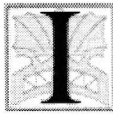


## Vampires in Lustria

### A Ladder Campaign



*In the Imperial Year 876, a band of Norse raiders bound for Lustria captured a merchant vessel of the Empire. Unbeknownst to the Norsemen, the ship's hold contained the body of the Vampire Luthor Harkon. By the time the ship reached the waters of Lustria, the entire crew had been killed or turned into the walking dead. The ship crashed on a reef, but Harkon - along with a handful of his Undead followers - made it to shore.*

*There, the ambitious Harkon built himself a mighty army of Undead from the bodies of dead sailors and pirates who washed ashore after being shipwrecked on the dangerous reefs off the Lustrian shore. The army expanded, and a small empire, which would become known as the Vampire Coast, was founded on the southeastern shores of Lustria.*

*Harkon's ambition knew no bounds. Once established in the new land, he began to explore the ruins of the Lizardmen and the Old Ones and coveted the artifacts hidden in the temples, particularly the mummified remains of the Slann, which Harkon knew would be sources of great necromantic power. In his quest to obtain these artifacts, Harkon's army destroyed the Lizardman city of Axlott and, hungry for more conquest, began marching inland. Slann Lord Xltep of Itza understood the danger his ancient city faced and dispatched his warriors to intercept the army of the Vampire. Aided by the ancient Kroxigor Nakai, the Lizardmen were able to halt Harkon's advance and drive back the Undead horde to the Vampire Coast.*



#### Vampires in Lustria - Ladder Campaign

<b>GAME 1</b>	Escape with the Piranha Blade
<b>GAME 2</b>	On the Outskirts of Axlott
<b>GAME 3</b>	March to Itza

You can now re-enact the battles fought in this famous historic conflict with the Vampires in Lustria ladder campaign. Play [Escape with the Piranha Blade](#), [On the Outskirts of Axlott](#), and [March to Itza](#) as a linked group of games or as "one-off" scenarios

## Escape With The Piranha Blade

### Models Needed

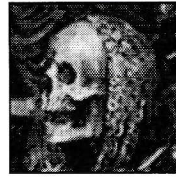
#### Vampire Counts :

- Vampire Thrall armed with hand weapon, light armor, and shield
- 5 Ghouls
- 8 Zombies
- 5 Skeletons armed with hand weapons and shields

#### Lizardmen:

- Saurus Scar-Veteran armed with hand weapon, light armor, and shield
- 8 Skink Skirmishers armed with hand weapons and blowpipes
- 8 Skink Skirmishers armed with hand weapons, javelins, and shields
- 3 Saurus Warriors armed with hand weapons and shields

One of Harkon's lieutenants, a powerful Vampire Thrall, was dispatched into the jungles near Axlotl to retrieve a powerful artifact, the Piranha Blade, from an abandoned Lizardman settlement.



Now the Vampire Thrall and his Undead cohorts rush through the jungle to return the Piranha Blade to Harkon. Meanwhile, a group of Lizardmen have been sent to cut off the fleeing Undead.

### Read the Scenario Rules

## Escape With The Piranha Blade

### Battlefield

The battle takes place in a 36" x 36" area that is full of trees and other jungle terrain. Make sure that at least half of the board is covered with jungle terrain features.

### Objectives

The Vampire Count forces are attempting to break through the Lizardmen and return the Piranha Blade to Harkon. The Vampire Thrall, who is carrying the ancient weapon, must exit the board via the table edge opposite his Deployment Zone. The Vampire Counts player wins if the Thrall escapes off the board edge opposite his Deployment Zone or if the Lizardmen rout. The Lizardmen must prevent the Vampire Thrall from exiting the board. The Lizardmen will win the scenario if they take the Vampire Thrall out of action or if the Vampire Count force routs.

### Deployment

The Vampire Count player sets up his models within 8" of any table edge. Next, the Lizardmen player sets up his models anywhere on the board but at least 14" away from any enemy model.



The Attacking side sets up all their models last. They must be set up within their deployment zone. (Up to 6" onto the table - see the map above.)

### Who Goes First?

The Lizardmen have surprised the Vampire Count force and thus have the 1st turn.



### Special Rules

This scenario uses the special rules detailed below:

#### Skirmish

This battle is a Skirmish. All the Warhammer Skirmish rules apply (see pp. 242-246 of the Warhammer rulebook).

#### Piranha Blade

Although the Vampire Thrall carries the Piranha Blade, he has not had time to learn the secrets of its use. Thus, for this battle, he will use a regular hand weapon.

#### Using Alternate Forces

If you choose to play this scenario with other forces, each side may select up to 215 points of troops. Each side may choose one Hero-level character, and the remaining points may be spent on Core choices. No spellcasters or magic items may be selected.

### Part of a Larger Battle

If you are playing Piranha Blade as part of the Vampires in Lustria ladder campaign, the winner of this scenario may give the Piranha Blade to any character in his force for "free" in Game 2.

## On The Outskirts Of Axlotl

**L**uthor Harkon, emboldened by his successes in the land of Lustria, has marched his army south along the beaches toward the Lizardmen city of Axlotl. There, the army of Axlotl meets the Undead force. If the Lizardmen can win the day, Harkon will have fewer troops to send to Itza in Game 3. If the Vampire Count army is victorious, Harkon will sack Axlotl and march triumphantly toward Itza.

### Armies

Both armies are chosen from the Warhammer Armies lists to a value of 2,000 points. The Vampire Count player must include Luthor Harkon in his army list (see his Special Rules [here](#)). The winner of Game 1 may give the Piranha Blade to any character, except Luthor Harkon, at no points cost.

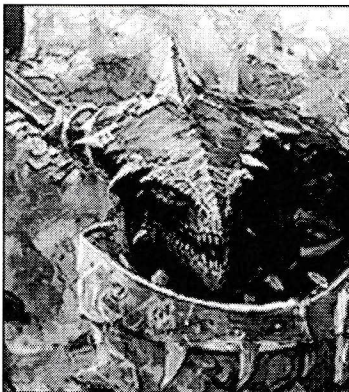


### Battlefield

The edge of the jungle begins on the western side of the board and should be represented by several tree and jungle foliage terrain pieces. The eastern 1' or so of the board represents the Great Ocean. The rest of the battlefield is a sandy beach. A few rocky outcroppings may be added if both players agree.

### Deployment

1. Both players roll a D6. The higher scoring player may choose to begin deploying first or second.
2. Taking it in turns, each player deploys one unit at a time at least 24" from the opposing player's Deployment Zone.
3. All war machines in a player's army are deployed at the same time, though they may be deployed in different parts of the battlefield.
4. Champions are deployed with their unit. All other characters in the army are deployed after all other units, all at the same time.
5. Scouts and any Skink Skirmishers and Chameleon Skinks in the Lizardmen army are not deployed with the rest of the units. Instead, Scouts may be deployed after all the units in both armies have been deployed, as described in the rules for Scouts. Skink Skirmishers with the Scouts upgrade and Chameleon Skinks may be deployed as normal or may be deployed anywhere in the ocean. Skink Skirmishers without the Scouts upgrade may also be deployed in the ocean.



### Who Goes First?

Both players roll a D6. The player who finished his deployment first (not including Skinks deployed in the ocean and Scouts) may add +1 to his die roll. The player who scores higher may choose whether to go first or second.

### Length of Game

The game lasts 6 turns.

### Victory Conditions

Use the Victory Points chart on p. 198 of the Warhammer rulebook to determine the winner of the battle.

## Luthor Harkon

*Luthor Harkon must be taken as a Lord choice for On the Outskirts of Axlotl and, if he survives this scenario, March to Itza. He is always the General of the army. He must be fielded exactly as presented here, and no extra or replacement equipment, magic items, or abilities may be purchased for him.*

**Points:** 475      **Magic:** Level 3 Wizard  
**Weapons:** Sword of Eigil Johannesen  
**Armor:** None      **Mount:** None

	M	WS	BS	S	T	W	I	A	Ld
Luthor	6	9	6	5	5	4	8	5	10



## Special Rules

### Bloodline Powers

Harkon has the following powers from the von Carstein Bloodline: Call Winds and Walking Death.

## Magic Items

### Sword of Eigil Johannesen

Harkon took this magic sword from the Captain of the Norse ship that captured the Empire vessel bearing his unconscious form. The weapon allows Harkon to reroll failed "to hit" rolls in close combat.



## March to Itza



fter the battle outside of Axlotl, Harkon, still bent on conquest, marches his troops toward Itza. En route, Harkon's army is met by the forces of Lord Xltep of Itza, accompanied by the ancient Kroxigor Nakai. A meeting engagement ensues to determine the balance of power in southeast Lustria.

### Armies

The Lizardmen force is chosen from the Warhammer Armies: Lizardmen list to a value of 2,750 points and must include Lord Xltep and the Kroxigor Nakai.

The Vampire Counts army is chosen from the Warhammer Armies: Vampire Counts and must include Luthor Harkon (see Special Rules for Game 2) if he survived the last battle. However, the army's size is determined by its performance in Game 2. The Vampire Count player may field 3,000 points of troops if he won Game 2, 2,750 points if he tied Game 2, and 2,500 points if he lost Game 2.



### Battlefield

A road or large path approximately 6" wide runs down the center of the board from long edge to long edge. The rest of the board is liberally scattered with trees, foliage, and other jungle terrain features.

### Deployment

1. Before the battle the players must write an Order of March, to show where in their column each unit is. All war machines are included as a single unit for these purposes, as are all the characters in the army. Characters are always deployed last.
2. The players roll a dice each, highest scorer is allowed to choose a table edge.
3. Each player rolls a dice and the highest scoring player may decide whether to begin deploying first or second.
4. The players take it in turns to deploy their units, starting with the one at the top of their Order of March and working down. The second and subsequent units must be deployed closer to the neutral table edges than any unit already in play – in effect the army deploys outwards from the first unit.
5. All war machines are written as a single entry on the Order of March, though they can be deployed anywhere on the battlefield within the normal deployment zone.



6. Champions are deployed with their unit. All other characters are deployed after all other units in the army, each player deploying their characters all at the same time. Characters may start the battle within units.
7. Units must be deployed at least 6" from the neutral table edges and 36" from the enemy table edge.
8. Scouting units must be deployed in the same way as other units, except they may be deployed up to 18" from the enemy (they don't have enough time to work their way as far forward as normal).

### Who Goes First?

If the Vampire Count player won Game 2 and thus has a 3,000-point force, his large army moves slowly; thus, the Lizardmen player may decide whether to go first or second. If the Vampire Count player lost Game 2 and thus has a 2,500-point force, his small army moves quickly (for Undead anyway); thus, the Vampire player

may decide whether to go first or second. If Game 2 was tied and the armies are of equal size, dice off per the normal Meeting Engagement rules to see who goes first (the player who finished his deployment first may add +1 to his roll as normal).

**Length of Game**

The game lasts 6 turns.

**Special Rules****Special Characters**

Use the special characters described here for their respective armies in this battle. All characters must be used exactly as described here. No additional or replacement equipment may be selected for them.

**Victory Conditions**

Use the Victory Points chart on p. 198 of the Warhammer rulebook to determine the winner of the battle.

## Nakai, Sacred Kroxigor of the First Spawning

*The Kroxigor known as Nakai the Wanderer is an ancient creature, regarded by Skink priests as a kind of demi-god given earthly form. He appears as if from nowhere to aid the Lizardmen in pivotal battles. He is a Hero choice for the Lizardmen in the scenario March to Itza. He must be fielded exactly as presented here, and no extra or replacement equipment, magic items, or abilities may be purchased for him.*

**Points:** 168      **Magic:** None  
**Weapons:** Great Weapon  
**Armor:** Scaly Skin see below      **Mount:** None

	M	WS	BS	S	T	W	I	A	Ld
Nakai	6	5	0	5	5	3	2	4	8



### Special Rules

#### Kroxigor

Nakai is a Kroxigor and all the special rules that apply to Kroxigor apply to Nakai as well.

#### Jungle Spirit

Nakai is regarded as jungle spirit of sorts. His sacred presence cannot be sullied by earthbound creatures. As such, Nakai may never join a unit and always moves and fights as an independent character.

#### Touched by Sotek

Nakai has been in countless battles and survived wounds that would have killed almost any creature alive. The Skink priests believe that Nakai has been blessed by Sotek himself. Nakai has the Regeneration special ability.



## Lord Xltep of Itza

*Lord Xltep is a Third Generation Slann Mage-Priest and thus takes up both a Lord and a Hero choice. His additional Wound has already been incorporated into his profile. He must be fielded exactly as presented here, and no extra or replacement equipment, magic items, or abilities may be purchased for him.*

**Points:** 565      **Magic:** Level 4  
**Weapons:** None      **Wizard:**  
**Armor:** None      **Mount:** None.

	M	WS	BS	S	T	W	I	A	Ld
Xltep	4	4	3	3	5	7	2	1	9



## Special Rules

### Slann Mage Priest

Xltep has all of the Special Rules normally associated with Slann Mage-Priests of the Third Generation.

### Standard Bearer

Xltep is also the army standard bearer and carries Huanchi's Blessed Totem.

## Magic Items

### Huanchi's Blessed Totem

(see p. 55 of Warhammer Armies: Lizardmen).

### Plaque of Tepok

(see p. 53 of Warhammer Armies: Lizardmen).

### Coils of Sotek

This mystical armband resembles a snake coiled around Xltep's arm. The artifact invokes the power of Sotek, which is like a snake coiling around its helpless prey. Any unit accompanying Xltep doubles its normal rank bonus in close combat (up to a maximum of three ranks, which would add 6 to the Lizardmen's combat resolution).



## Cannibals of the Vampire Coast

### David Bowman's Undead Jungle Horde

**David Bowman's Vampire Counts Army** was seen shambling about the 2003 Baltimore Grand Tournament. His army proves that the Lizardmen aren't the only creatures to be found stalking the steaming jungles of Lustria. We interrogated David about the inspiration for his army, his conversions, and how he made out at the tournament.

**Q:** What is the basic idea/motivation for your Vampire Counts army? Are they native to the Vampire Coast in Lustria as part of the force summoned by Luther Harkon, or are they the undead minions of someone entirely different? I saw some converted Strigoi models. Are they really of the Strigoi bloodline? Give me a little historical background.

**David:** The Cannibals of the Vampire Coast are a collection of the native tribesmen of Lustria. These guys were hunting heads long before Luther Harkon found himself marooned on the coast. In fact, I think Luther might not have done so well if there weren't Vampires already there whom he could work with. Some Old Worlders might call them savage primitives, but in reality they are tough guys who don't like people trespassing on their lands. The cannibals are extremely xenophobic and hate outsiders, so I thought no other bloodline would do them more justice than the Strigoi, so yes I used that bloodline in my list.

The main motivating factor in making the army was to make a very unique army but one that everyone could understand. I was tired of seeing the gothic "boo" vampire armies everywhere, so I looked for something that could still be vampire-ish but different. Then it popped into my head: big vampire bats! Head hunters and cannibals actually lived in the Amazon, so I had my story.

**Q:** How long did it take you to convert and paint your army?

**David:** I built a Von Carstein Vampire Counts army a while before this army, so I was used to working with Skeletons, and it did not take me all that long to put everything together. I tried to put a conversion on every model, and it took me a few hours a day - about three weeks to get that done.

**Q:** What did your opponents (at the GT) think of your army?

**David:** Everyone I played liked the theme and story. I think it was refreshing for players to face something other than the same old gothic vampires. As far as my list goes, it might have been a bit magic heavy, something I have since toned down.



## The Cannibals of the Vampire Coast

**Q:** Is this army one you built just for the Baltimore GT or have you been fielding it for a while?

**David:** After winning overall at the Dallas 2002 GT with my Bretonnians, I wanted something totally different so I built this army especially for the Baltimore GT. In fact, I spent so much time in making the army that I only got one practice game in before the tournament.

**Q:** How did you finish in the GT? What armies were particularly hard to beat, and which ones where no challenge? Was 2003 Baltimore GT your first? If not, how many have you been to?

**David:** I had only one practice game with the army list I played and that was the night before. It was frustrating but a lot of fun to work out how to play an army during the actual tournament. I had problems with a Khorne army as well as a Tzeentch army. A Tomb Kings army also gave me a hard time. The Chaos army was my first game, and I learned a lot from the game. It was fun. The Tomb King army "out-magicked" my highly magical army, and the game was close until a disastrous end. I also played against Orc & Goblin army, another Khorne army, a Dwarf army, and a Skaven army. The combination of fear, magic, and a tough Vampire allowed me to be in control of those games. I ended up going 4:2 and did rather well in every category except sportsmanship. I was rather disappointed with the sports score, but after asking my opponents, I found out that it was my list was that was unsporting and not me. I can accept that.

Baltimore was my fourth GT. I started attending GTs at Dallas 2001 and then came back to win Overall at the Dallas 2002.

**Q:** Do you always field Vampire Count armies? What other armies/games do you play?

**David:** No, in addition to Vampire Counts I also play Bretonnians and Empire, and I am working on a Chaos Dwarf army. I have a 40K army and will play it once in a while, but I am a fantasy guy.



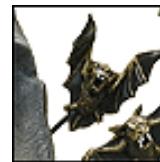
[Strigoi](#)



[Skeletons](#)



[Ghouls](#)



[Bat Swarms  
& Totems](#)

**Click on the links above to see David's heavily converted army.**

### ...The Strigoi

**Q:** Tell me about your Vampire Lord, the other two special models, and the victims in the pot. Where did these ideas come from? What did you make the kettle, flames, and logs out of? Where did the inspiration for the masks come from? Where did most of your bitz come from?

**David:** Ahh, you mean Chief Imaemaenotta and the two witch doctors Mumba Jumba and Vang Var. The chief is a Strigoi Vampire Count body with an Orc & Goblin special character head (Wurrzag). The witch doctors (Necromancers) were both Orc Shaman bodies, which I found to be perfect to express the cannibal theme. Their heads came from bits I had lying around. I found all of the pieces by looking through almost every blister at the Grapevine Mills GW store.

The pot was central to my theme. From the start, I knew I needed it in order to tell the story I had in mind. I looked all over Dallas for something to use and found nothing that was in the budget or the right size. Three nights before the GT I was cleaning up my table and came across a lone paint-pot top; I had found my boiling pot. The wood is from a cut up plastic coat hanger and the flames are green stuff. I have a lot of the old Empire Handgunners with the Conquistador helmets, so they went into the pot. Lunch was served.



From left to right: Witch Doctor Mumba Jumba, Chief Imaemaenotta, Lunch (front), and Witch Doctor Vang Var.

### ...Skeletons

**Q:** What about the Skeletons? Where did you get those shields? How did you come up with the red, black, and yellow color scheme? Explain the skull borders that are on all your movement trays? How many boxes of Skeletons did you need to decorate the rims of your trays?

**David:** The Skeletons are supposed to be the leftovers of the tribe's big meals, so I wanted them to look gritty and dirty. The red paint represents protective war paint applied by the Witch Doctors and counts for light armor on the miniatures.

As far as the shields, I made all of them. I could not find anything of the appropriate size, so I took some green stuff and made up a bunch of shields. I then made a mold of the ones I liked and made 120 shields out of resin.

I take pride in my movement trays and like to go the extra step with them. This time I went a little overboard. I think I bugged all of my friends for their extra Skeleton heads. Luckily, a box of Skeletons comes with 15 extra heads, and I made use of every one I could.



**The Warriors of the Vampire Coast**

### ...Ghouls

**Q:** How about the Ghouls? What kind of bitz did you use to convert them? Explain the Ghoul with the red jar balanced on his head.

**David:** The Ghouls are the tribesmen and were the most fun to convert. Every one of them has something to make the model look cannibalistic and savage. I converted every miniature individually and tried to make it unique – no easy task when you have 36 of them. I mostly used leftover bones from the Skeleton boxes and green stuff. The Ghouls have bone piercings, bones in their hair, tribal face masks, and all sorts of stuff. I got the idea for the Ghoul with the jar on his head from a *National Geographic* magazine.



**The Tribesmen of the Vampire Coast**

### ...Bat Swarms and Head Totems

**Q:** Alright, tell me about the Easter Island heads! They are a very interesting way of displaying your Bat Swarms. What did you make your heads out of? Styrofoam? Clay or putty? What did you use to anchor your bats to the heads? How tall (in inches) do the heads stand?

**David:** I actually found the heads in a store when I was looking for my boiling pot. Originally, I was just going to put them on my display tray as decoration but I later realized that having the bats fly out from behind them would be too cool. I picked up some light brass rods from a hobby store and used them to connect the bats to the heads. They stand about 5" tall.

