

THE RED HOST OF TEHENHAUIN

Upon the field of battle, the Red Host of Tehenbauin is wont to attack in the manner of its patron deity – the twin-tailed serpent. As the snake slithers through the undergrowth, so the Red Host makes use of its knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike. At the moment of attack, the Host strikes with lethal intent, focusing all its venomous hatred into the enemy's weakest point. Throughout history, the spawning pools have produced such hosts at times of great strife, but the greatest such army was that led by Tehenbauin, the Prophet of Sotek and scourge of the rat-spawn.

RED HOST OF TEHENHAUIN SPECIAL RULES

A Lizardmen army (not a Southlands army) may be taken as the Red Host – the first Sacred Host of Sotek, using the following units and special rules.

LORDS	Tehenbauin, the Prophet of Sotek (compulsory) Saurus Old Blood
HEROES	Skink Chiefs (two count as one choice, each may take up to 75 points of magic items) Skink Priest Saurus Scar Veteran
CORE	Red Crested Skinks Skink Skirmishers (do not count towards Core) Saurus Warriors 0-1 Jungle Swarm Lesser Swarm (do not count towards Core)
SPECIAL	Saurus Cavalry Kroxigor Terradons
RARE	Chameleon Skinks Salamander Hunting Packs Engine of the Gods

All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Sotek. Core units with this blessing remain Core, but if given a second Sacred Spawning are moved to Special.

Skink Skirmishers and characters must purchase the Sacred Spawning of Sotek for +10 points per unit, and +10 points per character.

Skink Priests in the Red Host must take their spells from the Lore of Beasts.

Red Crests: The Red Crests are peculiarly warlike Skinks who embody the fearsome spirit of the Serpent God. They are gifted with the resilience to withstand the horrendous plagues of the rat-things that decimated Chaqua. Skink characters may be upgraded to Red Crests at a cost of +5 points, benefiting from the following advantages:

They are only affected by Clan Pestilens Plague Censers on a 6+, in the same way as the Censer Bearers themselves.

They are immune to normal *Poisoned Attacks* – count them as normal weapons of the same type.

They are subject to Hatred of all types of Skaven.

They are not slowed by jungle or wooded terrain.

Battle Standard Bearer: One Skink Chief may carry the Battle Standard for +25 pts. A Skink Chief with the Battle Standard may not be the army's General. The Battle Standard Bearer cannot choose any extra non-magical weapons, nor may he use a shield. The Battle Standard Bearer may carry the Skavenpelt Banner, the Sign of Sotek, the Totem of Prophecy or the Jaguar Standard, but if he carries a magic banner he cannot carry any other magic items.



MAGIC BANNERS

SIGN OF SOTEK **25 points**
The great Serpent God Sotek is the embodiment of righteous anger to his followers, who are able to call upon a portion of his wrath when facing his enemies. The sign of Sotek is a potent symbol, inspiring a strength born of hatred in his servants.

The unit may re-roll failed To Wound rolls on the turn it charges. May only be carried by a Red Crested Skink.

SKAVENPELT BANNER **20 points**
A ragged Skaven hide, freshly shorn from the body of a sacrificial victim flaps in the wind above the unit, its fetid stench driving the chosen of Sotek into a rage of battlelust.

The unit is subject to *Frenzy* (this does not negate Red Crests' *Hatred* of Skaven). May only be carried by a Red Crested Skink.

CORE UNITS

LESSER SWARMS **35 points/model**

	M	WS	BS	S	T	W	I	A	Ld
Lesser Swarm	6	3	0	2	2	3	1	3	10

Unit Size: 5-10 bases.

Special Rules

Small, Skirmishers, Poisoned Attacks, Unbreakable.

Lesser Swarms: A Lesser Swarm represents the countless numbers of the lesser creatures of the jungle, though even these smaller serpents and reptiles are quite capable of inflicting crippling injuries and death with their poisonous bites. Lesser Swarms are subject to the Swarms rule found on page 27 of Warhammer Armies: Lizardmen, but have fewer Wounds and Attacks, and are mounted on 25mm bases.

Unit Strength: 3

RED CRESTED SKINKS **7 points/model**

	M	WS	BS	S	T	W	I	A	Ld
Red Crest	6	3	3	3	2	1	4	1	5
First Spawned	6	3	3	3	2	1	4	2	5

Unit Size: 15+

Weapons & Armour: Hand weapon, shield.

Red Crested Skinks have the Sacred Spawning of Sotek.

Options:

Upgrade one Red Crest to a Musician for +6 pts.
 Upgrade one Red Crest to a Standard Bearer for +8 pts.
 Promote one Red Crest to a First Spawned for +8 pts.
 One unit may take a magic banner up to the value of 25 pts.

Special Rules

Aquatic, Red Crests, Sacred Spawning of Sotek, Cold Blooded.

RARE UNIT

ENGINE OF THE GODS **215 points/model**

The Engine of the Gods is born upon the back of a mighty arcanodon, a rare beast of the deep jungles of Lustria. The energies unleashed by the Engine are terrifying to behold, as is the charge of the beast that bears it. The combination of both effects is often more than the enemy can withstand.

	M	WS	BS	S	T	W	I	A	Ld
Arcanodon	6	2	0	5	6	5	1	3	5
Engine	-	-	-	-	7	3	-	-	-

Unit Size: 1 Arcanodon (note that the model may include one or more Skink attendants for dramatic effect, but these have no effect upon the game).

Special Rules

Scaly Skin: The Arcanodon has a 4+ Scaly Skin Save.

Terror: The Arcanodon causes *terror*.

Cold Blooded: The Arcanodon is *Cold Blooded*.

Large Target: The Arcanodon is a *Large Target*.

Impact Hits: The Arcanodon causes D6 impact hits when it charges.

Stubborn: Arcanodon pay no heed to threats from other creatures, as so few are any real threat to them. They are Stubborn.

Immune to Panic: Arcanodon are huge, dull-witted creatures whose tiny brains react slowly, if at all, to events around them. Arcanodon are *Immune to Panic*.

The Power of the Ancients: The Engine of the Gods contains within its arcane workings the power to call down the wrath of the Old Ones upon the foes of the Lizardmen, manifesting as a blinding orb arcing from the sky to burst amongst the ranks of the enemy. The Engine is a stone thrower, as described in the Warhammer Rulebook, and in addition, its attacks are counted as Magical and Flaming. The Engine has no crew as such, but shooting attacks against it are randomised between the Arcanodon and the Engine as described in the Warhammer Rulebook. The Engine itself may not be targeted separately in close combat. In addition, the Engine has a 360° field of fire, and can move and fire – it does not need to turn to face the direction in which it is shooting. Should the Engine roll a Misfire result of '1', the entire model is removed as a casualty as devastating energies cascade out of control.

Unit Strength: 8



TEHENHAUIN – THE PROPHET OF SOTEK

Teenhauin leads the faithful of Sotek in ceaseless wars against the vile Skaven of Clan Pestilens. He is a living manifestation of the vengeance of his kind, and his destiny is to bring about the incarnation of the Serpent God himself. Teenhauin leads his kin, the Red Crested Skinks, in battle after battle against the Skaven, taking captives where he can, and offering them up as sacrifices to Sotek. Though the Slann Mage-Priests may not yet have realised it, Teenhauin is the greatest hope of the Children of the Old Ones, for his role in combating the blasphemous and unnatural rat-spawn is pivotal in the Old Ones' plans for the world.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Teenhauin	6	6	4	4	3	3	6	3	8
Tide of Serpents	-	2	-	2	-	-	2	D6	-

Teenhauin is a Lords choice, and may only ever be fielded with the Red Host.

Teenhauin must be fielded as presented here and no extra equipment or magic items can be bought for him.

Points: 350

Weapons: Blade of the Serpent's Tongue

Magic: Teenhauin is a Level 3 Wizard, and may take spells from the Lore of Beasts or the Lore of Heavens.

SPECIAL RULES

Aquatic, Cold Blooded, Scaly Skin (5+), Red Crest, Blessed Spawning of Sotek.

Shield of Sotek

Teenhauin is watched over by the Serpent God himself, granting him a 4+ Ward Save.

Scales of the Coiled One

Teenhauin wears fragments of the scaly hide of a great serpent whose mummified body is worshipped as an avatar of the Serpent God at the Shrine of the Great Viper. This grants the Prophet of Sotek a Scaly Skin Save of 5+.

Tide of Serpents

Teenhauin is at all times surrounded by a swarm of serpents, the beasts of the jungle that are drawn to him as a child of Sotek. These serpents make D6 Poisoned attacks, as noted on Teenhauin's profile. They may not be targeted separately, and are killed should the Prophet be removed as a casualty.

Teenhauin may only join units of Jungle Swarms (not Lesser Swarms), and is counted as *Unbreakable*, and as a Skirmisher whilst with them. When on his own, Teenhauin counts as a single model on foot. Teenhauin and his tide of serpents have a Unit Strength of 3. The Lesser Swarms are able to make "Look Out Sir!" rolls.

MAGIC ITEMS

Totem of Sotek

Teenhauin is always accompanied by a lesser Skink attendant, who bears the Totem of Sotek, a large plaque on which is inscribed the most potent extract of the Prophecy of Sotek. The attendant is never counted as a separate model, and is killed along with Teenhauin should the prophet be removed from the table.

The Totem of Sotek is a powerful force for control over the cold-blooded beasts of the jungle, calling upon them from many miles around to swell the numbers of reptiles rising against the enemy. Jungle Swarms in the unit joined by Teenhauin benefit from *Regeneration*, though they only recover a wound on 6+.

Blade of the Serpent's Tongue

This sacred sacrificial dagger is the same type of weapon as the Dagger of Sotek, but is believed to be the very first of such blades to be crafted by the most skilled of Chaqua's Skink artificers. The Blade of the Serpent's Tongue counts as a Dagger of Sotek (see page 53 of the Lizardmen Army book), but in addition grants Teenhauin +1 Strength on the turn he charges.

