LUSTRIA
CITIES OF GOLD

A new land of adventure for rogues and vagabonds brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...

Gold...

For thousands of years the races that were left behind by the Old Ones have sought its splendour – and died for it. The lure of gold has such an effect on the mind that brothers have come to blows over the possession of a mere handful. From the time the first Dwarf forges deep within the karags were built the greed for gold has been the reason for many battles. Never has the pursuit of this element been as great as it is now.

It is the lure of gold that brings the races of the world to the continent of Lustria. This is a place that is filled with steaming hot jungles, boiling lava pits and all manner of creatures too hideous to describe, Lustria is said to contain entire cities of gold and treasure. Braving the elements and untold dangers explorers toil endlessly through the jungle and amongst the ancient, ruined cities searching for gold to fill their coffers. For centuries these abandoned cities of the sun have been plundered. But, it is those who once dwelled in these ancient ziggurats that are the most mysterious – a strange reptilian race thought of by many as demons called Dragonkin, Lizardmen and worse. Why these creatures seem to take up and move no one knows but the amount of treasure they leave behind in those cities goes far beyond what any Tilean merchant can imagine.

To the sinister Lizardmen and their bloated Slann overseers gold means very little. It is a commonly worked metal in their society. They value things that provide sustenance. Like grub worms! It is not unusual for the Lizardmen to pack their belongings and move to another city completely abandoning the one they le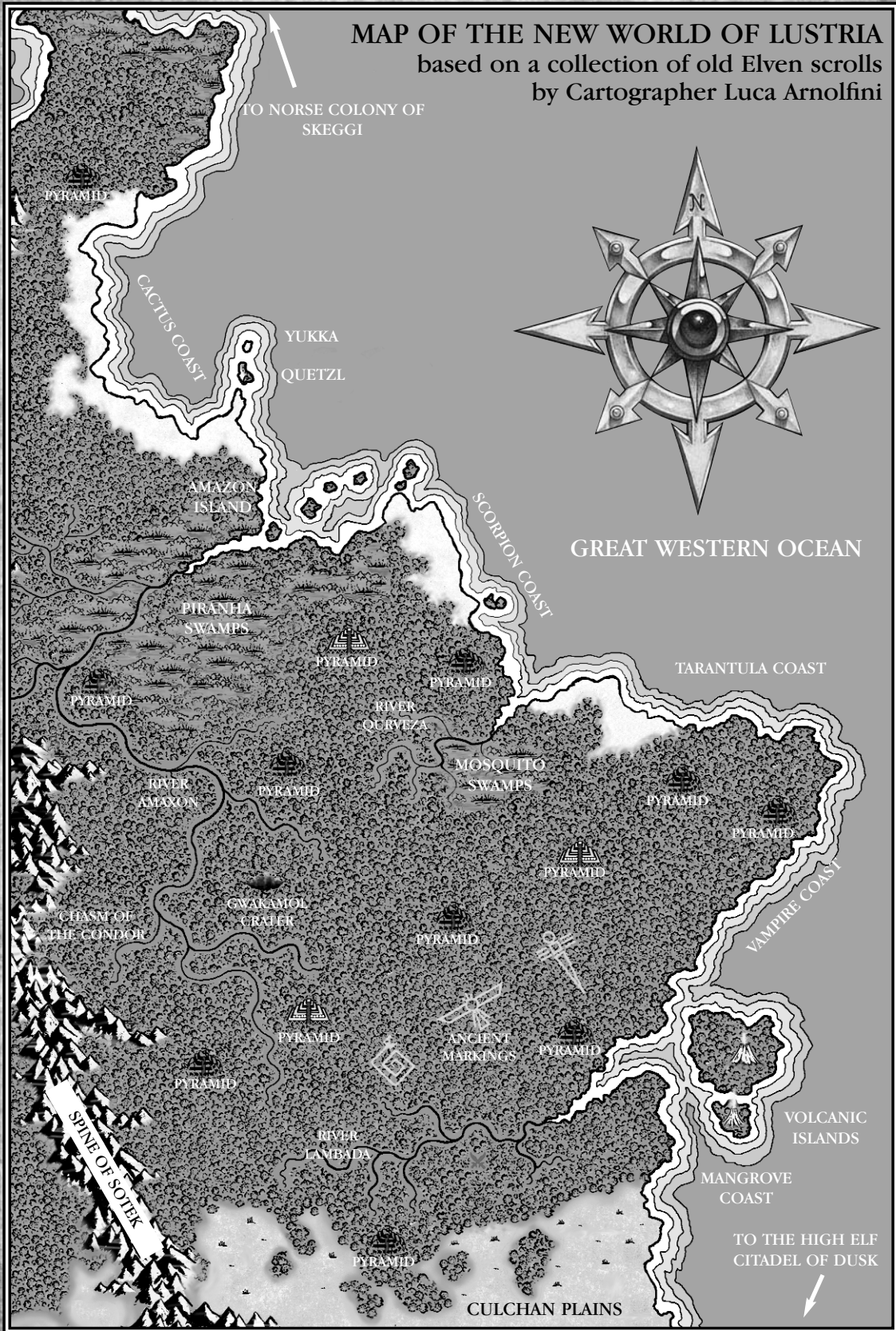ft. The ways of the Lizardmen are indeed very mysterious! After these cities are vacated some brave Skinks and Sauruses will stay behind to watch over a spawning pool or a sacred tomb. These Temple Guardians as they are called are the elite warriors of the Lizardmen. They form scouting parties to search the jungles around the ruins guarding against any intrusions.

Yet not all of the races come to scour the ruins just for gold. Some come to Lustria in search of magic. For it is told in ancient Elven scrolls that the Slann Mage Priests, possess the greatest magical artifacts in the world. A small passage in an archaic text can make some people devote their entire lives to searching the ruins for the promise of magic. Many races have also come to the dark continent over the years seeking new lands to settle. The Norse were amongst the first to settle, seeking new lands away from the snow ravaged mountains of their homeland. Since Losteriksson first brought an expedition to Lustria the peoples of the Old World have begun to settle along the coasts despite many expeditions having mysteriously vanished with no trace.

The wise and ancient High Elves are the most prominent of the outsiders to settle Lustria, having explored the Known World in days long passed in their tall, graceful ships. High Elf traders have erected a huge stronghold on the southern tip of the continent and it is aptly named the Citadel of Dusk because the sun rarely rises above the horizon there. For whatever reason they come to Lustria most adventurers and explorers seen embarking upon the shore and are never seen again. Those that do return bring with them tales of treasure and peril and of the living jungle itself. For every turn in Lustria can bring death or it can bring the greatest wealth imaginable.

Over the coming issues our group will take you to this strange and foreboding world. We'll show you new rules that you can add to your existing Mordheim rulebook that will cover topics such as; swimming, climbing

MAP OF THE NEW WORLD OF LUSTRIA
based on a collection of old Elven scrolls
by Cartographer Luca Arnolfini

TO NORSE COLONY OF SKEGGI

CACTUS COAST

YUKKA

QUETZL

AMAZON ISLAND

SCORPION COAST

GREAT WESTERN OCEAN

PIRANHA SWAMPS

PYRAMID

PYRAMID

PYRAMID

PYRAMID

TARANTULA COAST

RIVER QURVEZA

MOSQUITO SWAMPS

RIVER AMAXON

PYRAMID

PYRAMID

PYRAMID

PYRAMID

PYRAMID

VAMPIRE COAST

CHASM OF THE CONDOR

GWAKAMOL CRATER

PYRAMID

ANCIENT MARKINGS

PYRAMID

PYRAMID

PYRAMID

VOLCANIC ISLANDS

SPINE OF SOTEK

RIVER LAMBADA

MANGROVE COAST

TO THE HIGH ELF CITADEL OF DUSK

PYRAMID

CULCHAN PLAINS

The tropical heat had just started to build as Luigi came on deck for his morning stroll. Fortunately for him, he had found his sea legs over the months of voyaging, and could actually walk about now, rather than merely hang from the rail disposing of the previous evening's dinner. He shielded his eyes and peered across the ship to the foredeck, where his comrade-in-arms, Juan Cornetto, sat poring over his oilskin pack of maps and notes.

Juan had collected it all with the help of an old Monk, a world away back in Trantio, and had been regaling Luigi with particularly gruesome excerpts for the entirety of their trip. As he approached his friend, Luigi called out.

'Juan! One would think you'd be brooding over the weevil infested hardtack we've been forced to endure these last weeks, rather than gruesome tales of what those so-called Lizard-Daemons may do with our water-logged hides!' Juan smiled up at his old friend.

'I spoke with the sailing master this morning, Luigi. The thrice-damned Remasens the lookout spotted on the horizon two days ago are almost certain to make landfall before we do. We still have another day's sailing ahead of us. And that's if we don't lose any more time avoiding those Elven sea patrols. After five hundred years, you'd think even they would admit that their monopoly on sea trade is well and truly broken.'

'Perhaps. So, Juan, what new atrocity awaits us when we finally reach the New World?' Luigi couldn't resist poking fun at his old friend, after years of fighting side-by-side, 'Giant spiders? Man-eating plants? Have you uncovered any more fairy tales about how that place means to end our miserable lives?'

'Fairy tales? Certainly, some of these accounts are embellished a bit, but this is the best information we have on what we'll be facing in the New World. Why, just now I was re-reading the account of Captain Blackheart's expedition..."

'Come now, Juan! 'Embellished a bit? You've had your head buried in those musty papers too long! Bands of warrior women, waiting in the jungles to prey on the unwary? Nonsense! How would a woman get about in the jungle? Why, their skirts would...'

'All right, Luigi, I admit that some of what I've read seems fantastic, but ask yourself this,' Juan fixed his friend with a serious gaze, 'The Norse have been here for centuries. The Elves even longer than them. Why haven't any of them penetrated the interior of the continent? Why are all the settlements confined to a few small footholds on the coast? Why has no one made good on their attempts to carve out an empire?' Luigi knitted his brows, and mulled this over for a moment. It was quite obvious that he hadn't given even his usually limited amount of thought to what they had gotten into.

'Umm… not enough soldiers, certainly,' he guessed, 'Diseases for which we have no names, let alone cures...'

'Luigi,' Juan said, sternly, 'What I have in this pack is the sum-total of what the Old World knows of the New. And the one thing I've learned during our months on this leaky tub is this – we know next to nothing!' Luigi grew serious. He asked his comrade, in a whisper,

'The gold, Juan. Tell me we haven't risked this for naught. Surely the gold is real?'

Juan threw his head back, and laughed aloud. 'On one thing, all the accounts agree. There are cities in the jungle littered with gold, merely waiting for strapping young men like us to come and take it. If we're careful and disciplined, we'll return to Tilea as rich men. Not even my lovely Kaddamia's old goat of a father will be able to keep us apart. We'll live like royalty, and she'll be showered in the finest jewels and perfumes.'

Luigi sighed, as if in relief. 'How bad can it really be, Juan? We've fought from one end of the Old World to the other. We've battled every kind of scum that could rally round a banner. Surely we're prepared for anything that could happen?'

'You watch my back, as you always have, while I keep an eye on yours. Of one thing I'm certain: nothing we have previously encountered will have prepared us for Lustria...'

trees, and any other rule that would put the Mordheim skirmish system in a jungle environment.

We will bring to you the unique warbands that will seek their fame and fortune among the ruins. The strange civilisation of the Lizardmen will unfold before you. How they guard the ruined cities for possible rebuilding and their constant conflict with the Skaven of Clan Pestilens. We'll introduce Norse, Tileans and Estalians who come to the New World to explore and seek treasure. The High Elves who seek to learn the arcane knowledge of the Old Ones and their dark brethren who seek to steal it. We've even developed warbands for those unheard of races, yes, even the mysterious Amazons (my favourite) who have been so popular with the fans at the US Games Day this year. There will be Jungle Goblins, perhaps the remnants of Grom the Paunch's Waaagh that fled Ulthuan centuries before. We'll also cover Luthor Harkon's vampire coast undead warband. Yes Luthor is alive, er... dead and still in Lustria! There will be other surprise warbands as well so keep your eyes peeled for some short stunty pirate fellows!

We'll have new scenarios for you to form your campaign on. New exploration and trading charts and loads of new miniature conversions to show you how the present line of Citadel Miniatures will make the ruins come alive!

All these rules and neat stuff comes from the average gamer just like you! And how did all this get started you ask? Simple – the Internet. It has truly made the Lustria – Cities of Gold project an international happening. Back in late February of this year I was surfing the net looking for new rules and Warbands for a Lustrian variant on Mordheim that I wanted to start. That's when I came across Tommy Punk's Pestilens website *(he's from Sweden, by the way – Ed.)*. He and some other folk had some basic rules for Warbands already set up! What luck! So I approached Tommy with the idea of forming a discussion base on *www.egroups.com* and Tommy really liked the idea. So we set about creating the group. Within a month our membership had grown to well over forty members and we were all hard at work refining and playtesting the rules. But still something was lacking. We needed more exposure to get our ideas to the public. That's when I approached the Games Workshop US staff about doing a demo for the setting at this year's Games Day. We also needed a website to advertise the setting and

serve as an information hub to the rest of the Internet. I approached Harry Golden, a fellow Lizardmen player and he was all for it! After he sent several gaming sites a press release about the setting the hits started coming in! While all this was going on I provided a little nudging to the US staff and they finally agreed to bring us in. It would be an unprecedented event in US Games Day history. They have never had an outside group run a gaming table much less do a full-blown demonstration of an unofficial supplement! It was a smashing success! Our demo team was hopping all weekend! Many people came by and were pleasantly surprised by the demo.

I have to say that I have never worked with a better bunch of people! We really came together as a team! So here we are now, giving you the gamer a work that we are very proud of. It's a way of giving something back to a great gaming community that we sometimes take for granted. But most of all it's been a way to bring players from all over the world together in a team environment to bring to you (what we hope) is a very enjoyable game.

Steve Cornette
(No I'm not related to that Juan Cornetto guy in the Dogs of War handbook!)

Lustria Cities of Gold Rules

Skirmishes

The ruined cities and temples of the Lizardmen are protected by a number of traps. Numerous dead-end tunnels lead the explorers in circles and venomous serpents occasionally swarm through the tunnels, attacking anything that comes in their path. The plunderers are thus forced to camp in the cities, while they explore the depths of the temples and plan how to overcome the numerous traps. As most cities host less than half a dozen temples both small and large, many skirmishes are fought for possession of a temple so that it can be explored without interruption. Many plunderers are shrewd and wait for a rival Warband to retrieve the treasure and then ambush them. However, they still need to be present in the city to keep an eye on the other warband so that they don't escape into the jungle unseen.

The Warbands guard their accumulated treasure jealously and will fight anyone who strays too close. Most of the fighting erupts while the Warband makes their way into the city or tries to set up a new camp closer to a temple. On top of all that, many Warbands are often forced out of their camps by Lizardmen artefact recovery groups.

Warbands

There are quite a few new Warbands that have been written for this setting. These can be used in your regular Mordheim games and campaign, if you wish. Similarly, you can use any of the Mordheim Warbands in Lustria - Cities of Gold as well.

Terrain

Many players will want to establish house rules when it comes to terrain and this is encouraged. We have provided the following rules for jungle battles based in Lustria for your convenience. All rules follow the Mordheim Rulebook except as noted otherwise.

OPEN GROUND
Models move without penalty.

1. Clear underground passages.

2. Unobstructed ruined city streets.

3. Vines and ladders leading up or down.

4. Bridges with no gaps or gaps less than 1" in length.

5. Steps leading up or down.

DIFFICULT GROUND
Models move at 1/2 speed.

1. Steps that are higher than 1".

2. Rubble or light shrub.

3. Shallow swamp or marsh.

4. Jungles.

5. Shallow rivers.

VERY DIFFICULT GROUND
Models move at 1/4 speed.

1. Dense rubble.

2. Muddy swamp or marsh.

3. Thorny or dense shrub.

4. Going against the current of a slow moving river. (Open ground for aquatic models.)

IMPASSABLE TERRAIN
No movement allowed.

1. Deep rivers or lakes. (Difficult ground for aquatic models.)

2. Quicksand or deep mud.

3. Going against the current of a fast moving river.

Line of Sight

A stand of jungle trees can be either a group of trees clumped together on a base or two or more freestanding trees standing near each other. As you want to be able to place your models in the jungle, there should be enough space on the base for this. It is important that players work their way through all the jungle terrain on the board to determine if it is a jungle or simply some trees that happen to be near each other.

1. A jungle stand of any width blocks L.O.S to the other side, even a stand 1" wide blocks line of sight to the other side.

2. A model must be within 2" of edge of the jungle stand in order to fire out, charge, be fired upon, or be charged from outside the jungle.

3. Models inside the jungle stand may see 4" for purposes of shooting and declaring charges.

4. Models fighting while in difficult terrain, other than on steps, suffer a -1 penalty to hit.

Swimming

Much of Lustria is rain forest like the Amazon Jungle in South America, as such it gets plenty of rain. Seven to ten months out of the year rivers and lakes stay at peak levels. Most jungle battles and some ruined city battles will occur around some kind of waterway. Players should establish which way the river is flowing at the start of the game. To represent how models interact with water these basic rules apply:

1. All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types above.

2. Models swimming with the current will double their base move.

3. Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

4. Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

5. Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped on the backs.

Aquatic models in water, either swamp, streams or rivers can elect to be *Hidden* at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Trees and Vines

The ruined buildings of the temple cities are often covered in vines, while others have trees bursting through their walls. These vines and trees count as ladders for the purpose of moving up and down the buildings. Jungle trees can provide both a haven and a hazard to explorers. A model can climb a tree with a bonus of +1 to their Initiative value, but a 6 is still a failure. In Lustria a model does not have to be placed at the base of a tree before it can attempt to climb. As long as there is sufficient movement left to get to a safe place within the tree the model can be 1 inch away and still climb 3 inches into the tree provided it passes the required initiative test.

A model placed in a tree is can be declared as *Hidden* as described on page 29 in the Mordheim Rulebook. A *Hidden* model that is discovered or gives it position away is no longer *Hidden* but is still afforded cover. If a model is knocked down or stunned while in a tree it has to take an Initiative test with a penalty of -1 or fall out of the tree and take falling damage as described in the Mordheim Rulebook.

A BRIEF WORD ON TREES

Many players will find very creative ways to make trees in Lustria that are both functional from a game standpoint and attractive to put on the table. Our suggestions for such trees are:

1. If a tree, or similar nasty place, should house a sniper, place the structure that you want him standing on no higher than 4" off the table top. This way the miniature can climb to it in one movement phase.

2. Make sure the structure is large enough for a 25mm base. We don't usually see Kroxigors and Rat Ogres climbing trees!

3. It's a good idea to make the bases so that several trees can be placed together to form a clump or tree stand. Tree bases made in a 'jigsaw puzzle pattern' work very well this way. This helps to avoid confusion during the battle.

Fighting in Water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

1. If a non-aquatic model is *Knocked Down* in a shallow river or stream they are swept down river one D6 inches. Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

2. If any model is *Stunned* while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be *Out of Action*. The player will need to roll for survival at the end of the game. This doesn't mean that the model is gone for good but just a bit water-logged!

3. Any undead model that is knocked down in

shallow water will recover as normal according the standard Mordheim rules for Undead.

4. Any model fighting in a shallow stream while wearing light armour will be considered out of action if it is *Stunned*. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour. I.e. Amazons skins and charms and the toughened hide of Lizardmen.

Carnivorous Plants

The jungles of Lustria are home to a wide variety of carnivorous plants. A typical plant's profile is shown below. These plants make an appearance in a few of the scenarios. You can include these in your games if all the players agree.

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

Fighting against a carnivorous plant is handled much the same way as two warriors would do battle. The plant will attack any model that stops within a 3" radius of it and the attacks are made during the combat phase, as normal. The plant always strikes first in the initial round of combat unless the model it is fighting has been outfitted with a pike. The pikeman will go first.

If the plant suffers a Wound in any round, roll against its Leadership. If the check is failed, the plant will attempt to defend itself. If this occurs, its Toughness and Leadership will increase by +1 point and its attacks will decrease by -1 point until it is left alone or wins a round of combat.

If a model is put *Out of Action* by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of 1, the model is eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage players to create different varieties and interesting rules for these nasties.

Any model that kills a carnivorous plant will automatically be awarded 1D6 gc due to finding all the loot from the plant's past victims.

Scenarios

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios as this setting works very well with these games. As usual, the winner of a scenario may roll one extra dice in the exploration phase. Roll 2D6 to work out which scenario to play:

Please note that in future issues of Town Cryer we will present all the rules for each scenario where applicable.

2D6	Two-player scenarios
2	The warband with the lower rating picks the scenario.
3	The Hunters become the hunted.
4	The Secrets of Beujuntae.
5	Skirmish.
6	Jungle Skirmish.
7	Dem's My Gubbinz!
8	Island Hopping.
9	Defend the Find.
10	Hidden Treasure.
11	Chance Encounter.
12	The warband with the lower rating picks the scenario.

2D6	Multi-player Scenarios
2	The warband with the lower rating picks the scenario.
3	The Hunters become the hunted.
4	The Secrets of Beujuntae.
5	Lost Temple of Slann.
6	Jungle Skirmish.
7	Treasure Hunt (WD 242).
8	Street Brawl (WD 242).
9	Island Hopping.
10	The Pool (WD 242).
11	Ambush (WD 242).
12	The warband with the lower rating picks the scenario.

An interesting scenario to try is 'kidnapped' from WD 234, where a Lizardmen player takes over the role of the Possessed in sacrificing a captive. If the Lizardmen manages to sacrifice the captive the Warband earn 3D3 exp to distribute among their heroes.

New Skills
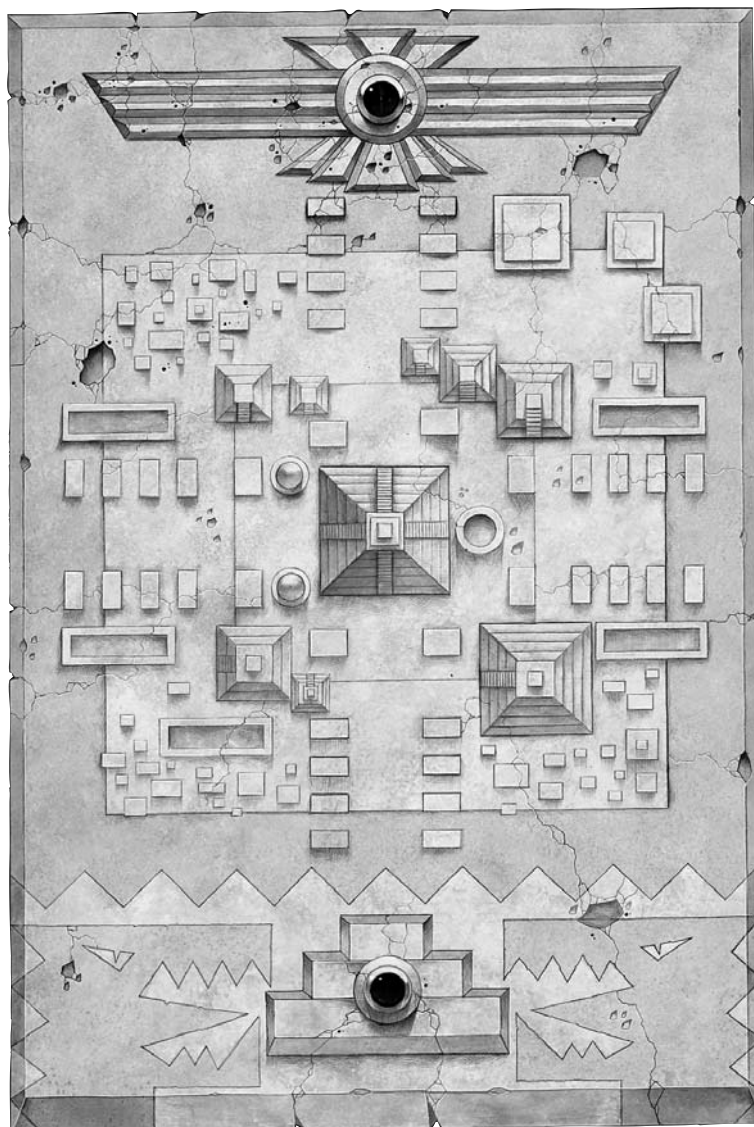Add this skill to the Academic skill list.

Tomb Raider. The hero is experienced in traversing the underground tunnels to locate the hidden chambers. If the hero was not taken out of action and is free to explore in the Exploration phase, you may re-roll one dice on the Exploration chart. Note that this skill replaces the Wyrdstone Hunter skill in the Mordheim Rulebook.

Serious Injury Chart
Use the Serious Injury chart on page 119. As there are no Fighting Pits in Lustria treat 'Sold to the pits' as 'Animal Attack'.

ANIMAL ATTACK
The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately for the hero, the mother has returned from an unsuccessful hunt. The Hero must fight the beast to escape. Place the Hero and the Cold One 6" away from each other, roll off to determine who gains the initiative and takes the first turn. If the hero wins the fight, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One. In addition, the hide will be worth 50 gold. If the hero loses the fight the mother won't have to worry about feeding its young come dinner time!

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	1	1	2	3

Special Rules
Cause *Fear*, in addition, the mother is subject to *Frenzy*.

Kalhordis sat, as always, in quiet meditation in his private quarters. He found the rhythmic rising and falling of the ship upon the waves to be strangely soothing and the calls of sea-birds and the voices of whales danced as a sweet musician's song upon his keen Elven senses.

The peace and discipline aboard the Elven ship had allowed him more meditation time than he had since they left Saphery nearly a year prior. Kalhordis Whitemane was one of a dozen students of the great mage Hothar the Fey, and had trained both at the White Tower and, more recently, in Hothar's own magnificent floating mansion. Kalhordis had reached the stage of his training that Hothar had referred to as 'Harathoi-reign' in which a student must walk on his own, apart from his teacher, and conquer his youthful, hot-bloodedness before greater secrets of sorcery are revealed to him.

Many times past Harathoi-reign was played out in the forests of Avelorn, the Empire of Men, even the bleak shores of foul Naggaroth, but Hothar had sent Kalhordis to wilds of the Golden Continent for his. This troubled Kalhordis a bit. Alazar and Nyrthe had both been given missions to dangerous places full of adventure and excitement, while Kalhordis was dispatched on a long and arduous journey to a remote, back-water trading post on a primitive land.

Kalhordis had addressed this with Hothar the night before he was to leave and Hothar's response was naught but a stoic silence and a knowing nod, as if his notions had been confirmed. Kalhordis was further intrigued when the morning revealed he was to be accompanied by not the standard one, but two of the most skilled Swordmasters from the White Tower.

Kalhordis had spent the bulk of this journey meditating in his chambers, concentrating on expanding his senses, both physical and mystic. Out on the open sea a mage is able to let his guard down somewhat, save a few passing ships one is not likely to encounter any sentient life. Kalhordis had grown accustomed to pushing his awareness to its limits, if only to pass the time.

Suddenly something changed. It was faint at first but quickly grew out of control. Kalhordis as assailed by power the likes of which he had never encountered before, even in the presence of Hothar. It was such that it threatened to overwhelm him. Kalhordis threw himself to the floor in agony, grasping at his white hair with both hands. With supreme concentration he slowly drew his awareness back to normal levels.

After some time had passed there came a knock at his chamber door. Kalhordis, still a sweaty heap on the floor, weakly lifted his head to listen.

'Whitemane we make landfall within the hour', came the muffled voice of the ship's captain through the wooden door.

US Games Day Display

Well folks, Games Day 2000 has come and gone and those of us on the mh-lustria discussion base are really excited. The interest exhibited by convention goers, GW Staff and Outriders was overwhelming. Each of the two Lustria – Cities of Gold demonstration tables was swamped and several people came back again and again to play our scenarios.

Rick Priestly even stopped by for a chat as did John Conner, Dave Taylor, Go Go and the GW Web Guys, Jason Buyaki and many many others. We also talked with Andy Chambers, Paul Sawyer and John Harris about Lustria. All expressed an interest in the project and said that it had potential.

Glen Harris did an excellent job of keeping us out of trouble and on track, as well as making us feel very welcome. I got to tell you, being the very first outside gaming group to run a demonstration at the U.S. Games Day is really intense. Especially after you just took a stroll around the convention floor and observed the incredible GW produced terrain tables, and then you go back to your tables and unpack terrain that was made on the kitchen table.

Harry Golden, Derek Whitman, Jeff Visgaitis, Steve Cornette and John Herrington

Not that it didn't look good, but... ya know what I mean... it was rather intimidating.

THE SPONSORS
The Lustria web site is owned and maintained by Harry T. Golden, Brattleboro, Vermont, USA.

All content is the result of work done by the mh-lustria egroups discussion base.

We are simply a group of gamers who are expounding upon Tuomas Pirinen's Mordheim for the enjoyment of ourselves and other gamers because we just love this game and would like to see it thrive!
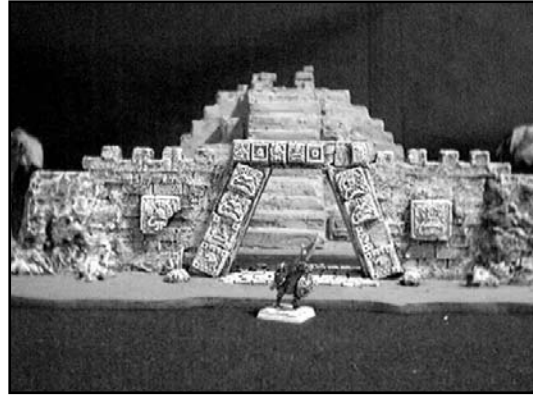

The sign – putting Lustria on the map

Lustrian jungle scenery

Tilean mercenary Warband

Ruined Lizardman archway

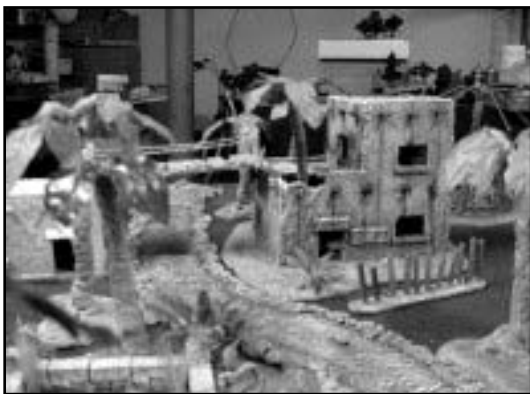**Estalian mercenary Warband**

Lizardman spawning pool

A Warband searches for treasure

The impressive tabletop

Lustrian ruins

A man-eating plant having its dinner...

Role of Honour

Andy Spaeth – Rusty Scabbard Sponser and Skaven Minis Provider.

Bill Sariego – Norse Warband Playtester and Norse Warband Developer.

Bowen Mendenhall – Rules and Warband Development.

Brian Coggin – Writer, Editing and Warband Rules Development & Playtester.

Darrel White – Editing and Rules Development

Derek Whitman – Games Day Demonstrator, Rules and Warband Development.

Don Riddick – Storyline Writer and Dramatic Prose Editor

Erik Nygrin – Rules, Scenario and Warband Development.

Gert Joris – Rules and Warband Development.

Glenn Harris – Rules, Warband Development and Member of the Sacred Society of the Golden Skink.

Greg Caughill – Rules development.

Harry Golden – Games Day Demonstrator, Lustria Website Owner and the Public Relations/Marketing Dude.

James Humphries – Sponser and Norse Miniature Provider http://www.virtualalchemist.com/

James Mackay – Background and Storyline, Gobbos Minis Provider.

Jeni, Lindsay & Wendy Cornette – Terrain Builders

Jeff Visgaitis – Games Day Demonstrator, Computer Graphics Artist and Data Manager.

John Goetzinger – Warband and Rules Development.

John Herrington – Games Day Demonstrator, Skaven Playtester and Terrain Builder.

John Slone – Dark Elf/Lizardmen Playtester and Terrain Builder.

Josh Alexander – Warband, Rules and Scenarios Developer, Playtester, Forest Gobbos Conversions.

Micha 'Xhilipepa' Lazarus – Warband and Rules Development.

Mike Freen – Artist, Warband Rules Development and Playtester.

Mike Moklak – Rules Development.

Paul Smith – Editor and Warband Developer.

Robert Lowery – Warband, Rules Development & Playtester.

Russell Dotson – Tilean Playtester.

Sam Seghi – Scenarios, Playtesting, Warband and Rules Development.

Sheldon McCarthy – Army Builder Files Engineer, Scenarios and Rules Playtesting.

Steven Cornette – Games Day Demonstrator, Senior Project Developer & List Group Moderator.

Steve Gibbs – Rules Development.

Teale Fristoe – Warband Developer & Playtester.

Trevor Fristoe – Warband Developer & Playtester.

Tiffany Wood – Warband Developer, Rules, Scenarios and Playtester.

Tim Webb – Warband Developer, Playtesting and Terrain Builder.

Todd DuCheny – Warband Developer.

Todd Luikart – Warband and Rules Development.

Tommy Punk – Senior Project Developer & List Group Moderator.

Toumas Pirinen – All Around Great Guy and former Games Workshop Designer.

Yann Folange – Warband Development.

Gaming Groups and Playtesters

Imperial Giants

Ryn Tyrr Team

Baywater Gaming Group

Black Coven

Hammersmith Gamming Group

Rust Scabbard Gaming Group

Tabletop Warriors Gaming Association

Watford Gamming Group

Sponsors

Miniatures Website: This is the website for the folks that are supplying some of the miniatures for the warbands we'll use in the Games Day Demo. http://www.virtualalchemist.com/

Perfect Touch: They supplied a fine tool set. they handmake tools for modeling and detailing small and miniature figures in clay, Plasticine, or polymer clay. http://www.perfect-touch.com/

Special Thanks

As webmaster of this site I would like to personally thank several organizations for their loyal and reliable support on this project. They are:

The Warp

Portent

The Assassins Guild

May you always have a warm rock to lay on and your spawning pool never stagnate. You folks rock... thanks a bunch!