

Letters of the Damned

RUMORS ABOUND OF WIZARDS STALKING THE DAMNED CITY

What lures these fell sorcerers to scour the streets of Mordheim?

"We can't leave him!" Hissed Belthamar through clenched teeth. His steely gaze was fixed upon the face of his counterpart, mere inches away from his own. They shared the same hiding place, what used to be a small wine cellar located off of the main dining room in a once-posh and expansive mansion. If the words affected the other man, his face did not show it. His hands continued to work in twisted and nearly impossible gestures, and his eyes stared blankly ahead into the darkness. "Did you hear me, Gareth? We cannot..." Belthamar was cut short by a loud shout and an



incredible boom that followed. "He can care for himself," answered Gareth, "and he is already found. Let him destroy as many of those damned Witch Hunters as he can. If he survives, he knows where to find us. You and I, however, do not possess the power that he does. Come, we depart now." With that, dark shadows began to coalesce around him, and he presented his hand to Belthamar. Reluctance evident upon his face, the wizard took it. "I hope you are right." Belthamar replied. Gareth arched an eyebrow and gave a small sigh. "Look to the future and know, Belthamar. Why you

Find Herein

A damned creation brings destruction to all around him.

Page 4

Visit Crazy Grom and his Mercenaries for Hire.

Page 6

New information in regards to the Tribes of Chaos has been unearthed!

Page 8

Rogues Gallery: Bretonnian Man-at-Arms Conversion.

Page 20

The Undead Garden is a portion of Mordheim rarely visited, until now.

Page 21

The Dreaded Tales of Astar continue. Bear witness if you dare.

Page 22

Your Horrorscopes revealed on the last page

insist on these games is beyond me. Now, hold tight. It would not do to lose you while we fly to our freedom, now would it?" Together, the two mages burst through the fickle

roof of the wine cellar and shot like arrows to the open sky above. Curses and crossbow bolts followed them into the night as the Witch Hunters fought amidst the arcane flame below.

Sage Advice

After a bumpy initial release, I hope to have a high-res copy of issue one out soon. Until then, you'll all just have to deal with new content!

I want to take this chance to explain the process for submissions. We're receiving a lot of new Hired Swords, Warbands, Dramatis Personae, etc, and so we've a lot of work to do. We here at LOD will not simply publish work verbatim from its authors unless it's absolutely breath taking and perfect. Of course, this has yet to happen and as such everything that is submitted has to go through a process. All Hired Swords are run through at least five games. We need to see that they work, that they are balanced, and that their cost/point values accurately reflect their abilities and bonuses to the warband that employs them.

That being said, we can only ever get one or two Hired Swords in per issue. I understand that this is one of the most desirable creations for the Mordheim public (moreso than new warbands) however I cannot release Hired Swords without their proper testing. It just creates confusion and frustration on the part of the player, as people will begin to disagree if the model isn't balanced in the first place.

With that in mind, Warbands are twice as hard to test. We need to play them over and over, with different compositions to ensure that things will work for the best. We've all sorts of gamers here, and once all of these have had their fingers in the pie we tend to get a more balanced creation. You simply will not see a Hired Sword or Warband that hasn't gone through this process printed in LOD; it's my promise to Mordheim & her players.

Now, we've recently seen a handful of Hired Swords published in Online Fanatic #94, and there was a bit of an outcry from certain community members, myself being one of their number. The author of the Hired Swords had submitted them to Fanatic a while back, and having not seen them since forwarded them on to me here at LOD. I reviewed them, made some modifications and began putting them through the testing process. I was slightly disappointed to find them featured in Fanatic for a few reasons.

1) They were printed verbatim from the word file that was submitted to me at LOD. This meant that they had gone untested & unedited, which caused me some concern.

2) It forced me into an undesirable position. That position is as follows:

I *liked* the Hired Swords that were submitted, more accurately the ideas behind a majority of the submissions. Most of them were, however, unrefined and in my humble opinion not ready for the gaming table. With these Hired Swords out in circulation now, what was I to do? In their current form, I believe most



would be disregarded as un-playable due to the imbalance they would bring to game-play. They were, however, "in print" so to speak through Fanatic Online, the *Official* voice of the Specialist Games community. Could I risk butting heads with those in the Official Office of power? I definitely didn't (and still don't) want to.

However, I feel that to do these Hired Swords justice, they must be reworked. As such, you will be seeing them in this and future issues of LOD. I want to say that this is in no way a challenge to Andy or Fanatic; see it as an extra couple of hands helping them carry the work-load. We all know that Andy has other responsibilities, including White Dwarf now, and so we've seen Online Fanatic go from a weekly publication to monthly, and a few of those skipped as well. If he only has the time to do what he's done, then I'll consider it my responsibility to ensure that the content put out for Mordheim has balance and is measured appropriately.

Not everyone will agree. That is just common sense. Already we've seen the differing opinions in the Forums regarding the Hired Swords and how they should be reworked, and there was discussion regarding the Wood Elf Hunter that is featured in this issue. Take it as you will, but we will always to our best to ensure that the material put out by this publication is tried and tested. Testing takes time and effort, and disagree with the decisions as you may, I hope that you appreciate that fact.

So remember, if you submit a Hired Sword, DP or Warband, don't expect to see it in next months release. Give us time, it'll take awhile. Fear not, however, for if we're testing it, it means it has merit. If it has merit, it belongs in Mordheim, and that's what we're here to do.

Cheers,
Tom 'Brahm Tazoul' Bell
Sage in chief

The Abomination

The vile Necrarch Lucifel had been looting the graves of the local churchyard for months, but it was assumed this was feed his ghoulish minions. One dark and stormy night, as lightning graced the roof of the vampires tower, the truth came to be known. Lucifel had constructed a hideous monster, powered by Wyrdstone, sewn together from dozens of corpses. By accident or devious plan, the creature broke through the stone walls of the tower and ran into the village, his movements shrouded by the thick storm. That was weeks ago: now the monster has been discovered, and is found responsible for several gruesome deaths. But if the monster is powered by wyrdstone, it may be worth the time to track down and kill. Imagine, a walking treasure!

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item (a ruined Windmill is ideal!). We suggest that the terrain is set up within an area roughly 4' x 4'.

WARBANDS

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. Setup continues with the next player placing opposite of the first if a two player game, or along their chosen edge if a multiplayer game. After all warbands have set up, the warband with the lowest warband rating sets up the Abomination within 8" of the very center of the board. He moves during his own turn, which happens at the start of every round. For each warband above 2 playing the scenario, it is recommended to increase the Abominations wounds by 1.

STARTING THE GAME

Players roll a D6, and add their Leaders Initiative. The highest scoring player takes the first turn.

TO BE NOTED

Before the scenario starts, each player may purchase an additional 1D3 Torches for 5gc each.

THE ABOMINATION

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | * | 3 | 0 | 4 | 5 | 3 | 2 | 3 | 5 |

Weapons/Armour: The Abomination does not employ weapons, and suffers no penalties for doing so.

SPECIAL RULES

Cause Fear: Abominations are terrifying Undead creatures and thus cause Fear.

Immune to Psychology: Abominations are not affected by psychology.

Immune to Poison: Abominations are immune to poisons.

No Pain: Abominations treat Stunned results as Knocked Down.

Large Target: Abominations are Large Targets as defined in the shooting rules.

Powered: A Necrarch has placed wyrdstone shards in the Abomination to bring it life. Should the Abomination be removed from combat, the model that took it down receives 1D3 shard of wyrdstone.

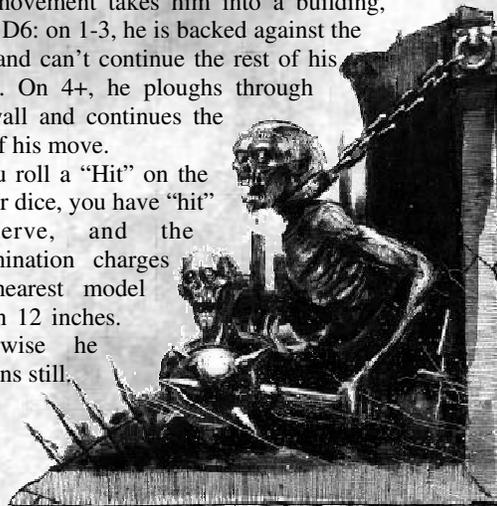
Fire BAD! Any model armed with a Torch or Flaming Brazier causes fear against the Abomination. If the Abomination randomly moves into a Fire-bearing model, it must take a fear test. If it fails it still counts as charging, but hits on 6s for the first round.

Wandering: During the Abomination's Turn, roll a D6 and a scatter dice. The Abomination moves D6 inches in the direction shown. If you roll a "Hit", he is content where he is and stays put this turn. If there is a model within the range shown on the dice, the Abomination will automatically charge, regardless of what direction the scatter dice shows.

Once an Abomination has been hit (missile or hand-to-hand), for the rest of the game, the Abomination moves 2D6 inches instead. If this movement takes him into a building, roll a D6: on 1-3, he is backed against the wall and can't continue the rest of his move. On 4+, he ploughs through the wall and continues the rest of his move.

If you roll a "Hit" on the scatter dice, you have "hit" a nerve, and the Abomination charges the nearest model within 12 inches.

Otherwise he remains still.



The Abomination

ENDING THE GAME

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

EXPERIENCE

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

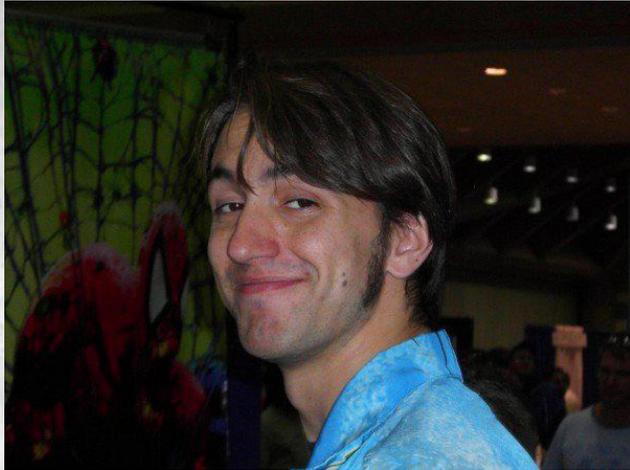
+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts out of action.

+1 Abomination Out of Action The Hero who took the Abomination out of action receives an additional +1 Experience.

ABOUT THE AUTHOR

Known online as Styrofoamking, Dave Joria is a 23-year-old gamer out of Virginia, USA. He first encountered GW games when he lived in England (3rd-5th grade). He is a professional actor & author, and amateur game-writer. None of the above makes him any money in the slightest.





CRAZY GROM'S MERCS FOR HIRE

YER LOOKIN' FER SOME MUSCLE, ARE YE? WELL BOY, YE'VE COME TO THE RIGHT PLACE! JUS' LET OL' GROM SEE YER COIN, AN' WE'LL GIT UNDERWAY...

Welcome to Crazy Grom's. No where else in Mordheim will you find a better assortment of hirelings. If you don't find what you're looking for, then you're not going to find it anywhere!



Estalian Diestro

35 Gold Crowns to Hire + 15 Gold Crowns upkeep.

Having left their home, the Diestro converge upon Mordheim to make their fortune. It is not often that the skilled of Estalia venture this far into the Empire, however Mordheim has proven too ripe an opportunity to resist. Masters of their art, the Diestro hire themselves out to those who can afford their skills, taking every chance to illustrate their superior training.

May Be Hired: Anyone save for Chaotic (Possessed, Carnival, Beastmen, Skaven), Undead (of any kind), Tilean or Osterlander warbands may hire the Diestro.

Rating: A Diestro increases the warband's rating by 18 points, plus 1 point for each experience accumulated.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Diestro | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |

Weapons/Armour: Rapier, Main Gauche, Light Armour

Skills: A Diestro may choose from the Combat or Speed skill lists.

Rapier

The Rapier is a long thin blade commonly used by dælists. It is a deadly, sharp weapon capable of delivering multitude of blows.

| Range | Strength | Special Rules |
|--------------|----------|----------------|
| Close Combat | As User | Parry, Barrage |

Parry: Like all swords, you may use a rapier to parry hand-to-hand combat.

Barrage: A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound you may attack again Justas if you had another attack but at -1 to hit (down to a maximum of needing a '6' to hit). Any additional attacks gained in this fashion also benefit from the Barrage special rule.

Main Gauche

Slender but of good steel, the Main Gauche is often employed by professional fighters out of Estalia. Perfectly balanced, they spin about in their wielder's hand, striking and parrying blows alike.

| Range | Strength | Special Rules |
|--------------|----------|---------------|
| Close Combat | As User | Main Gauche |

Main Gauche: The main gauche is a special dagger, which Diestros use with their offhand (which is inmost cases the left hand, hence the name). Any Estalian Diestro has the option to either use this weapon as a dagger, thus gaining an additional attack, OR to parry a blow with it as if it was a sword. In the latter case, they gain NO additional attack. The player may choose each turn in which way the fighter will use the main gauche.



ESTALIAN DIESTRO PAINTED BY T. BELL

Crazy Grom's Mercs for Hire

Wood Elf Hunter

50 Gold Crowns to Hire + 20 Gold Crowns upkeep.

While reclusive and wary of outsiders, it is not unheard of for one of the younger woodland elves to venture into the Empire in search of adventure and gold. Such is the Wood Elf Hunter, for their skills are prized in both the wilderness and the ruins of Mordheim.

May be Hired: Any good warband may hire a Wood Elf Hunter

Rating: a Wood Elf Hunter increases a Warband's rating by +22 points, plus 1 point for each point of Experience.

Profile M WS BS S T W I A Ld
Hunter 5 4 5 3 3 1 6 1 8

Weapons/Armour: Elf Bow, Sword, Light

Armour, Hunting Arrows.

Special Rules:

Stalk: such is the skill with which a Wood Elf Hunter shoots that he may remain hidden after shooting his bow on a roll of 4+.

Hunted: at the start of each game, the Wood Elf Hunter may choose 1 enemy to be his prey. All attacks against that enemy, be it missile or close combat, are made at +1 on the "To Hit" roll.

Keen Eyed: an elf can see far better than the common man. As such he can spot hidden enemies at twice his Initiative value.

Skills: A Wood Elf Hunter may choose from the Speed and Shooting skills when he gains an advancement.



Photo courtesy of Wood Elf Army Book



Tribes of Chaos

Measure of mankind

Chaos is a near infinite topic. To agree to put pen and ink to parchment in its name is paramount to signing ones death warrant, or worse, committing oneself to an asylum for the criminally insane. Fortunately my folly is limited to an examination of the known Marauder tribes, those men from the north who have fallen under the influence of the Ruinous Powers.

Every man, woman, and child forms personal opinions about Chaos. These are based on the experiences of the individual. I challenge you to read from the Liber Chaotica (cover to cover, footnotes & all if you dare) as I guarantee that you shall disregard previous notions, if its unsanctified leaves don't consume you first. Assume nothing! For after all change is said to be the will of the gods.

Citizens of the Empire are not inherently good, nor are creatures and followers of Chaos irrefutably evil. So how does good and evil exist in the world? The impure are burned in accordance with Empire law. Mutants in turn harbour deep resentment towards the Empire and would gladly see its fertile lands laid to waste. For their part the Imperial nobility are considered no better than petty racists with vindictive personal agendas.

Religion divides the realms of men. In the Empire alone it creates a fountain of internal conflicts. Tribes of men who dwell in those less verdant locales to the north of the Empire wage war on one another for the glory of their patrons. It might seem impossible to divide black from the white. Unless of course you are a Witch Hunter – whereby there is no grey, only fiery justice awaiting the heretics and the tainted, adults and children alike.

Acknowledgment of the Dark Gods existence does not a heretic make. Agents of Sigmar would throw even more of their comrades on the pyre than they do already if it did. This means a line can be drawn somewhere in the sand. Mariners pay their superstitious tithes to Manann for it would not be wise to invite the wrath of the God of the Sea. If the gods of Chaos truly exist then it might only seem fit to worship them. You may wish to ask yourselves where precisely this marker lies.

The Kurgan

Kurgan tribes are led by their Zar, a powerful warrior chieftain who is marked by Chaos. The relationship between tribes is tenuous for each follows one particular god. Each tribe employs a shaman. These sorcerers have themselves been favoured by one of their gods. Tribes dedicated to the Skull Lord have no

patience for magic and put shamans to the sword. A muster of tribes will be led into battle by a formidable individual called the High-Zar.

Kurgan leaders adopt a practice of marking their captives. When a Zar lays the mark of his god upon a prisoner it typifies that he has recognized that the subject may offer some merit to his god. If the individual has the sight then he is almost certain to be spared. During wartime members of co-operating tribes will leave marked prisoners be. To do otherwise would infuriate a Zar. Warriors who survive long enough become subjects of shamanic rituals in the temples where they are kept guarded, before being pitted against one another in close combat until death. This determines whether the gods have an interest in the captives. It is thus that men of the Old World are forced to turn their backs on their former selves as they embrace new personas – fresh identities as heroes of the marauder tribes.

When a weapon or a steed has proved its worth in battle it is custom that it receives a name. This is not so much a sentiment as it is a symbol of importance. Pure blooded Kurgan are raven haired people with ruddy skin complexions. Marauder bands advocate the skill of archery. Unlike infantry based Imperials, the Kurgan needed a weapon that fires easily from the saddle.

Kurgan raiders use a complex process of fashioning their bows from three parts. A central stave of maple or mulberry, woods which take glue well, laminated with animal sinew on the back and horn on the front, in order to withstand the tension and compression. For special bows, human sinew and bone is used. This stave, the grip, is fixed to the two arms of the bow, along which bone from longhorn cattle has been glued. Bone tips are attached, and the bows are tied up tight against the shape they would be drawn to. The bows are left to dry for weeks, or if time permitted, months.

Following battle it is custom to incinerate the carcasses of slain foes before sweeping the charred remains for skulls, which are piled high to honour the gods. Monoliths have infamously been raised by the Kurgan in the lands of the north. They take many forms in deference to a particular patron.

Construction of a monolith typically takes place on a spot where the Winds of Chaos blow strong. These unholy landmarks are places of dark worship. Tributes are made onsite in the form of torture and sacrifice.

Tribes of the Kurgan: The Kvelligs, Gharhars, Tahmaks, Hastlings, Tokmars, Yusak, Khazags, Avags, Dolgans, and the terrible Kul

featuring texts researched & compiled by ye playwright, street performer & suspected werecreature Stu Cresswell

Slumber now, Child of mine,
Until they come, with torch aflame,
But do not run,
Your time has come,
For the men of the North stake claim.

They come to claim, Child of Mine,
They come to claim your life,
With hearts of stone,
And splitting bone,
Their wake is deadly strife.

So sleep tonight, Child of Mine,
For tomorrow morn, the sun won't shine,
So stay aware,
And offer prayer,
For the men of the North march time.

- Traditional lullaby from northern Kislev

The Tong

Many centuries ago a great host of ferocious warriors spilled out of the east. It swept across the north of the world with unforgiving force, crushing everything in the wake of its carnage. This mysterious tribe of barbarians is known only as the Tong. Each tribe of men, orcs, goblins and other races it encountered was annihilated. Mortal men or daemonkin, the Tong relentlessly threw themselves against the savage people of the north.

Faced with such reckless hate, even the most imprudent Kurgan found they were powerless against this heedless assault. Skalds in Norsca recount how these despoilers demonstrated total disregard for their own well being. As the horde approached the Eastern Steppes, butchering the Kurgan tribe after tribe, it turned back, and unpredictably marched away. For a time the marauder tribes were diminished by this atypical incursion on their lands.

A hundred years later and their strength of arms renewed, the northern tribes marched south to Kislev afore the abominations of Chaos which spilled out from the Wastes. During the Great War Against Chaos the Tong rose up again from their distant habitat and marched south brutalizing the nomadic tribes. Surprisingly these hideously mutated men never joined with the forces of darkness which had encroached upon the Empire. For years the unstoppable horde remained the scourge of warrior tribes across the Steppe. They became consumed with exterminating the Hobgoblin tribes. Their thirst for bloodshed well and truly slaked the Tong finally returned unchallenged to their

homeland.

Since the vanishing of the Tong horde during the Great War, only the rare sightings of small warbands have given credence to their legend.

The Norse

Of all the marauder tribes the Norse which live in the south of Norsca are least under the influence of Chaos. The Norse are a seafaring race and there are those who have escaped the warping influence of the winds that blow out of the north altogether. Entire tribes have migrated from the icy shores of Norsca in favour of warmer climes. There have been settlements founded along the coastlines of The Southlands and in Lustria, notably the flourishing trading port Skeggi.

Those who remain in the frozen wilderness of south Norsca are more reluctant than their northern kin to take from the gods. In the extreme north the Norse and Kurgan practice overt worship of the four. Each southern tribe has its own special deities featuring ancestors, heroes and spirits to whom tribute is paid in the form of animal or human sacrifice. There is a measure of restraint in not giving so much of themselves to the gods. Perhaps there is a slight reduction to the environmental risk of mutation. It is more likely that the habit in which they pay homage to their pantheons has reduced any Chaotic influence. A mark of Chaos would still be a blessing to any tribesman who is a warrior but great responsibility comes with such a power. Warriors may call upon their many gods of war, desire, decay and hope from time to time. Those who do so likely will become more susceptible to the beguilement and manipulation of otherworldly forces.

Norse culture is steeped in the supernatural and their society has become attuned to it. None more so than a tribes Seer or their resident witch doktors known as Vitki. Communities of Norse people are led by their tribal chieftains the Jarls. Some tribes are collectively lorded over by a tribal King. A dreaded Seer will interpret the will of their ancestors and the gods. They glimpse at future events through reading signs in the entrails of ritual sacrifice in order to advise their Jarl. Each tribe will have some kind of witch or sorcerer. In some parts of Norsca an even older tradition remains. Drawing from the winds of Dhar, the Vitki are able to manipulate dark magic to aid their people through divination, healing and prophecy. Human sacrifices are required to fuel profane rituals and this leads to the death sentences of many thralls and peasants.

The sense of loyalty within a Norse tribe is quite different to that of other marauders of the north. To them the tribe is a family. To anger ones kin or to bring displeasure to the gods must lead to banishment. Cast

Tribes of Chaos

out into the wilds there is no solace for these renegades. There is no welcome to be found in Norsca for exiles except in times of war. They can only hope to avoid falling prey to the beasts of the Umbra. Few survive a perilous southward expedition to the lands of the Empire.

The presence of a Norseman is tolerated by folk of the Empire. An Imperial noble with a skilled Norther in his employ might see it as something of a novelty and a band of honed mercenaries hailing from Norsca could expect to earn excellent coin. Marienburg with its cosmopolitan culture is a more hospitable location for Norse explorers. The city is more forgiving. Unlike the northern coast of the Empire, its port has not been the target of a Norse raid since the fourth and final sacking of the city in 1848.

The southern tribes of Norsca communicate peacefully with her immediate neighbours. Merchants actively trade goods between ports across the Sea of Claws. Occasionally fleets of longships will be dispatched to plunder the coastline when survival is threatened. Although this may seem barbaric to the victims of a raid, these desperate actions can be acts of daring heroism without which a tribe may not survive. Foodstuffs, miscellaneous booty and a child or two is enough to deter a Norse raiding party from razing a village to the ground.

Southernmost tribes of the Norse: The Baersonlings, Sarls, Skaelings, Brennuns and the Bjornlings

To the north, the influence of Chaos is far stronger. Here the four great gods of Chaos are recognized as masters of all lesser gods and worshipped in their true forms. Lacking in patience the northern tribes are more demanding of the gods. No concern is shown to the consequences of drawing the attention of daemon or god. Attracting their gaze is only thought to symbolize their strength. To be touched by Chaos is to be blessed by the gods. The taint in these lands has spread far and wide. Minor mutations have become common place as marauders reap the blessings of continuous devotion.

Beyond the Forest of Knives in central Norsca the land becomes more saturated with the raw energy of Chaos. Its presence twists whatever life exists in this treacherous landscape. Here the marauders will consume the flesh of any man or beast warped by its touch, in the hope of being graced with a mark of their own. These savage northern tribes revel in carnage and destruction. Unlike their southern kin they will slaughter their neighbours out of spite.

Northernmost tribes of the Norse: The Aeslings, Vargs, Graelings and the Snaegr

The Hung

In the wasteland to the north of Grand Cathay lives a nomadic race of men who prey upon their borders with an unquenchable lust for butchery. Slavers, deceivers, slaughterers and petty thieves are the feral raiders of the Hung. Their westernmost borders fall beyond the Eastern Steppes. Only the Great Desert separates them

from keeping regular company of the Kurgan. Their territory encompasses a land bridge offering passage to the northern fringe of the New World and beyond through the Broken Lands of the eldritch realm belonging to the Druchii.

The roving lifestyle of the Hung is supported by their affinity to animals. War dogs are valued above all other possessions though this would not be recognized by the physical condition of these malnourished hunting hounds. Mistreating their steeds in equal dosage, a Hung is sadistic enough to prepare a diet of mixed grains and human blood. This serves to make their mounts fierce and temperamental in any fight. The cruelty of their masters instills a false sense of loyalty in their stupid pets.

Instead of horses they have selected the toughest war ponies which can be bred for survival due to greater endurance and tolerance for pain. Life in the saddle requires each tribe member carries a dirty woolen tent on the back of a stout steed. Men and women are treated equally in these lawless lands where roving parties of vagabonds travel from one place to the next, accompanied as they are by wagons used by wives to weave primitive clothing and mate with their men.

Those who have encountered the Hung have described them as savage stinking beasts, or worse. They are squat in stature and stocky in build with thick necks and wide ugly faces. Self mutilation is commonplace among their people. From birth, a mother will cut gashes in the skin of her child. Scarred youths become men who will continue to deface themselves by idly devouring flesh cut from the mutated beasts slain during a hunt in the Wastes. They will feed on fish and game when it is available only untainted food is scarce in their barren domain. When hunting is poor the Hung will consume insects, rats, lice from their own bodies or even afterbirth from a mare's foaling. Cannibalism is not uncommon and drinking the blood from his own steed will sustain the most desperate warrior.

Like other marauder tribes a priest or shaman conveys great influence over a chieftain as they commune with the gods and see into the world of the dead. The Hung will honour their gods in a similar way to the Kurgan by raising monoliths in reverence. Due to their habitual wandering they have no need for temples or shrines. A tribute to the God of Blood could be something as simple as a pit lined with corpses. To the God of Decay they might leave a pile of human excrement.

In contrast to other northern marauders the Hung possess no sense of kinship or loyalty. Their treachery is renowned for they have dissolved treaties with their allies and dishonoured their own kind in equal measure. So deceptive are they that the Cathayans invented the phrase 'Word of a Hung' denoting a worthless promise. They treat bonds and bargains casually and recognize no dishonour in their actions.

Tribes of the Hung: The Yin, Chi-An, Tu-Ka, Mung, Aghols, Wei-Tu, Man-Chu, Dreaded Wo, and the Kuj

Theming a Warband

There are a number of fantastic resources available to Mordheim fans of Warhammer fiction. While investigating tribes of the Northmen, some of the publications I found to be inspirational were Warhammer novels *Riders of the Dead* and *Palace of the Plaguelord*. Black Library source book *Darkness Rising* gives some valuable insight and the mighty *Liber Chaotica* is particularly revealing. Dozens of scattered resources have been published in the Warhammer Fantasy Roleplay books by Black Industries including the *Old World Bestiary* and *Old World Armoury*. The main source of material to tantalize the imagination of would-be marauder chieftains is to be found in the *Tome of Corruption*.

Customising a band of Marauders is a challenging experience with what might seem like limitless possibilities. There are conflicting religious paths to explore. You might prefer to play hard-to-get with the gods by choosing the approach of Chaos Undivided. There is a choice of different races available. In the case of some tribes, the Kurgan for instance, there is a melting pot of cultures. A Kurgan raider band may include Hung and Norse or might just as likely feature turncoat Imperial and Cathayan characters whose lives have been spared to please the gods.

You have the option of creating a beastly band of warriors which has already been heavily corrupted by

the influence of Chaos. There are a number of suitably unpleasant Hired Swords available to compliment this theme. Alternatively you might prefer to concentrate on developing the human elements of your band, as they struggle with the temptations offered to them by the Dark Gods. The specialist rules for Marauders can accurately depict what a northern tribe of Norsemen might be like. For instance you might choose to represent a party of warriors from a tribe of Aeslings.

There are those among the Norse who regularly maintain trade with the Empire or travel further south to fight as mercenaries. Perhaps setting sail to explore (and quite possibly plunder) exotic locations. If you would prefer your marauder warband to be less Chaotic but no less civilized, then you might try using the original warband rules for the Norse. These were first published in Town Cryer as part of the Lustrian campaign setting but they are adaptable to any campaign. This would be the perfect way to represent a band of Baersonlings or one of the other southern tribes of the Norse.

Whichever path you tread to seek riches and the glory of the gods, please take every opportunity to personalize your band of Heroes and Henchmen. This is your hobby and it is what you make of it.

The Warriors of the Crow had been on the march throughout the lean winter, the raiding party moving further south for forage every week, the vast forest now disorientating their sense of direction. The frozen steppe they were used to was different, but their eyes had been more accustomed to the swirl of stars and landmarks than to the darkened canopy that lay above them. They were deep in enemy territory and lost; if it wasn't for the fact that the enemy did not know that they were there and were too fat and lazy in their civilised ways, the Crows might have felt a spark of fear in their bellies.

No, hunting here was easy, as was the raiding, though pickings were slim. The Chieftain could sense the attitudes of the warriors and knew that a battle would postpone any attempt to usurp him, but a battle with whom?

Scurrings and rustlings from the surrounding woods alerted them all to an unseen force moving around their position and the Chieftain smiled inwardly. The Powers would always provide your wishes when most wanted. He signalled for the men to ready themselves.

They did not need to wait as a horde of little greenskins launched towards the war party. The Chieftain smiled, they might be of little challenge, but a challenge nonetheless, provided it was not too easy. "Kurgans, let us show them what it means to take on the Warriors of the Crow." He bellowed.

"No fight, no fight." One of them skittered, rearing his spider back. "Give us map and we go, all peaceful like." He smiled, a mouth full of tiny razors.

The Chieftain laughed a deep booming laugh. "Map, we know no map, but challenge us and you shall perish under our blades."

"No map?" The goblin squeaked pathetically.

"No."

"Oh." It mattered quietly. The Chieftain could see the chance for a battle slipping away and took advantage of the sudden confusion.

"Charge and kill them all. Even the spiders." He yelled.



Marauders of Chaos

by Christian "Cianty" Templin

The primitive men who dwell in the Northern lands on the border of the Chaos Wastes are called Marauders of Chaos. They live in tribes and worship strange gods long forgotten by the civilized world. These Northmen are great warriors and they endlessly strive to win the attention of their patron gods by proving themselves in many battles. Some of the more ambitious chieftains lead their warbands south to the Cathayan Borderlands, leaving burned villages and bloody trails in their wake, seeking greater and greater challenges all for the glory of their dark gods.

To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomad peoples, of whom the greatest and most feared are the Kurgan to the west and the Hung to the east. These races are themselves divided into many inter-warring tribes, some more barbarous and bloodthirsty than others.

Special Rules

Eyes of the Dark Gods: An aspiring chaos follower is always watched by the vigilant eyes of the dark gods, who reward the successful generously but punish failures harshly. Roll 2D6 after every battle.

Spawn of Chaos: If you lost the preceding battle add +1 to the roll for each of your Heroes that was taken *out of action* during the battle. On a total of 12 or more the warband's *leader* turns into a Chaos spawn (see rules below). His equipment is lost.

Mark of Chaos: If you won the battle add +1 for every enemy model the leader took *out of action*. On a total of 12 or more you may chose a *Mark of Chaos* for the winning *leader* (see *Marks of the Dark Gods* below).

As soon as the leader receives a Mark of Chaos through the *Eyes of the Dark Gods* special rule this test is no longer taken – until the leader leaves the warband in which case the new leader must prove himself to the Dark Gods the same way his predecessor did.

If the warband already includes a Spawn of Chaos the doomed leader is simply erased from the roster. There

may never be more than one Spawn of Chaos in a single warband.

Hired Swords: Most Hired Swords refuse to work for the powers of chaos. Therefore a Marauder warband may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards, Warlocks and Imperial Assassins.

Choice of warriors

A Marauders of Chaos warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15 (except for Shornaal warbands).

Chieftain: Each Marauder warband must have one Chieftain - no more, no less!

Shaman: Your warband may include one Shaman.

Condemned: Your warband may include one Condemned.

Champions: Your warband may include up to two Champions.

Marauders: Your warband may include any number of Marauders.

Warhounds of Chaos: Your warband may include up to five Warhounds.

Spawn of Chaos: Your warband may include one Spawn of Chaos.

Starting Experience

A **Chieftain** starts with 20 Experience.

A **Shaman** starts with 8 Experience.

Champions start with 8 Experience.

A **Condemned** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Profile **M** **WS** **BS** **S** **T** **W** **I** **A** **Ld**

Marauder 4 7 3 4 4 3 7 4 9

Marauders with the *Chosen of Chaos* skill use the maximum profile for Warriors of Chaos:

Profile **M** **WS** **BS** **S** **T** **W** **I** **A** **Ld**

Warrior 4 8 3 5 5 3 8 5 9

Additional Credits

Chris de la Rosa – proof-reading, feedback

Andi "Spielor" Denhof – major playtesting, rules ideas

Stu Cresswell and Rev Lary – fluff and prose

This warband was originally created for the unofficial Border Town Burning supplement: www.bordertownburning.de



Marauder equipment list

The following list is used by Marauder warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

| | |
|----------------------------|---------------|
| Dagger | 1st free/2 gc |
| Hammer | 3 gc |
| Axe | 5 gc |
| Sword | 10 gc |
| Halberd | 10 gc |
| Steel Whip | 15 gc |
| Double-Handed-Weapon | 15 gc |
| Flail | 15 gc |
| Great Axe | 25 gc |

Missile weapons

none

Armour

| | |
|--------------------|-------|
| Light Armour | 20 gc |
| Heavy Armour | 50 gc |
| Shield | 5 gc |
| Helmet | 10 gc |

HENCHMAN EQUIPMENT LIST

Hand-to-hand combat weapons

| | |
|--------------|---------------|
| Dagger | 1st free/2 gc |
| Hammer | 3 gc |
| Axe | 5 gc |
| Sword | 10 gc |
| Spear | 10 gc |
| Flail | 15 gc |

Missile weapons

| | |
|---------------------|-------|
| Throwing axes | 15 gc |
|---------------------|-------|

(treat as Throwing knives)

Armour

| | |
|--------------------|-------|
| Light Armour | 20 gc |
| Shield | 5 gc |
| Helmet | 10 gc |

Marauder skill table

| | Combat | Shooting | Academic | Strength | Speed | Special |
|-----------|--------|----------|----------|----------|-------|---------|
| Chieftain | ✓ | | | ✓ | ✓ | ✓ |
| Shaman | ✓ | | ✓ | | | ✓ |
| Condemned | | | | ✓ | | ✓ |
| Champion | ✓ | | | ✓ | | ✓ |

Marauder Special Skills

The Marauders of Chaos may use the following skill list instead of any of the standard skill lists.

Chosen of Chaos

The Hero has been found worthy of his god's service and entered the rank of a Chaos Warrior. He uses the maximum profile for Warriors of Chaos and the Hero equipment list (if he does not already).

Chaos Armour

Only Heroes with the *Chosen of Chaos* skill may have Chaos Armour. The Hero may no longer wear armour, but has a natural armour save of 4+ that can be combined with shields and mount bonuses as normal.

Sweeping Blow

Whenever the Hero takes an enemy model *out of action* using a Great Axe he may immediately make an additional attack against another model in base contact. Requires the *Strongman* skill.

Tattooed Body

Only the warband's *leader* may have this skill. The Hero's body is covered with unholy Chaos signs to attract his patron's attention. The *Eyes of the Dark Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 10+ instead of 12+ only. Note that for the less favoured Norse *leaders* this is 11+.

Heart of the Warrior

Only the warband's *leader* may have this skill. He may re-roll any failed Rout test and is immune to *fear* and *all alone* tests.

Mutant

The Hero may buy one mutation. See the Mutants section on special rules.

Heroes

1 Marauder Chieftain

95 gold crowns to hire

The Chieftain is the brutish head of the warband. He leads his tribe in their constant warfare and bloodshed in an attempt to win the approval of their fickle gods.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 1 | 8 |

Weapons/Armour: The Marauder Chieftain may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Marauder Chieftain may use his Leadership when taking Ld tests.

0-1 Marauder Shaman

45 gold crowns to hire

A Shaman is the Chieftain's advisor as their god tells them his will through the Shaman's visions and dreams. The other tribesmen see the shaman's attunement to their gods as a great gift that is to be equally respected and feared.

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

Weapons/Armour: The Marauder Shaman may be equipped with weapons chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Marauder Shaman is a Wizard and may use Chaos Magic as detailed in the Magic section.

Mark of Chaos: The Shaman gets a Mark of Chaos when hired to determine the kind of magic he uses. He can have the Mark of the Serpent, the Mark of the Crow, the Mark of the Eagle or the Mark of Chaos Undivided.



0-2 Champions

45 gold crowns to hire

Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Hero Equipment list.

0-1 Condemned

55 gold crowns to hire

A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|----|----|---|---|----|----|
| | 4 | D6 | 3 | D6 | D6 | 1 | 4 | D3 | 7 |

Weapons/Armour: The Condemned fights without any weapons and never uses any armour.

SPECIAL RULES

Inconsistency: The body of the Condemned is mutating permanently. The variable attributes WS, S, T and A are determined whenever needed, once every turn.

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Experience: Whenever the Condemned would increase one of his variable attributes the player rolls an appropriate die instead. If the player is satisfied with the result, he may set the attribute on that number (e.g. roll a D6 instead of increasing Strength, on a roll of 4 the player may choose to give the model S 4). Otherwise the attribute remains variable (and the advance is lost). The maximum attributes of the Marauders may be exceeded due to the special nature of the Condemned, and this carries through to when the player wishes to set an attribute instead of keeping it random.

Fate: Once all variable attributes are set, the Condemned may use weapons, armour and equipment as usual. But, if he has 90 Experience and still variable attributes, his patron could not save him from his former god's wrath and his soul and body are lost. He turns into a terrifying Spawn of Chaos. If the warband already consists of a spawn, the doomed warrior wanders off into the wastes, never to be seen again.

Henchmen

Chaos Marauders

35 gold crowns to hire

Marauders are wild uncivilized barbarians who seek battles and bloodshed. They form the majority of the chieftain's retinue.

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

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Henchman Equipment list.



0-5 Warhounds of Chaos

15 gold crowns to hire

Warhounds of Chaos are titanic, mastiff-like creatures which are insanely dangerous in combat.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 7 | 4 | 0 | 4 | 3 | 1 | 3 | 1 | 5 |

Weapons/Armour: None! Apart from their fangs and nasty tempers the Warhounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Warhounds are animals and never gain experience.

0-1 Spawn of Chaos

180 gold crowns to hire

Spawns of Chaos are former Chaos Champions who have been too heavily gifted by their gods and become terrifying mutants.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|-----|----|----|---|---|---|---|------|----|
| | 2D6 | 3 | 0 | 4 | 5 | 3 | 2 | D6+1 | 10 |

Weapons/Armour: None! Spawns of Chaos fight with claws, tentacles and other extremities.

SPECIAL RULES

Special Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Special Movement: The Spawn moves 2D6" straight on in each of its Movement phases. Before it does so it's player may turn it to give the direction. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Psychology: Spawns are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

No Brain: Spawns of Chaos are crazed creatures and therefore gain no experience.

Large: Spawns of Chaos are huge tempting creatures and count as Large Targets as defined in the shooting rules.

Marauders Special Equipment

Great Axe

25 gold crowns

Availability: Rare 10, Heroes with the *Chosen of Chaos* skill only

These over-sized Battle Axes can be wielded only by the strongest of warriors.

| Range | Strength | Special rules |
|--------------|------------|---------------------------------------|
| Close Combat | As user +2 | Two-handed, Strike last, Cutting edge |

SPECIAL RULES

Strike last: Great Axes are so heavy that the model using them always strikes last, even when charging, unless it has the *Strongman* skill.

Cutting Edge: A Great Axe has an extra save modifier of -1, so a model with Strength 4 using a Chaos Battle Axe has a -4 save modifier in hand-to-hand combat.

Steel Whip

15 gold crowns

Availability: Rare 9, one Hero only

Originally used for taming the wild Chaos Hounds the Steel whips have proven effective in combat also.

| Range | Strength | Special rules |
|--------------|----------|--------------------------------------|
| Close Combat | As user | cannot be parried, whipcrack, enrage |

SPECIAL RULES

Whipcrack: See Steel whip (see Mordheim Rules Review, p 4).

Cannot be parried: A model attacked by a steel whip may not make parries with a sword or buckler.

Enrage: The Hero may use his whip to make the Warhounds charge wildly. As long as he is not involved in close combat all Warhounds of Chaos within 4" gain +1 attack.

Marks of the Dark Gods

The *Eyes of the Dark Gods* special rule may let the warband's leader choose a Mark of the Dark Gods. There may never be two models in the warband with different Marks. Shamans choose their Mark when being hired (in correspondence with their tribe). The Mark gives them access to their god's magic. A Shaman that is the *leader* at the same time has to pick the Mark he already has when being granted through the Eyes of the Dark Gods – kind of confirming his role to his dark master!

Mark of Chaos Undivided

A Hero with this mark believes in Chaos in its purest form instead of the division into four Chaos Gods.

Leader: All warband members within the *leader* rule's radius (6" normally and 12" with *Battle Tongue*) may re-roll all failed Ld tests.

Shaman: With the Shaman of Chaos Undivided as the tribe's spiritual leader the warband may include 0-3 Gors (see Beastmen Raiders in the Empire in Flames Supplement, p. 73) that count towards the maximum of 15 members. Re-roll all results of 'The lad's got talent' for them.

A Shaman of Chaos Undivided uses the Chaos Rituals (see p. 59 in the Mordheim rulebook).

Mark of Tchar the Eagle

Tchar the Great Eagle is the Changer of the Ways. He is the Master of the ever-mutating energy known as magic and his followers are skilful practitioners of the arcane arts.

Leader: The Hero is capable of casting spells from now on. He immediately learns one random spell from the Tchar Rituals. However, he suffers -1 on all rolls for Difficulty unless he was a wizard before.



Shaman: The Shaman starts with two spells from the Tchar Rituals. One can be chosen freely, the second is randomly determined.

Mark of Arkhar the Dog

Arkhar the Dog is the God of War. He is worshipped on the battlefield by his warriors who shed blood in his name, charging their enemies with the battle-cry "Blood for the Blood God!"

Leader: The Hero is subject to *frenzy* from now on. In addition, any spell that targets the Hero fails on a roll of 4+.

Shaman: Shamans cannot choose this mark for Arkhar despises spellcasters and magic in general.

However, replace the Shaman of Arkhar with a Pack Tamer (using the same profile as a Champion). The Pack Tamer must always be equipped with a Steel Whip and has the *Warhound Handler* skill (see Mordheim Annual 2002).

Mark of Onogal the Crow

Onogal the Crow is the Lord of Decay who unleashes pestilence upon the world. Therefore his followers are almost completely immune to diseases and serious wounds.

Leader: The Hero gets +1 T and may re-roll on the Serious Injuries table once. In addition, he is *immune to poison*.

Shaman: The shaman uses the Nurgle Rituals (see p. 65 in the Empire in Flames Supplement). However, replace the first spell in the list with the *Touch of Onogal* as described below.

A Shaman of Onogal is *immune to poison*.

Mark of Shornaal the Serpent

Shornaal the Serpent is the Dark Prince of Chaos. The Lord of Pleasure is the patron of all things beautiful and seductive.

Leader: Enemy models that are not *immune to psychology* cannot attack the Hero in close combat unless they pass a Ld test with 3D6, discarding the lowest D6 result. If the roll is failed, these models are hit automatically in close combat. Once they pass, they do not have to test again for the duration of the battle. Note that the Lizardman's *Cold Blooded* special rule cannot be applied to this effect.

Shaman: If the Shaman wasn't taken *out of action* during the battle, instead of searching for rare items he may brew a strong drink for the warband (treat as Bugman's Ale). Note that this item cannot be sold.

A Shaman of Shornaal uses the Shornaal Rituals.

Shornaal Rituals

The Shornaal Rituals are used by the Marauder Shamans who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

- 1 Delicious Suffering** **Difficulty 8**
The Shaman summons great suffering to overwhelm his enemies.
All models (friend and foe, except for the Shaman) within 3" must pass a Ld test or are *knocked down*.
- 2 Dance of the Serpent** **Difficulty 8**
The Shaman's sight is so incredibly fascinating that his opponents cannot help staring stupidly while he draws his sword.
All enemy models that are not *immune to psychology* suffer a -1 'to hit' against him in close combat.
The Dance lasts until the beginning of the Shaman's next shooting phase.
- 3 Endless Torment** **Difficulty 9**
The Shaman falls into ecstasy torturing his helpless victim and watching it die slowly.
Choose one enemy model within 8". From now on the model must roll for injury -1 after it's Recovery phase. For the duration of the Torment the Shaman can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.
- 4 Mystify** **Difficulty 8**
"Rain, beautiful Rain!" – last words of Shaghel, Exalted Shaman of the Tribe of the Snake
Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.
- 5 A thousand Voices** **Difficulty 8**
A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams.
Choose one enemy model within 12". For the duration of the spell the model reduces it's Ld by D3 +1 (to a minimum of 2) if it is not *immune to psychology*.
The model must pass a Ld test at the beginning of it's turn to end the spell. *A thousand Voices* can only enchant one model at a time.
- 6 Shornaal's Temptation** **Difficulty 7**
The Great Eagle has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.
Choose one enemy model within 8" that is not *immune to psychology*. The model must pass a Ld test. If the model fails, then the Shaman gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. *Shornaal's Temptation* can only enchant one model at a time. If the shaman is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.



Tchar Rituals

The Tchar Rituals are used by the Marauder Shamans who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spell-casters and his magic is especially effective against the dumb and inexperienced.

- 1 Tchar's Blessing** **Difficulty: auto**
The Shaman prays to his god to fill him with wisdom and thus triumph over his enemies.
This spell must be used before the game and may only be used once. The Shaman may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken *out of action*.
- 2 Dispel Magic** **Difficulty 7**
The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.
The Shaman ends all effects of currently active spells.
- 3 Foresight** **Difficulty 10**
The Changer of the Ways pulls the strings of destiny to protect his servants.
This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells, prayers or meditations are immune to this effect.
- 4 Wrath of the Great Eagle** **Difficulty 9**
The Shaman calls Tchar to punish the ignorant and stupid for their delusion.
Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Shaman's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Shaman, the latter is hit instead.
- 5 Tchar's Reward** **Difficulty 8**
The Shaman is rewarded for his great power.
The Shaman gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell.
The power of Tchar's Reward lasts until the beginning of the Shaman's next shooting phase.
- 6 Slave to Chaos** **Difficulty 9**
The Great Eagle has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.
This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken *out of action* roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Shaman is *stunned* or taken *out of action* the Horror disappears into the Realm of Chaos.

Onogal Rituals

The Nurgle Rituals are used by Marauder Shamans with the Mark of Onogal the Crow. Replace the spell *Daemonic Vigour* with *Touch of Onogal*.

- 1 Touch of Onogal** **Difficulty 10**
The Shaman's body is covered with smallpox and blisters. His touch can transmit devastating diseases.
This spell can be used against one of the Shaman's close combat opponents. If he takes the model *out of action* in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) under the Shaman's control. If the Shaman is *stunned* or taken *out of action* the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

Choosing a Tribe of Chaos

When starting a Marauders of Chaos warband you may decide which of the following three major Chaos tribes your warriors belongs to. All warbands follow the same rules for Choice of Warriors, Skills and Equipment. Any exceptions are described below.

The Norse

To the north of the Old World live the Norse tribes: fierce barbarians, fur-clad and warlike - the very epitome of the warriors of Chaos. Their mountainous sea-bound land is haunted by all manner of twisted monstrous creatures, notably mutant Trolls and Giants, and by nameless things that live deep under the mountains. They are warriors at sea as well as on land - building longships in which they harass the southern lands and undertake journeys far to the west. The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their gods - and the most likely to be seen openly in more civilized lands as a result.

SPECIAL RULES

Experienced Raiders: Due to their proximity to the Empire and the frequency of their raiding, the Norse excel at finding the best equipment and supplies quickly. As such, they gain a +1 to their rarity rolls when searching during the post-game sequence.

Neglected: The Norse are the least favoured of all Marauder tribes. Therefore the *Eyes of the Dark Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 13+ instead of 12+.

The Kurgan

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

SPECIAL RULES

Warhound breeding: Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. A Kurgan warband may include any number of Warhounds of Chaos - not only up to five.

Bone bows: The Kurgans are known for making scary bows, using the bones of their fallen enemies. Heroes and Chaos Marauder Henchmen may use bows (cost: 10 gold crowns, availability: common).

Barbarous people: While some of the less bloodthirsty of the Norse and Hung tribes even trade with merchants from the south, the Kurgan live far away from civilization and when they come to raid the southern farmsteads and villages they are certainly not welcomed. Therefore a Kurgan warband suffers -1 when rolling to find Rare items except for Great Axes and Steel Whips.

The Hung

The Hung are an oriental race - perhaps shorter and more squat than the people of Cathay but otherwise resembling them. They are reckoned the greatest of all horsemen and are said to learn to ride before they learn even to walk. Northwards, the land is too poor and mountainous to support their horses, and the steeds of the Hung are typically small, tough beasts that can survive where larger warhorses would quickly starve. Here the tribes hunt the mutant monsters amongst the snow-clad mountains, gathering their strength to raid the soft lands of Cathay to the south.

SPECIAL RULES

Small nomadic tribe: The maximum number of warriors in the warband is 12 (instead of 15).

Tribe of Riders: Warhorses always cost 40 gc to the warband - not only to starting warbands. In addition, all Heroes (including Henchmen that advance to Heroes) automatically have the *Ride Warhorse* skill. Note that the number of mounts per warband is not restricted in the Border Town Burning setting.



Rogues Gallery

The pictures show one of my Mordheim Knight Errants (I am fan of Bretonnia). It is not much of conversion; a simple Man-at-arms model with a Knights shield and an Empire hand with dagger (made from a sword). He was made to depict irony of Mordheim equipment effectiveness as he reflects a very advanced stage of equipment: Mace - being the most effective weapon in my opinion, dagger as mandatory second hand weapon, toughened leathers (or light armour), and a bit of luxury with his helmet and shield.



Sage-in-Chief Tazoul: panMarek, great looking model! Good paint job, and the truth is a wonderful conversion. Remember that conversions need not be extreme or complex to be good, and yours is a perfect example of that. There is a seamlessness to the model which points to patient and careful work. Great looking model and an inspiration for others. As to the weapon choice, I'll agree that the mace is a great weapon, but let us not overlook the cost benefit of slings, nor the parry ability of a trusty sword. Also, if one uses the Optional Critical charts, a Sword will cause much more damage than a club; sure, a 6 with a club takes a model OOA if it fails an Armour Save, however 2 wounds at +2 is a great result as well, and easier to achieve! Thanks for the submission!



The Undead Garden

SCENARIO FOR MORDHEIM & EMPIRE IN FLAMES

Rumors abound in dark taverns and unlit alleyways of the restless garden. Many have been lured by the promise of lost treasure and abundance of wurdstone, but few, if any, return. Ghouls, zombies and skeletal warriors prowl the once-beautiful palatial gardens, hungering for flesh and destroying any that fall within their cold reach. Chaotic magic rules here, and horrible, bone-chilling screams emanate from the haunted grounds with terrible regularity. Still, adventures and fools alike are drawn to it like a moth to flame, seeking riches, glory, and the honor of finally cleansing the Haunted Gardens of Mordheim.

This scenario can be played by up to four warbands of any type.

Terrain

There is one spawn-site for each warband in-play. Players take turns placing a spawn-site each, and subsequently any terrain pieces (towers, hedges, ruined walls, etc) until the board is full. It is recommended to play this scenario on a 4x4 table.

Special Rules

Restless Dead - After all of the warbands have had a turn, there is an undead turn. Each player is to roll a D3+1 and place that many undead zombies at their respective spawn-site that they had placed. These restless dead move in random directions, and will charge anything (other than other restless dead models) within range.

| M | WS | BS | S | T | W | I | A | L | AS |
|---|----|----|---|---|---|---|---|---|----|
| 4 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 5 | 5+ |

Cause Fear- As with all undead models, the restless dead cause *Fear*.

Can't Run- Being dead has it's drawbacks, one of which is that you are none-too quick on your feet. Restless dead cannot run, but they can charge as normal.

Nuttin' but skin 'n bones- The restless dead have shambled around since Sigmar passed his judgment upon Mordheim. Their flesh is like paper, all organs and muscles have long-ago rotted away. Only the powerful workings of Chaos have kept them from the everlasting embrace of death.

Restless dead have an armor save of 5+ against any non-bludgeoning weapon, regardless of critical hits. They will therefore *always* gain a 5+ armor save against any weapon other than hammers, maces, etc, regardless of strength or damage modifiers.

Starting the game

The players each roll a D6 to determine who goes first. Play proceeds clockwise around the table.

Ending the game

The game ends when all warbands but one have failed their Rout test. Warbands which rout automatically lose. If one or more warbands have allied when the other warbands have all routed, they may chose to share the victory, or they may continue the game until one warband is victorious.

Experience

+1 Survives. If a hero or henchmen group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy he puts out of action.

+1 Exploration Dice for every restless dead removed from action. These are substitution dice, and a player cannot exceed the amount of exploration dice they would be allowed to use regularly. This represents the treasures found on and around the corpses of the foul undead. A player would roll the regular amount of exploration dice allowed, set them aside, and then roll all of the bonus dice separately, thus allowing a higher exploration score to be substituted in, and possibly turning doubles into triples, etc.



Dreaded Tales of A tar

A dalia stared forlornly into the dark sky, blind to everything but the far twinkle of stars and the half eaten shape of the red moon. With cold hard packed earth beneath her she huddled, knees pressed tightly to chest in an attempt to keep herself warm and small. She shivered, her hair dirty and unkempt. It framed the mask created by the smudges across her face through which large, mostly white, eyes gleamed. Wildness had seeped into her soul, even as the beasts of the wild danced around her.

Large and misshapen they cavorted on two legs, bellowing and roaring towards the red moon, drinking and gorging themselves on plunder. She had seen the slaughters since the time A tar had taken her from the village. She had seen the insatiable greed with which the Warherd pillaged and destroyed everything they came across. She had seen and felt so helpless.

A tar kept her as a pet, though she was never restrained by leash or chain. She could move about within reason and for the first few weeks she tried to flee at every available opportunity. Every time she was hunted. Hunted through the woods by the herd of Beastmen. It was a game to them and even as she was captured time after time she vowed that the next would be her freedom. That night had been the worst. It had nearly broken her sanity.

Running through the woods, eyes grown used to the dark, she had raced ahead of her pursuers and towards a distant light. She'd stumbled across a band of Gypsies. Relief struck her like lightning as the music of the camp had stopped and the Gypsies looked up in surprise. Men folk drew swords even as mothers and daughters ushered children towards the wagons. Her hands reached for them as she mouthed a plead for help that she did not get to speak. Out of the brush behind her hurtled a dreaded form, landing cat-like in the light. Half of a skull, sticky with old blood, gleamed whitely from within dirt matted fur. Devil-like eyes and a lolling tongue turned to look at her. It was A tar's favored hound, the chaos hound he had marked with a large bloody paw print upon its shoulder.

Immediate chaos ensued. Men started shouting orders, women screamed even as children cried. A dalia fell to her knees even as Bloody Paw seemed to laugh with a choking growl before throwing its head back and howling long and loud. Men charged sticking swords ahead of them. Some found their mark, scoring the hound's flesh but it just bit at the steel and tore them from their hands. Massive jaws clamped onto the thigh of one and even through his screams the cracking of bone could be heard.

From behind her more bellows erupted from the darkness. More brays came. The trees parted as large shapes barreled through. Each careful to avoid hitting

her even as they relished hitting the targets ahead of them. Skulls were crashed. Limbs removed. Blood spurted thickly. Crimson arterial sprays struck her with molten heat from so far away. Flames leapt up, more hounds emerged as the Gors played with fresh victims. She felt several heavy treads stop beside her and weakly she looked up. A tar stood beside her, flanked by his lieutenants; Brahma and Martok. Both watched the carnage with an expression of mild delight, alarmingly intelligent eyes watching everything, noting everything. A tar had eyes only for her.

She flinched when his great hand came for her, expecting a blow to land, and shuddered with full body intensity when instead it patted the crown of her skull almost gently.

"You did well man-cow, you did very well indeed!" his voice was like thunder matching the rhythm of the blood pounding within her. A dalia began to hyper-ventilate, suddenly coming to the conclusion that all these times she had escaped, the hunts and the chases, it had been all for this. All for the chance of her leading these animals to more of her people.

And she had.

Looking at the camp she saw wagons ablaze with orange intensity. Figures still trapped within writhed even as their flesh was consumed. Chaos Hounds chased runners as the men were butchered where they stood.

A dalia sobbed loudly, brokenly and looked away. A tar pointed towards the carnage and growled something dark and twisted. Alien yet familiar to her ears.

She had begun to decipher their language but all she caught from the bunch of sharp barks and growls was 'tree'. Her skirts tight within her hands, she retreated within, blocking out the violence. Everything simply faded away.

Hours passed. The fires continued to burn but screams no longer filled the air. They were replaced by roars and bellows, howls and deep chested brays that echoed through the fire lit darkness.

Even as her gaze slid towards the tree, she flinched and looked at the moon. It's blood red colour unsettled her. It offered no sanctuary as her mind began to unlock. Drawn by some unexplainable force, her eyes moved back to the shadowed branches.

The tree was covered in people. Nailed to the trunk, impaled on the branches, they hang from ropes of hemp and flesh. Beneath the slaughtered they danced and roared and howled for all the world to hear. These beasts turned men, dancing in a rain of blood with hooves stirring up the muck beneath them. Dancing wild with exhilaration and drunk on murder.

A dalia curled into herself tighter. She would not run away again.

Submissions & Authors

Submission Guidelines:

If you wish to write for Letters of the Damned, we welcome your contributions. Please be aware of the following conditions, as they are non-negotiable. If you submit any material, it is under the premise that you agree to the following:

By submitting your article you are handing over copyright and all rights to the material to Tom Bell, editor of Letters of the Damned. Tom Bell in turn claims no ownership of any IP of Games Workshop, and willingly hands all ownership of material included in this ezine to GW. You will, of course be fully credited for your work should we publish it. All submitted articles are unpaid. Please be sure to include your name and contact information with all submissions, as well as how you would like to be known in the Mordheim world. For example, Tom Bell may be referred to as Tom "Brahm Tazoul" Bell, Tom "Brahm Tazoul", or simply as Brahm Tazoul. The choice is yours.

Email your submissions to:

lod@redclawgaming.com

or mail them to:

**LOD c/o Tom Bell
12820 64st
Edmonton, Alberta, Canada
T5A 0X7**

This Month's Authors:

Crazy Grom's Mercs:

Estalian Diestro by Martin "Braganca Escher" Greminger. Wood Elf Hunter by Daniel Logee

Tales of Dreaded Art:

Roger "Vargkrigare".

The Crone Foresees:

rev larry

The Scenarios:

The Abomination: Dave "Styrofoam King" Joria, based on the Necrarch Warband by yours truly. Undead Garden: Tom Bell

Chaos Marauders:

Christian "Cianty" Templin. Working with Chris these last few months on these warbands has been a treat. A special thanks to all in the Edmonton Mordheim Guild who play-tested them tirelessly, it is greatly appreciated.

Bretonnian Man-at-Arms:

panMarek

LOD Logo contest winners:

A special thanks goes out to David Joria who created the "Letters of the Damned" logo on the cover page, Todd Schoening for the Edition Seal, and Peter Wright is responsible for our Table of contents page. Thanks to all who took the time and effort to submit your ideas!

Correction; Quick Reference Sheets:

I neglected to inform you all where I received these from. Chris "Miginath" supplied these to me years ago. He believes he received them from DaBank... whomever created them, you have our thanks!

THE CRONE FORESEES...



DRAGOMAS THE DRAKE

Be afraid not of arrows or bullets, for from today none shall pierce your flesh. Sadly knives will be a problem still.

THE DRUMMER

Eat, drink and make merry for today IS the last day of your life, more so if you drink at the Red Drake Tavern off of Sterncrofter stadt.

RHYA'S CAULDRON

For too long have you seen them looking at you from the corners of their eyes, and with good reason you find. Though you may remove the blemish, the stain on the soul will never be cleansed.

CACKELFAX THE COCKEREL

You will never have the item that you seek, for those who desire it more will snatch from your fumbling grasp before you can snap your fingers around it. Learn speed above all others.

THE BONESAW

You can bolt the doors and nail shut the windows, but there is still no point getting out of bed any time soon, for THEY will come for you regardless.

THE WITHERING STAR

The love that you sought will blind you to the true way, but care not you shall, for you shall be in love, right up till the knife perches you.

WYMUND THE ANCHORITE

Wait too long and you shall miss that for which you wait. Move too soon and it will never happen.

THE BIG CROSS

Maybe you can say that it never happened, but the stains on your clothing will reveal the truth and they shall never be cleaned again.

THE LIMNER'S LINE

To err is to be human, accept this and let Sigmar decide what the result will be. The bodies will be found.

GNUTHUS THE OX

You will be continually two minutes late for everything over the next week and this will lead to the deaths of all your close friends. This will be luckier than you think.

THE GLOAMING

If the future is unwritten, then why do so many bad things keep happening to you that you have no reason for. If this is your destiny, end it all now.



GRUNG'S BALDRIC

You will face down your darkest fear and your bloodiest enemy, but at the end of it all, the futility of continuing on will lead you to face a battle against the most unlikely of threats.

THE PIPER

All your sins will come back to haunt you this month, which will prove most fortuitous as you needed to fake your own death.

MAMMIT THE WISE

A grave miscarriage of justice will be done against your person that will ultimately end up with the transgressor being burnt at the stake for something they didn't do.

VOBIST THE FAINT

The final step in your plans for world domination will come to their conclusion by next Festag, but you will be surprised to find that a kitten playing with a ball of string will defeat you by keeping it's attention firmly on it's antics.



MUMMIT THE FOOL

Pick up no money from the streets today and it is likely that you will live to see the sunset. Tomorrow drop a coin in a well and you will be rewarded.

THE BROKEN CART

It is everybody else's fault that you have never achieved your great goal of being exceedingly rich, powerful and beloved. If only you were not a Bretonnian you might have achieved it all.

THE GREASED GOAT

A fish-carrying whore who claims that you fathered her last child will attack you. As a woman, you will find this extremely off-putting and leave you smelling of fish for the rest of the week.

THE TWO BULLOCKS

The Ruinous Powers await your death with eagerness.

THE DANCER

Beware of tall women and dark-haired men, for together or separate, they will destroy your life and leave you a hollow, bitter shell. Trust only the fair of complexion and red of hair.

The Crone does not use any form of Dire Magicks to foretell these futures and thus cannot promise that they will come to pass. If they do, you only have yourself to blame.