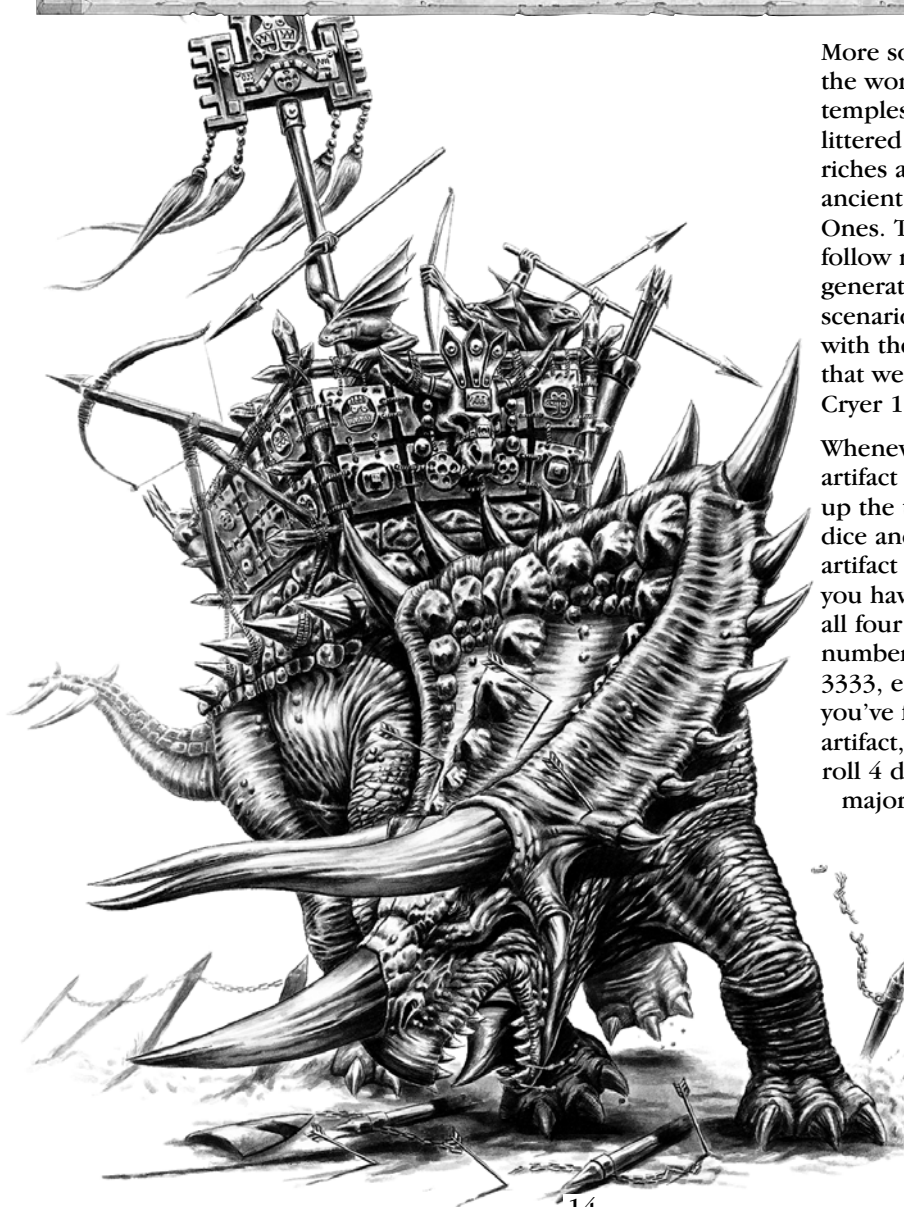




Further exploration of the fabled New World brought to you by the famed explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-13 for more details of the Lustrian setting.

Lustrian Artifacts



More so than anywhere in the world the jungles and temples of Lustria are littered with priceless riches and powerful ancient artifacts of the Old Ones. The tables that follow may be used to generate items for scenarios or be integrated with the Exploration tables that were featured in Town Cryer 11.

Whenever you find an artifact roll 4D6. You add up the total of the four dice and check the minor artifact table to see what you have found. If you roll all four of the same number, e.g. 1111, 2222, 3333, etc. this means you've found the minor artifact, PLUS you get to roll 4 dice and consult the major artifact table.

Minor Artifacts (Roll 4D6)

4 Sacrificial Heart Cloth of Chotec
The heart used in this artifact was of a ruthless Saurus Hero that was blessed with intelligence (to a degree). He turned on his fellow Lizardmen and went off into the jungle, only to be caught in a clever trap, setup by Priest of Chotec, Tinci-Winci. He was sacrificed, as the Priest feared he was possessed.

This cloth may be used as a sling that has a +1 Strength modifier.

5 Jaguar Mace
This bronze club was enchanted by a powerful Mage-Priest to grant its wielder the quickness of the totem animal. It seems to dart out with preternatural speed, blocking incoming attacks.

This weapon counts as a mace but can Parry like a sword.



6-8 Magic Arrows
The Mage-Priests often give their most important Skinks magical arrows that will help them protect their temples. Sometimes, the Skinks are slaughtered before they have a chance to use them.

Roll a D6 and check the following chart:

- | | |
|---|----------------------|
| 1 | D3 Ice Arrows |
| 2 | D3 Explosive Arrows |
| 3 | D6+1 Ice Arrows |
| 4 | D3+1 Thunder Arrows |
| 5 | 2D6 Explosive Arrows |
| 6 | 2D6 Lightning Arrows |

Any of the arrows may be shot from a short bow, a bow, a long bow, or an Elven bow. Look below to see what each does.

Ice Arrows When fired, these arrows freeze anything they hit. Any enemy wounded by an Ice Arrow cannot move in their next movement phase.

Explosive Arrows These arrows explode in a bright light of magic once they hit something. They count as having Strength 5 and anyone within 2" of the model will be hit at Strength 3.

Lightning Arrows These arrows call down a huge bolt of lightning to hit the target. These arrows have a Strength of 3, but once they hit they do an additional strength 4 hit, with +1 Strength if the model is carrying a shield, buckler, or is wearing light armour, and +2 Strength if the model is wearing heavy armour.

9 Shield of Feather Iron
This shield is made out an ore called Feather Iron that is only found in the middle of the jungle. It was actually a meteorite that fell from the sky. It's as hard as iron, while as light as a feather.

This shield counts as a buckler but gives +1 armour save. In addition, you do not have to roll for drowning if the Hero falls into the water for this shield.

10-11 Armour of the Swamp Drake
This suit of armour is made of the hide of an elusive Swamp Drake. Some explorers make it their life's work to hunt these rare beasts down for their skins. It is so light that it actually makes the wearer float in water.

This suit of armour counts as heavy armour but doesn't suffer from penalties for being in Lustria. In addition, if the warrior wearing the armour falls into water, he doesn't have to test to see if he drowns for wearing armour.

11-12 Chameleon Skink Skin
Chameleon Skinks are a dying race that are about the same size as Skinks but have skin like a chameleon which changes to match its surroundings. The skins of dead Chameleon Skinks are very valuable as they offer protection as well as camouflage.

This skin can be worn by a Hero and gives him a 6+ unmodified armour save. The armour still offers no save from weapons that allow no save. Also the Hero has the *Infiltration* skill. In addition, enemies may only spot *Hidden* models wearing a Chameleon Skink Skin at half their Initiative value.

Minor Artifacts (continued)

13 Staff of Sotec

This staff is shaped like a snake and at the end branches off into two heads. After a bit of work, most magic users learn to channel excess magic into powerful enchanted poison that can destroy even to the toughest opponents.

This staff counts as a club and may be used by a magic user. In addition to normal club rules, it may be shot in the shooting phase. It has a range of 6" and hits on the D6 roll of 3+. It has a strength of 5, but if the target is immune to poison then the Strength is only 2.

14-15: Water of Eternal Youth

In a small pouch on a dead Amazon's body you find some Water of Eternal Youth. This rare item can cure even the most powerful illness: time.

This vial of water may be drunk by a Hero who went out of action at the end of a battle. That Hero doesn't have to roll on the serious injury table. One use only.

16 Statue of Sotec

This is one of a few very rare statues of Sotek, that were hand crafted from gold, and encrusted with many gems. The Lizardmen see this as a type of Holy Icon.

This statue may be carried by any Hero. It makes all Skinks enraged with jealousy that the Hero has such a holy artifact, although they will be extra careful not to destroy it. All Skinks strike last against the bearer of the Statue of Sotec, and no Skink Shaman will cast an offensive spell that will affect the bearer. All Skinks in an enemy warband hate all members of the warband other than the bearer of the statue. If the bearer gets taken out of action by an enemy Skink, the Statue of Sotec will be lost. Lizardmen warbands may re-roll this artifact.

17-18 Blood Blade

Witch Elves often carry blades that have been dipped in special blood cauldrons. These magical blades have the power to drain the very life force of a victim and transfer it to the person wielding the sword.

This sword can be wielded by any Hero except for any of the High Elf race. If the

Hero wounds an enemy who fails his armour save, the Hero gains a wound. If this brings the Hero to more wounds than his maximum number, roll a D6. On a 4+, the Hero still gains a wound.

19 Cold One Armour

This cloak is made of the skin of a large Cold One. Although Cold Ones are very common in the jungles of Lustria, Cold One armour is rare because the Cold One that supplies the skin must be enormous to provide the appropriate protection.

This suit of heavy armour may be worn by any Hero who can normally wear heavy armour. It provides a 5+ save. In addition, the save can never be worse than 6+.

20 Stegadon Armour

Lizardmen are very adept at using the exceptionally tough leathery hide of the massive Stegadon and fashioning armour from it.

This armour counts as a suit of heavy armour and a helmet and may be worn by any Hero who can normally wear armour and has at least 4 Strength. It gives its the model a 4+ save and a 4+ save against being stunned, just like a normal helmet. It can be used with a shield.

21-23 Elven Greatsword

Only the best Swordsmen of Hoeth are given these majestic weapons. These weapons are so well balanced that they can even be used to parry attacks effectively.

This sword may be carried by any Hero with a Strength of at least 3. It is a double handed sword that may Parry.

24 Spider Amulet

While searching the remains of a group of Forest Goblin warband, the Hero notices a small, black jewel in a necklace on a Goblin Shaman. This amulet gifts the wearer with uncanny abilities making him immune to almost all poisons.

This amulet may be worn by any Hero. It makes its bearer immune to all poisons.

Major Artifacts (Roll 4D6)

4 Dagger of Sotec

This dagger was found surrounded by rat skulls and severed tails. When it is near Skaven, it starts to glow.

Wounds on a 2+. Does critical hits against Skaven on a 5 or a 6. The bearer does not have to make *All Alone* tests against Skaven.

5 The Ring of Undeath

This ring was created by one of Luthor Harkon's most powerful Necromancers from the Vampire Coast in order to protect himself from the furious Lizardmen. The ring has the power to mend the worst damage, even otherwise fatal wounds.

Any Hero can wear the Ring of Undeath except High Elves. Any Hero that goes Out-of-Action in a game may re-roll his injury after the battle if he wishes, but the second counts, even if it's worse.

6 Boots of the Golden Terradon

There once was an giant golden Terradon that terrorised an ancient Lizardman city. Eventually the Terradon was killed by a Skink Hero and a Mage-Priest immediately cast a spell to preserve the skin between the wings, which were given to the Skink. The Skink made boots out of the skin which seem to make whoever wears them feel lighter than air.

These boots may be worn by any Hero and allows him to move over any terrain without penalty. In addition, the warrior gains the leap skill.



7 Star Tablet

This ancient map was created by one of the ancient Slann to navigate Lustria. It uses the stars to help guide anyone through the dense undergrowth of the continent.

Although it may be difficult for warriors of today, it can help show a warrior where they might find some very important locations.

The Hero with the Star Tablet never rolls on exploration when he stays in action after a

battle. Instead, he may duplicate one of the other rolls made by one of the other Heroes. For example, if you have 4 Heroes who didn't go out of action last game, and one has a star map, and you won last game, roll 4D6. If you rolled a 1, a 2, and two 4's, then you may get another 1, 2, or 4. If he is the only hero that didn't go out of action last battle, he rolls as normal.

8 Helmet of the Anvil

A Dwarf Smith who often lost bar fights created this diamond hard helmet. It was a very successful creation, as he didn't have a lump on his head for years, but he eventually died when he got his head (and helmet) stuck in a beer barrel and drowned.

This helmet may be worn by any Hero allowed to wear armour. It offers the normal benefits of wearing a helmet as well as a special save of 2+ against bludgeoning weapons.

9 Plaque of Xoloc

This plaque is dedicated to the Lizardman god Xoloc and has powerful runes on it that allow wizards to store power that can be unleashed later, when they need it the most.

This plaque may be carried by a wizard. Once during a battle, the magic user may cast one of his spells automatically.

10 Plaque of Tepec

The Plaque of Tepec has special Slann writing on it that teaches anyone who can read it how to intercept hostile magic and dispell it.

This plaque may be carried by a wizard. Each time that your opponent casts a spell, roll a D6. If you roll a 5 or a 6, then your opponent's spell has been dispelled and has no effect.

11 Circlet of the Slann

This Circlet imbues the user with the amphibious nature of the Slann.

This circlet may be carried by any Hero. The Hero gains the aquatic ability and may move double through water. In addition, any opponent who wants to charge or shoot at the hero while he is in water must roll a 4+ on a D6 to perform the action. Lizardmen may re-roll this result.

Major Artifacts (Continued)

12 Plaque of Fate

On this plaque is written all that has happened and all that is yet to come. A warrior with this plaque has a large advantage as he can see what will happen and plan for it, allowing him to be extra careful during a battle.

This plaque may be carried by any Hero. During the battle, the Hero may re-roll one roll per turn.

13 Cloak of Feathers

This cloak is made of beautiful feathers from many of the tropical birds that inhabit Lustria. It gives the person wearing it extra quick reflexes, allowing him to escape possibly fatal confrontations.

This cloak may be worn by any Hero and allows him to leave combat automatically during his movement phase. Treat him as not being in combat.

He may not leave combat and charge the same model that he was fighting at the beginning of the turn. It also gives a +1 armour save against missile weapons. May be worn with other armour.

14 Shield of Teeth

A powerful Dwarf Runesmith created this shield, but the Dwarf was touched by the power of Chaos and went insane while making it. He took it to a powerful warlock who cast a curse on it which made it living. Now it can bite at enemies and has a seemingly unlimited appetite.

This shield may be used by any Hero. It gives its bearer a +2 armour save.

On the armour save roll of 6, roll to hit with a special shield attack. If the attack hits, the shield eats the weapon your opponent was using. It is lost permanently.

15 Sword of Rage

This is a famed Norse-forged weapon that was part of Osterikkson's entourage that got lost in Lustria all those years ago.

This sword may be used by any Hero. The user is effected by the rules for *Frenzy*. When in hand-to-hand combat, if a 6 is rolled to hit, you get an extra attack. You may continue to do this until a 6 is not rolled. If a 1 is rolled to hit, then the sword strikes its bearer. Roll to wound as normal.

16 Star Ruby

The origins of this enigmatic magic artifact have been lost over the centuries, suffice to say that it is extremely old and very valuable. The stone was blessed with great insight from the gods.

This jewel may be carried by any Hero and lets the Hero find *bidden* models at double normal range. In addition, the warrior may re-roll any roll before, during or after every battle, and on a 4+, he may re-roll another and on a 5+, etc he may keep going till he fails.

17 Pendant of the Old Ones

With the arrival of the Old Ones to the world they gave many gifts. One of these gifts was a pendant in the shape of terradon, blessed with the power of teleportation.

This pendant may be worn by any Hero and allows the Hero to teleport anywhere on the battle field once during each game during his movement phase. If he teleports into contact with an enemy, he counts as charging.



18 Plaque of the Old Ones

This is one of many plaques that depict the ways of the Old Ones, and how to invoke their powers.

This plaque may be used by any Hero with the Arcane Lore skill. It allows him to use Lizardmen magic with a +1 difficulty penalty. The Hero starts with one spell and may gain new ones, or upgrade old ones, just like a normal wizard.

19 Spider Staff

This is a wooden staff with a spider skeleton strapped to the end. Spiders seem to be afraid of this seemingly weak stick.

This staff, which counts as a club, can be carried by any Hero. When the bearer is wielding it no spiders will charge him and if he charges any spiders they will automatically flee as if they failed an *All Alone* test. Also the bearer may reroll all failed climb rolls once.

Major Artifacts (Continued)

20 Emerald of the Moon

While searching a long dead corpse of a Dark Elf adventurer your hero found a small yellow gem. When placed on a weapon, it makes that weapon much sharper and more dangerous.

This gem may be placed in any of the following hand-to-hand weapons, but once placed, it will not be able to be removed. It may be placed on: a dagger, an axe, a spear, a sword, a halberd, or a double-handed weapon. The weapon is permanently covered in Black Lotus poison.

21 Plague Sword

Found on the body of a dead Skaven Plague Monk, this sword oozes with disease.

This double-handed sword may be carried by any Hero except for High Elves. If an enemy receives a wound from the Plague Sword he must make a disease roll after the battle. For every other wound to the same enemy, he must -1 to his disease roll. For example, if an enemy takes 3 wounds from the plague sword, he must make a disease roll, even if he doesn't search for treasure, and suffers a -2 penalty to that roll.

22 The Spell Crown of Dusk

These delicate silver head bands are made by powerful High Elf Mages at the Tower of Hoeth, to help lesser mages remember the spells they have been taught.

It grants the wearer the use of a randomly

determined High Elf spell once per game and successfully cast with a straight roll against the Leadership of the wearer. If the bearer is a wizard, they may cast their spell in addition to this one.

23 Berserker Helm

This helmet was once a great Norse Berserk's. This Berserk's unreasoning rage was so powerful that some of it seeped into the helmet, giving the wearer of the helmet some of that rage.

This helmet may be worn by any Hero who can wear armour. The Hero becomes *Frenzied* and immune to being *Stunned*. In addition, if the Hero gets *knocked down*, he continues to be *Frenzied* for D6 more turns.

24 Crimson Armour of the Blood Dragon

This is a suit of heavy armour that was made for one of the Vampire Luthor Harkon's thralls and was lost in a great battle many years ago in the southern part of the continent. This potent weapon was forged in the fires of an ancient lava bed that lies in the centre of one of the Marks of the Old Ones. It gets its power from the lay lines that permeate the continent.

This heavy armour may be worn by any Hero. The armour gives a 5+ save, movement is not modified for having a shield and this armour, and spell casters may still cast spells while wearing it.



Tilean Warband

From the Alcatani Fellowship to the Venators of Voland, the Tileans have scoured the Warhammer world for centuries in search of riches. Hiring themselves out for any job that will bring a gold ducat and doesn't offend their handful of morals, the Tilean adventurer seeks fame, fortune and to satisfy his lust for battle.



The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire for financial status that drives each and every Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artifacts that can often bring a hefty price in any market of the world.

Marco Columbo discovered Lustria in 1492, and since that time many great explorers and merchants have travelled to Lustria to seek their fortunes. In Lustria – Cities of Gold, the Tileans have made their claim to the New World. They seek the treasures of the ruined Lizardmen cities.

A Tilean warband is unlike any other warband that is present in Lustria. A player can theme a Tilean war band to suit the needs of his campaign.

Tilean warbands are often hired to explore the steamy jungles either by their patron city-state

or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands of Mordheim but there are subtle differences that reflect the rich Tilean history.

Due to the historical nature of the Tilean rules a conversion chart will be published in the future to convert your Tilean warband for exploring the ruins of Mordheim.

Special Rules

MIRAGLEANS

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksmen get a +1 to hit with any missile weapon they use (this is included in the marksmen's profile). All Miragleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miraglean warband will be affected by the rules for *Hatred* towards them. Hired swords are not affected by the *Hatred* rule.

REMASENS

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband from Remas will fight to the death against any Dark Elf warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

TRANTIOS

A warband hailing from Trantio will be the best-equipped and most experienced human

warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 gc and in a Lustrian campaign they will start with an extra 20% gc added to their total.



Choice of Warriors

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary war band.

Heroes

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

Henchmen

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksmen: Your Warband may include up to seven Marksmen.

Starting Experience

A **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

Hired swords

A Tilean warband can use any Hired Sword available to the Mercenary warbands in the Mordheim rulebook including the following:

Shadow Warrior (Town Cryer 13).

Big Game Hunter (Town Cryer 13).

Expert Marksman (The Best of Town Cryer as the 'Tilean Marksmen').

Unless noted otherwise, Hired Swords cannot benefit from individual city-state rules given to each warband.

Tilean skill tables

MIRAGLEANS

	Combat	Shooting	Academic	Strength	Speed
Captain	x	x	x	x	x
Champion	x	x			x
Youngblood	x	x		x	

REMASENS

	Combat	Shooting	Academic	Strength	Speed
Captain	x	x	x	x	x
Champion	x		x	x	
Youngblood	x		x		x

TRANTIOS

	Combat	Shooting	Academic	Strength	Speed
Captain	x	x	x	x	x
Champion	x	x			x
Youngblood	x	x		x	



Tilean equipment lists

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

EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Pike	12 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Rapier (Town Cryer 7)	15 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Bow	10 gc
Crossbow	25 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Buckler	5 gc

MARKSMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Mace	3 gc
Sword	10 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Long Bow	15 gc
Crossbow	25 gc
Handgun	35 gc
Hunting Rifle	200 gc

Armour

Helmet	10 gc
Light armour	20 gc



Special Equipment

Pike (12 gcs Rare 7)

The Pike is a special weapon in Lustria – Cities of Gold. It is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees and underbrush that is so common in the jungle.

A model wielding a pike can strike first in the first round of combat even when charged by a model wielding a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Due to its considerable length, a model that has a pike can attack another model from up to 3" away without being a part of a hand-to-hand melee.

Pikes have to be used with both hands therefore only 1 attack is allowed. The model also cannot take advantage of a shield or buckler while using a pike.

Only man-sized or larger creatures

can use pikes. Skaven, Skinks, Halflings, etc, cannot.



Heroes

1 Captain

60 Gold Crowns to hire

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

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

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

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

0-2 Champions

35 Gold Crowns to hire

Champions are often the trusted sergeants of

the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

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

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

0-2 Youngbloods

15 Gold Crowns to hire

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

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

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

Henchmen

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

Warriors

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

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

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

0-5 Duellists

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling their unique killing abilities to the mercenary companies.

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

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

SPECIAL RULES

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

0-7 Marksmen

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

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

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



Tilean Trantios



Tilean warriors armed with Pikes

Converting your Tilean Warband

By Steve Cornette

In this article I will deal with the invading Tileans and the 'home team' (as I like to call them) Lizardmen.

Of the three types of Tileans the Miraglians were perhaps the toughest to tackle. I will have a go at them first. With the +1 Ballistic Skill and the crossbow being what I would call the state weapon, the Marksmen of Miragliano would fit nicely into the picture. The leader model for these guys is Maximillian Damark and makes an excellent warband leader. With the addition of the miniatures from the boxed set, his crossbowmen would start our henchmen groups. But what about Heroes, Youngbloods and Henchmen? Here I turned to the older line of citadel miniatures for some easy conversions using the old Empire crossbowmen miniatures. The ones with the 'pillbox' style hats work very well. And I might add, are still available through mail order. Using the sprues from the Mordheim boxed set you can mix in swords and bucklers. Using any of the pikemen regiments it's very easy to substitute the crossbows in the Marksmen boxed set for pikes. So one of the hardest warbands to tackle has been.



Tilean Youngbloods – work in progress

The Remasens are combat specialists in Lustria and I virtually drew every miniature in my Remasen warband from the Alcatani fellowship. Trading out pikes for halberds, using the leader model again and even adding a large mace for hard-hitting effect! The background history of Remas is highlighted here as well with the Alcatani Fellowship hailing from that City-State. A storyline is present in all my warbands and the Tileans are rich with history to draw from.



Tilean warriors of Remas

One of my favourite-looking warbands has to be the Trantios. But why do they look like Estalians? Why would any Tilean want to look like an Estalian? According to legend, when Fernando Pirazzo recruited his army in Tobaro he sailed to Remas to barter for armour and weapons for his men. He bartered with a merchant who had made a deal with an Estalian blacksmith for some cheap armour. Many of the men disliked wearing the black-wrought metal and decided to 'bronze' it into the colours that Pirazzo flew on his flag. After returning home from the New World a rich man Pirazzo soon started to trade for this armour and in time it became the style that the Trantio Militia would wear into battle. How does all this relate to converting miniatures? Simple. I used the Pirazzo's lost legion miniatures for most of the warband. I also got stuck-in with the idea and got the Old Empire handgunners and swordsmen. Get the ones with the banana-style helmets! They look really great on the table.

Now when someone says your Trantios look like Estalians tell them that their armour is bought and paid for in Tilea! There are a host of other miniatures old and new that fit well into a Tilean theme. You can use some of the figures from Vespero's Vendetta for Duelists and the cannon crew from Bronzino's Galloper Gun make perfect Youngbloods.

Oops, we did it again!

Here's some errata for last issue's Norse warband: all Heroes should have access to Strength skills and not just the Berserker. We also forgot to credit Teale Fristoe and James Humphries for their contributions to this warband.

Tilean Warbands

Using a mix of Tilean Dogs of War miniatures from the Warhammer range and the plastic Mordheim human sprue you can quite easily make a Tilean warband. Here's a small selection of miniatures available:

Captains & Champions



RODERIGO DELMONTE
£4.00



MAXIMILIAN DAMARK
£4.00



PIRAZZO'S ARM
021403113 – £0.50



PIRAZZO
021403112 – £3.00

Henchmen



MARKSMAN OF
MIRAGLIANO – £2.50



ALCATANI PIKEMAN
£2.00



PIRAZZO'S LOST
LEGIONNAIRE – £2.00



LEGIONNAIRE CROSSBOW
021403110 – £0.50

TILEAN Warband Deal

1 Roderigo Delmonte, 1 Maximilian Damark, 1 Pirazzo, 2 Vespero's Duellists, 6 Pirazzo's Legionnaires, 3 crossbows & 3 Pikes for:

£26.00

You can use the Pirazzo's Lost Legionnaire (above) in conjunction with many different plug-in weapons from the Empire range – just call the Trolls for more details.



VESPERO'S DUELLIST
£2.00



VESPERO'S DUELLIST
£2.00

Duellists



LEGIONNAIRE PIKE
021403109 – £0.50