



The Quest For Ferdinand's Gold

Carry on up the Jungle

An exploratory scenario for Warmaster by Colin Grayson,
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All models and terrain painted & constructed by Colin Grayson.

Lustria 2186.

In the year 2185 of our Lord Sigmar, the Imperial court of our most splendid Empire despatched the brave and resourceful adventurer Lord Melchin across the Great Western Ocean to the new world known as Lustria. This vast and wondrous new continent had been discovered in 1492 by the Tilean explorer Marco Columbo, although it is widely believed amongst Imperial scholars that the fey Elves of Ulthuan have been aware of its existence for many centuries before this.

For is it not this mysterious race that jealously guards the sea routes to and from this primeval land? What riches and mysteries did they intend to hide from us? But they are a fading race and the time of the Elves is almost over, for now is the time of Men and we will gladly take their mantle of world power.

The race is on, however, for the other great nations of the Old World have staked their claim on this new land of gold and opportunity. Amongst the many hidden lairs of pirates, there are the thriving coastal settlements flying the colours of Bretonnia, Tilea and Estalia.

The Imperial court has decreed that our glorious Empire should not be left behind in this era of Imperialism and that expansion in the New World is vital for the greater good of the Empire.

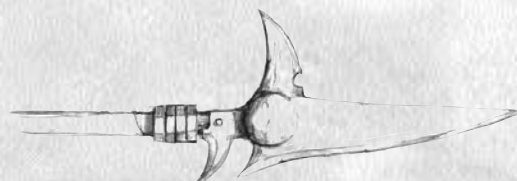
Rumours abound of great adventure, steaming jungles, man-eating lizard-devils that dwell in the interior and ancient ruins positively dripping with gold.

After almost a year at sea, Lord Melchin's fleet made landfall at the mouth of a great river on the isthmus of this once fabled land, due south of a den of iniquity called Swamp Town. Over the course of several months, Lord Melchin's engineers and soldiers worked hard in constructing a port settlement that now flies the flag of the Empire. During a few sorties sent inland for timber and other provisions, Melchin's men encountered an enigmatic and diminutive race of natives that spoke in a most peculiar dialect of clicks.

After several months of contact it was discovered that some of the native elders could communicate in broken Old Worlder, obviously having had dealings with men before. These elders explained that they were people of the Wayahui tribe and offered the services of their tribesmen as scouts and workers in return for food and 'firewater'.

Melchin eventually learned from these 'Jungle Halflings' as they became known, of the existence of a huge and incredibly ancient pyramid deep in the jungle.

He took no time in organising a couple of exploration parties under the command of his two most trusted captains. It was now the Empire's turn to uncover the hidden mysteries of the new world and maybe plunder a few treasures while they were at it.



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This is a scenario for Warmaster using only very small armies. It is intended as a fun 'race' across the battlefield lengthways by two Empire contingents to their final goal at the far end the ancient gold laden temple of the Lizardmen.

Unlike most battles, in which the armies are deployed in their entirety at the beginning of the game and then manoeuvre to attack, in this scenario much of the Lizardman player's army remains hidden. There's also a new race of jungle dwellers – Jungle Halflings, that may either assist or hamper the advance of the Empire interlopers and certain random events exclusive to Lustria just to add a little spice to the game.

This game is designed for three players (two Empire players), an umpire (who controls the random events and ensures that the game proceeds relatively smoothly) and one Lizardman player who must ambush the Empire contingents.

The Battlefield

The battlefield consists of twelve 1.5' square terrain boards set up two deep and six long. At one end is the Empire outpost at the coast, where the river meets the sea, and at the other is the Lizardman temple city deep in the Lustrian jungle. The main terrain feature that dominates the battlefield is the river that meanders its way to the coast from the base of the Lizardman temple pyramid. Each of the terrain boards is covered in dense jungle and mangrove which are numbered and marked on the map. In addition most boards also have a Jungle Halfling village, either located inland or on the river.

Terrain

Jungle: Unlike even the most heavily wooded parts of the Old World, the dense jungles and mangrove swamps of Lustria are practically impassable. For the sake of this scenario, troops may not move through jungle terrain (yes even Lizardmen and Jungle Halflings!). Lizardmen infantry may, however begin the game hidden within a piece of jungle terrain (see later under Lizardmen set-up).

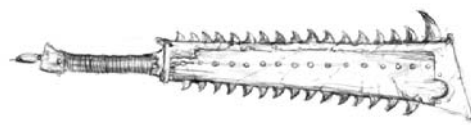
River: The river is considered shallow and slow moving enough for Infantry and Cavalry to ford at any point. However, the

river is also infested with shoals of piranha and huge man-eating crocodiles and so isn't the safest to cross without a boat. To represent this, Infantry and Cavalry (Empire, Lizardmen and Jungle Halflings) that do cross the river (move as normal) must roll a D6. On the score of 4+ they lose a stand.

Jungle Halfling Villages: Dotted around the battlefield on some of the terrain boards are the villages of the indigenous people of the rain forest – the Jungle Halflings. These count as standard built-up areas – only Infantry and Artillery may move through them and count as Defended if they occupy them. If an Empire unit moves into or touches a Jungle Halfling village, they must test to determine the occupants and their reaction (see below). Lizardmen may not enter or move through Jungle Halfling villages.

Objectives

One objective counter (we used coins painted gold to represent Lizardman gold) is placed, by the umpire, on each of the terrain boards in suitably difficult to get to places (islands, Halfling villages). Five additional counters were then placed in contact with the Lizardman temple pyramid. The umpire should bear in mind that the counters should prove awkward to get to but not impossible and also that these are the driving force of the scenario. Only the Empire players may collect these objective counters as this counts as plundering the riches of Lustria. As soon as an Empire unit (not character) touches a counter, the player may remove it from the board and add it to his stash (this counts as his non-combatants returning it to the outpost). Neither the Lizardmen nor Jungle Halflings may collect these counters, although the Lizardman player starts the game with the five associated with the temple pyramid.



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The Forces

Empire: Each Empire player takes command of a rival but not enemy Empire contingent (they are essentially on the same side and may not fight each other) that has been despatched into the jungle to gather as much treasure that they can and return it to the outpost. These two forces are for all intents and purposes separate forces and cannot interact in any way – Heroes from one force may not issue orders to units of the other force. If a force is completely destroyed by enemy forces or events or has all of its characters wiped out then an identical force may begin from the Empire outpost. Each Empire contingent consists of the following:

- 1 General
- 1 Hero
- 2 Units of Halberdiers
- 2 Units of Handgunners
- 1 Unit of Pistoliers
- 1 Battery of Cannons

Lizardmen: The Lizardman player commands a force that is designated to both defend the Temple Pyramid from being plundered by the dry skins and to ambush them as they make their way through the jungle. The Lizardman force consists of:

- 1 Slann Mage Priest on Stegadon
- 1 Skink Hero
- 1 Saurus Hero
- 2 Units of Saurus mounted on Cold Ones
- 1 Unit of Terradons
- 1 Unit of Temple Guard
- 2 Units of Kroxigor

4 Units of Skinks

4 Units of Saurus

3 Salamanders (may be attached to units of Skinks and Saurus where desired)

Six units, either Skinks, Saurus or both, must be set aside specifically in the role of ambushers (see below). The rest of the army is deployed on the terrain board containing the temple pyramid and may be moved in the Lizardman player's turn as normal. The only exception to this is that the Slann and the unit of Temple Guard may never leave the temple.

Ambushing: Those units the Lizardman player has set aside in the role of the ambushers should be kept aside until the Lizardman player wants to use them. First the Lizardman player must mark on the map an area of jungle (each jungle section is numbered) where he wants each ambushing unit to be hidden – he may have no more than two units hidden per section of the map. These units may be deployed in the Lizardman player's turn whenever an enemy comes within Initiative range of the jungle terrain piece. Ambushing forces may be revealed and charge in the same turn and so they are very powerful indeed. Note: the Lizardman player is not obliged to charge the first enemy unit that comes within Initiative range of his hidden units and may hold back and reveal them later on if desired. Once units have been revealed they may not hide again and so are pretty much a one shot weapon, especially considering that they may not be placed with characters.

Jungle Halflings

The Lizardmen share their primeval jungle with a race of indigenous, dark skinned, humanoids. These diminutive, primitive





people bare more than a passing resemblance to the Halflings of the Moot in the Empire. They dress only in primitive loincloths and decorate their bodies with warpaint and their faces with bone rings and lip-plates. They speak in a strange dialect of clicking which is more than a little confusing for most of the Old World explorers although communication can often be managed through a system of simple hand signals. They can be a great source of manpower and prove to be excellent trackers and scouts. Because of the huge diversity of tribes, however, they can turn out to be cannibalistic as the occasional unwitting Old World explorer discovers!

1. May scout: Hunters may attempt to scout out a jungle terrain section on the battlefield during the shooting phase so long as they don't shoot. Roll a D6 – on the score of 5+ the Lizardman player must deploy any units that he has hidden in the terrain piece.

2. Witch Doctor: The Witch Doctor is a powerful but solitary Jungle Halfling and he is fully versed in the shamanistic arts. He may use Lizardman magic just like a Skink Shaman.

3. Porting: Porters aid the Empire contingent by carry supplies and returning treasure to the outpost for which they get all manner of lovely shiny things and just a little firewater in return. A Porter stand can be attached to a unit in the same way as a character and gives a bonus of +1 to Command the unit.

4. Rest & recuperation: Through rest, time and a little magical elixir distilled from various rare jungle plants the friendly Tribesmen help bring a damaged unit back up to strength. Each stand of villagers will replace a lost stand to an Empire unit (simply remove the Tribesmen stand and replace an Empire stand). Also, if Tribesmen are present in a village it is automatically friendly.

5. Canoes: See boat rules (p122 rulebook).

Each Empire player may attempt to garner the assistance of the Jungle Halflings by visiting their villages on the battle map. As soon as a unit moves to touch a Jungle Halfling village, the player should roll a D6 per building and then consult the Village chart that follows. Once the inhabitants have been determined, the player should then roll a further D6 to determine if they are hostile or not. The score needed is governed by the distance the village is from the Empire outpost – the closer, the more likely they are to be friendlies. On the first section of the map, all Jungle Halflings are friendly automatically, on the second section of the map they are friendly on the D6 score of 2+, on the third section of the map they are friendly on the D6 score of 3+ and so on.

Jungle Halflings

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Special</i>
Hunters	Infantry	2/1	3	0	–	1
Warriors	Infantry	2	3	0	–	–
Raptor Riders	Cavalry	3	3	6+	–	–
Chieftain	Hero	+1	–	–	8	–
Witch Doc	Wizard	0	–	–	7	2
Porters	Special	–	–	–	–	3
Tribesmen	Special	–	–	–	–	4
Canoes	Special	–	–	–	–	5

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If the Jungle Halflings are friendly, then the Empire player has the choice of including the combatant troops within his own force and of using the other non-combatant elements offered. Any Empire character may command a unit of Jungle Halflings but Jungle Halfling characters may never command a unit of Empire troops. If they are unfriendly, the combatant elements will charge the Empire troops immediately and out of turn sequence, fighting to the death. If the Jungle Halflings are victorious, then any remaining troops are removed and considered returned to the confines of their village. An unfriendly village should have a marker placed on it for the purposes of any future visits. Because the Jungle Halflings are fiercely tribal, each Empire player may only control a contingent from a single village at a time. He may decide to dismiss these at any point he desires – usually when he has discovered a more useful contingent at another village. If a contingent of Jungle Halflings is destroyed then obviously the Empire player is free to obtain a new contingent from the next friendly village he visits. A village may be revisited for a new or different contingent but only after all of the units in a player's force have left that particular section of the map.

One Jungle Halfling of particular note who deserves a separate mention is the Witch Doctor. This grumpy, hairy old Halfling is a shaman of rather potent power who lives in solitude in his own hut as shown on the map. Empire players do not roll on the Village chart when they encounter his hut as it will automatically be him. They do,

however, need to determine whether or not this grumpy old git is friendly though! If the Witch Doctor proves to be friendly then the Empire player may add him to his force as normal. This is in addition to any Jungle Halfling contingent he presently has and therefore is an exception to the rule. If he is hostile he comes under the control of the Umpire who may move and use him as he wishes. Because the Witch Doctor is a character he is allowed to enter the jungle terrain where he will be safe and can hinder either the Empire or Lizardmen forces as the Umpire sees fit.

The Lizardmen often use the poor unfortunate Jungle Halflings as sacrifices to Sotek, their serpent god, and so may never attempt to use them as allies.

Special models have been made to represent these diminutive natives of the Lustrian jungle.

Village Chart

D6	Result
1	1 Unit of Hunters
2	1 Unit of Warriors
3	1 stand of Tribesmen
4	Nothing – no-one's home!
5	1 stand of Porters
6	1 Canoe (if a river village) or 1 unit of Raptor Riders (if inland village)

When a Jungle Halfling force has been determined, it will always have a single Chieftain model present if combatant units are also present (Hunters/Warriors/Raptor Riders).

Random Events

To further enhance the player's (and indeed the Umpire's) enjoyment of the game we have worked out some random events. These are intended to add a little colour to the proceedings in addition to assisting the Umpire in trying to keep things balanced. Each turn (or every other turn at the Umpire's discretion) the Umpire should allocate a section of the map for an event and roll a D6 – a 6 indicates that a random event has occurred. Then roll on the following table and apply the results as he sees fit:

D6 Result

1 Stegadon Rampage! – The armies and contingents marching through the undergrowth have disturbed a wild Stegadon grazing in the fetid mangroves. The Umpire should randomly allocate (or choose if he is feeling particularly nasty) one piece of jungle terrain for the Steg to burst forth from. It will automatically charge the nearest unit in Initiative range (yes, even Lizardmen). If there are no units within Initiative range, it will stomp 20cm in a random direction (ignoring the effects of the river). In each subsequent turn, after both the Empire and Lizardmen players have moved, the Steg will move as above, although if it ends its turn inside a piece of jungle terrain it is removed. Use the standard statistics for the Stegadon from the Lizardman army list but remove the shooting attacks as it has no howdah on its back.

2 Dinner Time for Carnosaur! – A wild Carnosaur is foraging for food when it comes across the mighty tasty looking warring factions! As with the Stegadon, the Umpire should randomly allocate a piece of terrain for the Carnosaur to burst from. Move the Carnosaur in the same manner as the Stegadon except that it will not enter jungle terrain and disappear and so will remain until either it is killed or another Carnosaur is revealed elsewhere. If another Carnosaur turns up, the original is removed from play. Use the standard statistics for the High Elf Dragon Rider except that the Carnosaur cannot *fly* and has no breath weapon.

3 River Serpent – The activities of the foreign interlopers have disturbed the slumber of a great river serpent. Place a serpent marker in the river on this section of the battlefield. The serpent will

immediately attack any canoes in the river, one at a time, until there are none remaining in this section of the battlefield. Then it will disappear (remove the model). The River Serpent has the same stats as a Carnosaur.

4 Monsoon – The heavens open with a downpour of biblical proportions. All units are reduced to half speed. In addition Empire Cannons, Handgunners and Pistoliers may not shoot until their next turn as their gunpowder is wet through.

5 Tropical Cyclone – Far worse than a monsoon, a lethal tropical cyclone sweeps through the area, tearing up trees, buildings and hurling people into the air as it passes. Roll a D6 for every unit and Jungle Halfling village in this sector. On the score of a 6, a unit loses a stand or a village is destroyed.

6 Herd of Raptors – As with both the Stegadon and Carnosaur, a herd of Raptors bursts from a piece of jungle terrain. The herd consists of three stands and moves randomly – it will not charge deliberately but any unit it accidentally moves into counts as being charged. As with the Stegadon remove the Raptors as soon as they finish their move within a piece of jungle terrain. Use the stats for the Jungle Halfling Raptor Riders above.

Starting the Game

The Empire players deploy first and take the first turn.

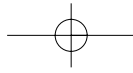


Ending the Game

The game ends as soon as an Empire player gets a unit into contact with the Lizardman temple.

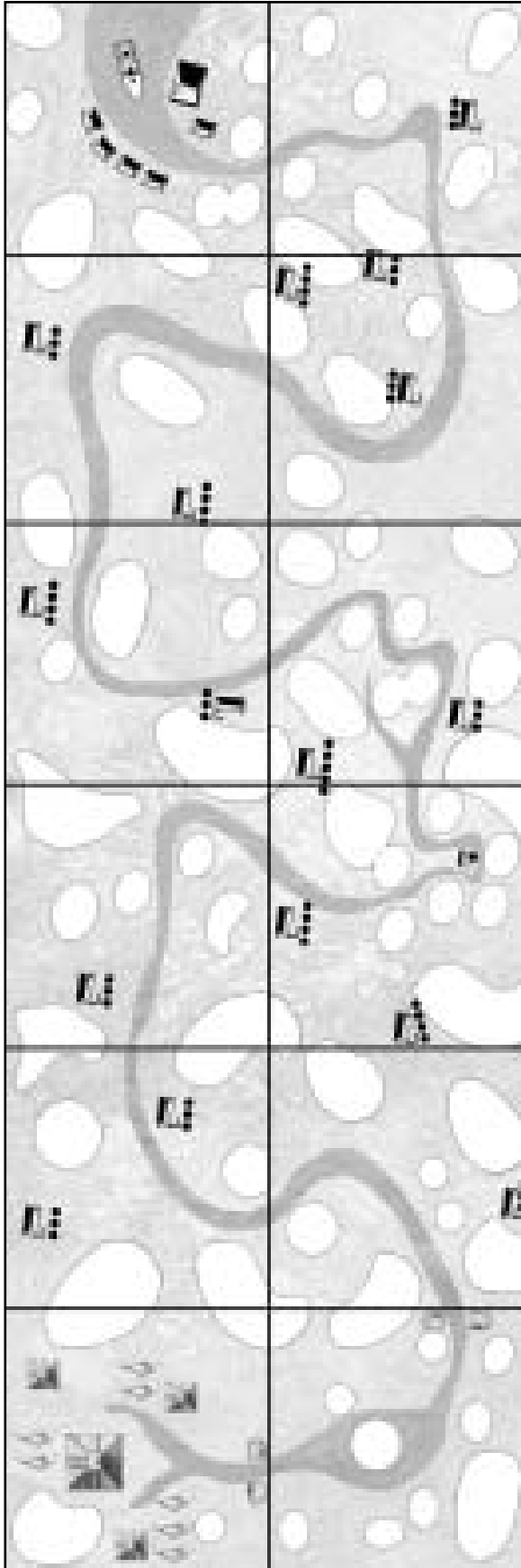
Victory

This game does not end upon the death of a General armies are not forced to withdraw through casualties and victory points are not accrued. The winner is determined through counting up the number of objective counters each player has at the end of the game.



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Deployment Map



Empire Ship



Empire Buildings



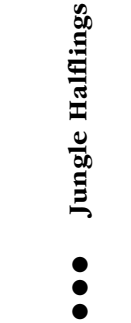
Halfling Village



Lizardmen Temple



Lizardmen Ponds



Jungle Halflings



Watchtowers

