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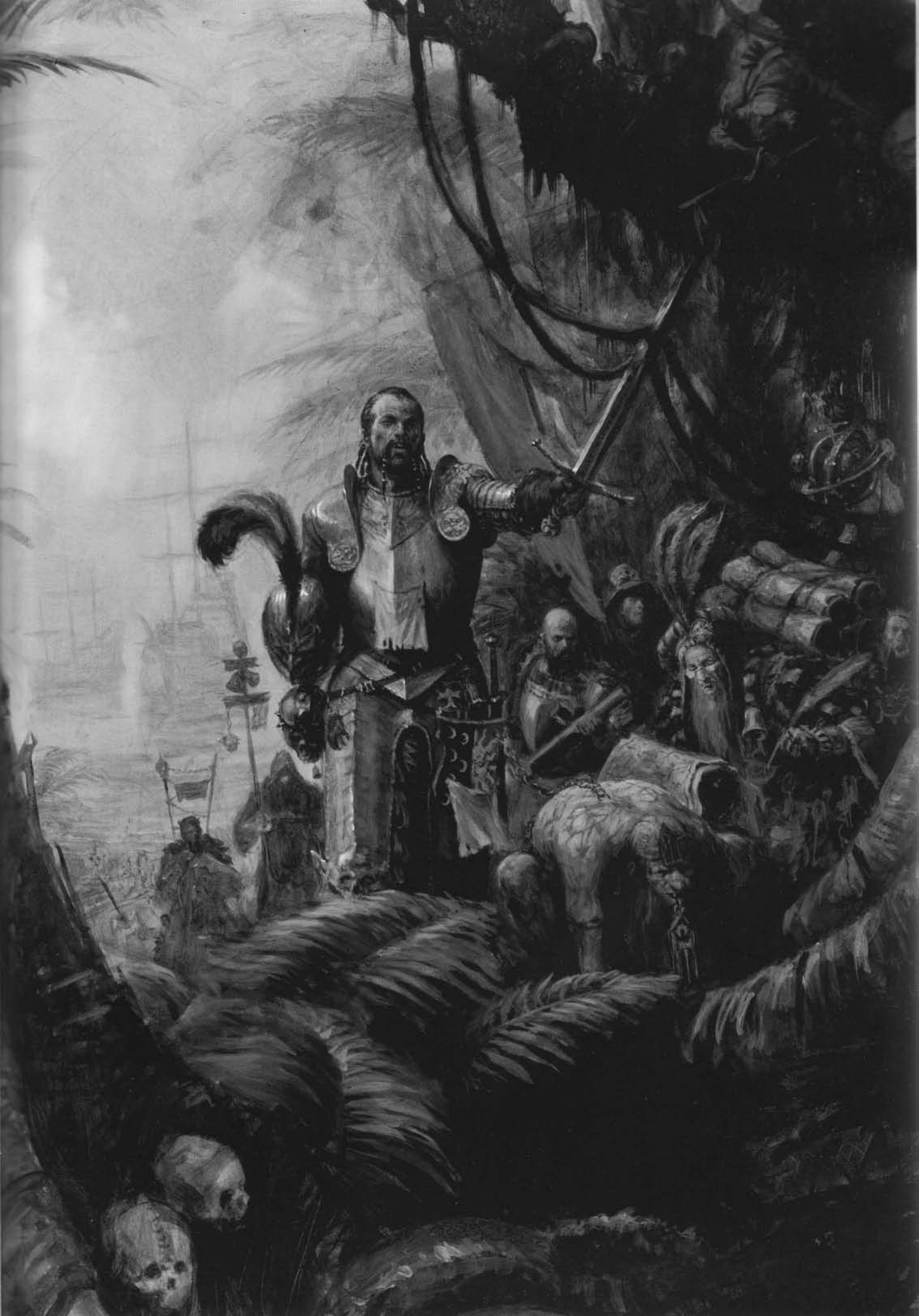
LUSTRIA



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Lizardmen and Skaven clash, deep in the perilous jungles of Lustria.



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Written by Andy Hoare & Graham McNeil

Additional Material

Alessio Cavatore,
& Phil Kelly

Cover Art

Karl Kopinski

Graphic Design

John Blanche, Alun Davies,
Nuala Kennedy
& Stefan Kopinski

Hobby Material

Mark Jones
& Steve Cumiskey

Illustrators

Alex Boyd, Paul Dainton,
David Gallagher,
Nuala Kennedy, Karl Kopinski
& Adrian Smith

Pre-Production

Nathan Winter, Marc Elliott,
Simon Burton, Ian Strickland,
Kris Jagers, Michelle Barson
& John Michelbach

Miniatures Design

Tim Adcock, Juan Diaz,
Martin Footitt, Colin Grayson
& Aly Morrison

'Eavy Metal

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

Special Thanks To

Gav Thorpe,
Anthony Reynolds,
Jeremy Vetock
& the Geeks playtesters

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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

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INTRODUCTION

Welcome, bold explorer, to the realm of Lustria, the land of the Ancients! This book allows players of all Warhammer armies to fight games set within the depths of the Warhammer world's deepest, darkest and most perilous jungles. Such battles are not for the faint-hearted, but glory, honour, and perhaps most importantly, gold await those with the courage to venture into a land steeped in aeons-old lore and indescribable danger.

Setting your games of Warhammer within this deadly environment presents a whole new range of tactical challenges. It also provides a strong narrative and an opportunity to create some truly stunning terrain pieces, as well as the chance to theme your army to the background.

WHAT'S IN THIS BOOK

Welcome to the Jungle

The first section of Lustria covers the rules for fighting in the deep, dark jungles of this most perilous of continents. You'll find rules describing how your armies fight and move in areas of dense vegetation, as well as rules for potentially lethal jungle encounters. You'll also find a number of scenarios that can be thought of as archetypal of the sort of battle that might be fought in the jungle.

Campaigning in Lustria

This section of the book provides a complete campaign system, designed to allow players to fight ongoing wars between the armies of their choice. This system takes the form of a 'node' campaign, and provides a template that players can use as the basis for their own campaigns. There are also rules for advancing your characters from lowly lieutenants to mighty warlords, allowing legends to unfold with every game you play.

The Rise of Sotek

This section presents the history of the war known as the Age of Strife, from the earliest emergence of Clan Pestilens to the manifestation of the Lizardmen Serpent God that spelt the rat-things' doom. You'll find a simple system for re-fighting this campaign, using the campaign template presented in the Campaigning in Lustria section, as well as variant army lists and special characters for the Skaven and the Lizardmen.

Painting and Modelling

No game set in the deadly jungles of Lustria would be complete without... a jungle! Here we provide advice on creating the terrain that you'll need to play games set in this environment. But don't worry; you don't need to slave for weeks creating hundreds of trees in order to play, as it's more about setting the scene than recreating an entire jungle.



GAMING IN THE JUNGLE

This section of the book presents a set of rules that allow players of all Warhammer armies to play games in a jungle setting. The most important rules are those that describe how your armies fight differently in this environment than they do upon far more open fields of battle. You'll find that units are often forced to adopt skirmish formation, but there are a number of other important points that we'll get to in due course.

Secondly, the section includes a set of events and encounters – stuff that can happen to your army both before and during the battle, quite apart from the evil intentions of the enemy. No jungle setting would be complete without the risk of attack by carnivorous plants or treacherous terrain. These rules are intended to play up the character of the setting, making it a dangerous place to explore, and an even more dangerous place in which to wage war.

The last part of this section presents a number of scenarios. These are designed to present gamers with something a little different; scenarios that, as much as the rules and encounters, reinforce the character of the setting. We've all seen films and read books in which the bold adventurers take on the cunning stealthy jungle-dwellers in a quest for hidden gold, or where the lone hero, the last survivor of a band of raiders, must escape with the treasure whilst pursued by angry natives and beset by all manner of fiendishly clever traps. Such scenes are the stuff of high adventure, and these scenarios are intended to allow players to game in that spirit.

JUNGLES AND FORESTS THE WORLD OVER

Throughout this book, we talk about the jungles of Lustria, as Lustria is without doubt the daddy of all jungle settings when it comes to the Warhammer world. However, there are a number of other such settings in which players could base their games, from the dark forests of the Empire, to the foreboding Doom Glades of Naggaroth. The jungle-fighting rules can be used entirely as presented here. The encounters and events will be quite usable in most instances but, as ever, players should feel free to adapt these to fit the circumstances of their own games and campaigns.

SIZE OF GAMES

You'll find that these rules make for a more involved game of Warhammer than normal, as there is generally more terrain on the table, and there are some extra rules to cover events and encounters (more on this later). As a consequence, you might like to try slightly smaller armies, for example, around 1,000 to 1,500 points, until you get used to the rules for the setting. Larger games may take longer to play than a game of Warhammer using the standard rules. Using smaller armies with these rules makes for a feeling of an adventurous skirmish rather than a large, set-piece battle, and many of the special rules, as well as the scenarios presented later in the section, have been written with this in mind.



JUNGLE-FIGHTING

The jungles of Lustria are dark and perilous places, where death is likely to come in many and varied forms, from disease, poison, ferocious beasts or sudden ambush. The deepest regions of the jungle are nigh impenetrable, even to the native Lizardmen, and no man can even speculate what horrors may lurk there, awaiting the foolhardy and the rash. Other regions are more accessible, though the going is still tough for all but the most skilled of campaigners, and experienced scouts are vital to the survival of any army wishing to travel there.

Including areas of jungle in your games of Warhammer will affect how your battles are fought on a fundamental level. Where, in a normal game, large blocks of infantry manoeuvre for the best position from which to launch a devastating charge and missile troops rain death at long range, using the jungle-fighting rules forces you to reconsider such tactics. Areas of dense vegetation make manoeuvring large formations a far more tricky prospect, and missile fire may be substantially limited by areas of terrain that entirely block a unit's line of sight.

So, those are some things you can't do when using the jungle-fighting rules, but what of the things you can do? Well, these rules make for a game of new tactical challenges as the armies attempt to approach each other under cover of the dense terrain, where small bands of skirmishers launch rapid ambushes before melting once more into the undergrowth. It is a game of sudden death, where a cunning general is one who can lure enemy regiments into isolated and unsupported positions, wiping them out in a deadly charge to their exposed rear lines. Victory goes to the general whose tactics remain flexible, and who makes the best use of the terrain. Those who fail to learn such lessons rarely get the chance to repeat their mistakes!

HOW MUCH JUNGLE TERRAIN?

The amount of terrain you use in a battle set in the Lustrian jungles will depend upon a number of factors, not least of which is the amount of scenery you have in your collection. Each of the scenarios presented later on provides guidance as to how the battlefield should be set up.

In most cases, it is suggested that a third to a half of the table surface is covered by scenery classified as 'jungles'. A small portion of this area may further be classified impenetrable (more on this later). Smaller features such as swamps and ruins may be introduced as appropriate to the scenario or the preferences of the players, but these should be limited to one or two of each type. The areas in between are classed as open ground.

See the painting and modelling section for more guidance and ideas on setting up a table for use with these rules.

BLACK POWDER WEAPONS

The importance of keeping one's powder dry whilst on campaign in Lustria cannot be understated, for the moment moisture penetrates a powder keg, the weapon's effectiveness is reduced drastically. In extreme circumstances, weapons may fail to discharge entirely.

After declaring that a unit armed with black powder weapons is firing in the Shooting phase or making a Stand and Shoot charge reaction, but before rolling to hit, roll a D6. If the result is a 1 the unit's weapons lose the Armour Piercing rule for that turn. On a 6 however, the unit overloads its weapons in an effort to compensate for the damp. The black powder weapon's attacks add 2 to their Strength for that turn, but may not be used for the remainder of the game.

Black powder weapons include, but are not limited to – Handguns (including Empire, Ogre and Dwarf handguns); repeater handguns; Dwarf organ guns; Hochland long rifles; pistols; repeater pistols; mortars; Helblasters; jezzails; Ratling guns; Leadbelcher cannons; brace of handguns. As more armies are released, you may need to clarify with your opponent what counts as a Black Powder weapon.

FLYERS

The dense canopies of the Lustrian jungle often present a hazard for flying creatures, and even native creatures, such as the Terradons utilised by Skink scouts, are forced to slow to a sensible speed when negotiating the denser areas. Therefore, when using the jungle-fighting rules, the maximum movement that a flyer with a Unit Strength of 1 may make is 15", while flyers with a Unit Strength greater than 1 may only move up to 10". Some flyers have a Movement rate of less than this, and these remain unaffected.

"On the fifth day of our expedition we lost yet another member of our party, but this time through the predations of the native fauna rather than through disease or malnutrition. Making our way northwest along a shallow, fast-flowing stream, the lead man stopped dead in his tracks, indicating with a petrified expression the water breaking around his feet. All stopped and looked down to the water, where we spied a glossy black tentacle working its way slowly up his leg. Not a man knew what to do, but soon it was too late to do a thing for the poor wretch was yanked most violently beneath the surface where a great commotion went up. In a short moment, the thrashing ceased and silence descended. Then, a great jet of gore ascended, showering all with blood and gristle. Upon wiping the filth from my eyes I discovered myself alone, my companions having demonstrated the good sense to flee for their lives. Seeing the wisdom of their actions, I joined them forthwith..."

The journal of Johann Becksbein, day 5

THE LAY OF THE LAND

It is very important that players take a moment before the game begins to agree on exactly which of the following types their terrain corresponds to. This is good practice for any wargame, but is particularly important when using the jungle-fighting rules, as the rules for each type can have a significant effect upon game play.

The Painting and Modelling section contains plenty of tips and guidance that will help you classify your terrain, including advice on size and density, and how to plan your terrain collection around the types of games you plan on playing.

For the purposes of these rules, the types of terrain specific to this setting as classified as follows:

Undergrowth

Even relatively open areas of jungle, such as the wide clearings around temple structures, are often covered with a dense layer of low vegetation that can impair movement through it.

Areas classed as undergrowth are counted as difficult terrain for the purposes of movement, but confer no other specific effects – they do not interfere with missile fire in any way for example and do not block line of sight.

Models that have special rules allowing them to move through woods or jungle as if it were open terrain are not slowed by undergrowth.

Light Jungle

Other areas of jungle are populated by trees and vegetation of all types, and movement through such areas is possible, though strenuous for all but warriors native to the environment.

Light jungle is treated in exactly the same manner as wooded areas, as described in the Warhammer Rulebook – it is difficult ground, provides soft cover and limits line of sight as described there.



Dense Jungle

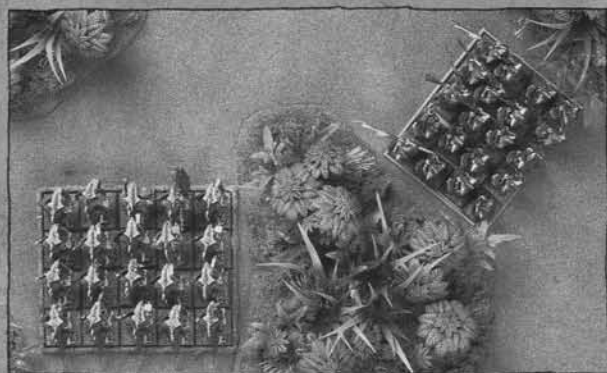
Some areas of the jungle grow so densely that they are all but impassable, the tree trunks pressing so tightly even the light is blocked from passing them.

The same rules apply to areas of dense jungle as apply to light jungles, with the addition that only models with the *Skirmishers* special rule can enter them, and they provide hard cover. Units that are noted as being able to ignore the effects of difficult ground so long as the terrain is woods or jungle may not enter dense jungle unless they are skirmishers.



Impenetrable jungle

Some patches of jungle are just too dense to move through, regardless of the skill of the troops attempting to do so. If you have any sections of jungle in your terrain collection that are just too dense for you to place any models within, simply count them as impassable terrain, even to models listed as able to ignore woods or jungle.



Rivers

The continent of Lustria is crossed by a network of rivers and waterways, from the mighty Amaxon River to the winding tributaries of the river Curveza that snake through the Mosquito Swamps. From raging torrents to secluded streams, no traveller can avoid getting his feet wet at some point in his journey.

Rivers are classed as difficult ground.

If your terrain represents a larger waterway (in excess of 6" across) you may specify the direction in which the water is flowing. Movement across such a river, or downstream is counted as movement through difficult ground, but movement upstream is impossible (impassable ground). *Aquatic* models move across and downstream with no movement penalty, and upstream as difficult ground.

Ruins

Though consisting of seemingly endless tracts of dense jungle, Lustria is in fact home to a continent-spanning empire, the signs of which are to be found in numerous locations. Aside from the mighty temple-cities of the Lizardmen, the jungle is dotted with the remains of their constructions. Ruined temples, monuments and sites of arcane mystery await the explorer as he battles through the undergrowth, though many such sites are home to small bands of guardians, Lizardmen sentinels set by the Mage-Priests to watch over the artefacts housed within.

Ruins are counted as difficult ground, provide hard cover and sections of them may count as obstacles.

LOOSE ORDER

Large bodies of troops often have trouble manoeuvring in the dense environs of the jungle, where maintaining an orderly formation can lead to the unit becoming slowed to a crawl as it attempts to move around or through obstacles. To get around this, units are allowed to enter Loose Order when using the Jungle Fighting rules, and the rules for doing so are detailed here.

ADOPTING LOOSE ORDER

Any infantry unit consisting of models with a Unit Strength of 1, and not engaged in close combat or fleeing may adopt Loose Order formation in the 'Remaining Moves' segment of the Movement phase before moving. Adopting this formation counts as reforming, except that if the unit has a Musician it does not sacrifice its movement. When reforming, no model in the unit may be repositioned any further from its original position than its Movement characteristic, and all models must be no greater than 1" from at least one other model in the same unit. Units may begin the game in Loose Order formation.

In the 'Remaining Moves' segment of the Movement phase, a unit in Loose Order formation that is not engaged in close combat or fleeing may reform into a normal formation, not counting as a reform if it includes a Musician.

Units with a Musician forming into or out of Loose Order may march, subject to the normal restrictions.

FORMATION

Models in Loose Order are subject to the rules for Skirmishers, as found in the Warhammer Rulebook.

However, as these troops are adopting an ad hoc formation, and are not anywhere near as experienced as true skirmishers, the following exceptions to the Skirmishers rules apply.

Troops in Loose Order formation may not make a march move within 8" of enemy models.

Enemy troops shooting at Loose Order troops do not suffer the -1 penalty for shooting at Skirmishers.

Loose Order troops may not shoot – they are insufficiently trained to do so.

FACING

Troops in a unit that has assumed Loose Order should be positioned so that every model in the unit is facing in the same direction. This is to differentiate them from true skirmishers, but has no other effect upon the game.

PRE-BATTLE SEQUENCE

- Determine scenario
- Place terrain
- Put the kettle on
- Agree on terrain types
- Follow scenario Deployment steps
- Roll for Events
- Determine number of Encounter Points
- Determine who gets first turn
- CRUSH ALL WHO OPPOSE YOU!**



EVENTS

(HAPPENSTANCES AND MISHAPS)

Some would say that campaigning in a land as hostile as Lustria is a fool's game, and in most cases this is quite correct. But the rewards awaiting the bold or the plain lucky are potentially stupendous – gold, arcane artefacts, slaves and the very secrets of the ancients await those with the courage to seek them. However, most adventurers are greeted not with their fortune, but with peril and death, for Lustria offers many and varied ways to die, each more painful than the next.

Below are a selection of events. These are certain happenings that may befall your army before the battle, or certain circumstances affecting it as it deploys. Some (though not many!) of these events are beneficial, others (the majority) are downright hostile. It's up to you as the bold general to overcome the potentially cruel jokes fate may play upon you, and to slog through to victory no matter the odds.

Certain scenarios will state if one or both players are to roll on this chart – the roll is made and the effects applied before the game begins, after each side has

deployed, and after deciding who is making the tea. In some scenarios, one army may be fighting on its home ground, in which case these events may only apply to one side. Where this is the case it is clearly stated in the scenario. If you are creating your own scenario, don't forget to state whether this chart should be used, as it can add an interesting and characterful twist to any battle.

Roll a D6 to determine which player rolls first on the Events chart – the player that rolls highest may choose. Lizardmen re-roll events marked with an asterisk.



EVENTS CHART

2D6 RESULT

2-3 STIFLING HUMIDITY*

The humidity is particularly incapacitating to heavily armoured units. Units with an Armour Save of 5+ or better (not counting Scaly Skin) suffer -1 Movement in addition to any other modifiers.

4 TROPICAL STORM

Roll a D3 to determine how many game turns the storm will rage. All movement is counted as through difficult ground, and all missile ranges (including Magic Missiles) are halved until the storm passes. In addition, Flammable targets are not counted as such for the duration of the storm.

5 HOPELESSLY LOST*

One enemy unit may be pushed back in a straight line up to 8" from its original location (it may not be moved off the table, or into impassable terrain). Its facing and formation remain unaffected. If both players roll this event, roll a D6 to determine who repositions a unit first. Note that 'Hopelessly Lost' and 'Native Guide' may not be used on the same unit.

6 MONKEY RUN

You may add 1 to the dice roll to determine who gets the first turn of the game, if such a roll is made in the scenario being played – otherwise re-roll this event.

7 ALL IS WELL

This event has no effect good or bad.

8-9 LINGERING VAPOURS

A light haze lingers over the battlefield, only slowly dispersing as the sun rises. All missile ranges (not Magic Missiles) are halved until the second turn.

10-11 NATIVE GUIDE*

One friendly Infantry unit may be repositioned up to 8" from its original location. If both players roll this event, roll a D6 to determine who must reposition their unit first. 'Hopelessly Lost' and 'Native Guide' may not be used on the same unit.

12 MALODOROUS MALADY*

One of your units of your choice suffers -1 Strength for the entire battle, and rolls one dice less than normal when fleeing or pursuing.

ENCOUNTERS

(EVENTUALITIES AND UNFORTUNATE OCCURANCES)

Just as your army may be subject to all manner of events that affect the coming battle, so too may it fall foul of a number of encounters during the battle itself. These encounters emphasise the fact that the jungle can, at times, be as dangerous a foe as the enemy.

Encounter Points

Before the game begins, one player rolls D6+6. This is the number of points each player has to spend throughout the game on playing encounters.

The Encounters Phase

Encounters are played in a phase of the game unique to these rules, called the Encounters phase. This occurs between the Magic and the Shooting phases, and is when the player whose turn it is plays the encounters listed below.

At the beginning of the Encounters phase check for encounters played in previous turns, then play new encounters. Select a terrain piece (such as a jungle, swamp, etc) and roll 2D6 on the chart below. Each roll on the chart costs a number of the Encounter Points rolled before the game.

An encounter targeted in an area of jungle (any type) costs one Encounter Point while those targeted on any

other terrain feature, such as swamp or a ruin, cost two Encounter Points.

Any number of encounters may be played, but each area may only be targeted once per Encounter phase.

A marker representing the encounter is placed in the target area immediately, and its effect determined as described in each encounter.

The encounters continue to affect nearby units in future turns, with their effects being applied in both players' Encounters phase.

Encounters Range

Place the large template centred on the Encounter marker. Every unit with at least one model touched by the template will be affected as described in the following rules.

Damage

Units take Panic tests at the end of the phase as normal as a result of casualties caused by any of these encounters. Damage is treated as being caused by missile fire. Encounters marked with an asterisk do not affect Lizardmen. Ethereal creatures are entirely unaffected, and all damage counts as non-magical.

ENCOUNTERS CHART

2D6	RESULT
2-3	NATIVE CURSE* All units affected must make a Panic test.
4	MADCAP FUNGI SPORE CLOUD* The unit must take a Leadership test. If the test is failed, D6 warriors are removed as casualties. However, the unit immediately becomes <i>Immune to Psychology</i> , and will remain so for the remainder of the battle.
5	SWARM In the Encounters phase, each affected unit takes D6 Strength 2 hits, with no Armour Saves allowed.
6	ALL IS WELL Instead of playing an Encounter, you may remove an encounter that is already in play from the terrain piece targeted, or spend an additional Encounter Point to remove one from anywhere else. No further encounters may be placed in the terrain feature from which the encounter is removed this phase.
7-8	CARNIVOROUS PLANT In the Encounters phase, every affected unit takes D3 Strength 4 hits.
9	LASHWORM ATTACK In the Encounters phase, every affected unit takes a single Strength 6 hit.
10-11	QUICKSAND Every model in the unit must take an Armour save. For each Armour Save passed a model is removed as a casualty. Scaly Skin Saves are not counted towards this test, and models with no armour at all are nimble enough to avoid the hazard. Multiple areas of Quicksand are not cumulative.
12	NATIVE TRAPS Each affected unit must roll a D6 for each model in the unit. For every '1' rolled, the owning player must remove a single model from the unit, with no saves of any kind allowed.

JUNGLE SCENARIOS

The following pages of the book present a number of scenarios that are designed to be played in conjunction with the jungle-fighting rules. They bring together the basic rules for moving and fighting in jungle terrain as presented in the previous sections, as well as the rules for encounters and events.

You'll find that these scenarios differ somewhat from those presented in the Warhammer Rulebook in that they tend not to represent the sort of sweeping, set-piece battles portrayed there. Instead, they focus on more narrative, objective driven adventures. The reason for this is simple – games set in the jungle are more likely to be played against a narrative backdrop, ideally a campaign, one in which the army has ventured into the perilous depths for a specific reason (often to plunder its riches). These battles help get across the sense of story-driven adventure that characterises the setting, and will hopefully serve as inspiration for your own campaigns and for scenarios you write yourself.

CHOOSING A SCENARIO

If you are playing a game based in the jungle setting, it's pretty much a given that you have come to a prior agreement with your opponent to do so. It may be that you are playing a campaign, and the next battle to be fought has already been determined by the results of the previous game. At the very least, it is likely that you have chosen to play something based on an idea you have for a story, as these scenarios most definitely encourage this approach. So then, it is fairly unlikely that you will need to randomly determine which game to play, but as there are certainly circumstances where you may wish to do so, simply roll a D6 and consult the following table:

D6	SCENARIO
1	The Rise of Clan Pestilens
2	The Serpent God's Due
3	The Folly of Prince Rodrik
4	The Battle of the Obsidian Column
5	Lord Melchin's Grand Adventure
6	The Fall of Kjell Red Fist

"Taking a reading of the southern constellations, I determined that we were a mere ten miles from our destination, less than three days travel all going well. I was wrong. Our journey in fact took a further three weeks, a distance I estimate in excess of 150 miles, and cost the lives of a further dozen men as our supplies ran dangerously low. I curse these unfamiliar stars, for I swear they mock me..."

CREATING SCENARIOS

Playing scenarios of your own invention is one of the most rewarding aspects of the wargaming hobby, and players are most definitely encouraged to give it a try. The most important point to consider, particularly when creating a scenario based in a setting as characterful as the Lustrian jungles, is the story behind the battle.

There are many films, books, and even computer games that feature battles and adventures set amidst ancient ruins or deadly jungle, or both, and these make an ideal source of inspiration. The scenarios presented in this section are intended to typify such situations, so try to picture similar scenes, and take it from there.

Once you have your inspiration, the process of designing your scenario is often fairly simple. You may find it easiest to start off with one of the scenarios presented in this book, or one of those found in the Warhammer Rulebook, and simply alter one or two of the details such as Deployment, Who Goes First?, Length of Game, Victory Conditions or Special Rules. Often, just slightly changing one or two of these details makes for a completely different game, and it's a good place to start if you have never designed your own scenario before.

SCENARIO FORMAT

These scenarios are presented in a similar format to those found in the Warhammer Rulebook, with the simple exception that the Special Rules category will tell you which of the jungle-fighting rules you should use. In addition, some scenarios will require that close attention be paid to the Battlefield category as, more so than normal games of Warhammer, the amount, placement, and types of terrain are very important to these scenarios.

ENCOUNTERS

Each scenario will specify whether or not encounters are used, and if they apply to both sides or just one. In some situations one army may not have the benefit of being able to play these encounters, as they are at the disadvantage of fighting on ground unfamiliar to them, while the other army is on home ground, completely familiar to its warriors. Again, if you are designing your own scenario, or adapting one found in the Warhammer Rulebook, consider using these encounters.



THE RISE OF CLAN PESTILENS

The coming of Clan Pestilens to the world was heralded by infection of the Lizardmen spawning pools south of the temple-city of Chaqua. The verdant pools festered, their waters becoming brackish and sickly. Rather than fully formed and nimble Skinks rising from the clear waters, twisted, malformed things dragged themselves into the sun to wither and die within hours. When word of this tragedy reached the Mage-Priests of Chaqua, they dispatched a cohort to investigate.

At the Sacred Pools of Reflected Rain Clouds, the Lizardmen encountered the Skaven for the first time, and were unprepared to face their foe having no knowledge of their ways. The Plague Monks however had spied upon them for some time, gauging their weaknesses and refining their maladies. Despite their noble efforts to defend the Sacred Pools, the Lizardmen cohort was cut down by the vile rat-spawn. At the end, the brave Saurus made a last stand so that one single Skink could escape to carry a warning back to Chaqua.

Unfortunately, the messenger carried more than his warning. Within days, Skaven plagues were sweeping Chaqua, and the rise of Clan Pestilens had begun.

LAST DITCH DEFENCE

Overview: The invaders are launching an all-out assault upon the defenders' sanctuary. The mere presence of a single attacker upon the sacred ground will be sufficient to defile it for all time, and the defenders are prepared to sacrifice every last warrior to prevent such a blasphemy.

Armies: Both armies are chosen using the Warhammer army lists.

Battlefield: The battlefield should be set up in a manner agreeable to both players.

DEPLOYMENT

The defender places the piece of terrain that is to represent the objective anywhere within their objective zone (see map).

The defender places their army in their deployment zone.

The attacker places their army in their deployment zone.

Who Goes First?: Roll a D6 to determine which player goes first. The play that rolls highest may choose.

Length of game: Six turns.

SPECIAL RULES

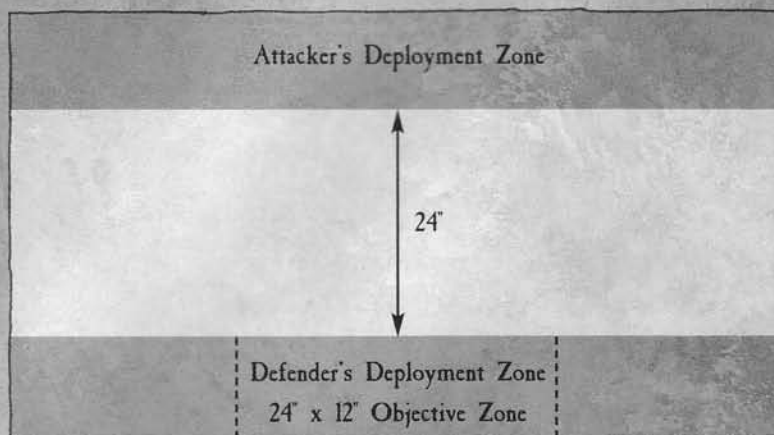
Both attacker and defender are subject to events and encounters.

Sacred Ground: The entire objective zone is considered sacred ground – no encounters may be played within it, and models that enter play after the game has begun may not be deployed or raised within it, or move into it on their first turn.

Victory Conditions: The attacker wins if they get any model that is not fleeing in base contact with the objective, and that model is still in base contact with it at the end of the defender's next turn. If not, the defender is declared the winner.

HISTORICAL RE-FIGHT

A re-fight of this battle should be fought between an attacking Skaven army and a defending Lizardmen army. At the time of the battle, Clan Pestilens was in its infancy, not yet having developed into the distinct clan it would later become. For this reason, the Skaven army should be drawn from the Skaven army presented later in this book, but should not include a Cauldron of a Thousand Poxes. The Skaven player may, however, decide whether to go first or second when it comes to starting the game. The Lizardmen army should be drawn from the Lizardmen army book but may not contain a Slann Mage-Priest, as these remained in Chaqua awaiting word of their servants' findings. For each Hero choice you may take two Skink Priests.



THE SERPENT GOD'S DUE

When Archaon, Lord of the End Times launched his invasion of the Old World, Morathi, the first Hag Queen of the Dark Elves launched her own offensive upon Lustria, intent upon plundering its treasures.

One of Morathi's most trusted lieutenants was a sorceress named Kharlissa, who Morathi loved above all her followers. Kharlissa attacked south along the western coast of Lustria and crossed the Spine of Sotek mountain range into the temple-city of Xhotl, expecting to find the ruins undefended. This misjudgement almost cost the sorceress her life, for she was ambushed, her army slaughtered and she herself captured.

When Morathi received word that her favoured servant had not only failed in her task, but had allowed herself to be taken prisoner and was to be sacrificed, she flew into a terrible rage. She ordered a cadre of her finest warriors to rescue the sorceress, and bring her back to face the wrath of her mistress.

This they did. Summoning forth a great horde of the daemonic servants of Slaanesh, the Dark Elves cut a swathe through the Lizardmen army at Xhotl, breaking through the cohorts gathered at the ruined city's central plaza to witness the sacrifice. At the moment of the configuration of the Fire Stars, it is said that a flock of Furies swooped down upon the high altar, their cruel claws ripping the Skink Priest asunder and taking up the dazed and drugged Kharlissa. As the sorceress was carried off in the daemons' claws, she awoke and realised her predicament.

Kharlissa screamed every mile of her journey back to face Morathi, knowing the punishment for failure would be far worse than death at the hands of the Lizardmen.

RESCUE

Overview: The defenders have captured an important member of the attackers' army, and plan on putting them to death. The attackers must rescue their comrade before the appointed moment of sacrifice arrives.

Armies: Both armies are chosen using the Warhammer army lists.

Battlefield: This battle takes place in a jungle clearing. The objective zone should be relatively clear of jungle terrain, and should feature an appropriately modelled terrain piece, which counts as an area of ruins. The remainder of the table may be set up in a manner agreeable to both players.

DEPLOYMENT

The defender places the objective in the zone indicated on the map. He must place one Lord or Hero model in base contact with it, and may place a further unit in the objective zone (the honour guard).

The defender then deploys the rest of their army in the area shown on the map.

The attacker then deploys their army in the area shown on the map.

The defender deploys any Scouts.

The attacker deploys their Scouts.

Who Goes First?: The attacker goes first.

Length of game: The game lasts for six turns.

SPECIAL RULES

The Time is Nigh: The defender must slay the captive at exactly the correct moment – the beginning of the defender's fourth turn. He may if he so wishes sacrifice the captive earlier (boo! hiss!), but in doing so will adversely affect his chances of victory.

In order to slay the captive, the defender must have a Lord or Hero in base contact with the altar who is not in close combat, at the beginning of their turn.

Victory Points for sacrificing the captive are awarded as follows:

Defender sacrifices captive in turn 1	0 VPS
Defender sacrifices captive in turn 2	50 VPS
Defender sacrifices captive in turn 3	100 VPS
Defender sacrifices captive in turn 4	300 VPS
Defender sacrifices captive in turn 5	100 VPS
Defender sacrifices captive in turn 6	50 VPS

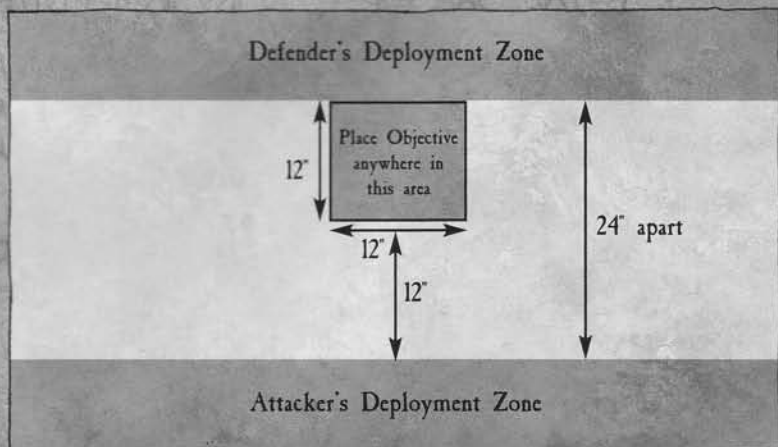
Events and encounters may not be played within the objective zone.

All other units are subject to events and both sides may use encounters.

Victory Conditions: Use the Victory Points chart to determine who the winner of the battle is, bearing in mind 'The Time is Nigh' rule above.

HISTORICAL RE-FIGHT

In order to re-fight this battle, use a Lizardmen army as the defender, with a Skink Priest as the character in base contact with the altar. The attacking army is a Dark Elves force, chosen according to the Cult of Slaanesh variant list in the Storm of Chaos book. The Dark Elves must take a unit of Furies and at least one unit of Daemonettes. For this battle, the Furies will be immune to *Daemonic Instability*, and the Skink Priest will be *Unbreakable*.



THE FOLLY OF PRINCE RODRIK

In the year 1847, the Bretonnian noble Duke Tudual of Anguille dispatched his much-loathed bastard son, Prince Rodrik, on an expedition deep into the jungle of Lustria, hoping, some say, that the obnoxious youth would not return.

Many tales are told of the young prince cutting a swathe through the eastern jungles of Lustria, plundering Lizardmen ruins and even attempting an ill-advised assault upon Amazon Island, but he overstretched his luck when he launched an attack upon the temple-city of Xlanhuapec, not realising that it was in fact a fully functioning city and not some poorly guarded ruin. The Lizardmen observed his nonchalant approach, and allowed the army to enter their city before launching a devastating ambush that wiped out the bulk of the invaders' forces in moments.

Prince Rodrik and his officers survived the slaughter, but still had to escape Xlanhuapec – and hundreds upon hundreds of enraged Lizardmen...

FLIGHT

Overview: Having penetrated deep within the enemy's realm, the invaders have plundered their most sacred places and are even now making good their escape. As the last survivors of the expedition flee, the enemy catch up with them, and aren't too happy...

Armies: Both armies are chosen using the Warhammer army lists. The attacker chooses his army as normal. The defender only chooses from the Characters section of their army list, ignoring all normal restrictions for choosing an army. They may choose the normal number of Heroes for the size of game being played, and as many Lords as they points allow, but no characters may be mounted or have the *Flyer* special rule.

Note: This represents the invaders' army having been whittled down to a few grizzled die-hards, the guys who always make it to the last scene of the movie, though only one or two of them generally make it to the very end. They have the choicest weapons and equipment having plundered both the bodies of fallen comrades and the vaults of the enemy.

Battlefield: The battlefield should be set up in a manner agreeable to both players.

DEPLOYMENT

The defender places his models in the area shown on the map.

The attacker then deploys their army in the area shown on the map.

The attacker deploys their Scouts.

The defender may not deploy any Scouts – any models with this ability must be set up with the rest of his force.

Who Goes First?: The attacker goes first.

Length of game: Until the defenders have all escaped, or are all dead.

SPECIAL RULES

Traps: The defenders are attempting to escape from the very heart of the attackers' realm, and must dodge all manner of cunning traps and hazards placed there to deter raiders such as themselves. Therefore, the attacker doubles the number of Encounters Points he receives.

The attacker is not subject to events, but is subject to encounters.

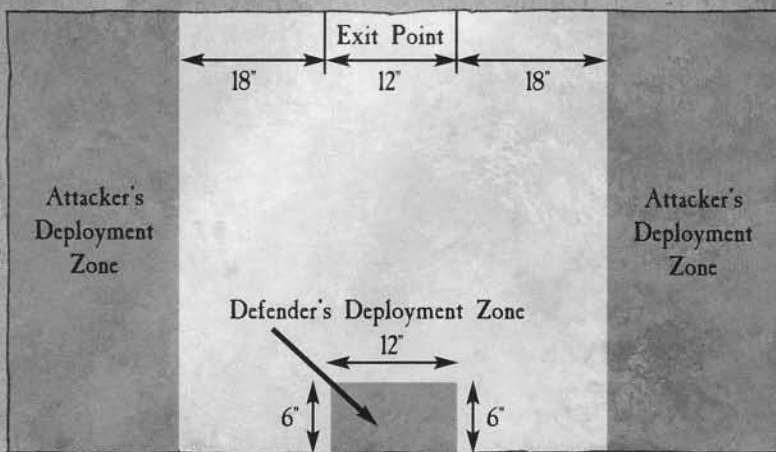
The defender is subject to both events and encounters.

Victory Conditions: Victory Points are used to determine the winner of the battle. Defending characters that leave the table by the exit point marked on the map earn bonus Victory Points equal to their own points value for doing so.

HISTORICAL RE-FIGHT

To re-fight the attempted escape of Prince Rodrik from Xlanhuapec, use the Bretonnian army list for the characters (excluding the Prophetess and Damsel of the Lady), making sure that none have any steeds or Virtues. To represent the fact that the prince and his cronies have spent many months plundering the treasures of the Lizardmen, the Bretonnian player may choose to take magic weapons, magic armour, enchanted items and talismans, including Skink-only items, from the Lizardmen magic items list as well as his own. If this option is chosen, the Lizardmen will be so enraged by the blasphemies of the invaders that they will *Hate* all models in the defender's force.

"We'd lost Carson three days earlier, but we found him soon enough, or part of him anyways... just his head, all sbrunken, his eyes and lips all sewn up. The lads refused to go any further down that path, and I could hardly disagree..."



THE BATTLE OF THE OBSIDIAN COLUMN

In the year 1944 of the Imperial Calendar, the adventurer and pirate El Cadavo made his third attempt to penetrate the jungles south of Hexoatl, searching for the so-called Obsidian Column, a massive monument supposedly located some 500 miles into the interior. After the first two failed attempts, Lord Mazdamundi of Hexoatl had punished El Cadavo by invoking mighty earthquakes to ruin the port named after him.

El Cadavo's third attempt, however, met with success, proving that the tales of precious stones set within the monolith were true. The raiders loaded their wagons with chests overflowing with riches, but in their greed lingered too long. Lord Mazdamundi had foreseen the expedition and dispatched a large force from Hexoatl, which arrived at the Obsidian Column the very morning El Cadavo was planning to leave.

The Lizardmen attacked before El Cadavo could form his army into a defensive line, and though his men fought bravely to defend their treasure, they were slowly ground down by the inexorable might of the Saurus warriors. His army died to a man in defence of their cursed gold and precious stones, though the pirate lord himself escaped the slaughter and made his way back to the coast, a ruined man – physically, mentally, and most definitely financially.

The bodies of El Cadavo's men hang from the sides of the Obsidian Column to this day, the jewels they had attempted to plunder set within dead eye sockets as a dire warning against incurring the wrath of Lord Mazdamundi.

PLUNDER

Overview: The defender is counting his ill-gotten gains, loading his plunder onto sturdy wagons for the long journey home. The attacker launches an all-out assault before the invaders escape, hoping to reclaim the items taken from them.

Armies: Both armies are chosen using the Warhammer army lists.

Battlefield: The battlefield should be set up in a manner agreeable to both players.

DEPLOYMENT

The defender places D3+1 Treasure counters within the area shown on the map. No counter may be placed within 12" of a board edge, or within 12" of another counter.

The defender deploys his army. Every unit and character must be at least partially within 6" of a Treasure counter.

The attacker then deploys their army in the area shown on the map.

The attacker sets up his Scouts.

The defender may not deploy any Scouts – any models with this ability must set up with the rest of his force.

Who Goes First?: Roll a D6 to determine which player goes first. The player that rolls highest may choose.

Length of Game: The game lasts for six turns.

SPECIAL RULES

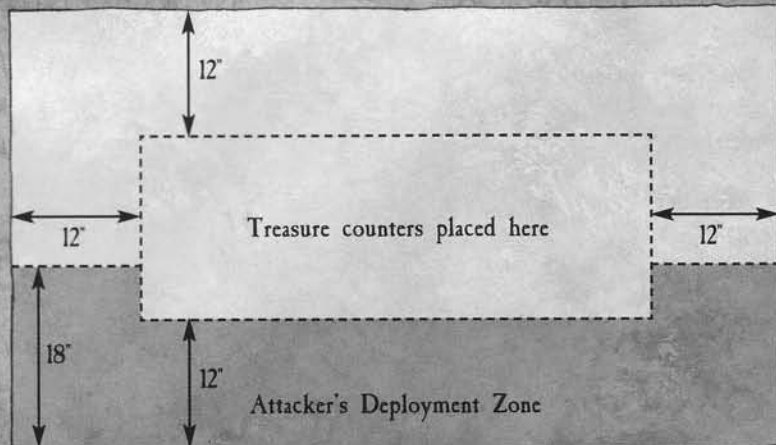
Both attacker and defender are subject to events and encounters.

Victory Conditions: At the end of the game, total up the starting points value of all your units with at least one model within 6" of a Treasure counter. Units at or above half their original number of models are worth their entire starting points value; units below half this number are worth half their starting value. The side with the highest total is the winner.

HISTORICAL RE-FIGHT

The Battle of the Obsidian Column is simple to re-fight, using an Empire army to represent El Cadavo's force and a Lizardmen army to represent the forces sent by Lord Mazdamundi to punish the invaders. El Cadavo's force of mercenaries and cut-throats may not use any knights or artillery. Instead, you may take Dogs of War units as Core, so long as the number of these units does not exceed the number of units chosen from Empire Core choices, and they are not mounted or artillery.

"The gods must have revised their opinions of our expedition, for surely they were with us this day. We are joined by a guide, a native it seems of this very jungle. She is a woman of tremendous presence and beauty, and she knows the jungle intricately. I only hope I can control the men, for their sake more than hers, for she is a devil with the spear..."



LORD MELCHIN'S GRAND ADVENTURE

In the late 2100s, the famous Lord Melchin, favourite of the Imperial Court, launched an expedition to Lustria to prove his courage to his noble rivals. Though the voyage saw the lord's fleet taking a somewhat circuitous route through many hostile regions, he did eventually make landfall in the spring of 2185 with a, by then, ragged group of adventurers. The band spent a year exploring the inhospitable lands around the Ayamara Swamps, attempting to find their fortune in a land fabled to be strewn with gold-filled temples. Unfortunately for Lord Melchin, his band had made landfall upon a stretch of coast sparsely populated of ruins they might plunder, and they soon despaired of making their fortune in the land of the cities of gold. The final straw came when Lord Melchin and his force encountered the Lizardmen, who launched a punitive assault upon his camp in the dead of night, intent upon wiping out the intruders before they discovered the nearby Temple of the Eclipse. Ironically, the temple contained enough gold to purchase Altdorf several times over, but Melchin never found it and by that stage in his expedition had had his fill of Lustria. He took the hint, setting off for home the very next day.

Despite his failure, Lord Melchin returned to the Imperial Court a hero, for his inflated tales of his heroic expedition, combined with the potent Lustrian wine he had purchased from the diminutive Wayarhui tribesmen of the Ayamara Swamp region, made him the host of many an aristocratic bacchanal and the toast of the nobility for years to come.

NIGHT ATTACK

Overview: A small force is conducting a hit and run raid against a larger one, using the cover of darkness and the jungle to sneak up on its enemy. The defenders awake as the alarm is raised...

Armies: Both armies are chosen using the Warhammer army lists. The attacker has half the points of the defender. In order to gain the element of surprise, the attacker has had to forego the use of any war machines, chariots or models that count as Large Targets, as these would be unable to get close enough without being heard.

Battlefield: The defender's deployment zone should have no jungle, but may have other features, such as improvised barricades, tents, stores, etc. The bulk of the terrain within and near the attacker's Deployment zone should be dense jungle, with other areas of light jungle in the area between the two deployment zones.

DEPLOYMENT

The defender sets up his army first, in the deployment zone shown in the map.

The attacker then deploys their army.

The defender then deploys any Scouts (these are in effect his sentries).

The attacker deploys their Scouts.

Who Goes First?: Roll a D6 to determine which player goes first. The player that rolls highest may choose.

Length of Game: The game lasts for six turns.

SPECIAL RULES

Under Cover of Darkness: At the start of each game turn, roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see through the darkness. If you roll a Misfire then the moon is bright enough for normal warfare for that turn. You cannot shoot, charge or cast spells that require line of sight at targets you cannot see.

Surprise Attack: The defender has been caught so unawares by the raid that in their first turn their units may only move – no shooting, charging, or magic may be performed.

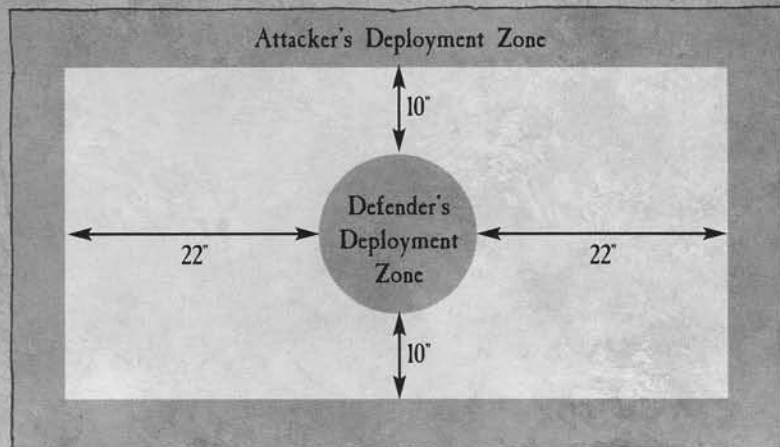
Both attacker and defender are subject to events and encounters.

Encounters may not be played on terrain pieces within the defender's deployment zone.

Victory Conditions: Calculate Victory Points for destroyed units and units below half strength. Do not award Victory Points for anything else. The player with the highest Victory Points total is the winner. However, as the attackers are attempting to perform a harassing raid with a small force, rather than a full scale assault with an entire army, check the Victory Points total at the beginning of the fourth turn. If the attacker is ahead, play the last two turns. If the attacker is behind, his forces melt back into the jungle, the element of surprise (and the game) lost.

HISTORICAL RE-FIGHT

This battle was fought between a defending Empire army and an attacking Lizardmen army. If you plan to re-fight it, the Empire force may not have any cavalry models or war machines, but all defending units will count as *Stubborn* while in their own deployment zone as they seek to defend the only items of any value they have plundered during their expedition to Lustria; the flagons of fine Lustrian wine bartered with the local tribesmen. The Lizardmen army consisted mainly of stealthy Skinks, and thus may not include any Saurus, but the 0-1 restriction on Chameleon Skinks is waived.



THE FALL OF KJELL RED FIST

The first men of the Old World to penetrate the jungles of Lustria were the seafaring and warlike Norse. One raid occurred in the year 1323 when Kjell Red Fist, a chieftain of the Skaeling people, navigated his longship the length of the River Qurveza in search of the so-called Fount of Origins, a legendary sacred place where Kjell hoped to gain a measure of the power of the ancients.

But Kjell's passage was noted, and stealthy aquatic Skinks dived beneath Kjell's longship as it lay at anchor by moonlight, loosening beams and crippling her rudder. Kjell was faced with the choice of abandoning his voyage, or of continuing on foot. There was only one choice for such a man as he, and he pressed boldly on through the jungle.

Kjell's shaman informed him that the party would need to bear north to reach their destination, and this would necessitate making a river crossing. Taking his seer's counsel, Kjell led his men across a ford, greed overcoming caution as he felt his goal within reach. As the party reached the deepest point, the jungle came alive – deadly poisoned darts rained down upon the Norsemen.

Kjell bellowed in rage and charged across the ford, his remaining warriors following. At that moment, the legendary ancient Scar-leader Kroq-Gar appeared on the bank, flanked by rank upon rank of Cold-One mounted Saurus. In an instant the two were locked in a mighty, though ultimately one-sided duel while their warriors fought and died upon the riverbank. Though Kjell fought with the berserker frenzy of his people, he was laid low by a savage bite from Kroq-Gar's mighty Carnosaur. As the ancient Scar-Veteran held aloft the chieftain's severed head, the Norsemen broke and made to flee back across the river, but were run down by the mounted Saurus before a single warrior reached the opposite bank.

Though the fate of Kjell Red Fist could only be speculated at amongst the battle-hungry Norse, many others have sought to retrace his steps and locate the fabled Fount of Origins. To date, none have made it anywhere near as far upstream as did Kjell. Lord Mazdamundi has decreed that none ever shall again.

BUSHWHACKED!

Overview: The invaders are at their most vulnerable to ambush as they cross a ford through a fast-flowing jungle river. As they begin their crossing, the enemy watch from the far bank, awaiting the perfect moment to strike.

Armies: Both armies are chosen using the Warhammer army lists.

Battlefield: A river should cross the length of the table, entering and exiting at the short table edges. Terrain is set up in a mutually agreeable manner.

After the terrain is placed, the defender must nominate an 18" stretch of the river as

the ford, which he will attempt to use as a crossing point. This crossing point is counted as open ground.

Then, the attacker may reposition one piece of terrain on their own side of the river, followed by the defender doing the same on their side if they wish – this represents both sides attempting to choose the site of the battle to their own advantage.

DEPLOYMENT

The defender places their entire army on their side of the river, in an 18" corridor extending backwards from the ford to his table edge.

The attacker then places their army on their side of the river.

Neither side may make use of any special deployment rules their models may have (such as Scouts, Tunnellers or Ambushing herds) – all such troops must deploy as indicated above.

Who Goes First?: The attacker gets the first turn, though he may choose to allow the defender to go first if he wishes.

Length of Game: Six turns.

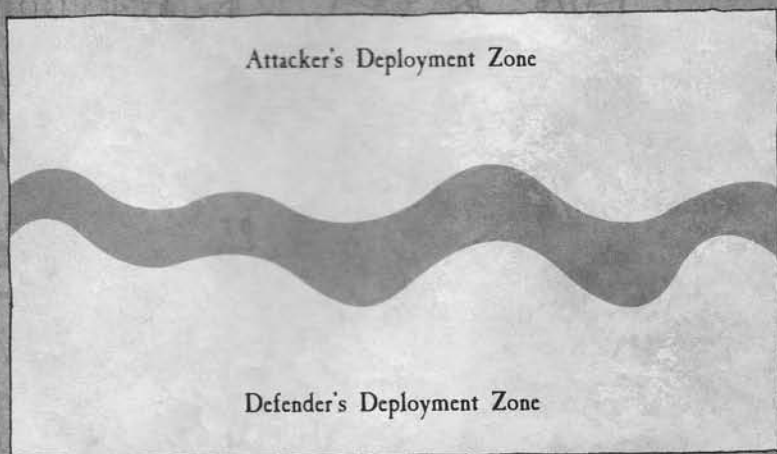
SPECIAL RULES

Both attacker and defender are subject to events and encounters.

Victory Conditions: Victory Points are used to determine the winner. The defender earns bonus Victory Points for units that end the game entirely on the attackers' side of the river, each unit being worth a number of Victory Points equal to its own starting points value. Units below half strength are worth half their starting points value in Victory Points.

HISTORICAL RE-FIGHT

This battle was fought between Lizardmen and Norse. The Lizardmen army is simple to put together, using the special character Kroq-Gar as its general. The Norse are best represented by an army drawn from Hordes of Chaos, but not using any Daemons. If you have access to the Storm of Chaos book, the special character Vardek Crom can be used to represent Kjell Red Fist, and his special rules would certainly lead to an epic confrontation with Kroq-Gar.



CREATING JUNGLE TERRAIN

Whether you intend to play a campaign or a series of one-off games set in the jungles of the Warhammer world, you'll need to have suitable terrain to hand. Over the next sixteen pages, we'll be looking at how you can make the various densities of jungle that you'll need, alongside some ideas for creating jungle encounter markers to add character to your games.

Making your own jungle terrain is actually surprisingly straightforward, and wherever possible, we'll be providing details on how to go about making your terrain. There are instructions for using the variety of different jungle trees and plants that you can buy in your local Games Workshop, as well as how to make some of your own from readily available materials.



This board is set up for a jungle battle.



UNDERGROWTH

Bases of undergrowth represent areas of thick grasses and shrubs that will slow the advance of units moving through them, but have no other significant effects. As such, undergrowth should form a relatively small proportion of your jungle terrain.



Tough grass, made from prairie grass, available from most hobby stores.

Busbes made from chopped up Citadel Hedges.

Small bushes and shrubs made from pieces of clump foliage, available from most hobby stores.



A NOTE ON BASE SIZE

Over the following pages, we'll be looking at several different kinds of jungle terrain, but what they all have in common is that they are all mounted on a base made from wood or thick card. There's no reason why you can't make your bases any size you want, but we've found that bases roughly 6 – 8" across are small enough to be flexible, but large enough to have a significant presence on the table.



Clumps of thick grass made from patches of fake fur, sprayed green.



Reeds made from clumps of bristles cut from a sweeping brush.



LIGHT JUNGLE

Bases of light jungle represent patches of jungle that can be traversed, albeit slowly, by most models in the game. These should form the majority of the jungle terrain on your table.

A NOTE ON SPACING

The feature that will distinguish between light, dense and impenetrable jungle is the amount of space left on the base for models to pass through. In this case, make sure to leave paths so that several models can pass through. Keeping a selection of bases to hand while building your base will come in handy for gauging this.

CREATING SECTIONS OF LIGHT JUNGLE



1. Cut an irregular base from wood, card or foamboard, and then cover it with flock.



2. Glue jungle trees and clump foliage in place, taking care to leave paths for models to pass through.



JUNGLE TREES

You can buy these jungle trees from Games Workshop stores. They can be assembled in a variety of different ways but here are the basics you need to know.

1. Using a pair of clippers, carefully remove all of the parts from the sprues.
2. Select a tree base and begin to test build your tree using branch and leaf sections.
3. When you are happy with the size and shape of your tree, reassemble it and glue it together with polystyrene cement.



3. Add clumps of plastic jungle plants to the base, always making sure that the paths remain relatively clear.



DENSE JUNGLE

Dense jungle should make up roughly one third of your jungle terrain. Bases of dense jungle represent areas of trees and undergrowth so thick that only skirmishers can move through them.

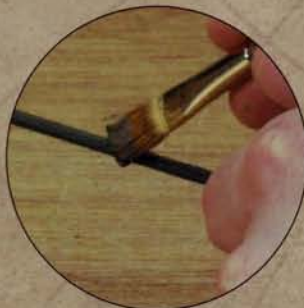
1. Cut out a base and then add extra levels of foamboard or polystyrene. Use a sharp knife to shape them to form small mounds.



2. Cover the mounds with ready mixed filler. An old paintbrush is ideal for this.



3. Start by undercoating a wooden skewer Chaos Black. The skewer will be painted first then cut to size later.

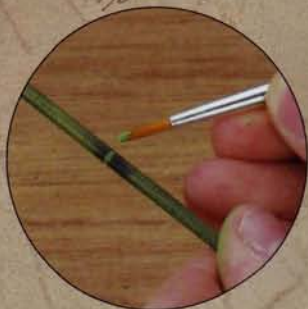


4. Paint the skewer Dark Angels Green. Then drybrush bands of Camo Green, leaving a band of Dark Angels Green to create the bamboo effect.



170 180 190 200 210 220

5. Finish the effect by painting narrow rings of Goblin Green onto the dark areas.



6. Once you've finished painting the skewers, cut them to the length you want. Try to vary the length of the trunks to get a more natural look when glued to a base.



7. Stick clumps of foliage to your tree trunks, varying the amount to give a more irregular appearance.



8. Paint and finish the polystyrene base before gluing the trees in place.



9. Add clumps of plastic jungle foliage and then flock the base to match your gaming table.



WHY USE BAMBOO TREES?

Bamboo trees are ideal for dense jungle, because while you want each base to look chocked with plants, you still want to be able to move skirmishing models through it. Trees made from bamboo skewers are ideal for this – their tall trunks mean that you can leave reasonable gaps between each tree while still having a satisfyingly dense canopy above.



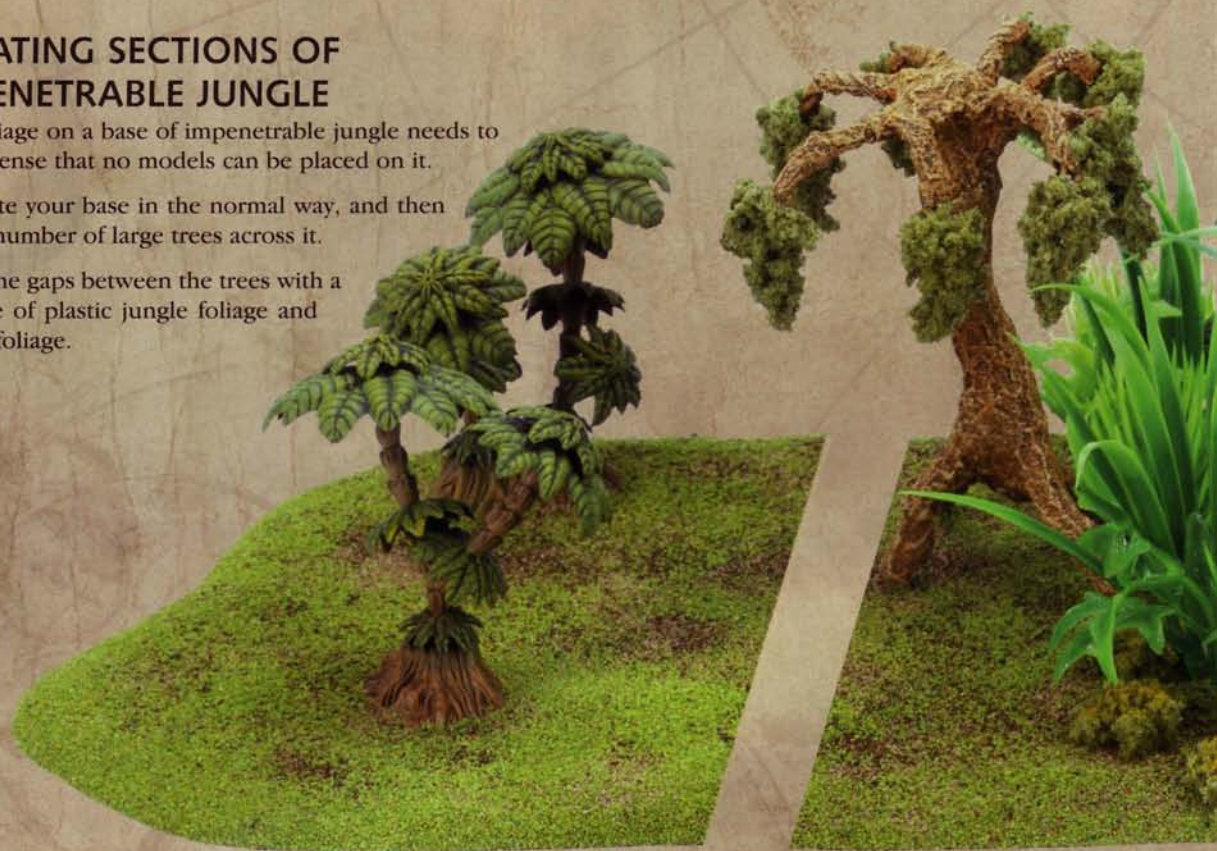
IMPENETRABLE JUNGLE

Bases of impenetrable jungle represent areas of jungle that no models can enter, and as such, you'll only need to include one or two pieces in your collection.

CREATING SECTIONS OF IMPENETRABLE JUNGLE

The foliage on a base of impenetrable jungle needs to be so dense that no models can be placed on it.

1. Create your base in the normal way, and then glue a number of large trees across it.
2. Fill the gaps between the trees with a mixture of plastic jungle foliage and clump foliage.



SWAMP TREE

Another way of constructing trees for jungle bases is a wire tree. In this case, we'll be showing how to make the kind of tree that you'd find in a mangrove swamp. This kind of tree, with its wide, tangled base of roots is ideal for bases of impenetrable jungle, or to act as a centrepiece on another base.



1. Start by cutting the lengths of wire you'll need to make your tree. Ideally, the wires should be twice the height of the tree you intend to make. Fold the lengths of wire in half and make a loop at the folded end.



2. Use the loop to twist the wires together to form the trunk. Once you've finished, cut the loop and form the branches and roots. Make sure to allow for large roots and drooping branches.



3. Cover the tree with a layer of ready mixed filler, and then paint and add foliage to it. This tree doesn't have a canopy of leaves. Instead, glue your foliage to the ends of each branch, following the natural curve.



RUINS

Ruins come in a variety of shapes and sizes, from the remains of dwellings and fallen temples to ancient statues. On these pages we'll be showing you how to make a set of ruins to add to your collection of jungle terrain.

CREATING RUINED BUILDINGS

For gaming purposes, keeping your ruins around the same size as your bases of jungle trees will give you maximum flexibility in setting up your games. Smaller buildings also have the advantage of being relatively easy to build. Lots of smaller ruins can always be laid out together to represent a larger temple complex if needs be.

The ruined buildings shown here are made from an arrangement of foamboard walls glued to a base, made in much the same way as the bases you'll already have made for your jungle pieces. Tiles can then be cut from card and added to the interior. Once the walls have been glued in place (PVA woodworking glue is ideal for this), you can bring the ruin to life by decorating it with clumps of foliage and flock.



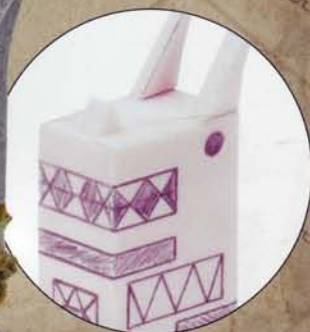


CREATING RUINED STATUES

Ruined statues serve both to give your table a distinctive sense of place, and as obstructions and cover in your games. Fortunately, the kinds of statues found in the depths of Lustria tend to be the blocky, abstracted sculptures of the Lizardmen. The lack of many curves and large geometric shapes mean that they can easily be cut from blocks of polystyrene.

The snake idol shown here was made from a small off-cut of polystyrene. The simplicity of the design means that we were able to make several of them at the same time, keeping some intact and making others into rubble barricades.

With the design drawn in pen onto the block, it was relatively straightforward to use a knife to shape the statue. Textured paint gave the block the appearance of stone and a few coloured beads and plastic skulls completed the model.

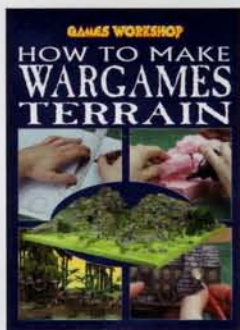


RIVERS AND SWAMPS

Water features can add a great deal of character to your gaming table, as well as, in the case of a river crossing, providing the focus for a battle. On these pages, we'll be showing you how to make a swamp, and how to use the same methods to make a river for your terrain collection.

CREATING A SWAMP

1. Glue a layer of foamboard to your base (a polystyrene ceiling tile will do just as well).
2. Using a sharp knife, shape the foamboard to give the swamp an irregular surface and to blend the edges to the base.
3. Glue on patches of sand and gravel to act as rough patches of ground.
4. Paint the base in a variety of browns, greens and greys, add pieces of clump foliage and paint the areas of water with gloss varnish.



For more information
on building rivers,
and many other kinds
of terrain, see
*How To Make
Wargames Terrain.*



RIVERS

Making a river is essentially the same process as making a swamp. The biggest difference, of course, is the length. For the sake of gaming flexibility and storage, most gamers prefer to make their rivers in foot-long sections, which can then be combined a variety of ways to suit your needs.



ENCOUNTER MARKERS

While the presence of jungle encounters could easily be indicated with an improvised counter, creating unique and characterful counters is quite straightforward, and will go a long way to making your games come to life. We've brought together a selection of these encounters to provide you with some inspiration.



Carnivorous Plants – These plants were taken from the Catachan Heavy Weapons sprue, and then painted in suitably vibrant colours.



Poisonous Fungi – Large pieces of aquarium gravel can be used to represent poisonous fungi when painted appropriately.



Lash worms – Tails taken from plastic Skaven models make perfect lash worms.



Native Traps – This native trap counter is made from two plastic Saurus weapons, with an icon from a standard acting as the trigger plate.





Swarms – This swarm was created using a Khemri Tomb Swarm, with the distinctive Khemrian bead removed and replaced with the bead from a plastic Zombie.



Quicksand – The bat, cut from an unfortunate Empire Militia model, represents a patch of quicksand.



Native Curse – A selection of beads taken from the plastic Zombie sprue indicates the presence of a native curse.



PLAYING SPECIFIC SCENARIOS

Once you've assembled enough terrain to fight a basic battle in the jungles of Lustria, you can begin to add more exotic pieces, like the great river and Obsidian column featured on the tables below.



*This board is set up for the scenario
The Battle of the Obsidian Column.*



*This board is set up for the scenario
The Fall of Kjell Red Fist.*

GAMING IN LUSTRIA



LUSTRIA CAMPAIGN RULES

WHAT IS A CAMPAIGN?

It's great when your victories give you an advantage the next time you fight, knowing that your skill as a commander is rewarded with renown and fear. When your battles are part of a bigger picture, where winning the battle means destroying the kingdom or halting the tide of enemies – this and much more is what campaigns are all about. In a campaign you command armies as they march not only on the battlefield, but also across the pages of history. Each battle counts, and the results of each paves the way to ultimate victory. As the campaign progresses, each unit and character can gain glorious histories and the loss of your favoured veterans and heroes is met with groans of dismay.

There are many different types of campaign to play, and all work in very different ways. If you've never played a campaign, then reading the Campaigns section of the Warhammer Rulebook will give you a good idea of what they're all about and is a good starting point. The campaign rules presented here allow you to play a node campaign – a generic campaign that you can set anywhere in the Warhammer world, but later in this book we'll apply it to the Lustria setting to play out the Rise of Sotek campaign. This campaign is what is known as an open campaign, in that it doesn't have a set ending that you'll come to after a number of turns. It ends when one player wins as described in the rules or after a set period of time if you only have a limited time in which to play.

The bottom line is that campaigns should carry on as long as they're enjoyable and everyone is fighting battles. The most important thing about your campaigns is that everyone has fun. It's very tempting to include everything and the kitchen sink from the outset, but years of experience have taught us that simple is definitely the easiest way to run a campaign.

This campaign is fairly simple, but has enough wrinkles to keep things interesting and should hopefully give you plenty of scope for playing games, both large and small. The campaign system here is mainly concerned with games of Warhammer, but there's no reason why a great deal of it can't be played with smaller scale games, either by using fewer points or by using the Warhammer Skirmish rules. This variation in scale also allows you to devise new scenarios or battles as you go along. However you play your campaign, remember that these rules are yours to do with as you see fit. If one part of the campaign rules doesn't appeal to you, don't use it! Just remember that you have to be even-handed with everyone playing it!

OVERVIEW OF NODE CAMPAIGNS

Node campaigns are a mixture of map and tree systems (see the Warhammer Rulebook for more details on these types of campaign). In essence, it's a tree campaign superimposed over a map campaign, with strategically important points on the map forming the nodes, or



territories, over which battles are fought. A normal way of deciding the winner is once a pre-agreed number of territories have fallen to one player then that player has won the campaign.

Each territory has a variety of different scenarios to be played at each one, so that players do not become tired of repeated battles at certain bottleneck territories. Certain terrain is also associated with individual territories. Some territories may represent large towns, castles, etc, whilst others may be rolling fields or high mountains. You can use the terrain generators in the Warhammer Rulebook or devise one tailored to your own terrain collection when setting up your campaign battlefields.

As each territory is joined to one or more others, you will determine how easy or difficult crossing the intervening terrain might be. If, for example, a well-laid road joins two territories, armies will probably have no trouble moving from one to the next. But should that highway cross a mountain pass that the enemy controls then it will be a lot more difficult. This method encourages sneaky players to attempt to use short cuts between otherwise distant territories, although there is, of course, the risk that their army may become mired and not move at all.

When it comes to determining what happens during the 'campaign turn' of a node campaign (where players plan their strategies and armies move around the map), each player makes a move, and the resulting battles are fought. One last point regarding node campaigns – they are very easy for two players to design between them without the need for a referee, as all the rules are agreed and the nodes planned out before the campaign begins. Of course, having a referee design the campaign means that he can build in some nasty surprises for the players, just to keep them on their toes...

If you have a Games Master (GM) to referee your campaign, it's a good idea to get them to draw up the map. That way it can be tailored to any maps you already have or are able to get your hands on from either the internet or your local library. This way the GM can include a couple of nasty surprises to keep the players on their toes. The Warhammer world is a dangerous place after all, and no one should feel completely at ease moving from place to place.

CREATING THE CAMPAIGN MAP

Number of Territories

The region your armies are fighting over may comprise a sizeable geographical area, but of this only certain areas will actually be worth contesting. Of these, the majority will be mines, farms, towns, hills or strategic crossings. A map for a node campaign doesn't need to be huge; in fact it's probably best kept to a manageable size if your campaign is going to have any chance of coming to a satisfactory conclusion. To determine how many territories your campaign has, roll 2D6 and add 4 to the score. This gives you a number between 6 and 16, enough for anything from a bijou campaignette to a fully-fledged campaign that will last several weeks. Once you have the number of territories in your campaign, draw a quick map with the territories spread pretty evenly across it. If you already have a map prepared, place the territories at various points across the map in as even a spread as you can manage. Now that you've got the number of territories sorted out, it's time to work out how they are linked together.

More than two players

If you have more than two players in your campaign, then you will need a larger map to fight over. For each additional player above two, roll an extra D6 for the number of territories in the campaign, so in a six-player campaign, you'd roll 6D6+4 territories.



Routes of March

In theory it's possible to march anywhere, but in practice, the dangers of straying too far from the beaten track and the vagaries of terrain make it easier to travel between locations by following established routes of march. For this reason, the territories on a map are connected to other territories by a number of routes of march.

Starting with the territory nearest the centre of the map, roll a dice on the Routes of March table below. If you generate a route of march, draw a line connecting it to another territory. You can't draw a route of march so that it crosses another route of march, and two territories can only ever be connected by a single route of march. Use the priorities below to determine which territory to draw the route of march to:

Draw to a territory that has not yet been rolled for on the Route of March table. If there are two or more territories that have not been selected yet, draw to the territory with the least number of routes of march already connected to it (just pick one if there is still more than one possibility).

If all the available territories have already been selected, then draw a line to the territory with the least number of routes of march connected to it (just pick one if necessary).

Once you have generated all of the routes of march from a territory (because of a roll on the table, or because you cannot draw a route of march without crossing another),

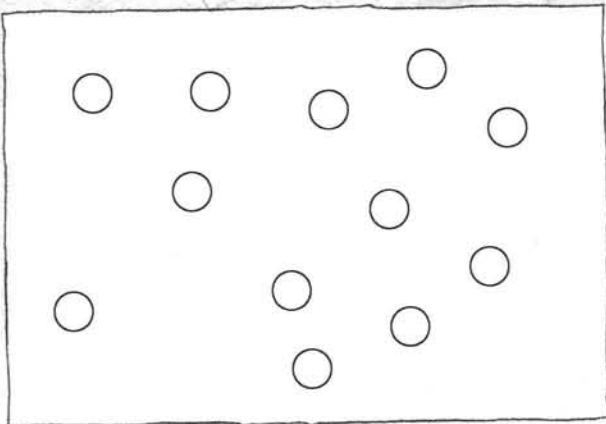
then select another territory and continue. If possible, the next territory selected must already be connected by a route of march to another territory. If you finish with a territory not connected (because you rolled a 1) then draw one route of march using the normal priorities – every territory must be connected to at least one other territory by a route of march.

Route of March table

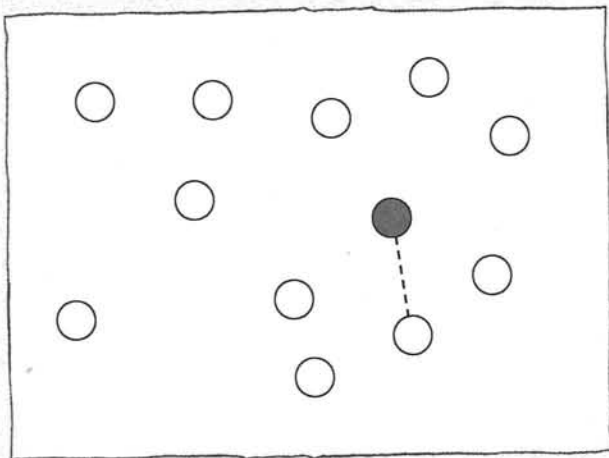
D6	Result
1	No more routes of march (re-roll on first territory).
2-3	Add one route of march and then finish.
4-6	Add one route of march (to a maximum of six) and roll again. Once a territory has six routes of march move onto another.

Example of creating a Node Campaign Map

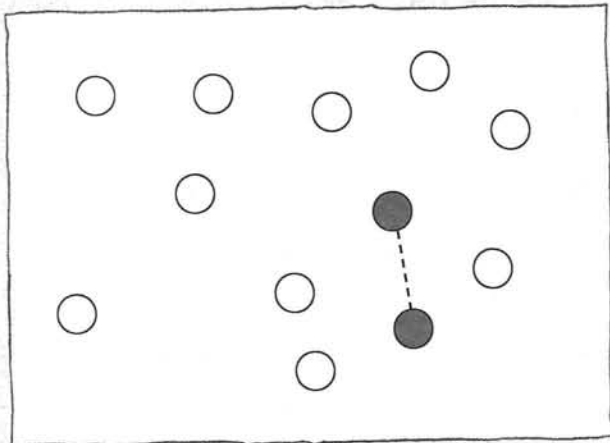
1. Rolling 2D6 for how many territories are in the map, we roll a 8, which when we apply the +4, means that there are 12 territories on this map. We then draw these onto a map, spreading them fairly evenly around.



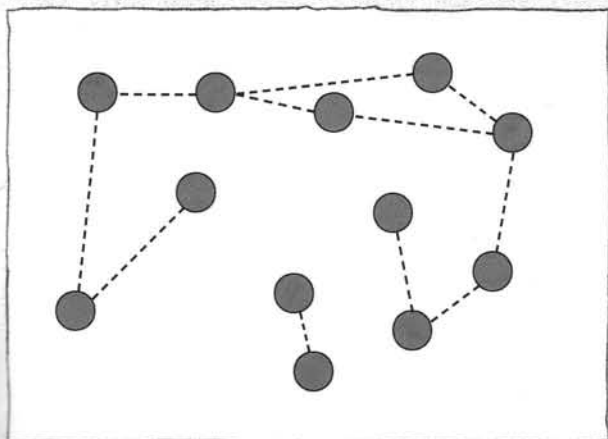
2. Choosing a territory near the middle, roll on the Route of March table. Let's say we roll a 3. Make one route of march and then move on to the next territory.



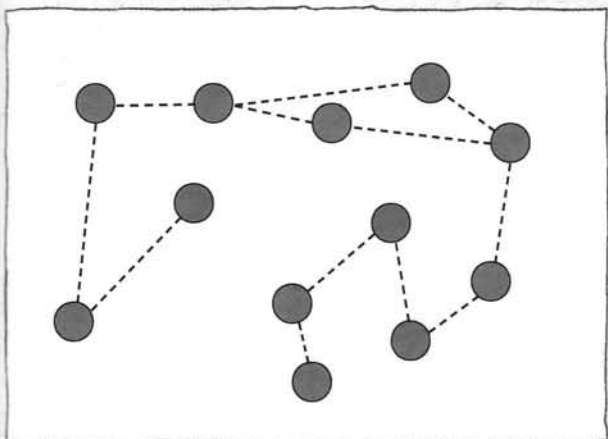
3. We now have to select a new territory to roll for. As stated above, we continue with a territory that is already connected by a route of march. Rolling on the Routes of March table we get a 1, which indicates no new route of march.



4. We then select another territory and keep rolling.



5. Once we have finished rolling, two of the territories are still not connected to the others, so we draw one more line, connecting one of them to the rest.



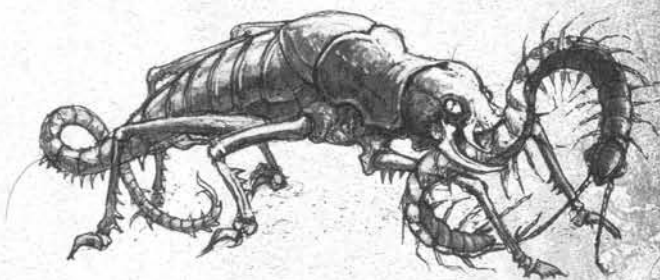
6. Now we have our map, it's time to determine how treacherous the routes of march between the various territories are. Once that's been done, we'll consult the Territory Type table and start rolling to find out what each of the territories are.

SKEGGI

The settlement of Skeggi was founded in the year 888 by the Imperial Calander, by the Norse adventurer Losteriksson. The colony soon became a base of operations for Norse raids far into the interior of Lustria, during which many precious Lizardmen artefacts were plundered to be shipped back to the Old World, making the fortune of many an explorer. Skeggi is to this day a bustling and boisterous port, a lawless place where the very dregs of every society find a haven. No behaviour is too extreme to be tolerated there, and woe betide the lawful man who attempts to preach to its inhabitants.

Not all routes of march are created equal...

Just because there is a route of march connecting each location on your map, that's no guarantee that it's a walk in the park to get along it. All manner of hazards await the unwary general when he tries to take his army along a narrow pass or via a road that runs through a haunted wood. Sometimes even the weather can put a crimp in the most ambitious plans. Commanders might choose to move their armies along safe routes of march to ensure that their armies can be reasonably sure of arriving where they want to get to, while particularly daring commanders may decide to risk the more dangerous crossings to circumnavigate their foes or get behind them. To represent the vagaries of travel in the Warhammer world, and the fact that some routes of march might be more difficult to traverse than others, we assign them a Difficulty Level. Roll a D6 for each route of march on the map on the chart below to see whether there is any difficulty in passing along it. Moving your army along a route of march is covered later, so don't worry about what this means just yet – basically, the higher the number you roll on the chart, the harder a route is to march along.



March D6 Difficulty Difficulty of Route

1-4	2	There are clear roads and relatively easy terrain for an army to march upon. There are few barriers to an army that chooses to travel along this route of march. Armies must roll 2+ on a D6 to pass along this route of march.
5	4	This route is not always open, either because of treacherous conditions or inaccurate route information. Armies must roll 4+ on a D6 to pass along this route of march.
6	5	This route is hazardous in the extreme and armies that set out along it frequently do not arrive at their destination at all. Armies must roll 5+ on a D6 to pass along this route of march.

GENERATING TERRITORY TYPE

Once you have the map and routes of march prepared, it's time to see what each territory represents, be it a town, ruin or wizard's tower, etc. The table below tells you how to establish what each territory represents and later on, we'll find out what it's worth to your army. If you already have a map you want to use, then simply assign a territory type to each of the territories on the map based on where you have placed them. Alternatively, refer to the table below for each territory on the map, looking up how many routes of march are connected to it. Then roll a D6 to determine which type of territory it is.

No. of routes of march	Territory type (D6 roll)
1	1: Wizard's tower 2-3: Monster's lair 4-6: Mining village
2	1-2: Castle 3-4: Farming village 5: River Ford 6: Mountain pass
3-4	1-2: Market town 3: Mercenary bazaar 4-5: Large town 6: Vital crossroads
5+	1-3: Major city 4-6: Fortress

What each of these terrain pieces means to your army is dealt with later, but for now it's enough to know that holding more important locations will benefit your campaign more than the less important ones. Most locations have a Defence Value (DV) ranging from 0 to 4, representing how difficult it is to either capture the location or how much resource you have to expend to bribe, coerce or otherwise persuade the occupants of the territory to come over to your cause. Don't worry too much about the rules for this just yet, as they'll be described in more detail later.

The rules presented in this section of the book for capturing territories allow you to play the campaign turn quickly and easily, getting to the big battles as quickly as possible, but many of the skirmishes or battles that might need to be fought to capture these territories can be fought using the Warhammer Skirmish rules. If you have the time and inclination for this, then play as many games as you can!

The section at the end of each territory description tells you what scenarios to play if an enemy army is in the territory you are trying to claim, together with any special rules that apply for that game.

FOREST GOBLINS

In the depths of the forests of the Old World, and some say those further afield, are to be found lurking the tribes of the Forest Goblins. Though not physically different from other Goblins, Forest Goblins decorate themselves with colourful feathers, often sticking the quills directly into their skin as they feel little pain. Metals are quite rare in the forests, so the Forest Goblins trade with other Goblin tribes, swapping captives and fungus for ores from the mountains. Because they don't have much metal at their disposal, Forest Goblins also like to use bones and teeth to make weapons and armour as well as for decoration. Forest Goblin tribes have totem poles depicting Gork, Mork and the Great Spider, and this is where they meet before marching to raid a human farmstead or burn some unfotunate woodcutter's house.



OCCUPYING TERRITORIES

There's only so much food and water in each territory, and armies need a lot of both to stay functional, so in most cases only one army of each force may occupy a territory. Some territories (farming village, large town or major city) have special rules that allow two armies of the same force to occupy them, but no matter what, three armies can never occupy the same territory.

TERRITORY TYPES

Wizard's Tower (DV 3) The mysterious occupant of this lonely location is a cackling wizard who may offer his services to your army for the right price. So long as you have captured this territory, you may include an extra Hero level wizard – Level 1 (who takes up no Hero choices) in addition to the characters you are normally allowed to take for the points value of your army. This wizard may have up to 50 pts of magic items as normal, but none of these can be a Dispel Scroll. Wizards are a fickle bunch, and no matter how many wizard's towers you capture, only one wizard will ever come and fight with your armies.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 3-6 Capture from the Warhammer Rulebook, with the Wizard's Tower as the objective.

Monster's Lair: (DV 2) The lairs of terrifying monsters are secreted amongst the crags and hills of this territory, and a brave commander can break their occupants to his will to unleash upon his enemies. So long as you claim this territory, you can include any Monstrous Mounts normally available to your army at half the normal cost, though whoever rides them must pass a Ld test each turn or roll on the Monster Reaction table. Test again at the start of the next turn.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-3 Flank Attack from the Warhammer Rulebook.
- 4-6 Ambush from the Warhammer Rulebook.

THE FOREST OF SHADOWS

Situated in the north-eastern region of the Empire, the Forest of Shadows encompasses most of the province of Ostland. It is an eerie place; its trees are unlike those of other forests, and are twisted into grotesque shapes and covered with hanging curtains of moss and lichen. Strange, bloated fungi proliferate there in the form of huge, bilious puffballs and brightly coloured toadstools. Only the foolhardy would brave a night within the gloomy depths, for bands of Beastmen, Goblins and other evil creatures lurk within its dark heart.

Mining Village: (DV 0) A community of villages and smelteries that produce iron ore and are renowned for the quality of their armour and weapons, allowing you to better equip your warriors with superior wargear. For each mining village you claim as your territory, you may upgrade one Core unit and its Champion to have any non-magical weapons and armour upgrades normally available to them for free for the next battle. You can change which units you upgrade between battles.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-4 Pitched Battle from the Warhammer Rulebook.
- 5-6 Meeting Engagement from the Warhammer Rulebook.

Castle: (DV 2) Castles are sturdy constructions designed to keep the enemy out, but they cannot resist a protracted siege. Armies moving into a territory containing a castle that they have not already captured must halt their move there and cannot move further until they have captured it, even if it is not claimed by the enemy. Armies that are Defeated or Broken and need to be brought back to full fighting strength will not need to expend any Campaign Points if they have fallen back to a castle and roll a 5+ on a D6 in the Rebuild Armies phase, as described later.

Enemy Army Present: Play the Siege scenario, from the Warhammer Rulebook, with the army moving into the territory as the assault force. For the purposes of this scenario, and this scenario only, the attacker may pick extra troops and equipment so that his force is twice the size of the defender. Once the siege is over, these extra troops are disbanded and take no further part in the campaign (until the next siege!). In addition to the agreed points value of the battle, the defender may spend up to 200 pts on Besieged Player's Equipment. Defeated armies must retreat from the territory as normal.

River Ford: (DV 0) A shallow portion of a deep, fast flowing river that allows armies to cross this otherwise impassable barrier. Armies may move from unclaimed river fords (or ones it has captured) without expending a Campaign Point on a 3+ – though they must still equal or better the Difficulty Level of the route of march as normal. If the River Ford belongs to the enemy, then armies must expend a Campaign Point as normal to cross it until they capture it. Note that this is, in effect, a 'free move' so a player could move his army from the ford and then move again by using a Campaign Point as normal before any other player gets to act.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-2 Capture from the Warhammer Rulebook, making sure there's a river somewhere on the battlefield, with the ford as the objective.
- 3-6 The Fall of Kjell Red Fist from this book.

FOREST SPIDERS

Forests and jungles are infested with all kinds of horrible creatures, of which spiders are probably the most numerous. Most are no larger than the palm of a man's hand, but even spiders this small can have a deadly poisonous bite. Others are as big as dragons, great bloated monsters that can hardly move from their lairs and which are revered by the Forest Goblins as gods of the woods.

THE CULCHAN PLAINS

To the south of the temple-city of Oyx, the jungles give way to a vast and fertile plain stretching many hundreds of miles to the southern-most extent of the continent of Lustria. Called the Culchan Plains, this vast expanse of land has only been visited by a handful of explorers, and none can say what mysteries it has yet to reveal. The plains are named after their primary inhabitants, the huge flightless birds called Culchan which, some explorers have claimed, provide vicious mounts for the warriors of the Amazon people. If any other peoples dwell upon the endless plains, they have yet to be encountered by explorers.

Mountain Pass: (DV 0) A winding pathway through the mountains that allows an army to cross the high peaks in relative safety. Armies may move from unclaimed mountain passes (or ones it has captured) without expending a Campaign Point on a 4+ – though they must still equal or better the Difficulty Level of the route of march as normal. If the mountain pass belongs to the enemy, then armies must expend a Campaign Point as normal to cross it until they capture it. Note that this is, in effect, a 'free move' so a player could move his army from the pass and then move again by using a Campaign Point as normal before any other player gets to act.

Enemy Army Present: Play Ambush from the Warhammer Rulebook, with the invading army playing as the defender.

Market Town: (DV 0) A thriving region of bustling market towns, this territory is a hive of activity, trade and commerce. Unlike most territories, two allied armies may occupy this territory at the same time. At the beginning of each campaign turn, roll a D6 for each market town you have captured; for every 6 rolled add +1 to your Campaign Point total.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-3 Pitched Battle from the Warhammer Rulebook.
- 4-6 Breakthrough from the Warhammer Rulebook.

Mercenary Bazaar: (DV 1) A wretched hive of scum and villainy, mercenary bazaars are a great place to recruit hard-bitten dogs of war to fight alongside your army. So long as you have captured at least one mercenary bazaar, you may include any permitted Dogs of War unit in one of your armies as a Core choice.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 3-4 Meeting Engagement from the Warhammer Rulebook.
- 5-6 Flank Attack from the Warhammer Rulebook.

Large town: (DV 0). A large and prosperous town with wealth, population and culture. Unlike most territories, two allied armies may occupy this territory at the same time. At the beginning of each campaign turn, roll a D6 for each large town you claim; for every 5 or 6 rolled add +1 to your Campaign Point total.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-3 Pitched Battle from the Warhammer Rulebook.
- 4-6 Breakthrough from the Warhammer Rulebook.

Vital Crossroads: (DV 0) A strategic node in the landscape that stands at a meeting point of many routes of march. Armies can restrict movement all around by control of this vital location. Armies may move from unclaimed vital crossroads (or ones it has captured) without expending a Campaign Point on a 2+ – though they must still equal or better the Difficulty Level of the route of march as normal. If the vital crossroads belongs to the enemy, then armies must expend a Campaign Point as normal to pass from it until they capture it. Note that this is, in effect, a 'free move' so a player could move his army through the crossroads and then move again by using a Campaign Point as normal before any other player gets to act.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-3 Capture from the Warhammer Rulebook, with the crossroads as the objective.
- 4-6 Breakthrough from the Warhammer Rulebook.



THE MYSTERIES OF FAR-OFF IND

Many are the tales of wonder told by spice merchants returned from the lands to the east of the Old World, but few such yarns can be as bizarre as the accounts of the creatures said to reside in the verdant rainforests of central Ind. The lands of Ind are rich and fertile, and ruled by aristocratic overlords from their gorgeous palaces. Yet the people are poor and superstitious, and revere a staggering array of gods and spirits, leaving offerings and saying prayers to them ceaselessly as they go about their day. One such spirit dwells within the rainforests, and is said to be a strange crossbreed of man and giant cat, combining the worst traits of each. These creatures are rarely seen, yet cautionary tales are told up and down the Kingdoms of Ind, and offerings to keep them at bay are made at roadside shrines wherever the path passes through, or near the shadowy forest.

Major City: (DV 1) A thriving metropolis of the Old World, packed with people, wealth and a centre of great learning and government. Unlike most territories, two allied armies may occupy this territory at the same time. At the beginning of each campaign turn, roll a D6 for each major city you claim; for every 4, 5 or 6 rolled add +1 to your Campaign Point total.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-3 Pitched Battle from the Warhammer Rulebook.
- 4-6 Breakthrough from the Warhammer Rulebook.

Farming Village: (DV 0) A collection of communities and arable land that feeds the local area and nearby cities. Unlike most territories, two allied armies may occupy this territory at the same time.

Enemy Army Present: Roll a D6 to determine which of the following scenarios is played:

D6 Result

- 1-4 Meeting Engagement from the Warhammer Rulebook.
- 5-6 Pitched Battle from the Warhammer Rulebook.

Fortress: (DV 4) Fortresses are huge, powerfully built strongholds able to resist the ravages of all but the most determined attacker. High walls and stout towers protect the defenders and only by smashing down the walls will a besieger carry a fortress. Armies moving into a territory containing a fortress that they have not already captured must halt their move there and cannot move further until they have captured it, even if it is not claimed by the enemy. Armies that are Defeated or Broken and need to be brought back to full fighting strength will not need to expend any Campaign Points if they have fallen back to a fortress and roll a 3+ on a D6 in the Rebuild Armies phase. Fortresses may not be fortified, except to bring them back to their original Defence Value; such an endeavour would take many years and more gold than is available in times of war.

Enemy Army Present: Play the Siege scenario, from the Warhammer Rulebook, with the army moving into the territory as the assault force. For the purposes of this scenario, and this scenario only, the attacker may pick extra troops and equipment so that his force is twice the size of the defender. Once the siege is over, these extra troops are disbanded and take no further part in the campaign (until the next siege!). In addition to the agreed points value of the battle, the defender may spend up to 200 pts on Besieged Player's Equipment. Defeated armies must retreat from the territory as normal.

NAMES

All that's left now is to name each territory, and there are plenty of examples throughout this book and other Warhammer games and books. Alternatively, if you have a map that you want to use already, simply write them on each territory. Now that you have your map, you're ready to begin playing.



PLAYING THE GAME

To play this campaign, you need at least two players, though this system works well with up to four or five players. If more players want to take part, then you'll need to increase the number of territories, as described earlier, so that everyone isn't immediately thrown into conflict on the first turn.

DEPLOYING FOR BATTLE

Once you've generated your map, each player chooses two armies as normal from the Warhammer Armies book of their race. Both these armies should be to the same points value, but, aside from that, each can be completely different if you want. It doesn't matter how many points you choose, so long as both armies are the same value. Don't worry about being stuck with the same armies all through the campaign; you may freely change the composition of your army between games, allowing you to reap the benefits of newly-conquered territories.

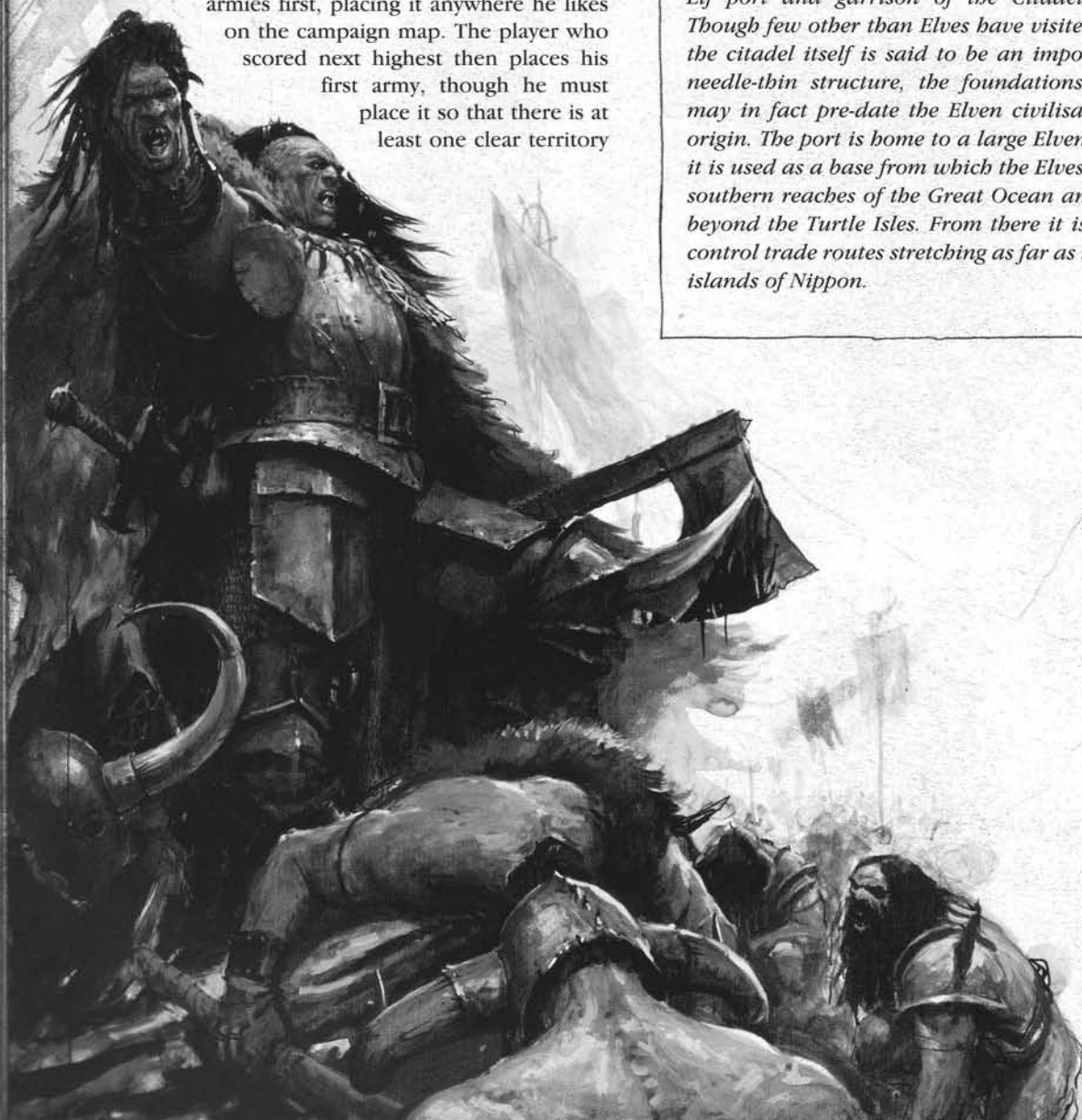
Once the players have chosen their two armies, they need to be deployed on the map. Players roll a D6 and whoever scores highest gets to place one of his armies first, placing it anywhere he likes on the campaign map. The player who scored next highest then places his first army, though he must place it so that there is at least one clear territory

If you don't want to rely on the vagaries of random chance to decide the order of play for your campaign, then the GM can decide it for you. This may be due to a number of reasons, but should most often be because he has some dark, ulterior motive for having certain players act at certain points...

between him and his opponent. Once all the players have placed their first army, the player who deployed first then places his second army, also leaving a minimum of one territory between him and his opponents' armies. You may place your own armies as close to each other as you want, even in the same territory if it can support two armies. Next, the player who placed his army second puts down his final army with the same restrictions as before and so on. Once all the armies are deployed, you're ready to begin playing. The territories your armies start in are automatically captured.

THE CITADEL OF DUSK

At the very tip of southern Lustria stands the High Elf port and garrison of the Citadel of Dusk. Though few other than Elves have visited the port, the citadel itself is said to be an impossibly tall, needle-thin structure, the foundations of which may in fact pre-date the Elven civilisation in its origin. The port is home to a large Elven fleet, and it is used as a base from which the Elves patrol the southern reaches of the Great Ocean and the seas beyond the Turtle Isles. From there it is said they control trade routes stretching as far as the distant islands of Nippon.



THE CAMPAIGN TURN

The campaign is broken down into campaign turns, in which each player gets to move his armies around the map, capture territories and fight their enemies. During a turn each player starts by generating a number of Campaign Points – the more points he has, the more things he can achieve in a turn, be it moving an army from territory to territory or fortifying one of his own territories. The campaign turn is further broken down into four phases: Generate Campaign Points, Rebuild Armies, Spend Campaign Points, Resolve Battles.

GENERATE CAMPAIGN POINTS

At the beginning of the campaign turn, each player generates D3+1 Campaign Points, though they may be able to generate more as their realm increases and they achieve certain objectives. You can use all, some or none of your Campaign Points as you see fit, though any unused Campaign Points are lost at the end of each campaign turn. How you use Campaign Points is detailed later on, but the more you have the easier it will be to move your armies and strengthen your power base.

REBUILD ARMIES

Any armies that were Defeated or Broken in previous turns must be rebuilt, with men being recruited from the local populace, weapons being issued and supplies being distributed to the soldiers. How you rebuild armies is detailed later on, but it is at this point in the campaign turn that you bring them back to full fighting readiness.

SPEND CAMPAIGN POINTS

In this phase you may use your Campaign Points as you see fit, moving your armies across the map, fortifying towns, building roads, etc. These actions are all detailed in the following section.

RESOLVE BATTLES

Once every player has spent as many Campaign Points as they wish, any unused Campaign Points are lost and it's time to get fighting! Any opposing armies that end the campaign turn in the same territory must fight a game of Warhammer. Details of which scenario to play, along with any special rules, can be found in the section that deals with the various terrain types.

ORDER OF PLAY

The player who rolled highest on the D6 roll for deployment gets to act first in each phase in the first turn. In campaigns where there are more than two players, play proceeds to the player who rolled next lower and so on. In each subsequent campaign turn, roll a D6 to determine the order of play.

USING CAMPAIGN POINTS

Each player generates their Campaign Points at the beginning of their turn as described above and may use them in a number of ways. How you use your Campaign Points is up to you, but remember that at the end of the

COATL – THE GUARDIANS OF THE SACRED PLACES

One of the most rare and enigmatic creatures to be found in Lustria is the Coatl. Sporting a long, sinuous, snake-like body, a dragon's head and massive feathered wings, the Coatl is more than just an unlikely accident of evolution. The Coatl are powerful manipulators of the winds of magic, and are said to have the power to alter the jungle around them to draw invaders away from the sacred places in which they dwell, and into the leech-infested swamps surrounding them. It is thought that the Coatl are in some way related to the Lizardmen deity Tepok, for they are venerated by the Lizardmen as a manifestation, messenger or even an avatar of the god of the air, of magic and of sacred places, and are beseeched by Skink priests whenever a particularly important holy place is under threat from invaders.

campaign turn, all unused Campaign Points are lost. Keeping the order established by the D6 roll at the start of each campaign turn, players take it in turns to spend ONE Campaign Point, resolving any movement or actions before moving onto the next player who also gets to spend a Campaign Point. Players now take it in turns to spend a Campaign Point until everyone has spent all the Campaign Points they wish (or can), whereupon players must resolve any battles of Warhammer that have been initiated. After these battles and any subsequent retreats have been resolved, the campaign turn is over. In subsequent turns, roll a D6 to see who goes first, going from higher to lower. Note that some tasks require a player to spend multiple Campaign Points, so these may take several of your turns to act in the campaign turn to complete. These may be spent over several consecutive campaign turns to complete the action.

Campaign Points can be used to carry out the following tasks:

Rebuilding Armies

It's a hard fact of war that sometimes your armies will lose battles and need to withdraw to regroup their strength. If one of your armies is defeated in battle you must spend Campaign Points to rebuild them before you can send them back into battle. Armies that are Defeated must spend 1 Campaign Point in the Rebuild Armies phase to return to full fighting readiness. Armies that are Broken must spend 2 Campaign Points in the Rebuild Armies phase to return to full fighting readiness.

Moving Armies

Moving armies is hard work, it takes a lot of effort to marshal men, beasts and supplies to move them from place to place and it's not always possible to predict how quickly they can move about. It costs 1 Campaign Point to move one army from one territory to another.

Armies can only move between territories along routes of march and can only do so if the controlling player rolls equal to or above the Difficulty Level of the route of march. So, for example, moving along a route of march with a Difficulty Level of 4 would mean that an army could only pass along the route of march if the controlling player rolls a 4, 5 or a 6. If you fail to roll high enough, your army stays where it is, but you still have to spend the Campaign Point. Only armies at full fighting readiness may move; armies that are Defeated or Broken must be rebuilt first. If a territory is unclaimed or belongs to you, your armies may move onwards freely, but if it belongs to the enemy, you must capture it before you can move further. If two enemy armies find themselves in the same territory, neither can move on until they fight and one is forced to retreat.

Fortifying castles

Castles are great defensive bulwarks and make it more difficult for your enemies to advance through your territories without expending their resources to capture them. You can choose to fortify any castle you control by spending a total of 2 Campaign Points, which increases its Defence Value by +1. You can further fortify a castle, but only to a maximum Defence Value of 3.

Fortifying Settlements

It's all very well capturing territories, but if the enemy razes them to the ground, then there's not much point in controlling them! You can make it more difficult for your enemies to capture your towns and villages by having the villagers erect palisade walls, dig ditches or otherwise hinder your foes. You can choose to fortify any mining village, farming village, market town, large town or major city you control by spending 1 Campaign Point, and adding +1 to its Defence Value. You can further fortify these locations, but only to a maximum of Defence Value of 2.

CHUPAYOTL

Off the jagged cliffs of the south-east coast of Lustria lies the submerged, golden city of Chupayotl. The most southern of the Lustrian temple-cities, Chupayotl slipped beneath the waves during the ancient Age of Recovery, some four thousand years before the rise of Sigmar. The golden city lies far below the surface of this turbulent sea, in a vast, sheer-sided channel that drops for thousands of feet into icy darkness. Here dwell all manner of terrifying and vicious predators, with glowing eyes, pallid flesh and massive gaping maws filled with millions of curved teeth. It is said that an undersea empire now occupies the ancient city, an ancient, hateful race that occasionally makes forays to the ocean's surface in the dead of moonless nights to drag unfortunate sailors to their doom.

Building Roads

Armies can make much better time along roads and are much less likely to be delayed while en route. You can build roads along a route of march that leads from any of your territories by spending a total of 2 Campaign Points to build roads, fell trees, find the best route or otherwise make it easier to move along the route of march. For every 2 Campaign Points spent building roads, reduce the Difficulty Level by 1, but no matter how many times you build roads, the Difficulty Level will never drop below 2.

Espionage

Wars and campaigns are not just won on the battlefield. Behind every general is a ruler whose machinations behind the scenes may hold the key to victory. You may despatch an assassin or spy into one enemy's lands to sow discord or otherwise disrupt their plans by expending a total of 3 Campaign Points. Once you have spent your 3 Campaign Points, roll a D6 and consult the following chart:

D6

Result

- | | |
|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The spy is captured. During his subsequent torture he gives the enemy commanders useful information regarding your own plans and adds +1 to their total of Campaign Points in the next campaign turn. |
| 2-3 | Misinformation planted in the enemy command hinders their movements. Deduct 1 from their Campaign Point total in the next campaign turn. |
| 4-5 | The enemy is tricked into believing the spy's lies. You may immediately employ 1 of his Campaign Points to move one of his armies, following all the normal rules for movement in the next campaign turn. |
| 6 | An assassin manages to work his way into the enemy commander's chambers and slays him. You may choose any character in one of the enemy's armies that will play no part in any battles he is required to play in the next campaign turn. |

CAPTURING TERRITORIES

Unclaimed/Un defended Territories

Territories with a Defence Value of 0 are automatically captured if an army finishes the campaign turn on them, but not if it merely moves through to get to another territory. Any benefits accrued from captured territories will apply in the following campaign turn. When you capture territories, it's a good idea to use a coloured pin (or something similar) to mark that the territory now belongs to you.

Enemy/Defended Territories without an army

Enemy territories without an army in them or unclaimed territories with a Defence Value greater than 0 are only captured by the expenditure of a number of Campaign Points equal to the territory's Defence Value, representing the warriors and supplies required to lay siege to the territory and capture it. You can combine this

with movement to get to the territory and move again. So, for example, if you had 3 Campaign Points, you could use 1 Campaign Point to reach a fortified mining village, then when your turn to act came round again, you could expend another Campaign Point to capture it, then later spend your last one to move on to another territory. Remember, you can only spend one Campaign Point before play moves to the next player, so it's possible that if a territory has a high Defence Value, its owner might come to its aid before you can break down its defences to capture it!

Enemy Territories with an army

If there is an enemy army in the territory, then you must fight a game of Warhammer to claim it in the Resolve Battles phase. Battles are fought in the order in which they were initiated. Which scenario you play and any benefits to one or other army are detailed in each territory description. The winner of the battle captures the territory (or holds on to it) and the loser's army is classed as Defeated (or Broken – see opposite) and must retreat. If the battle results in a draw, then the army that moved into the territory last will retreat in good order by the shortest route to the nearest friendly or unclaimed territory that can support it. Armies that retreat in this manner are not defeated or broken and do not need to be rebuilt in the Rebuild Armies phase.

Retreating Armies

Armies beaten in the Resolve Battles phase will attempt to retreat in good order along a route of march – rolling to equal or beat the Difficulty Level as normal – that leads to a territory that can support it, which is either owned by the defeated army or is an unclaimed one (in other words, it cannot retreat to a friendly or unclaimed territory incapable of supporting two armies if there is an army already there). A retreating army that cannot retreat to any such territory or fails to equal the Difficulty Level of the route of march will retreat by the shortest route to

THE PIRANHA SWAMPS

The Piranha Swamps consist of mile upon mile of stinking mire, drowned in the shadows cast by the jungle canopy high above. The dark waters are home to not just one variety of piranha fish, but a staggering diversity of predatory water life. At the approach of likely prey, the brackish waters boil with the savage thrashing of the beasts within, and to attempt to navigate them by foot or by boat is to invite a certain, though mercifully quick, death.

a friendly or unclaimed territory, but is now considered to be Broken. If there is a friendly territory that contains an enemy army (for example a territory being attacked by an enemy army) then the retreating army is automatically Broken and will retreat by the shortest route to the next nearest friendly or unclaimed territory that can support it.

Defeated and Broken armies

Defeated or Broken armies cannot move or claim new territories until they have been returned to full fighting strength by expending Campaign Points in the Rebuild Armies phase of their next campaign turn. If for any reason, you cannot rebuild an army then it remains Defeated or Broken for the rest of the campaign turn. Defeated or Broken armies must play the Last Stand scenario from the Warhammer rulebook as the Defenders. Any result other than a win for them in the Last Stand scenario means they are destroyed and take no further part in the campaign – so try not to let this happen! Should they win, they are immediately returned to full fighting strength without the expenditure of Campaign Points – buoyed up on a wave of euphoria and plunder.



ONCE A TERRITORY IS CLAIMED

When an army invades a territory and captures its fields and villages, it's not going to be a bloodless affair. Whenever a location with a Defence Value is captured, either by the expenditure of Campaign Points or by winning a game of Warhammer, reduce its Defence Value by 1 to a minimum of 0. The only exceptions to this are wizard's towers, mercenary bazaars and monster's lairs, which never have their Defence Value lowered.

WINNING THE CAMPAIGN

All this fighting will eventually lead to one general defeating the other. It may take some time and many hard-fought battles, but eventually the campaign will have a winner. In a campaign with two players, the winner of this campaign is the player who, at the end of any campaign turn, has captured 75% or more of the territories on the map (rounding up). So, for example, in a campaign with 14 territories, a player would win if he captured 11 of them. In campaigns with more than two players, the winner of the campaign is the player who, at the end of any campaign turn has captured 50% of the territories on the map. You can vary this depending on how often you get to play or simply say that the winner is the player with the most territories after a set length of time; a few weeks or perhaps even months. Whichever method you choose, to have won, you'll have fought harder and more courageously (or despicably) than any other general. Well done!

THE BEAST OF CLAN PESTILENS

At the dawn of the Age of Strife, the Skaven Clan Pestilens were a clan not unlike the vast bulk of Skaven-kind, for they had yet to fully embrace the pestilence for which they later became synonymous. At the outset, the clan maintained a stock of mighty Rat Ogres, though the numbers of these beasts dwindled as the wars dragged on. One such Rat Ogre was a huge, bemuscle brute; even for a Rat Ogre, its strength and vitality only increasing as the clan became more enamoured of disease and filth. This monstrosity was never beaten, until the ancient and venerated Kroxigor Nakai appeared upon the eve of battle. The two huge creatures sought each other out from the very start of the battle, which soon became a mere backdrop to the titanic clash. Foul diseases leaked from the wounds Nakai inflicted upon it, coming close to overwhelming the mighty Kroxigor. At the last, Nakai cut the beast down, but in so doing was spattered with stinking gore. The Kroxigor was immediately gripped by a fierce fever and collapsed into a deep coma. Fearing he might perish, the Skinks attended to him with the most potent balms and ointments they could concoct. After many long months, the Kroxigor's fever broke, and he regained consciousness, staggering to his feet and making off once more in search of those enemies who would defile the realms of the Lizardmen.



VETERAN HONOURS

Over the course a long campaign season, warriors and leaders accrue experience, tricks of the trade and other handy survival skills. As they fight more battles, they become hardy veterans and may learn skills that help them survive the next battle. Such units wear their scars with pride and their renown travels ahead of them, striking fear into the hearts of their enemies. The rules given below allow you to represent this, but don't feel you have to use them, it's up to you.

Note, neither the Vampire Counts or the Tomb Kings armies are noted for their capacity to learn from experience, and therefore may not use the following rules. Sorry!

EARNING VETERAN POINTS

As each army fights it will earn (or lose) Veteran Points. At the end of each battle, note down a total of Veteran Points earned for each unit and character based upon the actions it took during the battle. Note that all Veteran Points bonuses or penalties are cumulative.

Gaining and losing Veteran Points

Every 10 Veteran Points accrued by a unit allows it to make one roll on the Unit Veteran Renown table. Characters gain and lose Veteran Points in the same way as units and if they were part of a unit that achieved one of the above actions then they too gain or lose the specified Veteran Points. Every 10 Veteran Points accrued by a character allows it to make one roll on the Character Veteran Honours table. Keep a record of each unit's and character's total of Veteran Points as the campaign progresses. These Honours cost no points and apply until such time as the unit loses it by losing Veteran Points and dropping below a 10-point threshold (see later).

Actions during the battle	Veteran Points Earned
Fought in a battle.	+2
Fought in a battle that was won.	+1
Fought in a battle that was lost.	-1
Fought in an army that massacred an enemy army.	+2
Fought in an army that was massacred.	-2
Forced an enemy unit to flee defeating it in close combat (a number of units can gain this from defeating the same enemy unit).	+3
Fled from close combat, whether caught by pursuers or not.	-3
Fled for any reason other than close combat.	-1
Rallied after fleeing from any source.	+1
Part of a defending army that won a Last Stand scenario.	+3

Sheer Heroism! Agree with your opponent one unit in your army that you both feel has performed acts of valour and courage worthy of great renown. +D3

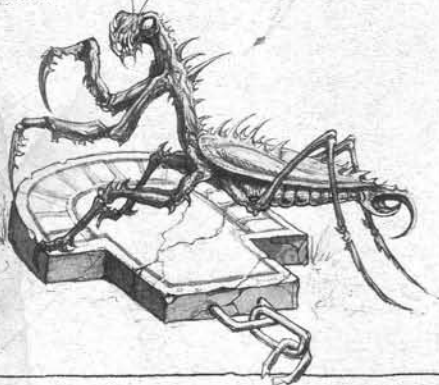
LOTL – DELIVERER OF THE RUBY SANCTUM

Though the Age of Strife was undoubtedly the era in which the Skinks played the greater role in the plans of the Old Ones, the remainder of the Lizardmen did not sit idly by while war raged across their realm. Though great numbers of Saurus were cut down by the plagues of Clan Pestilens, many did resist its virulence and fight the Skaven. One such warrior was the mighty Lotl, a Saurus leader from the temple-city of Xlanbuapec. Though many of Lotl's spawnings were struck down by vile plague, the warrior himself displayed a prodigious constitution. This was fortunate, for it was Lotl alone who held the gates of the Ruby Sanctum when the most vile of pestilent winds decimated his cohort. When Tehebauin led a relief force to join up with Lotl, the prophet found the Saurus surrounded by many hundreds of slaughtered Skaven, and declared that the Serpent God was well pleased with Lotl's offering. From that day forth, Lotl marched alongside the Prophet, and was present at every major battle of the era.



Losing Veteran Honours

If a Character or Unit's Veteran Points total ever drop below a 10-point threshold (10 points, 20 points, 30 points and so on) it will lose one randomly determined Veteran Honour. For example, a unit with 27 Veteran Points and two Veteran Honours fights in a battle that goes particularly badly for them. Consulting the table below, they lose 9 Veteran Points, taking them down to 18 and thus below a 10-point threshold. One of the unit's Veteran Honours – chosen randomly – is now lost. Of course, the unit can earn (or lose) more Veteran Points in future battles, whereupon they will be eligible to make another roll on the table (or lose yet another Veteran Honour!) if they cross a 10-point threshold once more.



Unit Veteran Honour Table – Units may have only one of each honour. Roll again if a duplicate result is rolled.

D6 Veteran Honour

- 1 Lucky**
Once per game in the Shooting phase, the unit may force one enemy unit to re-roll all successful To Hit rolls or any roll of the Artillery or Scatter dice that target the unit.
- 2 Fated**
Once per game, the unit may re-roll all failed Armour Saves in any single phase of its or the enemy's turn.
- 3 Steady**
Trained to maintain ranks no matter what, the unit may re-roll failed *Panic* tests. Re-roll this result if the unit is already immune to *Panic*.
- 4 Bloodthirsty**
The unit may re-roll failed To Wound rolls in the first round of close combat.
- 5 Hardened**
Hardened to the horrors of close combat, the unit may re-roll failed Break tests. Re-roll if it is already *Unbreakable* or *Immune to Psychology*.
- 6 Feared**
The unit causes *fear*. If it already does, it now causes *terror*! Re-roll this result if the unit already causes either of these effects.

Character Veteran Honours Table – Characters may have only one of each honour. Roll again if a duplicate result is rolled.

D6 Veteran Honour

- 1 Rousing Orator**
Any unit with a model within 6" of the character may add 1 to its Leadership (to a maximum of 10) when attempting to rally.
- 2 Lightning Reflexes**
Once per phase, the character may re-roll any failed Armour Saves.
- 3 Hard to Kill**
The character adds 1 to his Wounds characteristic.
- 4 Deadly Warrior**
The character adds +2 to his Weapon Skill, to a maximum of 8. Re-roll if the character's Weapon Skill is already 8 or greater.
- 5 Great Reputation**
The character adds +1 to his Leadership, to a maximum of 10. Re-roll if the character's Leadership is already 10.
- 6 Great Strategist**
The character allows the army to re-roll the dice when determining who gets the first turn in scenarios where this is decided by a dice roll. In scenarios where this is a predetermined result, this honour has no effect.

POQENICHI – BEARER OF THE WARBANNER OF THE RED HOST

Throughout the tumultuous Age of Strife, Tebenbauin's armies always marched to war beneath the protection of the Prophecy of Sotek, carved upon its plaque and held aloft by the prophet himself or by his attendant. But many lesser totems of the Serpent God accompanied his armies, and the Red Crests and their chiefs carried these. Some totems were serpent-forms made of gleaming gold and studded with green and red gems, whilst others bore inscriptions of the words of Tebenbauin. One totem was a hide cut from the back of the Plague Pontifex Quetch, who was defeated by the Skink chief Poqenichi at the Battle of the Golden Stair. Poqenichi mounted the plague-ridden hide upon a pole and bore it into battle as the army's warbanner, and so revolting was its stink that the entire army was driven into a murderous rage by its very presence upon the field of war.



THE RISE OF SOTEK

This section of the book presents a detailed history of the Rise of Sotek – a dramatic and tumultuous period that culminated in the portentous appearance of the twin-tailed comet in the night skies above the Warhammer world. In Lustria, the Prophecy of Sotek was discovered amidst the ruins of Chaqua, while across the ocean in the nascent Empire, Sigmar was uniting the tribes of Man and leading them first against the Goblins of the Worlds Edge Mountains, then Nagash at the Battle of the River Reik and finally the Skaven of the Middle Mountains. The Lizardmen refer to this war-torn period as the Age of Strife, and for good reason, for it saw their ancient empire almost brought to its knees by the evil plagues and machinations of the rat-spawn. Only the dedication and courage of Tehenhauin, the so-called Prophet of Sotek, allowed the Lizardmen to overcome their foes, and brought about the summoning of the Serpent God Incarnate.

The Rise of Sotek is presented in two main sections, followed by two variant army lists. The first section contains the history of the Age of Strife, starting with the rise of the Skaven Clan Pestilens, and giving details of the 1,500-year war that ensued. You'll find details of the major battles, the characters involved, and a lavish map of central Lustria, the area around Chaqua that saw the bulk of the fighting throughout the period. This information is presented in such a way as to provide an inspiring backdrop for your games of Warhammer, which leads us on to...

The second part takes the campaign template presented in the Campaigning in Lustria section and applies it to the Rise of Sotek background, showing players exactly how

THE ENGINES OF THE GODS

At the height of the Siege of Quetzta, the Prophet Tehenhauin led a small, select group of his disciples deep into the steaming jungles surrounding the temple-city. As the sun rose on the third day following his departure, the Prophet of Sotek returned, mounted upon a mighty beast akin to a stegadon. Upon the beast's back was mounted an artefact of incalculable age and power, one crafted according to the mysterious ways of the Old Ones themselves. Upon the prophet's command, the device became bathed in actinic rays, and a mighty, twin-tailed comet descended from the sky, to impact with an almighty explosion within the borders of Skaven, killing hundreds of rat-spawn in an instant. This mighty war machine of the Old Ones proved to be the first of a dozen, which Tehenhauin awoke from their eons-long sleep within the most hidden of places within the jungle. It is said that only one truly chosen by the Old Ones may employ such a weapon, and they remain the rarest of sights upon the battlefields of Lustria.

they can take any period of the Warhammer world's long history and turn it into a playable campaign. Using this system, players can re-enact many of the pivotal confrontations of the war between the Lizardmen and Clan Pestilens. And this is the key to this campaign – the Rise of Sotek happened many centuries in the past of the Warhammer world, and the Skaven have long since been banished across the World Pond. But using this system, players can re-fight the war, to see how they themselves fare under the burden of command of an entire empire.

Using the heroic honours presented in the Campaigning in Lustria section, you will be able to watch as your characters and heroes steadily become figures of legend. These characters will become mighty warleaders and potent warriors as the campaign progresses. But beware, for such warriors will be sought out by their enemies.

They will seek to challenge them and lay them low in mortal combat. But as a player, seeing your hero become a mighty leader while fighting off challenges from his foes is a tremendously satisfying element of campaign play that normal, one-off games of Warhammer can rarely provide.



"At the time of the three hundredth cycle of this world, the two moons shall unite and summon forth the rodent god and his evil spawn to deliver plague and pestilence upon the land named Lustria."

Extract from the Prophecy of Sotek

One of the most significant events in the history of the Lizardmen is the rise of the cult of the Serpent God Sotek. Traditionally, the gods of the Lizardmen were, and still are, the Old Ones: such shadowy entities as Tlaxcotl, Chotec, Quatl, Tzunki, Xapati, Huanchi and the inscrutable Tepok. Sotek was a new god, an upstart god, the god of the Skinks. Now Sotek reigns as the great god of the Lizardmen, eclipsing even the shadowy Old Ones.

THE OLD ONES

All of the Slann who knew the Old Ones when they dwelt upon the earth are now dead. Although the younger Slann were spawned in the time of the Old Ones before the Great Catastrophe, they never actually saw the Old Ones. The Slann of the first spawning acted as intermediaries. They were the only Slann wise enough and mighty enough to be permitted into the presence of the Old Ones. All lesser Slann faithfully and unquestionably worshipped and obeyed the Old Ones as though they were living gods, but had no idea what they actually looked like. They represented them with various carved images, totems and idols derived from the hearsay and imagination of the Mage-Priests. As far as lesser Mage-Priests and the mass of the Lizardmen were concerned, the Old Ones were indeed gods.

THE PROPHECY OF SOTEK

When the Old Ones perished, so too did the Slann of the first spawning. The Slann who remained continued to venerate the Old Ones as gods. The last of the first-spawned Slann had inscribed the great world plan of the Old Ones onto sacred plaques of gold before they themselves perished. These plaques were copied by the remaining Slann and recensions of the sacred plan were created in all the temple-cities. It is not certain whether all the copies were faithful in every detail to the master copy, half of which has now vanished through the predations of plundering invaders. For this reason, every sacred plaque is precious to the Mage-Priests, because it may reveal unknown details of the divine plan of the Old Ones. The Mage-Priests will go to any lengths to retrieve sacred plaques which are plundered from their temples.

For countless centuries the Prophecy of Sotek was an obscure detail known from only one plaque, which was kept in the great pyramid temple of Chaqua. Only the Mage-Priests of this city knew about it and never pondered its meaning for very long in case the other

Mage-Priests should read their thoughts and demand that it be rendered up to them or, worse still, demand that it be purged as corrupt. The Mage-Priests of Chaqua believed that this prophecy was the true words of the Old Ones but since it was to be fulfilled in the distant future, like so many of the other intentions of the Old Ones, they did not concern themselves with it before the appointed time.

The Prophecy of Sotek not only predicted the collapse of the warp gates but also the cataclysmic invasion of Lustria by the Skaven. As the Skaven were not part of the Old Ones' sacred and enlightened plan they are treated as enemies by all those who follow the Old Ones.

This cataclysm had to be endured. It would come, it would rage for many centuries and in due course it would pass. The prophecy predicted the ruin of many cities, including Chaqua, and the spreading of a great and terrible plague.

The time of the rodent spawn would eventually be brought to an end when the mighty serpent Sotek would appear. Sotek was destined to prevail over the rodent spawn and would be heralded by the appearance in the sky of the forked tongue of the serpent. The Mage-Priests of Chaqua considered Sotek to be none other than one of the Old Ones who would return to save his faithful servants from the dire peril that beset them.



THE PLAGUES

It was not until rumours of a virulent pestilence arrived in Chaqua that the Prophecy of Sotek was scrutinised by the Mage-Priests. This took a long time, and in the meanwhile many of the Skinks in the city began to sicken and die. Finally the Mage-Priests proclaimed the prophecy to the population and despatched a warband of Skinks to find and attack the rodent stronghold and bring back captives for sacrifice. The Mage-Priests had made up their minds to invoke Sotek in an awesome ritual. They hoped to attract the god with the smoking stench of the rat servants of his archenemy, the Rat God.

Few of the Skinks returned, but those who did had not returned empty handed. Unfortunately their captives brought the plague into the city with them. The Skaven chiefs were duly sacrificed upon the new altar of Sotek and the god was invoked. Within weeks, the city was devastated by pestilence. The Mage-Priests perished, and their Saurus bodyguards took their remains into the crypts and sealed up the passages from within, determined to defend their masters to the bitter end.

While this was going on a new sight appeared in the sky, a comet with a two-tailed shaped like the tongue of an enormous serpent. The last Mage-Priest left alive at Chaqua witnessed its coming through rheumy, pusweeping eyes, before being sealed forever within his temple. He attempted to communicate the prophecy to his peers, but his body was wracked by plague and his prodigious mind gripped by fever and his message was garbled and incomprehensible to his fellows. This sign was viewed with awe and consternation in all the Lizardmen cities, but try as they might, none of the Slann Mage-Priests could interpret the omen. It was not predicted in the glyphs on any of their sacred plaques. Only on the plaque in Chaqua was this event predicted and its meaning made clear. The Slann of Chaqua were dead and none of the Slann Mage-Priests in the other cities were even aware of the existence of such a prophecy.

THE MIGRATION OF THE RED CRESTED SKINKS

The surviving Skinks of Chaqua were left leaderless. The Skinks of that generation were red crested and the greatest among them was Tehenhauin. He proclaimed himself to be the Prophet of Sotek and rallied the other Skinks to him. Tehenhauin declared that the sign of Sotek had appeared in the sky as predicted by the sacred plaque of Chaqua. The sacred plaque of the prophecy was placed in a reliquary and taking this with them, the entire population of Red Crested Skinks deserted Chaqua and migrated ahead of the plague.

Wherever the Red Crests went, they proclaimed the Prophecy of Sotek and urged the sacrifice of rat spawn to invoke the god. All Skinks were swayed by this new cult, especially as it was the Skinks who were the main victims of the Skaven plagues.

Tehenhauin and the Red Crests proliferated the Cult of Sotek, leading armies against the Skaven wherever they found them. This was a period of total war spanning the entire continent, with beleaguered Lizardmen cities being delivered by the Prophet and his disciples the Red Crests. The prophecy demanded that the rat spawn be sacrificed in prodigious numbers in order to bring Sotek to his full power, but with the Mage-Priests having forbidden the bringing of sacrificial victims into the great altar-ziggurats of the temple-cities, the power of Sotek went unrealised for many centuries while the Mage-Priests contemplated and the Skinks, particularly prone to the virulent plagues, died.

As for the Mage-Priests of the other temple-cities, they viewed the prophecy with disdain and ignored it, despite the heavenly portent. Their forbidding of the bringing of rat captives into their temple-cities for sacrifice for fear of plague frustrated the Skink followers of Sotek who were, at great cost and suffering, succeeding in capturing Skaven chiefs in skirmishes and raids. It was not long before Skinks began conducting their own rituals to invoke Sotek among the ruins of their stricken cities.



THE EMERGENCE OF SOTEK

Sotek heard their invocations, although it took many more years of sacrifices to build up his power. Although the coming of Sotek was foretold, and the moment of his coming was heralded by the comet, it was still necessary for his followers to make him as strong as possible for when he was due to appear.

The appearance of Sotek was hinted at in the prophecy and by the comet. He was a mighty serpent, the swallower of all rodent kind. A serpent of such awesome size and appetite that he could swallow the Rat God himself and spend a thousand years digesting him. The rodent god would be crushed within his coils. So said the prophecy.

In time, the Prophet of Sotek gathered a mighty army composed predominantly of Skinks, and set a cunning trap for the rat spawn at the Gwadmol Crater. The battle raged for days, but the Lizardmen eventually defeated their foe, though at great loss, ensuring many thousands of rat spawn were captured. These they sacrificed deep in the jungle, far from any temple-city, upon the crumbling ruins of a sacrificial altar to a long lost and forgotten Lizardmen god. Tehenhauin led many thousands of his followers in a potent ceremony; a ritual of summoning and it is said that the mighty River Amaxon ran crimson with the blood of the uncounted thousands of Skaven sacrificed in the invocation.

The time of Sotek was nigh. In the Skaven stronghold, the comet had been taken as an omen of another kind. A mighty snake infestation drove the Skaven up from their tunnels into the ruins, the serpents proving virtually immune to every pestilence that the Plague Monks unleashed upon them.

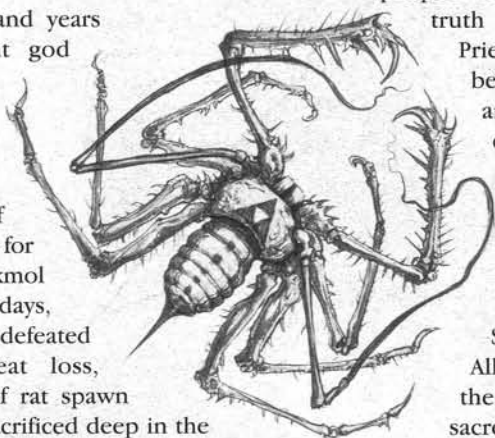
After a great many battles, the Skaven were pushed all the way back to Quetzta, where they gathered the full force of all their armies. Encircled by the sacred hosts of the temple-cities, the Plague Lords of Clan Pestilens had but one recourse if they wished to live. Mustering their armies into a single horde, an ocean of rat spawn stretching from one horizon to the other, the Plague Lords led the entire clan in a breakout that ground through the Lizardmen armies, and fought their way many hundreds of miles east to the coast. Every step of the way was a mighty battle, for the Lizardmen knew that they would never get a better chance to wipe the rat spawn from the face of the world once and for all.

The final battle was fought upon the vitrified shores of Fuming Serpent Island, and it is said that Sotek himself appeared at its height, accompanied by his myriad slithering legions of snake spawn, as the Plague Lords made their escape across the ocean. Legend states that the Serpent god dove into the sea after the rats, and pursued them across the world to the Southlands.

It is also said that from the Southlands he slithered into the depths of the earth in his relentless pursuit of the Skaven and now lurks there, feeding endlessly on rat spawn and protecting his people from the menace forever. Such is the myth of Sotek.

SACRIFICES TO SOTEK

The Mage-Priests could no longer ignore the power of the god of the Skinks. Tehenhauin, the Prophet of Sotek, was summoned to speak before the High Slann. He revealed the Prophecy of Sotek upon the sacred plaques. It was now clear that the prophecy was in truth the words of the Old Ones. The Mage-Priests declared that new pyramid temples be raised up to honour Sotek in every city and so the cult of Sotek became pre-eminent among the Lizardmen.



Every temple of Sotek has a sacred snake-pit of great depth. At the bottom of the pit dwells an ancient and enormous serpent. These serpents have been nurtured for centuries by the Skinks because they are sacred to Sotek. All snakes are in fact sacred to Sotek, but the more gigantic the serpent, the more sacred it is. The Lustrian jungle is home to many strange varieties of venomous or constrictor snakes which can live to a great age and grow to an enormous size.

Sotek is honoured and invoked by throwing sacrificial victims down into the snake-pit to be devoured by the sacred serpent. Enemies captured in battle are acceptable as Sotek's rightful tribute of sacrifices. Sotek is most gratified by Skaven sacrificial victims because he relishes greatly the flesh of the rodent spawn. The Lizardmen are therefore always eager to render such delicacies to their beloved god.

THE LINGERING THREAT OF THE RETURN OF THE SKAVEN

Although Clan Pestilens has abandoned Quetzta, the Skaven tunnels beneath the jungles of Lustria remain intact. Fortunately, these tunnels are now infested with snakes, the servants of Sotek who protect his people against the Skaven menace. The Lizardmen believe that as long as Sotek remains lurking in the tunnels beneath Lustria, then the Skaven cannot return, so every effort is made to placate Sotek with his deserved tribute of sacrifices.

In the Southlands across the World Pond from Lustria, the Lizardmen city of Zlatlan is under far greater threat from the Skaven, being much closer to the heart of the Skaven Under-Empire. Here, as might be expected, the cult of Sotek is particularly strong and Sotek is especially venerated. Encounters with Skaven raiders seeking to infest and pollute the city occur often, and this results in captives for sacrifice in the snake-pits of Sotek. So far, Sotek has protected Zlatlan from a Skaven onslaught.



- ▲ TEMPLE-CITY
- △ RUINED CITY
- ROUTE OF MARCH
- ✕ BATTLE



100 MILES

CAMPAIGNING THE RISE OF SOTEK

The rise of Sotek is a tumultuous period in the history of the Lizardman empire and the story of its struggle against the verminous clans of the Skaven is a dramatic, and bloody time of war. In this section of the book, we'll show you how to refight some of the pivotal battles of these times using the campaign rules presented earlier in this book. If you've not tried out these rules, it's probably a good idea to give them a go so that you can familiarise 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 and see whether you can refight the Rise of Sotek more skilfully than your historical counterparts. Can you wipe the foul Skaven menace from Lustria or will you drive the inscrutable lizards back to their temple-cities and destroy the last remnants of the Old One's people from the Warhammer world?

As you can see, there's a pre-generated map of Lustria opposite with various territories marked on it along with the accompanying routes of march.

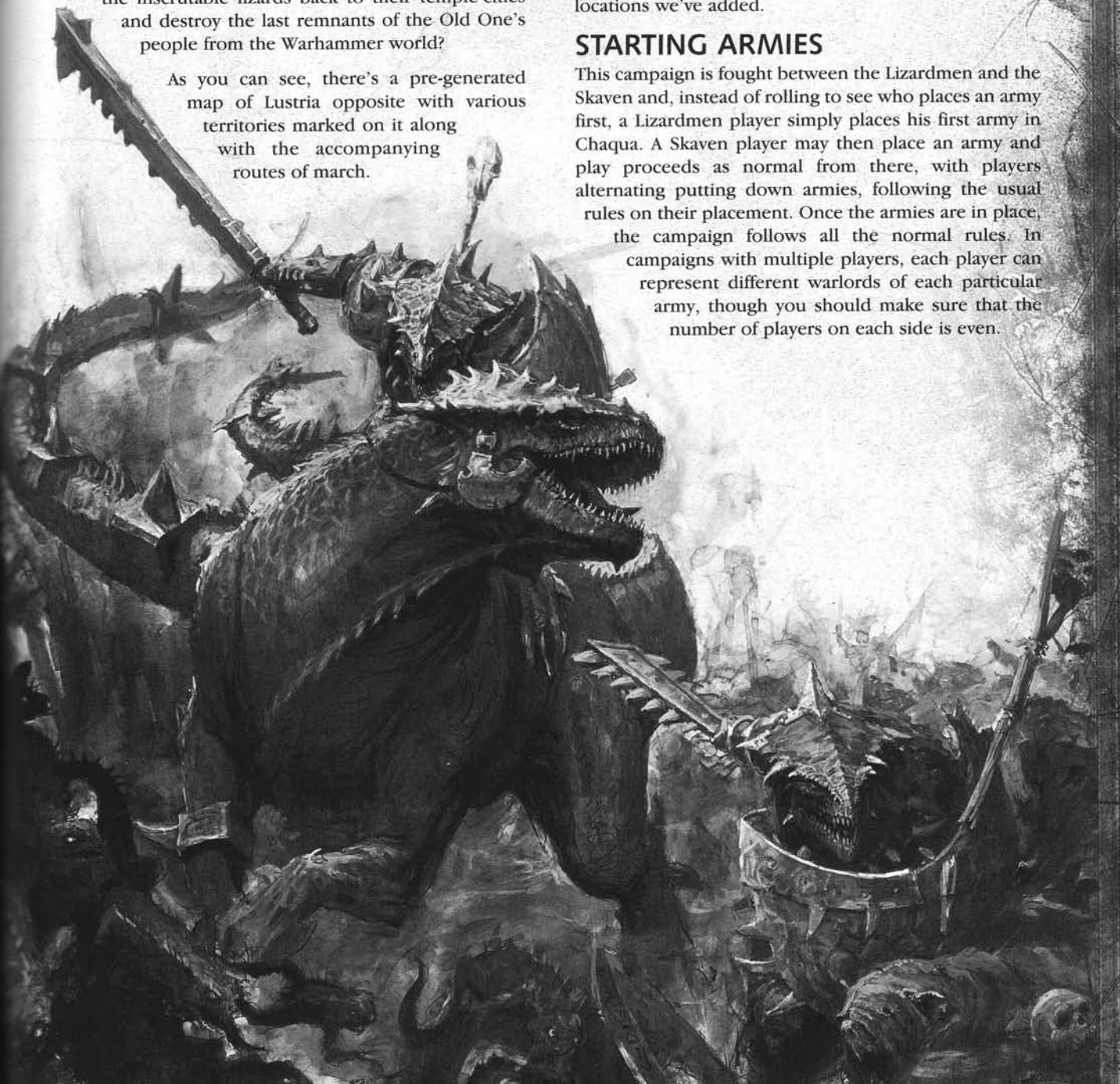
The Rise of Sotek campaign works just like the node campaign described earlier, though there are some extra rules, scenarios and suchlike to make it truly unique. Once you've played the Rise of Sotek campaign, hopefully you'll be inspired to create your own campaigns, invent your own special rules and make each campaign your own.

PLAYING THE RISE OF SOTEK CAMPAIGN

To play the Rise of Sotek campaign, you'll need to read the rules on campaigns given earlier in this book. Once you're ready, simply use the map opposite to play your campaign. Because this campaign is a unique one created for this book, there's a few extra rules and locations we've added.

STARTING ARMIES

This campaign is fought between the Lizardmen and the Skaven and, instead of rolling to see who places an army first, a Lizardmen player simply places his first army in Chaqua. A Skaven player may then place an army and play proceeds as normal from there, with players alternating putting down armies, following the usual rules on their placement. Once the armies are in place, the campaign follows all the normal rules. In campaigns with multiple players, each player can represent different warlords of each particular army, though you should make sure that the number of players on each side is even.



NEW LOCATIONS

Most of the locations on the map function exactly as normal, albeit with exotic sounding Lustrian names attached to them. Included on the map is a table that lists all the locations and what they count as. However, some of the locations on this map are unique to Lustria and have special rules attached to them as described below. With the exception of temple-cities, none of the new locations listed below can be fortified.

Temple-city (Defence Value 2) For each temple-city the Lizardmen hold, you may add one dice to your casting dice pool in every Magic phase in any games of Warhammer you play in the Resolve Battles phase. No matter how many temple-cities the Lizardmen hold, you can never add more than three dice. For each temple-city the Skaven hold, the Lizardmen must remove one dice from their casting dice pool in every Magic phase in any games of Warhammer you play in the Resolve Battles phase. No matter how many temple-cities the Skaven capture, no more than three dice can be removed from the Lizardmen's pile of casting dice.

Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1 Pitched Battle from the Warhammer Rulebook.
- 2-4 The Rise of Clan Pestilens from this book.
- 5-6 Breakthrough from the Warhammer Rulebook.

City of the Dead (Defence Value 0) A once prosperous city that dwelt in the shadow of the Fuming Serpent, this

city was buried in clouds of poisonous ash and dust from the volcano. The population was exterminated, but great deposits of metals and hard, volcanic rock were disgorged. The City of the Dead counts as a mining village, but you may choose to upgrade any unit in your army.

Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-4 Pitched Battle from the Warhammer Rulebook.
- 5-6 Meeting Engagement from the Warhammer Rulebook.

The Star Tower (Defence Value 3) This is a wizard's tower, but enables you to field an additional Lord level wizard character (without any upgrades except magic items and equipment) instead of a Hero level. All other rules applying to wizard's towers apply as normal.

Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 3-4 The Serpent God's Due from this book.
- 5-6 Capture from the Warhammer Rulebook, with the wizard's tower as the objective.

Tower of Lightning (Defence Value 1) A tower of brass and copper atop the peaks of the Spine of Sotek, this is a conduit and lodestone for magical energies. So long as you control the Tower of Lightning, any wizards in your army may cast the spell *Forked Lightning* in addition to any other spells they have (see the Warhammer Rulebook).



Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 5-6 Capture from the Warhammer Rulebook, with the tower as the objective.

Golden Spire of Chotec (Defence Value 0) Imbued with the power of the radiant Sun God, Chotec, this tower can project a beam of searing heat for hundreds of miles. If you control this territory, you may burn your enemies from the battlefield with its great power. In any games of Warhammer fought up to two routes of march distant from the Golden Spire, you may – once per game in the Shooting phase – use the spell *Conflagration of Doom* on an enemy unit (see the Warhammer Rulebook). The target unit must be visible to your army general and counts as being cast with Irresistible Force. It cannot be dispelled or prevented from taking effect by any means whatsoever.



Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 5-6 Capture from the Warhammer Rulebook, with the Golden Spire of Chotec as the objective.

The Well of Time (Defence Value 0) It is said that this deep circular chasm in the world reaches not through earth and rock, but time itself. Its energies are potent and allow a skilled wizard to alter the flow of time. If you hold the Well of Time one unit may fire twice in the Shooting Phase. This only applies to one game fought in the Resolve Battles phase, and may only be used once per game, and does not apply to artillery or war machines.

Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 3-4 Lord Melchin's Grand Adventure from this book.
- 5-6 Capture from the Warhammer Rulebook, with the Well of Time as the objective.

THE MARKS OF THE OLD ONES

Deep in the jungles of central Lustria are to be found a series of vast geometric symbols carved deep into the ground, each describing the stylised form of a creature of the jungle. From the ground, they appear as perfectly engineered earthworks, but their true form is said to only be visible to the eyes of the gods. No mortal who walks upon the surface of the world can ever see them, and some say they are intended only to be seen by the enigmatic Old Ones themselves.

Pyramid of the Heavens (Defence Value 0) The magic that infuses this golden pyramid is attuned to the mystical rhythms of the stars and constellations, allowing a wizard to reach up and touch the stars themselves, even dragging pieces of starfire to earth if they dare. So long as you hold the Pyramid of the Heavens, then one wizard in one of your armies can have the *Comet of Casandora* spell in addition to any they can normally take (see the Warhammer rulebook).

Enemy Army Present: Play one of the following scenarios:

D6 Result

- 1-2 Pitched Battle from the Warhammer Rulebook.
- 3-4 Battle of the Obsidian Column from this book.
- 5-6 Capture from the Warhammer Rulebook, with the pyramid as the objective.

NEW RULES

In addition to new locations, there are a few special rules that apply specifically to the Rise of Sotek campaign that reflect some of the cunning and diabolical plans of the Lizardmen and Skaven. These are new actions that can be undertaken in the Spend Campaign Points phase of the campaign turn.

Pollute spawning pools – Skaven only

In an attempt to destroy the Lizardmen, the fell plague lords of Clan Pestilens inflicted terrible plagues on their enemies, irrevocably corrupting the spawning pools of the Lizardmen so that the things that emerged from them were twisted, deformed monstrosities. On any temple-city with a Skaven army and no Lizardmen army on it, you may spend 1 Campaign Point to pollute the Lizardmen spawning pools. From now on, the Lizardmen player may not rebuild any armies on this location. For the purposes of retreating armies, temple-cities whose spawning pools have already been polluted always count as enemy-held territory, so defeated armies cannot ever retreat to it even if it is subsequently recaptured.

Sacrifice Skaven – Lizardmen only

To gain the favour of Sotek, your Skinks may sacrifice the foul ratmen to their gods to hasten his intervention in the war. So long as you fought at least one Skaven army in the previous turn's Resolve Battles phase, you may expend 1 Campaign Point per campaign turn to sacrifice Skaven to the great god Sotek. It took a long time for the Lizardmen to sacrifice the required amount of Skaven so keep a note of how many sacrifices you make. When this total reaches 10, the power of Sotek rises, the serpent-tongued comet streaks across the heavens and the Children of the Gods resurge against the Skaven. For the next three campaign turns, all Lizardmen units cause *fear* in Skaven. Once the power of Sotek has been invoked, it may not be invoked again for the duration of the campaign.

Fortify temple-city

Temple-cities are powerful defensive bulwarks and you can choose to fortify any temple-city you control by spending a total of 2 Campaign Points, which increases its Defence Value by 1. You can further fortify a temple-city, but only to a maximum Defence Value of 3.

ARMY LISTS

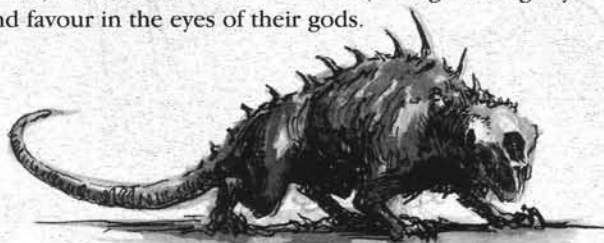
This final portion of the Rise of Sotek section presents variant army lists for the two main races involved in that war – the Skaven and the Lizardmen. For the Skaven, there is the Bubonic Court of Nurglitch list, a variant of the army list found in the Skaven army book. The Lizardmen variant is the Red Host of Tehenhauin, a version of the list found in the Lizardmen army book. Both draw on the units and rules presented in their parent book, so you will need a copy of that book in order to field them.

These armies are presented as they appeared during the millennium-spanning war that saw Clan Pestilens rise up and almost topple the ancient Lizardmen Empire, and are designed to typify the character of each at the time of the conflict. Each army includes a special character from the time, the Arch Plague Lord Nurglitch in the case of Clan Pestilens, and Tehenhauin the Prophet of Sotek in the case of the Lizardmen. Although these

lists and the characters associated with them are very much grounded in the period of the Rise of Sotek, there is no reason why players should not use them in games and campaigns set in other periods of history, and they should be considered 'official' for the purposes of pick-up or tournament play. Clan Pestilens are very much a force in the present day of the Warhammer world, and it is entirely possible that Nurglitch still holds sway deep within the noisome warrens of Skavenblight, rallying forth to make war upon his rivals and enemies both. Equally, the Red Host as an army type is wont to appear whenever the twin-tailed comet is spied in the skies above the Warhammer world, when spawnings bearing the gifts of the Serpent God appear and make war on the enemies of the Lizardmen's pre-eminent deity.

THE RISE OF SOTEK

The main intention with these variant lists is that they be used in conjunction with both the jungle-fighting rules and the Rise of Sotek campaign, although as stated above, this should not exclude players from using them elsewhere. Used in conjunction with the Veteran Honours rules presented on page 47, the characters in these armies will rise to become mighty heroes as their deeds, whether noble or nefarious, bring them glory and favour in the eyes of their gods.

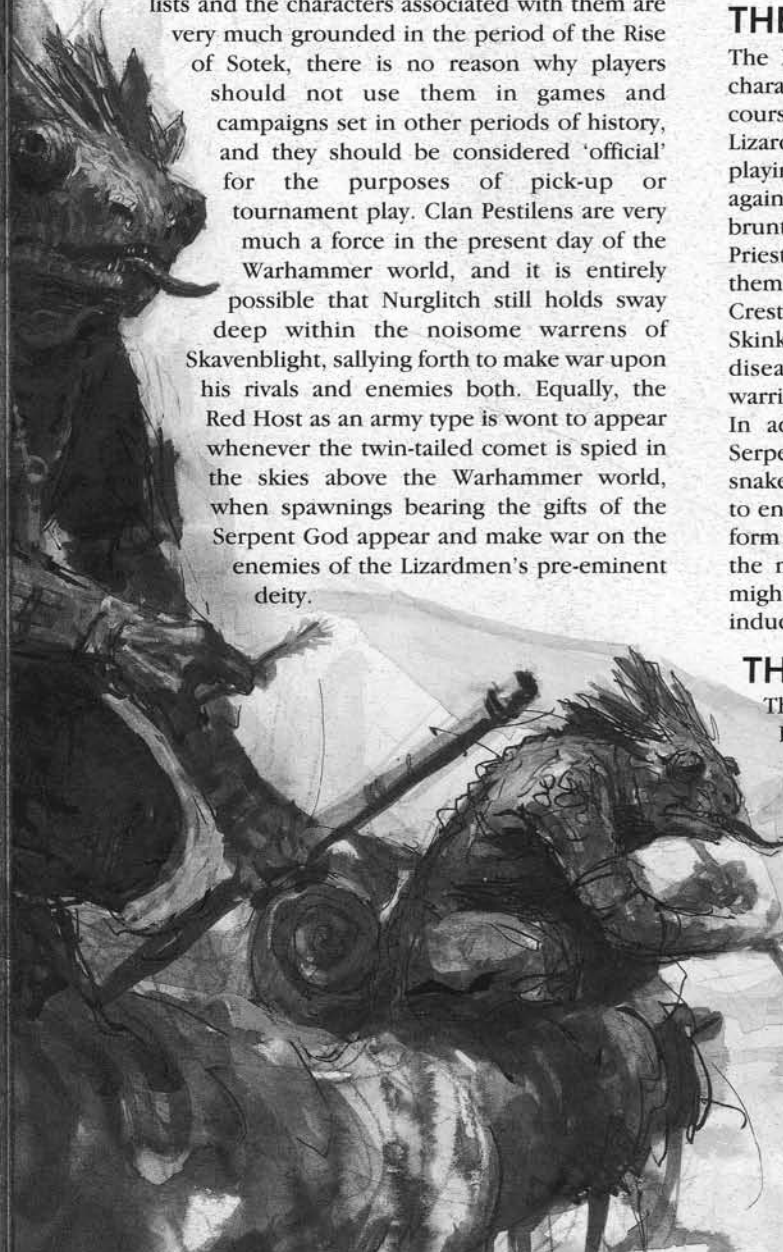


THE RED HOST OF TEHENHAUIN

The Red Host of Tehenhauin very much typifies the character of the Lizardmen army of the day, though of course players are entirely welcome to field standard Lizardmen armies drawn from their army book when playing the campaign. At the time of the great war against Clan Pestilens, it was the Skinks that bore the brunt of the fighting, at least until the Slann Mage-Priests came to recognise the nature of the threat facing them. Tehenhauin appeared in Chaqua, leading the Red Crests, a generation of unusually warlike and tough Skinks, against the swarms of rat-spawn spreading disease and death throughout Lustria, and these warriors are included in the army list as a new unit type. In addition, history records that the armies of the Serpent God were accompanied by vast swarms of snakes and lizards, who would rise up from the jungle to engulf the invaders, and so these are provided in the form of Lesser Swarms, numerous but fragile cousins of the more deadly Jungle Swarms. You'll also find the mighty Old One war machine in the list, a sight to induce fear in the most hardened of opponents...

THE BUBONIC COURT

The forces of the Skaven are well represented in the Rise of Sotek campaign in the form of the Bubonic Court of Nurglitch variant army list. This takes the theme of this particular clan, that of vile disease and pestilence, and pushes it to the extreme. The bulk of the army is formed by the loathsome Plague Monks, Skaven who are so degenerate that they are quite incapable of feeling pain, their putrid concoctions sending them into a horrifying frenzy upon the field of battle. Other units that are particularly prevalent in this variant army are Censer-Bearers, twisted disciples of the Plague Monks, and swarms of Plague Rats, creatures that skitter before their masters in a vast tide of putrescence.



THE RED HOST OF TEHENHAUIN

Upon the field of battle, the Red Host of Tehenbauin is wont to attack in the manner of its patron deity – the twin-tailed serpent. As the snake slithers through the undergrowth, so the Red Host makes use of its knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike. At the moment of attack, the Host strikes with lethal intent, focusing all its venomous hatred into the enemy's weakest point. Throughout history, the spawning pools have produced such hosts at times of great strife, but the greatest such army was that led by Tehenbauin, the Prophet of Sotek and scourge of the rat-spawn.

RED HOST OF TEHENHAUIN SPECIAL RULES

A Lizardmen army (not a Southlands army) may be taken as the Red Host – the first Sacred Host of Sotek, using the following units and special rules.

LORDS	Tehenbauin, the Prophet of Sotek (compulsory) Saurus Old Blood
HEROES	Skink Chiefs (two count as one choice, each may take up to 75 points of magic items) Skink Priest Saurus Scar Veteran
CORE	Red Crested Skinks Skink Skirmishers (do not count towards Core) Saurus Warriors 0-1 Jungle Swarm Lesser Swarm (do not count towards Core)
SPECIAL	Saurus Cavalry Kroxigor Terradons
RARE	Chameleon Skinks Salamander Hunting Packs Engine of the Gods

All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Sotek. Core units with this blessing remain Core, but if given a second Sacred Spawning are moved to Special.

Skink Skirmishers and characters must purchase the Sacred Spawning of Sotek for +10 points per unit, and +10 points per character.

Skink Priests in the Red Host must take their spells from the Lore of Beasts.

Red Crests: The Red Crests are peculiarly warlike Skinks who embody the fearsome spirit of the Serpent God. They are gifted with the resilience to withstand the horrendous plagues of the rat-things that decimated Chaqua. Skink characters may be upgraded to Red Crests at a cost of +5 points, benefiting from the following advantages:

They are only affected by Clan Pestilens Plague Censers on a 6+, in the same way as the Censer Bearers themselves.

They are immune to normal *Poisoned Attacks* – count them as normal weapons of the same type.

They are subject to Hatred of all types of Skaven.

They are not slowed by jungle or wooded terrain.

Battle Standard Bearer: One Skink Chief may carry the Battle Standard for +25 pts. A Skink Chief with the Battle Standard may not be the army's General. The Battle Standard Bearer cannot choose any extra non-magical weapons, nor may he use a shield. The Battle Standard Bearer may carry the Skavenpelt Banner, the Sign of Sotek, the Totem of Prophecy or the Jaguar Standard, but if he carries a magic banner he cannot carry any other magic items.



MAGIC BANNERS

SIGN OF SOTEK

25 points

The great Serpent God Sotek is the embodiment of righteous anger to his followers, who are able to call upon a portion of his wrath when facing his enemies. The sign of Sotek is a potent symbol, inspiring a strength born of hatred in his servants.

The unit may re-roll failed To Wound rolls on the turn it charges. May only be carried by a Red Crested Skink.

SKAVENPELT BANNER

20 points

A ragged Skaven hide, freshly shorn from the body of a sacrificial victim flaps in the wind above the unit, its fetid stench driving the chosen of Sotek into a rage of battlelust.

The unit is subject to *Frenzy* (this does not negate Red Crests' *Hatred* of Skaven). May only be carried by a Red Crested Skink.

CORE UNITS

LESSER SWARMS35 points/model

	M	WS	BS	S	T	W	I	A	Id
Lesser Swarm	6	3	0	2	2	3	1	3	10

Unit Size: 5-10 bases.

Special Rules

Small, Skirmishers, Poisoned Attacks, Unbreakable.

Lesser Swarms: A Lesser Swarm represents the countless numbers of the lesser creatures of the jungle, though even these smaller serpents and reptiles are quite capable of inflicting crippling injuries and death with their poisonous bites. Lesser Swarms are subject to the Swarms rule found on page 27 of Warhammer Armies: Lizardmen, but have fewer Wounds and Attacks, and are mounted on 25mm bases.

Unit Strength: 3

RED CRESTED SKINKS7 points/model

	M	WS	BS	S	T	W	I	A	Id
Red Crest	6	3	3	3	2	1	4	1	5
First Spawned	6	3	3	3	2	1	4	2	5

Unit Size: 15+

Weapons & Armour: Hand weapon, shield.

Red Crested Skinks have the Sacred Spawning of Sotek.

Options:

- Upgrade one Red Crest to a Musician for +6 pts.
- Upgrade one Red Crest to a Standard Bearer for +8 pts.
- Promote one Red Crest to a First Spawned for +8 pts.
- One unit may take a magic banner up to the value of 25 pts.

Special Rules

Aquatic, Red Crests, Sacred Spawning of Sotek, Cold Blooded.

RARE UNIT

ENGINE OF THE GODS215 points/model

The Engine of the Gods is born upon the back of a mighty arcanodon, a rare beast of the deep jungles of Lustria. The energies unleashed by the Engine are terrifying to behold, as is the charge of the beast that bears it. The combination of both effects is often more than the enemy can withstand.

	M	WS	BS	S	T	W	I	A	Id
Arcanodon	6	2	0	5	6	5	1	3	5
Engine	-	-	-	-	7	3	-	-	-

Unit Size: 1 Arcanodon (note that the model may include one or more Skink attendants for dramatic effect, but these have no effect upon the game).

Special Rules

Scaly Skin: The Arcanodon has a 4+ Scaly Skin Save.

Terror: The Arcanodon causes *terror*.

Cold Blooded: The Arcanodon is *Cold Blooded*.

Large Target: The Arcanodon is a *Large Target*.

Impact Hits: The Arcanodon causes D6 impact hits when it charges.

Stubborn: Arcanodon pay no heed to threats from other creatures, as so few are any real threat to them. They are Stubborn.

Immune to Panic: Arcanodon are huge, dull-witted creatures whose tiny brains react slowly, if at all, to events around them. Arcanodon are *Immune to Panic*.

The Power of the Ancients: The Engine of the Gods contains within its arcane workings the power to call down the wrath of the Old Ones upon the foes of the Lizardmen, manifesting as a blinding orb arcing from the sky to burst amongst the ranks of the enemy. The Engine is a stone thrower, as described in the Warhammer Rulebook, and in addition, its attacks are counted as Magical and Flaming. The Engine has no crew as such, but shooting attacks against it are randomised between the Arcanodon and the Engine as described in the Warhammer Rulebook. The Engine itself may not be targeted separately in close combat. In addition, the Engine has a 360° field of fire, and can move and fire – it does not need to turn to face the direction in which it is shooting. Should the Engine roll a Misfire result of '1', the entire model is removed as a casualty as devastating energies cascade out of control.

Unit Strength: 8



TEHENHAUIN – THE PROPHET OF SOTEK

Tehenhauin leads the faithful of Sotek in ceaseless wars against the vile Skaven of Clan Pestilens. He is a living manifestation of the vengeance of his kind, and his destiny is to bring about the incarnation of the Serpent God himself. Tehenhauin leads his kin, the Red Crested Skinks, in battle after battle against the Skaven, taking captives where he can, and offering them up as sacrifices to Sotek. Though the Slann Mage-Priests may not yet have realised it, Tehenhauin is the greatest hope of the Children of the Old Ones, for his role in combating the blasphemous and unnatural rat-spawn is pivotal in the Old Ones' plans for the world.

	M	WS	BS	S	T	W	I	A	Ld
Tehenhauin	6	6	4	4	3	3	6	3	8
Tide of Serpents	-	2	-	2	-	-	2	D6	-

Tehenhauin is a Lords choice, and may only ever be fielded with the Red Host.

Tehenhauin must be fielded as presented here and no extra equipment or magic items can be bought for him.

Points: 350

Weapons: Blade of the Serpent's Tongue

Magic: Tehenhauin is a Level 3 Wizard, and may take spells from the Lore of Beasts or the Lore of Heavens.

SPECIAL RULES

Aquatic, Cold Blooded, Scaly Skin (5+), Red Crest, Blessed Spawning of Sotek.

Shield of Sotek

Tehenhauin is watched over by the Serpent God himself, granting him a 4+ Ward Save.

Scales of the Coiled One

Tehenhauin wears fragments of the scaly hide of a great serpent whose mummified body is worshipped as an avatar of the Serpent God at the Shrine of the Great Viper. This grants the Prophet of Sotek a Scaly Skin Save of 5+.

Tide of Serpents

Tehenhauin is at all times surrounded by a swarm of serpents, the beasts of the jungle that are drawn to him as a child of Sotek. These serpents make D6 Poisoned attacks, as noted on Tehenhauin's profile. They may not be targeted separately, and are killed should the Prophet be removed as a casualty.

Tehenhauin may only join units of Jungle Swarms (not Lesser Swarms), and is counted as *Unbreakable*, and as a Skirmisher whilst with them. When on his own, Tehenhauin counts as a single model on foot. Tehenhauin and his tide of serpents have a Unit Strength of 3. The Lesser Swarms are able to make "Look Out Sir!" rolls.

MAGIC ITEMS

Totem of Sotek

Tehenhauin is always accompanied by a lesser Skink attendant, who bears the Totem of Sotek, a large plaque on which is inscribed the most potent extract of the Prophecy of Sotek. The attendant is never counted as a separate model, and is killed along with Tehenhauin should the prophet be removed from the table.

The Totem of Sotek is a powerful force for control over the cold-blooded beasts of the jungle, calling upon them from many miles around to swell the numbers of reptiles rising against the enemy. Jungle Swarms in the unit joined by Tehenhauin benefit from *Regeneration*, though they only recover a wound on 6+.

Blade of the Serpent's Tongue

This sacred sacrificial dagger is the same type of weapon as the Dagger of Sotek, but is believed to be the very first of such blades to be crafted by the most skilled of Chaqua's Skink artificers. The Blade of the Serpent's Tongue counts as a Dagger of Sotek (see page 53 of the Lizardmen Army book), but in addition grants Tehenhauin +1 Strength on the turn he charges.



THE BUBONIC COURT OF NURGLITCH

The Skaven of Clan Pestilens bear corruption and disease as a sign of their dedication to all that is foul. They have risen from the nameless band that penetrated the jungles of Lustria, the majority of its members succumbing to the tropical diseases running rampant through the Lizardmen's realm, until the last remaining Skaven sealed their pact with a new god. They embraced their own new plagues and maladies as gifts, sicknesses so vile that they were able to shrug off the jungle-born plagues with ease.

A Skaven army may be taken as the Bubonic Court using the following units:

LORDS	Nurglitch (compulsory) Plague Lord Plague Pontifex
HEROES	Plague Priest Festering Chantor Stinking Thing
CORE	1+ Plague Monks 0-1 Plague Rat Swarm Rotten Rodents Pushbags
SPECIAL	Plague Censer Bearers (not subject to the Disciples special rule) Frothing Giant Rats
RARE	Mad Rat Ogres Rat Spawn

The Skaven special rules on page 10 of the Skaven army book apply to all models in this list

THE CAULDRON OF A THOUSAND POXES

This works exactly like a Screaming Bell, with the exceptions noted below:

•The Cauldron can be fielded only with a unit of Plague Monks. The unit never loses its **Frenzy**, even if defeated in combat, so long as it is with the Cauldron.

•The Cauldron is not used in the Shooting phase (ignore the Ringing the Bell chart), but instead allows the Pontifex to cast the **Plague** spell once in each Skaven Magic phase exactly like a Bound Spell item. If it is hit by a Strength 7 weapon and passes its Ward Save, the Cauldron suffers no further effect.

•To determine the Power level of the Plague, the Pontifex can decide how many dice he is going to roll: one, two or three. The total of the dice rolled is the Power level of the spell for that phase. If a 13 is rolled, the **Plague** is Irresistible! If the dice rolled include a double or a treble result, the Pontifex and the unit pushing the Cauldron will suffer exactly the same effects as those caused by a double/treble result when ringing the Screaming Bell (representing the Pontifex losing control over the virulent poxes of the Cauldron).

LORDS

PLAGUE LORD130 points/model

	M	WS	BS	S	T	W	I	A	Ld
Plague Lord	5	6	3	4	5	3	6	4	7

Weapons: Hand weapon.

Options:

•May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.

•May choose either a plague censer (+24 pts), a flail (+6 pts), or an additional hand weapon (+6 pts).

Special Rule: *Frenzy*.

PLAGUE PONTIFEX145 points/model

	M	WS	BS	S	T	W	I	A	Ld
Plague Pontifex	5	4	3	4	5	3	4	2	6

Weapons: Hand weapon.

Magic: A Plague Pontifex is a Level 2 Wizard. He always knows the *Pestilent Breath* and *Plague* spells. He starts the game with two Warpstone tokens.

Options:

May be upgraded to a Level 3 Wizard for +60 points. In this case he will gain the *Death Frenzy* spell and start the game with three Warpstone tokens.

•One Plague Pontifex in the army may ride a Cauldron of Thousand Poxes (+200 pts, see rules opposite).

•May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.

•May choose either a plague censer (+24 pts), a flail (+6 pts), or an additional hand weapon (+6 pts).

Special Rule: *Frenzy*.

HEROES

Army Battle Standard Bearer: One Plague Priest in the army may carry the Battle Standard for +25 pts.

The Plague Priest carrying the Battle Standard cannot choose any extra weapons.

If a Plague Priest is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.

FESTERING CHANTOR65 points/model

	M	WS	BS	S	T	W	I	A	Ld
Festering Chantor	5	3	3	3	4	2	3	1	5

Weapons: Hand weapon.

Magic: A Festering Chantor is a Level 1 Wizard. He always knows the *Pestilent Breath* spell. He starts the game with one Warpstone token.

Options:

•May be upgraded to a Level 2 Wizard for +45 points. In this case he will learn the *Plague* spell and start the game with two Warpstone tokens.

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.

- May choose either a plague censer (+16 pts), or an additional hand weapon (+4 pts).

Special Rule: Frenzy.

STINKING THING65 points/model

A Stinking Thing is a Skaven leader of the nascent Clan Pestilens who has yet to attain the status of Plague Priest.

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

Weapons: Hand weapon.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list (except the Clan Pestilens only items) with a maximum total value of 50 pts.

- May choose either a great weapon (+4 pts), a flail (+4 pts), an additional hand weapon (+4 pts), or a halberd (+4 pts).

- May wear either light armour (+2 pts), or heavy armour (+4 pts).

CORE UNITS

ROTTEN RODENTS6 points/model

Rotten Rodents are Plague Monks in waiting, but only the strongest will survive to attain their new rank.

	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	4	1	4	1	5
Clawleader	5	3	3	3	4	1	4	2	5

Unit Size: 20+

Weapons and Armour: Hand weapon & light armour.

Options:

- Any unit may be equipped with additional hand weapons (+2 pt/model).

- Upgrade one Clanrat to a Musician for +5 pts.

- Upgrade one Clanrat to a Standard Bearer for +10 pts.

- Promote one Clanrat to a Clawleader for +10 pts.

PUSBAGS3 points/model

The life of a Pusbag is short and unpleasant (much like the Pusbags themselves) but the Plague Monks have to test their maladies on someone!

Pusbags are Clanrat Slaves, except they may not take shields or spears, but may take flails at +2 pts per model.

Special Rules: *Expendable*, *Cloud of Flies* (enemies suffer -1 to hit the Pusbags in close combat), *Dying* (lose D6 models at the end of each Skaven Movement phase).

SPECIAL UNITS

FROTHING GIANT RATS5 points/model

Upon its arrival in Lustria, the clan that became Pestilens was accompanied by a small contingent from Clan Moulder. The Packmasters have since died of jungle fever, but their charges have become something altogether more unpleasant.

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

Unit Size: 10+

Weapons and Armour: None.

Special Rule: *Frenzy.*

RARE UNITS

MAD RAT OGRES50 points/model

Their Packmaster long gone, these beasts have reverted to their most basic instincts.

Special Rules: *Fear*, *Frenzy*.

These are effectively Rat Ogres without Packmasters. Note that the absence of the Mixed Units rule means that these beasts can rank up as normal and follow all Skaven special Rules.

RAT SPAWN75 points/model

The path to glory is perilous indeed, and one fate awaiting those who falter upon it is transformation into something too terrible to contemplate...

	M	WS	BS	S	T	W	I	A	Ld
Rat Spawn	6	3	0	4	5	3	2	D6	10

Unit Size: 1

Unit Strength: 3

Base size: 40mm

Special Rules: *Stubborn*, *Fear*, *Poisoned Attacks*. Roll a D6 for the number of Attacks the Rat Spawn have at the beginning of each Close Combat phase.



NURGLITCH, ARCH PLAGUE LORD OF CLAN PESTILENS

Nurglitch was the first of the Plague Lords of Clan Pestilens, and was responsible not only for their ascension as a clan and their seat on the Council of Thirteen, but also for the corruption that gnarls their bodies and marks their souls.

Cost: 575

Weapons: Nurglitch wields the Blade of Nurglitch (see page 37 of the Skaven Army book). Bilios and Nurglitch both carry censers that leak unholy gas with the same effect as the warpstone vapours of a plague censer.

Armour: None

Nurglitch is accompanied by his attendant, Bilios, and rides atop the gigantic mutant rat Nurglitch simply calls Pox. Nurglitch and his peculiar retinue have a combined profile and take up a Lord and a Hero choice. They must be fielded exactly as presented here and no extra equipment or magic items can be bought for them. Nurglitch may only ever be used in the Bubonic Court.

	M	WS	BS	S	T	W	I	A	Ld
Nurglitch and retinue	5	6	3	4	5	5	4	6	7

Nurglitch is a Level 3 Wizard and always knows the spells: *Pestilent Breath*, *Death Frenzy* and *Plague*. He has three Warpstone tokens.

SPECIAL RULES

Terror

So great is the aura of vileness around Nurglitch that he causes *terror*.

Unit Strength

Nurglitch and his retinue have a Unit Strength of 3.

The Passion of the Putrid

Nurglitch is always affected by *Frenzy* and *Hatred*. Such is the inspirational effect Nurglitch has on his army that they will never lose their *Frenzy* whilst Nurglitch is still alive.

Scion of Corruption

The Plague Lord is so favoured by his vile god that he has a 5+ Ward Save. In addition, neither Nurglitch nor any unit he joins will ever suffer wounds from spells cast from the Skaven Spell List (except *Warp Lightning*) or Lore of Nurgle. Furthermore, they automatically pass the test for the effects of plague censers.

The Grim Agree

Nurglitch carries the Grim Agree, a horrible disease that permeates even the air that he breathes. Any non-Clan Pestilens or non-Bubonic Court unit with a model within 6" of Nurglitch is at -1 WS. Furthermore, any such model in base contact with Nurglitch at the end of any turn automatically takes a Strength 4 hit with no Armour Saves allowed. The Grim Agree does not affect Red Crested Skinks.

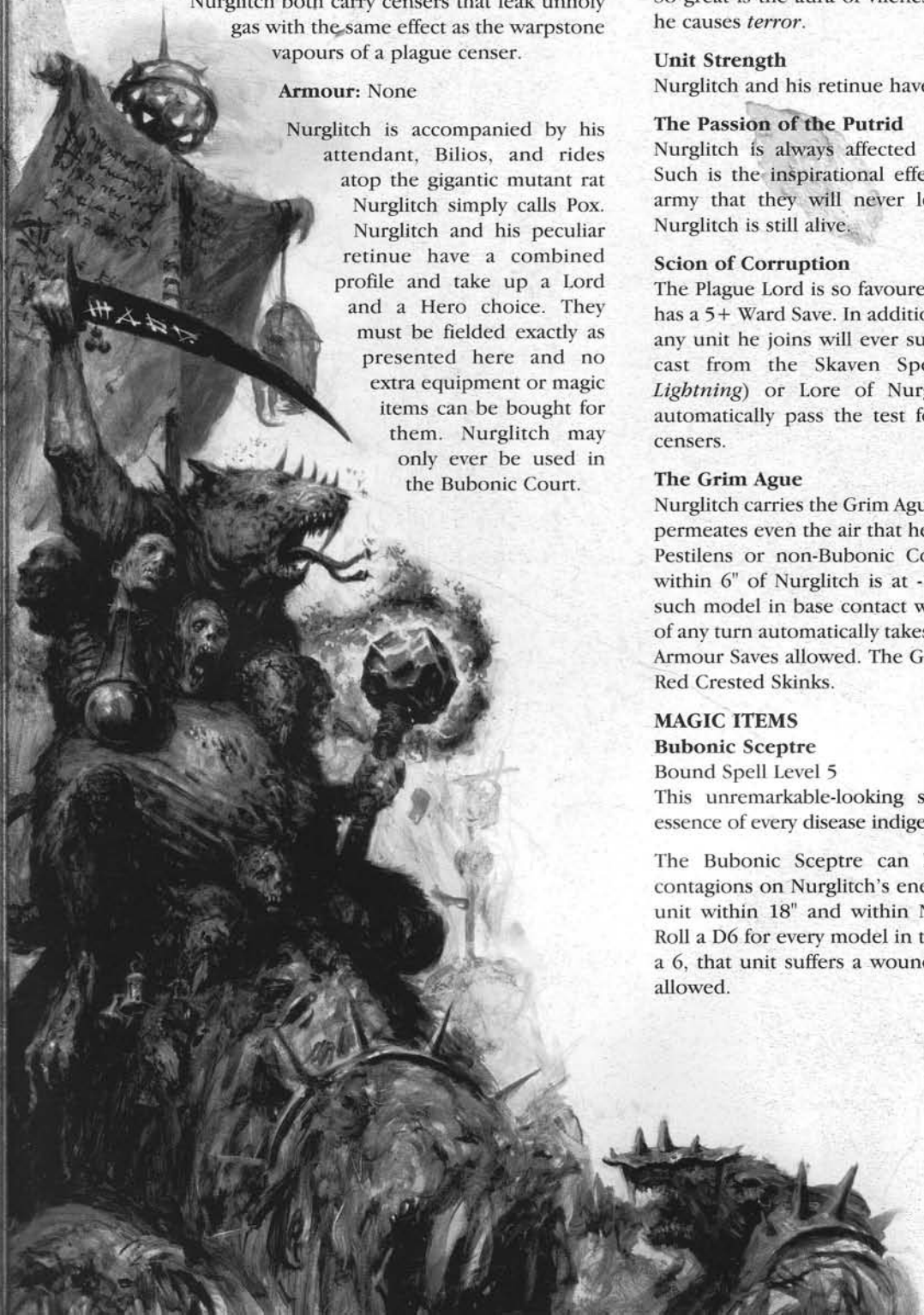
MAGIC ITEMS

Bubonic Sceptre

Bound Spell Level 5

This unremarkable-looking sceptre throbs with the essence of every disease indigenous to Lustria.

The Bubonic Sceptre can be used to inflict vile contagions on Nurglitch's enemies. Choose an enemy unit within 18" and within Nurglitch's line of sight. Roll a D6 for every model in the unit. For every roll of a 6, that unit suffers a wound with no Armour Saves allowed.



BATTLES IN LUSTRIA

Earlier, you'll have seen how to make terrain to help recreate the jungles of Lustria (or the southlands) for your own games. Here, we'll be showing you armies themed to fight those battles.

The Lizardmen and Skaven armies pictured below have been selected using the normal rules for each army. The Lizardmen have more Skink Skirmishers than you might expect to see in an average army. Not only does this make the army well adapted to the dense terrain in a jungle battle, but also makes the army more closely resemble the Red Host of Tehenhauin.

The Skaven army is designed, less with the idea of being particularly well adapted to jungle terrain, and more with the theme of Clan Pestilens in mind. As such, the army contains as many Plague Monks and Plague Censer Bearers as possible for its size.

What both armies have in common is that they can be adapted to represent the campaign armies featured in the book with very few changes. Over the following pages, we'll be showing you a selection of units for both these armies, as well as the armies of Tehenhauin and Nurglitch in all their glory.



THE HOSTS OF SKINKS



Skink Chief



Skink Chief



Skink Chief



Skink Priest



Skink Chief



Skink Skirmishers rush to defend an ancient temple from Dark Elf raiders.



Skink Skirmishers



Jungle Swarms



A host of Skink Skirmishers launch an attack on the defences of a High Elf Citadel of Dusk.

THE HOSTS OF SAURUS



Saurus Warriors of the sacred spawning of Sotek.



Saurus Cavalry lead the charge on the Empire explorers raiding the riches of the Obsidian Column.



Saurus Cavalry



THE RED HOST OF TEHENHAUIN



Red Crested Skinks



Red Crested Skinks of Sotek launch a surprise attack on the Skaven who would poison their spawning pools.

PAINTING RED CRESTED SKINKS

Lizardmen born with the blessing of Sotek are marked with his colour – red. This is a guide to painting Red Crested Skinks, alongside some examples of other Lizardmen with the same sacred markings.



CREST

- Begin with a basecoat of Red Gore, and then
- apply a layer of Blood Red. Finally, highlight
- with Blazing Orange.



EYES

- Paint the eyes with a basecoat of Fiery Orange,
- followed by a layer of Golden Yellow. Add the
- pupil with a thin line of Chaos Black.



SHIELD

- Paint the shield with a basecoat of Dark Angels
- Green and then highlight it with Camo Green.



GOLD

- Apply a wash of Chestnut Ink over a basecoat
- of Shining Gold, and then highlight with a
- mix of Shining Gold and Mithril Silver.



SCALES

- Apply a basecoat of Enchanted Blue and then
- highlight with a mix of Enchanted Blue and
- Skull White.



SKIN

- Begin with a basecoat of Hawk Turquoise,
- and then add highlights with Hawk Turquoise
- mixed with Skull White.

SACRED SPAWNINGS



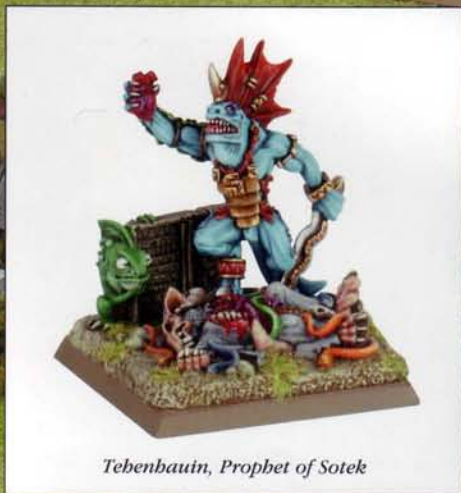
Saurus Warrior



Skink Chief



Skink Priest



Tebenbauin, Prophet of Sotek



Nurglitch, Arch Plague Lord of Clan Pestilens

THE BUBONIC COURT OF NURGLITCH



Plague Monks



Plague Censer Bearers attack an isolated group of Questing Knights in the jungles beyond Huatl.

PAINTING PLAGUE MONKS

The colours favoured by Clan Pestilens tend to be putrid greens and browns. This is a guide to painting the Plague Monks of Clan Pestilens, alongside some examples of the same colours applied to other Skaven of the clan.



SKIN

- Begin with a basecoat of Tanned Flesh,
- followed by a layer of Dwarf Flesh. Finally,
- highlight the skin with a mix of Dwarf Flesh and Bleached Bone.



CLOAK

- Apply a basecoat of Catachan Green over a
- Chaos Black undercoat, and then highlight it
- with a mix of Catachan Green and Rotting Flesh.



BLADE

- Begin with a basecoat of Boltgun Metal and
- then highlight with Chainmail. Finally, apply a
- mix of Green and Brown inks.



Plague Lord



Plague Pontifex



FUR

- Paint the fur with Scorched Brown and then
- drybrush it with layers of Bestial Brown and
- Snakebite Leather.



BUCKLE

- Apply a mix of Mithril Silver and Brazen Brass
- over a basecoat of Brazen Brass, then apply a
- wash of Brown Ink.



BANDAGES

- Paint the bandages with a basecoat of
- Scorched Brown. Apply a layer of Bleached
- Bone and then a highlight of Skull White.



Plague Censer Bearer

THE SKAVEN IN LUSTRIA



*Skaven Warlord with
balberd*



*Skaven Warlord
with additional band weapon*



*Skaven Plague Lord with
Plague Censer*



The forces of Clan Pestilens attempt to breach the defences of the Citadel of Dusk.



Skaven Clanrats



Skaven Clanrats and Slaves swarm over the Lizardmen defending the ruins of Pabuax

MONSTERS AND MACHINES



Rat Ogres with Packmasters



A horde of Skaven overwhelm the Empire defenders of the ruins of Xabutek.



Warlock Jezzail



Ratling Gun



Packmasters



SHOWCASE



Engine of the Gods
by Neil Langdown





The Cauldron of a Thousand Poxes
by David Rodriguez Garcia



**Nurglitch, Arch Plague Lord
of Clan Pestilens**
by Jeff Wilhelm



Skaven Warlord
by Pete Foley



Skink Chief
by Mark Bedford

WARHAMMER LUSTRIA

'Woe to the warm-bloods who would despoil our realm, for their craving for trinkets and baubles drives them ever deeper into lands forbidden to them. Cast them out, show them no pity, feed their carcasses to the beasts of the jungle and leave their bones to blanch upon the golden shores of our land.'

Let them see that it is folly to intrude upon the domains of the Lizardmen.'

Translation of the proclamation of Lord Mazdamundi, from the Chronicle of Hexoatl.

The mysterious continent of Lustria has remained hidden from the races of the known world for millennia, untouched by the misfortunes, plagues and wars which have ravaged so many other lands. Even the taint of Chaos has remained a distant threat. Only in the last few centuries have significant numbers of outsiders, intent on plunder or settlement, penetrated the dense jungles of Lustria.

But one event echoes down the ages — the war known to the Lizardmen as the Age of Strife. As Sigmar was uniting the disparate tribes of Man in the Old World, the Skaven were penetrating the Lustrian jungles. Calling upon the foulest of gods to deliver them from the ravages of jungle-born plague, the Skaven Clan Pestilens came into being, and only a millennium-spanning war that culminated in the coming of the Serpent God Sotek would see them expelled from the Land of the Old Ones.



Inside you will find:

JUNGLE FIGHTING RULES AND SCENARIOS

Rules to enable any Warhammer army to fight in the depths of the jungle. Also included are six new scenarios, each of which epitomises the high-adventure and peril inherent in games set in Lustria.

CAMPAIGNING IN LUSTRIA

A complete system for playing map-based campaigns, including details for advancing your units and characters as their experience and prowess grows.

THE RISE OF SOTEK

The history of this tumultuous period in the annals of the Lizardmen, including a campaign section and special characters, and army lists for the Red Host of Tehenhauin and the Bubonic Court of Nurglitch.

PAINTING AND MODELLING

Indispensable guides to creating themed jungle terrain, plus painting and modelling guides to the featured armies, including conversion ideas and a stunning showcase.

A WARHAMMER REALMS
SUPPLEMENT FOR
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contents of this book.



**GAMES
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