

A LIZARD SPEAKS

Nick, I like you, love the Lizardmen army and am in the process of building my army up to a reasonable size to play my friends. The only problem is that I am on a limited budget, so I need some pointers to show me what I should get first.

So I was wondering if you could do a bit in White Dwarf to show the basic outline of getting your first 1,000 points and then how to expand it. I have got a start of 20 Skink archers and 16 Saurus warriors. This outline has been done for the Empire and Undead armies on release of the regiment box sets, but maybe you could twist Fat Bloke's arm so you could put the Lizardmen in White Dwarf?

Domestic Cenciola
Well, who says we don't listen to what's going on out there. After bribing Fat Bloke with a bacon butty (with added lard), I got the go-ahead. So here it is - enjoy!



NICK DAVIS ON HIS STEGADON
(He's finally lost it! Somebody call the funny farm.)

so excited by this, he actually blinked! In this spirit of unrestrained enthusiasm, Nick has put together this small guide to show us how to collect an army of the scaly ones.

Over the next few pages I will be putting together a Lizardmen army (hurrah!). Now before I begin collecting an army I always read the background, as this gives me an idea of what initial troops to collect. I also try to collect an army that I am inspired by, as this makes painting the miniatures easier and playing with the army a more enjoyable experience. So I search for reasons why I should collect an army. The first reason why I collect Lizardmen is that I find all their Aztec and Mayan influences intriguing and it gives me a heavy cultural base to draw inspiration from. I also enjoy the fact that

the Lizardmen are fighting according some preordained plan of the Old Ones, so if you lose your games you can say to your opponent it was all part of the Old Ones' great plan. Two reasons to collect the Lizardmen that have absolutely nothing to do with the fact they are extremely hard to beat in combat (*but you like that reason too, don't you Nick?* - Paul Sawyer).

Like all armies that I collect, I follow a basic formula of army building. The Lizardmen, like all my armies, are planned out into manageable, collectable steps. I find it easier to collect armies in steps of a 1,000 points at a time, as this does not take long to collect or paint. Plus once you have completed your first 1,000 points you can go out and play games with it.

THE DESK OF GUY D'ANGUILLE

Below is a picture of the desk of the master surgeon Guy D'Anguille, who was in the service of Lord Pierre D'Alsane, the leader of an ill-fated Bretonnian expedition to Lustria.

If you want to know more about their voyage or you're intrigued by all the gory detail of Guy D'Anguille's desk (looks like a Lizardmen chamber of horrors to me - Nick), pay a visit to Warhammer World museum located at the GW Exhibition Centre here in Lenton, where this and loads of other amazing displays can be found (check out the Nottingham HQ pages for our location).



WARHAMMER COLLECTING A LIZARDMEN ARMY

By Nick 'Cold Blood' Davis

The Lizards are back! With the release of the new Lizardmen characters, we thought we would have a little look at how to put together a Lizardmen army. White Dwarf's resident Lizardman Nick got

so excited by this, he actually blinked! In this spirit of unrestrained enthusiasm, Nick has put together this small guide to show us how to collect an army of the scaly ones.

There are some important things that you should include in your initial 1,000 points, the first being a couple of core regiments to form the center of your army. These are basically large units of infantry such as Saurus warriors or Skinks. Now Lizardmen do not have any Warhammer Regiment boxed sets yet, so we cannot get our regiments in convenient chunks of 15 or 20 models. There are however, plastic Skink and Saurus boxed sets available, so these core regiments can still be built up easily and cost-effectively with the addition of metal command groups.

The next and most important thing a Lizardmen army needs is a Slann Mage-Priest to lead it. He's the only model that *must* be included in the army. Don't worry though, there are four levels of Mage-Priest, each one more powerful (and costing more points) than the next. When you expand your army to 2,000 or even 3,000 points you can keep him as your general and up his magic level.

COLLECTING THE LIZARDS

The background in Warhammer Armies Lizardmen states that many of the Lizardmen forces are the private armies of Slann Mage-Priests and are used to guard their pyramid temples from would-be plunderers. Our army will also be the private army of a Mage-Priest, so the collective forces will be the Pyramid Temple Guard (a handy name for our army). Once you have chosen your core units and have got your Mage-Priest, you are ready to look at the other troop types that make up a Lizardmen army. The army does not have many elite units to choose from; the only regiments available being the deadly, halberd-wielding Temple Guards and the ferociously fast Skink Cold One riders. Luckily the Saurus warrior is capable of taking on all comers with his two Strength 4 attacks, three dice Leadership tests and natural heavy armor.

The Skink however is the weaker cousin of the Saurus: low Toughness, low Weapon Skill and low Leadership. However they have a few advantages over the Saurus. They are cheap, so you can get lots of them, and in large numbers they are just as deadly as their larger cousins. They can also have the mighty Kroxigors (a much larger, harder cousin of the Saurus) in their ranks, bolstering their Leadership and fighting ability. The Skinks can also carry poisoned javelins and bows, giving them Strength 4 missile weapons, making Skinks very efficient, cheap skirmish troops. Skinks are also more intelligent than the Saurus and can train and ride the savage Cold Ones and the high flying Terradons. Skinks also ride the huge War Stegadons into battle. These living battering rams cause immense damage when they charge!

Skinks also herd Salamanders - large sail-backed lizards that spit great globs of corrosive venom at the foe. And finally you can get Skink Shamens, who, although not as mighty as the Slann Mage-Priests, are still very useful to have around.

THE ARMY ROSTER

When you plan your army you should keep your Warhammer Armies Lizardmen book handy as a guide. From the book you can start plotting what to collect. So grab a roster sheet and start working out your 1,000 point army now! The roster sheet opposite shows Qerm-It's Lizardmen Pyramid Temple Guard army. We've worked this out as an example of the sort of army you could start with.

All Lizardmen armies are led by a Slann Mage-Priest. As this is a small force it will be led by one of the younger Slann (this means he is only about 7,000 years Old!) and is only a level 1 Mage. As he is more vulnerable than other, older Slann, I will give him the *Sword of Swift Slaying* (always strikes first in combat) to aid him if he gets into trouble, and the *Amber Amulet* (regenerates one Wound per turn) to keep him alive.

The next selections will be the core regiments. The first unit, which I have named Chotek's Cohort, is fourteen Saurus warriors armed with hand weapons. This regiment has a command group and a Saurus Champion who I have named Stova (Saurus like to keep their names short and to the point). Our next two core regiments will be made up of Skinks, as they are cheap and very versatile. The first one, which I have named the Cohort of the Turquoise Hawk, consists of Skinks armed with poisoned javelins and carrying shields. I intend this regiment to support the Saurus in combat, so I have also given them a Kroxigor to form up around. This unit is led by a Skink Hero, who I have named Hi'five. Our final regiment is the Cohort of the Green Scorpion, which contains Skinks with short bows and poisoned arrows. Led by a Skink Champion named Ok'Doqi, they will skirmish, protecting one flank.

To finish this army off I want to have a fast moving regiment which will speed down one flank and engage the vulnerable enemy war machines or other fast moving enemy units. Normally I would choose Terradons for this task, but since I can now get my hands on Cold One Riders, I will pick a regiment of these ferocious riders led by a Skink Champion. Now on to collecting the army itself...

WARHAMMER ROSTER SHEET

QERM-IT'S LIZARDMEN PYRAMID TEMPLE GUARD

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
SLANN PRIEST QERM-ITT Slann Mage-Priest Army General Commander's name	4	3	2	4	4	3	2	3	8	4+	Shield of the Old Ones Commandable 4+ save against every Wound suffered Magic Weapon: Sword of Swift Slaying (always strikes first regardless of initiative and charges) Magic Item: Amber Amulet (restores 1 lost Wound a turn)	165
HIFIVE THE WHITE ONE Skink Hero Sword, poisoned javelin & shield	6	4	5	4	3	2	6	3	7	5+	Magic Weapon: Blade of the Old Ones (3 to save) Leads the Cohort of the Turquoise Hawk	85
MAVED, CHOSEN OF CHOTEK Skink Champion Hand weapon, spear, shield Cold One	6	3	4	4	2	1	5	2	6	3+	Magic Weapon: Biting Blade (extra -1 save) Leads the Riders of Chotek	52
OK'DOQI Skink Champion Hand weapon, short bow - poisoned	6	3	4	4	2	1	5	2	6	6+	Magic Weapon: Blade of Leaping Copper (+1 Attack) Leads Cohort of the Green Scorpion	47
STOVA, CHAMPION OF QERM-ITT Saurus Champion Hand weapon, shield	4	4	0	5	4	1	2	3	8	4+	Magic Weapon: Silver Digi Darts (extra +1 Initiative) Leads Chotek's Cohort	66
CHOTEK'S COHORT 14 Saurus Warriors Hand weapons & shields	4	3	0	4	4	1	4	1	5	4+	Unit contains a musician and standard	204
RIDERS OF CHOTEK 4 Cold One Riders Hand weapons, spears & shields Cold One	6	2	3	4	2	1	4	1	6	3+	Unit contains a musician and standard Cause fear, subject to shrapnel	100
COHORT OF THE TURQUOISE HAWK 10 Skink Warriors Hand weapons, poisoned javelin & shield Kroxigor	6	2	3	4	2	1	4	1	6	5+	Unit contains a musician and standard Cause fear	171
COHORT OF THE GREEN SCORPION 17 Skink Warriors Hand weapons, short bow - poisoned	6	2	3	4	2	1	4	1	6	6+	Unit contains a musician and standard May skirmish	104.5
TOTAL											896.5 points	



Qerm-It's Lizardmen Pyramid Temple Guard

The first 1,000 points of our army will form a core around which a larger force can be built. This 1,000 point army represents a Slann Mage-Priest's private pyramid guard – his own personal army which he can use to protect his pyramid temple and to attack would-be plunderers.

THE SLANN MAGE-PRIEST

Qerm-Itt, Slann Mage-Priest

Lizardmen armies are led by a Slann Mage-Priest, who is held aloft on a palanquin. He normally leads his own personal army that defends his pyramid temple. The Slann come from a number of different spawnings that took place thousands of years ago – from the surviving Slann of the second spawning (all the first spawning are dead) to the younger Slann of the fifth spawning. Our army is led by one of these younger Slann, who we have called Qerm-Itt. He represents one of the many lower rank Mage-Priests that do the bidding of the greater Mage-Priests who rule the Lizardmen cities.

Our Mage-Priest is a level 1 Slann, who is, to be fair, not a great fighter compared to a Human or Elf general, but is considerably tougher and harder to kill. He has an outstanding save of a 4+ against each Wound suffered thanks to his *Shield of the Old Ones*, which is not modified by the Strength of the attack and cannot be negated! For some added protection I have also given him the *Amber Amulet* which regenerates one lost Wound per turn. He also has the *Sword of Swift Slaying*. This cheap magic weapon allows the user to strike first regardless of Initiative or charges and will give your opponent a nasty shock when he charges (and he will) your Slann Mage-Priest.

Qerm-Itt will be placed next to the Cohort of Chotek Saurus regiment in the battleline. Here he will gain protection from enemy units that wish to charge him (your opponent will have to risk the Saurus unit which would in turn charge him in the flank). Or if I face armies such as Skaven, with large numbers of troops, I would place him within the Saurus regiment so he can benefit from their rank bonus and add his fighting ability to their own considerable prowess.

SKINK HERO

In every spawning there are certain, individual Lizardmen that are marked in some unusual way, with vivid spots, stripes, skin coloring or large crests. These markings are considered favors from the Old Ones themselves and the individual becomes a champion, or hero for their generation. Our Skink Hero, who we have named Hi'Five is so marked; his white skin coloring marks him out as destined for greatness.

Hi'Five leads the Cohort of the Turquoise Hawk into battle and is probably second-in-command of the entire army (Saurus captains are very good at leading their regiments, but large, army-scale tactics escape them completely). He is armed with the *Blade of Sea Gold* which gives him an additional -3 on the enemy save, making it easier for him to strike them down in combat.



Hi'Five – Skink Hero
Marked for Greatness

COLD ONE RIDERS

The savage Cold Ones are ridden by the Great Crested Skinks. The Cold One riders are led by a Skink Champion who we have named Mavriq and who carries the Mark of Chotek. This also gives the regiment their name – the Riders of Chotek.

The Skinks are all armed with spears, for a huge Strength 5 when charging! However even the Great Crested Skink riders are a little fragile after the initial charge and are no match for heavily armored knights (we would have to enlarge the unit by at least another five models first). Now the ferocious Cold Ones can compensate for the Skinks' weaknesses, but you should aim to engage small units or enemy skirmishers, as they are more likely to break in the first turn.

With this in mind, the Riders of Chotek will try to outflank the enemy and engage their war machines or tie up the enemy's own faster moving elements.



The Riders of Chotek – Cold One Riders



LIZARDMAN SAURUS

The Lizardmen Saurus plastic boxed set is the quickest and cheapest way to build up the regiments needed for your army.

SAURUS WARRIORS



Chotek's Cohort – Saurus Warriors

Saurus warriors are the basic troop type of your Lizardmen army. They are excellent fighters with two attacks, high Strength, high Toughness, high Leadership and natural heavy armor. They are a match for most things your opponent can throw at you. However, their low Initiative is their biggest weakness (even Dwarfs go first!), and if you are unlucky your opponent will kill the first rank leaving you nothing to reply with. To survive this a Saurus regiment needs to be at least ten models strong and ranked up with a command group of a Standard Bearer, Musician, and Saurus Champion (Saurus Champions excel at challenges; their three Strength 5 attacks make them the perfect hero killers!).

Our regiment will be fifteen models strong and is led by a Saurus Champion who I have named Stova. I have given Stova the *Silver Sigil Sword* (extra +3 Initiative) which means he will be hitting before or at the same time as his opponent. This unit will be the anchor of the Lizardmen battleline, advancing with Qerm-Itt and guarding his flank. If the army is faced with a more numerous foe like Skaven or Goblins, then this regiment will form up around the Mage-Priest so he can benefit from their rank bonus.

We can easily expand this regiment with the addition of another box of Saurus warriors or even add a Saurus Hero to the front rank to increase its potential in combat.

MARKS OF THE OLD ONES

Those that carry the marks of the Old Ones are frequently endowed with greater intelligence, keener eyesight, greater strength and endurance and more courage than the rest. These marks could be a different colored crest, stripes, spots or different skin colour. A good example of this is the highly regarded vermilion crest, which is considered to signify inspiration from the sun god and is known as the 'Mark of Chotek'.

These Lizardmen soon emerge as leaders of regiments, while others are selected to be scribes, acolytes, overseers, commanders or shamans. It is the Mage-Priests who scrutinize the markings and consider their implications. For example, it is common knowledge that the biggest Skinks with the largest crests make the best riders for Cold Ones.

You can use these marks to characterize your army like we have with ours. Below is a chart describing the color and what each mark means:

MARKING	NAME	PORTENT
VERMILION	MARK OF CHOTEK	INSPIRED BY THE SUN GOD
BLOOD RED	MARK OF SOTEK	RELENTLESS FEROCITY
YELLOW	MARK OF TLAXCOTL	UTTER DETERMINATION
PURPLE	MARK OF TEPOC	PROFOUND UNDERSTANDING
BLACK	MARK OF HUANCHI	EXCEPTIONAL STEALTH
WHITE	MARK OF THE OLD ONES	DESTINED FOR GREATNESS
MOTTLED	MARK OF TZUNKI	AGILITY AND KEEN EYESIGHT
GREAT CREST	MARK OF ITZL	ABILITY TO RIDE COLD ONES

HOW TO PAINT SAURUS WARRIORS

Our resident Lizardman Nick Davis has painted huge Saurus regiments for his army. So we thought we would ask him how he paints his Saurus warriors and to share any painting tips.

Nick's Saurus regiments do not have to be huge to be good in a fight, but you still need units of about fifteen models. I paint my Saurus in blocks of five, painting each stage on each model in turn. This allows the paint to dry and is quicker as you don't have to mess about opening and closing pots. My method will not win you any painting awards. It will however, get your Saurus regiments painted really quick.



Stage 1 After assembling your models you should undercoat them and the shields with white paint (I don't remove the shields from the sprue until they are finished, as it makes them easier to paint if you can hold onto the frame).

Stage 2 The first part of the model you should paint is the skin and chest. I paint the skin Dark Angels Green and the chest Sunburst Yellow. I then paint the shield, weapon head and bracelet Shining Gold. The sabard, weapon handles, the teeth, eyes and fin on the shield are painted Blood Red. The weapons hilts are then painted Snakebite leather.

Stage 3 At this stage I start using inks for quick shading. First I wash all the Gold, Blood Red and Snakebite leather with watered down Brown Ink. After the ink is dry I wash the skin with Dark Green Ink. And finally after the Green Ink is dry I wash the chest with watered down Golden Yellow paint. Next I paint the club head, leather straps and scales with Chaos Black. The teeth and claws are painted with Bleached Bone and the mouth and tongue with Tentacle Pink. I then ink wash the teeth, mouth and claws with Flesh Ink.

Stage 4 To finish off the model I highlight the tabard, the teeth, eyes and fin on the shield with Blood Red. The teeth and claws are then picked out with Bleached Bone. I then mix a little Blood Red and Tentacle Pink together and apply it to the top of the tongue. And finally the Saurus's eyes are picked out with Sunburst Yellow. The base is painted with Goblin Green and flock is glued on with PVA. To finish off the model, the shield's face is painted with Goblin Green and is then glued into place. The Saurus is now ready for battle.



HOW TO PAINT SKINKS

By Ian Compton

Fellow Lizardman Ian Compton has painted a lot of Lizards. In fact he has a huge Lizardmen army of his own, so we have asked him to share some of his painting secrets.

Iain: Skink regiments should be huge, so the only practical way of painting them up is in blocks of at least ten. I find the best way is to line them up in front of you and paint one stage on every model before moving on to the next bit. This allows the paint to dry properly on each model and is quicker as you don't have to mess about opening and closing pots or changing water.

Stage 1: After I have based up all the models, I undercoat them with Citadel white undercoat spray as my Skinks are going to be orange.

Stage 2: The first thing to paint is the skin. I use Blazing Orange, watered down using Orange Ink until the paint is almost an ink itself. This produces a very bright effect and starts to shade the model. Then I carefully paint in all of the other base colors and larger areas of detail. I have chosen to paint all the cloth in Enchanted Blue so that it will stand out.

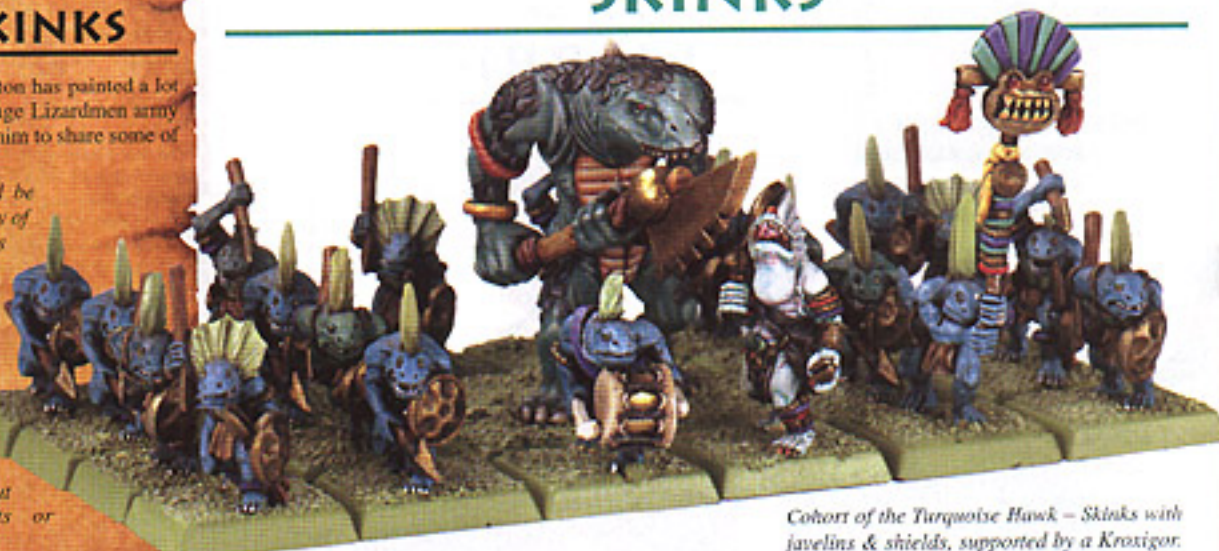
Stage 3: The next step is to apply highlights to the model. Because the skin was painted with very thin paint, it is already partly shaded. All I need to do is pick out the tips of the raised areas with Golden Yellow.

Stage 4: Finally I pick out all the fine detail such as the dagger, and paint the eyes black. I also shade some of the deeply recessed areas of the skin with a little Chestnut Ink. All that remains now is to finish the base with Goblin Green paint and some flock, and a new spawning is ready to join the cohorts of the temple-city!

Stage 5: Finally I pick out all the fine detail such as the dagger, and paint the eyes black. I also shade some of the deeply recessed areas of the skin with a little Chestnut Ink. All that remains now is to finish the base with Goblin Green paint and some flock, and a new spawning is ready to join the cohorts of the temple-city!

Stage 6: Finally I pick out all the fine detail such as the dagger, and paint the eyes black. I also shade some of the deeply recessed areas of the skin with a little Chestnut Ink. All that remains now is to finish the base with Goblin Green paint and some flock, and a new spawning is ready to join the cohorts of the temple-city!

SKINKS



Cohort of the Turquoise Hawk – Skinks with javelins & shields, supported by a Kroxigor.

Skinks normally form the majority of the regiments in a Lizardmen army; they are cheap and versatile. They are also more intelligent than a Saurus and can train and ride the various beasts (Terradons, Stegadons and Cold Ones) that the Lizardmen use in their armies. When used as foot troops you have to be careful – they are not very good fighters and with their low Leadership they have a tendency to run away a lot (even on 3 dice Leadership tests).

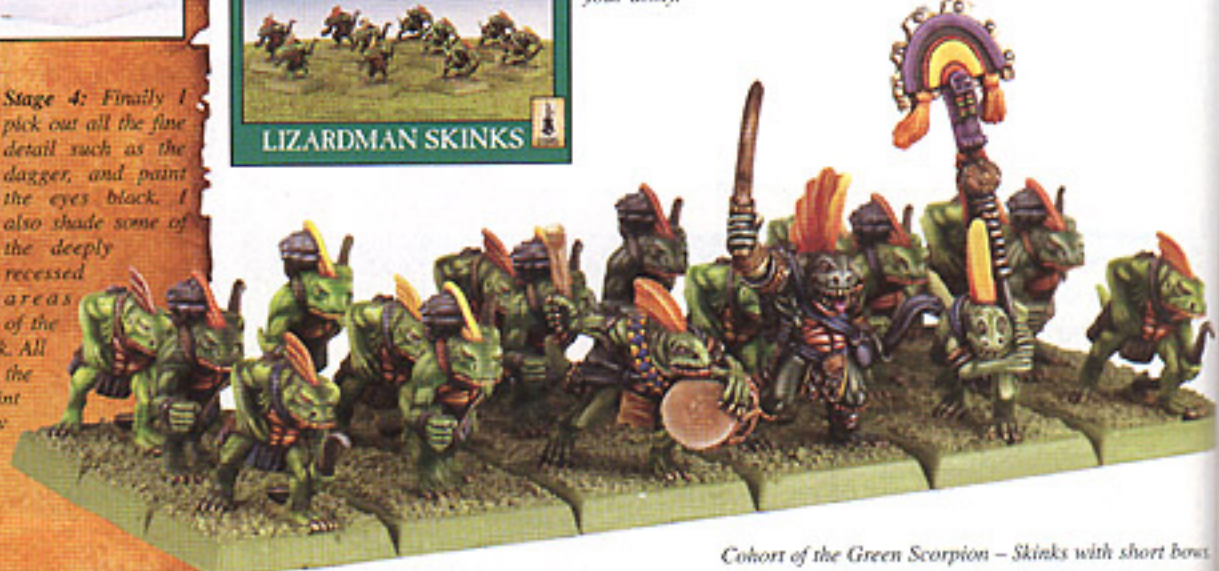
Skinks can be used in two ways – either as skirmishers or fighting regiments. In our army I have one of each type of unit. I will start with the first one – the Cohort of the Turquoise Hawk. This regiment will take its place in the main battleline on Qerm-It's opposite flank. The regiment is armed with javelins and shields and has a command group of a Standard Bearer and Musician in the unit. The trick for fighting with Skinks in this formation is to use large numbers – the regiment needs to be at least four ranks deep and must have at least one Kroxigor in the unit. The Skinks gain confidence from having such a brute in their

ranks so they can benefit from its higher Leadership and better fighting characteristics. The unit is also led by the Skink hero Hi'Fifve, increasing this regiment's combat potential, making it just as hard as the Saurus regiment. Our second regiment, the Cohort of the Green Scorpion, is our skirmishing unit. Again this is a large regiment with all the Skinks armed with short bows and poisoned arrows. The unit has a Standard Bearer, Musician, and Champion named Ok'Doqi. At the start of the battle this unit will be set up in a skirmish formation on a flank, and harass the enemy with missile fire. If the enemy threatens this flank they can form up into a block (five wide, three ranks deep) and slow down or stop their advance.

Both units can easily be expanded with additional blister packs or plastic Skink boxed sets. But I would be tempted to form another unit of ten Skinks to skirmish in front of the main battleline, again to slow down the enemy's advance.



The Lizardmen Skink plastic boxed set is the quickest way to build up the huge regiments of Skinks needed for your army.



Cohort of the Green Scorpion – Skinks with short bows.

EXPANDING YOUR ARMY

Our first 1,000 points is more than capable of taking on a force of a similar size. It is also a good start to our Lizardmen army, as it gives us almost all our core regiments to begin with. All we need to do now is add some of the fancier bits, like Terradons or Stegadons. But the first thing I do once I have raised an army is play a few games with it. This gives me an idea of what I need to strengthen my army. After a few games, the next step is to expand this force by another 500 or 1,000 points.

At the moment, one of the army's weaknesses is a lack of magical support. Now Slann Mage-Priests are very powerful once they reach the higher magic levels. To be worthy of leading a larger army, Qerm-It must be elevated to a Mage-Priest Champion or even a Master Mage-Priest. For some additional support in the magic area we could also use a Skink Shaman. Although they are not as powerful as a Mage-Priest, they can carry two magic items (that's two *Dispel Magic Scrolls*), making them very useful to have around.

Of course Slann Mage-Priests are not the only characters available. Amongst the ranks of the Lizardmen there are Champions and Heroes. Every unit should have a Champion to lead it (especially the Skink units!). Not only do they bolster the unit's fighting strength, but Saurus Champions excel at challenges. The Lizardmen also have Heroes – we already have a Skink Hero in our army. Heroes are best used to bolster the fighting strength and Leadership of the Lizardmen units. A Saurus Hero armed with a sword is a very dangerous opponent.

The basic Lizardmen warrior, the Saurus, is well suited to the rigors of the Warhammer battlefield and is probably the best rank and file troop you can get in the game next to the Chaos Warrior. It is in the regiment area that the army needs strengthening the most. As long as you keep the Saurus regiments at least ten-strong they can take on all comers. If you arm them with spears you have an awesome defensive unit. A unit that is five wide and three ranks deep can bring fifteen attacks (not counting any Champion) to bear in a round of combat. But as good as the Saurus warriors are, they are not the only troops available to the Lizardmen. There are the Saurus Temple Guards – the veteran Saurus of the Lizardmen armies. This regiment should be at least ten to fifteen models strong, they already come with halberds (so they are hitting at Strength 5!) and work well with a Saurus Hero to lead them. If you armor the Temple Guards up they can get a hefty 3+ armor save (2+ if you take the *Standard of Shielding*!).

Skinks meanwhile are a little like Goblins – you will need lots of them! Now we already have two very large units of Skinks, one beefed up for combat and one for skirmishing. We could expand the Cohort of the Turquoise Hawk or add another unit of skirmishing Skinks by getting another plastic Skink boxed set. The true strength of Skinks is their versatility; they are the only ones who can ride, which makes them very useful indeed.

We already have a unit of Cold Ones in our army, although we could do with expanding it by at least another five models and upgrading the Champion to Hero. This will make the unit considerably harder to beat, so they can take on much larger regiments. The Skinks can also ride a Terradon, which carries two Skinks on its back giving the model 2 Wounds. The Terradon also carries rocks which it can drop with pin point accuracy upon the enemy. Their biggest advantage is that they can fly, so getting behind the enemy to silence his war machines is made a lot easier. Arm the Skink riders with poisoned javelins and you should silence the war machines without resorting to combat.

Perhaps the most powerful creatures in the Lizardmen army are the huge Stegadons. No Slann Mage-Priest should go to war without one! These are living battering rams, easily able to smash up the enemy's most powerful units. I normally place the



The Stegdon – a scaly, living battering ram.

Stegdon at the end of the battleline next to a Skink regiment like the Cohort of the Turquoise Hawk. These two units advance together (both moving 6") and charge the same unit. The charged unit normally disintegrates in the first round of combat, leaving the two units free to roll down the entire enemy battleline.

Another powerful Lizardmen is the Kroxigor. These are fearsome creatures and make excellent shock troops. Armed with their double-handed bronze axes they can smash apart small regiments and heavily armored knights with ease. You can also place the Kroxigor in regiments of Skinks. The Skinks swarm around the Kroxigor, encouraged by the power of their bigger cousin. In game terms this means the Skinks have Leadership 9, benefit from an extra three Strength 7 attacks and cause fear!

Even though the Lizardmen do not have any war machines, they do have a great substitute – the Salamander. This sail-backed lizard can spit venom at the enemy. The corrosive poison eats through anything so your opponent gets no saving throw! Salamanders work well in pairs, placed at the end of the battleline, so you can get clear shots into the ranks of your enemies. Always try to aim for the enemy's elite troops, to whittle down their numbers. If you cannot afford the points for a Salamander in your army, you can always mount a giant bow on the Stegdon's howdah. This performs the same task, but be warned, it does miss an awful lot.

The smallest creatures in a Mage-Priest's army are the swarms. Lizardmen pay half the points cost for Lizard and Snake swarms, both of which excel at slowing down flanking forces or fast moving units like cavalry. The Snake swarms with their slow movement are also very good at guarding the Mage-Priest's rear, stopping the enemy from charging him from behind.

Lizardmen armies really do not have any weak links, so it is really a case of designing an army to fit your own fighting style. Over the page is Qerm-It's Temple Pyramid Guard army, which has been expanded by an additional 1,000 points.

Wrestling with the inscrutable scrolls of the Slann Mage-Priests is no picnic. I can tell you. The latest batch brought to me from Lustria by Grubi the Dwarf is a real headache. The script itself is not a problem as it was written in a very good, cursive Skink handwriting, with a decent porcupine quill. What I really got stuck on is the future intentional habitual dative participle of the old Saurian verb *Zlool* which means 'to ride'. All too frequently this is written with the determinative of a small, red Skink hind leg, which is easily confused with the determinative *Xire*, 'to skirmish' (literally 'scurry about'), especially in scrolls dating to after the great migration of the red-crested Skinks, which of course counts for the majority of surviving Lustrian scrolls.

So how are scholars such as myself to interpret a sentence like *Joti Slannawastre Xia trishiziamantpeh skinki Zlool* (or *Xire*?) *intehmahic Xireotol*? This occurs in an important tactical text, said to have been dictated by the Old Ones themselves and slavishly copied for untold generations! It may be translated thus: '...for the Old Ones decreed that three score Skinks shall ride upon the Stegadon' or '...for the Old Ones decreed that three score Skinks shall skirmish beside the Stegadon'. I am sure the implications of this will not be lost on anybody. I cannot blame Skink scribal error, because they clearly knew what they meant. So what did the Old Ones intend? Who can say?

From the Journal of the noted scholar and famed explorer Nygl Stridman



▲ Skinks of the Turquoise Hawk Cohort and a Salamander surround the invaders.



▲ Terradons take flight from their pyramid roost.



▲ The Skinks of the Green Scorpion Cohort march to battle, accompanied by a Stegadon and the Riders of Chotek.

WARHAMMER QERM-ITT'S LIZARDMEN PYRAMID TEMPLE ARMY



▲ Mage-Priest Qerm-Itt with his bodyguard of Temple Guards and a regiment of Saurus warriors with spears.



▲ The Saurus warriors of the Chotek Cohort charge the invaders.

**AT THE CONJUNCTION OF THE TWO MOONS,
ON THE FIRST RISING OF THE IZTL-STAR,
IN THE ERA OF SOTEK, LORD QERM-ITT WILL
ACCOMPLISH THE DEFEAT OF THE RATSPAWN
AND THE STRIFE IN XHOTL WILL BE ENDED.**

From the prophecy of Mage Lord Zlootoc, translated from a recovered tablet of Ito. Imperial Scholar Huteria's footnote: 'It is believed this prophecy is still in pass.'