



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

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.

Nuevo Luccini

Welcome to Nuevo 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 Nuevo 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 Halving 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 Nuevo 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 Gibstevez,
Director of settlement for the New World.***

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 war band.

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
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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	x		x		x	x
Eagle Warrior	x			x	x	x
Piranha Warrior	x	x			x	x



Heroines

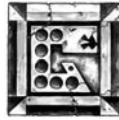
1 Serpent Priestess

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.



0-3 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 Saurus, 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.

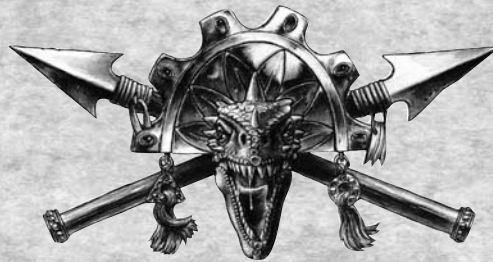
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

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 motes 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.

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 Kbhaine 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 Kbhaine.*

*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 as 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.



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

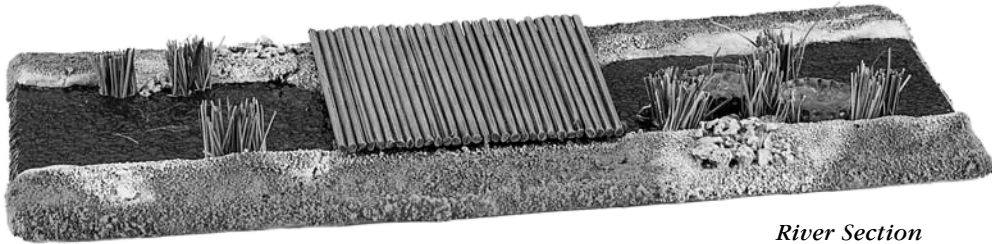
being easily stored – simply wad it up and stuff it in your sock drawer.

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.



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



*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.

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Amazon Warbands

Here's Fanatic's first batch of great new models for Lustria – Cities of Gold. You may order these models from Mail Order in the usual fashion and feel free to convert them using the plastic Mordheim weapons.

Heroines



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