



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 10-12 for more details of the Lustrian setting.

LUSTRIAN SCENARIOS

Here are some more of the scenarios that have been specifically tailored for Lustria (see page 18 of Town Cryer 10 for the full list).

3. 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 in TC 10, page 18) 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.

**5. 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...

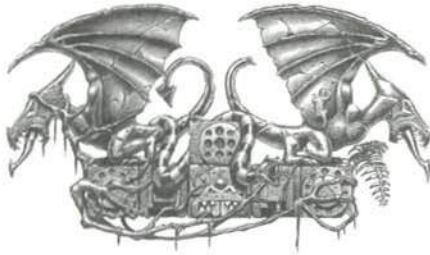
For 2-6 warbands.



LUSTRIA - CITIES OF GOLD

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*.