

A new land of adventure for rogues and vagabonds brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...

GOLD...

For thousands of years the races that were left behind by the Old Ones have sought its splendour – and died for it. The lure of gold has such an effect on the mind that brothers have come to blows over the possession of a mere handful. From the time the first Dwarf forges deep within the karags were built the greed for gold has been the reason for many battles. Never has the pursuit of this element been as great as it is now.

It is the lure of gold that brings the races of the world to the continent of Lustria. This is a place that is filled with steaming hot jungles, boiling lava pits and all manner of creatures too hideous to describe, Lustria is said to contain entire cities of gold and treasure. Braving the elements and untold dangers explorers toil endlessly through the jungle and amongst the ancient, ruined cities searching for gold to fill their coffers. For centuries these abandoned cities of the sun have been plundered. But, it is those who once dwelled in these ancient ziggurats that are the most mysterious – a strange reptilian race thought of by many as demons called Dragonkin, Lizardmen and worse. Why these creatures seem to take up and move no one knows but the amount of treasure they leave behind in those cities goes far beyond what any Tilean merchant can imagine.

To the sinister Lizardmen and their bloated Slann overseers gold means very little. It is a commonly worked metal in their society. They value things that provide sustenance. Like grub worms! It is not unusual for the Lizardmen to pack their belongings and move to another city completely abandoning the one they left. The ways of the Lizardmen are

indeed very mysterious! After these cities are vacated some brave Skinks and Sauruses will stay behind to watch over a spawning pool or a sacred tomb. These Temple Guardians as they are called are the elite warriors of the Lizardmen. They form scouting parties to search the jungles around the ruins guarding against any intrusions.

Yet not all of the races come to scour the ruins just for gold. Some come to Lustria in search of magic. For it is told in ancient Elven scrolls that the Slann Mage Priests, possess the greatest magical artifacts in the world. A small passage in an archaic text can make some people devote their entire lives to searching the ruins for the promise of magic. Many races have also come to the dark continent over the years seeking new lands to settle. The Norse were amongst the first to settle, seeking new lands away from the snow ravaged mountains of their homeland. Since Losteriksson first brought an expedition to Lustria the peoples of the Old World have begun to settle along the coasts despite many expeditions having mysteriously vanished with no trace.

The wise and ancient High Elves are the most prominent of the outsiders to settle Lustria, having explored the Known World in days long passed in their tall, graceful ships. High Elf traders have erected a huge stronghold on the southern tip of the continent and it is aptly named the Citadel of Dusk because the sun rarely rises above the horizon there. For whatever reason they come to Lustria most adventurers and explorers seen embarking upon the shore and are never seen again. Those that do return bring with them tales of treasure and peril and of the living jungle itself. For every turn in Lustria can bring death or it can bring the greatest wealth imaginable.

Over the coming issues our group will take you to this strange and foreboding world. We'll show you new rules that you can add to your existing Mordheim rulebook that will cover topics such as; swimming, climbing

trees, and any other rule that would put the Mordheim skirmish system in a jungle environment.

We will bring to you the unique warbands that will seek their fame and fortune among the ruins. The strange civilisation of the Lizardmen will unfold before you. How they guard the ruined cities for possible rebuilding and their constant conflict with the Skaven of Clan Pestilens. We'll introduce Norse, Tileans and Estalians who come to the New World to explore and seek treasure. The High Elves who seek to learn the arcane knowledge of the Old Ones and their dark brethren who seek to steal it. We've even developed warbands for those unheard of races, yes, even the mysterious Amazons (my favourite) who have been so popular with the fans at the US Games Day this year. There will be Jungle Goblins, perhaps the remnants of Grom the Paunch's Waaagh that fled Ulthuan centuries before. We'll also cover Luthor Harkon's vampire coast undead warband. Yes Luthor is alive, er... dead and still in Lustria! There will be other surprise warbands as well so keep your eyes peeled for some short stumpy pirate fellows!

We'll have new scenarios for you to form your campaign on. New exploration and trading charts and loads of new miniature conversions to show you how the present line of Citadel Miniatures will make the ruins come alive!

All these rules and neat stuff comes from the average gamer just like you! And how did all this get started you ask? Simple – the Internet. It has truly made the Lustria – Cities of Gold project an international happening. Back in late February of this year I was surfing the net looking for new rules and Warbands for a Lustrian variant on Mordheim that I wanted to start. That's when I came across Tommy Punk's Pestilens website (*he's from Sweden, by the way – Ed.*). He and some other folk had some basic rules for Warbands already set up! What luck! So I approached Tommy with the idea of forming a discussion base on www.egroups.com and Tommy really liked the idea. So we set about creating the group. Within a month our membership had grown to well over forty members and we were all hard at work refining and playtesting the rules. But still something was lacking. We needed more exposure to get our ideas to the public. That's when I approached the Games Workshop US staff about doing a demo for the setting at this year's Games Day. We also needed a website to advertise the setting and

serve as an information hub to the rest of the Internet. I approached Harry Golden, a fellow Lizardmen player and he was all for it! After he sent several gaming sites a press release about the setting the hits started coming in! While all this was going on I provided a little nudging to the US staff and they finally agreed to bring us in. It would be an unprecedented event in US Games Day history. They have never had an outside group run a gaming table much less do a full-blown demonstration of an unofficial supplement! It was a smashing success! Our demo team was hopping all weekend! Many people came by and were pleasantly surprised by the demo.

I have to say that I have never worked with a better bunch of people! We really came together as a team! So here we are now, giving you the gamer a work that we are very proud of. It's a way of giving something back to a great gaming community that we sometimes take for granted. But most of all it's been a way to bring players from all over the world together in a team environment to bring to you (what we hope) is a very enjoyable game.

Steve Cornette

(No I'm not related to that Juan Cornetto guy in the Dogs of War handbook!)



LUSTRIA CITIES OF GOLD RULES

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 temples both small and large, 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.

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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 artefact recovery 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. (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 it is a jungle or simply some trees that happen to be near each other.

1. A jungle stand of any width blocks L.O.S 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

Much of Lustria is rain forest 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 armour 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 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 is can be declared as *Hidden* as described on page 29 in the Mordheim Rulebook. A *Hidden* model that is

discovered or gives it 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 it 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 bit water-logged!
3. Any undead model that is knocked down in

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shallow water will recover as normal according 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 Lizardmen.

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
	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 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 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:



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 (MHA2002).
- 8 Street Brawl (MHA2002).
- 9 Island Hopping.
- 10 The Pool (MHA2002).
- 11 Ambush (MHA2002).
- 12 The warband with the lower rating picks the scenario.

An interesting scenario to try is 'kidnapped' from TC6, where a Lizardmen player takes over the role of the Possessed in sacrificing a captive. If the Lizardmen manages to sacrifice the captive the Warband earn 3D3 exp to distribute among their 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

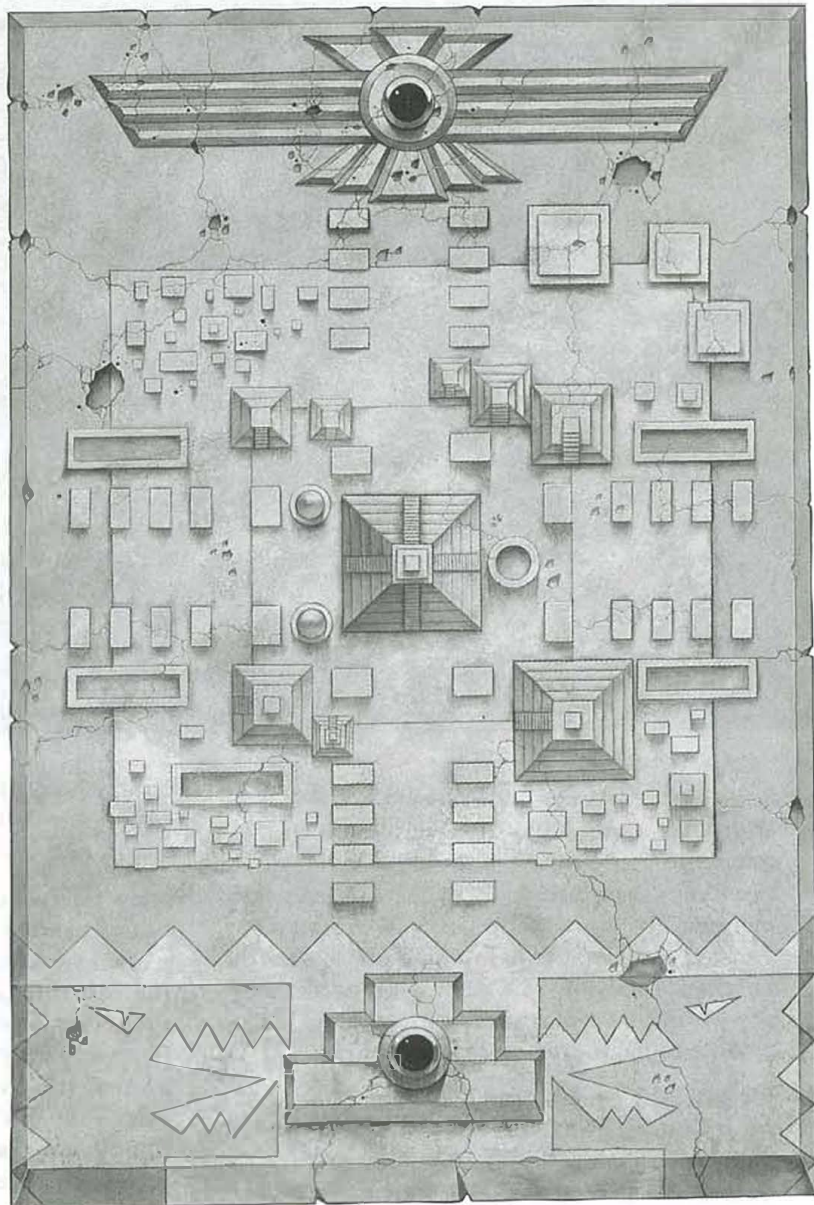
The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately for the

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 come dinner time!

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

Special Rules

Cause *Fear*, in addition, the mother is subject to *Frenzy*.





LUSTRIAN SCENARIOS

THE HUNTERS BECOME THE HUNTED

The warbands have heard rumours that Lustria has rare and exotic creatures. There were merchants and wizards willing to pay hefty prices for them. Rumour has it that Cold Ones are in the jungles of Lustria. There is a lot of money to be made from the Cold Ones. They are useful beasts that can help the mobility of caravans due to their strength. Their scaly skin is good material to make several items. Races such as the Dark Elves capture them and use them for war.

One warband has been ambushed by a Lizardmen Beastmaster who is accompanied by two Cold Ones. The warband must kill the beast master. If they do so, they can control the Cold Ones by gaining the Beastmaster's whip. The whip has something mysterious about it that controls the Cold Ones. However, enemy warbands have spotted their camp days ago and are also in search of the Cold Ones. Their scouts stumble upon the attacked warband as well.

For 2-6 warbands and a referee.

SET UP:

1. The Warband with the highest rating is the Defending Player. The Defending Player sets up in the middle of the board. The Lizardman Beastmaster and Cold Ones must be 4" away from the Defending Player's Warband and

have line of sight to the Defending Warband. The Defending Warband has an 8" by 8" set up area in the middle of the board.

2. The Attacking Warband(s) rolls a D6 for each Hero and Henchman group in his Warband, in any order he chooses. On a 1-3, they are somewhere else in the jungle and turn up later as reinforcements. On a 4-6, they are deployed at the start of the game. Note that at least one Hero or Henchman group will be present at the start. If all roll 1-3, the last Hero or Henchman group will automatically be deployed at the start of the battle.

3. The Attacker(s) deploys his whole Warband within 8" of a randomly determined table edge (nominate each edge a number 1-4 and roll a D6 re-rolling 5's and 6's).



TERRAIN

The Attacking Warband(s) and the Defending Warband set up the terrain pieces starting with the Defending Warband. Do not place any carnivorous plants until all terrain pieces are placed. The Defending Warband rolls 1D6 for every player taking part and places that many carnivorous plants (rules, page 5) anywhere on the table. The plants must be at least 4" apart from each other. I suggest at least a 4x6 set up area depending on how many warbands are involved.

STARTING THE GAME

The Attacking Warband(s) starts first – if there are more than one roll 1D6 with the highest scoring player going first and then moving in descending order. The Defender always moves last. The Lizardman Beastmaster goes first and should be controlled by the referee.

SPECIAL RULES

The Attacker(s), at the start of the second and subsequent turns, may roll 1D6 for each Henchmen group or Hero not yet on the table. On a 4+, these reinforcements may deploy during the movement phase from a randomly determined table edge. All reinforcements that arrive may not charge on the turn in which they arrive.

The players must defeat the Beastmaster to gain control of the Cold Ones. The unit/Hero which puts the Beastmaster Out of Action, gains control of the Cold Ones by taking the Beastmaster's whip from his prone form. Other enemy units can gain control of the Cold Ones by similarly taking the whip from whoever has possession. If nobody is in possession of the whip, the Cold Ones will immediately become subject to *Stupidity*. Also, roll 1D3 to determine how many artifacts the Lizardman Beastmaster carries. The unit/Hero which takes out the Lizardman Beastmaster gets the artifacts but if the unit is stunned or Out of Action, another unit in base-to-base contact may take the artifacts. The Unit with the whip must always be within 4" of the Cold Ones.

No warband may voluntarily Rout. The game lasts for 12 turns

ENDING THE GAME

The player who runs off the board with at least one of the Cold Ones and artifacts wins the game. If both Cold Ones are Out of Action then the last warband not routing wins the game. The last model which has the artifacts in its possession gains them.

EXPERIENCE

+1 Survives. If a Hero or a Henchman group survives, they gain +1 experience.

+2 Winning leader. The leader of the winning Warband gains +2 experience.

+1 per enemy out of action. A Hero earns +1 exp for each enemy he puts out of action.

+1 per Cold One alive. All units in the winning Warband which survive get +1 exp per Cold One alive.

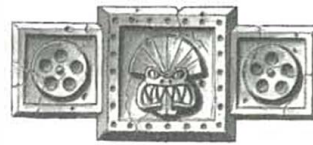
BEASTMASTER AND COLD ONES

Lizardman beastmaster: Use a Skink Great Crest from the Lizardman Warband from TC issue 11 for the Beastmaster (page 24) and the rules for Cold Ones can be found on page 17 of the same issue.

WINNINGS

If the winning Warband captures the Cold Ones alive, they can either mount a unit on them or sell them for 80gc. If one or both of the Cold Ones are dead then you can sell them for 40gc each.

The artifacts are the equivalent of a Wyrystone shard each and can also be sold.

**LOST TEMPLE OF THE SLANN**

Long ago, when the Old Ones lived and prospered in the steaming jungles of Lustria they erected great white stone pyramid-temples in which to live and contemplate the heavens. Since their demise many of these temples have fallen into ruin with a few of the the domain of the Slann and their Lizardmen followers.

It is the temples of the Lizardmen that draw the greedy and adventurous to them like moths to a candle for they are reputed to be great repositories of arcane knowledge and, of course, gold...

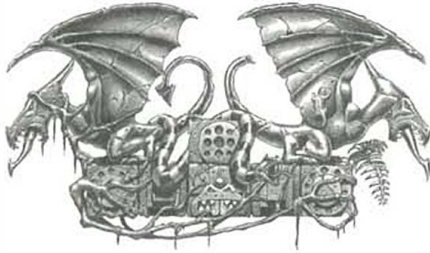
For 2-6 warbands.



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TERRAIN

Each of the players takes turns placing a piece of terrain. They may place jungle trees, man-eating plants, quicksand, ruins or other similar terrain features. The terrain should be set up in an area roughly 4'x6'. You should put a Building (temple) in the centre of the table. The objective is to take control of this building.



WARBANDS

One randomly determined player is the defender representing the Warband that reached the building first. This is regardless of who has the highest Warband rating. However, if there is a Lizardmen Warband taking part, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking Warbands are set up as normal.

In addition, for each attacking Warband beyond the first, the defender rolls once on the Booty table (below) to determine the additional equipment his Warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the Warband thus far and are meant to give the Warband a chance against multiple opponents:

D6 Roll	Item Found
1	Temple Stone Guard
2	1D3 doses of Dark venom
3	1D3 doses of Crimson shade
4	Holy (or unholy) relic
5	Lucky Charm
6	Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

STARTING THE GAME

Each player rolls a D6; the player rolling the highest has the first turn and order of play

proceeds clockwise around the table. The attacker must set up 6" to the nearest table edge.

ENDING THE GAME

The game ends when all warbands, but one, have failed their rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

EXPERIENCE

+1 Survives. If a Hero or Henchmen group survives the battle, they gain +1 experience.

+1 Winning leader. The leader of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

THE OLD RELICS

At the end of the game the winning Warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see which additional items the Warband finds in the temple. Note that you'll roll for each item separately, apart from gold crowns (or their equivalent), which are always found. For example, you will need a 4+ to find a *Tome of Magic*. Then roll to see if you find the *Gromril Sword*. Note that you roll on the table once for each Hero that you have who isn't *Out of Action*. The maximum number of times you can roll is 6.

D6 Roll	D6 Roll Needed
3D6gc's	Automatic
D3 gems (worth 10gc each)	5+
<i>Tome of Magic</i>	4+
<i>Gromril Sword</i>	5+
<i>Cloak of Mists</i>	5+
<i>Healing Herbs</i> (D3 doses)	4+
<i>Dispel Scroll</i>	5+

NEW ITEMS

Temple Stone Guard:

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

The Temple Stone Guard is a statue of a Lizardman Saurus, created to protect the



temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded. You can use any Saurus miniature to represent the stone guard. Even one that is not painted!

Dispel Scroll: (as in Best of Town Cryer). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to

negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for $25+2D6$ gc.

Cloak Of Mists: Only a Hero can have this item. There is an additional -1 penalty to hit for any attacks against the wearer (close combat or missile fire). There is also a -1 penalty to Initiative when trying to spot the wearer if he is *Hidden*.



Dem's My Gubbinz!

Forest and jungle goblins love to hoard vast quantities of gold as offerings to G'rrk and M'rrk, their principle gods. sometimes the Goblins will uncover something of holy significance, and take it back to their camp.

This might be a large gem, a rare slann artifact, or simply a conspicuous shiny object. In any case, rival warbands are keen to discover hidden goblin villages to loot them of their would-be offerings.

SET UP:

This scenario can be played by 2—4 players.

The players take turns placing the terrain in an area roughly 4'x 4'. The board could represent a goblin village and/or its immediate surroundings or a ramshackle assembly of lean-tos and ruins.

Once this is done, players take turns placing 6 gubbinz counters on the tabletop. The counters could be any kind of small idol.

Each counter should be numbered 1 to 6 and the numbers hidden on the underside of the counter. It is important that the numbers on the bottom of the counters remain secret from all the players. These may be placed anywhere on the table, but more than 10" from any edge and 8" from each other. Note that warband setup is random, so it is more advantageous to evenly distribute the counters.

All players roll a die, and the highest roller sets up first, followed by the next highest, and so on. The high roller chooses which table corner they want, and set up all of their models within the 8" square created by that corner. The next highest takes the opposite corner, and so on. After the warbands are set up, all players roll a die. The high roller goes first, and turns proceed to the right.

SPECIAL RULES:

At the beginning of the game, one player rolls a die. The number rolled is the gubbinz counter that the fighters are searching for. This gubbin is now the sacred gubbin.

During the game a model may pick up a Gubbin by moving into base contact with it. A model keeps the Gubbin until the end of the game unless taken out of action. In that case, it remains where the model was standing.

The warband possessing the Sacred gubbin at the end of six turns is the winner. Once a gubbin is picked up, its number is checked and announced to all the players. Any of the other Gubbinz owned by a warband after the game are worth 2d6 gc each.

ENDING THE GAME:

After six turns, the warband with the Sacred Gubbin is the winner. Rout tests are taken as normal, although Forest Goblins may re-roll failed rout tests as they are defending their village from attack.

+ 1 Survives. If a Hero or a Henchman group survives, they gain +1 experience.

+ 1 Winning leader. The leader of the winning Warband gains +1 experience.

+ 1 per enemy out of action. A Hero earns +1 exp for each enemy he puts out of action.

+ 1 Got da Gubbinz!. The hero or henchman holding the Sacred Gubbinz at the end of the game gains +1 experience.



LUSTRIAN SCENARIOS

THE SECRETS OF THE BEUJUNTAÆ

It has been more than a few millennia since the Daemons of Chaos descended upon the jungles of Lustria seeking to destroy the new races the old ones had created. The first Slann used High Magic to entomb these Daemons thousands of years ago. Now they lay in slumber, waiting to be awakened by unfortunate mortals. Some find the sacrilegious tombs that hold these Daemons while searching the jungles of Lustria for riches.

Within the Jungle lies such a dark forbidden secret. An ancient Daemon of Chaos lie in wait. Spawned from the Changer of Ways the Slann Mage Priests called it Beujuntae or 'Possessor of souls' in the Slann tongue.

In this scenario, warbands encounter each other while scavenging loot from the tomb they have found.

It can be played by 2-4 players seeking a new challenge. This scenario is not for the weak at heart. It is a challenging war of wits and might. Only the bravest players should attempt to quell the spirit of the Beujuntae.

TERRAIN

You should have a small tomb and ruins in the middle of the board and encircled by jungle. Each Player takes a turn placing a piece of terrain. They may place a tropical tree, ruins,

tomb or similar items. We suggest that the terrain is set up within an area roughly 4'x 4'.

Up to 16 carnivorous plants may also be in play. This should of course be discussed with the players in advance!

SET-UP

All players roll a D6 to see who deploys first. The player rolling highest sets up first, within 8" of the table edge of his choice. His/her opponent(s) then sets up within 8" of the opposite edge.

STARTING THE GAME

Roll a D6. The player rolling highest has the first turn.



SPECIAL RULES

Once you have placed the terrain, put some artefact (wyrystone) counters on the tabletop to represent where the artifacts are. There will be D3+2 counters total.

Each player takes it in turn to place a counter. Roll a D6 to see which player places first. The counters must be placed more than 16" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of artifacts without any penalty. Warriors cannot transfer their artefact to

another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.



In each of these tombs is interned the Beujantae spirit of a Daemon of Chaos that are release should the tombs be opened by looters. After all the players have had the first turn each player rolls a D6 at the end of the first player's shooting phase. The warband with the lowest score has a hero possessed by the Beujantae. Choose from random which hero becomes possessed.

When a hero is possessed he/she gains *Fear* and a +1 S, +1 W, +1 A and +1 T. The possessed hero charges the nearest unit whether it may be friend or foe. It attacks first regardless of whether the opposing unit's abilities give it the chance to strike first.

At the end of the turn, the Daemon leaves the Hero's body for another. Repeat the possession process only on the first player's shooting phases. The Hero who was possessed has been immensely drained and is very weak, and therefore has an automatic injury roll against him. Roll a D6 on the injury chart for the hero who has been possessed.

If a warband has all their heroes out of action, then the warband must take a rout test. The henchmen are fearful of the Daemon that had possessed their Heroes.

ENDING THE GAME

The game ends when one warband fails its rout test or 6 turns have elapsed.

EXPERIENCE

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per Artefact counter. If a Hero or henchman is carrying an artefact counter at the end of the battle he receives +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

REWARDS

The player who wins gets to open the tomb of a long-dead Slann Mage Priest (to the victor go the spoils!). Roll on the Items chart below to see what you find within the tomb.

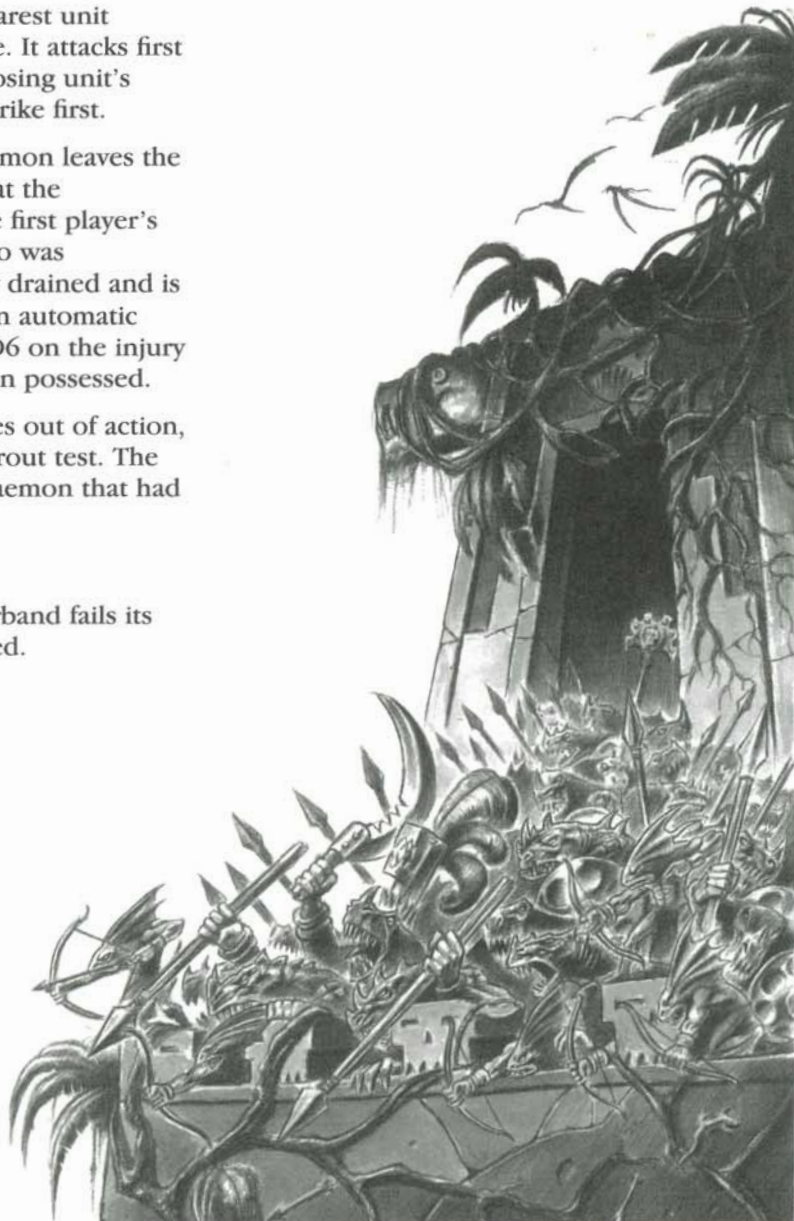
Roll 2D6 for each of the following:

5+2d6 gc (Automatic success)

6+ Magic Sickle raises WS of bearer +1.

7+ D6 gems worth 10gc each.

8+ Ancient Bone Armour confers 4+ save and in all other respects acts like light armour



JUNGLE SKIRMISH THE FOG OF WAR

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is easy to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

SET-UP

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

TERRAIN

Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

STARTING THE GAME

Both players roll a D6, the highest goes first, second highest goes second, etc.

SPECIAL RULES

There is a light fog covering the whole table. To represent this, warbands have a -1M and -4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

ENDING THE GAME

The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

EXPERIENCE

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

ISLAND HOPPING

The river Amaxon splits into several small tributaries, creating many small islands surrounded by swirling rapids. These islands sometimes contain important artifacts or treasure, and must be defended.

TERRAIN

On a 4'x 4' table, place a river so that it crosses the entire board, and its branches create several islands. There should be at least one more island than the number of players taking part in the scenario. Islands must contain at least 6" square of area. Set up at least as many bridges, as there are players in a sensible manner between the islands.

WARBANDS

The players each roll a dice. Whoever rolls highest chooses the island to set up on, and sets up first. The other players then choose in descending order.

STARTING THE GAME

All players roll a die, and the highest roller goes first. Turn sequence proceeds clockwise around the table after the first player's turn.

SPECIAL RULES

The objective is to control as many islands as possible by the end of the game. To control an island, you must have more standing models on it than any single enemy. The river is impassable terrain, so bridges must be used to cross from island to island. There can be no more than four models on a bridge at any time. If a model takes a wound on a bridge, it must make an Initiative test or fall into the river. If this happens, it takes an additional S3 hit and is washed onto the nearest bank.

ENDING THE GAME

The game ends after six turns, or if all the warbands but one fail rout checks.

EXPERIENCE

+1 Survives: all Heroes and henchmen groups who live through the battle gain +1 experience.

+1 Winning Leader. The Leader of the winning warband gains +1 experience.

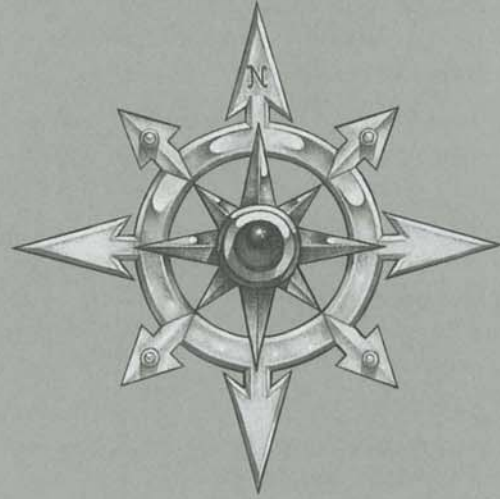
+1 Per enemy OOA: Heroes gain +1 XP for each enemy they put out of action.

+1 Island Takeover: The Leader of a warband that controls another player's starting island at the end of the game gains +1 experience.

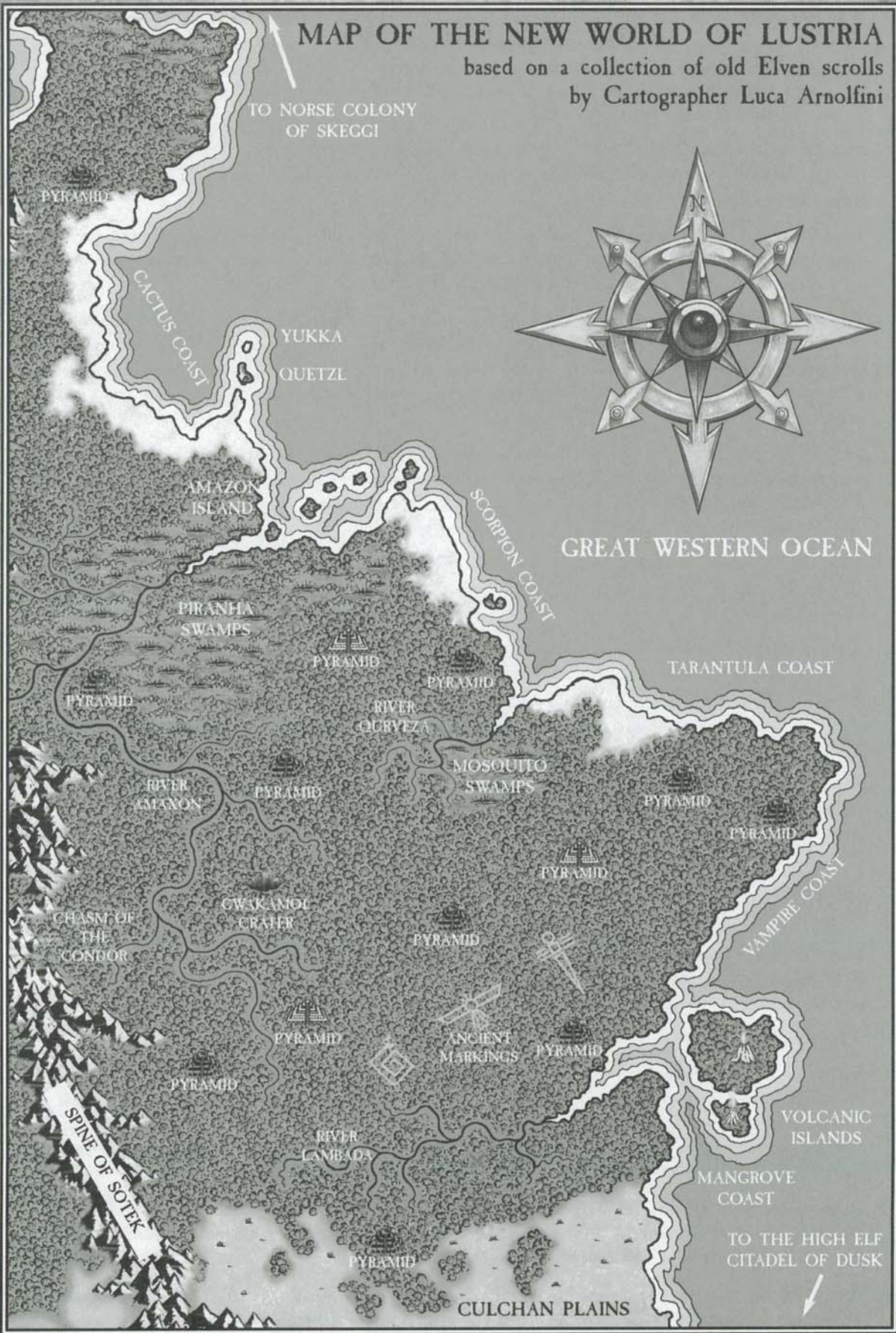
MAP OF THE NEW WORLD OF LUSTRIA

based on a collection of old Elven scrolls
by Cartographer Luca Arnolfini

TO NORSE COLONY
OF SKEGGI



GREAT WESTERN OCEAN



The tropical heat had just started to build as Luigi came on deck for his morning stroll. Fortunately for him, he had found his sea legs over the months of voyaging, and could actually walk about now, rather than merely hang from the rail disposing of the previous evening's dinner. He shielded his eyes and peered across the ship to the foredeck, where his comrade-in-arms, Juan Cornetto, sat poring over his oilskin pack of maps and notes.

Juan had collected it all with the help of an old Monk, a world away back in Trantio, and had been regaling Luigi with particularly gruesome excerpts for the entirety of their trip. As he approached his friend, Luigi called out.

'Juan! One would think you'd be brooding over the weevil infested hardtack we've been forced to endure these last weeks, rather than gruesome tales of what those so-called Lizard-Daemons may do with our water-logged hides!' Juan smiled up at his old friend.

'I spoke with the sailing master this morning, Luigi. The thrice-damned Remasens the lookout spotted on the horizon two days ago are almost certain to make landfall before we do. We still have another day's sailing ahead of us. And that's if we don't lose any more time avoiding those Elven sea patrols. After five hundred years, you'd think even they would admit that their monopoly on sea trade is well and truly broken.'

'Perhaps. So, Juan, what new atrocity awaits us when we finally reach the New World?' Luigi couldn't resist poking fun at his old friend, after years of fighting side-by-side. 'Giant spiders? Man-eating plants? Have you uncovered any more fairy tales about how that place means to end our miserable lives?'

'Fairy tales? Certainly, some of these accounts are embellished a bit, but this is the best information we have on what we'll be facing in the New World. Why, just now I was re-reading the account of Captain Blackheart's expedition...'

'Come now, Juan! Embellished a bit? You've had your head buried in those musty papers too long! Bands of warrior women, waiting in the jungles to prey on the unwary? Nonsense! How would a woman get about in the jungle? Why, their skirts would...'

'All right, Luigi, I admit that some of what I've read seems fantastic, but ask yourself this.' Juan fixed his friend with a serious gaze. 'The Norse have been here for centuries. The Elves even longer than them. Why haven't any of them penetrated the interior of the continent? Why are all the settlements confined to a few small footholds on the coast? Why has no one made good on their attempts to carve out an empire?' Luigi knitted his brows, and mulled this over for a moment. It was quite obvious that he hadn't given even his usually limited amount of thought to what they had gotten into.

'Umm... not enough soldiers, certainly,' he guessed. 'Diseases for which we have no names, let alone cures...'

'Luigi,' Juan said, sternly. 'What I have in this pack is the sum-total of what the Old World knows of the New. And the one thing I've learned during our months on this leaky tub is this - we know next to nothing!' Luigi grew serious. He asked his comrade, in a whisper.

'The gold, Juan. Tell me we haven't risked this for naught. Surely the gold is real?'

Juan threw his head back, and laughed aloud. 'On one thing, all the accounts agree. There are cities in the jungle littered with gold, merely waiting for strapping young men like us to come and take it. If we're careful and disciplined, we'll return to Tilea as rich men. Not even my lovely Kaddamia's old goat of a father will be able to keep us apart. We'll live like royalty, and she'll be showered in the finest jewels and perfumes.'

Luigi sighed, as if in relief. 'How bad can it really be, Juan? We've fought from one end of the Old World to the other. We've battled every kind of scum that could rally round a banner. Surely we're prepared for anything that could happen?'

'You watch my back, as you always have, while I keep an eye on yours. Of one thing I'm certain: nothing we have previously encountered will have prepared us for Lustria...'

LUSTRIA

CITIES OF GOLD

Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...

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, a Warband may 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, 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 follow all 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. Looks to have been put to good use. The mace head is shaped in the form of a bird with emerald for 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 colour 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 S1 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 Bones weigh so much that unless he is S4 they may not be worn. The armour is accompanied by a Stegadon bone helmet. The armour is 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 gold.

(5 5 5) Beads

You find a string of exotic beads.

These are worth 2D6 gc.

(6 6 6) Marketplace

The hero finds what looks to be a Skink marketplace and among the broken tables you find the following items:

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 an ornate 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 colourful feathers and gold threads. It was most likely worn by a Skink High Priest.

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

(4 4 4 4) Artisan's Workshop

You find a Skink artisans workshop and uncut gemstones within 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 that is still usable:

D6	Result
1	A duelling pistol
2-3	A brace of pistols
4	A handgun
5	A blunderbuss
6	A brace of duelling 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" 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 an oval room with a very high ceiling, the ceiling is set with gems that form star constellations.

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

(2 2 2 2 2) Snake Pit

As the Hero is making his way around a hole in the floor, he notices that it's a nest of venomous snakes, obviously a Lizardman sacrificial pit. There are several corpses 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
A purse with 2D6 gc	auto
A duelling pistol	5+
A sword	4+
D3 valuables	4+



(3 3 3 3 3) Boulder Race

As the Hero prises a carved jade statue from its place in a temple wall, he suddenly realises that he's triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel he's stood 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 one that rolled under his Movement value. Remember that a roll of 6 is always a failure no matter what the Hero's Movement value is). 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 4) Maze like Structure

On the way into the ruined temple 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-item per game that he misses.

1st game:	must miss
2nd game:	comes back on 5+
3rd game:	comes back on 4+
4th game:	comes back on 3+
5th game:	wont come back at all

55555 Cold One Nest

The Hero stumbles upon a nest and finds a baby cold one. Unfortunately, the mother has just returned and it's 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 first turn and charges. If the Hero wins the fight, the baby Cold One will attach himself to him. Treat it as a Warhound and mark this on the Hero's equipment. In addition, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One.

Profile	M	WS	BS	S	T	W	I	A	Ld
	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 recognise these in the tunnels.

You may always re-roll one die when you do Exploration rolls. Make a note of this in 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 from the future.

The Hero gains +D6 experience points, but he also gains the *Old Battle Wound* injury. Roll a D6 before a battle. On a roll of 1, the Hero recognises 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 of 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 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 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 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 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 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+
A sword	Auto
A holy relic	5+
An Elf cloak	4+
An 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.

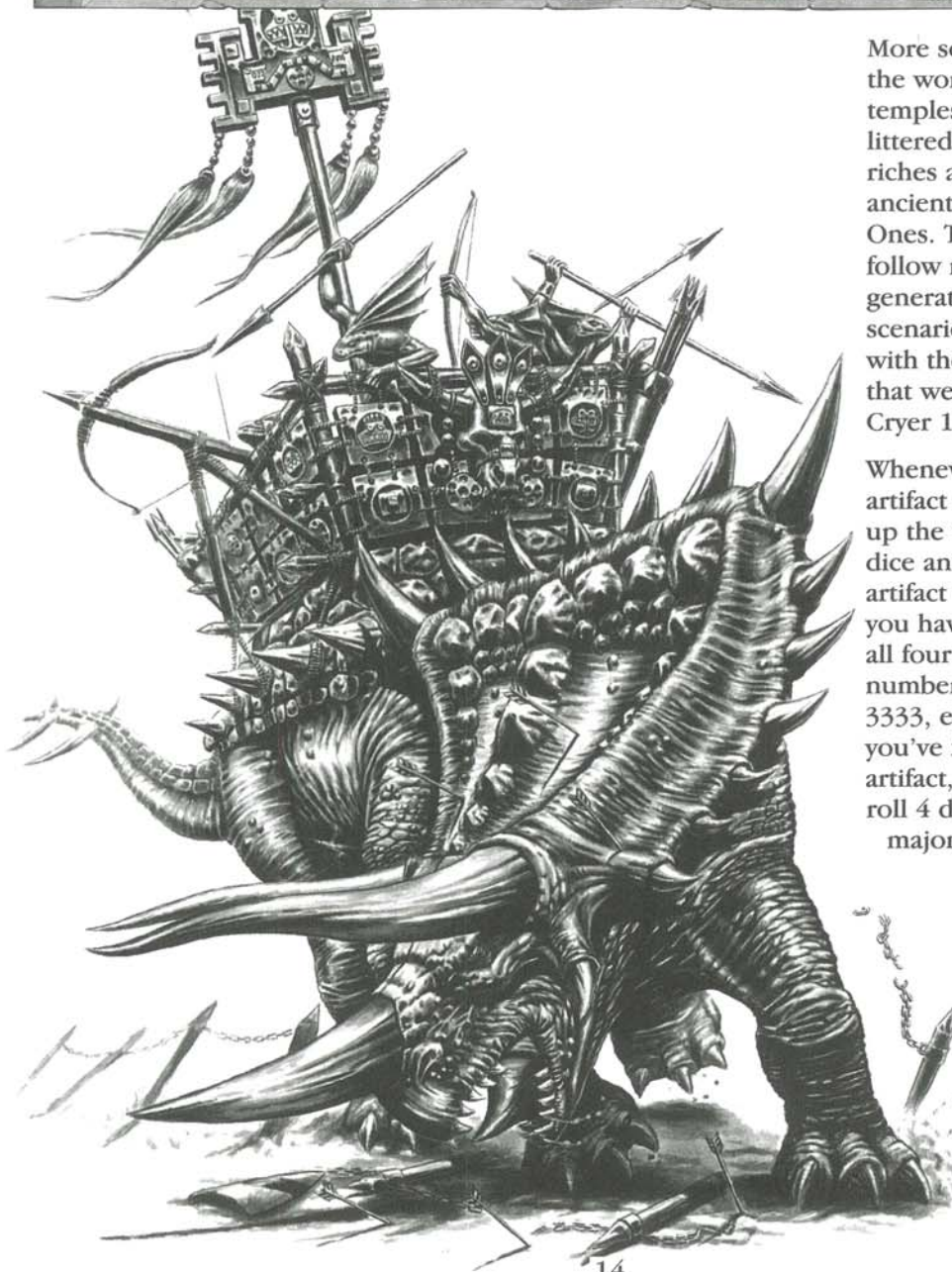
LUSTRIA

CITIES OF GOLD

www.innercircle-games.com/lustria

Further exploration of the fabled New World brought to you by the famed explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-13 for more details of the Lustrian setting.

LUSTRIAN ARTIFACTS



More so than anywhere in the world the jungles and temples of Lustria are littered with priceless riches 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 the total of the four dice and check the minor artifact table to see what you have found. If you roll all four of the same 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)

4 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-Winci. He was sacrificed, as the Priest feared he was possessed.

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

5 Jaguar Mace

This bronze club was enchanted by a powerful 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.



6-8 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 Lightning 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.

Lightning 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 is wearing light armour, and +2 Strength if the model is wearing heavy armour.

9 Shield of Feather Iron

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

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

10-11 Armour of the Swamp Drake

This suit of armour is made of the hide of an 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.

11-12 Chameleon Skink Skin

Chameleon Skinks are a dying race that are about the same size as Skinks 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 save. 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.

MINOR ARTIFACTS (continued)**13 Staff of Sotec**

This staff is shaped like a snake and at the end branches off into two beads. 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.

14-15: 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.

16 Statue of Sotec

This is one of a few very rare statues of Sotec, 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.

17-18 Blood Blade

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

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.

19 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 a 5+ save. In addition, the save can never be worse than 6+.

20 Stegaddon Armour

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

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

21-23 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.

24 Spider Amulet

While searching the remains of a group of Forest Goblin warband, the Hero notices a small, black jewel in 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. It makes its bearer immune to all poisons.

MAJOR ARTIFACTS (Roll 4D6)**4 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 a 6. The bearer does not have to make *All Alone* tests against Skaven.

5 The Ring of Undeath

This ring was created by one of Lutbor 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.

6 Boots of the Golden Terradon

There once was an giant golden Terradon that terrorised 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.

**7 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 warrior 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.

8 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.

9 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.

10 Plaque of Tepec

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

11 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.

MAJOR ARTIFACTS (Continued)

12 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.

13 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.

14 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 of 6, roll to hit with a special shield attack. If the attack hits, the shield eats the weapon your opponent was using. It is lost permanently.

15 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.

16 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 *bidden* 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.

17 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 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.



18 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.

19 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 he charges any spiders they will automatically flee as if they failed an *All Alone* test. Also the bearer may reroll all failed climb rolls once.

MAJOR ARTIFACTS (Continued)

20 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.

21 Plague Sword

Found on the body of a dead Skaven Plague 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 Plague 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 plague sword, he must make a disease roll, even if he doesn't search for treasure, and suffers a -2 penalty to that roll.

22 The Spell Crown of Dusk

These delicate silver bead 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.

23 Berserker Helm

This helmet was once a great Norse Berserker's. This Berserker'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 gets *knocked down*, he continues to be *Frenzied* for D6 more turns.

24 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.



HAZARDS

By Robert Lowery

*'The teeming landscape of Lustria whispers of dangers, only the foolhardy would brave.'**Roberto Fortuna, Pathfinder*

Before the start of a 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	Hazard
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

Causes *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

Causes *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 causes *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

Causes *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. This

LUSTRIA CITIES OF GOLD

hits automatically and is 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

Causes *Fear*, *Constricting coils* – The snake may sacrifice its normal attacks in an attempt to engulf its prey within its massive coils. Though its attack has a -1 'to hit', it gains +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 grow as long as five feet.

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

Special Rules

Causes *Fear*, *Tongue Strike* – The Giant Frog may lash out at a 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 immobilised 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

Causes *Fear*, *Venom Spray* – The creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of target area with Strength 4.

15. Vampire Bats

A swarm of ravenous bats has set upon the 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 target. All rolls to hit them suffer -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 sabre-tooth charging for the purpose of combat.

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

Special Rules

Causes *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 Scouts

Lithe, athletic and mesmerisingly 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

Spear, dagger, sling/bow and light armour.

18 Carnivorous Plant

The jungle does indeed come alive, often in

the strangest of forms! (See page 18 of Town Cryer 10 for the rules.)

EQUIPMENT

The Tilean noble family of Di Ranza was forced out of Magritta after bloody family feuds. They were involved in trading exotic goods and decided to move their business to the source. They built a fortified trading post on Lustria's Scorpion coast. This post is used as a staging base for many of the smaller warbands exploring Lustria's jungles. Their younger sons, Marius and Donato, adopted the name Ranzato and travelled to the Empire to sell their services to the three Emperors. As it happened, Marius has participated in several successful expeditions that were sent to Mordheim while Donato offered his service to anyone that could afford him in Mordheim. Rumour has it that Donato is more interested in chasing after girls than duelling while his brother Marius is a master pistolier and highly sought after by the Reiklander captains.

The High Elves have had a fortress on the southern tip of Lustria for a very long time. It is called the Citadel of Dusk and guards the western sea route to Cathay. The High Elves rule the seas and are constantly opposing the Estalian and Tilean trading fleets but they also despatch expeditions into Lustria's jungles for their own secretive reasons. Skeggi, the Norse colony is easily accessible for most Old Worlders coming to Lustria for the first time. Whilst the Norse are not known to be friendly to outsiders they are always interested in trade. Although at a high price, a warband can buy enough supplies and weapons to make it back to their ship. The Lizardmen and Skaven trade at their ruined temple cities and never venture near the other posts, save for the occasional scouting parties.

You will notice that the availability rolls differ from those in the Mordheim book, e.g. black powder weapons are more rare but Elven weapons and armour are more readily accessible. This represents that Elven items are more numerous due to the number of Elf warbands in Lustria. All rules from the rulebook apply but use this equipment table instead of the one in the rulebook.

VIAL OF PESTILENS

This small crystal vial contains an extremely potent and rapid disease. A single sniff is enough to melt the airways and leave the victim drowning in its own blood. It is, however, short lived and only remains dangerous for a few seconds before it is

neutralised in the air.

The vial may be opened and shoved in the face of the model in base contact that just took the Skaven Out of Action. The opponent must roll equal to or under its Toughness or automatically be taken Out of Action, no save is allowed. If the opponent succumbs to the disease, he didn't manage to go through with the attack and the Skaven is only Stunned not Out of Action. The vial may be used once.

JAVELINS

Javelins are throwing spears and are used by young Norse warriors who can't afford better weapons and Skink and Forest Goblin hunters.

Range: 8"

Strength: As user

Special Rules

Thrown Weapon: The Javelins are thrown weapons and the warrior suffer no penalty for moving and shooting.



BOLAS

Bolas are a set of three bronze balls on strings tied together. They are thrown similar to a sling and are rotated around the head for speed. The bolas is a hunting weapon and doesn't harm the animal. It immobilises it and allows the hunter to either subdue it or put it out with his spear. The bolas has a range of 16" and can only be used once per battle. They are automatically recovered after each battle.

Special Rules

Dangerous: If the to hit roll is a natural 1, the bolas brains the caster with a S3 hit.

Entangle: A model hit by a bolas isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.

BLOWPIPE

Skinks and Forest Goblins make use of a blowpipe similar to the one used by Skaven Clan Eshin (see page 92 of the Mordheim rulebook).

PRICE CHART

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Dagger	2 gc	Common
Club, Mace, Hammer or Staff	3 gc	Common
Double-handed Weapon	15 gc	Common
Flail	15 gc	Common
Halberd	10 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common
Ithilmar Weapon	3 x price	Rare 8



MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 10
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 11
Elf Bow	35+3D5 gc	Rare 11
Handgun	35 gc	Rare 9
Long Bow	15 gc	Common
Pistol/Brace	15 gc/30 gc	Rare 9
Repeater Crossbow	40 gc	Rare 7
Sling	2 gc	Common
Throwing knives	15 gc	Rare 5
Warplock Pistol (Skaven only)	35/70 gc	Rare 11
Javelins	5 gc	Common
Bolas (Lizardmen only)	5 gc	Common
Blowpipe (Lizardmen and Forest Goblins only)	25 gc	Rare 7

ARMOUR

Item	Cost	Availability
Buckler	5 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 10
Light Armour	20 gc	Common
Shield	5 gc	Common

MISCELLANEOUS

Vial of Pestilens (Skaven only)	25+2D6 gc	Rare 9
Black Lotus (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Lizardmen and Forest Goblins Rare 7)	10+D6 gc	Rare 9
Blessed Water (May not be bought by Undead)	10+3D6 gc	Rare 7
Crimson Shade	35+D6 gc	Rare 8
Dark Venom (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Dark Elves and Lizardmen Rare 6)	30+2D6 gc	Rare 8
Elven Cloak	100+D6x10 gc	Rare 11
Elven Boots	75+D6x10 gc	Rare 11
Healing Herbs	20+2D6 gc	Rare 8
Holy (Unholy) Relic	15+3D6 gc	Rare 8
Hunting Arrows	25+D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushroom	30+3D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5 gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya (Not available to Possessed or Undead)	10+2D6 gc	Rare 12
Tome of Magic (Not available to Witch Hunters or Sisters of Sigmar)	200+D6x25 gc	Rare 12
Wardog (Not available to Skaven)	25+2D6 gc	Rare 10



DRAMATIS PERSONAE

By Sam Sedghi, Jamie Webb & Andres Olivares.

DIJIN KATAL, THE RENEGADE ASSASSIN

How many years have I walked the earth? How many plains have I seen that stretch to the horizon? How many cities are there that are crammed with the filth and dregs of this world? And how many dark places have been my refuges? Yet I still miss that dreaded place Clar Karond... my home. I wonder what is happening amongst my kin what devious politics abound. Oh, how I miss the intrigue of a true civilisation. These are strange times. I never desired to travel to this hot insect-infested land of Lustria but now I am here it has a strange hold on me. I have delivered many to the grace of Khaine within this jungle. This jungle seems to cry out for blood. Although my murderous instincts have grown the animal inside is now in sated. What has become of me?

Still, my blades run with the blood of my enemies the only thing that brings me comfort. I have the murderous instinct, which my people have practised for thousands of years and the addiction is strong. That night when I saw the broken bodies of my own kin on the floor in the carnival of horrors I knew that killing was my sole purpose. I also knew that it didn't matter who would be my prey - friend or foe it makes no difference to the unquenchable thirst within. And now my comrades hunt me. Although my thirst for another murder is great in good time soon it shall be quenched. My life is for Khaine.

My goal? To find some meaning to this mundane existence...

Known as 'The Hunter in the Shadows', 'The Thrice Cursed Renegade', 'He who Thirsts' and 'Kinslayer', among other things, Dijin Katal is greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

Hire fee: 85 gold crowns; 40 gold crowns upkeep.

May be Hired: Any warband except for Amazons, Shadow Warriors, Dark Elves (obviously) and any warband that includes and type of Elven hired sword may hire Dijin Katal.

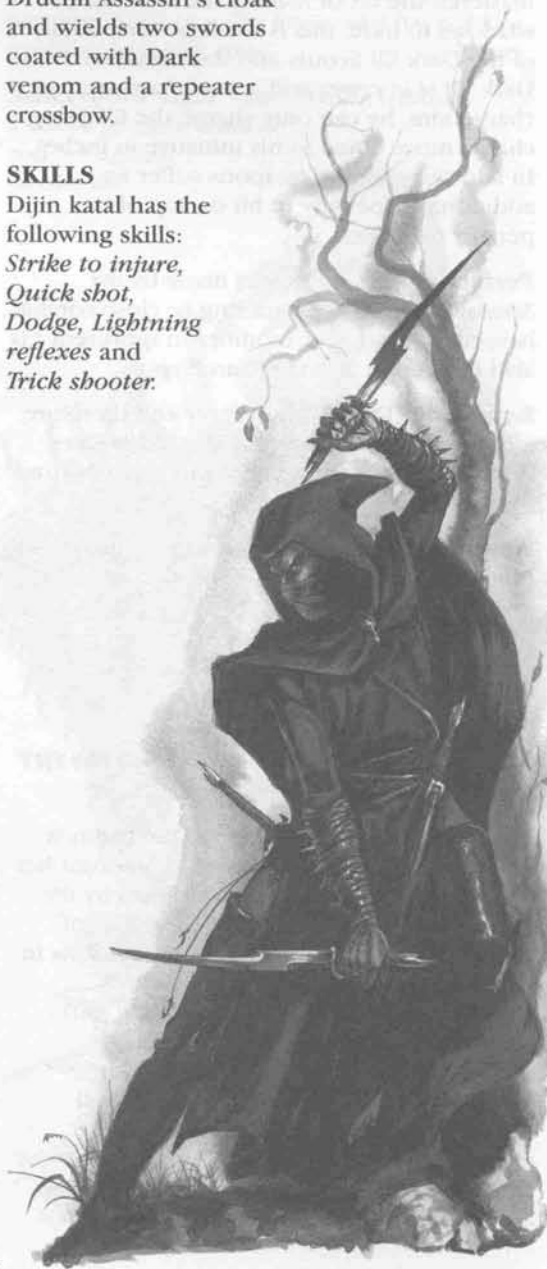
Rating: Dijin Katal increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	7	5	4	3	2	7	2	8

Weapons/Armour: Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.

SKILLS

Dijin katal has the following skills: *Strike to injure, Quick shot, Dodge, Lightning reflexes and Trick shooter.*



SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).

Shadows Embrace: The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Renegade: Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer *Hatred* towards him.

Wanderer: See Aenur page 153 of the main rulebook.

**PENTHESILEA, MARK OF THE SERPENT**

'I am the hunter and you are my prey.'

Penthesilea is known as one of the greatest Amazon warriors and is a legend amongst her people. The Amazons were outraged by the oafish menfolk of the Norse settlement of Skeggi when they captured some Amazons in a raid planning to keep them as slaves. Penthesilea led a warband on a night raid against the timber halls of the Norse settlement. Her silent warriors slew the guards and they liberated their captured sisters. Before she could make good her escape, however, Penthesilea was set upon by the Norse Jarl Sigursen the Impaler, he who had led the raid to enslave her sisters. She

slew this giant of a man in single combat and held his severed head high causing the rest of the Norse to flee. To further quench her thirst for revenge she kidnapped Sigursen's entire family to be used as slaves and sacrifices to the Serpent God. The battle of Skeggi was a milestone battle for the Amazons. None had accomplished what Penthesilea had. For it was her and her small band of Amazon warriors that had taken the fight straight to the supposedly invulnerable Norse stronghold and rescued their sisters slaying many men in the process. It was her brilliant guerrilla tactics and her ruthlessness that won the day. Since then, the men of the New World settlements live in fear and shudder at the mention of her name. Tales have it that no man has survived an encounter with her and many a mighty warrior's head hangs from her belt its mouth sewn shut as a sign of obedience.

Hire fee: Use the same hire table as Bertha Bestraufung on page 155 of the rulebook.

Maybe Hired: Penthesilea will only join Amazon Warbands.

Rating: 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5*	5	4	4	4	2	5*	2	8

Weapons/Armour: Star Sword, Star Blade, Amulet of the Moon and wears Enchanted Skins (see Amazon equipment).

SKILLS

Mesmerising dance, Savage Fury, Elixir of life, Weapon Master, Concealment.

SPECIAL RULES

Amazon. She is an Amazon and therefore all of the Amazon special rules apply.

Mark of the Serpent. The High Serpentine Priestesses have blessed the warrior prime with the greatest gift any warrior can bear in the name and glory of their race. The mark of the serpent. This magical tattoo is only given to the worthiest of Amazons warriors. Penthesilea gains +1 to her movement and Initiative (as marked by* on her profile).

Man-Hater: Having seen so many of her sisters captured or killed by raiders who are predominantly men she has developed a loathing for these uncouth, primitive creatures. Penthesilea is subject to *Hatred* of all human males (I'm sure we can work out which figures are male here!) and has many of their heads hanging from her belt.

DRENOK JOHANSEN, WIELDER OF THE GREAT AXE

The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.

After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul. Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.

Hire fee: 70 gold crowns to hire: +30 gold crowns upkeep.

Maybe Hired: Norse and human warbands may hire Drenok.

Rating: Drenok increases the warbands rating by 70 points.

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

Weapons/Armour: Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.

SKILLS

Fearsome, Strongman, Combat master and Step aside.

SPECIAL RULES

Berserker: If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.

Ice fang Axe: A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.

The axe is the same as a double-handed weapon but it can also *Parry* and has a +1 modifier to injury rolls.

Sabertooth Tiger Hide: Gives Drenok a 6 save in close combat and 5+ against missile fire.



HIRED SWORDS

SHADOW WARRIOR

35 gold crowns to hire +15 gold crowns upkeep

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

May be Hired: The Shadow Warrior may be hired by High Elf and all Human warbands, but may not be hired by a warband that is evil (eg Possessed) or one that includes an evil Hired Sword (eg Dark Elf Assassin).

Rating: A Shadow Warrior increases the warband's rating by +12 points plus 1 point per Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Equipment: A Shadow Warrior carries a sword, longbow, dagger, shield and wears Light Armour.

Skills: A Shadow Warrior may choose from Combat or Shooting skills when he gains a new skill. In addition he may choose his skill from the Shadow Warriors Special Skill list in Town Cryer 10.

SPECIAL RULES

Hates Dark Elves: Shadow Warriors seethe with bitterness when facing Dark Elves and follow the rules for *Hatred* in the Mordheim rulebook.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Shadow Warrior spots *Hidden* enemies from twice his Initiative value in inches away.

Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Infiltration: A Shadow Warrior can infiltrate. See the Skaven skill of the same name.

BIG GAME HUNTER

40 gold crowns to hire +18 gold crowns upkeep

There are many reasons why adventurers risk life and limb exploring the mysterious continent of Lustria. The lure of riches and arcane knowledge brings a steady flow of greedy individuals but some are drawn in search of legendary creatures rumoured to inhabit the lush jungle. Expert game hunters are paid vast sums of money by flamboyant Old World nobles in order to bring back these exotic creatures. These rare beasts are displayed in the private zoos and gardens of nobles or can be found hanging from the walls of their palaces. Game hunters are skilled trackers and hunters having spent most of their lives hunting game in the forests of the Old World. They are well equipped and not inexpensive to hire.

May be Hired: The Big Game Hunter can be hired by any human Warband.

Rating: A Big Game Hunter increases the warband's rating by +16 points plus 1 point per Experience point he has.

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

Equipment: Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).

Skills: The Big Game Hunter can choose from Shooting or Academic skills when he gains a new skill.

SPECIAL RULES

Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put Out of Action by a trap, it is automatically captured after the game to be sent to the Old World.

HIRED SWORDS

CHAMELEON SKINK

70 gcs to hire 12 gcs upkeep

Chameleon Skinks are an incredibly rare breed of Skink that can change the colour of their skins at will to blend in with their environment. Needless to say Chameleon Skinks are very stealthy and difficult to detect indeed

May be hired: Lizardmen warbands only.

Rating: The Chameleon Skink raises the rating of the warband by 16 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	2	1	5	1	7

Equipment: The Chameleon Skink comes equipped with a dagger, blowpipe with poison darts and a buckler.

Skills: The Chameleon Skink may choose from Shooting, Speed and Lizardmen special skills.

SPECIAL RULES

All of the Lizardmen special skills for Skinks: *Scaly Skin, Cold Blooded, Aquatic and Jungle born.*

Chameleon Skin: Because of the Chameleon Skink's unique camouflage he is very difficult to detect, therefore foes halve their Initiative when trying to detect him when *Hidden*. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: The Chameleon Skink is a master of disguise and deployment. You may place him anywhere on the board out of line of sight and at least 12" from any enemy model.



PATHFINDER

60 gs to hire, +15 gs upkeep

As treacherous as the Lustrian wilderness can be, it is very often a wise choice to hire an experienced guide for a warband's expeditionary trek into the teeming jungles. Pathfinders, as they are called, are the very experts one would seek. They are well adapted to the unique landscape and hazards of the Lustrian continent; and more often than not, adventurous enough to live up to the challenge of the greatest fortunes and glory!

May be hired: Any warband.

Rating: A Pathfinder increases the warband's rating +25 points, plus 1 point for each Experience point he has.

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

Equipment: Sword, dagger, longbow, rope & hook, and Healing Herbs.

Skills: A Pathfinder may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, there are a few skills unique to Pathfinders as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Lay of the Land: Even the densely packed growth of the primordial Lustrian jungles cannot bar the Pathfinder from his goal. The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends: Pathfinder has spent most of their lives tracking down numerous rumours and cryptic clues in search of the ultimate prize. During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die, keeping the second result even if it is worse.

SPECIAL SKILLS

Lookout!: Having traversed much of the land himself, the Pathfinder is quick to recognise traps laid by enemies or natural hazards of the terrain. Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.

This Way!: Surviving years in the deadly wilds of Lustria has prepared the Pathfinder for nearly any circumstance. Any model in base contact with the Pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If, however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

DARK ELF ASSASSIN

70 gs to hire +25 gs upkeep

Few are better than the silent, black garbed killers of the Dark Elves, even the Skaven Clan Esbin quail at their expertise. It is not unusual for young apprentice assassins, when learning their dark trade, to be sent off to far away places to further hone their skills by selling their unique abilities.

May be hired: Any evil warband may hire a Dark Elf Assassin.

Rating: A Dark Elf Assassin increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	4	4	1	7	1	8

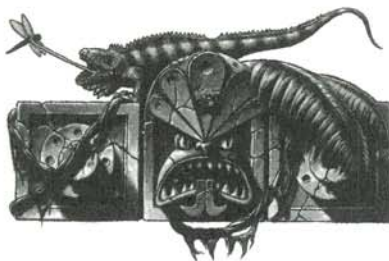
Equipment: Dark Elf Blade, dagger, repeating crossbow, Dark Venom, Light Armour and Dark Cloak (counts as Elven cloak).

Skills: An Assassin may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, the Assassin may use any unique Dark Elf skills (see later), which he can choose instead of normal skills.

SPECIAL RULES

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Kindred Hatred: All Dark Elves suffer *Hatred* towards their High Elven kin.



NORSE SHAMAN

45 Gs to hire +25 Gcs upkeep.

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

May be hired: Norse and human warbands in Lustria may hire The Norse Shaman.

Rating: The Norse Shaman adds +25 + his experience to the warband rating that he joins.

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

Skills: The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

Equipment: The Shaman carries a rune staff and either a sword or an axe.

SPECIAL RULES

The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

D6 Result

1 Howl of the North Difficulty 9
Icy winds sweep before the Shaman knocking missiles from their path.

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury Difficulty 7
The Shaman's howl rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7
A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates Difficulty 7
The Shaman calls on the three Wyrld Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost **Difficulty 6**
The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might **Difficulty 9**
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

DARK ELF WARBAND

DARK ONES OF NAGGAROTH

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



CHOICE OF WARRIORS

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

HEROES

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

HENCHMEN

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

STARTING EXPERIENCE

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.



DARK ELF EQUIPMENT LISTS

The following lists are used by Dark Elf warbands to pick their weapons:

**DARK ELF EQUIPMENT LIST
Hand-to-hand Combat Weapons**

Dagger1st free/2 gc
Axe5 gc
Sword10 gc
Double-handed weapon15 gc
Halberd10 gc
Spear10 gc
Beastlash10 gc

Missile Weapons

Repeater Crossbow35 gc
Crossbow Pistol35 gc

Armour

Helmet10 gc
Light armour50 gc
Shield5 gc
Buckler5 gc

Special Equipment

Dark Elf Blade*15 gc
Dark Venom*15 gc
Sea Dragon Cloak**50 gc

* *May be taken by Heroes only.*

** *May be taken by Heroes and Corsairs only.*

**SHADES EQUIPMENT LIST
Hand-to-hand Combat Weapons**

Dagger1st free/2 gc
Axe5 gc
Sword10 gc

Missile Weapons

Repeater Crossbow35 gc
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Armour

Helmet10 gc
Light armour20 gc



DARK ELF SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	✓	✓	✓		✓	✓
Sorceress			✓		✓	✓
Fellblade	✓				✓	✓
Beastmaster	✓				✓	✓



HEROES

I HIGH BORN

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



◆-2 FELLBLADES

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

◆-1 BEAST MASTER

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



◆-1 DARK ELF SORCERESS

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

HENCHMEN (BOUGHT IN GROUPS OF 1-5)

◊-3 CORSAIRS

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



◊-5 SHADES

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armour: Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

◊-2 COLD ONE BEASTHOUNDS

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

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

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

SPECIAL RULES

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.



SPECIAL EQUIPMENT**Dark Elf Blade****(+20 gold crowns to weapon/Rare 9)**

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

Range	Close Combat
Strength	As user
Special Rules	<i>Critical Damage, Wicked Edge</i>

SPECIAL RULES

Critical Damage: Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Range	Close Combat
Strength	As user -1
Special Rules	<i>Beastbane, Reach</i>

SPECIAL RULES

Beastbane: The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

Sea Dragon Cloak**(50+2D6 Gold Crowns/Rare 10)**

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

SPECIAL RULES

Scales: 5+ armour save in close combat, 4+ armour save against missiles.


DARK ELF SPECIAL SKILLS

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

FURY OF KHAINE

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

POWERFUL BUILD

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

FEY QUICKNESS

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

INFILTRATION

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

MASTER OF POISONS

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

DARK ELF MAGIC

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Phillipe hated this place. He hated the humid heat and the sun that burned his skin. It had only been a week in this godforsaken jungle. 'Man eating plants, snake pits and lizards that walk on two legs...' He mumbled to himself with distaste. Phillipe would leave this damned jungle with his friends, fast as the holy Madre could blink her eyes. It is only for the treasure the tales and myths speak of that has kept him and his Remasen friends here. The six Tileans moved forward cautiously under the dark canopy of trees.

It was only a few hours ago that Captain Andres found strange tracks on the ground. They had never seen such tracks before, and wondered what beast made such a strange trail. They concluded that whatever the nature of the beast, it would bring a hefty price if sold at the market at one of the coastal settlements. Dead exotic creatures are usually sought after by wizards, but exotic creatures captured alive bring more riches. Whenever you have merchants and nobles who are collectors a lot of money is to be made. So, they went on the hunt.

'Senore Andres, maybe we should head back to the shoreline eh?' Suggested Phillipe to his captain. Andres was a sturdy warrior, who had seen many battles. He was always thinking of his companions first and glory second and Phillipe was trying to find some reason and common ground to persuade his captain.

Senore Andres paused for a moment and so did the rest of the five men, who awaited their captain's decision. Andres thought for a few moments. He eyed his men closely. They were good men, but exhausted none the least. He could see them breathing heavily. They were not used to this intense environment. "We will camp here tonight," Andres spoke finally. The rest of the group gave a heavy sigh of relief. Although they still wanted to head back to the shore they knew their limits of compromise when it came to their leader. They set up camp amid a small clearing and before too long were singing songs and telling stories of their grand adventures in the land of gold and riches.

Carlos and Piassiso stood watch that night. Carlos had been at the ale again and nodded off, leaning against his halberd. When he came to all was quiet and very still and the night air brought a cool breeze with it. It was then, that he realised, it was too quiet for the jungle. Unfortunately for Carlos, as he opened his eyes he found himself face to face with two large red eyes and a monstrous mouth. The beast's eyes were locked onto Carlos. He sat frozen, trying to persuade himself that he was dreaming. The beast hissed, sending a gust of fetid, acrid breath over Carlos' face, it was then that he concluded the creature was real.

'Druchii!' Carlos cried the instant before the beast's jaws ripped out his throat in a single bite. His cry of desperation was enough to warn his friends, but before they could ready their weapons it was too late. A second beast leapt out from the dark and pounced on Piassiso crushing his bones and rending the flesh from them. A man, but too lithe to be a man, silhouetted against the campfire lashed out at the beasts with a whip. The all too familiar 'k-ching, k-ching' sound could be heard from the dense foliage, each noise signifying a hail of bolts from a Druchii repeater crossbow and each noise followed by a scream. It was all over in seconds, ill prepared and surprised it wasn't long before most of the Remasens were dead.

Phillipe was barely conscious through the pain caused by the vicious barb embedded in his thigh. Through his blurry vision he could make out the beasts that had attacked them, huge scaled lizards and they were devouring the remains of his friends. Then he could start to make out the shadowy shapes that had massacred his friends in an instant, they were tall and lithe and despite their fierce, cold stares they were truly beautiful. Phillipe had never seen the legendary and infamous Druchii before. Looking into those blank, unfeeling eyes as the Druchii surrounded his prone form Phillipe realised that it was his friends who were the lucky ones as the Druchii slowly drew wickedly barbed blades. A high pitched scream rent the still night air over the jungle, quickly followed by another and then another...



WEATHER VARIABLES

By Steven 'Grafix' Gibbs

'The day was wet as we started out into the jungle. Visibility was poor. My men and I cautiously backed our way through the under-growth listening and watching for those accursed Lizardmen. Through the drizzle we saw a clearing up ahead and decided to take a rest there, that was when they attacked. Skinks leaped from the undergrowth, a third of our pistols didn't fire due to the dampness and our crossbowmen couldn't see far enough to get a good shot. We drew our swords and axes and fought for our lives.'

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play.

2D6	Hazard
2-6	Nice and dry – normal play
7	Windy
8-9	Raining
10	Heavy Rain
11	Mist
12	Hot and Humid

7. Windy: The mystical jungle has thrown up a howling gale making it difficult to shoot and leap across buildings/terrain features. Roll

1D6 – 1-3 = -1 to hit with missile weapons and to leap across buildings, 4-6 = -2 for shooting and leaping.

8-9. Raining: Rain is very common in the lush 'rain' forest of Lustria. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

10. Heavy Rain: The tropical monsoon beats down upon the warriors making movement through the jungle slow and hazardous. There is -1 to all movement. All missile weapons ranges are halved. Black Powder weapons may not fire at all.

11. Mist: A thick mist has rolled in from the coast. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a '6' warriors can't see where they are going and are disoriented.

Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.

12. Hot and Humid: Part of the reason that Lustria remains largely unexplored is because of the extreme heat because of the tropical climate. All warriors except Undead are at -1 to WS, BS and I for the duration of the game.

LIZARDMAN WARBAND

SERVANTS OF THE OLD ONES

The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine 'Old Ones'. Ever since the great catastrophe and the departure of the Old Ones from the world the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded 'Dry Skins'!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns – tales of cities filled with gold!

The ruined temple cities of Huatl, Tlax and Xahutec are the most frequently raided due to

their location near the coast. In recent years, more and more Norse, Elven and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard-pressed to keep what is rightfully theirs. It is by guerrilla style hit and run attacks by war-parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the 'dry-skinned ones'.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would-be-robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.

LIZARDMEN EQUIPMENT LISTS

The following lists are used by Lizardmen warbands to pick their weapons:

SAURUS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

None

Armour

Bone Helmet	10 gc
Light armour	50 gc
Shield	.5 gc

SKINKS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	.5 gc
Sword (Heroes only)	10 gc
Spear	10 gc

Missile Weapons

Shortbow	.5gc
Bolas	.5gc
Javelins	.10gc
Throwing Knives	.15gc
Blowpipe	.25gc

Armour

Bone Helmet (Skink Priest only)	.10 gc
Buckler	.5 gc
Shield	.5 gc



LIZARDMEN SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			✓		✓	✓
Totem Warriors	✓			✓		✓
Skink Great Crests		✓			✓	✓



A player who chooses The Temple Guard to play will find them to be both rewarding and challenging to play. The Lizardmen are the 'home team' as it were and enjoy some unique benefits. But they also will have some weaknesses that astute players will enjoy 'hiding' from their opponents.

SPECIAL RULES

Scaly Skin: All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of a shield.

Armour: Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

Bite Attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Saurus Rarity: The Slann Mage-Priests would never include more Saurus braves in a Warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

CHOICE OF WARRIORS

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 gcs (or the Lizardmen equivalent) to assemble your Warband with.

HEROES

Skink Priest: Your Warband must be lead by a Skink Priest.

Saurus Totem Warriors: Your Warband may include one Saurus Totem Warrior.

Skink Great Crests: Your Warband may include up to 2 Skink Great Crests.

HENCHMEN

Skink Braves: Your Warband may include any number of Skink Braves.

Saurus Braves: Your warband may include up to 4 Saurus Braves.

Kroxigor: Your Warband may include a single Kroxigor.

STARTING EXPERIENCE

Skink Priest starts with 20 exp

Totem Warrior starts with 11 exp

Skink Great Crests start with 8 exp

Henchmen start with 0 exp

The Making of a River Bender.

Qocbotl, Skink Shaman of the 13th spawning of the three thousandth cycle of the sun in the era of Sotek walked slowly up the steps of the Great Pyramid of the venerated Slann Lord Teheqela. Today had been a great day of feasting and ritual. Today was his day of testing. This day, Sotek willing, would be Qocbotl's chance to join the ranks of the High Shamen. His spawn-brothers would become warriors, engineers, and leaders.

'We go to the second level now, initiate.' Croaked the gray-green Ullotl. Many cycles of service as the High Shaman had taken their toll on the old Skink. Soon, Qocbotl would inherit Ullotl's mantle and his old tutor would soon join his ancestor's to bask in the eternal grace of Sotek.

'How long must we wait my master?' Qocbotl enquired.

'Until the Sun reaches the second point of its ascension. It is important to wait to reach the top until Sotek shines glory down upon us, so that you may receive his gift.' came the croaking reply. Hours passed, and Qocbotl surveyed the great city below him. Saurus, Kroxigor, and thousands of Skinks busied themselves, scuttling around the Lizardman city, whilst the High Skinks began to crowd around the base of the pyramid. Soon it would be Qocbotl's job to protect them from their merciless enemies: the thrice cursed Ratmen, the ignorant Humans, the cruel Dark Ones, the beasts of Chaos, and even the fierce Warrior-women all preyed upon them without seeming rhyme or reason. Qocbotl had watched seven of his spawn-brothers already fall to the weapons of raiders. He had sworn no more hatchlings would be killed under his watchful unblinking eyes.

'Now young Shaman, we ascend the path of honour so you may receive this task from me.' Ullotl began walking up the last of the steps, stopping at each one and waving towards a glyph carved upon the step.

'This is the path of glory, these plaques honour those of our race who have served us.' He waved to a small plaque that seemed to shift colours as he pointed at it.

'The great guardian Oxyotl, the Chameleon Skink. As High Shaman you must be cunning and strike our foe where he does not expect it.'

Qocbotl responded, 'I will do so.' He took a step. Ullotl waved to his left, to the plaque of a crocodile. 'You must be brave and strong, as the great crocodile.' Pride swelled in Qocbotl's chest, for here was the plaque of his namesake. 'I will do so!' Ullotl moved up a step and spoke again. 'You must be quick and strong, like Ichi-Uichi the master of Cold Ones.'

'I will do so,' Qocbotl said sternly. The final stage was about to begin...

Ullotl stopped. He pointed at the pavilion above him, which housed the Great Slann Lord Teheqela. '...And you must serve all that is good and true in the world, and protect it as the Old Ones have taught our fathers.'

'I...' and suddenly, as if magical arms squeezed his throat, he could barely utter the next words, 'will... do... so!' Qocbotl gasped. This was not part of the training he had expected. His oath seemed scared upon his mind. He could see the words in flame. Ullotl took off his feathered headdress, and made Qocbotl kneel. The crown of feathers was placed upon his head. Ullotl looked at the new High Shaman, and directed him to the Slann Lord.

HEROES

I SKINK PRIEST**60 Gold Crowns to hire**

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognisable as they paint their skins with colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	4	3	3	1	5	1	7

Weapons and armour: The Skink Priest may be equipped from the Skinks Equipment list.

SPECIAL RULES

Leader: The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership tests. If the Skink Priest is killed you may recruit a new Skink Priest but you must play at least one game without the leader to give him time to join up.

Wizard: The Skink Priest is a Wizard and may use Lizardmen magic.



*Skink Priest (above)
Saurus Totem Warrior
(right) and Skink Great
Crest (extreme right).*

0-1 SAURUS TOTEM WARRIOR**60 Gold Crowns to hire**

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems, Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior he is recruited by the Skink Priests to join in forays into the ruined temples.

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

Weapons and equipment: A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

0-2 SKINK GREAT CRESTS**30 Gold Crowns to hire**

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

Weapons and armour: Skink Great Crests are equipped from the Skinks Equipment list.



HENCHMEN

SKINK BRAVES

20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

Weapons and Armour: Skink Braves may be equipped from the Skinks Equipment list.

◊-4 SAURUS BRAVES

40 Gold Crowns to hire

Saurus have thick, horny, scaly hides which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	1	1+1	7

Weapons and Armour: Saurus Braves may be equipped from the Saurus Equipment list.



Saurus Brave (above), Skink Braves (centre & right) and Kroxigor (above right).

◊-1 KROXIGOR

200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction goaded into working by the nimble Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	3	1	3	8

Weapons and Armour: The Kroxigor is equipped with a halberd.

SPECIAL RULES

Scaly skin: Kroxigor has a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

Cause Fear: Kroxigor are large and frightening monsters that cause *Fear*.

Large: Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

Animal: Kroxigor are slow-witted creatures that never learn from their mistakes. The Kroxigor doesn't gain experience.

NEW EQUIPMENT

Poisoned Weapons: Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 pts and *Black Lotus* at a cost of 10 pts, both of these items are treated as a common item however the poison may only be used on missile weapons. Only Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons, and they have to buy it as normal from the Trading chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 pts per weapon. This poison is a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

SACRED MARKINGS

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws 40 points

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack with +1 Strength. (Saurus Only)

Poison Glands 40 points

The Skink has been gifted with glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks at +1 save modifier, regardless of the Strength of the Skinks, in addition add +1 to the roll on the Injury table as well. (Skinks only)

Mark of the Old Ones at 50 points

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Qocbotl was in awe, he could not believe the size and majesty of the Slann Lord. It was easily ten times as big as Qocbotl, and its huge unblinking eyes seemed to burn into his own even though the stare seemed so distant. The Slann had not moved since before Qocbotl had hatched. And now, suddenly, the Slann started to move...

...The crowd below gasped. Qocbotl felt his arm being grasped by the Slann and his whole body was lifted up towards the sun. His arm felt like it had been ripped from its socket, as he dangled in the air in front of the Slann.

LIZARDMEN SPECIAL SKILLS & SACRED MARKINGS

Lizardmen Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SKINKS ONLY**INFILTRATION**

The Skink is a great hunter and is an expert at sneaking upon his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

GREAT HUNTER

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover, IE a -2 to hit penalty.

SAURUS ONLY

Skills list prohibitions: Saurus cannot receive the Academic skill and can never use missile weapons.

BELLOWING BATTLE ROAR

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

TOUGHENED HIDE

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

LIZARDMAN MAGIC

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

D6 Result

1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

D6 Effect

1-2 - +1 BS or +1 to hit in close combat.

3-4 - Toughness +1.

5-6 - Movement and Initiative +1.

3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed

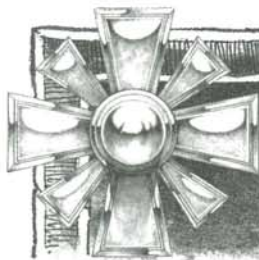
Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

'Great Sotec, mark this, your new chosen agent, as servant of the Old Ones, and grant him gifts to protect your people.' The Slann sounded as if he was speaking a ritual, yet strangely it was very conversational in tone. Qocbotl felt the sun beating upon him. For what seemed like an eternity he swayed in the arm of the Slann. And then he felt a burning sensation start from his head, and stretch down his chest. He screamed. And then he fell to the platform. He felt truly powerful. He finally understood why elder Shaman could do what he could not. And then he passed out.

Qocbotl had seen, for one brief moment, a tiny glimpse of the impossibly complex plans of the Old Ones. And he knew how to use that knowledge to wield great power. But the moment was quickly over, fleeing from his mind as mists. He grasped to remember parts of it, but only slivers remained when he regained consciousness of how to move waters and direct bolts of power.

'Rise, Qocbotl, Bender of Rivers,' said the mighty Slann. Qocbotl rose, staring at the waving river symbols scarred on his chest and the crowd raised much noise in jubilation. He was ready to lead his people. And though he could not remember the whole plan, he finally knew why he must lead his people, and what they must do.



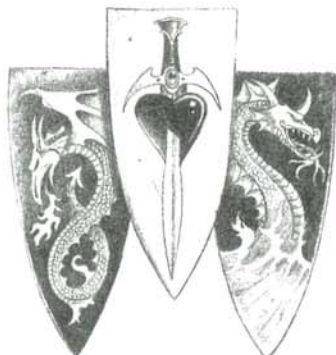
The Sons of Nagarythe

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos Gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee with his followers, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves, for these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

Some of the Elves of Nagarythe have been driven mad by this condition, but most have



accepted their existence, and are driven on by a desire for revenge against the arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix king, acting as scouts and trackers for his armies. Sometimes small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or sabotage of a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World to exploring the steamy jungles of Lustria.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right in in your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced for the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior Warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.

A story of that ancient and fey race, the Elves of Ulthuan, as translated here by the renowned scholar and wit Markus De Havener

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior Warband can spot *Hidden* enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior Warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specialising in the use of poison (so no Assassins).

Choice of Warriors

A Shadow Warrior Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Heroes

Shadow Master: Each Shadow Warrior Warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your Warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your Warband may include one Shadow Weaver.

Henchmen

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

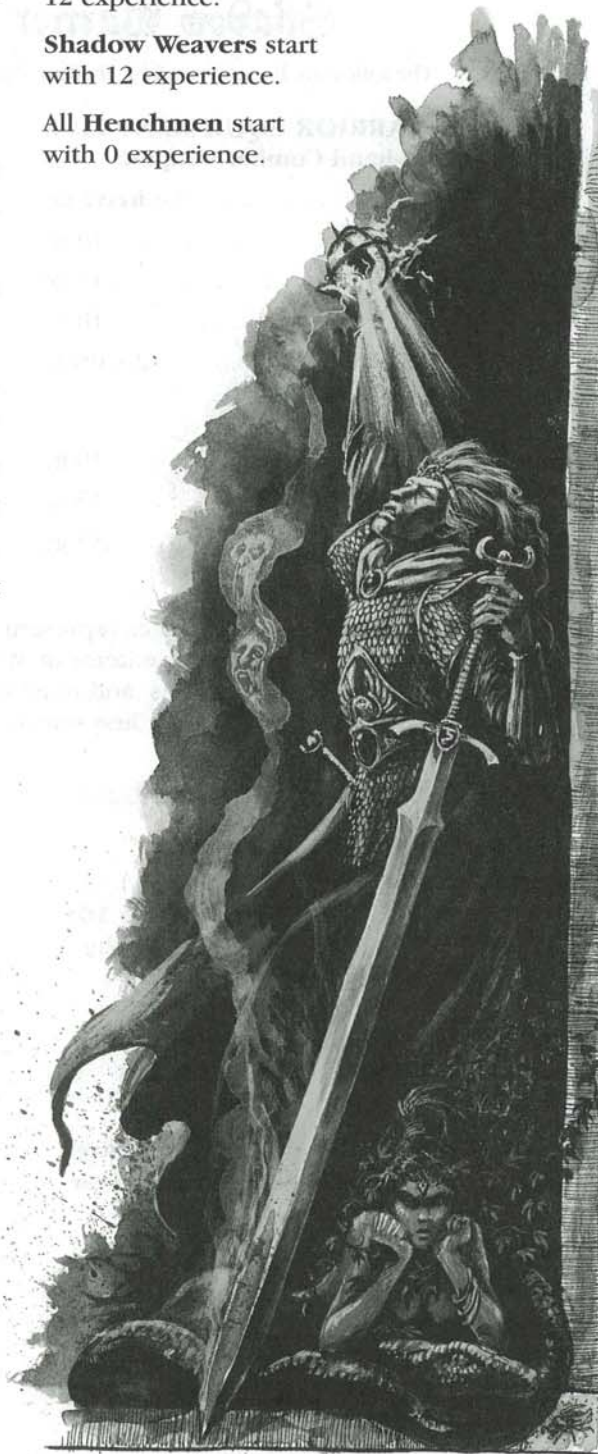
Starting Experience

Shadow Master starts with 20 experience.

Shadow Walkers start with 12 experience.

Shadow Weavers start with 12 experience.

All **Henchmen** start with 0 experience.



Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓		✓		✓	✓

Shadow Warrior equipment lists

The following lists are used by Shadow Warrior warbands to pick their weapons:

SHADOW WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

Missile Weapons

Bow	10 gc
Longbow	15 gc
Elf Bow	35 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Ithilmar armour*	60 gc

Miscellaneous

Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	50 gc
Elven Runestones*	50 gc

* – *Heroes only*. These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim (or Lustria), Shadow Warriors pay the same prices as other Warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior Warband.

New Equipment

Elven Wine (50+3D6 gc / Rare 10):

High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

(Shadow Warriors Only.)

Elven Runestones (50+2D6 gc / Rare 11):

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-

precious stones, which can help strengthen an Elven Mage's magical defenses. A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

(Shadow Weavers Only.)

Standard of Nagarythe (75 + 3D6 gc / Rare 9):

While many Shadow Warrior Warbands are simply wandering, some represent groups that have been sent from Ulthuan on some special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their

unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning, particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (model holding the standard is Taken Out of Action), all members of the Warband will be subject to *Frenzy* for the remainder of the game, and may not voluntarily Rout. Note that these effects (Leadership 10 and *Frenzy*) do not affect any Hired Swords in the Warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc. may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls). Shadow Warriors Only.



War Horn of Nagarythe (25+1D6 gc / Rare 6): Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the Warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before

the warband takes a Rout test. Shadow Warriors only.

Elven Cloak (75 + D6x10 gc / Rare 12): Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8): Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily--ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.



1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves... it is given to one who has fought in the shadow war for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior Warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons and Armour: Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.



0.3 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the Warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons and Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

0.1 Shadow Weaver

45 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list, but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Shadow Weaver is a wizard and may use the Shadow Magic list.



Henchmen (Bought in groups of 1-5)



Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior Warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Warriors may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from Novice to full Warrior, however.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

Weapons and Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Shadow Warrior Special Skills

Shadow Warrior Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Infiltration

This skill is exactly the same as the Skaven skill of the same name.

See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4"). In addition, the range the warrior can detect *Hidden* opponents is doubled.



Hide in Shadows

Over time Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*.

Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers.

Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones, below) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his dispel roll. In addition, the mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the Warband may reroll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.

Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of 'a wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage and all within 6" to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.

The smell of this place is more noisome than the pleasure pits of the fallen ones, Lirenar thought to himself irritably. Everywhere the landscape was covered in a lush, almost too healthy, green. Vines draped from the trees, and strange animals scampered or flew about from tree to tree. The jungle was filled with strange sounds as well, hoots and howls that reminded the young Elf of the stories he'd been told of the tortures the damned were forced to endure after they died and their dark masters took their souls to be the playthings of daemons. Lirenar shuddered at the thought, and consciously steeled his mind, using techniques all the Shadow Elves learned as young children. He had almost reached a state of relative calm when his concentration was broken by thoughts of the sweltering heat of this place. It was impossible! There were too many distractions in this strange, uncomfortable land for the Shadow Novice to remain focussed.

Lirenar realised that he had been unconsciously slowing, and now could no longer see the rest of his warband down the trail. Damn, have to catch up, he thought to himself. Wouldn't want to be left alone here in this strange land of Lustria. If only they hadn't had to travel so far, but that scabrous human fellow, Morgan, had told them that Durnath 'The Despised' had fled here but only after the rumour-mongering manling had sold them out to the foul creature. It had taken time, as Morgan was unwilling to give information without pay, but eventually the traitorous fool had told the Elves everything, right before Rathevar gutted him, to serve as a warning to all who aided the Druchii. It was the first killing Lirenar had seen, and it had sickened him, but he understood the necessity - their foul kin must have no sanctuary anywhere...

Lost in thought, Lirenar didn't see the movement in the trees above, and in fact the first indication that something was amiss was a sharp prick at his throat. His hand automatically went to the source of the pain and he felt something small and hard. Taking his hand away, he pulled something out of his neck which tugged at his flesh as if unwilling to give up its resting place. Holding it up to his eyes, Lirenar saw that he held a small dart. How strange, thought the young Elf, just before the world went black...

'Brother Lirenar was right behind me, I know it!' exclaimed Thrindal, 'I turned around and he was gone.'

The whole warband was in a small group, looking up and down the trail and in the nearby jungle for their youngest member, near the place he'd last been seen. There were tracks everywhere - strange tracks, made by something in bare feet with clawed toes. The tracks were small as well, approximately the size of goblin feet. But goblins weren't indigenous to this area, and though they had very poor toenail hygiene, they didn't have actual claws like these.

'Over here my brothers' yelled Yirithin, one of the other Shadow Warriors. Rathevar walked over to where the other Elf stood, something held in the fingers of one hand. As the Elf leader got closer, he saw that what Yirithin held was a small dart.

'Servants of the Old Ones... reptilian Skinks most likely,' stated the Shadow Master calmly. 'Lirenar is gone.' He turned to the other Elves. 'We will avenge his passing on the flesh of Durnath the Despised!'

Rathevar turned back down the trail and resumed the trek. 'Come, we must continue to track our quarry. He will learn that even the terrors of Lustria are no protection for him from the wrath of the Shadow Warriors. Be vigilant... there are likely to be more of the lizard-people about. The sooner we run Durnath to ground, the sooner the spirits of our family can rest, and we can return to more civilised lands...'



AMAZON WARBAND

The Amazons live on an island in the centre of the great river Amaxon that penetrates the heart of Lustria. The island is heavily overgrown with vines and brush that make it difficult to view the interior of the island, save for the pyramidal ruins that can be seen over the treetops.

Most of the brave Elf and Old World warbands that have dared to attempt a landfall at the island have been defeated on the beaches. The Amazons would pour forth from the dense jungle and attack all that tried to disembark. The survivors returned to the Old World recounting exaggerated stories of powerful women warriors.

The Norse living in the Lustrian colony of Skeggi tell a tale that the Amazons are a group of widows that left Skeggi many years earlier. The Norse knew them as Valkyries, just like the fabled female warriors of the Norse gods who come to collect the souls of the bravest Norse warriors that die in battle. Why have they flourished among the jungle denizens for so long? Some say that the Amazons have discovered the fabled elixir of youth.

The more common tales suggest the Amazons are master herbalists. That they prepare distilled potions of tropical plants for use in their sacrificial ceremonies. One story from Juan Cornetto suggests the Amazons have discovered a way of brewing this "elixir of youth". For any reason, death among the Amazons is uncommon, occurring only from mortal wounds or natural disaster.

The Amazons are fierce hunters that stalk Skinks and game in the surrounding swamps. They use the hides of Skinks for clothes and it should therefore come as no surprise that the Amazons and the Lizardmen are bitter enemies. In addition they clothe themselves with animal skins of the forest and wear plumes of exotic tropical birds for headdresses.

The Amazons defend their island vigorously and bravely. They despise men, so often encountering them as would be conquerors or tricksters. Any man they find lost, or wounded in the jungle ends up being sacrificed to their savage gods. From time to time though, they will venture forth into the ruins in search of more ancient Slann artefacts that they know still lie in the long-forgotten

tunnels and caves. It is these artefacts that they use as weapons to defend their island. Weapons of such exotic nature that none in the entire world have seen before.



SPECIAL RULES

Isolationists: The Amazons are constantly battling against the predations of the Lizardmen and greedy treasure-seeking Norse. Amazon culture reflects their dislike and distrust of outsiders and in battle they are particularly savage. Amazons get to re-roll any attack rolls that miss in the first round of combat against Lizardmen and Norse.

Sacrifice: The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captives. If an Amazon Warband captures a Lizardman, they may sacrifice him as normal, plus get a free Skins and Charms.

Norse Enmity: When facing a Norse Warband an Amazon Warband will fight to the death. The Amazons can re-roll their first failed Rout against the Norse. Remember you can't re-roll a failed re-roll. In addition, Amazons can never choose to voluntarily rout when facing a Norse warband unless their Warband Leader has been taken Out of Action.

Not one of us: Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any Hired Swords or Dramatis Personae unless they are Amazons themselves.

CHOICE OF WARRIORS

An Amazon Warband must include a minimum of 3 models. You have 500 gcs to recruit your initial Warband. The maximum number of models in the Warband is 15.

HEROES

Although outsiders consider the Amazons "immortals" the maximum characteristics for each type will be the same as any human warband.

Serpent Priestess: Each Amazon Warband must have one Serpent Priestess to lead it—no more, no less.

Eagle Warriors: Your Warband may include up to two Eagle Warriors.

Piranha Warriors: Your Warband may include up to two Piranha Warriors.

HENCHWOMEN

Amazon Warriors: Purchased in-groups of 1-5 (You must have at least 1 warrior in your Warband).

Jaguar Warriors: Your Warband may include up to three Jaguar Warriors.

STARTING EXPERIENCE

Serpent Priestess starts with 20 experience.

Eagle Warriors start with 8 experience.

Piranha Warriors start with 8 experience.

Henchwomen start with 0 experience.



AMAZON SPECIAL EQUIPMENT

The Amazons carry many strange weapons, which they consider magical. The origins of these mystical and powerful weapons is unknown but are believed by High Elf scholars to originate during the time of the Old Ones.

Starsword (30 gcs Rare 10)

This is an ancient and legendary sword that can cut through armour as if it were a leaf. The Sword confers a bonus of +1 Strength and ignores all armour saves except for ward and *Dodge* saves.

Amulet of the Moon (50 gcs Rare 11)

This ancient amulet creates a shimmering aura around the Amazon that makes it harder for

enemies to see them. Any missile fire directed at a model equipped with the amulet will be at -1 to hit. The amulet also confers a special save of 5+ against missile fire.

Sunstaff (35 gcs Rare 10)

The Sunstaff is a long staff made from a strange multicoloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel.

Range: 12"/Close Combat

Strength: as user

Special: Sunbolt

SPECIAL RULES

Sunbolt: The wielder of the sunstaff can discharge a beam of energy in the shooting phase that is akin to rays of the sun. The Sunbolt has a range of 12" and hits at Strength 4. Aside from ward and dodge saves a Sunbolt ignores armour saves and penalties for long range.

Enchanted Skins (20 gcs Rare 6)

The protective skins and charms that the Amazons wear have been warded with defensive magic. To represent this, any model wearing Skins and Charms receives a 6+ special save versus any wounds inflicted. In addition, the wearer of Skins and Charms is unaffected by enemy magic on a roll of 5+.

Starblade (15 gcs Rare 7)

Of the many strange weapons the Amazons possess the Starblade is built like an Amazonian dagger. It is usually painted exotic colours and contains magical properties that enhance the fighting prowess of the Amazons. It is a close combat weapon and attacks like a dagger but can parry the first successful hit of any combat on a 4+.

Conch Shell Horn (25 gcs Rare 8)

The Conch shell Horn is used by experienced Piranha warriors to warn the warband of approaching enemies.

At the beginning of the game a Piranha warrior may use the horn to re-roll when deciding who deploys first and who goes first. Multiple models that have the horn cannot force a second re-roll. (Piranha warriors only)

Healing Herbs (35 gcs common)

The Amazons are master herbalists and may buy Healing Herbs as common items, instead of rare items.

AMAZON EQUIPMENT LISTS

The following lists are used by Amazon warbands to pick their weapons:

HEROINES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Starblade	15 gc
Starsword	30 gc

Missile Weapons

Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Buckler	5 gc
Enchanted Skins	20 gc

Special Equipment

Amulet of the Moon	50 gc
Healing Herbs	35 gc

HENCHWOMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Double-handed weapon	15 gc
----------------------	-------

Missile Weapons

Sling	5 gc
Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Buckler	5 gc
Enchanted Skins	20 gc

JAGUAR WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	5 gc
Bolas	5 gc
Javelins	5 gc
Bow	10 gc
Sunstaff	35 gc

Armour

Helmet	10 gc
Enchanted Skins	20 gc



AMAZON SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Serpent Priestess	✓		✓		✓	✓
Eagle Warrior	✓			✓	✓	✓
Piranha Warrior	✓	✓			✓	✓



HEROINES

1 SERPENT PRIESTESS

70 Gold Crowns to hire

The Serpent Priestesses are part of the religious sisterhood that rules Amazon society. They are powerful sorceresses and their word is law. The younger, more junior members of the Serpent totem often gather war parties and search for Slann artefacts and also conduct the ritual sacrifices of captured enemies.

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

Weapons/Armour: The Priestess may be equipped with weapons chosen from the Heroine's equipment lists.



SPECIAL RULES

Leader: Any models in the Warband within 6" of the Priestess may use her Leadership instead of their own.

Wizard: The Serpent Priestess is a wizard and may use Amazon Rituals. She starts with 1 ritual chosen at random from the list over.

0-2 EAGLE WARRIORS

35 Gold Crowns to hire

The Eagle Warriors are veterans that have participated in dozens of war parties over the years. They have adopted the totem of the great eagle that reflects their great might in combat. Their exotic headdresses are made from these holy birds of the Lizardmen.

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

Weapons/Armour: Eagle Warriors may be equipped with weapons chosen from the Heroine's and special equipment lists.

0-2 PIRANHA WARRIORS

30 Gold Crowns to hire

The Piranha Warriors prefer ranged weapons and are often found ahead of an Amazon Warband. They are the only Amazons to use a great seashell horn to warn the warband of approaching enemies.

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

Weapons/Armour: Piranha Warriors may be equipped with weapons chosen from the Heroine's and special equipment lists.

Priestess Dekala crept through the thick undergrowth. In her bronzed hands she clutched an arcane staff. This was no ordinary weapon, but a gift from the gods which could bring their violent wrath down on the enemies of their jungle. With a sweep of her arm she ordered the Jaguar Warriors of the Pale Hide forwards. The three Amazon women crouched by the path-side, the light glinting off the jagged facets of the obsidian tips of their spears. They lay in wait once more, for the 'scaled artificers' to come, to fight and rebuild their monstrous cities. The Scaled Ones must be culled for only then would the jungle remain the same. Dekala could remember a hundred years before, when their toad-like leaders brought earthquakes down on Lustria, destroying its beauty for their own inscrutable plans. Now they reached out for Azemandu again, the Heart of Darkness, and they had to be repelled from the sacred land lest the jungle be ripped apart once more.

Hidden about a hundred feet along the path, Remela watched the Scaled Ones go past. She waited for all to pass and then drew her crude bow. Notching a brightly-feathered arrow, she aimed at the one of the larger, brutish Scaled Beasts. On the other side of the path, her sister-scout unholstered her shell horn. Blowing the horn unleashed a sound similar to the bellow of rival Stegadons clashing horns. At that signal the scout released the string. The arrow buried into the back of the head of a dimly scaled Saurus, which toppled to the ground like a rotten mangrove. The smaller Scaled Ones panicked and ran forwards, deeper into the ambush. With a ferocious cry to their gods, Dekala and the Pale Hide Jaguar Warriors vaulted onto the path, leaping like the poisonous frogs of Lustria. They swirled around the scurrying skinks, stabbing at the diminutive Scaled Beasts. The newt-like leader of the scaled ones drew a ceremonial knife and, parrying the spear of a Jaguar warrior, sprang like a snake at the Amazon.

HENCHWOMEN (MUST BE BOUGHT IN GROUPS OF 1-5 MODELS)

AMAZON WARRIORS

25 Gold Crowns to hire

Every Amazon Woman is trained in the ways of warfare and is hardened by a life in the unforgiving nature of their jungle environment. They are skilled in fighting with a variety of different weapons including the legendary claws of the Old Ones.

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

Weapons/Armour: Amazon Warriors may be equipped with weapons chosen from the henchwomen's equipment list.



◊-3 JAGUAR WARRIORS

30 Gold Crowns to hire

The Jaguars are known for their exceptional speed and agility. They are the protectors of the Amazon tribes living far away and keeping any invaders at bay. They are especially adept at hunting Skinks and Sauruses, their most common foe. Jaguars' favoured method of attack is to steal away in the foliage becoming part of the jungle itself and waiting for the perfect moment to strike.

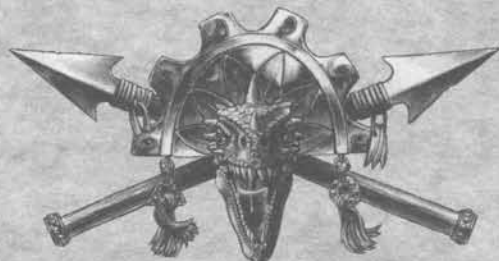
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Jaguars can be armed with weapons and armour chosen from the Jaguar Equipment list.

SPECIAL RULES

One with the Jungle: A Jaguar has lived her life in the deepest parts and can move through jungle terrain without penalty.

The Scaled One's onslaught drove the woman back down the path, but in doing so he turned his back to the others. A well-aimed thrust killed the Skink, driving through the tough hide of its back into its vital organs. Around him the Skinks scattered into the still pool, where they could pick off the warrior women one by one. But the battle was far from over. As they slipped into the vibrantly blue lake, Mandra the Piranha Warrior leaped at them from the shallow water, grinning wickedly. Slicing and bludgeoning with her two vicious fang-lined clubs, the Amazon waded through the Skinks as easily as she did through water.



Dispatching the last of the smaller Scaled Ones, Dekala turned her attention to the hulking beasts. Only four Saurus remained. Back to back, arrows ricocheting off of their tough hides, the Saurus fended off the Amazons. In their close formation, the agility of the women was of no use. Reaching her Sunstaff with a prayer to the gods the Priestess twisted the haft. Like a bolt of incandescent lightning, a beam of melting energy spewed out of the staff. The Scaled Beast facing the Priestess raised its bronze shield, but the bolt ripped through it, the edges of the hole charred and burnt. The Saurus grunted with pain, and dropped to the ground, no blood emerging from the cauterised wound. In the space of a few seconds Dekala leapt into the gap, clubbing another Scaled Beast to the ground. The Amazons closed in. Tonight, the trophies on the head-poles would be renewed once more...

AMAZON SKILLS

Amazon Heroines may use the following skill table instead of any of the standard skill tables available to them

SKINK HUNTER

Through her exploits the Amazon has proven herself a master when it comes to hunting Lizardmen, particularly Skinks. An Amazon with this skill will always strike first in the first round of combat against Skink models no matter who charged.

ELIXIR OF LIFE

After years of service among her tribe an Amazon is granted access to the waters that make the Elixir of Life. The Elixir is said to heal wounds and make the Amazons immortal. Any Amazon with this Elixir can re-roll an Out of Action roll once after the battle accepting the result of the second roll.

MESMERISING DANCE

Some Amazon women develop their fighting motions into a graceful dance that can transfix

their foes. Any model fighting in base contact with the Amazon must take a Leadership test at the start of each turn. If they fail they cannot attack that turn but may defend themselves. The dance however is useless against Lizardmen and undead who are immune to their charms.

SAVAGE FURY

The Amazon has learned to channel her anger and aggression making her a veritable animal while attacking her foes. Any Amazon model with this skill receives +1 A when charging and is immune to charm effects and fear.

CONCEALMENT

The Amazon is adept at blending in with her surroundings. When hiding in jungle terrain all enemy models must halve the range at which they can spot them.



AMAZON RITUALS

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

D6

Result

- 1 Singing Wind** **Difficulty 8**
The Priestess calls upon the power of Sbaekal the Wind Goddess to enter the battlefield.
 The goddess appears in the form of singing notes and dancing lights that will entrance and 'hold' any model within 10" till the start of the Amazon player's next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand. Models affected by this ritual automatically go last in combat.
- 2 Serpent's Strength** **Difficulty 9**
The Priestess begins the ritual by dancing wildly and screaming in an ancient tongue.
 All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8" of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her shooting phase. The effects will continue after the ritual is cast if the priestess enters combat.
- 3 Wendala's Maelstrom** **Difficulty 7**
The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.
 The storm extends out from the Priestess 18". All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player's next turn.
- 4 Shield of Thorns** **Difficulty 7**
Moving her arms about in a weaving motion the Priestess calls upon the plants to protect her.
 The ritual produces a cocoon of thorns all about the Priestess making her immune to ranged or magical attacks. Any models wishing to charge the priestess can do so but the thorns negate any strikes by the priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.
- 5 The Living Jungle** **Difficulty 6**
Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.
 Pick one model within 12". The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from ward saves. One cannot use a dodge save against a swarm.
- 6 Siren's Dreams** **Difficulty 7**
The priestess starts to sing with a wondrous voice and all the Amazons join her.
 The song is so beautiful and mesmerising that it momentarily distracts the Amazon's enemies within 12" such that all Ld tests for the opposing warband are made at -1 until the end of the opposing player's next turn. Lizardmen and Undead are immune to the effects of this ritual.

TILEAN WARBAND

From the Alcatani Fellowship to the Venators of Voland, the Tileans have scoured the Warhammer world for centuries in search of riches. Hiring themselves out for any job that will bring a gold ducat and doesn't offend their handful of morals, the Tilean adventurer seeks fame, fortune and to satisfy his lust for battle.



The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire for financial status that drives each and every Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artifacts that can often bring a hefty price in any market of the world.

Marco Columbo discovered Lustria in 1492, and since that time many great explorers and merchants have travelled to Lustria to seek their fortunes. In Lustria – Cities of Gold, the Tileans have made their claim to the New World. They seek the treasures of the ruined Lizardmen cities.

A Tilean warband is unlike any other warband that is present in Lustria. A player can theme a Tilean war band to suit the needs of his campaign.

Tilean warbands are often hired to explore the steamy jungles either by their patron city-state

or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands of Mordheim but there are subtle differences that reflect the rich Tilean history.

Due to the historical nature of the Tilean rules a conversion chart will be published in the future to convert your Tilean warband for exploring the ruins of Mordheim.

SPECIAL RULES

MIRAGLEANS

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksmen get a +1 to hit with any missile weapon they use (this is included in the marksmen's profile). All Miragleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miraglean warband will be affected by the rules for *Hatred* towards them. Hired swords are not affected by the *Hatred* rule.

REMASENS

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband from Remas will fight to the death against any Dark Elf warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

TRANTIOS

A warband hailing from Trantio will be the best-equipped and most experienced human

warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 gc and in a Lustrian campaign they will start with an extra 20% gc added to their total.



CHOICE OF WARRIORS

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary war band.

HEROES

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

HENCHMEN

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksmen: Your Warband may include up to seven Marksmen.

STARTING EXPERIENCE

A **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

HIRED SWORDS

A Tilean warband can use any Hired Sword available to the Mercenary warbands in the Mordheim rulebook including the following:

Shadow Warrior (Town Cryer 13).

Big Game Hunter (Town Cryer 13).

Expert Marksman (The Best of Town Cryer as the ‘Tilean Marksmen’).

Unless noted otherwise, Hired Swords cannot benefit from individual city-state rules given to each warband.

TILEAN SKILL TABLES

MIRAGLEANS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	

REMASENS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓		✓	✓	
Youngblood	✓		✓		✓

TRANTIOS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	



TILEAN EQUIPMENT LISTS

The following lists are used by Tilean warbands to pick their weapons:

EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Pike	12 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Rapier (Town Cryer 7)	15 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Bow	10 gc
Crossbow	25 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Buckler	5 gc

MARKSMAN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Mace	3 gc
Sword	10 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Long Bow	15 gc
Crossbow	25 gc
Handgun	35 gc
Hunting Rifle	200 gc

Armour

Helmet	10 gc
Light armour	20 gc



SPECIAL EQUIPMENT**Pike (12 gcs Rare 7)**

The Pike is a special weapon in Lustria – Cities of Gold. It is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees and underbrush that is so common in the jungle.

A model wielding a pike can strike first in the first round of combat even when charged by a model wielding a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Due to its considerable length, a model that has a pike can attack another model from up to 3" away without being a part of a hand-to-hand melee.

Pikes have to be used with both hands therefore only 1 attack is allowed. The model also cannot take advantage of a shield or buckler while using a pike.

Only man-sized or larger creatures

can use pikes. Skaven, Skinks, Halfings, etc, cannot.



HEROES

I CAPTAIN**60 Gold Crowns to hire**

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

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

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Captain may use his Leadership instead of their own.

◆-2 CHAMPIONS**35 Gold Crowns to hire**

Champions are often the trusted sergeants of

the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

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

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

◆-2 YOUNGBLOODS**15 Gold Crowns to hire**

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

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

Weapons/Armour: Youngbloods may be equipped with weapons and armour from the Tilean Equipment list.

HENCHMEN (MAY BE BOUGHT IN GROUPS OF 1-5 MODELS)

WARRIORS

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

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

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Tilean Equipment list.

◇-5 DUELLISTS

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling their unique killing abilities to the mercenary companies.

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

Weapons/Armour: Duellists can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

◇-7 MARKSMEN

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Marksmen Equipment list.



Tilean Trantios



Tilean warriors armed with Pikes

NORSE WARBAND

'O' Sigmar preserve us from the wrath of the Norsemen'

The land of Norsca lies to the far north of the Empire across the stormy sea of Claws. This is a harsh land of snow and ice with mountains of Frost and Dusk that reach unto the heavens themselves and march right down to the sea. The humans that live here are powerfully built, with large, well muscled frames and long limbs. The Norse are a bloodthirsty people whose society is based entirely around war and fighting. They make or produce very little in their inhospitable homeland and their attitude is to take whatever they need from the lands of others. Many a time their dreaded longships have brought terror and destruction to the lands of men and the other races. The Norse people live in marauder tribes or clans much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that the Norse are seen as a very primitive and uncivilised race by others and indeed many Norse tribes openly worship the dark gods of Chaos as their own.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe and shield for their's is a brutal society where only the strongest survive. Probably because of their well-founded fearsome reputation the Norsemen have few allegiances apart from to their clan and their ancestors and so make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves and it was indeed the Norse who were the first humans to discover Lustria and the South Lands. In their longships, the Norse sailed from the Old World to Lustria, establishing the first colony, Skeggi. The Norse plague the coast of Lustria raiding many coastal settlements but it is their desire for riches and saga that have driven them further inland to pillage the temples of the Slann.

SPECIAL RULES

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength when trying to row a boat.

CHOICE OF WARRIORS

A Norse Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

HEROES

Jarl: Each Norse Warband must have one Jarl to lead it – no more, no less.

Berserker: Your Warband may include up to two Berserkers.

Bondsmen: Your Warband may include up to two Bondsmen.

Wulfen: Your Warband may include up to one Wulfen.



HENCHMEN

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes a Wulfen in it.

STARTING EXPERIENCE

A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

Wulfen starts with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Norse are human, albeit rather nasty and ferocious but human all the same and so will use the human maximum characteristics from page 121 of the Mordheim rulebook.

NORSE EQUIPMENT LISTS

The following lists are used by Norse warbands to pick their weapons:

HERO EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Throwing Axes (same as knives)	.15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HENCHMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Throwing Axes (same as knives)	.15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HUNTERS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Javelins	5gc
Bow	.10gc

Armour

Helmet	10 gc
Shield	.5 gc



NORSE SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓				✓	✓
Beserker	✓			✓		✓
Wulfen	✓				✓	✓
Bondsmen	✓				✓	✓



HEROES

I JARL

70 Gold Crowns to hire

The Jarl of a Norse Warband is the most battle-hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his Warband, all of the other warriors respect him and look up to him.

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

Weapons/Armour: A Jarl can be armed with weapons and armour chosen from the Heroes Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Jarl may use his Leadership instead of their own.



◆-2 BERSERKERS

50 Gold Crowns to hire

Berserkers are some of the most ferocious warriors in any Norse Warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

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

Weapons/Armour: Berserkers can be armed

with weapons chosen from the Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *Frenzy* as detailed in the Psychology section of the Mordheim rulebook.

◆-1 WULFEN

90 Gold Crowns to hire

Wulfen are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Wulfen turn into blood hungry beasts, part man part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armour with ease with their huge claws and massive fangs as they rampage through the melee.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	4	2	7

Weapons/Armour: A Wulfen is a ravening beast of teeth and claws and may never use weapons or armour although suffers no penalty for being unarmed.

SPECIAL RULES

Fear: Wulfen are terrifying creatures to behold and cause *Fear*.

Bestial: Wulfen are ravenous beasts and therefore immune to psychology. Also despite being greatly revered by their barbarian fellows Wulfen are too feral and uncontrolled to become the leader of the warband.

◆-2 BONDSMEN

15 Gold Crowns to hire

These are young fighters who are still inexperienced and they are 'bonded' to the Jarl by the oath of servitude.

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

Weapons/Armour: Bondsmen may be equipped with weapons and armour from the Heroes Equipment list.

HENCHMEN (MAY BE BOUGHT IN GROUPS OF 1-5 MODELS)

MARAUDERS

25 Gold Crowns to hire

Marauders are the standard warrior to any Norse Warband. They have had their share of bloodshed and have been trained since they were children. They are referred to as Marauders as they are pirates and raiders.

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

Weapons/Armour: Marauders can be armed with weapons and armour chosen from the Henchmen Equipment list.

◆-5 HUNTERS

25 Gold Crowns to hire

Hunters are the most skilled in hunting wild game in Norse society. They are experts the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

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

Weapons/Armour: Hunters can be armed

with weapons and armour chosen from the Henchman Equipment list.

◆-5 WOLVES

15 Gold Crowns to hire

The harsh lands of Norsca are inhabit by a great many ferocious beasts: massive wholly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters make use of these beasts when trained and they are formidable foes.

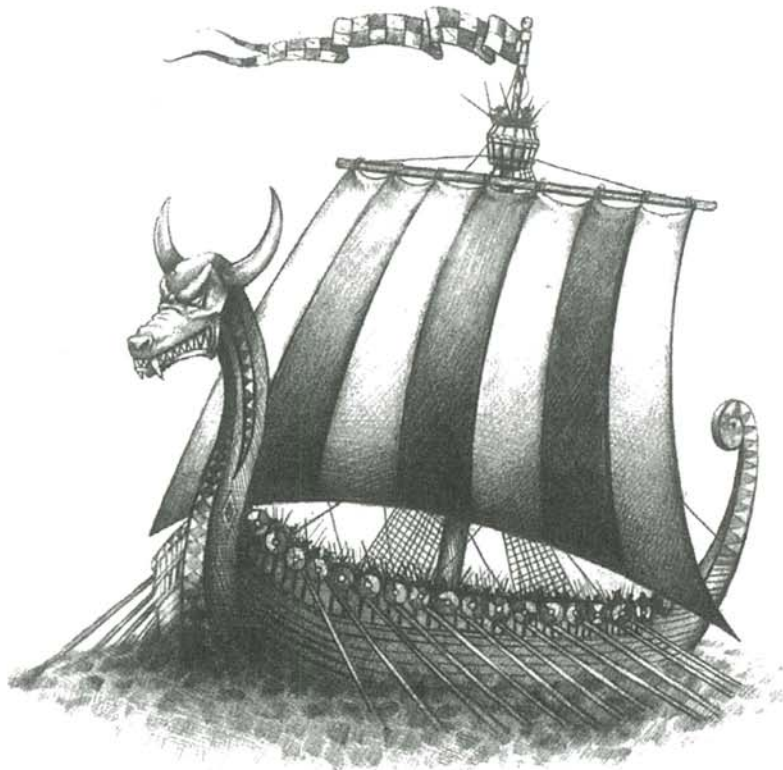
Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves don't need and cannot use weapons.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.

Pack Leader: Wolves are feral pack animals that only respond to the strongest in their pack – the Wulfen. In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced.



NORSE SPECIAL SKILLS

Norse Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SHIELD MASTER

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

BERSERK CHARGE

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

CRUSHING BLOW

Norse warriors train in almost all of their spare time. They are expert fighters and learn

to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword.

BATTLE TONGUE

Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

BARBARIAN COURAGE

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

By Derek Whitman

'Bow before me, for I am Thrombard Broadoak, Jarl of the Great Thane Aegsarl of the Tribe of the Great Eagle, and none will join my warhost without swearing their loyalty to me as my bondsman. We sail on the next high tide, off to the land of the Scaled Beasts, the land of gold aplenty, the land they call Lustria...'

'This is my warhost, blessed by our dark lord. Here is a thread for Skyr's spindle - see how it glows when I honour my forefathers in battle. In a dream inspired by Hraki the Trickster I received it - well has it served me as I serve Tchar, the Great Eagle. Here are Dreki and Raersk, my favoured champions - Dreki lost his eye in the Rite of Age. Well, little boy, do you still wish to take the Rite of Age? Of course you do. Those who will not take it are fools and cowards - aye, Dreki, even the Seers. I do not trust magic. Little still do I trust Rornir, that Hraki-spawn. Boy, don't look at me like that. Yes, you may come from the foothills, but you are soft in the head if you do not believe in the Wulfen.'

'But come, now is the time for your Rite. Here is the tallest point of the Hrakorn Harbour. At the bottom of the ocean bed is a

cave, full of sweet air. Do not ask me what magic it is. The Seers started it when the Tchar walked the land with his ravens. Dive into the sea, and find it. Inside you will find a horn. Blow on it twice. Then wait. Tchar be with you, boy, if I do not hear the sound from here.'

The boy stood, not shivering despite the cold. To do so would be shameful. He looked down the cliff face, into the churning sea thousands of feet below. Then he ran, jumping to throw himself far from the cliff that would dash his brains out. He fell down, into the sea, and, not even stopping for air, dived downwards.

'Thrombard, do you think he'll make it?'

'Of course not. Did you, or I? Did anyone? When he emerges, he'll see that the bravery was not the deed but taking on whatever we said. He'll make a fine addition to our warhost.' The Jarl waited, waiting for the boy to come back. Some of the boys were so fearful of shame that they never came back. They were no use. A warrior without brains is as useless as a broken axe.

Written by Tom Strasz

SETTLEMENTS

Optional rules

Players can decide to have their warband based in one of the three following settlements that are situated on the coast of Lustria. Warbands may travel from settlement to settlement if so desired.

SANTA MAGRITTA

Welcome to Santa Magritta, the jewel in the Estalian crown in Lustria, located on Colombo's Island. This beautiful settlement rivals the cities of the Old World. Here we have a thriving harbour and ships are arriving and departing on the hour. Settlers arrive every day, along with convicts, mercenaries, merchants and missionaries. Often there are powerful nobles coming here to check on their land holdings, one never knows who they will see in Santa Magritta.

Santa Magritta has a well-equipped militia to protect her from the raids of the Lizardmen and the accursed Tileans. The militia also maintain law and order within the settlement. The market area is a gaggle of local exotic and imported Old World goods. Everything can be found in the marketplace. Enjoy your stay here and keep an eye out for the watch.

If you are fighting in the city the watch will show up after four rounds (one Mercenary Captain accompanied by five swordsmen). The captain may be bribed to ignore the fight for D6x10gc. Unless of course one of the warbands is Tilean then they will help cleanse the city of the scum. Any warband residing within Santa Magritta is responsible for assisting the local population and as a result a tithe of 10% of the income from each game is paid to the town.

All common goods may be bought in Santa Magritta for the regular price less 1D6gc. Rare items are at a -2 to find and cost an extra D6x10gc.

The following warbands may not reside at Santa Magritta: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven, Pirates and The Possessed.

NUOVO LUCCINI

Welcome to Nuovo Luccini, located on the sun blessed Cactus Coast. Renowned as a den of robbers and pirates but still a handy place to visit when you are in need of goods.

Here in Nuovo Luccini we sport a wonderful bawdry house near the harbour, the Beached Whale. Converted from an old shipwreck it offers a wonderful ocean view along with all the standard amenities. The most famous, if not most violent, tavern is The Silent Parrot, owned by an old Dwarf pirate, Owd Yellow beard. The chef is a Halfling of some renown and the bouncer, a ferocious Ogre.

Ranzato's Family Trading post is a very historic site. It is said you can acquire almost any item here for the right price. But hey, if you gotta have it you gotta have it. And, of course, what town would be complete without a church to convert the heathen. Here we have the First Church of Luccan. Father Brannardi is the priest. A very peaceful and likeable fellow but don't cross him. He is a good man to have on your side in a fight. Enjoy your stay, and watch your purse.

All goods are at a +2 to find but rare items cost the standard cost.

The following warbands may not reside at Nuovo Luccini: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven and The Possessed.

SKEGGI

What can be said of the Norse colony of Skeggi? Well it is by far the oldest human settlement in Lustria founded by Losterikson in the Imperial year 888. Skeggi is still the home to Losterikson's descendants but has waned much in the last few hundred years for the Norse are an impatient race always ready to move on and raid elsewhere. It is still a place to find some of the finest mercenaries and drinking halls in all of Lustria. Be warned, though, the Norse play rough and don't accept teetotalers.

The following Hired Swords cost 1D6 gcs less for upkeep but only as long as the warband resides here: Pit Fighter, Ogre Bodyguard, Dwarf Trollslayer, Pathfinder and Norse Shaman.

The following warbands may not reside at Skeggi: Lizardmen, Amazons, Dark Elves, Undead, Orcs, Skaven and The Possessed.

*Estaban Gibstevéz,
Director of settlement for the New World.*

Kalhordis sat, as always, in quiet meditation in his private quarters. He found the rhythmic rising and falling of the ship upon the waves to be strangely soothing and the calls of sea-birds and the voices of whales danced as a sweet musician's song upon his keen Elven senses.

The peace and discipline aboard the Elven ship had allowed him more meditation time than he had since they left Saphery nearly a year prior. Kalhordis Whitmane was one of a dozen students of the great mage Hothar the Fey, and had trained both at the White Tower and, more recently, in Hothar's own magnificent floating mansion. Kalhordis had reached the stage of his training that Hothar had referred to as 'Harathoi-reign' in which a student must walk on his own, apart from his teacher, and conquer his youthful, hot-bloodedness before greater secrets of sorcery are revealed to him.

Many times past Harathoi-reign was played out in the forests of Avelorn, the Empire of Men, even the bleak shores of foul Naggaroht, but Hothar had sent Kalhordis to wilds of the Golden Continent for his. This troubled Kalhordis a bit. Alazar and Nyrthe had both been given missions to dangerous places full of adventure and excitement, while Kalhordis was dispatched on a long and arduous journey to a remote, back-water trading post on a primitive land.

Kalhordis had addressed this with Hothar the night before he was to leave and Hothar's response was naught but a stoic silence and a knowing nod, as if his notions had been confirmed. Kalhordis was further intrigued when the morning revealed he was to be accompanied by not the standard one, but two of the most skilled Swordmasters from the White Tower.

Kalhordis had spent the bulk of this journey meditating in his chambers, concentrating on expanding his senses, both physical and mystic. Out on the open sea a mage is able to let his guard down somewhat, save a few passing ships one is not likely to encounter any sentient life. Kalhordis had grown accustomed to pushing his awareness to its limits, if only to pass the time.

Suddenly something changed. It was faint at first but quickly grew out of control. Kalhordis was assailed by power the likes of which he had never encountered before, even in the presence of Hothar. It was such that it threatened to overwhelm him. Kalhordis threw himself to the floor in agony, grasping at his white hair with both hands. With supreme concentration he slowly drew his awareness back to normal levels.

After some time had passed there came a knock at his chamber door. Kalhordis, still a sweaty heap on the floor, weakly lifted his head to listen.

'Whitmane we make landfall within the hour', came the muffled voice of the ship's captain through the wooden door.

'Perhaps...' thought the young mage, 'there's more to this Lustria than one would first suspect.' And with that he stood on still shaky legs and strapped on his sword for the first time in a year...

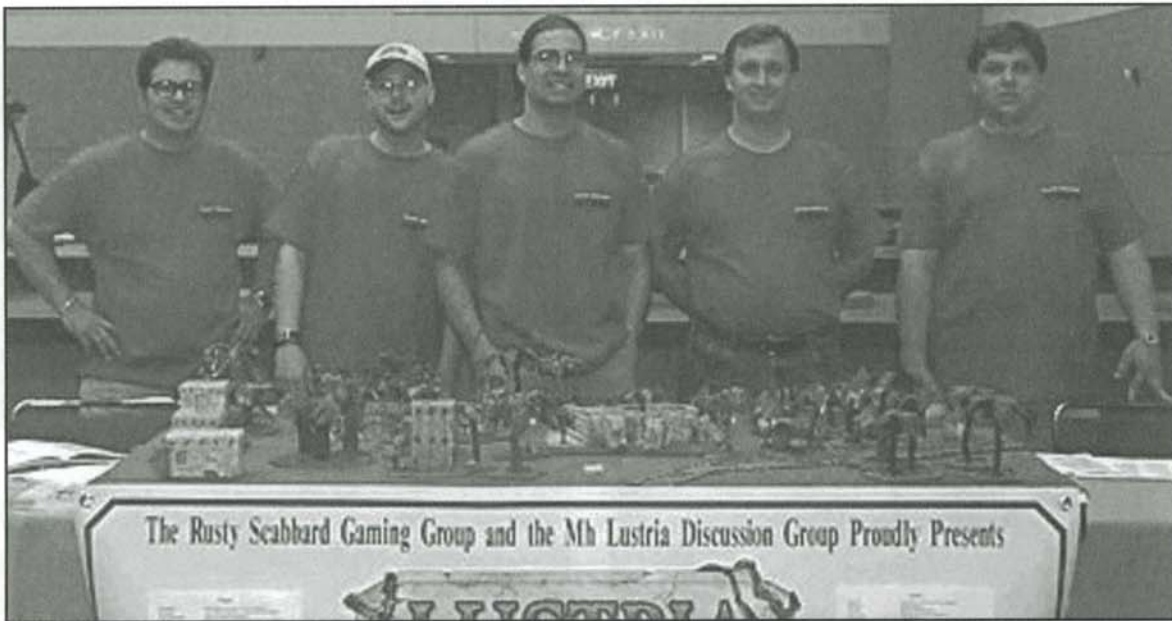
US GAMES DAY DISPLAY

Well folks, Games Day 2000 has come and gone and those of us on the mh-lustria discussion base are really excited. The interest exhibited by convention goers, GW Staff and Outriders was overwhelming. Each of the two Lustria - Cities of Gold demonstration tables was swamped and several people came back again and again to play our scenarios.

Rick Priestly even stopped by for a chat as did John Conner, Dave Taylor, Go Go and the GW Web Guys, Jason Buyaki and many many others. We also talked with Andy Chambers,

Paul Sawyer and John Harris about Lustria. All expressed an interest in the project and said that it had potential.

Glen Harris did an excellent job of keeping us out of trouble and on track, as well as making us feel very welcome. I got to tell you, being the very first outside gaming group to run a demonstration at the U.S. Games Day is really intense. Especially after you just took a stroll around the convention floor and observed the incredible GW produced terrain tables, and then you go back to your tables and unpack terrain that was made on the kitchen table.



Harry Golden, Derek Whitman, Jeff Visgaitis, Steve Cornette and John Herrington

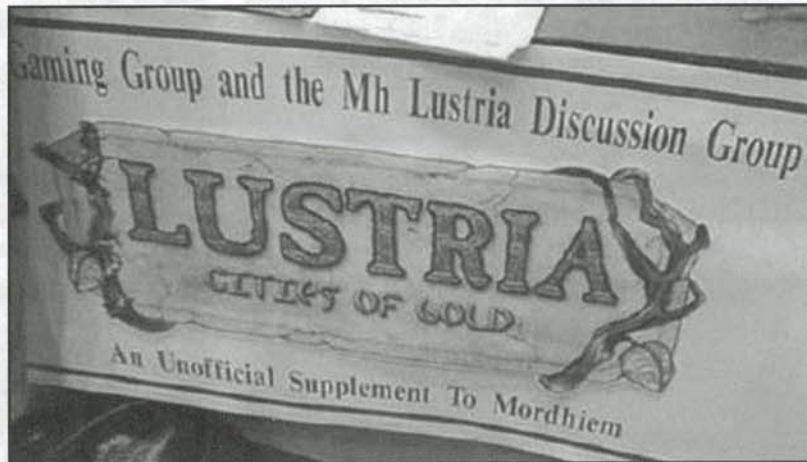
Not that it didn't look good, but... ya know what I mean... it was rather intimidating.

THE SPONSORS

The Lustria web site is owned and maintained by Harry T. Golden, Brattleboro, Vermont, USA.

All content is the result of work done by the mh-lustria egroups discussion base.

We are simply a group of gamers who are expounding upon Tuomas Pirinen's Mordheim for the enjoyment of ourselves and other gamers because we just love this game and would like to see it thrive!



The sign – putting Lustria on the map

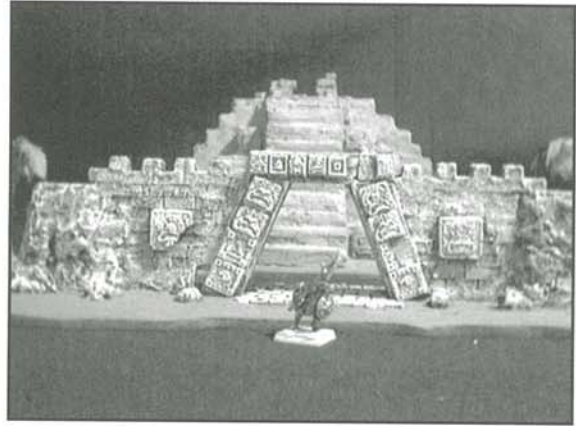


Lustrian jungle scenery

LUSTRIA CITIES OF GOLD



Tilean mercenary Warband



Ruined Lizardman archway



Estalian mercenary Warband



Lizardman spawning pool



A Warband searches for treasure



The impressive tabletop



Lustrian ruins



A man-eating plant having its dinner...

WATER TERRAIN EFFECTS

By James Mackay

Take me to the River

So, now you have all the rules you need to move your Mordheim campaign to the steaming jungles of Lustria. The problem is the ruined buildings and cobblestone streets your warbands have been fighting over just don't have that New World look you're after.

Fear not, for most likely, you're closer to having a serviceable set of Lustria terrain than you might think. Most groups have access to a gaming board or table that has been flocked green and GW already produce sprues of plastic jungle trees to get you started. For an excellent overview of Lizardman architecture, you can refer to Nick Davis' 'Jungle Fever' articles in *White Dwarf* 223, 225, and 232. There is, however, one other feature you're likely to find plenty of in the jungles of Lustria, whether it's the mighty Amaxon River, or a pestilential swamp full of aquatic skinks. Many modellers are daunted by how to represent water on the tabletop, despite the fact that there are a number of ways to do it easily and cheaply, as well as more involved and realistic methods.

By far the simplest way to represent water features is with felt. Visit your local craft store or fabric shop, and ask for a yard of blue felt. If you're feeling flush, splurge on another yard of a lighter shade of blue. This shouldn't cost much, and will leave you with enough material to model the Gulf of Mexico. Cut it into meandering strips for a river, or irregular ovals for a pond or lake. You can use the lighter colour to show varying depths, such as fords in a stream. While it may not look all that realistic, it does have the advantage of

being easily stored – simply wad it up and stuff it in your sock drawer.

If you want something more realistic, it's time to break out the modelling knife and get down to business. As always, safety comes first – make sure you cut away from yourself, and use sharp blades. A dull one is more likely to slip, as it requires more force to use. For a good grounding in scenery making techniques, hunt up a copy of GW's invaluable *How To Make Wargames Terrain*, which contains a great overview of the tools and materials that come in handy for terrain making.

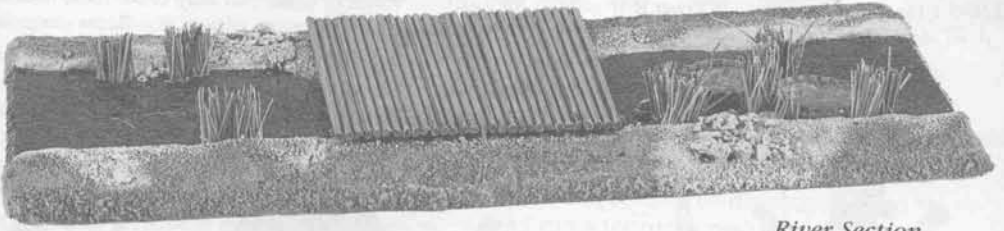


Reeds and lilies

You'll need something out of which to make the basic form of your river. MDF, or medium density fibreboard, is ideal for this, but really requires power tools to cut properly. If you have access to (and competence with) a jigsaw, this is the way to go – it resists warping, and is very durable. Most of us, however, are going to opt for corrugated cardboard, because it's a) cheap, and b) plentiful. Again, for a river, draw out a meandering shape; long enough to reach from one edge of your table to another, or an irregular oval for a pond. Carefully cut this out, turn your remaining cardboard 90 degrees and trace out a copy of it. The reason for this is so that the corrugations in the two layers of cardboard run perpendicular to each other, increasing the strength and decreasing the likelihood of warpage. Cut strips about a (1.5cm) wide from the edges of the copy, and glue them to the original base with PVA, or white glue. These will form the banks of your watery terrain. Weight it down with something suitably heavy (a few books will do) and



Spawning Pool

*River Section*

wait for the glue to dry. If you're making a river, cut it up into 12" (30cm) sections, so you can vary the layout a bit when it's on the table.

The next step is to add texture, at the same time sealing the base. The best material for this is wall filler, though I use a water-based indoor wood filler. Water it down if it's too thick, and slather it all over your base, taking care to fill all the exposed corrugations if you used cardboard. Weight down your terrain piece again (to avoid the dreaded warpage) and let it dry. When the filler has set, you can add cat litter, aquarium gravel, or modelling sand to represent stones in the water and along the banks. Water down some PVA glue (about 50%) and add a drop or two of dish washing liquid to the mix. This lowers the surface tension of the glue/water mix, allowing it to flow around the grains of sand and bind them more thoroughly. Brush this strategically around your scenery, and sprinkle the texture on, working from the largest chunks up to the smallest.

Now, I can hear you saying, 'Wasn't this supposed to be about WATER?' Well, you're almost there. At this point you should have something that looks like a dry riverbed, or lake. Break out the paints, and start adding some colour. Paint the banks in browns and greens. Water isn't necessarily blue – it tends to be the colour of what's in it. If you want a muddy look, go for browns and blue-greens. You can even paint it black or red at this point if you want to make a tar pit or lava flow. One rule of thumb is to paint the deeper parts a darker shade of whatever colour you happen to choose.

And there you have it. After a quick spray with a matte varnish, you can put your new terrain on the table, and have at it in the depths of Lustria. If you're feeling ambitious, however, you can add a further degree of realism quite easily. A couple of heavy layers of water-based gloss polyurethane varnish will enhance the illusion of wetness. You could even sprinkle flock between coats to give your terrain piece a swampy feel. Another option would be to

head back to the craft store, and find yourself some casting resin – the clear kind that people embed coins or seashells in to make paperweights. It generally comes in two parts: a large can of resin, and a small bottle of catalyst, or hardener. Read the instructions, and mix it up accordingly in a paper or plastic cup (one that you never plan on using again.) The advantage of casting resin is that you can pour much thicker layers, giving you a truly realistic effect, and you can embed vegetation, dead branches, skinks, or what ever you please in the "water." The disadvantage is the fumes it generates – use it only with adequate ventilation. For a truly spectacular terrain piece, build yourself a hill with a river section running across the top, down one side, and away from the bottom. Glue some crumpled kitchen plastic wrap to the downhill portion, and use an old, disposable brush to coat the whole with layers of resin. When the resin has set, glue some cotton to the bottom to represent spray, and voila – (almost) instant waterfall

The Spawning Pool

Here's a quick project that was part of the terrain made for the Lustria demo at last years Games Day U.S. – a Skink Spawning Pool. Start with a base of whichever material you prefer. Build a box about 1.5 cm high, and either score it to represent stone, or glue on squares of thin cardboard in a random stone pattern. Once it's textured and painted, use one of the techniques mentioned above to fill it with water. You could even add a thin layer of PVA for some depth. Just don't pour it in too deep a layer, or it will skin over and never dry properly. Give it a go – the box shape contains whatever goo you decide to use for your water, letting you experiment without making a huge mess

The trees? That would be another article...

Note from Steve Cornette: The smaller trees next to the pool were purchased at a wedding cake supply store for about 12 cents apiece! The larger ones are the same ones featured in my tree-building article in Town Cryer 13.

MAKING JUNGLE TREES

By Steve Cornette.

'What? What do you mean my Skink archer can't climb this tree and shoot from it? Why, that doesn't make sense!'

Oh the cries of foul can be heard clear across the Great Pond. More often than not players have had a similar experience during one of their games. Games Workshop skirmish rules through the years have given players that extra dimension many of us desire. The ability to get your miniature into a sniper-like position on the battlefield and start firing adds that intangible concept to most games. But until recently they really haven't been expanded upon until Mordheim came along.

When we first started thinking about how the rules for Lustria should reflect that same intangible feeling we needed 'functional' terrain that would both look great on the table and provide a safe haven for those sneaky-git types running around the jungle.

The nice plastic trees that Games Workshop makes are fine and dandy and look great on

the table but they lack the functionality that is needed in order to take advantage of the climbing rules in Mordheim. What came from all that thinking was a simple solution: Construct a tree that looks like a jungle tree but with a ledge built into the side of it that a miniature can be placed on.

Here are some simple rules to follow before I go into detail on how they were built:

1. Be sure the ledge is sturdy enough to hold the weight of a 28mm miniature.
2. Be sure the ledge is wide enough, (25mm to 35mm) so that the miniature doesn't fall easily.
3. Make sure the distance from the base to the ledge is enough so that the miniature can get into his 'nest' in one turn. E.g. no more than 3" high.

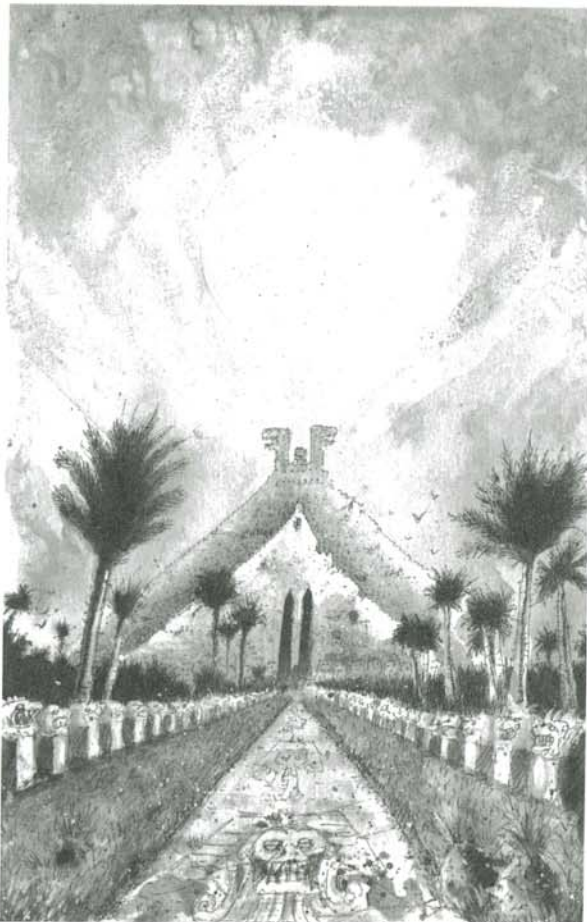
So with those criteria in mind we became 'Johnny Jungle Tree Planters'.

I say 'we' because as a father of 3 and a devout husband my Warhammer projects often turn into 'family affairs' in which the kids and sometimes the wife even gets in on the act. Thanks go out to Jeni Lynn and Lindsay Lynn for their undying devotion to my never-ending projects and to my wife Wendy for putting up with the mess around the house! Speaking of which...

So many items around the house can be used to make your trees and if you follow the rules given in the previous White Dwarfs on jungle tree construction you're sure not to go wrong.

I have used the following items to build the trees for last year's US Games Day:

- 12 Gauge (or very sturdy) electrical wire for the core of the tree. Pipe cleaners can be substituted but will need to be double wrapped.
- Wire cutters (any snipping operation is dangerous so kids be sure to have an adult supervise cutting electrical wire).
- Medical Gauze bandages soaked in plaster of Paris and or masking tape for the outer bark of the tree (I prefer the gauze because it makes a very good gnarly surface in which to dry brush after it's dry).
- PVA or 'Elmer's' glue as we say here in the



States (what would any terrain project be without the PVA glue?).

- Some thick and thin sheets of paper card for the tree bases and ledges in the trees.
- Masking tape to attach the ledges to the wires. Masking tape can also be used to make the large palm fronds.
- Home craft store or Florist supply stores carry a wide selection of silk or nylon plants. These make great palm fronds and you don't need to paint them!
- Of course, a wide variety of paints and brushes.

Step 1.

The first step is to cut your wiring in lengths long enough to simulate the roots, body and limbs of the tree. This takes a little practice but doing one or two will give you the knack of things. After you've cut 3 or 4 strips braid the wire together. This will create the sturdiness the tree will need to withstand years of climbing. The braiding also helps to give the tree the twisted look that most jungle trees have.

A very good way of helping to support the ledge for the mini is to make a tree with 4 braided strands and about half-way up the tree separate the fourth braid and bend it outward and upward to make the ledge limb. See Fig. 1.

Step 2.

The next step and the most fun for the kids is to cut your gauze into long strips then run them through some nice and gooey Plaster of Paris. After each strip is thoroughly soaked wrap the braided wire in them. It may take a few passes and your hands will get a bit messy but that's the fun isn't it? See Fig. 2 for the completed step.

Step 3.

You'll need to allow your trees ample time to dry before painting them and this is a good time to start making bases. I like using the hard pressboard found in hardware stores but sturdy cardboard can be used for bases as well.

I suggest cutting your cardboard out so that many bases can be fitted together to make what I call a stand of trees. Jigsaw patterns work well here. Cut and glue two pieces of card together so that you have two levels. Carefully cut areas for the roots to go into the top level. This will help to secure the tree in place until the glue dries. See Fig. 3

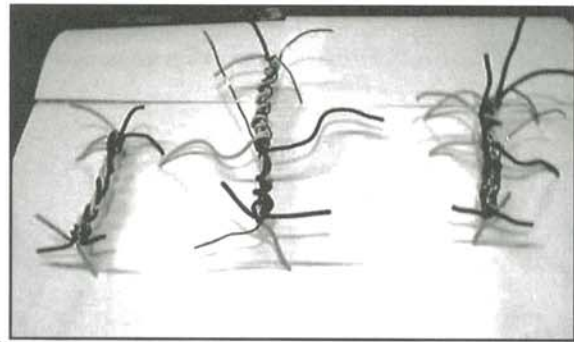


Fig 1.

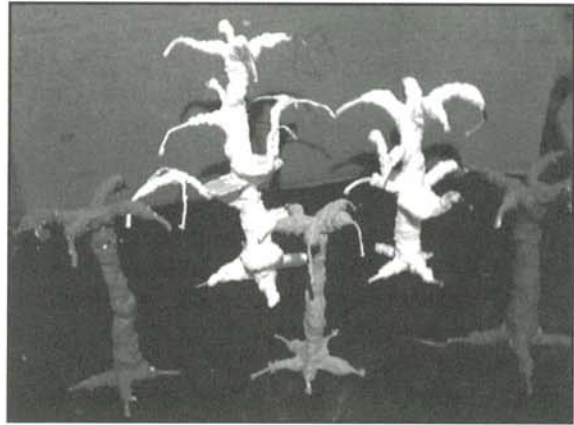


Fig 2.



Fig 3.

Step 4.

Finally, you paint em. Spray the models black, give them a brown base coat and work up dry brushing to bring out the textured effect on the tree trunks. The leaves should be painted dark green and dry-brushed lighter shades of green. Couldn't be simpler!

Oops, we did it again!

Yes, we're not infallible as you know and here's some errata for last issue's Dark Elf warband. Light Armour was priced at 50gcs when it should be 20gcs.

BUILDING A TEMPLE CITY

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The typical temple city occupies a clearing in the jungle, and is often bordered by swamps. The paved roads that lead into the city cross these swamps by means of stone causeways. In turn, the roads and causeways are flanked by avenues of lizard-daemon statues, carved from massive blocks of stone. Most of the temple cities are somewhat ruined or neglected and the jungle often intrudes upon them, covering roads and statues in vines.

The causeways become processional ways as they proceed into the heart of the city. They are lined with carved stone covered in sculptured scenes and glyphs recording various events, myths or rituals important to the Lizardmen. These roads may pass between tall obelisks, which are positioned to define the alignment of the axis of the city to various stars and planets. At the heart of the city is a great paved plaza. The pyramid temples face onto the plaza from all sides. This place is where the population gather to observe rituals and where the army of the city parades before marching off to battle.

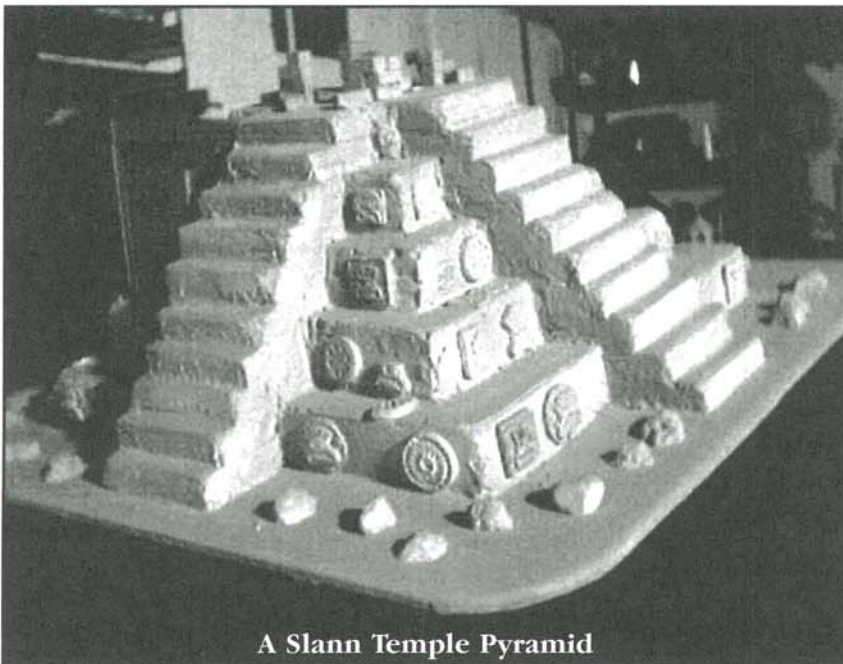
The pyramid temples rise up in platforms, giving a stepped appearance. The temple itself is located on the flat topmost step and one or more staircases ascend the pyramid. The

pyramids are built from white stone that gleam in the sun and are decorated with sculptures painted in striking colours and strange carvings depicting glyphs. The treasure sought by the plunderers can be found inside and below the pyramid temples, located in chambers or lining corridors. However the golden plaques, that tells of the Old One's plan, are protected by traps and located behind hidden passages.

The barrios of the Skinks form the suburbs of the city. Here the Skinks live and pursue their craft of making the artifacts of the Lizardman civilisation. There are many types of craftsmen here: the makers of scrolls, beaters of copper, brewers of intoxicating potions and the sculptors of glyphs, as well as vast numbers of workers, skilled and unskilled, and their overseers. These clusters of small houses, courtyards and workshops are crowded and full of activity with Skinks scurrying about attending to various tasks. In many cases vast quantities of gold can be found in the workshops of Skink glyph-sculptors. The glyphs are made of gold for its shining surface, but the precious metal was otherwise seen as useless.

Nick Davis' Jungle Fever articles in WD 223, 225, and 232 offer loads of ideas to make a Lizardman city and it will not be that hard to make ruins using those ideas. Also the 40K jungle terrain looks quite good and is sold

separately so you can really make a nice jungle or place jungle trees on the bases of lizardmen buildings. I made a few ruin bases myself using the doorframes from Warhammer quest. I glued one or two to a base of cardboard, covered most of it in vines made from plastic aquarium plants and added some lichen around the edges to flesh it out. I cut a few frames in two pieces to place as single pillars or lying down, giving the piece a half-ruined look. They turned out pretty



A Slann Temple Pyramid

good and were very easy to make.

EQUIPMENT

- Cocktail sticks (the little ones)
- Scissors
- PVA glue
- Cardboard Rolls*
- Paper
- GW mail order packaging boxes.

* Cardboard Rolls: The key to the varying size of the barrios is cardboard roll size. To make a large barrio – lower tier or stand-alone size – you should use the common toilet roll of 4.5cm diameter and 11 cm length. The 4.5cm diameter is the important bit. To make a small barrio – higher tier size – use packaging rolls of 3.5cm diameter.

PYRAMIDS

The basic pyramid is a stepped pyramid. Large blocks of stone have been placed on top of each other with a single stone or slab on the top step. The entrance to the tomb is located at ground level and cuts into the first and second steps. The doorway is easily created by gluing a strip of polystyrene on the second step and painting glyphs on it. If you want to create the sloped pyramid you can glue thinner layers of polystyrene to form the steps and then sand them with a sanding block. This requires no measurement or accurate cutting of foamboard. The door is just a piece of polystyrene that blocks the entrance.

FLANKING STATUES

The roads and squares of the temple cities are often lined with statues. You can use spare Saurus minis as statues, just paint them in a suitable stone colour. If you don't like the weapons on the models just cut off their hands! After all, the statues have been around for some time and bits can very well have broken off – or why not cut a model in two and place it on its side as if it has toppled over. You can even sand the model to smoothen the features. You can make a nice base for the statue to stand on by gluing two 25mm bases back to back. This also leaves you with a slot to place the miniature in if you use slottabases.

FINISHING TOUCHES

There are several ways to create a few nice touches. One is to place skeletons that lean against the entrance stones. They are

obviously raiders who died of thirst while trying to break into the temples. Or use parts from the Zombie and Empire regiments and then have skeletons with only tatters of their clothes remaining. Glyphs can be painted around the entrance stones, just visit the library for examples and ideas.

SMALL BARRIO

Chop a piece off your packaging roll of about 5cm. Squash and fold your cylindrical piece of card into a rough rectangle. It won't be a perfect rectangle, which is fine. Don't score it to fold it, just squash it into shape. Your roll should now have a cuboid-with-rounded-corners cross section. Cut a door of about 2cm width and 2.5cm height in the bottom of one of the wider faces. Drill two pairs of parallel holes in the tops of both wide faces. Chop about 2/3 off two cocktail sticks, and insert them through the holes, piercing both faces. Cut off the points of both sticks.

Cut out a piece of paper which will be the roof of the barrio. For this purpose, it should have tabs to go up the sides of the barrio – it is not placed directly on top, but slightly beneath the parapet. Fold the tabs in and tailor the paper to fit inside the top of the barrio. Put PVA glue onto each of the tabs. Place the paper on top of the cocktail sticks, which go through the barrio, and glue the tabs to their corresponding walls. Leave to dry, and the PVA gives the structure incredible rigidity, helped along by the cocktail sticks which look great as well.

To paint, cover in textured paint and then drybrush as usual. These are really quick to make at about 5 minutes per barrio so you can have nice big avenues of them.

LARGE BARRIOS

The construction of large barrios is identical to that of the small ones, except that since you are now using the larger toilet roll the paper roof will have to be bigger, and the cocktail sticks slightly longer. You should cut the toilet roll in half, so the height should be approximately 5.5 cm, whereas the smaller barrio's height is 5. The difference should be small but noticeable.

DOUBLE TIERED BARRIOS

To make a double tiered barrio, you require 1 small and 1 large skink barrio. Place the smaller one on top of the larger one, and you have a double tiered barrio.

CEILING CAPACITY

If constructed correctly, approximately 2 small based models ought to be able to stand atop the larger barrio comfortably, and only 1 on the smaller ones. The following is a good rule for ceiling and interior capacity for the barrios:

Large Barrio: 2 small based/1 large based model

Small barrio: 1 small/large based model

Monster based models cannot stand in or on top of either of the barrios.

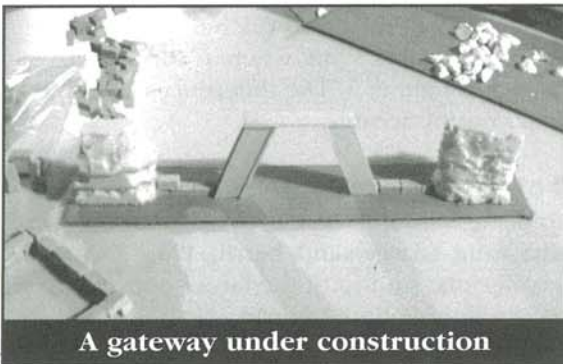
INTERCONNECTING BRIDGES

These bridges are designed to stand between any combination of double tiered and large barrios.

Cut a strip from a GW mail order box (or any other thin but rigid cardboard) of optional length – I suggest that the average bridge length is 12-14 cm – and a width of 2.3cm. The mail order boxes are ideal because they are corrugated for rigidity, but also thin so they don't look ridiculous.

The angle that these bridges meet the barrios at is customisable. If you want the barrios parallel then obviously leave the ends flat. If you want a 45 degree angle between the barrios, chop one of the ends so that it is 45 degrees. These are so quick to make that you can make at least 5 for every degree available, so don't be conservative.

On the underside of the bridge, score a line about 0.5cm in from each end, and fold the resultant flap in. Chop a cocktail stick up so that its ends only just protrude from underneath the ends of the bridge, and PVA glue them into the corner of the crack (this is for extra rigidity on the corners). Congratulations, you now have a fully functional bridge.



A gateway under construction

PAINTING

To paint all pieces of scenery described so far, follow the same procedure. Paint them all over with textured paint, preferably a sort of sandy yellow. If you can't get hold of a sandy yellow textured paint, just use normal textured paint and paint it yellow later. Whatever happens, drybrush in a brighter shade of yellow so that the little bits of sand or grit stand out. Due to the nature of the paint this makes everything even more rigid.

And there you have it! Other terrain tips include using the WH40k trees as jungle trees, which work brilliantly. Leave the green plastic of the leaves as it is, but put a green wash on it for darkening and bringing out the full detail.

THE ALTERNATIVE WAY

However not everyone want to build all that jungle/city terrain and a good and cheap alternative is Lego. You can also use books to create stepped pyramids or upside turned boxes as houses. The following is a little story from Eric Ostermann that really illustrates the good use of alternative 'terrain'.

'As both me and my wife are playing Warhammer I am lucky to come home and see the dining room table frequently already set up with lego houses, lego walls, and blue cloths as water, green ones as forest areas and overturned bowls as hills. But last night my wife created a whole Temple City. The Slann had a huge flat topped pyramid in the city centre to stand on and he could see the whole city from his vantage point. She had made walls, city sectors, market places and best of all my sons newest block set had dino's and she mounted these on pillars to make cool obelisks and stuff. It looked very Aztec like, it was breathtaking. Her and the kids worked all afternoon on it. Fighting city block to city block was fun, a city street could only fit 5 models across so it was a lot of brutal hand to hand combat as well as archers on the rooftops. Also, you'll love this, a cloth covered parts of the city which were only unveiled as I moved troops through it. Talk about dead end alleys and such. You can use many items on hand and still enjoy the game. They might not look as real, but imagination goes a long way and lego is easy to assemble/disassemble due to damage, and best of all very inexpensive. I only wish I had pictures...'

LUSTRIA

CITIES OF GOLD

www.innercircle-games.com/lustria

Here we end our exploration of the fabled New World with much thanks to the intrepid explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-14 for the full rules and details of the Lustrian setting.

A final word from the project leader...

Over the past eighteen months we've taken you deep into the heart of the New World continent. We've explored ruins, jungles, swamps and even a cave or two.

And as we bid farewell to Lustria I would just like to make mention of the hard-working folks of the Lustria – Cities of Gold e-group who have brought you this setting. Even though I may tell the tale they're the ones that I count on for inspiration and the know-how that can only come from years of gaming experience. I raise a toast to each and every one of you!



To all those gaming groups out there who have participated in the playtesting I salute you! On behalf of the whole Lustria gang I would like to offer my heartfelt thanks to the staff at Fanatic and the Games Workshop design studio for their guidance and support.

And last but certainly not least – the most important reason for this setting you – the gamer, whose comments and suggestions have helped to shape Lustria. You're the reason why additions like Lustria are possible. Without your interest and support none of this would happen. And to all those folks who stopped by the Lustrian demos both in England and in America, thanks!

Even though our series of articles on Lustria has come to a close we're ready to board ship and head eastward to explore the deserts and tombs of Khemri. Yes! Khemri – Land of the Dead is next in line. So keep your eyes peeled and your sword arm steady.

Also Galtero Delmar and I will be continuing the Lustria saga through the website located at <http://www.innercircle-games.com/lustria/>. There, they can find all the other warbands, photos, stories, new scenarios and lots more!

Talk around the campfires can be heard through yahoo groups at http://groups.yahoo.com/group/Lustria_Cities_of_Gold. There they can share all the tales and brag about riches and plunder they find in Lustria.

Our group also has plans to produce a webbing on the internet devoted to all the Mordheim skirmish settings that will be produced in the years to come. Be sure to mark us on your favorites listing.

Steve Cornette