

THE VERY OLD ONES - LIZARDMEN

547
rating

4
cp

16
gc

NEW WORLD, OLD GRUDGES

ACHIEVEMENTS

CP	Achievement
5	Blood for the Snake God: Any hero or henchman captured by the warband must be sacrificed. Models captured this way, cannot be sacrificed straight after the battle they were taken captive in. Their warband can win them back by playing the scenario "Hangman's Square". Instead of searching for rare items during the post battle sequence, one or more Heroes may visit the Sacrificial Stone to participate in the ceremony. Only captured models from the natural enemies warbands may be sacrificed. Animals may not be sacrificed. Roll on the Ceremony of Sacrifice Chart for each victim. Apply a +1 modifier to the roll for each hero beyond the first to participate in the ceremony.
10	Fury of Lustria: Any immobilized (serious injury, bolas, nets) natural enemy may be captured if taken out of action so long as the capturing warband does not rout before the captured warriors warband. The warband may buy Spider Spittle for 20gc without the need to search for it.
15	Awesome Savagery: The warband gets to re-roll failed attack rolls in the first round of combat when fighting natural enemies or a Warband containing a Greater Artefact. In addition, the warband can re-roll failed rout tests. When facing their natural enemies, the warband can never voluntarily rout unless its leader is out of action.
20	Soteks Chosen: Nominate a skink hero. He gains access to Strength and Combat skills. For every 3 sacrificed models, the skink gains one advancement. If the skink hero dies, replace it with another hero from your warband.
25	Spawning Pool: The warband establishes a Spawning Pool in the daemon swamp. Every time a henchman dies after a match it is replaced from the spawning pool for free. The Spawning pool counts as an Encampment.
35	Cleansing: Each natural enemy warband Routed by the warband is eliminated from the campaign.
40	Eradication: If all your natural enemies are eliminated from the campaign, you win!

 Natural Enemies of Lizardmen are – Dark Elf Warband and Skaven Warbands.

HAKU - SKINK PRIEST

62
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	3	4	3	3	1	5	1	7	6+	3

Weapon	Range	Strength	Traits
2x Dagger	Melee	+0	Enemy armour save +1

SKILL LISTS	Academic, Speed, Special
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RULES	Leader: See the respective rule in the Leadership & Psychology section Wizard: Chotec's Wrath (D8) - Range 10" - S5 (+1 when wearing armour) Scaly Skin: Armour Save +1
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GOJIRA - TOTEM WARRIOR

140
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	0	4	4	2	2	1(+1*)	8	3+	6

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed

WARGEAR	Light Armour (Armour Save +2)
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SKILL LISTS	Combat, Strength, Special
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RULES	Saurus Bite* : Saurus have an additional special attack, that 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. Fearsome : The warrior causes Fear in opposing models. Scaly Skin : Armour Save +2
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SPOTS - SKINK GREAT CREST

35
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	3	3	3	2	1	4	1	7	6+	3

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1

Short Bow	16"	3
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WARGEAR	Companion (throw an additional dice in exploration)
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SKILL LISTS	Shooting, Speed, Special
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RULES	Scaly Skin : Armour Save +1
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SPIKE - SKINK GREAT CREST

35
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	3	3	3	2	1	4	1	7	6+	3

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1

Short Bow	16"	3
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SKILL LISTS	Shooting, Speed, Special
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RULES	Scaly Skin : Armour Save +1
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PENDRAGON - KROXIGOR

200
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	3	0	5	4	3	1	3	8	4+	0

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed

RULES	Large Target: Any model may shoot at a Kroxigor, even if it is not the closest target. Fearsome: The warrior causes Fear in opposing models. Scaly Skin: Armour Save +3 Animals: Kroxigors never gain Experience.
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TEHANU - SAURUS BRAVE

50
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	0	4	4	1	1	1(+1*)	7	5+	2

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed

RULES	Saurus Bite* : Saurus have an additional special attack, that 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. Fearsome: The warrior causes Fear in opposing models. Scaly Skin: Armour Save +2
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SPIKE - SKINK BRAVE

25
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	2	3	3	2	1	4	1	6	6+	2

Weapon	Range	Strength	Traits
Dagger	Melee	+0	Enemy armour save +1
Short Bow	16"	3	

RULES	Scaly Skin: Armour Save +1
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