



Further exploration of the fabled New World brought to you by the famed explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-12 for more details of the Lustrian setting.

Lustrian Scenarios

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

3. The Hunters Become the Hunted

The warbands have heard rumours that Lustria has rare and exotic creatures. There were merchants and wizards willing to pay hefty prices for them. Rumour has it that Cold Ones are in the jungles of Lustria. There is a lot of money to be made from the Cold Ones. They are useful beasts that can help the mobility of caravans due to their strength. Their scaly skin is good material to make several items. Races such as the Dark Elves capture them and use them for war.

One warband has been ambushed by a Lizardmen Beastmaster who is accompanied by two Cold Ones. The warband must kill the beast master. If they do so, they can control the Cold Ones by gaining the Beastmaster's whip. The whip has something mysterious about it that controls the Cold Ones.

However, enemy warbands have spotted their camp days ago and are also in search of the Cold Ones. Their scouts stumble upon the attacked warband as well.

For 2-6 warbands and a referee.

Set up:

1. The Warband with the highest rating is the Defending Player. The Defending Player sets up in the middle of the board. The Lizardman Beastmaster and Cold Ones must be 4" away from the Defending Player's Warband and

have line of sight to the Defending Warband. The Defending Warband has an 8" by 8" set up area in the middle of the board.

2. The Attacking Warband(s) rolls a D6 for each Hero and Henchman group in his Warband, in any order he chooses. On a 1-3, they are somewhere else in the jungle and turn up later as reinforcements. On a 4-6, they are deployed at the start of the game. Note that at least one Hero or Henchman group will be present at the start. If all roll 1-3, the last Hero or Henchman group will automatically be deployed at the start of the battle.

3. The Attacker(s) deploys his whole Warband within 8" of a randomly determined table edge (nominate each edge a number 1-4 and roll a D6 re-rolling 5's and 6's).



Terrain

The Attacking Warband(s) and the Defending Warband set up the terrain pieces starting with the Defending Warband. Do not place any carnivorous plants until all terrain pieces are placed. The Defending Warband rolls 1D6 for every player taking part and places that many carnivorous plants (rules in TC 10, page 18) anywhere on the table. The plants must be at least 4" apart from each other. I suggest at least a 4x6 set up area depending on how many warbands are involved.

Starting the Game

The Attacking Warband(s) starts first – if there are more than one roll 1D6 with the highest scoring player going first and then moving in descending order. The Defender always moves last. The Lizardman Beastmaster goes first and should be controlled by the referee.

Special Rules

The Attacker(s), at the start of the second and subsequent turns, may roll 1D6 for each Henchmen group or Hero not yet on the table. On a 4+, these reinforcements may deploy during the movement phase from a randomly determined table edge. All reinforcements that arrive may not charge on the turn in which they arrive.

The players must defeat the Beastmaster to gain control of the Cold Ones. The unit/Hero which puts the Beastmaster Out of Action, gains control of the Cold Ones by taking the Beastmaster's whip from his prone form. Other enemy units can gain control of the Cold Ones by similarly taking the whip from whoever has possession. If nobody is in possession of the whip, the Cold Ones will immediately become subject to *Stupidity*. Also, roll 1D3 to determine how many artifacts the Lizardman Beastmaster carries. The unit/Hero which takes out the Lizardman Beastmaster gets the artifacts but if the unit is stunned or Out of Action, another unit in base-to-base contact may take the artifacts. The Unit with the whip must always be within 4" of the Cold Ones.

No warband may voluntarily Rout. The game lasts for 12 turns

Ending the game

The player who runs off the board with at least one of the Cold Ones and artifacts wins the game. If both Cold Ones are Out of Action then the last warband not routing wins the game. The last model which has the artifacts in its possession gains them.

Experience

+1 Survives. If a Hero or a Henchman group survives, they gain +1 experience.

+2 Winning leader. The leader of the winning Warband gains +2 experience.

+1 per enemy out of action. A Hero earns +1 exp for each enemy he puts out of action.

+1 per Cold One alive. All units in the winning Warband which survive get +1 exp per Cold One alive.

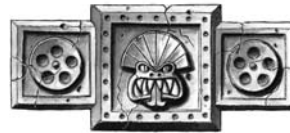
Beastmaster and Cold Ones

Lizardman beastmaster: Use a Skink Great Crest from the Lizardman Warband from TC issue 11 for the Beastmaster (page 24) and the rules for Cold Ones can be found on page 17 of the same issue.

Winnings

If the winning Warband captures the Cold Ones alive, they can either mount a unit on them or sell them for 80gc. If one or both of the Cold Ones are dead then you can sell them for 40gc each.

The artifacts are the equivalent of a Wyrdstone shard each and can also be sold.



5. Lost Temple of the Slann

Long ago, when the Old Ones lived and prospered in the steaming jungles of Lustria they erected great white stone pyramid-temples in which to live and contemplate the heavens. Since their demise many of these temples have fallen into ruin with a few of the the domain of the Slann and their Lizardmen followers.

It is the temples of the Lizardmen that draw the greedy and adventurous to them like moths to a candle for they are reputed to be great repositories of arcane knowledge and, of course, gold...

For 2-6 warbands.



Lustria - Cities of Gold

Terrain

Each of the players takes turns placing a piece of terrain. They may place jungle trees, man-eating plants, quicksand, ruins or other similar terrain features. The terrain should be set up in an area roughly 4'x6'. You should put a Building (temple) in the centre of the table. The objective is to take control of this building.



Warbands

One randomly determined player is the defender representing the Warband that reached the building first. This is regardless of who has the highest Warband rating. However, if there is a Lizardmen Warband taking part, they become the defender automatically. The defender is deployed first, inside or within 6" of the objective building. The attacking Warbands are set up as normal.

In addition, for each attacking Warband beyond the first, the defender rolls once on the Booty table (below) to determine the additional equipment his Warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the Warband thus far and are meant to give the Warband a chance against multiple opponents:

D6 Roll	Item Found
1	Temple Stone Guard
2	1D3 doses of Dark venom
3	1D3 doses of Crimson shade
4	Holy (or unholy) relic
5	Lucky Charm
6	Heavy Armour

All of the above are described in the Mordheim rules, except for the Temple stone guard. For rules on the Temple stone guard, see new items.

Starting the Game

Each player rolls a D6; the player rolling the highest has the first turn and order of play

proceeds clockwise around the table. The attacker must set up 6" to the nearest table edge.

Ending the game

The game ends when all warbands, but one, have failed their rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience

+1 Survives. If a Hero or Henchmen group survives the battle, they gain +1 experience.

+1 Winning leader. The leader of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

The Old Relics

At the end of the game the winning Warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see which additional items the Warband finds in the temple. Note that you'll roll for each item separately, apart from gold crowns (or their equivalent), which are always found. For example, you will need a 4+ to find a *Tome of Magic*. Then roll to see if you find the *Gromril Sword*. Note that you roll on the table once for each Hero that you have who isn't *Out of Action*. The maximum number of times you can roll is 6.

D6 Roll	D6 Roll Needed
3D6gc's	Automatic
D3 gems (worth 10gc each)	5+
<i>Tome of Magic</i>	4+
<i>Gromril Sword</i>	5+
<i>Cloak of Mists</i>	5+
<i>Healing Herbs</i> (D3 doses)	4+
<i>Dispel Scroll</i>	5+

New Items

Temple Stone Guard:

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	1	1	8

The Temple Stone Guard is a statue of a Lizardman Saurus, created to protect the



temple. The defending player gets to control the guard for this game. It will not leave the temple for any reason, even after the game. The Stone Guard may not be traded. You can use any Saurus miniature to represent the stone guard. Even one that is not painted!

Dispel Scroll: (as in Best of Town Cryer). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to

negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.

Cloak Of Mists: Only a Hero can have this item. There is an additional -1 penalty to hit for any attacks against the wearer (close combat or missile fire). There is also a -1 penalty to Initiative when trying to spot the wearer if he is *Hidden*.

Hired Swords

Shadow Warrior

35 gold crowns to hire + 15 gold crowns upkeep

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

May be Hired: The Shadow Warrior may be hired by High Elf and all Human warbands, but may not be hired by a warband that is evil (eg Possessed) or one that includes an evil Hired Sword (eg Dark Elf Assassin).

Rating: A Shadow Warrior increases the warband's rating by +12 points plus 1 point per Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Equipment: A Shadow Warrior carries a sword, longbow, dagger, shield and wears Light Armour.

Skills: A Shadow Warrior may choose from Combat or Shooting skills when he gains a new skill. In addition he may choose his skill from the Shadow Warriors Special Skill list in Town Cryer 10.

SPECIAL RULES

Hates Dark Elves: Shadow Warriors seethe with bitterness when facing Dark Elves and follow the rules for *Hatred* in the Mordheim rulebook.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Shadow Warrior spots *Hidden* enemies from twice his Initiative value in inches away.

Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Infiltration: A Shadow Warrior can infiltrate. See the Skaven skill of the same name.

Big Game Hunter

40 gold crowns to hire + 18 gold crowns upkeep

There are many reasons why adventurers risk life and limb exploring the mysterious continent of Lustria. The lure of riches and arcane knowledge brings a steady flow of greedy individuals but some are drawn in search of legendary creatures rumoured to inhabit the lush jungle. Expert game hunters are paid vast sums of money by flamboyant Old World nobles in order to bring back these exotic creatures. These rare beasts are displayed in the private zoos and gardens of nobles or can be found hanging from the walls of their palaces. Game hunters are skilled trackers and hunters having spent most of their lives hunting game in the forests of the Old World. They are well equipped and not inexpensive to hire.

May be Hired: The Big Game Hunter can be hired by any human Warband.

Rating: A Big Game Hunter increases the warband's rating by +16 points plus 1 point per Experience point he has.

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

Equipment: Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).

Skills: The Big Game Hunter can choose from Shooting or Academic skills when he gains a new skill.

SPECIAL RULES

Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put Out of Action by a trap, it is automatically captured after the game to be sent to the Old World.

Norse Warband

‘O’ Sigmar preserve us from the wrath of the Norsemen’

The land of Norsca lies to the far north of the Empire across the stormy sea of Claws. This is a harsh land of snow and ice with mountains of Frost and Dusk that reach unto the heavens themselves and march right down to the sea. The humans that live here are powerfully built, with large, well muscled frames and long limbs. The Norse are a bloodthirsty people whose society is based entirely around war and fighting. They make or produce very little in their inhospitable homeland and their attitude is to take whatever they need from the lands of others. Many a time their dreaded longships have brought terror and destruction to the lands of men and the other races. The Norse people live in marauder tribes or clans much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that the Norse are seen as a very primitive and uncivilised race by others and indeed many Norse tribes openly worship the dark gods of Chaos as their own.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe and shield for their’s is a brutal society where only the strongest survive. Probably because of their well-founded fearsome reputation the Norsemen have few allegiances apart from to their clan and their ancestors and so make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves and it was indeed the Norse who were the first humans to discover Lustria and the South Lands. In their longships, the Norse sailed from the Old World to Lustria, establishing the first colony, Skeggi. The Norse plague the coast of Lustria raiding many coastal settlements but it is their desire for riches and saga that have driven them further inland to pillage the temples of the Slann.

Special Rules

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength when trying to row a boat.

Choice of Warriors

A Norse Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

Heroes

Jarl: Each Norse Warband must have one Jarl to lead it – no more, no less.

Berserker: Your Warband may include up to two Berserkers.

Bondsmen: Your Warband may include up to two Bondsmen.

Wulfen: Your Warband may include up to one Wulfen.



Henchmen

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes a Wulfen in it.

Starting Experience

A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

Wulfen starts with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.

Maximum Characteristics

Norse are human, albeit rather nasty and ferocious but human all the same and so will use the human maximum characteristics from page 121 of the Mordheim rulebook.

Norse equipment lists

The following lists are used by Norse warbands to pick their weapons:

HERO EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HENCHMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HUNTERS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Javelins	5gc
Bow	10gc

Armour

Helmet	10 gc
Shield	.5 gc



Norse skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	X				X	X
Beserker	X			X		X
Wulfen	X				X	X
Bondsmen	X				X	X



Heroes

1 Jarl

70 Gold Crowns to hire

The Jarl of a Norse Warband is the most battle-hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his Warband, all of the other warriors respect him and look up to him.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	4	2	8

Weapons/Armour: A Jarl can be armed with weapons and armour chosen from the Heroes Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Jarl may use his Leadership instead of their own.



0-2 Berserkers

50 Gold Crowns to hire

Berserkers are some of the most ferocious warriors in any Norse Warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

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

Weapons/Armour: Berserkers can be armed

with weapons chosen from the Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *Frenzy* as detailed in the Psychology section of the Mordheim rulebook.

0-1 Wulfen

90 Gold Crowns to hire

Wulfen are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Wulfen turn into blood hungry beasts, part man part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armour with ease with their huge claws and massive fangs as they rampage through the melee.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	4	2	7

Weapons/Armour: A Wulfen is a ravening beast of teeth and claws and may never use weapons or armour although suffers no penalty for being unarmed.

SPECIAL RULES

Fear: Wulfen are terrifying creatures to behold and cause *Fear*.

Bestial: Wulfen are ravenous beasts and therefore immune to psychology. Also despite being greatly revered by their barbarian fellows Wulfen are too feral and uncontrolled to become the leader of the warband.

0-2 Bondsmen

15 Gold Crowns to hire

These are young fighters who are still inexperienced and they are 'bonded' to the Jarl by the oath of servitude.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Bondsmen may be equipped with weapons and armour from the Heroes Equipment list.

Henchmen

(may be bought in groups of 1-5 models)

Marauders

25 Gold Crowns to hire

Marauders are the standard warrior to any Norse Warband. They have had their share of bloodshed and have been trained since they were children. They are referred to as Marauders as they are pirates and raiders.

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

Weapons/Armour: Marauders can be armed with weapons and armour chosen from the Henchmen Equipment list.

0-5 Hunters

25 Gold Crowns to hire

Hunters are the most skilled in hunting wild game in Norse society. They are experts the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

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

Weapons/Armour: Hunters can be armed

with weapons and armour chosen from the Henchman Equipment list.

0-5 Wolves

15 Gold Crowns to hire

The harsh lands of Norsca are inhabit by a great many ferocious beasts: massive wholly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters make use of these beasts when trained and they are formidable foes.

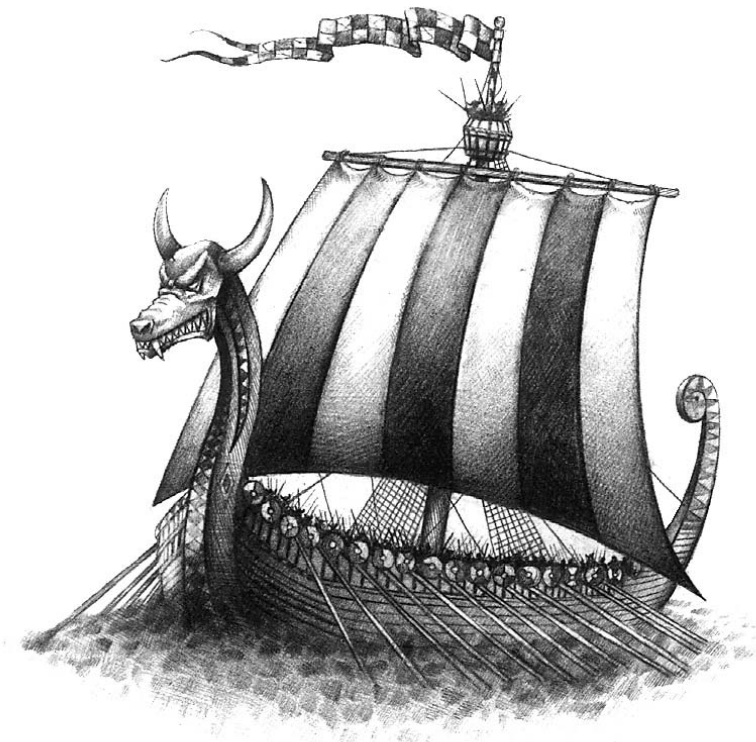
Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves don't need and cannot use weapons.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.

Pack Leader: Wolves are feral pack animals that only respond to the strongest in their pack – the Wulfen. In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced.



Norse Special Skills

Norse Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

Shield Master

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

Berserk Charge

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

Crushing Blow

Norse warriors train in almost all of their spare time. They are expert fighters and learn

to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword.

Battle Tongue

Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

Barbarian Courage

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

By Derek Whitman

'Bow before me, for I am Thrombard Broadoak, arl of the Great Thane Aegsarl of the Tribe of the Great Eagle, and none will join my warhost without swearing their loyalty to me as my bondsman. We sail on the next high tide, off to the land of the Scaled Beasts, the land of gold aplenty, the land they call Lustria...'

'This is my warhost, blessed by our dark lord. Here is a thread for Skyr's spindle - see how it glows when I honour my forefathers in battle. In a dream inspired by Haki the Trickster I received it - well has it served me as I serve Tchar, the Great Eagle. Here are Dreki and Raersk, my favoured champions - Dreki lost his eye in the Rite of Age. Well, little boy, do you still wish to take the Rite of Age? Of course you do. Those who will not take it are fools and cowards - aye, Dreki, even the Seers. I do not trust magic. Little still do I trust Rornir, that Haki-spawn. Boy, don't look at me like that. Yes, you may come from the foothills, but you are soft in the head if you do not believe in the Wulfen.'

'But come, now is the time for your Rite.

Here is the tallest point of the Hrakorn Harbour. At the bottom of the ocean bed is a

cave, full of sweet air. Do not ask me what magic it is. The Seers started it when the Tchar walked the land with his ravens. Dive into the sea, and find it. Inside you will find a horn. Blow on it twice. Then wait. Tchar be with you, boy, if I do not hear the sound from here.'

The boy stood, not shivering despite the cold. To do so would be shameful. He looked down the cliff face, into the churning sea thousands of feet below. Then he ran, jumping to throw himself far from the cliff that would dash his brains out. He fell down, into the sea, and, not even stopping for air, dived downwards.

'Thrombard, do you think he'll make it?'

'Of course not. Did you, or ? Did anyone? When he emerges, he'll see that the bravery was not the deed but taking on whatever we said. He'll make a fine addition to our warhost.' The Harl waited, waiting for the boy to come back. Some of the boys were so fearful of shame that they never came back. They were no use. A warrior without brains is as useless as a broken axe.

Written by Tom Strasz

Converting your Norse Warband

Painting by Craig Stocks

When I first decided to do this article, I wanted to show the easiest way to make the models for a Norse Warband. I went to my local games store. I stood around staring at the Warhammer figures for quite a while. What can I use to make Norse models for Lustria? I asked myself. I needed models with barbarian-like heads, loincloths, and swords, axes, and shields. Since GW, has not produced a barbarian or Norse figure range in many years, this was going to be a challenge. Then I saw the Chaos Marauders – yes this was it! With a little clipping here and there, my handy dremel and a bit of green stuff I knew I had my Norse in front of my eyes. I picked up the Middenheimer leader, champion, a box set of Mordheim humans, and some blisters of Chaos Marauders. I drove home planning all the way on how my Norse, were going to be created.

- Tools
- Dremel Tool
- sanding attachment
- cutting attachment
- safety glasses
- green stuff
- glue
- Bag of GW goodies

To start off, I needed a good strong looking

captain. For this, I used the Mordheim Middenheimer captain. I took the dremel tool, and cut off the weapon on his right hand. To that, I added a round shield. Then I glued him together. After he was together, I took green stuff and scalped a helm with horns on it on him. This I knew was going to look cool, because he already had the head piece and nose guard on him. With that he was done.



To make my Norse Shaman (Hired Swords issue 12), I bought a Necromunda Ratskin Shaman from GW Mail Order. I cut off his right arm, and added a sword arm from the Mordheim human sprue. I cut off the back of his cloak and his tail. I then sanded down the cloak so that it had no rough area. After that was done, I cut off his head and added a more 'Norse' looking head from the Human sprue. To finish it all off, I attached a cape from the sprue to his back.

Now it was time to make some models with double-handed weapons. Claymores, mmm... This was a very cool and simple conversion to make. I took a Chaos Marauder with two-handed club, and cut off his left arm and club. I then carefully cut off his right hand. Then I



A selection of some of Derek's Norse warband conversions



And here's some more...

sanded the place where the left arm was. After this, I carefully chopped off his head. I then took the two-handed sword with arm, and hand attached from the Mordheim human sprue, and matched it up with the left hand. Then I glued a head from the human sprue to the neck. To finish him off, I filled in the crease between the neck and head with green stuff, and sanded the chaos symbol off of his belt buckle. With the use of different heads from the Mordheim human sprue, you can make many Norse warriors with Claymores.

Now I was in need of some warriors with swords, axes, and shields. Once again, I used my trusty Chaos Marauders for the bodies. One way I did it was to take a two-handed axe figure, and cut off his right arm, then trim the axe down to a one handed axe. I then sanded where the arm was and the bottom of the axe. Then I glued an arm from the human sprue to the right side and added a round shield. I bent the left axe arm up in the air so he was holding the axe above his head (if you use the

Chaos Marauder with fangs, it makes a cool looking Wulfen). If you want a different head, then once again use the heads from the human sprue and add green stuff to fill in the gap. Another way to do this is to carefully cut both the left and right arms of the figure off. Also the head if you wish. Then sand down the areas you cut off until they are even and smooth. Next, add left and right arms from the human sprue, plus any weapons you want the figure to have. Fill in the gaps and sculpt shoulders, and necks, furs or whatever you want to use using green stuff.

Using the Mordheim human sprue, and Chaos Marauder bodies you can make many kinds of Norse figs. I have just shown the basics. With imagination, and other GW bits the results are endless. You now can create your own Norse warband. Be creative, be imaginative and most of all have fun.



Making Jungle Trees

By Steve Cornette.

'What? What do you mean my Skink archer can't climb this tree and shoot from it? Why, that doesn't make sense!'

Oh the cries of foul can be heard clear across the Great Pond. More often than not players have had a similar experience during one of their games. Games Workshop skirmish rules through the years have given players that extra dimension many of us desire. The ability to get your miniature into a sniper-like position on the battlefield and start firing adds that intangible concept to most games. But until recently they really haven't been expanded upon until Mordheim came along.

When we first started thinking about how the rules for Lustria should reflect that same intangible feeling we needed 'functional' terrain that would both look great on the table and provide a safe haven for those sneaky-git types running around the jungle.

The nice plastic trees that Games Workshop makes are fine and dandy and look great on

the table but they lack the functionality that is needed in order to take advantage of the climbing rules in Mordheim. What came from all that thinking was a simple solution: Construct a tree that looks like a jungle tree but with a ledge built into the side of it that a miniature can be placed on.

Here are some simple rules to follow before I go into detail on how they were built:

1. Be sure the ledge is sturdy enough to hold the weight of a 28mm miniature.
2. Be sure the ledge is wide enough, (25mm to 35mm) so that the miniature doesn't fall easily.
3. Make sure the distance from the base to the ledge is enough so that the miniature can get into his 'nest' in one turn. E.g. no more than 3" high.

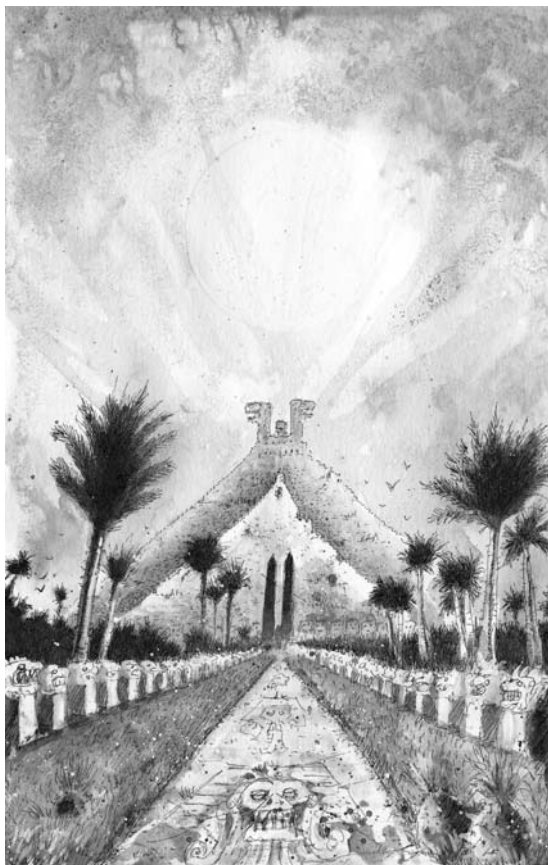
So with those criteria in mind we became 'Johnny Jungle Tree Planters'.

I say 'we' because as a father of 3 and a devout husband my Warhammer projects often turn into 'family affairs' in which the kids and sometimes the wife even gets in on the act. Thanks go out to Jeni Lynn and Lindsay Lynn for their undying devotion to my never-ending projects and to my wife Wendy for putting up with the mess around the house! Speaking of which...

So many items around the house can be used to make your trees and if you follow the rules given in the previous White Dwarfs on jungle tree construction you're sure not to go wrong.

I have used the following items to build the trees for last year's US Games Day:

- 12 Gauge (or very sturdy) electrical wire for the core of the tree. Pipe cleaners can be substituted but will need to be double wrapped.
- Wire cutters (any snipping operation is dangerous so kids be sure to have an adult supervise cutting electrical wire).
- Medical Gauze bandages soaked in plaster of Paris and or masking tape for the outer bark of the tree (I prefer the gauze because it makes a very good gnarly surface in which to dry brush after it's dry).
- PVA or 'Elmer's' glue as we say here in the



States (what would any terrain project be without the PVA glue?).

- Some thick and thin sheets of paper card for the tree bases and ledges in the trees.
- Masking tape to attach the ledges to the wires. Masking tape can also be used to make the large palm fronds.
- Home craft store or Florist supply stores carry a wide selection of silk or nylon plants. These make great palm fronds and you don't need to paint them!
- Of course, a wide variety of paints and brushes.

Step 1.

The first step is to cut your wiring in lengths long enough to simulate the roots, body and limbs of the tree. This takes a little practice but doing one or two will give you the knack of things. After you've cut 3 or 4 strips braid the wire together. This will create the sturdiness the tree will need to withstand years of climbing. The braiding also helps to give the tree the twisted look that most jungle trees have.

A very good way of helping to support the ledge for the mini is to make a tree with 4 braided strands and about half-way up the tree separate the fourth braid and bend it outward and upward to make the ledge limb. See Fig. 1.

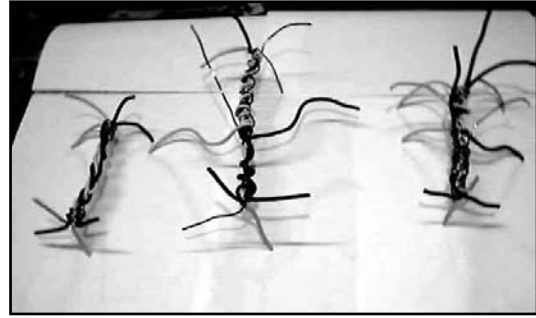


Fig 1.



Fig 2.

Step 2.

The next step and the most fun for the kids is to cut your gauze into long strips then run them through some nice and gooey Plaster of Paris. After each strip is thoroughly soaked wrap the braided wire in them. It may take a few passes and your hands will get a bit messy but that's the fun isn't it? See Fig. 2 for the completed step.



Fig 3.

Step 3.

You'll need to allow your trees ample time to dry before painting them and this is a good time to start making bases. I like using the hard pressboard found in hardware stores but sturdy cardboard can be used for bases aswell.

I suggest cutting your cardboard out so that many bases can be fitted together to make what I call a stand of trees. Jigsaw patterns work well here. Cut and glue two pieces of card together so that you have two levels. Carefully cut areas for the roots to go into the top level. This will help to secure the tree in place until the glue dries. See Fig. 3

Step 4.

Finally, you paint em. Spray the models black, give them a brown base coat and work up dry brushing to bring out the textured effect on the tree trunks. The leaves should be painted dark green and dry-brushed lighter shades of green. Couldn't be simpler!

Oops, we did it again!

Yes, we're not infallible as you know and here's some errata for last issue's Dark Elf warband. Light Armour was priced at 50gcs when it should be 20gcs.

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Norse Warbands

Using a mix of Chaos Marauder models, Beorg Bearstruck's Bear Men from Dogs of War and the plastic Mordheim human sprue you can quite easily make a Norse warband.



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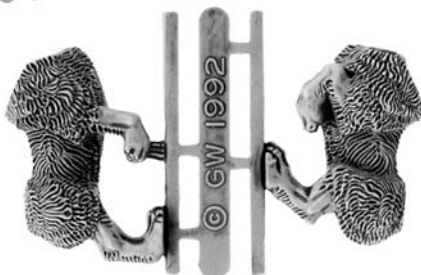


CHAOS MARAUDER
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020105705

Remember that there are loads of other suitable models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask?

Remember the Mordheim plastic Human sprue is very useful for using when converting your Norse warband.

PLASTICHUMAN SPRUE
99381102001 – £6.00



PLASTIC WOLF & WOLF HEAD SPRUE – £2.00

motroll@games-workshop.co.uk WWW.GAMES-WORKSHOP.COM