

# WARPSTONE

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## **Warhammer Armies: Lizardmen Reviewed by Neil Taylor**

This is the second army book released since the fifth edition of WFB. About half the book contains usable information for WFRP, the rest is for the WFB enthusiast. So what's changed?

Lizardmen have been moved from their tunnels in the Old World to the jungles of Lustria. There are now several types, including Slann, Sauruses and Skinks, but the Troglodyte and Lizardmen connection has gone and the Slann are now the servants of the "Old Ones". Big changes? How many have played in an adventure that used Lizardmen? The Lizardmen book gives us a convincing, vibrant culture and provides us with another powerful group of movers and shakers in the Warhammer World. There are new exotic locations such as the Norse colony of Skeggi, to which adventurers flock in droves after the famous gold of Lustria, or the island of the eternally youthful Amazons (who survive from WFRP - no sign of the Pygmies). The snake-god Sotek is the biggest surprise as he is presented as the opponent of the Horned Rat.

If you are running campaigns that can lead the Players to Lustria then this is excellent stuff but the book also gives a solid motive for Lizardmen agents in the Old World - the recovery of stolen sacred relics (although this isn't new - reread the lead-in story in the WFRP rulebook). Recent White Dwarfs have also let it be known that Lizardmen can travel throughout the Warhammer World by using stone circles as gateways when the "stars are right". This can place Lizardmen right in the heart of your current campaign, right now, with very little effort.

In all, a good addition to the Warhammer World and the most useful WFB army book for WFRP to date. Worth a look.