

KROQ

115 points

Not to be confused with the Saurus Lord “Kroq-Gar.” Your army may include Kroq as a Lizardman Special Character. He is a Saurus Hero. Since Kroq was discontinued following 4th Edition and his profile does not give any indication of his domain (meaning he could be in the Southlands or Lustria), he may be used in a Southlands army.

There are sometimes variations among the spawnings of Saurus making some individuals stronger, tougher or more intelligent than others. These are not mutations, but naturally occurring variations. Such distinctive and often more dangerous Saurus warriors tend to become leaders, champions and heroes among the Saurus legions. Kroq is one such unique Saurus. He is distinguished by his crocodilian head with his huge jaws boasting sharp teeth.

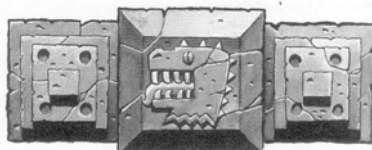
Profile	M	WS	BS	S	T	W	I	A	Ld
Kroq	4	5	0	5	5	2	3	4	8

Weapons/Armor: Kroq is armed with a hand weapon and shield.

Save: 4+ (3+ for hand weapon & shield bonus in Close Combat).

SPECIAL RULES

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



Massive Jaws

Kroq has 4 attacks, one of which is a bite attack with his massive jaws. This attack inflicts d3 wounds representing the fact that Kroq can literally bite an enemy’s head off! There is no armor save against Kroq’s bite attack. He bites straight through armor.

Bony Plates

Kroq has a series of large bony plates along his back, which partly shield him from weapon blows and other damage. To represent this, Kroq may re-roll any failed armor save.

Rationalization:

4th Edition Army Book had him rated as 31 points above the cost of a basic Saurus Hero. Therefore, Kroq is a basic 7th Edition Saurus Hero with 30 points added to his points cost.