

WARHAMMER ARMIES BOOK: LIZARDMEN – ERRATA AND FAQs

FAQs

Forces of Lustria

Q. Do Kroxigors count towards the minimum unit size of a unit of Skinks?

A. As the Kroxigor are listed as upgrades, no. The first 10 models must be Skinks.

Q. How do you resolve a bolt thrower shooting against a unit of Skinks that includes Kroxigors? Do you randomise the hits for the first rank, or do you wait for the bolt to hit the second rank?

A. OK, this is how we do it. The first thing to do is determine whether the initial model hit is a Skink or a Kroxigor, as explained in the Kroxigor bestiary entry. Once you've done that you'll need to randomise which of that type of model is hit if there is more than one in the rank, and then you can work your way through, hitting the model directly behind if a model is killed.

For example, take a look at the mixed unit of Skinks and Kroxigors shown on page 41 of the Lizardmen army book. If the first model hit was a Skink, then randomise which of the first rank was hit. If it was the one on the extreme left and he was killed, the bolt would pass through to hit the Skink behind him. If you randomised the second Skink from the left, and he was killed, then the bolt would strike the Kroxigor behind him.

If the roll to determine which type of model is hit first results in a Kroxigor being hit, then work your way back from the first Kroxigor in the bolt's path. In the example in the army book, this means a Skink in the first rank was fortunate enough not to be hit, and the bolt will hit a randomly determined Kroxigor and potentially carry on through the unit.

Q. Does a unit of Skinks that includes Kroxigors cause Fear? Also, for the combat result, when we compare the Unit Strengths to see if the enemy automatically flees, do we only consider the US of the Kroxigor, or the total US of the unit (Skinks + Kroxigor)?

A. I'd say that Kroxigors work under the same rules as Fear-causing characters inside units of non-Fear-causing models (see the main rulebook), and that only the US of Kroxigors is counted when working out whether the unit is outnumbered or not.

Q. Can a unit of Temple Guard be joined by characters other than a Slann?

A. Yes, it's just that the Temple Guard can only attend one Slann at a time. If you have only one unit of Temple Guard and two Slann, one will have to move around on his own or join another unit.

Q. Does a Slann count as a Large Target for his own line of sight purposes only when in a Temple Guard unit, or also if by himself or in another unit?

A. Only when he's in a unit of Temple Guard. Firstly, the rule appears in the Temple Guard rules, and secondly, it's described as the Slann rising up, above the Temple Guard to cast his spell and then sinking back down again, which he couldn't do if he was on his own.

Q. Does the Terradon's Drop Rocks ability count as a shooting attack?

A. Yes, treat it exactly like a shooting attack.

Q. Can Terradons Drop Rocks on the turn they charge?

A. So long as they pass over another enemy unit, why not!

Q. Are impact hits on a Stegadon really randomised to the crew?

A. Yes, this is an exception to the normal rules.

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

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

Q. *Are Stegadon weapons considered war machines for the purposes of stand and shoot or using a character's BS?*

A. It's definitely best to treat it as a war machine, so no stand and shoot, no using a character's BS, and so on.

Q. *Page 55. Are the effects of the Engine of the Gods treated as a bound spell carried by the Skink Priest? Will a spell cast by the Priest stop the effects of the Engine? And will any effect of the Engine dispel a previously cast spell by the Skink Priest?*

A. No. Although the Engine of the Gods can only be used so long as the Priest is alive, it isn't any sort of magic item, and it's not him that's casting the spells.

Q. *Page 55. How long do the effects of Portent of Warding last?*

A. Until another of the Engine of the God's powers is used or the Priest or Ancient Stegadon is killed.

Q. *Are the Engine of the Gods' Burning Alignment attacks magical?*

A. Yes – the attacks are made by a great big magical doomsday machine of the gods!

Q. *Can Salamanders make a march move and then shoot? In other words, do they have a breath weapon?*

A. No – the attack isn't described as a breath weapon attack.

Q. *What happens if a Razordon stands and shoots and both artillery dice roll a Misfire? Are 2D3 Skinks eaten? And if only one artillery dice rolls a Misfire? Do we have 1D3 Skinks eaten and still a number of shots given by the other dice?*

A. If you roll a misfire on either of the 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 a Razordon choose to flee if charged by an enemy that is close enough to negate the stand and shoot reaction? If yes, how do we resolve cases where we need to measure to determine if the enemy is close enough or not?*

A. According to the main rules, if a charging enemy turns out to be too close for the unit being charged to stand and shoot, it can only make a hold reaction.

Q. *What is the Unit Strength of a Razordon/Salamander – US1 or US3?*

A. Unit Strength 3, which, means that missile fire at the unit does not suffer a -1 to hit penalty.

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? Glean Magic refers to the 'basic casting value', while the Casket refers to the 'normal casting value'... however, the casting value of the spell is decided at the time of casting... are they stuck with the lowest version (i.e. 5+ to cast), or can they select any of the four casting values?*

A. We reckon the best way to handle this is to randomise which of the levels is gleaned.

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

A. Yes.

Q. *If Kroq-gar fails his ward save from the Sacred Spawning of Xbotl, how is the hit against the enemy unit distributed?*

A. Resolve it as a shooting attack.

Q. *Does Chakax's Key to the Eternity Chamber cause enemies in a challenge to strike after his great weapon?*

A. Chakax strikes first.

Q. *What size base should Tetto'eko be mounted on? Does he have a choice to join Temple Guard, or can he only be placed in a unit of Skinks?*

A. When he joins a unit of Skinks, they enjoy the same rule as Temple Guard. We suggest mounting him on a 40mm base.

Treasures of the Old Ones

Q. *Page 99. Stegadon War-spear. Are the 2D6+1 impact hits magical hits?*

A. Yes.

Q. *How do two items that cause double wounds combine? For example, both the Piranha Blade and Bane Head double wounds caused. Would this typically result in 3 wounds or 4?*

A. Four.

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

A. Unmodified means unmodified, so the test is always made on the target's (unmodified!) leadership.

Q. *Is the Staff of the Lost Sun considered to make magical attacks?*

A. It fires a blast of blinding magical light, which sounds pretty magical to us! And no, the jungle poisons rule doesn't apply.

Q. *Can a Horned One be destroyed by the Lore of Metal spell Law of Gold, or turned into a normal Cold One by the High Elf spell Vault's Unmaking? As an Enchanted Item, the Horned One is a valid target for the spell.*

A. Why not! However, we suggest that all of these effects should only turn the Horned One into a normal Cold One, rather than destroying it altogether, so that the model does not need replacing.

Q. *Page 102. For Cupped Hands of the Old Ones, how do you solve a result of a 12 on the Miscast table?*

A. The Slann casts the spell with irresistible force. The wizard to whom the miscast is applied can only 'forget' the spell that was miscast if he knows it himself. For example, if a Slann miscast *the Burning Head* spell from the Lore of Fire and the miscast was applied to an Empire Fire Wizard in his line of sight, and a 12 was rolled on the miscast table, the Fire Wizard would forget the spell if he knew it.

Q. *Page 102. Cupped Hands of the Old Ones. Do we use any specific Miscast table of an army (if the opponent's army uses one)?*

A. Yes (and you still ignore results 5-6).

Q. *When using Cupped Hands of the Old Ones, do you hand over the miscast BEFORE or AFTER determining the result on the Miscast table? Does any wound caused by this item combine with the Bane Head? Can a result of '2' be transferred?*

A. Declare the use of the Cupped Hands of the Old Ones after determining that a miscast has occurred and rolling on the Miscast table. Yes, those wounds can be combined with the Bane Head! Yes, you can transfer a 2 to the enemy wizard (and anybody unlucky enough to be standing near him, ouch!).

Q. *There are several items that can affect miscasts, such as Cupped Hands of the Old Ones, Soul of Stone and Infernal Puppet. In what order should the effects of these items be applied?*

A. There are many such combinations of rules and magic items in the game, and we handle it by discussing what we think should happen, and then rolling off if an immediate answer isn't forthcoming.

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

A. Yes, and indeed we recommend you to do so (well, as long as there is an enemy within 18", that is).

Q. Is Huanchi's Blessed Totem activated before or after Charge Responses?

A. Before, it's just fairer that way!

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The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the 'Contact Us' page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!