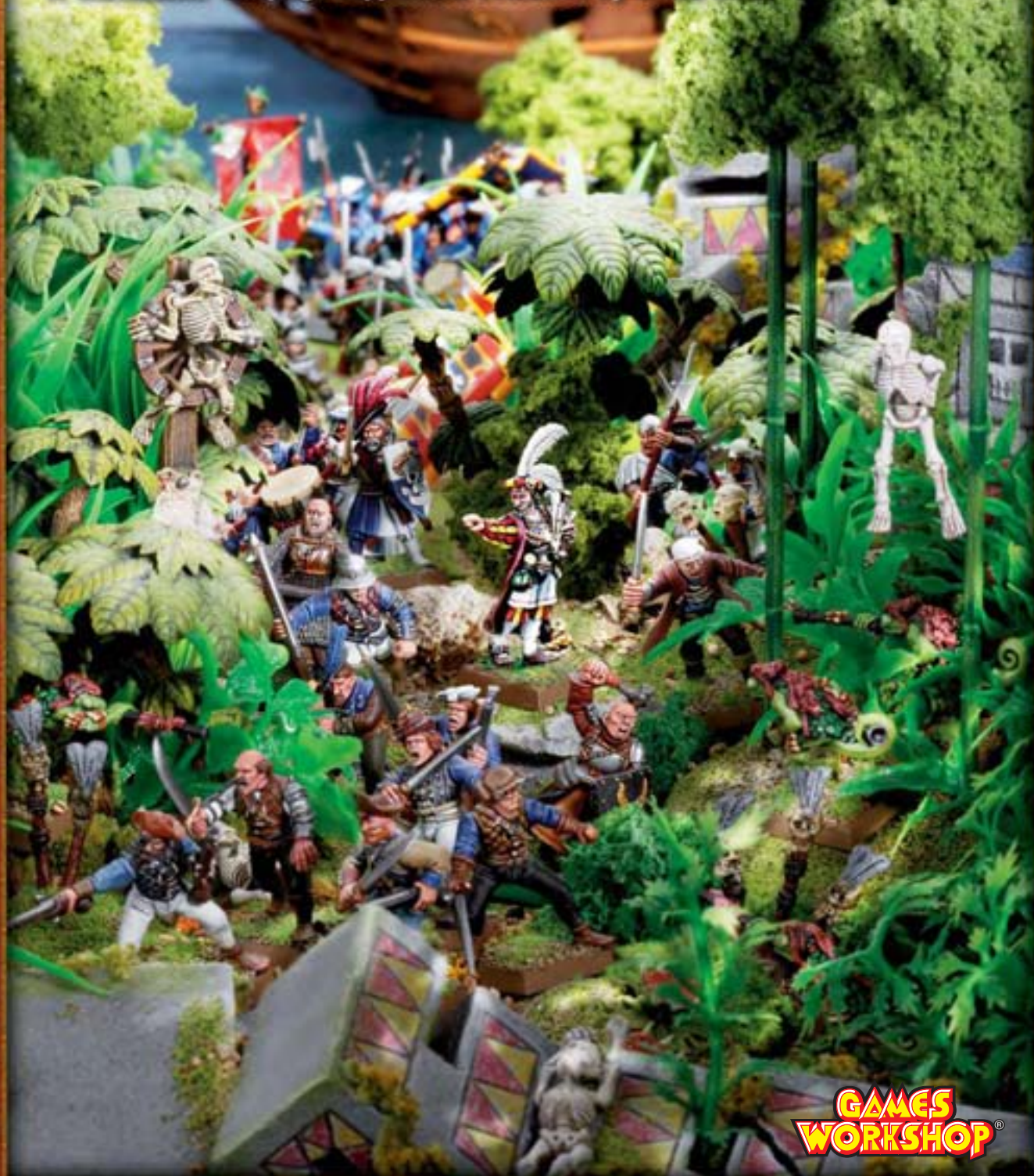


WARHAMMER

CONQUEST OF THE NEW WORLD

A Warhammer Campaign Supplement Presented by White Dwarf



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WELCOME TO THE NEW WORLD

Welcome to the Conquest of the New World. This supplement has been written to allow between two and six players with any Warhammer armies to engage in an exciting campaign set in a land of adventure, peril, and most importantly, gold.

Within these pages, you will find rules and background to enable you take your favorite Warhammer army plundering in the dark and dangerous jungles of Lustria. But beware! There are other invaders intent on getting their filthy hands (or claws, or paws, or tentacles!) on these riches, not to mention the fact that the denizens of the jungles themselves present some serious opposition. We've also included a number of new units that can be taken as allies or mercenaries in your army. This supplement uses the *Warhammer Realms: Lustria* campaign rules, which you'll need to play the Conquest of the New World, as well as the special rules for fighting in the depths of the Lustrian jungles.

We hope you enjoy playing the Conquest of the New World, and that your intrepid explorers return home weighed down by riches and telling many a tall tale of derring-do. In the words of Marco Colombo himself, "I only ever saw half of what I told!"

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Written by
Andy Hoare
& **Graham McNeill**

Graphic Design
Alun Davies, Nuala Kinrade
& Stefan Kopinski

Hobby Material
Mark Jones

Illustrators
Alex Boyd, Paul Dainton,
Nuala Kinrade & Karl Kopinski

Preproduction
Michelle Barson, Simon Burton,
Sean Cutler, Talima Fox,
Matthew Hutson, Kris Jagers,
John Michelbach, Adam Shaw,
Andrew Stewart & Sean Turtle

Miniatures Design
Tim Adcock, Juan Diaz,
Martin Footitt, Colin Grayson,
Mark Bedford, Alan Perry,
Michael Perry & Aly Morrison

'Eavy Metal
Kev Asprey, Neil Green,
Kirsten Williams, Pete Foley,
Darren Latham, David Rodriguez
Garcia, Neil Langdown
& Keith Robertson

U.S. Editing & Production
Eric Sarlin & Stuart Spengler

Special Thanks to
Gav Thorpe, Gustav Haug
& Peter Gosling

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UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham, NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland, 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
2679 Bristol Circle,
Unit 3,
Oakville,
Ontario, L6H 6Z8

CONQUEST OF THE NEW WORLD

The year is 1492 by the Imperial Calendar, and a Tilean merchant prince by the name of Marco Colombo has recently discovered the land of Lustria. Of course, the Norse were actually the first Men to discover the distant continent and indeed established their first colony there centuries earlier. However, Marco isn't prepared to let that detail stop him from taking full advantage of the boundless wealth available and claiming full credit for his "discovery."

Marco Colombo has risen in fame and fortune in his homeland and now leads a second expedition to Lustria. He intends to open a southern sea route from which his family can monopolize trade with the so-called New World.

However, covetous rivals have discovered Marco's plans and are jealous of his achievements. These men now gather to contest his monopoly, and a race to plunder the riches of the New World is in the offing. Across the world, armies are boarding vessels, and navigators are consulting crumbling charts and maps (often of dubious origin and purchased from inebriated old sea dogs). In other lands, some look to the approaching invasion with dread, for they know that the young races were never meant to tread the realms of the Old Ones. All the while,

the denizens of the jungle stir their defenses, for they sense a new era dawning – a time of invasion and desecration – but they will not sit idly by and see the work of millennia cast down and ruined.

PERILS A-PLENTY

Waiting for the multitude of invaders are the perils of the Lustrian jungle. Few races have any knowledge of this environment, and many would-be plunderers will perish within days of arriving in the New World. There are insects whose bites carry poisons that can quickly reduce a man's blood to pus, acidic algae that sear skin on contact, and all manner of foul diseases and infections. There are carnivorous plants capable of eviscerating the mightiest warrior, and such creatures as the brainfluke, bladder maggot, and bile wyrm, all of which have gruesome ways of killing and consuming their victims (not necessarily in that order) that would turn the stomach of even a seasoned campaigner.

And then, of course, there are the larger beasts that stalk the depths of the jungle. Mighty reptiles from prehistory can be heard as they issue roaring challenges to their rivals, the ground trembling and the canopy thrashing as they approach. These beasts are huge, and their taste for blood is insatiable.

From dark place I came, and to darker places still I travel, dear heart. Wurm-midden and filth my crib; man-flesh and dead-thing my down. To the coast of far away land I sailed, to delve in dusty place. Not for glimmer, nor spark, but for Lizard-wyrd parchment and age-crusted name.

Secrets and lies, from the birth of time, so all that is hidden be mine, my dear.

Slime-thing lovers call sailors to salty death in my name. With a touch, he rises once more, brine-blood vigor her delight. Her kiss is clammy little death. Her song calls men from every land, and my servants walk the land of swamp, doing death for all time.

Luthor Harkon



Other unusual ways of dying are to be found within the ruins scattered throughout the New World. Though much declined since the coming of Chaos, the fallen empire of the Old Ones is much in evidence, in the form of crumbling temples, ziggurats, crypts, and all manner of arcane structures. Though most are unoccupied, none are undefended. Their creators knew full well that the day would come when the young races would seek to uncover the secrets of the Old Ones and set all manner of fiendish traps to guard against intrusion.

Now I issa returning to da Lustria, an I only hope that there is as much to see as what I said I seen last time. They say that there are many who lissen to the stories I tell and wanna see for themselves about thissa land of gold. I issa for the hot water iffia they don' find nothing...

Marco Colombo

Finally, there are the dwellers in the jungle – the Lizardmen, the Children of the Gods. Though many of their temples and cities have fallen to ruin, the Lizardmen still command a mighty host and are expert in fighting in their own environment. The Lizardmen care little for the most extreme humidity, are all but immune to the most virulent of tropical diseases, and know well how best to avoid the attentions of the jungle's many predators.

THE ROOT OF ALL EVILS

Perhaps, if they were of a mind, those who would brave the dangers of the jungles would be best served were they to stand together and conquer it as one. However, to heap woe upon woe, the invaders are divided. They have come from every corner of the world and bring with them bitter enmities and racial hatred stretching back millennia. And so it is that each invading army is at war the moment it sets foot on the New World – at war with the Lizardmen, with the jungle, and not least of all, with its rivals.

Some may have the wisdom to attempt alliances, but history teaches that, when prizes such as gold are at stake, such arrangements prove temporary at best.

THE PATH TO RICHES

And so the scene is set. As the ships make landfall and warriors disembark onto unknown shores, commanders make their plans. Territory must be secured without delay so that the secrets of the jungle may be uncovered, and gold or other more obscure but equally valuable assets must be accrued and shipped to safety before envious rivals learn of their existence. With the riches flowing back to each army's benefactors, more warriors will be dispatched to aid the conquest and thereby secure more territory and even more riches.

Only the cunning, the wise, or the ruthless will prevail – for those who fail, only death and ignominy await within the depths of the perilous jungles of the New World.



CAMPAIGNING THE CONQUEST OF THE NEW WORLD

In the Conquest of the New World campaign, you can take your armies across the sea and begin carving out your empire in the lush, verdant, and – until now – uncharted territories of Lustria. There are untold riches and perils a-plenty in this dangerous part of the world: gold, magical artifacts, ancient secrets of the Old Ones, gold, glory, fame (did we mention gold?), and a host of other riches awaiting those who survive the untold horrors of this land. Using the *Warhammer Realms: Lustria* campaign rules, we'll show you how you can fight your way across the landscape of this ancient land.

If you haven't tried out these campaign rules, it's probably a good idea to give them a go beforehand so that you can familiarize yourself with them before embarking on this campaign. Once you've played a short campaign of your own and you've got a good grip on the rules, then it's time to put your skills as a general to the test once more. Also, playing the Rise of Sotek campaign presented in the Lustria book will give you a good idea of what the Conquest campaign will be like to play (though this one has some interesting wrinkles of its own), and you'll be ready to take the fight to the land of Lustria in a battle for fortune and glory (and gold).

Once you're ready to start the Conquest campaign, simply use the map on p. 9 to play (though a larger map will be included in *WD305*). Use the jungle-fighting rules from *Warhammer Realms: Lustria* for all your battles. This campaign is fought between all the armies of the Warhammer world and follows the standard rules for setting up a campaign. Once the players' armies are in place on the map, the campaign follows all the normal rules, though the ultimate victor of the campaign is decided differently, as you'll see later.

PLUNDER POINTS

During the Conquest of the New World campaign, each force is attempting to secure for itself the glory and riches to be found in the depths of the jungles of Lustria. Of course, not all armies measure riches the same way, and one man's gold is another man's worthless bauble. In order to represent the different things that the various armies might be after in Lustria, we use Plunder Points. Each Plunder Point can represent a multitude of things: gold, slaves, magical artifacts, holy relics, fresh meat, or anything else that you think your army is after. Different locations on the map offer differing values of Plunder

CONQUEST OF THE NEW WORLD TIME LINE

876 The Vampire Luthor Harkon arrives on the shores of Lustria and uses his dark arts to raise the corpses of drowned seamen. He establishes his own empire of the unliving, which comes to be known as the Vampire Coast.

888 The Norse adventurer Erik the Lost learns of a land full of gold across the Great Ocean from High Elf captives and sets out to find it. Instead, he ends up in the Southlands, but his son Losteriksson is inspired to attempt the passage to Lustria. Losteriksson lands on the shores of the New World, establishes the colony of Skeggi, and begins an era of Norse raiding throughout Lustria.

891 Norse Valkyries are expelled from Skeggi and disappear into the jungle. This event gives rise to the legend of the Amazons.

930 Lord Xltep of Itxa tires of the presence of the unnatural occupants of the Vampire Coast as Harkon attempts to expand his realm into the interior. The Mage-Priest orders his cohorts to march against the Undead and comprehensively defeats Luthor Harkon's horde at the Battle of the Eclipse.

1011 Luthor Harkon thirsts for vengeance against the Lizardmen and so orchestrates a dread enchantment to draw vessels sailing the Great Ocean off course with its siren-wail to be shipwrecked on the Vampire Coast. Over the course of several centuries, he amasses a sizeable horde of Undead warriors by reanimating the corpses of his victims.

1127 Harkon dispatches his Undead warriors aboard

the decaying hulks of shipwrecked vessels. The so-called Zombie Pirates of the Vampire Coast strike fear into already superstitious mariners across the oceans of the world and bring yet more victims back to join Harkon's armies.

1351 Harkon mobilizes a vast horde of Zombie Pirates and marches out of the fetid swamps of the Vampire Coast. The host is enveloped by a dank, stinking mist that seems to creep along as the Undead advance. Despite heroic rear-guard actions by desperate Skink sentinels, the horde falls upon the temple-city of Axlotl, slaughters its defenders, and casts it down so completely that it is said that no stone now stands upon another. Though the Skink Priests evacuated the most precious of artifacts, Harkon returns to his lair with countless items of arcane power.

1492 Marco Colombo "discovers" Lustria. Upon his return with ships laden with gold, he is lauded across Tilea. Word of his discovery soon spreads, swiftly followed by a veritable armada of treasure seekers setting sail for the New World, intent on following his example.





Points, and certain activities in certain territories will allow you to accrue more Plunder Points. Each territory description tells you how many Plunder Points you get for capturing it. The more Plunder Points you have; the more Campaign Points you will generate; and thus, the closer you are to victory. At the end of each Resolve Battles Phase, calculate how many Plunder Points you have by adding up the value of all the territories you control. If you lose a territory, then you also lose the Plunder Points associated with it (e.g., 20 for a temple-city) and the new owner of the territory claims them. You may never have fewer than 0 Plunder Points.

NEW LOCATIONS

Most of the locations on the map function exactly as described in the *Warhammer Realms: Lustria* campaign rules, albeit with exotic sounding Lustrian names attached to them. All the territories described in *Warhammer Realms: Lustria* act as they do normally, but some locations on this map are unique to this campaign and have special rules attached to them as described below.

Ruined Temple-City (Defense Value 2, Plunder Points 20). Temple-cities are ancient, sprawling cities sacred to the Lizardmen, steeped in magical lore, and brimming with gold and arcane artifacts. Armies that successfully Dig for Gold (see *New Rules* section) in a temple-city will find an additional 2D6 Plunder Points.

Enemy Army Present. Play one of the following scenarios.

D6

SCENARIO

- 1 Pitched Battle from the Warhammer rulebook.
- 2-4 The Rise of Clan Pestilens from *Warhammer Realms: Lustria*.
- 5-6 Breakthrough from the Warhammer rulebook.

Tomb of Gold (Defense Value 0, Plunder Points 30). This is a vast repository of ancient knowledge stored on golden plaques sacred to the Lizardmen. The secrets of the Old Ones may be inscribed on these plaques, which, let's not forget, are carved on solid gold. Armies that successfully Dig for Gold in the Tomb of Gold will find an additional 4D6 Plunder Points. All units in any Lizardmen army that fight in this territory are subject to *Hatred*, even if they are normally *Immune to Psychology*.

Enemy Army Present. Play one of the following scenarios.

D6

SCENARIO

- 1-4 Pitched Battle from the Warhammer rulebook.
- 5-6 Battle of the Obsidian Column from *Warhammer Realms: Lustria*.

Hexoatl (Defense Value 4, Plunder Points 30). A temple-city of great wealth, Hexoatl is well-defended by deadly traps and smaller, fortified cities that lie just beyond its edge. Many armies have tried to capture Hexoatl, for surely a place so well-defended must contain riches and secrets beyond imagination. Hexoatl counts as a temple-city and a fortress, and all the rules for these territories apply as normal.

Enemy Army Present. Play the siege scenario from the Warhammer rulebook with the modifications to the scenario as described in the rules for Fortress territories in the *Warhammer Realms: Lustria* campaign rules.

THE ENEMY OF MY ENEMY IS MY ALLY

Later on, you'll find rules for a number of Regiments of Renown – allies that can be used in the Conquest of the New World campaign and also in normal games. These are Tichi Huichi's Raiders, Pirazzo's Lost Legion, and the Zombie Pirates of the Vampire Coast. Which armies can make use of these allies is explained later in the book. For this campaign, the Warhammer armies have been divided into Good, Neutral, and Evil races. The description of each Regiment of Renown states to which type of army it may ally. If you are using a variant army list, you may ally with any unit permitted to ally with the "parent" army list.

GOOD ARMIES

Lizardmen, High Elves, Wood Elves, Dwarfs, Bretonnians, Empire

NEUTRAL ARMIES

Dogs of War, Ogre Kingdoms

EVIL ARMIES

Orcs & Goblins, Skaven, Hordes of Chaos, Beasts of Chaos, Tomb Kings, Vampire Counts, Dark Elves, Chaos Dwarfs

Ziggurat of Dawn (Defense Value 1, Plunder Points 10). This mighty and imposing ziggurat pierces the forest canopy, its summit a great, fiery beacon visible for miles around. It is said that those who touch the fire and live are gifted with the power of the sun itself. As long as you control the Ziggurat of Dawn, any Wizards in your army may cast the spell *Pha's Illumination* in addition to any other spells they have (see p. 149 of the Warhammer rulebook).

Enemy Army Present. Play one of the following scenarios.

D6 SCENARIO

1-2 Pitched Battle from the Warhammer rulebook.

3-4 Capture from the Warhammer rulebook, with the Ziggurat as the objective.

5-6 Fortune and Glory from *Conquest of the New World*.

Blood Pyramid (Defense Value 0, Plunder Points 20). This dread place of sacrifice is a grim and bloody reminder of the fate of all who would despoil the land of the Lizardmen, and all the treasure that is taken from victims sacrificed here is thrown into the pyramid's central chamber. Armies that advance into this terrible region do so at their peril and know that they are easy meat for attackers. If you control Blood Pyramid, then you may choose which scenario to play (and whether to be the Attacker or Defender if such an option exists in the scenario) if any of your armies are attacked while in this territory.

Mirror Pool of Tepok (Defense Value 0, Plunder Points 10). It is said that the future can be read in the glittering pool that fills this region of the jungle, and many would-be sryers have met their deaths attempting to discover the truth of this rumor. As long as you control the Mirror Pool of Tepok, you may, once per game, cause an enemy Wizard's spell to affect the Wizard himself. You may declare that you are doing so after the enemy Wizard's Casting dice have been rolled and the spell has been cast successfully. The affected Wizard must take a Leadership test. If the test is passed, the spell is cast as normal. However, if the Wizard fails the Leadership test, then the spell will be cast on himself. If he has any Power Dice remaining, he may attempt to dispel his own spell immediately by using the Power Dice as Dispel Dice. Alternatively, if he has a Dispel Scroll, he may use it to prevent the spell from taking effect.

Enemy Army Present. Play one of the following scenarios.

D6 SCENARIO

1-2 Pitched Battle from the Warhammer rulebook.

3-4 The Fall of Kjell Red Fist from *Warhammer Realms: Lustria*.

5-6 Fortune and Glory from *Conquest of the New World*.

Head Monoliths of the Fallen Gods (Defense Value 0, Plunder Points 10). The power of ancient gods is said to reside in the hulking stone statues that dot this coastal region, but whether this story is true remains a mystery. What is known is that those who partake of the waters flowing through this region become invigorated and filled with fresh purpose. As long as you hold the Head Monoliths of the Fallen Gods, you gain +1 to your Campaign Point total in the Generate Campaign Points Phase. However, each turn, you will lose D6 Plunder Points as items of treasure vanish from your camp to appease the great heads.

Enemy Army Present. Play one of the following scenarios.

D6 SCENARIO

1-2 Pitched Battle from the Warhammer rulebook.

3-4 Lord Melchin's Grand Adventure from *Warhammer Realms: Lustria*.

5-6 Flank Attack from the Warhammer rulebook.

Lizard-stone tumble, and dead grey-meat my supper, the names of the Eldest spill from my lips, my love. Axlol. The City of Lizard no more. Its secret places, secrets abhorred.

But now High-Lizard cares. Cares to curse. Curse him thrice in payment shall I.

Luthor Harkon



Pyramid of the World Serpent (Defense Value 0, Plunder Points 20). This great pyramid is sacred to the god Sotek and is a place of holy pilgrimage for the cold-blooded inhabitants of Lustria. Each year, great heaps of treasure and magical artifacts are offered to the Serpent God. Legend has it that the pyramid contains an artifact rumored to give the bearer power over the beasts of the jungle. As long as you control the Pyramid of the World Serpent, any Wizards in your army may cast the spells *The Eagle's Cry* and *The Beast Cowers* in addition to any other spells they have (see p. 147 of the Warhammer rulebook).

Enemy Army Present. Play one of the following scenarios.

D6 SCENARIO

1-2 Pitched Battle from the Warhammer rulebook.

3-4 Battle of the Obsidian Column from *Warhammer Realms: Lustria*.

5-6 The Folly of Prince Rodrik from *Warhammer Realms: Lustria*.

The Stellar Pyramids of the Southern Skies (Defense Value 0, Plunder Points 10). These strange structures are said to give those skilled in the arts of divination a better understanding of the future through the reading of the stars. Wizards and students of arcana may learn of things to come if they dedicate themselves to studying these structures. As long as you control the Stellar Pyramids of the Southern Skies, you may reroll your dice when determining who takes the 1st turn in any games of Warhammer. If the scenario predetermines who goes first, then the Stellar Pyramids have no effect.

Enemy Army Present. Play one of the following scenarios.

D6 SCENARIO

1-2 Pitched Battle from the Warhammer rulebook.

3-4 The Rise of Clan Pestilens from *Warhammer Realms: Lustria*.

5-6 Ambush from the Warhammer rulebook.

The Obsidian Column (Defense Value 0, Plunder Points 30). This is a stark monument to the folly of seeking treasure in the realm of the Lizardmen. The true purpose of this gigantic column is unknown, though there is no shortage of steaming cracks in the earth surrounding it that spew forth valuable deposits of metals for the forge. As long as you hold the Obsidian Column, you may upgrade one Core unit and its Champion to have any non-magical weapons and armor upgrades normally available to them for free. You can change which units you upgrade between battles.

Enemy Army Present. Play one of the following scenarios.

D6	SCENARIO
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1-2	Pitched Battle from the Warhammer rulebook.
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3-4	Battle of the Obsidian Column from <i>Warhammer Realms: Lustria</i> .
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5-6	Capture from the Warhammer rulebook, with the Obsidian Column as the objective.
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The Jungles of Despair (Defense Value 0, Plunder Points 10). This region of the jungle is particularly dense and impenetrable, though there are rumored to be great caches of treasure buried in ancient barrows deep within. Battles that are fought in the Jungles of Despair are particularly fraught with peril, as the very vegetation itself seems to come alive. Regardless of scenario-specific rules, both armies are subject to Events and Encounters when fighting battles in the Jungles of Despair. In addition, before the game, both players roll a D6 and add the result to their total number of Encounter Points.

Enemy Army Present. Play one of the following scenarios.

D6	SCENARIO
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1-2	Pitched Battle from the Warhammer rulebook.
-----	---------------------------------------------

3-4	Battle of the Obsidian Column from <i>Warhammer Realms: Lustria</i> .
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5-6	Fortune and Glory from <i>Conquest of the New World</i> .
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Xuhua Lake (Defense Value 0, Plunder Points 30). Appearing to be a peaceful and beautiful region of Lustria, Xuhua Lake is said to have risen over the ruins of an ancient temple-city that was drowned by the gods for the obscene wealth of its populace. While armies work out the best way to retrieve the treasure hidden beneath the placid waters of the lake, they are vulnerable. If you hold this territory and fight a battle here, your army will always go second, even if the player who goes first is predetermined by the scenario.

Enemy Army Present. Play one of the following scenarios.

D6	SCENARIO
----	----------

1-2	Ambush from the Warhammer rulebook.
-----	-------------------------------------

3-4	The Fall of Kjell Red Fist from <i>Warhammer Realms: Lustria</i> .
-----	--------------------------------------------------------------------

5-6	The Serpent God's Due from <i>Warhammer Realms: Lustria</i> .
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Temple of Constellations (Defense Value 0, Plunder Points 30). This mysterious temple has all manner of arcane and mystical symbols carved into its walls. Though there is much gold to be found here, it is extremely dangerous to collect. Battles fought here are particularly perilous due to incessant lightning storms that surround the temple. Once per Shooting Phase in every battle fought in this territory, one unit of each player's army will be struck by lightning. The player who

controls this territory chooses one unit in his opponent's army and rolls a D6. On a 4+, the unit is struck by a bolt of lightning. If the unit isn't hit, nominate another unit and roll again until at least one unit is struck. Once the lightning strike is resolved, the opponent gets to do the same to the army of the player who controls the territory.

Units struck by a thunderbolt suffer D6 S4 hits, with no armor save possible. Hits are distributed exactly like hits from shooting, and casualties caused by lightning strikes may cause *Panic* tests as normal. Any unit that flees as a result of a lightning strike will do so toward the nearest table edge of its Deployment Zone.

Enemy Army Present. Play one of the following scenarios.

D6	SCENARIO
----	----------

1-2	Lord Melchin's Grand Adventure from <i>Warhammer Realms: Lustria</i> .
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3-4	Battle of the Obsidian Column from <i>Warhammer Realms: Lustria</i> .
-----	-----------------------------------------------------------------------

5-6	The Folly of Prince Rodrik from <i>Warhammer Realms: Lustria</i> .
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Monument of the Moon (Defense Value 0, Plunder Points 20). Rearing up from the coast of Lustria, this tall monument is a dread icon of fear, said to be built atop a long-dead Necromancer's tomb. What riches or perils await beneath the deathly spire and in the catacombs will be found only by those with the courage to face their worst nightmares. Such an atmosphere of terror saturates this place that every battle in this territory is fought in near darkness. At the beginning of each game, turn roll the Artillery Die and multiply the result by 3. The result is the distance in inches that troops can see. If you roll a Misfire, then the dark shadows rise, and everyone can see normally. You cannot shoot, charge, or cast spells that require line of sight to targets you cannot see.

Enemy Army Present. Play one of the following scenarios.

D6	SCENARIO
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1-2	Pitched Battle from the Warhammer rulebook.
-----	---------------------------------------------

We maka de good time across de big seas, an I think we get to de land of jungles before those silly people who follow us. Last night, we see de sails of many boats behind us, an I think we not only ones who come dis way.

Marco Colombo

3-4	Breakthrough from the Warhammer rulebook.
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5-6	Meeting Engagement from the Warhammer rulebook.
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NEW CAMPAIGN RULES

There are a few new special rules that apply specifically to the Conquest of the New World campaign to reflect some of the cunning and diabolical plans you can engage in during the campaign. These new actions can be undertaken during the Campaign Turn. The Conquest of the New World campaign is unique in that you can also spend Plunder Points on some of these activities. These points can be spent only on certain things as described below.

(Not) Fortifying Territories

In a normal campaign, you are able to fortify the places

fortifying your realm. In the Conquest of the New World campaign, there aren't that many locals you can get to do this kind of work, and your armies haven't been able to bring the sheer volume of material they'd need to fortify their territories. Thus, for this campaign, no territories can be fortified.

At last we land on de land, a big beach that look like my old home. I get the wistful for it and wanna see it again, but I still don't see no Skeggi! Twice I come to find it and still I come to da wrong place. Issa tricky place to find, eh?

Marco Colombo

Dig for Gold

Just because an army has taken all the plunder that's obvious in a territory, that's no guarantee that everything has been found. Perhaps there are buried treasures, undiscovered tombs, or extra mysteries yet to be discovered in the depths of a crypt or uncovered from the writings on a dusty scroll. It costs 1 Campaign Point to Dig for Gold, and an army can only Dig for Gold if it finishes its move on a territory and does not move further. At the end of the Spend Campaign Points Phase but before the Resolve Battles Phase, roll a D6. If you score a 4+, you have found 2D6 Plunder Points worth of treasure. If the army that finds this treasure is beaten in that Resolve Battles Phase, then any such Plunder Points are awarded to the army that bested it. You can Dig for Gold any number of times in a territory.

Spread the Wealth

Plunder is precisely the reason most of the warriors are in Lustria. A wise commander distributes some of that plunder from time to time to whet his soldiers' appetite for war. If you have more than 6 Plunder Points, you may

distribute D6 Plunder Points throughout your armies in the Generate Campaign Points Phase. This motivates warriors to fight harder and earn further rewards. For every Plunder Point spent, roll a D6; on each roll of 5+, you immediately generate another Campaign Point.

Hire Mercenaries

The new realm of Lustria attracts all manner of unsavory mercenaries in search of gainful employment. You can use your Plunder Points to hire mercenaries to fight for your armies in the time between campaign turns by spending up to 30 Plunder Points. For every 10 Plunder Points you spend, you may include any one permitted Dogs of War unit in any of your armies. These mercenaries count as a Core choices in any battles you fight in the next Resolve Battles Phase. Remember, you still need to pay the points for these units.

Victory!

To secure victory, you must win enough Plunder to head back to the Old World with your glory and fortune assured. A player wins the campaign when he accumulates a total of 150 Plunder Points at the end of any Resolve Battles Phase.

In campaigns in which you have a limited time available, you might decide to play for a set number of turns or a set time, in which case, the winner is the player with the most Plunder Points at the end of the final Resolve Battles Phase.

Now strangers heed the song of the Brine-Maid, and glimmer they seek as all Men may. Multitudes and Legions land on sacred shore and make for Lizard-home. I shall steer them to riches beyond dreaming and do mischief to High-Lizard Lordling a-plenty.

Lutbor Harkon





GET OFF MY LAND!

The Invaders have landed a small force on the golden shores of Lustria and must push up the beach and into the jungle to secure a beachhead so that the remainder of the army may land safely. However, others have claimed the area and react quickly to the landing. The Defenders are determined not to allow the Attackers to set one foot on their land.

BEACH LANDING

Overview. The Attackers must gain as much ground as possible in order to secure a beachhead for subsequent waves of warriors. The Defenders seek to repel them at all costs.

This scenario is ideal as the first battle fought in a campaign or in any campaign turn in which a coastal territory is being attacked. Players should feel free to use it in place of any of the other scenarios where appropriate.

Armies. Both armies are chosen from the Warhammer Army lists. The Attacker may not deploy any war machines.

Battlefield. The battlefield is divided into four zones as indicated on the map. Each should feature a predominant terrain type, with the terrain in each zone being set up in a manner agreeable to both players.

DEPLOYMENT

- Both players roll a die. The higher-scoring player may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one unit at a time within his Deployment Zone until both armies are deployed.
- Characters are deployed after all other units. Each player deploys all of his characters at the same time.
- Only the Attacker may make use of the *Scouts* rule and deploys any *Scouts* after both armies are deployed, as described in the Warhammer rulebook.

Mine emissaries make gifts to greedsome strangers; the skulls of the unliving carry soul-scum skimmings, brine-song echoing still. These they accept, for bauble and toy is all. In doing acceptance they make abasement, for debt is eternal, beyond mortal-man's ken.

Luthor Harkon

Who Goes First? Both players roll a die. The player who finished deploying first (not including *Scouts*) may add +1 to his roll. The player who scores highest may choose whether to go first or second.

Length of Game. The game lasts for 6 turns.

SPECIAL RULES

Events and Encounters. Both Attacker and Defender are subject to events and encounters.

Victory Conditions. At the end of the game, players calculate Victory Points with the Victory Points table in the Warhammer rulebook. In addition, bonus Victory Points are earned as follows.

ATTACKER

Each unit or character in the Undergrowth Zone = 100 VPs.
Each unit or character in the Light Jungle Zone = 200 VPs.
Each unit or character in the Dense Jungle Zone = 300 VPs.

DEFENDER

Each unit or character in the Light Jungle Zone = 100 VPs.
Each unit or character in the Undergrowth Zone = 200 VPs.
Each unit or character in the Open Ground Zone = 300 VPs.

In order to earn the bonus Victory Points, the unit or character must be wholly within the relevant zone, not fleeing, and above half its starting Unit Strength or number of Wounds.

12"	Defender Deployment Zone – Predominantly Dense Jungle
	Predominantly Light Jungle
	Predominantly Undergrowth
12"	Attacker Deployment Zone – Open Ground



FORTUNE AND GLORY

As the fighting in Lustria rages and the armies of the Old World slaughter each other in search of gold and the arcane treasures of this mysterious continent, two armies close on a find of immeasurable value. Whoever captures this treasure will have succeeded beyond their wildest dreams of avarice and can rightly claim to be the conqueror of the New World. However, as the armies close in on their prize, a magical storm builds above the battlefield, and bolts of lightning fork toward the ground.

FORTUNE AND GLORY

Overview. Two armies close on a find that will make their fortune and fulfill their ambitions on the continent of Lustria. This scenario is ideally suited for games toward the end of your campaign, with this battle being the final, apocalyptic clash of armies when victory will mean that one player has won the Conquest of the New World Campaign. In this case, simply substitute this scenario for whichever one you roll up for the territory the battle is fought in.

Armies. Both armies are chosen from the Warhammer army lists to an agreed points value.

Battlefield. Lay out the terrain for the battle in any mutually agreeable manner, though you should have a suitably evocative terrain piece to represent the objective both players are fighting for. This should be roughly 6" x 6" and should be placed in the exact center of the board.

DEPLOYMENT

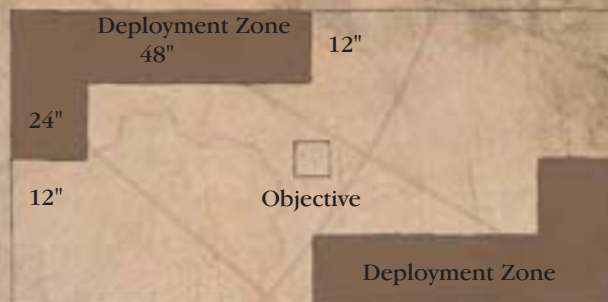
1. Both players roll a die. The higher scoring player may choose which Deployment Zone to deploy his forces in.
2. Both players roll a die. The higher scoring player may choose whether to start deploying first or second.
3. Taking it in turns, each player deploys one unit at a time within his Deployment Zone until both armies are deployed.
4. All war machines are deployed at the same time, though they can be deployed in different parts of the battlefield.
5. Characters are deployed after all other units. Each player deploys all of his characters at the same time.
6. *Scouts* are not deployed with the rest of the units. Instead they are placed on the table after all other units in both armies have been deployed, as described in the rules for *Scouts*.

Who Goes First? Both players roll a die. The player who finished deploying first (not including *Scouts*) may add +1 to his die roll. The player who scores highest may choose whether to go first or second (reroll ties).

Length of Game. The game lasts for 6 turns.

Special Rules

Storm. A magical storm builds as the battle begins. Dark clouds threaten deadly bolts of lightning with every passing second. At the beginning of each game turn, roll a D6. On the 1st turn, bolts of lightning strike both armies at the same time and in the same manner as described for the Temple of Constellations territory, though units will be hit on a 6+. On the 2nd turn, the lightning will strike on a 5+; on the 3rd turn, it will strike on a 4+; and so on until the end of the game.



Victory Conditions. The army with a unit closest to the objective at the end of the battle wins. Fleeing units, monsters, and characters can't capture the objective. If both players have a unit able to capture the objective equidistant from the objective, then the player whose unit has the greatest Unit Strength is the winner. If both units have the same Unit Strength, then the battle is a draw.

Now we's in de jungle an issa not good. De insects and de beasties bite and itch. I no remember it being this bad before. Me and de men go far into de jungle and find lots of gold, so men is happy. I wonder if issa same big lizard boss here. He nice to me and maybe we canna make de bargain again.

Marco Colombo



PIRAZZO'S LOST LEGION

Fernando Pirazzo of Tobaró was hired to command part of an expedition to Lustria. Though he was young, he was already an experienced mercenary captain. Foreseeing the conditions that the regiment would encounter in the jungles of Lustria, he trained his men in the use of both pike and crossbow, the traditional weapons of Tilean mercenaries, before the expedition embarked.

After being betrayed by the ship captains almost as soon as they arrived in Lustria, the mercenaries elected Pirazzo their new leader. The mercenaries joined together as a single regiment under his command, calling themselves the "Lost Legion." After a grueling march inland, the Lost Legionnaires came upon Lizardmen ruins, where they found gold and gems in various vaults and chambers. As the Legionnaires marched out, laden with treasures, the Lizardmen launched a series of ambushes on the causeways amid the spawning ponds of the ruined city, but none of the enemy could get at the regiment in enough numbers to force them off the causeway. The first ambush was met with a hail of crossbow bolts, while the second ran into ranks of massed pikes. Soon, the ponds were choked with scaly corpses.

In a pause between attacks, Pirazzo found himself considering the possibility of striking a deal with the leader of the Lizardmen to serve him as a mercenary and ultimately to return home rich. Quickly, he ordered his men to put down their loot and retreat along the causeway. Though it broke the men's hearts to abandon the gold, his order was obeyed without question. The regiment marched back into the ruins.

When the sun rose, the sentries were amazed to see not only piles of returned treasure (less the biggest and best tablets of gold) but also heaps of food and great gourds of refreshing water. The plaza was lined with Saurus Warriors, permitting only one way out of the ruins – to the south. The Lost Legion knew that this would be their only chance to escape. The men took the loot, the supplies, and the road appointed for them. The legion marched for many weeks and fought through the Zombie hordes of the Vampire Coast before finally reaching the sea.

0-1 PIRAZZO'S LOST LEGION

Pirazzo, four troopers armed with crossbows including a Standard Bearer and Musician, and five troopers armed with pikes cost a total of 160 points. This is the smallest size unit you can hire. The regiment may be increased by adding extra Crossbowmen to the front rank at a cost of 9 points each and extra Pikemen to the rear ranks at a cost of 10 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	4	4	4	3	1	4	2	8
Lost Legionnaire	4	3	3	3	3	1	3	1	7

Unit Size: 10+

Equipment: Pirazzo's troopers are armed either with sword, crossbow, and light armor or with sword, pike, and light armor. Pirazzo is armed with heavy armor and a sword.

For Hire: The Lost Legion counts as a Special choice in Good armies or a Core choice in Neutral armies playing in the Conquest of the New World campaign. In any other type of game, they are a Special choice in any army (except Vampire Counts and Bretonnia, who may not employ them) or a Core choice in a Dogs of War army.

SPECIAL RULES

Mixed Formation. The first rank of the unit is always made up of crossbow-armed figures, and all Crossbowmen must be placed in the first rank. All other ranks are made up of Pikemen. Casualties are removed from the back as normal, and only when all Pikemen are dead can casualties be taken from the front rank.

Pikes. Fight in four ranks; require two hands.

Pike-armed models always strike first in the initial round of close combat, even before enemies that have charged. Enemies who strike first because of a special ability or magic will still strike first. Pike-armed models receive +1 Strength in the turn they are charged by cavalry units, chariots, or monsters. This bonus applies only to attacks against the aforementioned charging units, not against other units. None of these special rules may be used against an enemy fighting the Pikemen's flank or rear.

TICHI HUICHI'S RAIDERS

Tichi Huichi was, for many cycles of the sun, considered the last child of the ruined temple-city of Enxilada. For decades, he would enact his lonely daily ritual, greeting the rising sun each morning and standing guard over the city's long-barren spawning pools.

Then, one day, Huichi witnessed a sight that no prophecy had predicted. The spawning pools brought forth life in the form of a spawning of Skinks. Peering into the murky depths, Huichi saw that the young sported the beginnings of elaborate head crests, marking them out, unusually for Skinks, as favored by the Lizardmen god of beasts Itzl and therefore predestined to ride the mighty Horned Ones – a variety of Cold One normally native only to the Southlands. Furthermore, the Skinks' skin was covered in vermillion markings, undoubtedly a sign that the will of Sotek was at work.

Huichi then received a revelation. He descended to the ancient caverns beneath the ruins of Enxilada and found his instinct correct. A symbiotic spawning had occurred within the cold, murky waters, a spawning of rare Horned Ones. These creatures also sported vermillion patches on their skin. Truly, the plans of the Old Ones were unfolding before Huichi's eyes!

Huichi saw that it was his appointed calling to lead the new spawning and was granted a glimpse of his destiny in fevered dreams. Leading the new spawning, he would embark on a mission to recover the lost treasures of the Old Ones, and he would travel to the very ends of the world, guided by voices from the beginning of the world, to fulfill his calling.

0-1 TICHI HUICHI'S RAIDERS

Tichi Huichi's Raiders are a Regiment of Renown. Huichi plus four Raiders including a Standard Bearer and Musician cost a total of 250 points. This is the smallest size unit you can hire. The regiment may be increased at a cost of +22 points per additional model.

Profile

	M	WS	BS	S	T	W	I	A	Ld
Tichi Huichi	6	4	4	4	3	2	5	3	7
Skink Raider	6	2	3	3	2	1	4	1	6
Horned One	8	3	0	4	4	1	1(3)	2	3

Unit Size: 5-20, including Huichi.

Equipment: Hand weapons, spears, and shields.

For Hire: Tichi Huichi's Raiders count as a Special choice in Good and Neutral armies playing in the Conquest of the New World campaign. Outside of the Conquest of the New World campaign, they can be hired as a Rare choice in Dogs of War armies, as a Special choice in Lizardmen armies, or as a Rare choice in other Warhammer armies (except for the following armies, which cannot employ them: Bretonnia, any Chaos, Chaos Dwarfs, Skaven, Vampire Counts, and Tomb Kings).

SPECIAL RULES

Cause Fear, Fast Cavalry, Cold Blooded, Scaly Skin (6+).

Horned Ones. Horned Ones cause *Fear*, are subject to *Stupidity*, and give their riders +2 to their armor save in place of the usual +1 for mounted troops.

Blessed by the Old Ones. Huichi and his Raiders enjoy the special favor of the Old Ones. The Skinks belong to a portentous spawning, brought forth for a mission devised untold millennia ago. Consequently, a mysterious aura of protection surrounds the regiment. As such, close combat opponents may never pursue Tichi Huichi's Raiders if they flee from combat, even if the unit in question must always pursue. A strange, tropical fugue descends on the Raiders' enemies, preventing them from pressing home any advantage they may have gained.

On a Mission from the Gods. In coming to Lustria, Tichi Huichi is pursuing a vital mission assigned by the Serpent God Sotek. Consequently, in the Conquest of the New World campaign, the Horned Ones are not subject to *Stupidity* and have an Initiative of 3. In addition, the unit benefits from the Sacred Spawning of Sotek, granting the riders +1 Attack on the turn they charge.



THE ZOMBIE PIRATES OF THE VAMPIRE COAST

Vampire Lord Luthor Harkon has plagued the eastern regions of Lustria for centuries, and his sacking of the temple-city of Axotl has made the eradication of his realm of utmost importance to the Slann Mage-Priests. With the coming of the new races to Lustria, Harkon has hatched a scheme to further his own ambitions, no matter the consequences of the invasion. He has dispatched emissaries to the more black-hearted invaders, messengers bearing gifts – gilded ebony skulls containing the power to call forth Harkon's servants, the reanimated corpses of seamen drowned off the Vampire Coast. With these terrifying allies, the invaders plunder the sacred places of the Lizardmen, thereby furthering Harkon's power with every battle won.

0-1 ZOMBIE PIRATES OF THE VAMPIRE COAST

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

Unit Size: 20, including Musician and Standard Bearer. The Zombie Pirates may have their numbers increased by the Invocation of Nehek spell.

Points cost: 150

Equipment: Hand weapons.

For Hire: The Zombie Pirates count as a Special choice in Evil and Neutral armies playing in the Conquest of the New World campaign or as a Rare choice in a Vampire Counts army in any other type of game.

The Zombie Pirates may never be joined by any characters and never benefit from the effects of the army standard of the army in which they fight.

SPECIAL RULES

Aquatic. Not surprisingly, the Zombie Pirates are *Aquatic* (see the Warhammer rulebook).

Braindead. Zombies are so slow that their opponents always anticipate their clumsy attacks. As such, Zombies always strike last in close combat (even when they charge and even when fighting opponents armed with great weapons). If Zombies are fighting other Zombies, roll a die every turn to determine which unit attacks first.

Undead. Common with all Undead, Zombie Pirates cannot be broken. When they are beaten in combat, they suffer 1 additional Wound for every point by which they lose the combat. If wiped out by combat resolution in the 1st turn of a combat, the enemy gets the option to make an overrun move as normal. The Zombie Pirates are *Immune to Psychology* (see the Warhammer rulebook). The Zombie Pirates may not make a march move. The Zombie Pirates cause *Fear* (see the Warhammer rulebook).

The Ebony Skulls. The Zombie Pirates do not start the game deployed on the table. Instead, they are summoned by a spell bound within the Ebony Skulls, which may be taken by any one character in the army, at a cost of 50 points, as part of his magic items allowance. If successfully cast, choose any point within 18" of the caster or any water feature on the table. Place one Zombie on the nominated spot and form the rest of the models around this Zombie. The Zombie Pirates must be deployed at least 1" away from any enemy but may be in any formation and face any direction. So fearful is the sight of the soggy Undead seamen rising from the deep that they cause *Terror* on the game turn they are summoned, if they are summoned in a water feature.

ARCANE ITEM

THE EBONY SKULLS

50 points

One successful use only.

Bound Spell. Power Level 6.

The Ebony Skulls are gifts from Harkon and are carried by his emissaries to be presented to potential allies. Each is an inky-black skull that must be cast to the ground to unlock the dark powers within. Once broken, the owner may call on the services of Luthor's servants and will thus be eternally in his debt.



BEST OF FOES

The Conquest of the New World campaign has been designed so that it can be played with any Warhammer armies, and there are many story lines that imaginative players can concoct in order to give a strong narrative context to their games. However, on occasion it may be harder to explain why a particular army is fighting in the New World. Thus, we've put together some narrative hooks in order to offer further inspiration for your own games as well as a little bit of explanation about what each race might seek to gain from the Conquest of the New World.

THE EMPIRE

With the Empire suffering a prolonged period of civil war, some look to the New World as a means of unifying warring rivals. Others seek to use the gold and other riches plundered there as a means to underwrite their own political ambitions.

- The already wealthy merchant classes of the Empire are forever on the lookout for yet more wealth and will be quick to react to the tales of unlimited gold on offer in the New World.
- Some will outfit entire armies in an effort to plunder the new lands and strip them of their wealth.

BRETONNIA

Brettonnia's Knights have embarked on a series of crusades to free the land of Estalia from the grip of the Prince of Araby, the Sultan of Jaffar, and have even launched attacks on the Sultan's homeland and captured land there. However, the coffers are running low, and wars cost money.

- Many Bretonnians will set out for the New World with the same intentions as the Men of the Empire.
- Many Knights will make for Lustria with the intent of earning glory and fame in combat against the savage beasts of the jungle.

CHAOS

With the lands north of the Chaos Wastes relatively quiet, the followers of Chaos are abroad, setting sail for the corners of the globe in order to win glory for their dread masters.

- Norse pirates may attack ships of other races at sea, or they may wait until they have landed on the shores of Lustria to ambush them in strange lands – lands that the Norse themselves have already explored.
- The followers of Chaos will find many rewards in Lustria: gold, captives, magical artifacts, and even the extracts of exotic plants, which are particularly attractive to the followers of Slaanesh.

HIGH ELVES AND WOOD ELVES

It is a time of relative peace for the Asur, for their dark kin have turned their wicked attentions to lesser races.

However, with the invasion of the New World, the Elves must gather their armies and fight once more, lest more ignorant beings cause untold woe to the world.

- For ages, the High Elves of Ulthuan have sought to control the sea lanes and guard the Great Ocean from the incursions of the young races. The High Elves will seek to regain this control.
- More proactive High Elf commanders may seek to land forces on Lustria itself to establish control over sites that they know will attract the attention of the covetous invaders.
- Perhaps a long-lost Wood Elf Vengeance kindred has appeared in Lustria, far away from home, and intends to protect the ancient rainforests.

DARK ELVES

For the Dark Elves, it is a time of conquest. The weaker races are ripe for the plucking, and the slave ships of the Druchii are weighed down with rich cargo.

- The Dark Elves launch regular attacks on Lustria and seek magical artifacts, poisonous plant extracts, slaves, and other plunder.

ORCS & GOBLINS

With the Empire embroiled in internecine strife, the greenskins have grown fat and lazy. A number of warlords have risen to remind their green cousins of proper Orcish ways. These leaders see the coming fight in Lustria as a great opportunity to prove their strength.

- Orcs need no excuse for a good fight and will be quite happy to follow the invaders to Lustria, if there will be a good ruckus.
- The Orcs will be more than eager to take prisoners, especially from the other races invading Lustria.
- Orcs need to eat, and Lustria is said to be full of meat – albeit huge, scaly, toothy, and still very much alive meat.

DWARFS

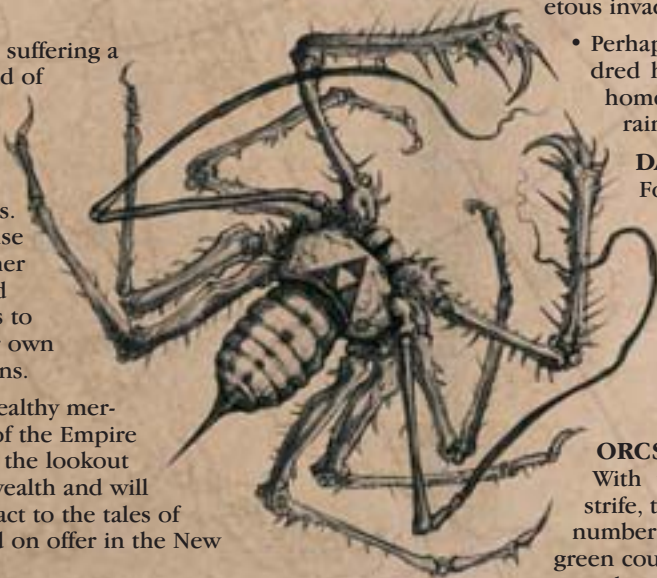
It is a time of relative peace and prosperity for the Dwarfs, a time when many younger and more reckless Dwarfs are drawn to explore the wider world beyond their mountain domains. Older Dwarfs will tell them that such recklessness invites trouble, but the young never listen.

- There's plenty of gold in Lustria, and everybody knows that Dwarfs love gold.

Now Lizard-things tremble, and stranger wreaks mischief across the land of the Eldest. Glimmer-greed grips the hearts of some, while others seek words, and others seek blood.

Who prevails, I care not. I shall endure. Lizard-thing shall die, and green-flesh shall wither. The Names of the Eldest shall be mine, and all dead-things whisper my name, my love.

Lutbor Harkon



UNDEAD

With the Necropolis of Zandri so recently desecrated, the Tomb Kings seek revenge on the mortals of the world. So too does the power of the Vampire Counts wax, for dark arts are practiced openly in many parts of the Old World.

- The Undead occupants of the Vampire Coast will seek to expand their borders in the face of the influx of invaders.
- To a Necromancer, there is surely no greater prize than the mummified remains of a long-dead Slann Mage-Priest.
- In ages past, the Kings of Khemri sailed the world's oceans. Perhaps some great seafaring Tomb King has risen once more and mustered his ghostly fleet. Perhaps it is the fleet of Settra himself.



Oh, we all in de big soup now! I seen loadsa de armies all across de jungle, fighting and being all nasty to each other! De gold is here, lots anna lots of it, but all dey uanna to do is fight! Issa all gonna end in tears, I tell you dat for sure!

Marco Colombo

LIZARDMEN

The Lizardmen empire has stood for millennia, the last major challenge to its strength being the invasion by Clan Pestilens that ended when the Serpent God Sotek came into the world and destroyed the rat-spawn. With their empire much renewed since that time, the Mage-Priests must now face a new challenge.

- The Lizardmen fight for their domains, but they will also take the opportunity to regain territory lost to the occupants of the Vampire Coast.
- With their domains under threat, the Mage-Priests may order long-abandoned and ruined temple-cities to be reoccupied and held at all costs.

SKAVEN

Since the defeat of Clan Pest-ilens and the subsequent civil war that was brought about by their return to the Under-Empire, the Skaven have sought to consolidate their power. Now, the vile race is ready to rise once more and is turning its attentions back toward Lustria.

- Clan Pestilens would take any chance it could to exact its revenge on the Children of Sotek.
- The Skaven seek to increase the extent of their sprawling Under-Empire, even to such faraway lands as Lustria.

DOGS OF WAR

The city-states of Tilea are at constant war with one another, and such conflict costs money. Many such states make extensive use of mercenary armies, and they are being dispatched to Lustria to establish a power base there, from which gold and other riches can be shipped back to the Old World to further the ambitions of the Tilean Princes.

- Many leaders of the nations of the Old World will employ mercenaries to do their dirty work for them and dispatch entire armies to far-off lands. Indeed, the first such army to land on Lustria was that led by the famous explorer Marco Colombo.
- A Dogs of War army could represent a pirate horde from Sartosa, the City of Pirates, with each regiment representing the crew of a single pirate vessel.

OGRE KINGDOMS

The brutish hordes of the Ogre Kingdoms are known for their wanderlust, and Ogres are to be found in the most unlikely corners of the world. Maneaters often sell their services to the highest bidder. With the invasion of the New World in full swing, these hireling warriors are in great demand indeed.

- The Ogres' wanderlust is likely to result in small war-bands appearing in Lustria, but it is quite possible that entire tribes will be hired as mercenaries by those with the gold.
- By adding a Dogs of War character to an Ogre Kingdoms army (or the other way around) you could field an entire tribe led by a very rich human explorer.

SHOWCASE



Zombie Pirates
by Chad Mierzwa



Old World Explorers Storm a Lizardmen Temple
by Mike McVey

WARHAMMER CONQUEST OF THE NEW WORLD

"The journey begins..."

Across the world, gold-hungry armies gather. Their destination – the ancient continent of Lustria, land of gold, magic, and death!

The year is 1492, and a Tilean merchant-explorer by the name of Marco Colombo has returned from his voyage of discovery to the land of Lustria. His tales of a land of riches beyond imagining have spread far and wide and reached covetous ears the length and breadth of the world.

Now, armies muster, and fleets set sail. The jungles of Lustria will soon know the presence of races whose very existence is anathema to the ancient beings that dwell deep within. These races seek to plunder the riches of the Lizardmen, cast down their eons-old temple-cities, and set sail for home with the ancient treasures of the Old Ones.

However, the Lizardmen, masters of magic and prophecy, are forewarned and well-prepared to defend their jungle continent from the folly of the young races.

Warhammer: Conquest of the New World is a campaign supplement for *Warhammer Realms: Lustria*. Using the campaign system and jungle-fighting rules presented therein, players can lay claim to the treasures of the Old Ones or repel the plundering invaders for all time!

Inside, you will find:

CONQUEST OF THE NEW WORLD

The background for the campaign and the events leading up to it.

CAMPAIGNING THE CONQUEST OF THE NEW WORLD

Campaign details – with the system presented in *Warhammer Realms: Lustria*, two to six players can run their own conquest campaign.

SPECIAL SCENARIOS

The booklet features two new scenarios, *Get off My Land* and *Fortune and Glory*, both of which exemplify the deadly confrontations fought in the perilous jungle.

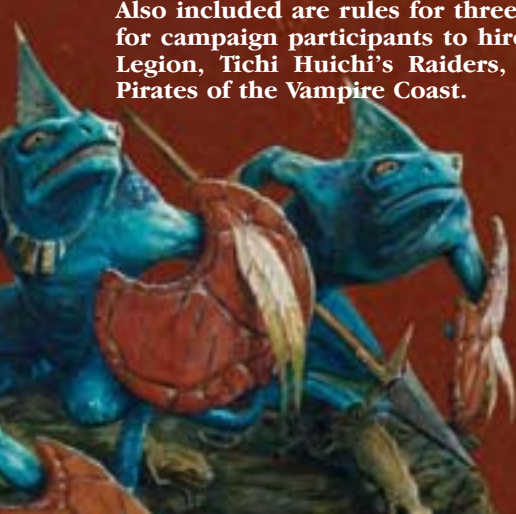
DOGS OF WAR

Also included are rules for three mercenary units for campaign participants to hire – *Pirazzo's Lost Legion*, *Tichi Huichi's Raiders*, and the *Zombie Pirates of the Vampire Coast*.



Look out for these books
in the Warhammer Armies series:

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