

WARHAMMER ARMIES BOOK:

Lizardmen FAQ

Q. If one Salamander in a unit of three Salamanders loses its three Skink Handlers, but there are still six Handlers for the other two Salamanders left in the unit, does that Salamander have to roll on the Monster Reaction table?

A. No. So long as the unit has at least one Skink Handler still in it, the Salamanders remain under control. If that last Skink dies, then the entire unit makes a single Monster Reaction test.

Q. Can a unit or character have the same Blessed Spawning twice? Eg, can my Saurus Warriors take two Blessed Spawns of Quetzl to get +2 to its scaly skin?

A. No!

Q. In the Southlands list, do Skink Cohorts and Horned One Riders have the Cold-blooded special rule?

A. Yes.

Q. How does the Kroxigor's rule Skirmish Screen work with Skink units that are in combat already? Can you charge through them as well? Also, can Kroxigors charge through units of Skink Cohorts, or Horned One Riders?

A. Kroxigors can only charge through Skirmishers (hence the name Skirmish Screen). They can't charge through ranked up units, and can't charge through skirmishers that are engaged in combat at all.

Q. Does the Predatory Fighters rule imply that one of the two Saurus Attacks is made without a weapon bonus? Temple Guard have 2 Attacks but not the Predatory Fighters rule, so does it mean that they have 2 Attacks, both with the balberd bonus? What about characters?

A. Predatory Fighters, simply put, is only meant for Saurus armed with spears, and says that the second rank has only 1 Attack. In all other cases, use the Attack value indicated, and that's why Temple Guards and characters do not have this rule.

Q. What if I declare a challenge to a unit with a Slann inside? Can he take the challenge? What if he refuses?

A. Slann are not meant for combat and, unless he is in the fighting rank, he cannot issue or refuse challenges. If he is in the fighting rank, he may issue and accept challenges as normal.

Q. Can a Slann be put in the third or further back rank of a unit? The text mentions the second rank, but not 'any' rank. Can a Saurus unit (not Temple Guard since they're stubborn and the Slann isn't) use his Ld whatever the rank he's in?

A. No. Slann can be placed in the front rank, or the second rank.

Q. How is shooting or casting a spell at a Slann inside a Saurus unit resolved? For shooting, do you choose the Slann or the unit, or do you randomise? Is the +1 to hit (large target) for the Slann only, or does it apply also to the unit because the Slann is in it? As for magic, you could target the Slann (large target) while the unit is not visible to the caster... does a spell that affects a 'unit' affect the Slann and the Saurus then?

A. As the Slann is a different size from the models around it, it can be targeted separately. The +1 to hit only applies if shooting at the Slann. This equally applies for magic missiles – and as the Slann is a large target, he might be able to be seen when the unit is not. If the unit the Slann is with consists of less than five models, then missiles aimed at the unit itself could potentially hit the Slann – they are randomised as normal.

Q. Do Salamanders need a BS roll to hit or does their ranged attack hit automatically?

A. They hit automatically, in the same manner as a Ratling Gun and a Volley Gun.

Q. Can a Slann use items that are for 'models on foot only'?

A. No. He is not a model on foot!

Q. Can a Skink with the Blessed Spawning of Huanchi (move through woods) and the Cloak of Feathers fly through woods?

A. No. The normal flying rules are not nullified.

Q. Can a second generation Slann cast a spell without using a dice from the dice pool and just use the 'free' dice?

A. No. The dice is extra 'after the dice have been rolled' indicating that the number of dice used to cast the spell initially cannot be 0.

Q. Why does the Blessed Spawning of Huanchi (move through woods) cost 20 points for a character? They can move through woods already for free if they are alone!

A. Units can only be joined by characters with the same Blessed Spawning. So if the characters during a game wanted to join a unit with Blessed Spawning of Huanchi, he would have to be blessed the same way.

Q. *Do Blessed Spawnings affect ridden creatures as well as the rider?*

A. They are not affected except where noted (Blessed Spawning of Chotec).

Q. *With Lord Kroak's Ceremonial Mace of Malachite, magic weapons count only as hand weapons. What about magic weapons that are not hand weapons, like the Lance of the Quest and Crimson Death – do they also count as hand weapons?*

A. 'Magical weapons count as hand weapons'. So they count only as hand weapons.

Q. *Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla if he charges on foot (if Grymloq is slain)?*

A. All the effects of the magic weapon are from it being magical. So yes.

Q. *Can you cast spells like Flaming Sword of Rhuin on a Slann?*

A. Yes. Since it is the Skink attendant who is assumed to fight, it is imagined that the flaming sword will appear in the Skink's hands!

Q. *Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla against units Immune to Psychology?*

A. Yes.

Q. *What is the range of the Stegadon's giant bow? Do you get armour saves against the giant bow, or is it treated like a Bolt Thrower (and so no armour saves would be allowed)?*

A. The giant bow is a bolt thrower in all respects, except it can move and fire, and has a different Strength. Use all the rules from the Bolt Thrower section of the Warhammer rulebook (p. 124-125).

Q. *Can the Slann's Leadership be used if he is positioned in the second rank? Normally, a character's Leadership can only be used if he is in the fighting rank.*

A. Yes.

Q. *Can a Skink with the Scout ability scout if it is mounted on a Stegadon or a Horned One?*

A. No. A Skink may only scout if it is on foot.