

Waystone Wargaming Speakeasy Presents:

The Lustria Jungle Rumble

Player Pack

Entry Fee: \$30

Date: October 26th, 2024

3 Rounds of Warhammer The Old World at 2000 Points

1736 Northwest Market Street. Seattle, WA 98107



Tickets:

https://www.wellnessliving.com/rs/event/waystone?k_class=715052&k_class_tab=56729

Event Organizers (Discord Username)

Ken (alfindeol#2880)

Stefan (lcosiel#032)

Lily (quixoticfoxes#5128)

Army Format

The Tournament will be using the following army composition rules:

- 2000 Points
- Any Grand Army or Army of Infamy list may be used (including “Legacy” factions).
- Unit selections are limited to the lesser of: any restrictions listed on the army list OR 0-6 for all Core units and 0-3 for all Special, Rare, and Character units.
- In the event that a unit can be made “core” instead of “special” or “rare” by way of a special rule, additional choices can be made for that unit in addition to the 0-3 available under their original category, but may not exceed a total of 6 selections across the entire army list.
- **No Monstrous Cavalry, Monster or Behemoth Characters**
- **Half normal points allotment of Magic Items/Chaos Gifts/Ect. on characters and unit champions**
- No allies.

Army Lists

- Must include all details of your army: all units, upgrades, magic items, and the total cost per unit.
- The list must also identify your army's General and which lore(s) of magic any wizards will use.

Additional Information

- The event will consist of 3 games with a 3 hour round timer
- We will be using a relaxed painting standard, please no bare plastic.
- Miniatures from any gaming company are allowed provided they accurately represent the unit and are based correctly.

Doors Open	10:00 AM
First Round - Meeting Engagement	10:15 AM - 1:15 PM
Lunch Break	1:15 PM - 1:45 PM
Second Round - Open Battle	2:00 PM - 5:00 PM
Third Round - Command & Control	5:15 PM - 8:15 PM

Playing Your Games

Players are expected to arrive at the event with everything they require to play their games (rulers, dice templates, etc.) and on-time. This will be many players' first organized Old World event and as such, it's a good time to remind everyone to be kind, patient and assume positive intent with your opponents. Wargames are played WITH someone, not AGAINST and we ask that you adhere to the Waystone community standards.

In the event of a rules dispute, we ask that you attempt to resolve it amongst yourselves before bringing it to the tournament organizer. In the event that no such resolution can occur, please call for the TO and they will attempt to make a quick resolution.

When time in a round is reached, if a game is not completed, players will complete the current turn and then calculate the results. Players are expected to play their games in a timely fashion.

Be cool to one another and have a fantastic day of wargaming!

Scoring

Games will be scored using the rules set aside in the Core Rulebook with one exception. **For units consisting of models with multiple wounds as well as single entity models with multiple wounds, partial points will be awarded by wounds remaining as opposed to unit strength.** Thus a unit or model with 9 wounds would award 25% of its points if reduced to 2 or less wounds at the end of the game.

Battles in Lustria

Our event follows the adventures (or misadventures) of your armies as they seek to plunder the savage land of Lustria for riches and glory. To represent the jungle realm of the Lizardmen, the following rules will be applied.

- All Heavy Cavalry, Monstrous Cavalry, Chariots, Monsters and Behemoths charge as if they are moving through difficult terrain.
- All Heavy Cavalry, Monstrous Cavalry, Chariots, Monsters and Behemoths treat any tabletop terrain as dangerous terrain.

In addition to these static rules, there are a number of additional rules outlined on the next few pages to represent the dangers of Lustria as well as the growing glory and treasure your army finds in the jungles of the Lizardmen. Units and characters in your army will grow more powerful or suffer from terribly maladies as you push deeper into the campaign. **It is for this reason that it is highly advised that you bring a printed version of your army list so that you may make notes and changes as the day goes on.**

Lustria Events Table

In the unpredictable land of Lustria, conditions and circumstances can change in an instant. At the start of each game each player rolls 2d6 and applies the result. The Player going second applies their result first.

2-3 - Stifling Humidity - The humidity is particularly incapacitating to heavily armored units. Units with an armor save of 4+ or better (excluding Scaly Skin) suffer a -1 penalty to movement. If this result is rolled twice, ignore the second dice roll.

4 - Tropical Storm - An unexpected storm rages over the battlefield. Roll a D3 to determine how long the storm will last. For the duration, all units suffer a -1 penalty to their movement, the range of all shooting attacks are halved. In addition, the effects of flaming attacks are nullified for the duration of the game. If this result is rolled twice, ignore the second dice roll and add a +1 to roll for the duration of the storm.

5 - Hopelessly Lost - Finding paths in the jungle is difficult and a unit has been waylaid by unforeseen difficulties. Select a single unit in your opponent's army. That unit is moved directly away from the center of the table as 8" as if they had Gave Ground in combat. If a unit hits a board edge, it immediately stops and is not removed. You may not use "Hopelessly Lost" and "Native Guide" on the same unit.

6 - Treasures Untold - Place three treasure tokens across the middle of the battlefield at equal distances from each other. If at the beginning of any turn a unit is in sole base contact with the token, they may immediately roll on the Treasures table and receive the resulting magic item. If there is a model who can legally be equipped with that item in the claiming unit (a character or unit champion) they may use that item for the duration of the battle. Each treasure may only be claimed once by each player. If this result is rolled twice, ignore the second dice roll.

7 - All Is Well - For now...

8-9 - Lingering Vapors - A light haze obscured the battlefield, slowly dissipating as the sun rises. The ranges of all shooting attacks are halved until turn two. If this result is rolled twice, increase the duration of the event until turn three.

10-11- Native Guide - The knowledge of an expert guide is invaluable when battling in the jungle. Choose one friendly unit. They may be repositioned anywhere within 8" of their original location, but not within 12" on enemy models. You may not use "Hopelessly Lost" and "Native Guide" on the same unit.

12 - Malodorous Malady - The jungles of Lustria are a breeding ground for virulent illnesses and maladies. Select a single unit in your opponent's army. That unit suffers a -1 to their Strength characteristic and discards the highest roll when pursuing or fleeing for the duration of the battle.

Lustria Encounters Table

There are dangers in Lustria beyond opposing armies. At the start of each player's Command Phase, that player places a large blast template with its center hole entirely within a piece of terrain. Then, roll 2d6 and apply the result. At the end of the turn, remove the template from play. Damage from encounters counts as non-magical and should be treated the same as damage caused by missile fire.

2-3 - Native Curse - All units touched by, or moving over during the template during their turn, immediately take a panic test.

4 - Madcap Fungi Spore Cloud - All units touched by, or moving over the template during their turn, must take a leadership test. If the test is failed, D6 models are removed as casualties. Any unit subjected to the Spore Cloud becomes Immune to Psychology for the rest of the game.

5 - Swarm - All units touched by, or moving over the template during their turn, suffer D6 Strength 2 Hits with no armor saves allowed.

6 - All Is Well - The chosen terrain feature cannot be selected for an encounter for the remainder of the game.

7-8 - Carnivorous Plant - All units touched by, or moving over the template during their turn, suffer D3 Strength 4 Hits with no AP.

9-10 - Lashworm Attack - All units touched by, or moving over the template during their turn, suffer a single Strength 6 hit with AP-3.

11- Quicksand - For each model fully or partially underneath the template, or that passes over the template during their turn, make an armor save. For each PASSED save, remove a model as a casualty. Units that Fly are immune from the effects of Quicksand.

12 - Native Traps - For each model fully or partially underneath the template, or that passes over the template during their turn, roll a D6. On a roll of 1, remove a model as a casualty.

Lustria Experience Table

As your armies plunge deeper into Lustria, their power grows as they adapt to the Jungle and pillage treasure from the temples of the Lizardmen. After each battle, roll a D6 for each unit and character. If that unit survived the battle, you may roll an additional D6 and discard the result of your choice.

Unit & Character Experience Table

1 - It Can't Get Any Worse - The unit gains the Immune to Psychology special rule. If the unit already has this special rule, they get +1 to their LD characteristic to a maximum of 10.

2-3 - Expert Pathfinders - The unit gains the Move Through Cover special rule. If the unit already has this special rule, they gain the Reserve Move rule. If they have both special rules, they ignore all effects of Terrain and Encounters for the remainder of the event.

4 - Gone Native - The unit gains the Furious Charge and Impetuous special rules. If the unit already has these special rules, they gain the Hatred special rule. If they have both special rules, they get a +1 to their Strength Characteristic.

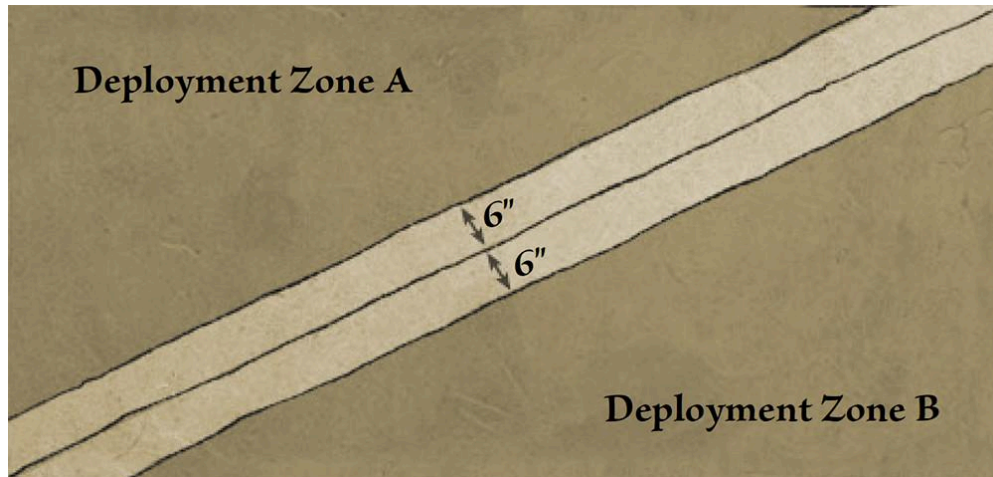
5 - Dreadful Fighters - The unit gains the Fear special rule. If the unit already has this special rule, they gain the Terror special rule. If they have both special rules, they get a +1 to their Toughness Characteristic.

6 - Grizzled Veterans - The unit gains the Veteran special rule. If the unit already has this special rule, they instead gain the Drilled special rule. If they have both special rules, they receive a +1 to their WS characteristic.

Discovering Treasure

After each game, roll a D66 (+D66 if you won). Note the total of all of your rolls. Spend that many points on magic items from either the generic or your army specific magic item lists. You may only purchase one item from each category (Weapons, Armors, Talismans, etc.) per battle. You may ignore any point restrictions when equipping characters. Armies with other character augmentations (such as Chaos Gifts) may spend points earned here instead of on magic items, treating them as an additional category. You may also purchase a single magic banner for a unit in this step.

Round 1: Meeting Engagement **Modified** Rulebook, p. 298



Deployment

Once the battlefield has been set up, **the winner of a roll-off chooses which side they'd prefer by deploying their first unit, or they may defer.** Before deploying their army, each player rolls a D6 for each unit, including each character and war machine, in their army. On a roll of 1, the unit must be held back as reserves (see below). Once a roll has been made for each unit, those that are not held in reserve can be deployed.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

Fixed Game Length: The battle will last for six rounds, or until one side concedes.

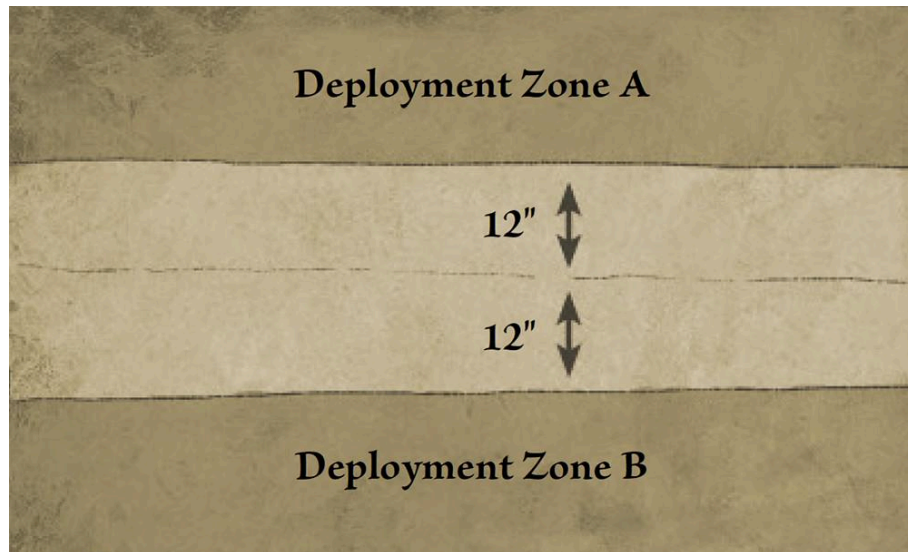
Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn – other than the first – of their controlling player's choosing. When they arrive, reserves enter the battlefield from any point on the long battlefield edge within their deployment zone, and move on using the rules for reinforcements

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner.

Round 2: Open Battle Rulebook, p. 288



Deployment

Once the battlefield has been set up, **the winner of a roll-off chooses which side they'd prefer by deploying their first unit, or they may defer.** Players deploy their armies using the alternating units method.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

Fixed Game Length: The battle will last for six rounds, or until one side concedes.

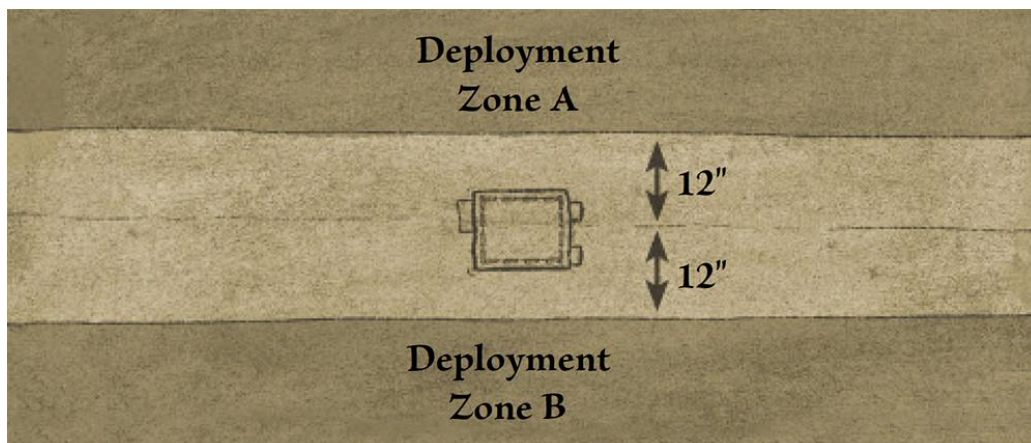
Scenario Special Rules

Apex Predators: At the start of round 2, players roll off. The winner of the roll-off may place a Carnosaur fully within any natural terrain feature on the battlefield. This model uses the Carnosaur unit entry with the following modifications. This model has 6W, 6T LD7 and the Frenzy special rule. If it does not have a legal charge it'll move towards the closest unit within its Line of Sight at the beginning of each round.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner.

Round 3: Command & Control **Modified** Rulebook, p. 294



Deployment

Once the battlefield has been set up, **the winner of a roll-off chooses which side they'd prefer by deploying their first unit, or they may defer.** Players deploy their armies using the alternating units method.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

Fixed Game Length: The battle will last for six rounds, or until one side concedes.

Scenario Special Rules

This scenario has no special rules.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner. The player that controls the special feature at the end of the battle wins a bonus of 200 Victory Points (in addition to any bonus controlling the special feature may normally give).