

WARHAMMER ARMIES: LIZARDMEN

Official Update Version 1.4

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and Frequently Asked Questions. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

None.

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 89 – Army List entry

Ignore this page and use the rules for “Choosing Your Army” in the Warhammer rulebook.

Page References

Note that all references to page numbers in the Warhammer rulebook are wrong, as they refer to an older edition.

Unit Strength

Ignore all references to unit strength.

Page 41 – Special Rule – Aquatic

Change the first sentence to “Models with the Aquatic special rule have the River Strider, Marsh Strider and Lake Strider special rules.”

Page 43 – Slann Mage-Priests, Guardians

Change “Because of this, his line of sight is worked out as if the Mage-Priest himself were a large target” to “Because of this, assume the Mage-Priest is floating just above the heads of the models in his unit when working out his line of sight.”

Page 43 – Slann Mage-Priests, Focus of Mystery

Change the second sentence to “The Mage-Priest has the Loremaster special rule for that lore.”

Page 43 – Slann Mage-Priests, Transcendent Healing

Change to “The Mage-Priest has the Regeneration (4+) special rule.”

Page 48 – Skink Priests, Channelling

Change “Channelling” to “Vassal”. In the second paragraph change “channel a magic missile” to “cast a magic missile”.

Page 52 – Terradon Riders, Special Rules

Replace “Flying Cavalry” with “Fast Cavalry, Fly, Forest Strider”.

Page 52 – Terradon Riders, Hit and Run

Ignore this special rule.

Page 52 – Terradon Riders, Arboreal Predators

Ignore the second sentence.

Page 53 – Kroxigors, Spawn-kin

Ignore “A mixed unit of Kroxigors and Skinks may not make a turn manoeuvre.”

Page 53, 97 – Kroxigors, Great Reach

Ignore this special rule.

Page 55 – Stegadons, Giant Bow

Add “Slow to Fire”.

Page 55 – Stegadons, Skink Crew

Change the third sentence to “Stegadons of both types are treated as a Ridden Monster with more than one rider, with the following additional rules.”

Page 55 – Stegadons, Engine of the Gods

Change the first sentence of the final paragraph to “In addition, a Skink Priest that has taken the Engine of the Gods gets a +1 bonus to all of his casting and dispelling attempts.”

Page 56 – Salamander Hunting Packs, Special Rules

Add “Monster & Handlers”.

Page 56 – Salamander Hunting Packs, Hunting Pack

Change the first paragraph to “Salamanders are treated as Monsters for the purposes of the Monster & Handlers rule. The unit may not be joined by characters.”

Page 57, 98 – Razordon Hunting Packs, Special Rules

Add “Monster & Handlers”.

Page 57 – Razordon Hunting Packs, Hunting Pack

Change the first paragraph to “Barbed Razordons are treated as Monsters for the purposes of the Monster & Handlers rule. The unit may not be joined by characters.”

Page 58, 95 – Jungle Swarms, Small

Ignore this special rule.

Page 59 – Carnosaurs, Ultimate Predator

Change the second sentence to “Attacks made by a Carnosaur have the Multiple Wounds (D3) special rule.”

Page 61 – Lord Kroak, First Generation Spawning

Change the last sentence to “If Lord Kroak casts the spell with irresistible force, then the spell automatically fails but no roll is made on the Miscast table.”

Page 61, 90 – Lord Kroak, The Spirit of Lord Kroak

Ignore this special rule.

Page 61 – Lord Kroak, The Deliverance of Itza

Add “This is a direct damage spell.” Ignore the “*” and the associated note.

Page 62 – Lord Mazdamundi, Mage-Lord of Hexoatl

Change the second sentence to “Choose one of the eight Lores of Magic from the Warhammer rulebook. He has the Loremaster special rule for that lore.”

Page 62 – Lord Mazdamundi, Ruination of Cities

Add “This is a direct damage spell.”

Page 66 – Chakax, The Key to the Eternity Chamber

Change to “When fighting in a challenge, Chakax gains a 5+ ward save and his opponent Always Strikes Last.”

Page 67 – Gor-Rok, The Shield of Aeons.

Change to “Shield. In close combat, Gor-Rok always counts as defending an obstacle (wall). This means that cavalry, monstrous cavalry and chariot models that charge Gor-Rok must take a Dangerous Terrain test. Also, any chargers will also suffer a -1 to hit him in the turn they charge.”

Page 69 – Tetto’eko, Magic

Change to “Tetto’eko is a Level 2 Wizard and has the Loremaster (Heavens) special rule.”

Page 69 – Tetto’eko, Herald of Cosmic Events

Ignore “[...] provided it is not miscast [...]”.

Page 71, 92 – Oxyotl, Special Rules

Add “Sniper”. Ignore the Preternatural Aim special rule.

Page 93 – Skink Priests, Special Rules

Change “Channelling” to “Vassal”.

Page 96 – Terradon Riders, Special Rules

Add “Fast Cavalry, Fly, Forest Strider” and ignore “Flying Cavalry, Hit and Run, Arboreal Predator”

Page 99 – Common Magic Items.

Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rule printed in the Warhammer rulebook.

Page 101 – War Drum of Xahutec, second paragraph

Change the first sentence to “The bearer and any unit he is with automatically pass their Leadership test if they wish to march when there is a non-fleeing enemy unit within 8”.

Page 102 – Cupped Hands of the Old Ones

Ignore “[...] ignoring result 5-6 [...]”

Page 102 – Diadem of Power

Ignore “[...] of his own [...]”.

Page 103 – Sun Standard of Chotec

Change to “Missiles fired at the bearer or any unit he has joined suffer a -2 to hit modifier if they are fired at a range of up to 12”, or a -1 to hit modifier if fired at a range of more than 12”.

FAQs

*Q: When a unit with the **Cold Blooded** special rule is required to add or subtract additional dice for a Leadership test, how does it work? (p41)*

A: Take the test on however many dice it would normally be taken plus the extra dice from the Cold Blooded special rule and remove the highest. For example if a normal unit would take the test on 3D6 and add them together a Cold Blooded unit would roll 4D6, take away the highest and then add the remaining 3 dice together.

*Q: Can a **Slann Mage-Priest** cast Transformation of Kadon? (p42)*

A: No.

*Q: Can a **Slann Mage-Priest** ride on a Magic Carpet? (p43)*

A: No. Whilst the Slann is an infantry model he specifically is not on foot.

*Q: Does the 'free' power dice gained from **Focused Rumination** count against the power limit? (p43)*

A: Yes.

*Q: Can a unit of **Temple Guard** be joined by characters other than Slann? (p47)*

A: Yes.

*Q: Does the **Terradon's** Drop Rocks ability count as a shooting attack? (p52)*

A: Yes. Treat it as an out-of-sequence shooting attack that hits automatically.

*Q: Can **Terradons** Drop Rocks on the turn they charge? (p52)*

A: No.

*Q: How do you resolve a bolt thrower shooting against a unit of **Skinks that includes Kroxigors**? (p53)*

A: Determine whether the initial model hit is a Skink or a Kroxigor. The bolt will hit the first model of this type in its path. Then work your way through the unit, hitting the model directly behind each time a model is killed. Note that if the first model hit is a Kroxigor, then the Skink in front of it is not hit.

*Q: Does a unit of **Skinks that includes Kroxigors** cause Fear? Are they immune to Fear? (p53)*

A: Yes to both questions.

*Q: The **Stegadon's** giant bow is Poisoned. Does this mean that a roll of 6 to hit will penetrate all ranks automatically? (p55)*

A: No – only the first hit wounds automatically. If that model is slain then roll to wound the next as normal.

*Q: Can **Stegadons** and **Ancient Stegadons** choose to stand and shoot their missile weapons as a charge reaction? (p55)*

A: Yes, apart from the giant bow.

*Q: If a **Stegadon** is taken as a mount can the character's BS be used when firing the howdah weapons? (p55)*

A: No.

*Q: How long do the effects of **Portent of Warding** last? (p55)*

A: Until another of the Engine of the God's powers are used, or the Skink Priest and/or the Ancient Stegadon is killed.

*Q: Are the **Engine of the Gods'** Burning Alignment attacks magical? (p55)*

A: Yes.

*Q: Is the **Salamander's** shooting attack treated as a Breath Weapon? (p56)*

A: No.

*Q: What happens if a **Barbed Razordon** stands and shoots and both artillery dice roll a misfire? Are 2D3 Skinks eaten? And what happens if only one artillery dice rolls a misfire? Are D3 Skinks eaten and then fire a number of shots given by the other dice? (p57)*

A: If you roll a misfire on either dice, no shots are fired and the unit loses D3 Skinks. If both roll a misfire, no shots are fired and the unit loses 2D3 Skinks instead.

*Q: Can **Barbed Razordons** choose to flee from a second or subsequent charge after it has used its stand and shoot charge reaction? (p57)*

A: No.

*Q: Can **Barbed Razordons** choose to flee if charged by an enemy that is close enough to negate the stand and shoot charge reaction? (p57)*

A: Yes.

*Q: With **Lord Kroak's** Deliverance of Itza spell, what casting value is used if the spell is stolen via the Tzeentch spell Glean Magic or the Empire magical item Aldred's Casket of Sorcery? (p61)*

A: The highest level (20+).

*Q: Does the effect of **Kroq-Gar's** Hand of Gods affect enemy units engaged in combat as well? (p65)*

A: Yes.

*Q: Does **Gor-Rok's** Resilient special rule grant him immunity to the effects of Heroic Killing Blow? (p67)*

A: Yes.

Q: Do Kroxigors count towards the minimum unit size of a unit of Skinks? (p94)

A: No.

*Q: Can you Stomp or Thunderstomp a unit of **Skinks that contains Kroxigor**? (p94)*

A: No, a mixed unit has the troop type of Unique.

Q. Are the **Impact Hits** inflicted by the **Stegadon War-spear** magical? (p99)

A. Yes.

Q. Both the **Piranha Blade** and the **Bane Head** cause double wounds. Would this result in 3 wounds or 4? (p99)

A. 4.

Q. Can the **Blade of Realities** be combined with the -3 penalty to the test caused by the spell **Doom and Darkness**? (p99)

A. No.

Q. Does the **Staff of the Lost Sun** make magical attacks? (p99)

A. Yes.

Q. Do attacks made by the **Staff of the Lost Sun** benefit from **Jungle Poisons**? (p99)

A. No.

Q. Does a **Horned One** count a magic item for rules purposes, or is it only a special type of cavalry mount? (p101)

A. It is only a cavalry mount.

Q. For **Cupped Hands of the Old Ones**, how do you resolve a result of a 10-12 on the **Miscast** table, assuming that the miscast has successfully been applied to an enemy Wizard? (p102)

A. If the Wizard 'knows' the spell that caused the miscast then this will always be the first of the D3 spells to be 'forgotten'. If not, then the spells 'forgotten' are determined randomly.

Q. Does **Cupped Hands of the Old Ones** always use the **Miscast** table from the **Warhammer** rulebook? (p102)

A. Yes.

Q. Do wounds caused by **Cupped Hands of the Old Ones** combine with the **Bane Head**? (p102)

A. Yes.

Q. When using **Cupped Hands of the Old Ones**, do you hand over the miscast before or after determining the result of the **Miscast** table? (p102)

A. After.

Q. There are several **items that can affect miscasts**, such as **Cupped Hands of the Old Ones**, **Soul of Stone** and **Infernal Puppet**. If more than one (or multiples of the same item) are present, in what order should the effects be applied? (p102)

A. The player whose turn is taking place chooses.

Q. A **Slann Mage-Priest** miscasts and successfully passes the miscast to an enemy Wizard with the **Cupped Hands**. When the miscast result requires D6 power dice to be lost from the power pool, are they still lost from the power pool or, as the miscast has been passed over to the enemy, are they lost from the dispel pool instead? (p102)

A. They are lost from the power pool.

Q. Can the **Plaque of Dominion** be used more than once, at the beginning of every enemy turn, for example? (p103)

A. Yes.

Q. Is **Huanchi's Blessed Totem** activated before or after charge responses? (p103)

A. Before.

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