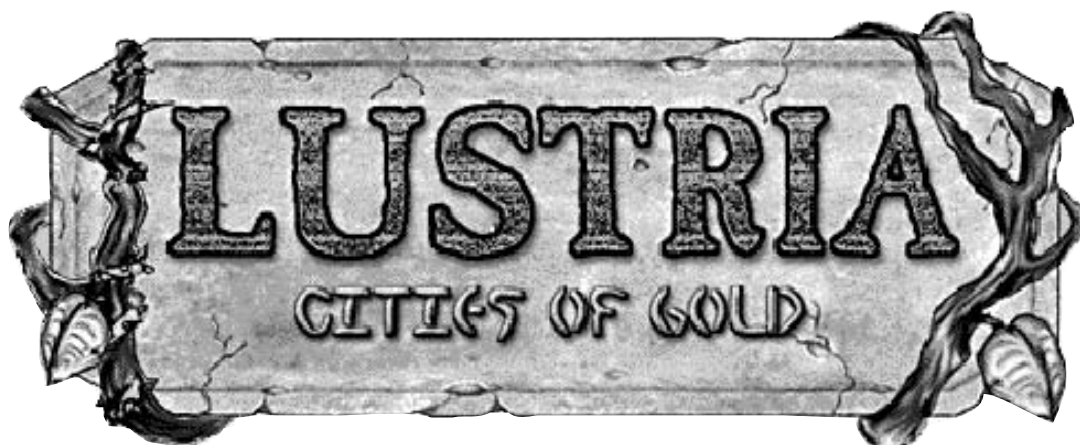




Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...

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 Wyrddstone. However, this makes no difference as far as the rules go, where the rules read Wyrddstone treat it as Valuables. The only difference is with the skill, Wyrddstone 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.

(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

(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.

(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.

(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.



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.

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



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			X		X	X
Totem Warriors	X			X		X
Skink Great Crests		X			X	X



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 seared 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

1 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.

0-4 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).

0-1 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.

Lustria Cities of Gold

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 Sotek, 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.