

# Snakemen... and other scaly things

Blurry-eyed first-thing Monday morning sees yours truly stumbling innocently towards the on-site cafe at the Lenton Business Centre, home to such well-attested dens of vice as Warlord Games, North Star, Arcane Scenery, River Horse Games, Footsore Miniatures, Lucid Eye and formerly this very magazine. The scent of molten metal hangs heavily upon the chill air, the shy winter sun obscured as if by a pall of leaden fumes. The car park is the only obstacle to tea, certain elixir of life, source of natural vigour, and 80p to you guv...

'Aha... if it is not the diminutive but notoriously good-looking games designer Rick Whatsisname!' Curses I have been halted mid-stride. What divides me from a much needed cup of Builders Brew, I ask.

'It is us!' Chorus the pair emerging from behind a battered Range Rover festooned with Sealed Knot stickers. It is that Rosencrantz and Guildenstern of wargaming: Nick Eyre and Dan Faulconbridge. They appear entirely sober. It must be even earlier than I thought.

'We have had a wizard idea,' says one or other apparition, it is hard to tell which. 'Yes, we think you should write us a Snakeman army list for your Warlords of Erewhon game.'

I am nonplussed. 'Snakeman' sounds like the nick-name of some dubious star of the adult entertainment genre. What have they heard?

'Yes,' continues at least one half of the pair, 'North Star has a fantastic range of Snakemen and there's this brand new plastic boxed set. You could put together an army list and we could print it in the mag.'

My sense of relief must have been palpable. 'So, you'll do it then!' my ambushers declare in unison.

'Umm ahh well...' I venture.

'We still have the pictures. It would be a shame if...'

'I'll do it.. I'll do it...' I cry weakly. And I did.

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This list is inspired by the Snakemen models offered by North Star. I have padded things out a little with various similiarly themed monsters to produce a slightly broader list. North Star's models are part of the Frostgrave range and game, and are a feature of the Ghost Archipelago adventure setting. However, the background picks up on ideas that are commonly used for reptilian races, and I'm

## What is Warlords of Erewhon?

Warlords of Erewhon is my new fantasy warband game. It is published by Warlord games and uses the same dice-draw mechanic as Bolt Action to determine the sequence of play. I wrote the game so that I and fellow comrades could dust off our collections of models and play a breezy fantasy game. It's designed for warbands of as few as thirty to fifty models, but can be scaled up easily if players fancy something more ambitious. The basic unit is something like five to ten infantry, three to five cavalry, one to three smallish monsters, and individual warlords, heroes, wizards and big monsters. A small game could be six units or so a side, a medium sized game about twelve units, and bigger games more still.

sure that Snakemen will find their way into the collections of many gamers who enjoy the models for their own sake. So, in the style of all the Warlords of Erewhon warband lists, let's look at the concept behind these scaly beasties before dealing with the list proper.

Humanoid reptiles have some tradition in role-playing and other games and various manufacturers have produced ranges over the years. Lacking a root in genuine myth they likewise lack a common descriptive term, but for purposes of this list we shall adopt Snakemen.

Our core Snakemen warriors are human-sized - or thereabouts. Taking our cue from the Ghost Archipelago supplement, our list is built upon the idea of a long-isolated civilisation such as explorers of a previous era might have imagined to lie deep within the jungles of Africa or South America. The inspiration for this setting is clearly drawn from adventure stories that picture a 'Lost World' of giant apes and prehistoric reptiles as described by Sir Arthur Conan Doyle, Edgar Rice Burroughs, 'The Land That Time Forgot', and the many films, literary spin-offs and numerous games based upon this idea.

The North Star plastic box allows us to make Snake-man units armed with swords and the equivalent, big 'two-handed' axes, long spears, bows and crossbows - it's a pretty crammed sprue and there are options also for shields (an armour upgrade) and daggers. This is enough to create a basic warrior unit, a missile-armed unit, and

perhaps a guard unit too. There are plenty of metal Snake-men in the range who would make nice leaders for these units as well.

Speaking of metal, we have a number of models crafted for the Frostgrave setting that we can use to give us a wizard (the Wardens and Herbalist) and his acolytes (the Pearl Diver would be good for this as would the Savage). The warband's Warlord is provided by one of the Heritor models and a bodyguard by the Freebooters: the most heavily armoured of the Snakemen. These are just suggestions of course and the same units could easily be built from the plastic set or other models.

When it came to creating 'spirits' for the Snakeman Wizard I went with serpentine ones, but we might equally imagine small reptiles, bats or even spiders - jungle animal familiars if you like. You might also press any ghost or elemental model into service - whatever fits the bill.

More substantial and considerably more weird combatants comes in the form of the Hemata and Gorgon. Both have serpentine bodies and we give them choking attacks to take account of their constricting power. The Hemata variant has two pairs of arms and we'll add it in the same style as an Ogre or Troll, which is to say as a unit of one model that can be expanded to three. The creature might possibly be a guardian of sacred places, rare and ancient, implacable as only a cold-blooded race can be.

The Gorgon is another half-serpent half-humanoid monster, plainly inspired by the classical image but turned into a distinctive bow-armed, snake-haired, creature. I've left this as a unit of a single monster and it makes an unusual addition to the list - perhaps another ancient and rare precursor to the Snakeman race. It has the option to use a baleful glare attack instead of its bow - inflicting extra pins on its target.

When it comes to the equivalent of cavalry units we must cast our net a little more widely because the Ghost Archipelago range does not include such things (c'mon guys you're missing a trick!). However, we do have a nice range of prehistoric reptiles that can be pressed into service. This includes a number of Saurians with names like Monarch (T.Rex like), Razorbeak (Pterosaur-ish), Sailback (Dimetrodon-esque), Stalkers (a kind of smaller Raptor) and the enormous Dragon Bull (in the style of a horned-dinosaur). North Star also offer a number of other prehistoric reptiles as part of their Copplestone Castings line. Needless to say, similar models can be had from a variety of sources including some very acceptable toys.

I have used generic descriptive titles for these prehistoric reptiles and leave it to those concerned to pick and choose for themselves which models to use. The Sail Back Saurian entry can easily stand for a variety of medium sized saurian models, dinosaurs, crocodilians and so forth. I've also added a saurian beast unit consisting of a Snakeman

### A Note on Monstrosities

Warlords of Erewhon warband lists don't normally include much by way of monsters because there is a separate Monster list that players can access by mutual agreement. However, we could hardly pass up the chance to include these big dinosaurs and other reptiles. So here they are, presented as part of the list itself. The points value for these is given as if the monstrosities were 'wild' monsters, but because they are part of the list they don't suffer the usual points penalty for removing this rule. This is why players are restricted to just the one monstrosity in the list, but you can always add more if players agree to do so, either from this list or the generic Monster one.

and a pack of smaller scaly beasties, which can be represented by any suitable roughly 'man-sized' saurian or other reptile.

I have taken the liberty of imposing names upon some of the units and embroidering the characters with a few references to preternatural powers evocative of a time before humankind walked the earth. Similarly I have added a few optional special rules that build upon this idea, and which are meant to be suggestive of a potential back-story. Players are entirely welcome to disregard such things.

### Game Stats

The army list entries are presented in the same way as the core Warbands in the Warlords of Erewhon book. The following abbreviations are used for stats.

**Ag** - Agility - movement based tests use this value

**Acc** - Accuracy - missile weapons use this value

**Str** - Strength - close combat weapons use this value

**Res** - Resist - shows the chance of avoiding damage - values including armour are shown thus 6(8)

**Init** - Initiative - this is used to make reactions

**Co** - Command - used to give orders and take break tests

All units have a basic move rate of 5" except where they have the fast rule.

A summary of special rules is included at the end of the list.

### SNAKEMAN SERPENT LORD

Warlord Warrior Unit

Points Value: 103

**Special:** You must include one Snakeman Serpent Lord in your warband and one only.

Unit: Snakeman Serpent Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Serpent Lord with sword or axe, light armour	6	5	5	6(7)	6	8	Tough, Command, Follow, 3x HtH, Wound
2 x Snakeman Bodyguard with sword or axe, light armour	6	5	5	6(7)	6	7	

#### Options

- Give unit huge swords or big axes @Free per model
- Upgrade Serpent Lord to Wounds 2 @14pts
- Upgrade Serpent Lord to Tough 2 @10pts
- Give Serpent Lord and Bodyguard unit poisonous fangs @5pts making all HtH attacks Venomous.
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 6(8)
- Add up to 2 Snakeman Bodyguards @14pts each

### SNAKEMAN HIGH-PRIEST OF HISSTA

Warrior Unit

Points Value: 60

**Special:** You can include a maximum of one Snakeman High-Priest in your warband.

Unit: Snakeman High-Priest	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman High-Priest with dagger	6	5	5	6	6	8	Tough, Wound, Magic Level 1
0 x Snakeman Acolytes with dagger	6	5	5	6	6	7	
0 x Serpentine Spirits	6	5	5	6	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

#### Options

- Upgrade Wizard to Magic Level 2 @25pts
- Upgrade Wizard to Magic Level 3 @50pts
- Upgrade Wizard to Tough 2 @10pts
- Give unit swords or axes @1pt + 1pt per Acolyte
- Upgrade to Servants of the Cosmic Sky Serpent @10pts giving unit the Disciplined rule
- Add up to 4 Snakeman Acolytes @ 11pts each **OR** Add up to 4 Serpentine Spirits @ 21pts each

### SNAKEMAN COSMIC STAR SERPENT HERO

Warrior Unit

Points Value: 86

**Special:** You can include a maximum of one Snakeman Cosmic Star Serpent Hero

Unit: Snakeman Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Hero with sword or axe	6	5	6	6	7	8	Tough 2, Hero, 3x HtH, Wound, Stubborn, Disciplined

#### Options

- Give Hero light armour @10pts increasing Res to 6(7)
- Give Hero medium armour @20pts increasing Res to 6(8)
- Give Hero huge sword or big axe @Free
- Upgrade Hero to Wounds 2 @12pts
- Upgrade Hero to Wounds 3 @24pts
- Upgrade Hero to Tough 3 @10pts
- Give Hero poisonous fangs @5pts making all HtH attacks Venomous
- Give Hero cosmic destiny @10pts giving Hero the Divine Intervention rule

### SNAKEMEN PYTHON GUARD

Warrior Unit

Points Value: 82

**Special:** You can include a maximum of one unit of Snakeman Python Guards

Unit: Snakeman Python Guards	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Python Guard Leader with sword or axe	6	5	6	6	6	8	Tough
4 x Snakeman Python Guard with sword or axe	6	5	6	6	6	7	

#### Options

- Give unit long spears @Free
- Give unit big axes @Free
- Give unit light armour @2pts per model increasing Res to 6(7)
- Make unit cold-eyed @2pts per model adding Stubborn rule
- Add up to 5 Snakeman Python Guards @14pts each

### SNAKEMEN WARRIORS

Warrior Unit

Points Value: 72

Unit: Snakeman Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Warrior Leader with sword or axe	6	5	5	6	6	8	Tough
4 x Snakeman Warrior with sword or axe	6	5	5	6	6	7	

#### Options

- Give unit long spears @Free
- Give unit big axes @Free
- Give unit light armour @2pts per model increasing Res to 6(7)
- Add up to 5 Snakeman Warriors @12pts each

### SNAKEMEN VIPER WARRIORS

Warrior Unit

Points Value: 77

Unit: Snakemen Viper Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Viper Warrior Leader with dagger and bow	6	5	5	6	6	8	Tough
4 x Snakemen Viper Warrior with dagger and bow	6	5	5	6	6	7	

#### Options

- Give unit swords or axes @1pt per model
- Give unit poisonous arrows @5pts - bow hits count as Venomous.
- Add up to 5 Snakemen Viper Warriors @13pts each

### SNAKEMEN COBRA GUARD

Warrior Unit

Points Value: 87

**Special:** You can include a maximum of one unit of Snakeman Cobra Guard

Unit: Snakemen Cobra Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakemen Cobra Guard Leader with dagger and crossbow	6	6	5	6	6	8	Tough
4 x Snakemen Cobra Guard with dagger and crossbow	6	6	5	6	6	7	

#### Options

- Give unit swords or axes @1pt per model
- Make unit cold-eyed @2pts per model adding Stubborn rule
- Give unit poisonous quarrels @5pts - crossbow hits count as Venomous.
- Add up to 5 Snakemen Cobra Guard @14pts each

### HEMATA ELDER GUARDIAN

Monster Unit

Points Value: 41

**Special:** You can include a maximum of one unit of Hemata Guardians in your warband

Unit: Hemata Guardian	Ag	Acc	Str	Res	Init	Co	Special
1 x Hemata Guardian	6	5	5	8	7	7	Large, 2x HtH SV2 Choking, 1x HtH SV3 Venomous
0 x Hemata Guardian Leader	6	5	5	8	7	8	Tough, Large, 2x HtH SV2 Choking, 1x HtH SV3 Venomous

#### Options

•Add up to 2 Hemata Guardians @36pts each

•Make one Hemata Guardian in a unit of three or more a leader @12pts

### GORGON ELDER SERPENT

Monster Unit

Points Value: 62

**Special:** You can include a maximum of one Gorgon in your warband

Unit: Gorgon	Ag	Acc	Str	Res	Init	Co	Special
1 x Gorgon with bow	6	5	5	8	7	8	Large, 3x HtH SV2 Choking, 3x Ranged (bow), Wound

#### Options

•Give Gorgon Baleful Glare @20pts - can shoot bow or use Baleful Glare but not both at the same time.

•Upgrade Gorgon to Wound 2 @16pts

•Give Gorgon poisonous arrows @5pts - bow hits count as Venomous.

### SAURIAN SLITHERING BEAST PACK

Warrior/Beast Unit

Points Value: 94

Unit: Saurian Slithering Beasts	Ag	Acc	Str	Res	Init	Co	Special
1 x Snakeman Pack Master with sword or axe	6	5	5	6	6	8	Tough, Rapid Sprint
4 x Saurians Beasts	6	-	5	6	5	5	Savage, Rapid Sprint, 1x HtH SV1

#### Options

•Give Pack Master light armour @2pts increasing Res to 6(7)

•Give Saurian Beasts Venomous attacks @5pts for the unit OR

•Give Pack Master spear @Free

Give Saurian Beasts Choking attacks @1pt per model

•Give Pack Master bow @2pts

•Add up to 5 Saurian Beasts @17pts each

### PTEROSAURS

Beast Unit

Points Value: 129

**Special:** You can include a maximum of one Pterosaur unit in your warband.

Unit: Pterosaurs	Ag	Acc	Str	Res	Init	Co	Special
3 x Pterosaurs	10	-	5	5	6	8	Flies, Fast 10, 2x HtH SV1, Surly

#### Options

•Add up to 2 Pterosaurs @43pts each

## RAPTORS

*Monster Unit*

*Points Value: 93*

**Special:** You can include a maximum of one Raptor unit in your warband.

Unit: Raptors	Ag	Acc	Str	Res	Init	Co	Special
3 x Raptors	7	-	6	6	5	8	Large, Fast 8, 2x HtH SV2, Surly

### Options

•Add up to 2 Raptors @31pts each

## TYRANNOSAUR

*Monstrosity Unit*

*Points Value: 188*

**Special:** You can include a maximum of one Monstrosity unit from this list, a Tyrannosaur, Sail Back Saurian or Giant Horned Saurian.

Unit: Tyrannosaur	Ag	Acc	Str	Res	Init	Co	Special
1 x Tyrannosaur	6	-	7	12	7	7	Large, MoD2, 5x HtH SV5, Dread, Terror, Irresistable charge, Surly

### Options

•None

## SAIL BACK SAURIAN

*Monstrosity Unit*

*Points Value: 126*

**Special:** You can include a maximum of one Monstrosity unit from this list, a Tyrannosaur, Sail Back Saurian or Giant Horned Saurian.

Unit: Sail Back Saurian	Ag	Acc	Str	Res	Init	Co	Special
1 x Sail Back Saurian	5	-	6	10	7	7	Large, MoD2, 5x HtH SV3, Dread, Fast 6, Surly

### Options

•None

## GIANT HORNED SAURIAN

*Monstrosity Unit*

*Points Value: 122*

**Special:** You can include a maximum of one Monstrosity unit from this list, a Tyrannosaur, Sail Back Saurian or Giant Horned Saurian.

Unit: Giant Horned Saurian	Ag	Acc	Str	Res	Init	Co	Special
1 x Giant Horned Saurian	5	-	6	12	7	7	Large, MoD2, 3x HtH SV5, Dread, Stampede, Irresistable charge, Surly

### Options

•None

## WEAPON AND SPECIAL RULE SUMMARY WIP

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Long Spear	Hand-to-Hand Combat			1	Cancels charge bonus
Big Axe	Hand-to-Hand Combat			2	
Daggers	Hand-to-Hand Combat			1	

**Choking.** No armour bonus or cover bonus allowed.

**Command.** Friendly units within 10" can use the model's Co stat to take Command based tests.

**Disciplined.** Loses all pins when it passes a Rally test.

**Divine Intervention.** Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. Maximum of one attempt in any turn

**Dread.** -1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy,

**Hero.** Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

**Fast.** Move at the basic rate indicated.

**Flies.** Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly, or if flyers are down.

**Follow.** Friendly un-pinned units within 5" can follow the unit's order immediately.

**Frenzied Charge.** +1 extra Attack when charging.

**Irresistible Charge.** D3 SV (Strike Value) bonus when charging.

**Large.** +1 to hit shooting. Can draw Line of Sight (LOS) to body. Can draw LOS over non-large models (artillery overhead only).

**MoD2.** Monstrosity unit with 2 order dice.

**Rapid Sprint.** Sprint at 4x Move rate (4M) rather than 3M.

**Spirit.** Can be sacrificed for a re-roll. Destroyed if wizard is slain.

**Stampede.** Stampede on failed Order test of 10. D10"+2M in direction shown by dice. Each unit in path is attacked as if charged. Unit goes down and gains 1 pin per unit trampled.

**Surly.** Cannot benefit from Command, Hero or Follow rule.

**Terror.** Units within 15" remove no pins when taking an order test. Units failing a break test within 5" are automatically destroyed. Routing foes within 5" are destroyed.

**Tough.** Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

**Venomous.** Add +1 hit from unit if any venomous hits are scored.

**Wound.** Can lose the 'wounds value' of lives before a further Res fail slays. Once wounded the unit can't recover pins beyond the number of wounds carried.