 4, 5 or 6 SANCTUM Sanctum lost. when casting spells. REAR TEMPLE Save 4, 5 or 6 OAR DECK Speed reduced by 2". Serpent's Sting Oars lost. MAN O' WAR lost. lost. FORWARD TEMPLE Save 3, 4, 5 or 6 Serpent's Sting SIMKS S 40 EFFECT Save 3, 4,5 or 6 FORWARD CAPSTONE Serpent's Sting lost. Save 4, 5 or 6 Speed reduced by 2". OAR DECK Oars lost. EFFECT 2 EFFECT 2

BATTLE HONOURS: 8 OARS: 6"





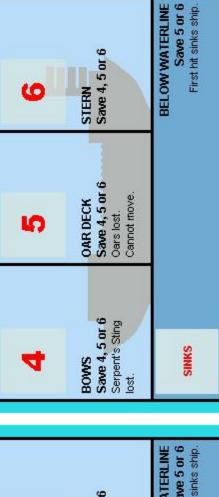






CREW





Cannot move.

Oars lost.

Save 4, 5 or 6

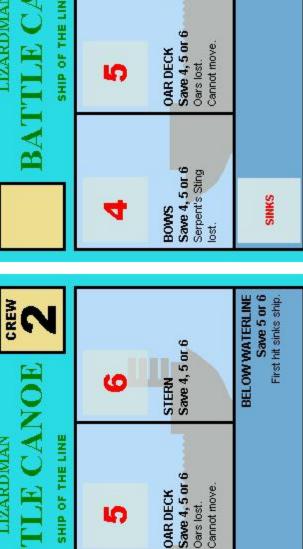
BOWS

Serpent's Sting

lost.

OAR DECK

5









BATTLE HONOURS: 2

OARS: 6"

BATTLE HONOURS: 2

OARS: 6"

SINKS



BATTLE HONOURS: 2 OARS: 6"

BELOW WATERLINE

Save 4, 5 or 6 STERN

Save 4, 5 or 6

Save 4, 5 or 6

BOWS

Serpent's Sting

ost

OAR DECK

Cannot move.

Oars lost.

10

5

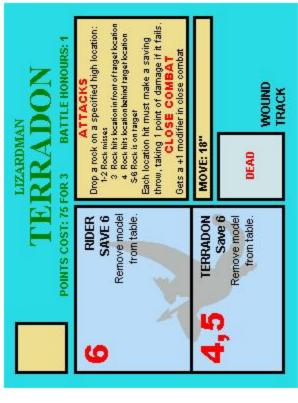
Save 5 or 6

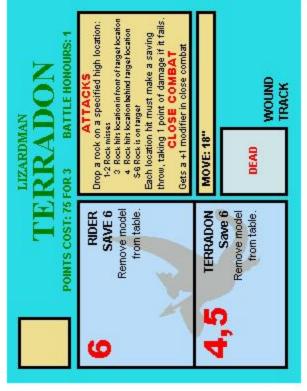
First hit sinks ship

SINKS

OARS: 6"

BATTLE HONOURS: 2







saving throws, taking 1 wound for

each failed throw.

control and rampage through out

the ship. Remove one crew

counter

salamanders have gone out of

If the dice comes up misfire, the

travels. If the Flyer is in range it is automatically hit and must make 3

misfire dice. The number roiled is

Nominate a Flyer and roll the

LIZARDMAN

the number of inches the acid

# GARGADON

POINTS VALUE: 50

BATTLE HONOURS: 2

TIH OT

ATTACKS

All Ranges: 4, 5 or 6

Makes a 2 dice atlack egainst a ship's low locations.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6

DEAD NO EFFECT

WOUND TRACK

NO EFFECT

NO EFFECT

## GARGADON

POINTS VALUE: 50

BATTLE HONOURS: 2

TIH OT

All Ranges: 4, 5 or 6

ATTACKS

Makes a 2 dice atlack egainst a ship's low locations.



MOVE: 2 DICE INCHES

SAVE: 5 OR 6

NO EFFECT

NO SFFECT NO EFFECT

DEAD

WOUND TRACK

