

Jungle Rules

THE SKIRMISHES

The ruined cities and temples of the Lizardmen are protected by a number of traps. Numerous dead-end tunnels lead the explorers in circles and venomous serpents occasionally swarm through the tunnels, attacking anything that comes in their path. The plunderers are thus forced to camp in the cities, while they explore the depths of the temples and plan how to overcome the numerous traps. As most cities host less than half a dozen small and large temples, many skirmishes are fought for possession of a temple so that it can be explored without interruption. Many plunderers are shrewd and wait for a rival warband to retrieve the treasure and then ambush them. However, they still need to be present in the city to keep an eye on the other warband so that they don't escape into the jungle unseen. The warbands guard their accumulated treasure jealously and will fight anyone who strays too close. Most of the fighting erupts while the warband makes their way into the city or tries to set up a new camp closer to a temple. On top of all that, many warbands are often forced out of their camps by lizardmen hit and run groups.

WARBANDS

There are quite a few new warbands that have been written for this setting. These can be used in your regular Mordheim games and campaign, if you wish. Similarly, you can use any of the Mordheim warbands in *Lustria - Cities of Gold* as well.

TERRAIN

Many players will want to establish house rules when it comes to terrain and this is encouraged. We have provided the following rules for jungle battles based in Lustria for your convenience. All rules follow the Mordheim Rulebook except as noted otherwise.

Open Ground

Models move without penalty

- 1.) Clear underground passages.
- 2.) Unobstructed ruined city streets.
- 3.) Vines and ladders leading up or down.
- 4.) Bridges with no gaps or gaps less than 1" in length.
- 5.) Steps leading up or down.

Difficult Ground

Models move at 1/2 speed

- 1.) Steps that are higher than 1".
- 2.) Rubble or light shrub.
- 3.) Shallow swamp or marsh.
- 4.) Jungles.
- 5.) Shallow rivers.

Very Difficult Ground

Models move at 1/4 speed

- 1.) Dense rubble.
- 2.) Muddy swamp or marsh.
- 3.) Thorny or dense shrub.
- 4.) Going against the current of a slow moving river.
- 5.) Open ground for *aquatic* models

Impassable Terrain

No movement allowed

- 1.) Deep rivers or lakes. (Difficult ground for *aquatic* models)
- 2.) Quicksand or deep mud.
- 3.) Going against the current of a fast moving river.

Line of Sight

A stand of jungle trees can be either a group of trees clumped together on a base or two or more freestanding trees standing near each other. As you want to be able to place your models in the jungle, there should be enough space on the base for this. It is important that players work their way through all the jungle terrain on the board to determine if they are a jungle or simply some trees that happen to be near each other.

- 1.) A jungle stand of any width blocks LOS to the other side, even a stand 1" wide blocks line of sight to the other side.
- 2.) A model must be within 2" of edge of the jungle stand in order to fire out, charge, be fired upon, or be charged from outside the jungle.
- 3.) Models inside the jungle stand may see 4" for purposes of shooting and declaring charges.
- 4.) Models fighting while in difficult terrain, other than on steps, suffer a -1 penalty to hit.

Swimming

Lustria is a rain forest much like the Amazon Jungle in South America, as such it gets plenty of rain. Seven to ten months out of the year rivers and lakes stay at peak levels. Most jungle battles and some ruined city battles will occur around some kind of

waterway. Players should establish which way the river is flowing at the start of the game. To represent how models interact with water these basic rules apply:

- 1.) All rivers count as difficult (or worse) terrain for all models except those considered as *aquatic*. See Terrain Types above.
- 2.) Models swimming with the current will double their base move.
- 3.) Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.
- 4.) Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.
- 5.) Models wearing armor may not attempt to move through any water deeper than shallow, shields and bucklers do not count for this as they are assumed to be strapped on the backs.

Aquatic models in water either swamp, streams or rivers can elect to be "hidden" at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Trees and Vines

The ruined buildings of the temple cities are often covered in vines, while still others have trees bursting through their walls. These vines and trees count as ladders for the purpose of moving up and down the buildings. Jungle trees can provide both a haven and a hazard to explorers. A model can climb a tree with a bonus of +1 to their Initiative value, but a 6 is still a failure. In Lustria a model does not have to be placed at the base of a tree before it can attempt to climb. As long as there is sufficient movement left to get to a safe place within the tree the model can be 1 inch away and still climb 3 inches into the tree provided it passes the required initiative test.

A model placed in a tree can be declared as "hidden" as described on page 29 in the Rulebook. A hidden model that is discovered or gives its position away is no longer hidden but is still afforded cover. If a model is knocked down or stunned while in a tree it has to take an initiative test with a penalty of —1 or fall out of the tree and take falling damage as described in the Mordheim Rulebook.

A brief word on trees

Many players will find very creative ways to make trees in Lustria that are both functional from a game standpoint and attractive to put on the table. Our suggestions for such trees are:

- 1.) If a tree, or similar nasty place, should house a sniper, place the structure that you want him standing on no higher than 4" off the table top. This way the miniature can climb to it in one movement phase.

- 2.) Make sure the structure is large enough for a 25mm base. We don't usually see Kroxigors and Rat Ogres climbing trees!
- 3.) It's a good idea to make the bases so that several trees can be placed together to form a clump or tree stand. Tree bases made in a "jigsaw puzzle pattern" work very well this way. This helps to avoid confusion during the battle.

Fighting in Water

Most players will find it advantageous to fight around or actually in a waterway. We have included some simple rules to cover fighting in water.

- 1.) If a non-aquatic model is **knocked down** in a shallow river or stream they are swept down river one d6 inches. Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.
- 2.) If any model is **stunned** while in shallow water must make an initiative test. If it passes it can be turned over in the following turn. If it fails it is considered drowned and will be out of action. The player will need to roll for survival at the end of the game. This doesn't mean that the model is gone for good but just a tad bit water-logged!
- 3.) Any undead model that is knocked down in shallow water will recover as normal to the standard Mordheim rules for undead.
- 4.) Any model fighting in a shallow stream while wearing light armour will be considered **out of action** if it is stunned. No initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour. I.e. Amazons' skins and charms and the toughened hide of Skaven.

Carnivorous Plants

The jungles of Lustria are home to a wide variety of carnivorous plants. A typical plant's profile is shown below. These plants make an appearance in a few of the scenarios. You can include these in your games if all the players agree.

Profile	M	WS	BS	S	T	W	I	A	Ld
Carnivorous Plant	0	2	0	4	2	2	1	2	7

Fighting against a carnivorous plant is handled much the same way as two warriors would do battle. The plant will attack any model that stops within a 3" radius of it and the attacks are made during the combat phase, as normal. The plant always strikes first in the initial round of combat unless the model it is fighting has been outfitted with a pike. The pikeman will go first.

If the plant suffers a wound in any round, roll against its leadership. If the check is failed, the plant will attempt to defend itself. If this occurs, its Toughness and Leadership will increase by +1 point and its attacks will decrease by -1 point until it is left alone or wins a round of combat.

If a model is put out of action by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of 1, the model was eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage players to create different varieties and interesting rules for these nasties. Any model that kills a carnivorous plant will automatically be awarded 1d6 gc due to finding all the loot from the plant's past victims.

SCENARIOS

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios as this setting works very well with these games. As usual, the winner of a scenario may roll one extra dice in the exploration phase. Roll 2D6 to work out which scenario to play:

(Please note that in future issues of the Town Cryer we will present all the rules for each scenario where applicable.)

2D6 Two-player scenarios

- 2 The warband with the lower rating picks the scenario.
- 3 The Hunters become the hunted
- 4 The Secrets of Beujuntae
- 5 Skirmish
- 6 Jungle Skirmish
- 7 Dem's My Gubbinz!
- 8 Island Hopping
- 9 Defend the Find
- 10 Hidden Treasure
- 11 Chance Encounter
- 12 The warband with the lower rating picks the scenario.

2D6 Multi-player Scenarios

- 2 The warband with the lower rating picks the scenario.
- 3 The Hunters become the hunted
- 4 The Secrets of Beujuntae
- 5 Lost Temple of Slann
- 6 Jungle Skirmish
- 7 Treasure Hunt (WD 242)
- 8 Street Brawl (WD 242)
- 9 Island Hopping
- 10 The Pool (WD 242)

11 Ambush (WD 242)

12 The warband with the lower rating picks the scenario.

An interesting scenario to try is "kidnapped" from WD 234, where a Lizardmen player takes over the role of the Possessed in sacrificing a captive. If the Lizardmen manages to sacrifice the captive they earn 3D3 exp to distribute among its heroes.

NEW SKILLS

Add this skill to the Academic skill list.

Tomb Raider

The hero is experienced in traversing the underground tunnels to locate the hidden chambers. If the hero was not taken out of action and is free to explore in the Exploration phase, you may re-roll one dice on the Exploration chart. Note that this skill replaces the Wyrdstone Hunter skill in the Mordheim Rulebook.

SERIOUS INJURY CHART

Use the Serious Injury chart on page 119. As there are no Fighting Pits in Lustria treat "Sold to the pits" as "Animal Attack".

Animal Attack

The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately for the hero, the mother has returned from an unsuccessful hunt. The Hero must fight the beast to escape. Place the Hero and the Cold One 6" away from each other, roll off to determine who gains the initiative and takes the first turn. If the hero wins the fight, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One. In addition, the hide will be worth 50 gold. If the hero loses the fight the mother won't have to worry about feeding its young one dinner.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cold One	8	3	-	4	4	1	1	2	3

Special rules

Cause fear, in addition, the mother is affected by frenzy.

Hazards

‘The teeming landscape of Lustria whispers of dangers only the foolhardy would brave.’

—Roberto Fortuna, Pathfinder

Before the start of the game a D6 is rolled to determine the number of hazards plaguing the area. Once play begins, each player will Roll a D6 for the Heroes and Henchmen groups in the Warband. This roll is made Before any movement occurs, and will therefore exclude any model unable to move. If a ‘1’ is rolled the model or models have stumbled into harm’s way! Now roll 3D6 and consult the table below.

3D6 Roll	Hazard Result
3	Tar pit
4	Reptile Swarm
5	Giant Spider
6	Coatl
7	Cold Ones
8	River Troll
9	Quicksand
10	Giant Constrictor
11	Giant Frog
12	Swamp Flies
13	Pygmies
14	Salamander Nest
15	Vampire Bats
16	Sabre-toothed Tiger
17	Amazon Scouts
18	Man-eating Plant

3 Tar Pit

The unfortunate Warband member has fallen into a tar pit, and will sink until submerged completely. He must be rescued by another model in D3 turns or else he will drown, taking him out-of-action permanently! Any rescuer must pass a Strength test in order to pull the model free.

4 Reptile Swarm

A deadly nest of vipers or lizards has been awoken by the warrior's careless misstep. Roll D6 + 2 for the number of cold-blooded menaces.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	0	2	2	1	5	1	4

5 Giant Spider

Stumbling into the rope-like strands of web has alerted the deadly occupant. The giant arachnid will attack any models within 3" of its lair as well as the initial offender.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	4	4	3	1	2	10

Special Rules

Cause *fear*, Natural armour save 4+ and Venomous — any wounds of 5 or 6 are treated as critical.

6 Coatl

The warrior has surprised one of Lustria's most enigmatic inhabitants, the Coatl. Possessing a snake-like body measuring up to ten feet in length and brightly coloured feathery wings Coatl are often worshiped by the Lizardmen as a living embodiment of Sotek.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	4	3	3	5	2	10

Special Rules

Cause *fear*, Venomous — any wounds of 5 or 6 are treated as critical, Flight — As flying creatures Coatl are able to traverse the jungles with ease and Magic Aura — being part magical, the Coatl has a natural save against hostile magic of 4+.

7 Cold Ones

A dreadful pair of the reptilian beasts have set their bloody — thirsty sights on the warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	2	1	2	6

Special Rules

Scaly skin — Natural armour save 5+ and cause *fear*.

8 River Troll

Attracted by the promise of fresh meat, a loathsome Troll has attacked the hapless warrior. Consider the Troll having charged for the purpose of combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Special Rules

Cause *fear*, Regeneration — any wound suffered is automatically ignored on a 4+. Only fire based attacks cannot be regenerated, Vomit attack — A single, Strength 5 hit may be used in place of the Troll's other attacks and hits automatically. Trolls are subject to *Stupidity*.

9 Quicksand

The jungle floor is full of surprises, but none as subtle as quicksand. The same rules govern this hazard as the tar pit, except that the model has D6 turns in which to be saved.

10 Giant Constrictor

Tales of snakes reaching gargantuan proportions have not been exaggerated! This predator will attack any additional models within 2" of the victim using its constricting coils.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	2	4	2	5

Special Rules

Cause *fear*, Constricting coils- The snake may scarf its normal attacks in the attempt to engulf its pray within its massive coils. Though its attack has a —1 "to hit" it gains a +1S,

and may wrap up to 3 models consecutively. Anyone so held by the snake is unable to move and suffers a —2 "to hit" in close combat.

11 Giant frog

A most unusual carnivorous predator, the giant frog possesses razor sharp teeth and can as long as five feet.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	5	4	2	4	2	5

Special rules

Cause fear, Tongue Strike- The giant frog may lash out at any model up to 6" away with its tongue for a single Strength 3 hit.

12 Swamp Flies

A cloud of Lustria's most common inhabitants has found its mark. The unfortunate warrior is immobilized for one turn and thereafter suffers a —1 to any rolls involving combat, and initiative for the rest of the game.

13 Pygmies

The diminutive jungle tribesmen have taken a sudden and unhealthy interest in the warriors! Roll D3+1 to determine the number.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	2	2	1	4	1	8

Equipment: Blowpipe, spear, dagger, and shield

14 Salamander Nest

The Warband has regrettably disturbed the nest of a giant salamander who sees all models within 8" as a potential meal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	5	3	4	2	7

Special Rules

Cause *fear*, *Venom spray*- The creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of the targeted area with Strength 4.

15 Vampire Bats

A swarm of ravenous bats has set upon a warrior from out of nowhere. D6+2 bats will attack

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	2	2	1	6	1	4

Special Rules

Fly, *Erratic*- Due to their strange pattern of flight, bats are a challenging targets. All rolls to hit then suffer a —1

16 Sabre-toothed Tiger

As the Warband stalks the jungle, so too does the jungle stalk the Warband. The primeval predator has found its prey! Consider the saber-tooth charging for the purpose of combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Special Rules

Cause *fear*, *Ferocious Bite*- One of the attacks of the Sabre-toothed tiger comes in the form of a flesh rending bite, which adds +1 to the injury roll with no armour save.

17 Amazon Scout

Lithe, athletic, and amazingly beautiful, Amazons do not take kindly to intruders—especially male ones! D3+1 scouts are encountered

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	3	1	7

Equipment: Spears, daggers, sling/bows, and light armour.

18 Carnivorous Plant

The jungle does indeed come alive, often in the strangest of forms!

Profile	M	WS	BS	S	T	W	I	A	Ld
	0	2	0	4	2	2	1	2	7

Special Rules

The plant will attack anyone within a 3" radius, *First Strike*- The plant will attack first in the initial round of combat unless the model is fighting has been outfitted with a pike. The pikemen will go first.

If the plant suffers a wound in any round, roll against its Leadership. If the check is failed, the plant will attempt to defend itself . If this occurs, its Toughness and leadership will increase by +1 point and its attacks will decrease by —1 point until it is left alone or wins a round of combat.

If a model is put *out of action* by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of a 1, the model is eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage rules for these nasties.

Any model that kills a carnivorous plant will be automatically be awarded 1D6 gc due to finding all the loot from the plant's past victims.

INCOME

During the exploration phase, the Warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main base/ship or traded with other Warbands for equipment. In the case of the Lizardmen, they ignore the decorative and useless items but instead receive aid for the amount of patrols they have carried out.

At the end of each battle, each Warband roll on the Exploration chart. This is done using the rules on page 134 in the Mordheim Rulebook, but you will use this Exploration chart instead of the one on page 135. One difference is that while all Heroes that were not taken out of action, may search the ruins, you have to nominate one of them to lead the search. There are some multiples that result in a trap or encountering a fearsome monster. The entry for the result will detail what happens. While the Hero runs a risk of being seriously injured, it is a good idea to choose a hero with good characteristics as it improves his chances of surviving the encounter. In Lustria, the Warbands search for Valuables, in the form of gems, gold items, and exotic furs or stones, rather than Wyrdstone. However, this makes no difference as far as the rules go, where the rules read Wyrdstone treat it as Valuables. The only difference is with the skill, Wyrdstone Hunter, which is detailed in the rules section.

Equipment is bought from the Lustrian Equipment List and follows all the rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

EXPLORATION CHART

If you roll several of a kind in your exploration phase, you have found additional items just as exploring the ruins of Mordheim.

Doubles

(1 1) Metal Axe

The Hero has found a metal axe, a rare item among the Lizardmen but not very impressive to anyone else. The axe is decorated with Lizardmen glyphs and its handle is clad in Salamander skin and inlaid with a few valuable gems.

The axe is worth 10 gc and can be sold for half this price.

(2 2) Stone Mace

The Hero has found an obsidian mace, slightly damaged on one side. It looks as if it has been put to good use. The mace head is shaped in the form of a bird with emerald eyes.

The mace can be sold for 1D6 gc.

(3 3) Sacrificial Dagger

This is one of the dreaded sacrificial daggers that the Lizardmen priests use to sacrifice their captured enemies. The blade is dark brown in color and the handle is inlaid with blood red gems. It will fetch a good price for the gems, but wizards might be able to use the blood or life-force absorbed by the blade for their own uses.

It can be sold for 1D6 gc.

(4 4) Onyx Spear

This is a spear with an onyx tip and strips of exotic animal skin or fur tied around the spear haft.

It's worth 20 gc and can be sold for half this price.

(5 5) Obsidian Shield

This is a round shield and is made from obsidian with gem and gold insets. It might have been made to fit a Saurus.

The shield can be sold for 2D6 gc.

(6 6) Obsidian Buckler

This is a small round shield and is made from obsidian with gem and gold insets. This might be a shield for the small Skinks but it will fit a human as a buckler.

It can be sold for 2D6 gc.

Triples

(1 1 1) Dart Trap

The Hero finds a niche with a beautiful gold statuette. As he grabs it, a dart trap is set off.

1D6 Strength 1 darts fly at him and will hit him on 3+. On a to hit roll of 6, the darts will automatically wound. If the Hero has the *Dodge* skill, he may try to save against each dart that hits. The statuette can be sold for 2D6 gc.

(2 2 2) Stegadon Bone Armour

The Hero finds a suit of armour made from a stegadon skeleton.

The armour weighs so much that unless the model has a Strength of 4 they may not be worn. The armour is accompanied by a Stegadon bone helmet and it counts as a suit of heavy armour. It is so heavy that it confers a -1 movement penalty to the wearer and -2 if combined with a shield.

(3 3 3) Cranium Helmet

This is a helmet made from the cranium of a large beast, these are often worn by Saurus Totem Warriors or Skink Priests.

This counts as a helmet but can be sold for 2D6 gc.

(4 4 4) Exotic Fur

Your Hero chances upon a Skink hunter, cleaning and preparing the fur of an exotic animal, the Skink is swiftly dispatched.

The fur can be sold for 2D6 gc.

(5 5 5) Beads

You find a string of exotic beads.

These are worth 2D6 gold.

(6 6 6) Marketplace

The Hero finds what looks to be a Skink marketplace.

Roll to see what items you find:

D6	Result
1-2	D3 Short Bows
3	D3 Daggers
4	Blowpipe
5	Spear
6	Quiver of Hunting Arrows

Four of a Kind

(1 1 1 1) Gold Inlaid Plate Armour

The Hero finds a suit of armour inlaid with gold.

The armour counts as heavy armour but can also be sold for 4D6 gc.

(2 2 2 2) Skink Corpse

The Hero finds the body of a long since dead Skink.

The body has the following items that you take possession of: a short bow and D3 doses of Dark Venom

(3 3 3 3) Feather Cloak

You find a heavy cloak decorated with colorful feathers and gold threads. It was most likely worn by a Skink High Priest.

It counts as a Middenheimer Wolf cloak and can be sold for 3D6 gc.

(4 4 4 4) Artisan's Workshop

Your Hero finds an old Skink artisan's workshop.

Among the debris you find several uncut gemstones worth D6x5 gc.

(5 5 5 5) Human Corpse

The Hero finds the body of a long since dead human mercenary.

Roll to see what you find what is still usable:

D6	Result
1	Dueling Pistol
2-3	Brace of Pistols
4	Handgun
5	Blunderbuss
6	Brace of Dueling Pistols

(6 6 6 6) Tunnel Entrance

You have found a tunnel that leads to the top level of one of the temple ruins.

You can use the tunnel you found in the next game you play. You may position up to three warriors (but no large warriors like a Rat Ogre or Ogre) anywhere on the battlefield as long as they are placed on the top floor of a temple ruin. Place the warriors at the end of your first turn but they cannot be placed within 8 ƒ of any enemy models. This represents the warriors sneaking forward and shooting the enemy from their elevated position.

Five of a Kind

(1 1 1 1 1) Map room

The Hero enters into an oval room with a very high ceiling, the ceiling is set with gem stone form star constellations.

The Hero manages to pluck the lower gems for a total value of D6x10 gold.

(2 2 2 2) Snake Pit

As the Hero is making his way around a hole in the floor, he notices that its a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
Purse with 2D6 gc	auto
Dueling Pistol	5+
Sword	4+
D3 valuables	4+

(3 3 3 3) Boulder Race

As the Hero pries a carved jade statue from its place in the temple wall, he suddenly realizes that he triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel he's standing in!

The Hero must roll under his Movement value to escape the boulder or suffer D3 rolls on the Serious Injury table. If the Hero has the *Sprint* skill, he may roll two dice and choose one of them (i.e. the lowest result). Remember that a roll of 6 is always a failure. If the Hero survives, he at least has the jade statue which will sell for 50 gold that you can add to your treasury.

(4 4 4 4) Maze like Structure

On the way in the tunnel seemed fairly straight forward, now the Hero is well and truly lost.

The Hero will miss the next game and possibly others after that too. At the start of the second game roll a D6 and on a 5+ your adventurer has found his way out and joins the battle. Each time you roll the dice you may add one to the roll as it is more likely that he will have found his way out by now. But after three rolls of the dice, if he still hasn't returned something has befallen him and he isn't coming back at all. However the Hero will find 1 Valuable per game that he misses.

- 1st game:** missed
- 2nd game:** comes back on 5+
- 3rd game:** comes back on 4+
- 4th game:** comes back on 3+

5th game: lost!

(5 5 5 5 5) Nest

The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately, the mother has just returned and is not happy to see the intruder.

The Hero must fight the beast to escape. It is a small Cold One. Place the Hero and the Cold One 6" away from each other, the Cold One automatically gets the first turn and charges. If the Hero wins the fight, the baby Cold One will attach himself to him. Treat it as a War Hound and mark this on the Hero's equipment. In addition he earns +1 Experience for the fight, and another +1 Experience if he kills the Cold One. If the Hero loses the fight roll on the Serious Injury Chart as normal.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cold One	8	3	0	4	4	2	5	2	6

Special Rules

Cause *fear*, in addition the mother is affected by *frenzy*.

(6 6 6 6 6) Hidden door

You stumble upon a hidden door and learn how to recognize these in the tunnels.

You may always re-roll one die when making Exploration rolls. Make a note of this on your Warband's roster sheet. Second and subsequent Hidden Doors you find do not grant you any additional re-rolls, but you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) Pool of insight

The Hero enters a room with a pool set in the floor. The surface of the pool is moving slightly like clouds in a spring breeze. As the Hero gazes into the pool, the clouds fade away and he is presented with images of the future.

The Hero gains +D6 experience points, but he also gains the *Old Battle Wound* injury. Roll a D6 before each battle. On a roll of 1, the Hero recognizes this battle from the pool and refuses to take part in it as he is afraid that he will be killed. The insight from the pool is not always beneficial. The Hero is likely to be driven insane. A decade of remembering haunting images of death and destruction to your friends will do that. In addition to the experience points, the Hero can now learn from the Academic Skill list and may learn Lesser Magic if he is already a wizard or if he later learns the *Arcane Lore* skill.

(2 2 2 2 2) Gold Plaque

The Hero stumbles upon one of the Lizardmen's sacred plaques. It is still on the body of a Tilean explorer that had been caught in a vicious trap.

The plaque is worth 100+D6x10gc. Word of the plaque will reach the Lizardmen, who will hate this Warband for eternity. If a Lizardmen Warband finds the Plaque they will earn 200 gc worth of rewards by the High Priests.

(3 3 3 3 3) Dagger of Sotek

The Hero enters a room that has walls lined with rat skulls and severed rat tails. A dagger rests on a podium, surrounded by rat skulls. The hilt is in the shape of a twin tongued snake and the blade is serrated.

The dagger always wounds Skaven on a roll of 2+ and causes critical hits on the roll of 5+. The Hero that wields this dagger is immune to all alone tests caused by Skaven. Giant Rats and Rat Ogres do count as being Skaven. A Skaven hero can wield the dagger and it is a potent weapon in fighting for higher positions in the Skaven society. But, on a roll of 1 to wound the Skaven hero takes a wound himself.

(4 4 4 4 4) Slaughtered Warband

You find the remains of an entire Warband. Bodies lay scattered among the ruins, killed by stone tipped spears and poison tipped arrows.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of Light Armour	4+
Heavy Armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

(5 5 5 5 5) Elven Explorer

Deep under the temple you are exploring you find the body of a long dead Elven explorer.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
Ithilmar armour	4+
Sword	Auto
Holy Relic	5+
Elf Cloak	4+
Elf Bow	4+

(6 6 6 6 6 6) Egg

The Hero finds a small room with a large egg placed on a pillow. It has been left here for some unknown purpose.

It can be sold for 2D6x10 gc to a wizard or collector.

Lustrian Artifacts

More than anywhere in the world the jungles and temples of Lustria are littered with priceless and powerful ancient artifacts of the Old Ones. The tables that follow may be used to generate items for scenarios or be integrated with the Exploration tables that were featured in Town Cryer 11.

Whenever you find an artifact roll 4D6. You add up to the total of the four dice and check the minor artifact table to see what you have found. If you roll number, e.g. 1111, 2222, 3333, etc. this means you've found the minor artifact, PLUS you get to roll 4 dice and consult the major artifact table.

Minor Artifacts (Roll 4D6)

Sacrificial Heart Cloth of Chotec

The heart used in this artifact was of a ruthless Saurus Hero that was blessed with intelligence (to a degree). He turned on his fellow Lizardmen and went off into the jungle, only to be caught in a clever trap, setup by Priest of Chotec, Tinci-Winic. He was sacrificed, as the priest feared he was possessed.

This cloth may be used as a sling that has a +1 Strength modifier.

Jaguar Mace

This bronze club was enchanted by a power Mage-Priest to grant its wielder the quickness of the totem animal. It seems to dart out with preternatural speed, blocking incoming attacks.

This weapon counts as a mace but can *Parry* like a sword.

Magic Arrows

The Mage-Priests often give their most important Skinks magical arrows that will help them protect their temples. Sometimes, the Skinks are slaughtered before they have a chance to use them.

Roll a D6 and check the following chart:

1 D3 Ice Arrows

2 D3 Explosive Arrows

3 D6 +1 Ice Arrows

4 D3 +1 Thunder Arrows

5 2D6 Explosive Arrows

6 2D6 Lighting Arrows

Any of the arrows may be shot from a short bow, a bow, a long bow, or an Elven bow. Look below to see what each does.

Ice Arrows: When fired, these arrows freeze anything they hit. Any enemy wounded by an Ice Arrow cannot move in their next movement phase.

Explosive Arrows: These arrows explode in a bright light of magic once they hit something. They count as having Strength 5 and anyone within 2" of the model will be hit at Strength 3.

Lighting Arrows: these arrows call down a huge bolt of lightning to hit the target. These arrows have a Strength of 3, but once they hit they do an additional strength 4 hit, with +1 Strength if the model is carrying a shield, buckler, or wearing light armour, and +2 Strength if the model is wearing heavy armour.

Shield of Feather Iron

This shield is made out of an ore called Feather Iron that is only found in the middle of the jungle. It is actually a meteorite that fell from the sky. It's as hard as iron, while light as a feather.

This shield counts as a buckler but gives +1 armour saves. In addition, you do not have to roll for drowning if the hero falls into the water for this shield.

Armour of the Swamp Drake

This suit of armour is made of the hide of elusive Swamp Drake. Some explorers make it their life's work to hunt these rare beasts down for their skins. It is so light that it actually makes the wearer float in water.

This suit of armour counts as heavy armour but doesn't suffer from penalties for being in Lustria. In addition, if the warrior wearing the armour falls into water, he doesn't have to test to see if he drowns for wearing armour.

Chameleon Skink Skin

Chameleon Skinks are a dying race that are about the same size as a Skink but have skin like a chameleon which changes to match its surroundings. The skins of dead Chameleon Skinks are very valuable as they offer protection as well as camouflage.

This skin can be worn by a Hero and gives him a 6+ unmodified armour save. The armour still offers no save from weapons that allow no saves. Also the hero

has the *infiltration* skill. In addition, enemies may only spot *Hidden* models wearing a Chameleon Skink Skin at half their Initiative value.

Staff of Sotec

This staff is shaped like a snake and at the end branches off into two heads. After a bit of work; most magic users learn to channel excess magic into powerful enchanted poison that can destroy even to the toughest opponents.

This staff counts as a club and may be used by a magic user. In addition, to normal club rules, it may be shot in the shooting phase. It has a range of 6" and hits on the D6 roll of 3+. It has a strength of 5, but if the target is immune to poison then the strength is only 2.

Water of Eternal Youth

In a small pouch on a dead Amazon's body you find some water of Eternal Youth. This rare item can cure even the most powerful illness: time.

This vial of water may be drunk by a hero who went out of action at the end of a battle. That Hero doesn't have to roll on the serious injury table. One use only.

Statue of Sotec

This is one of a few very rare statues of Sotek, that were hand crafted from gold, and encrusted with many gems. The Lizardmen see this as a type of Holy Icon.

This statue may be carried by any Hero. It makes all Skinks enraged with jealousy that the Hero has such a holy artifact, although they will be extra careful not to destroy it. All Skinks strike last against the bearer of the Statue of Sotec, and no Skink Shaman will cast an offensive spell that will affect the bearer. All Skinks in an enemy warband hate all members of the warband other than the bearer of the Statue. If the bearer gets taken out-of-action by an enemy Skink, the Statue of Sotec will be lost. Lizardmen warbands may re-roll this artifact.

Blood Blade

Witch Elves often carry blades that have been dipped in special blood cauldron. These magical blades have the power to drain the very life force of a victim and transfer it to the person wielding the blade.

This sword can be wielded by any Hero except for any of the High Elf race. If the Hero wounds an enemy who fails his armour save, the Hero gains a wound. If this brings the Hero to more wounds than his maximum number, roll a D6. On a 4+, the Hero still gains a wound.

Cold One Armour

this cloak is made of the skin of a large Cold One. Although Cold Ones are very common in the jungles of Lustria, Cold One armour is rare because the Cold

One that supplies the skin must be enormous to provide the appropriate protection.

This suit of heavy armour may be worn by any Hero who can normally wear heavy armour. It provides 5+ save. In addition, the save can never be worse than 6+.

Stegadon Armour

Lizardmen are very adept at using the exceptional tough leathery hide of the massive Stegadon and fashioning armour from it.

This armour counts as a suit of heavy armour and a helmet and may be worn by any Hero can normally wear armour and has a least 4 Strength. It gives it's the model a 4+ save and a 4+ save against being stunned, just like a normal helmet. It can be used with a shield.

Elven Greatsword

Only the best Swordsmen of Hoeth are given these majestic weapons. These weapons are so well balanced that they can even be used to parry attacks effectively.

This sword may be carried by any Hero with a Strength of at least 3. It is a double handed sword that may parry.

Spider Amulet

While searching the remains of a group of Forest Goblin warband, the Hero notices a small, black jewel on a necklace on a Goblin Shaman. This amulet gifts the wearer with uncanny abilities making him immune to almost all poisons.

This amulet may be worn by any Hero. Its makes its bearer immune to all poisons.

Major Artifacts (Roll 4D6)

Dagger of Sotec

This dagger was found surrounded by rat skulls and severed tails. When it is near Skaven, it starts to glow.

Wounds on a 2+. Does critical hits against Skaven on a 5 or 6. The bearer does not have to make *All Alone* tests against Skaven.

The Ring of Undeath

This ring was created by one of the Luthor Harkon's most powerful Necromancers from the Vampire Coast in order to protect himself from the

furious Lizardmen. The ring has the power to mend the worst damage, even otherwise fatal wounds.

Any Hero can wear the Ring of Undeath except High Elves. Any Hero that goes Out-of-Action in a game may re-roll his injury after the battle if he wishes, but the second counts, even if it's worse.

Boots of the Golden Terradon

There once was an giant golden Terradon that terrorized an ancient Lizardman city. Eventually the Terradon was killed by a Skink Hero and a Mage-Priest immediately cast a spell to preserve the skin between the wings, which were given to the Skink. The Skink made boots out of the skin which seem to make whoever wears them feel lighter than air.

These boots may be worn by any Hero and allows him to move over any terrain without penalty. In addition, the warrior gains the leap skill.

Star Tablet

This ancient map was created by one of the ancient Slann to navigate Lustria. It uses the stars to help guide anyone through the dense undergrowth of the continent. Although it may be difficult for warriors of today, it can help show a warriors where they might find some very important locations.

The Hero with the Star Tablet never rolls on exploration when he stays in action after a battle. Instead, he may duplicate one of the other rolls made by one of the other Heroes. For example, if you have 4 Heroes who didn't go out of action last game, and one has a star map, and you won last game, roll 4D6. If you rolled a 1, a 2, and two 4's, then you may get another 1, 2, or 4. If he is the only hero that didn't go out of action last battle, he rolls as normal.

Helmet of the Anvil

A Dwarf Smith who often lost bar fights created this diamond hard helmet. It was a very successful creation, as he didn't have a lump on his head for years, but he eventually died when he got his head (and helmet) stuck in a beer barrel and drowned.

This helmet may be worn by any Hero allowed to wear armour. It offers the normal benefits of wearing a helmet as well as a special save of 2+ against bludgeoning weapons.

Plaque of Xoloc

This plaque is dedicated to the Lizardman god Xoloc and has powerful runes on it that allow wizards to store power that can be unleashed later, when they need it the most.

This plaque may be carried by a wizard. Once during a battle, the magic user may cast one of his spells automatically.

Plaque of Tepec

This Plaque of Tepec has special Slann writing on it that teaches anyone who can read it how to intercept hostile magic and dispel it.

This plaque may be carried by a wizard. Each time that your opponent casts a spell, roll a D6. If you roll a 5 or a 6, then your opponent's spell has been dispelled and has no effect.

Circlet of the Slann

This Circlet imbues the user with the amphibious nature of the Slann.

This circlet may be carried by any Hero. The Hero gains the aquatic ability and may move double through water. In addition, any opponent who wants to charge or shoot at the hero while he is in water must roll a 4+ on a D6 to perform the action. Lizardmen may re-roll this result.

Plaque of Fate

On this plaque is written all that has happened and all that is yet to come. A warrior with this plaque has a large advantage as he can see what will happen and plan for it, allowing him to be extra careful during a battle.

This plaque may be carried by any Hero. During the battle, the Hero may re-roll one roll per turn.

Cloak of Feathers

This cloak is made of beautiful feathers from many of the tropical birds that inhabit Lustria. It gives the person wearing it extra quick reflexes, allowing him to escape possibly fatal confrontations.

This cloak may be worn by any Hero and allows him to leave combat automatically during his movement phase. Treat him as not being in combat. He may not leave combat and charge the same model that he was fighting at the beginning of the turn. It also gives a +1 armour save against missile weapons. May be worn with other armour.

Shield of Teeth

A powerful Dwarf Runesmith created this shield, but the Dwarf was touched by the power of Chaos and went insane while making it. He took it to a powerful warlock who cast a curse on it which made it living. Now it can bite at enemies and has a seemingly unlimited appetite.

This shield may be used by any Hero. It gives its bearer a +2 armour save. On the armour save roll a 6, roll a hit with a special shield attack. If the attack hits, the shield eats the weapon your opponent was using. It is lost permanently.

Sword of Rage

This is a famed Norse-forged weapon that was part of Losterikkson's entourage that got lost in Lustria all those years ago.

This sword may be used by any Hero. The user is effected by the rules for *Frenzy*. When in hand-to-hand combat, if a 6 is rolled to hit, you get an extra attack. You may continue to do this until a 6 is not rolled. If a 1 is rolled to hit, then the sword strikes its bearer. Roll to wound as normal.

Star Ruby

The origins of this enigmatic magic artifact have been lost over the centuries, suffice to say that it is extremely old and very valuable. The stone was blessed with great insight from the gods.

This jewel may be carried by any Hero and lets the Hero find *hidden* models at double normal range. In addition, the warrior may re-roll any roll before, during or after every battle, and on a 4+, he may re-roll another and on a 5+, etc. he may keep going till he fails.

Pendant of the Old Ones

With the arrival of the Old Ones to the world they gave many gifts. One of these gifts was a pendant in the shape of the terradon, blessed with the power of teleportation.

This pendant may be worn by any Hero and allows the Hero to teleport anywhere on the battle field once during each game during his movement phase. If he teleports into contact with an enemy, he counts as charging.

Plaque of the Old Ones

This is one of many plaques that depict the ways of the Old Ones, and how to invoke their powers.

This plaque may be used by any Hero with the Arcane Lore skill. It allows him to use Lizardmen magic with a +1 difficulty penalty. The Hero starts with one spell and may gain new ones, or upgrade old ones, just like a normal wizard.

Spider Staff

This is a wooden staff with a spider skeleton strapped to the end. Spiders seem to be afraid of this seemingly weak stick.

This staff, which counts as a club, can be carried by any Hero. When the bearer is wielding it no spiders will charge him and if they will automatically flee if they failed an *All Alone* test. Also the bearer may re-roll all failed climb rolls once.

Emerald of the Moon

While searching a long dead corpse of a Dark Elf adventurer your hero found a small yellow gem. When placed on a weapon, it makes that weapon much sharper and more dangerous.

This gem may be placed in any of the following hand-to-hand weapons, but once placed, it will not be able to be removed. It may be placed on: a dagger, an axe, a spear, a sword, a halberd, or a double-handed weapon. The weapon is permanently covered in Black Lotus poison.

Plaque Sword

Found on the body of a dead Skaven Plaque Monk, this sword oozes with disease.

This double-handed sword may be carried by any Hero except for High Elves. If an enemy receives a wound from the Plaque Sword he must make a disease roll after the battle. For every other wound to the same enemy, he must —1 to his disease roll. For example, if an enemy takes 3 wounds from the plaque sword, he must make a disease roll, even if he doesn't search for treasure, and suffers a —2 penalty to that roll.

The Spell Crown of Dusk

These delicate silver head bands are made by powerful High Elf Mages at the Tower of Hoeth, to help lesser mages remember the spells they have been taught.

It grants the wearer the use of a randomly determined High Elf spell once per game and successfully cast with a straight roll against the Leadership of the wearer. If the bearer is a wizard, they may cast their spell in addition to this one.

Berserker Helm

This helmet was once a great Norse Berserk's. This Berserk's unreasoning rage was so powerful that some of it seeped into the helmet, giving the wearer of the helmet some of that rage.

This helmet may be worn by any Hero who can wear armour. The Hero becomes *Frenzied* and immune to being *Stunned*. In addition, if the Hero get *knocked down*, he continues to be *Frenzied* for D6 more turns.

Crimson Armour of the Blood Dragon

This is a suit of heavy armour that was made for one of the Vampire Luthor Harkon's thralls and was lost in a great battle many years ago in the southern

part of the continent. This potent weapon was forged in the fires of an ancient lava bed that lies in the centre of one of the Marks of the Old Ones. It gets its power from the lay lines that permeate the continent.

This heavy armour may be worn by any Hero. The armour gives a 5+ save, movement is not modified for having a shield and this armour, and spell casters may still cast spells while wearing it.