

<h1 style="margin: 0;">INXI-HUINZI</h1>	90 points
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Your army may include Inxi-Huinzi as a Lizardman Special Character. He is a Skink Hero.

Inxi-Huinzi was one of the most cunning and persistent of the Skink leaders who made assaults on the upstart colony founded by the Norse. No one would have bothered the Norse of Skeggi had it not been for their greed of gold. The colony became a haven for plunderers, eager to get their hands on the sacred relics of the Slann. Inxi-Huinzi was appointed to lead the cohorts of skinks issuing forth from Hexoatl to do battle with the invaders and drive them back into the sea.

Despite brave and relentless efforts, the Norse are still there, but their expansion has been halted and their raids curtailed. This is due to Inxi-Huinzi and his Cold One Cavalry who prowled the rain forest and dominated the tracts of pampas and sisel grass. Often Inxi-Huinzi led attacks along the broad beaches, catching the enemy unaware. As the Cold One Cavalry savagely charged the enemy and forced them into a shield wall, skink skirmishers were able to make their way through the mangroves to hole the longships. This prevented the raiders from sailing up and down the coast pillaging the sealed vaults of the scattered ruined temples.

Profile	M	WS	BS	S	T	W	I	A	Ld
Inxi-Huinzi	6	4	5	4	3	2	6	3	7
Horned One	8	4	0	4	4	1	1	3	3

Weapons/Armor: Inxi-Huinzi is armed with a hand weapon, spear, poisoned darts, light armor and shield.

Save: 3+



SPECIAL RULES

Cold Blooded. Inxi-Huinzi does not carry magical items. Instead he has natural abilities that cannot be nullified by weapons or attacks that affect magical items.

The Horned One is not subject to Stupidity and *Causes Fear*.

Hail of Darts

Inxi-Huinzi carries dozens of poisoned darts behind his shield and spare ones in his quiver. These darts are barbed and tipped with an extremely potent venom secreted by the toxic fish-lizards of the Lustrian swamps. Inxi-Huinzi has perfected a technique for hurling several darts as he charges or as the enemy charges him.

The number of darts Inxi-Huinzi can throw depends on the distance that has to be covered by the charge. He can throw one dart for every full 4" of the charge distance. So, if he charges an enemy who is 8" away, he has time to hurl 2 darts before leveling his spear. The darts have the same range as a short bow (16") and, like javelins, do not suffer a penalty for movement or long range. Note he still incurs a to hit penalty when throwing darts as a "stand & shoot" charge reaction.

Roll to hit for each dart using Inxi-Huinzi's BS (no penalty is incurred for multiple shots). Because of the poison each hit always wounds on a roll of 4+. Inxi-Huinzi reserves his darts for charging and charge reactions only, so he may not throw them during the shooting phase. Because of the extraordinary effect of the hail of missiles, wounds caused by the darts are counted as if they were caused in hand-to-hand combat when resolving combat. Inxi-Huinzi cannot throw darts in subsequent rounds of close combat, instead relying on his other weapons.

Horned One

The Horned One is a rare variation of Cold Ones not found in Lustria, but more common to the Southlands where the skinks of younger generations ride them. Therefore, it is an unusual mystery as to how Inxi-Huinzi came to acquire one and rides it through the jungles of Lustria.

Horned Ones are very aggressive and territorial, and will tackle virtually any other monster, regardless of size. Inxi-Huinzi first rode this Horned One at the head of the Cold One Cavalry of Hexoatl against the Norse at the Battle of the Piranha Swamps. Here, the only way forward was via a causeway and all skinks who attempted to cross the swamps on either side were eaten by millions of ravenous Piranha fish. Inxi-Huinzi's Horned One, named Xltzhpetli (which roughly translates as 'Bite-gore-lash with the tail beast) charged along the causeway and gored the huge Norse hero who was holding the causeway, allowing the Lizardman army to catch up with the raiders and recapture the precious idols of Zlaxhutek.

Unlike Cold Ones, Horned Ones are not subject to Stupidity because they are always enraged by the smell of other creatures on their territory. The bellowing of the Horned One infects other Cold Ones with this same aggression, so that any unit of Cold Ones accompanied by Inxi-Huinzi will be immune to Stupidity while he is with them.

Rationalization:

4th Edition Army Book had him rated as 33 points above the cost of a basic Skink Hero. Therefore, Inxi-Huinzi is a basic 7th Edition Skink Chief with 35 points added to his points cost (rounded up).