

Warhammer to Battlelore Conversion

Lizardmen

Written by **Ben Boersma**. Inspired by the brilliant game by **Richard Borg**.
Version 0.8 – Feedback is most welcome!

Skink Skirmishers with Javelins (Common)

Green Banner Infantry

Move 2 and Battle

Battles with 2d6

Does not hit on 'Sword on Shield' results when attacking.

Special: At One With Nature

Skink Skirmishers with Blowdarts (Uncommon)

Green Banner Infantry

Move 2 and Battle

Battles with 2d6

Blowpipes - Range 2, 2d6 and can battle on the move @ 1d6

Does not hit on 'Sword on Shield' results when attacking.

Special: At One With Nature, Poison Tipped Darts

Chameleon Skinks (Rare)

Blue Banner Infantry

Move 2 and Battle

Battles with 3d6

Blowpipes - Range 2, 2d6 and can battle on the move @ 1d6

Does hit on 'Sword on Shield' results when attacking, but not at range.

Special: Camouflage, At One With Nature, Poison Tipped Darts

Skink Terradon Riders (Uncommon)

Green Banner Cavalry

Move 4 and Battle

Battles with 2d6

Hits on 'Sword on Shield' results when attacking.

Special: Flying

Saurus Warriors with Swords and Shields (Common)

Blue Banner Infantry

Move 1 and Battle or move 2 and no Battle

Battles with 3d6

Hits on 'Sword on Shield' results when attacking.

Special: At One With Nature

Saurus Warriors with Spears and Shields (Common)

Blue Banner Infantry

Move 1 and Battle or move 2 and no Battle

Battles with 3d6

Hits on 'Sword on Shield' results when attacking.

Special: At One With Nature, Counterattack

Saurus Temple Guard (Rare)

Red Banner Infantry

Move 1 and Battle

Battles with 4d6

Hits on 'Sword on Shield' results when attacking.

Special: At One With Nature, Bold, Bodyguard

Kroxigors (Uncommon)

Red Banner Infantry

Move 2 and Battle

Battles with 4d6

Hits on 'Sword on Shield' results when attacking.

Special: At One With Nature, Small Unit (3), Screen (Skink Foot)

Special Rules

Abandon! – If this unit must retreat, it will be removed from the game instead and count as a casualty.

At One With Nature – At the cost of 2 Lore, does not have to stop when moving through Natural terrain hexes (Marsh, Forest, Hill, Fords but not Rivers) and battles there without penalty.

Bodyguard – When a Hero figure is in the same space or one adjacent to this unit, the unit becomes Bold 2 and Counterattack.

Bold (x) - May ignore 1 Flag result for each level (x).

Camouflage – Cannot be hit by 'Sword on Shield' results when on a Terrain Tile.

Counterattack - When battling back, increase the number of dice rolled by 1.

Flying - May move 2 to 4 hexes, flying over both terrain and units. The unit must end its move in an empty hex. Lore cards Web and Hold that are used on the unit when flying cause it to drop to the ground, rolling one attack die against each figure in the unit. This unit may attack one unit that it flies over. The unit may Battle Back, but does not hit on 'Sword on Shield' results. Flag results are re-rolled.

Impact! – When attacking after moving, double the number of attack dice rolled.

Poison Tipped Darts – When attacking at range, reroll one Lore symbols result once per attack.

Screen (xxx) – This unit may move through a hex containing the unit listed. If the unit attacks after doing so, it may re-roll any or all of its dice once. But it must take the result of the second roll, even if it is worse.

Small Unit (x) – This unit is made up of fewer figures than normal. Refer to the unit's card for more details.

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Saurus Cold One Riders (Uncommon)

Blue Banner Cavalry

Move 3 and Battle

Battles with 3d6

Hits on 'Sword on Shield' results when attacking.

Special: At One With Nature

Salamander and Skink Handlers (Rare – Specialist Card only)

Blue Banner Infantry

Move 1 and Battle or Move 2

Battles with 3d6

Flame Belch - Range 5, 3d6 and can battle on the move @ 1d6

Does hit on 'Sword on Shield' results when attacking, but not in Melee.

Special: At One With Nature, Small Unit (*), Bold, Abandon!

*Notes: This unit is made up of one Salamander figure and two Skink Handlers. The Salamander is never taken as a casualty, but once both Skink Handlers are removed as casualties, the unit is removed from the field of battle. In effect, it can only take two hits.

Stegadon (Creature)

Blue Banner Creature

Move 1 or 2 and Battle

Battles with 3d6

Skinks in Howdah - Range 3, 2d6 and can battle on the move with no reduction.

Does hit on 'Sword on Shield' results when attacking, but not in Ranged.

Special: Bold 2, Impact!

Any number of Lore results in combat: Place one Lore token on the Stegadon's card. Spend a Lore token from the Stegadon's card to increase the Stegadon's movement by one this turn.

Saurus Champion on Carnosaur (Creature)

Red Banner Creature

Move 1 and Battle or Move 2

Battles with 4d6

Does hit on 'Sword on Shield' results when attacking.

Special: Bold 2, Brutal

2 Lore Results: Choose to count these Lore result as 2 hits on the affected unit, or as one Retreat result on all adjacent enemy units.

Skink Hero

Rules to come soon... this is a teaser place holder

Skink Shaman

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Saurus Hero

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Slaan Mage Priest

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Rules for these Heroes will be added soon, with their own upgrades and artefact cards, creating Heroes modified from the original 5 – hopefully creating a more thematic Hero pool for the Lizardmen to take.