

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

LIZARDMAN TEMPLESHIP MAN O' WAR

CREW

5

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

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.

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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

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

OARS: 6"

BATTLE HONOURS: 2

LIZARDMAN

BATTLE CANOE

SHIP OF THE LINE

CREW

2

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

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.

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LIZARDMAN

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4,5

TERRADON
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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