# WARHAMMER NEW SPAWN!

DEEP IN THE DARK JUNGLES OF LUSTRIA, THE LIZARDMEN SOUND THE DRUMS OF WAR. FROM THEIR MIGHTY TEMPLES AND RUINED CITIES THEY COME, A NEW SPAWNING OF LIZARDMEN CHARACTERS. INXI-HUINZI - SKINK HERO OF HEXOATL, TENEHUINI - PROPHET OF SOTEK AND THE CHAMELEON-LIKE OXAYOTL ARE RELEASED THIS MONTH TO DEFEND THE ANCIENT CIVILIZATION OF THE OLD ONES.

#### OXAYOTL



Oxayotl is one of the last of the Chameleon Skinks, a breed that was all but destroyed with the destruction of the city of Pahuax, during the collapse of the polar warp gates.

He is amazingly stealthy, and can creep right up to the enemy without being noticed, using his unique

powers to hide even in the open! He then strikes with his blowpipe, firing darts tipped with deadly tarantula venom.

#### TENEHUINI - PROPHET OF SOTEK

Tenehuini is the Prophet of Sotek and is a Skink Shaman. He led the Red Crested Skinks on a great migration from the plague-ridden city of Chaqua, and proclaimed the coming of Sotek, who was to rid Lustria of the evil rat spawn.

Eventually, after sacrificing thousands of Skaven to Sotek, the god was invoked and a plague of Snakes rid Lustria of the Skaven of Clan Pestilens. Since that time, Sotek has been the greatest of the Lizardmen gods.

The Prophet of Sotek is shielded from injury by

his god, and carries the Dagger of Sotek, which strikes with the wrath of Sotek and puts fear into the hearts of the Skaven. He also carries the sacred Totem of Sotek, on which the plaque containing the prophecy of Sotek is mounted. During a battle he can invoke Sotek's wrath, summoning Serpents from their hiding places to attack the enemies of the Lizardmen.



#### INXI-HUINZI

Inxi-Huinzi is the most cunning and persistent Skink leader that has ever been appointed to contain the upstart colony of Skeggi, founded by the Norse. To this end Inxi-Huinzi and his Cold One Riders prowl the rain



Inxi-Huinzi is one of the few Skinks ever to capture and succeed to ride one of the fearsome Horned Ones (much more aggressive cousin of the Cold One), which he named XItzhpetli (which roughly translates as 'Bite-gore-lash-with-the-tail-beast'). He rides XItzhpetli when he leads the Cold One Riders to battle, throwing a hail of darts at his opponents as he charges.

Oxayotl, Tenebuini and Inxi-Huinzi designed by Alan Perry. Horned One designed by Alan Perry and Trish Morrison.

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### SPOT OXAYOTL AND WIN A 1,000 POINT LIZARDMEN ARMY!

Here's your chance to win Qerm-Itt's Lizardmen Pyramid Temple Guard army, as featured in 'Collecting a Lizardmen army' this issue.

1ST PRIZE: 1,000 point Qerm-Itt's Lizardmen Pyramid

Temple Guard army.

2ND PRIZE: 3 runner-ups will receive one of each of the

new Lizardmen releases featured in this issue.

3RD PRIZE: 10 runner-ups will receive an Oxayotl miniature.

Left is the scenic base that 'Eavy Metal painter Keith Robinson is going to use for his Oxayotl. To enter, simply tell us which grid square you think Oxayotl's hear should be in and send your entry on a postcard to us at:

SPOT OXAYOTL COMPETITION

U.S. Mail Order.

Games Workshop.

6721 Baymeadow Dr., Glen Burnie, MD., 21060-6401

Competition closes Monday May 31st 1999.

Winners to be announced in White Dwarf 237.

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