

THE CHURCH OF SHARAH HAS LONG PLAYED AN ACTIVE ROLE IN THE PROTECTION OF THE CLOTH-WEARERS. PRIESTS HAVE MARCHED WITH GENERALS TO PURGE THE LANDS OF GREY-SKINNED MONSTERS AND THEY HAVE STOOD AS STRAIGHT DEFENDERS WHEN THE STORMS OF THE NORTH WIND RAGED. THE HONORABLE WARRIOR PRIEST HAS AN ENTRANCE OF WARRIORS THAT FORM HIS PERSONAL GUARD AND THESE GUARDS ARE KNOWN AS THE PROTECTORATE OF SHARAH. IN THE COURSE OF THE GRADE THROUGHT HAS PROMISED TO BRING FORTH THE EXPLORE TO THE MONKS WHO HAVE TOO LONG BEEN KNOWN AS THE SACRED GUARD AND SUCH A PLACE IS SHARAH WITH US SETTING OUT FROM DUNY FOR MORNING LIES IN RAIN AND WINDS THAT THE HOLY TO BRING BACK TO THE EAST. WHILE THE GRADE THROUGHT HAS PROMISED TO BRING FORTH THE EXPLORE TO THE MONKS WHO HAVE TOO LONG BEEN KNOWN AS THE SACRED GUARD AND SUCH A PLACE IS SHARAH WITH US SETTING OUT FROM DUNY FOR MORNING LIES IN RAIN AND WINDS THAT THE HOLY TO BRING BACK TO THE EAST. WHILE THE GRADE THROUGHT HAS PROMISED TO BRING FORTH THE EXPLORE TO THE MONKS WHO HAVE TOO LONG BEEN KNOWN AS THE SACRED GUARD AND SUCH A PLACE IS SHARAH WITH US SETTING OUT FROM DUNY FOR MORNING LIES IN RAIN AND WINDS THAT THE HOLY TO BRING BACK TO THE EAST.

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DESCRIBED SYSTEM FOR GRADING MATERIAL IN THIS SECTION REPEATED TO CONTENTS IN THE 'RULES' SECTION OF ABOVE CATEGORIZATION WITH THE EXCEPTION OF THE 'HONORABLE' WHICH ARE REPEATED IN RULES RATHER THAN ADDED TO THE 'HONORABLE' SECTION. HOWEVER, IT IS IMPORTANT TO NOTE THAT ONLINE WARRIORS ARE THREE TRADITIONAL TYPES OF GRADING FOR WARRIORS: OFFICIAL, UNOFFICIAL, AND EXPERIMENTAL. THIS SECTION WAS PRACTICAL FOR MOST PRIESTS WHOSE ROLE OF READING GRADES WAS TO BE ENHANCED. IT IS IMPORTANT TO NOTE THAT THE 'HONORABLE' PART IS THE MOST EXPERIMENTAL PART, AS IT IS NOT LONGER SUPPORTING THE RANGE OF SPECIALIST GRADES. A WAY OF GRADING THE MATERIAL WORK IS STRONGLY RECOMMENDED TO WARRIORS. A CLEAR AND CONCISE SYSTEM CAN BE APPLIED TO THE GRADE THROUGHT HAS PROMISED TO BRING FORTH THE EXPLORE TO THE MONKS WHO HAVE TOO LONG BEEN KNOWN AS THE SACRED GUARD AND SUCH A PLACE IS SHARAH WITH US SETTING OUT FROM DUNY FOR MORNING LIES IN RAIN AND WINDS THAT THE HOLY TO BRING BACK TO THE EAST. WHILE THE GRADE THROUGHT HAS PROMISED TO BRING FORTH THE EXPLORE TO THE MONKS WHO HAVE TOO LONG BEEN KNOWN AS THE SACRED GUARD AND SUCH A PLACE IS SHARAH WITH US SETTING OUT FROM DUNY FOR MORNING LIES IN RAIN AND WINDS THAT THE HOLY TO BRING BACK TO THE EAST.

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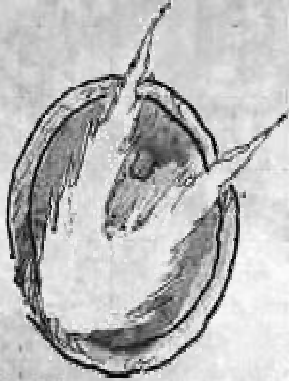


Letters of the Damned

Sigmars Justice descends upon Mordheim

Prepare thyself for Righteous Fury

Ganther Gramm quickly rose through the ranks of the Church due to his steadfast faith and complete lack of emotion. His cold tone and icy stare quickly earned him a pseudonym "The Pillar" among the Acolytes assigned to him. It spread quickly, and was even adopted by the Grand Theogonist himself during Gramms Protectorate Assembly. "Brother Gramm has proven to be a Pillar," he began, "of Faith, of Strength, and of Justice here within the Church. I grant him the rightful title of Warrior Priest and assign to him the Red Knights of Sigmar, so that the Pillar may bring all he has brought to us to the outside world."



The Red Knights of Sigmar tread a glorious path of righteousness during their existence, carving a route of holiness through the chaotic countryside on their way to Mordheim. It was in the Pit itself that they met their match, faced with hordes of Possessed and mutants. One by one, the Knights fell to club and claw, until only Gramm and his two faithful dogs remained. They stood alone atop a pile of dead and dying, smashing chaos-imbued flesh until the sun broke through the ever-present cloud and illuminated his position. Seeing this as a sign of favor and encouragement, Ganther doubled his efforts and was rewarded with his

Find Herein

The Damned Duke and his Cadre of death. Beware. **Page 4**

The Protectorate of Sigmar are here to restore Holy Justice to the lands of the Damned. **Page 8**

A new breed of Centigor is featured in our Rogues Gallery. **Page 13**

Another article from famed Mordheimite Cianty, featuring his grading system. **Page 15**

New roster sheets are available. **Page 20**

Your Horrorscopes revealed on the last page

life. Able to cut a path to freedom, Ganther roamed Mordheim for some time lamenting the loss of his comrades. Now he has vowed to destroy those who would do harm to the rightful subjects of the Empire. With

Gabriel and Patch at his side, he fights alongside those who require his strength of arm and heart. Nothing shall escape the wrath of Brother Ganther Gramm, the Pillar of Faith, and servant to the god Sigmar.

Sage Advice

Well, issue three is here and frankly I'm amazed that three months have already passed.

It has been a hectic first quarter, and while I was hopeful when I started writing this article that we'd be featuring our third new warband in as many issues, this break-neck speed cannot be maintained. While we've several dedicated initiates and sages here within Tower Red Claw, we simply cannot play-test a new warband each month. We had a bit of a head-start with the Nocrachs, as they have been around for some years now, and were simply play-tested using the feedback from several helpful gamers from around the world and corrected. The Tribes of Chaos were tackled vigorously by three of our League players and so the required test-games were very quickly shored up and results recorded. This latest warband, however, has been a touch of a trial. With new spells, familiars as equipment and a boatload of play-testing to do, the Wizarding Warband will not be ready until our December issue. Do not fear, however, as they are nearly done. Regardless of that fact, I could not put them into this issue as they still have yet to pass the play-testing requirements of this ezine. I promised you I would not deliver anything that wasn't thoroughly play-tested, and I'm standing by that now. In its stead, we'll be featuring a warband that has been around for about a year now, and has at least 30 games under its belt (both of the winning AND losing variety). I designed the Protectorate of Sigmar for a good friend of mine, who always enjoyed his Witch Hunters but was looking for something fresh and new. Regardless, I want to touch on the Wizarding Warband and why it has been so long in the coming.

This warband has been in development for nearly five years and has been a labor of love for its creator, Miginath. Being immediately responsible for my involvement in Mordheim, Miginath has taken an idea tossed about by many people before and forced it to take form as the Wizarding Warband. Previous attempts, as seen in the Khemri Mage warband (found at <http://grafixgibs.tripod.com/Khemri/mages.htm>) go either the incredibly underpowered or overpowered, depending on warband creation. This band attempted to smooth over the mages inability at Close Combat early on in the campaign by creating Clockwork Beasts; a two-wound, S and T 4 monstrosity for a mere 30 crown. With the potential of having ten casters out of the gate, it was a touch much, but to add confusion to the *incredibly* long shooting phase, there was a new book of magic written for the warband. Several of the spells were convoluted, and had no basis in Mordheim magic. Needless to say, over several weeks we attempted to tweak the warband into something that would function on a game-to-game



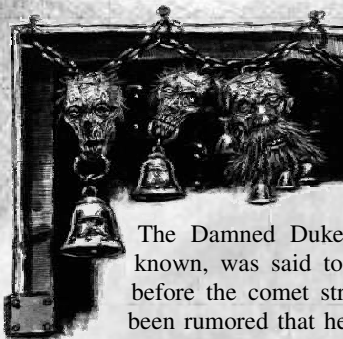
basis. I don't believe anyone was satisfied with our result, least of all the Khemri Mages player.

It is with that fresh in my mind that my hopes soar for this Wizarding Warband. Balance, as always, is essential, but there has to be that magic spark that makes the warband enjoyable. If it isn't fun, it won't be played. I had the pleasure of helping Miginath in the later phases of development for this warband, focusing mostly upon the magic. As some of you may have already read, there is the Trial Spellbook for the Wizarding Warband (which can still be found at Red Claw Gaming's Files page) which I wrote, borrowing heavily from the Warhammer Fantasy Battles seventh edition rulebook, as well as MOD BE's knowledge. After more play-testing and a very, very late night it was decided that even with magic created with Mordheim-based rules in mind it was too much. We trimmed the fat, taking it from eight lores to four, and dropped the mages from 10 down to a more manageable 3. So now I sit here with bated breath, awaiting Miginath to arrive to do some final play-testing tonight. We must ensure that his new rewrites prove successful for the Wizarding Warband to be ready for inclusion in the pages of the *Letters of the Damned* next month.

That being said, I am sure we cannot get a warband in each month from that point onwards. I've even gone so far as to create a "LOD Testers" league here at my store so that we can dedicate enough time to the submissions. Please be sure to keep them coming so that those who have given up their weekends have something to do.

Cheers,
Tom 'Brahm Tazoul' Bell
Sage in chief

The Damned Duke



The Damned Duke, as he is commonly known, was said to be a powerful Noble before the comet struck Mordheim. It has been rumored that he was actually Duke of the von Steinhardt family, the noble family that governed Mordheim.

Even whilst alive the Duke was harsh, known for being cruel. He would punish his servants for minor infractions, demanding strict allegiance to him and him alone. It was whispered that his pheasant hunting trips were actually *Peasant* Hunting trips, during which he hunted men. Before the comet struck Mordheim, it was a bustling city of commerce. People began comparing it to Marienburg and Mordheim was seen as a rival influence on trade in the Empire. Tales are floating about that the Duke had vaults full of gold coins, treasures and other valuables. The Duke used his influence to gain bribes from local merchants, businessmen, other aristocrats and the like to increase his wealth. Those merchants who did not pay tithes to the Duke would mysteriously vanish.

The Damned Duke is now said to ride through the destroyed streets of the city looking for his subjects, demanding allegiance and tribute. He is a ghastly figure who is bent on his subjects serving him. Again, this could all be hearsay. Almost the entire population of Mordheim was wiped out when the comet struck. Many others were permanently crippled and forced to live the rest of their days in miserable half-existence. Those who do talk of the Duke are half-crazed and demented. Who can you believe? The time has come to find out for yourself.

Profile	M	WS	BS	S	T	W	I	A	Ld
Duke	4	5	5	4	5	3	6	3	9
Horse	8	3	0	3	3	2	3	2	6

Weapons/Amour:

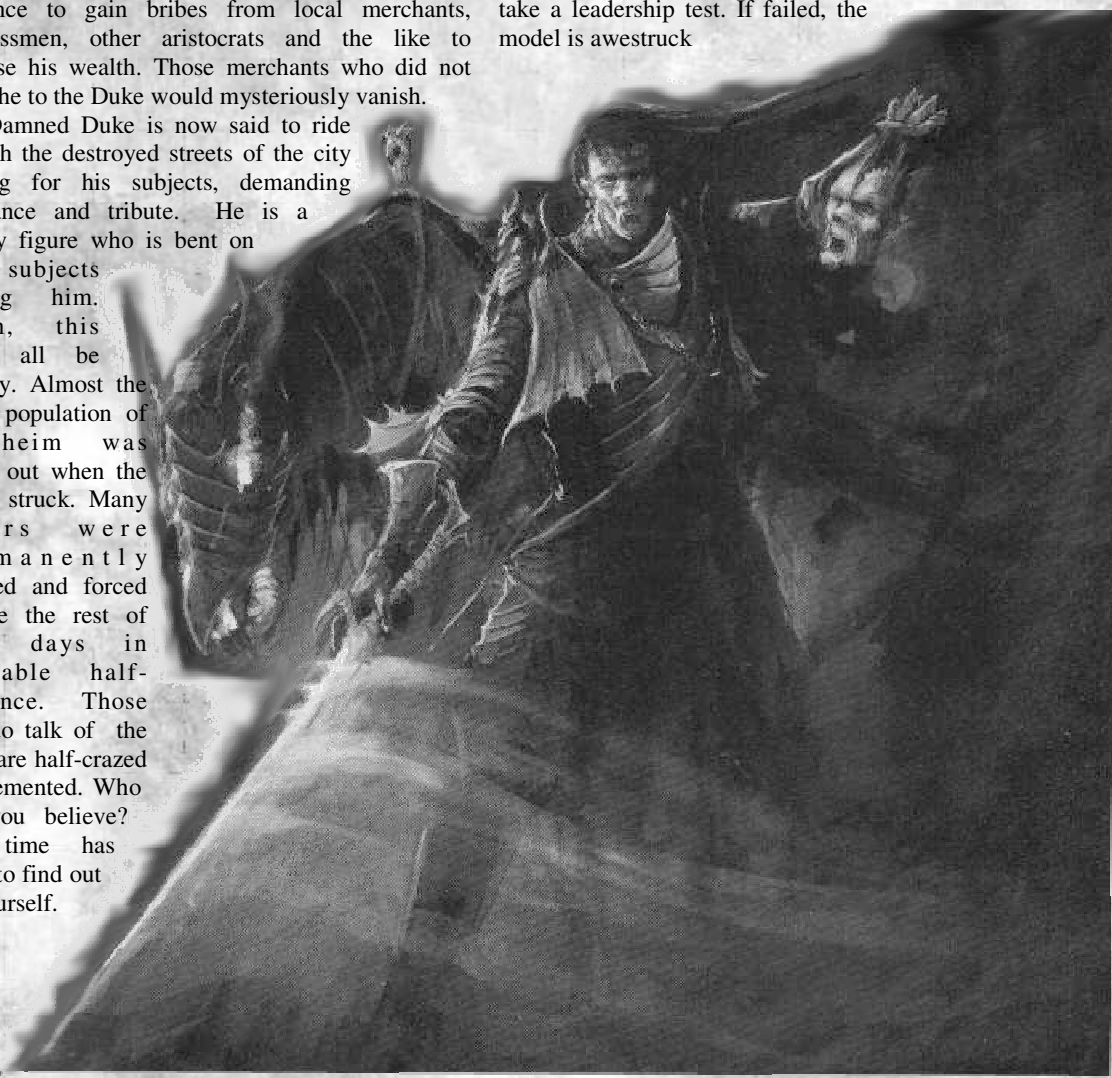
Heavy Armour, Shield, Crossbow, Sword, Dagger, Warhorse and his satchel of heads. The Duke has an AS of 2+ whilst mounted and using his shield.

Special Rules:

Undead: The Duke and his War Horse are Undead and follow all the rules for the Undead.

Never Dismount: The Damned Duke and horse are always together and cannot dismount.

Feared Leader: Although dead the Damned Duke was a great leader and men would serve him willingly or out of fear of reprisal. Any enemy henchmen, living or not, within 4" of the Duke must take a leadership test. If failed, the model is awestruck



The Damned Duke

(or simply dumbfounded) by the Duke for that turn. Should the model be charged, it will snap out of its befuddled state and act normally.

Head Thrower: The Duke collects the decapitated heads of his fallen opponents and throws them at his foes. It has been said that the heads scream whilst airborne, adding horror to the already gruesome missiles. The Duke's range with a Head is twice his Strength value in inches. No modifiers for range or moving apply. If a thrown head successfully hits, then any model not immune to Psychology within 3" of the hit must take an All Alone Test. The Duke has an unlimited amount of heads.

Nimble: The Duke may move and fire with weapons that are normally used if the warrior had not moved.

Special Equipment

Ancient Armour: The armour has been passed down generation from generation. It is wrought from the finest steel but has been tainted by the foul Wyrystone that lies in the City. The Ancient Armour gives the Duke a 4+ save (3+ with shield). If he does fail a save he may reroll it saving on a 5+ with no reductions for saving throw modifiers.



Tainted Broadsword: The Broadsword has been tainted by the foul chaos magic that lies in the ruined city. The Duke's broadsword adds +1 Strength in hand-to-hand combat. Each time a wound is caused roll a D6; on a 5+ the wounded model takes an additional Wound from the Tainted Broadsword.

Frankenheim

Simius Gant (found in TC #25) created a successful (or unsuccessful, depending on how you view it) lab subject.

Profile	M	WS	BS	S	T	W	I	A	Ld
Franken.	6	4	0	4	5	3	3	3	6

Weapons/Armour:

Frankenheim is considered unarmed but suffers no penalty for being so. His many different body parts are held together with metal hinges and plates. Because of that he has a 3+ Armour Save. He is NOT considered Undead.

Special Rules

Causes Fear: Frankenheim is a terrifying creature and therefore causes fear.

Immune to Psychology: Frankenheim is not affected by psychology and will never leave combat.

Immune to Poison: Frankenheim is not affected by poison.

Large Target: Frankenheim is a Large Target as described for Shooting.

No Pain: Frankenheim treats all stunned result as a knocked down.

No Brain: Frankenheim suffers from stupidity.

Fire: Frankenheim must take a leadership to charge a model that has a torch. Frankenheim no like fire. AAAAAA!

Fredrick Krugerstein

There once was a banker named Fredrick Krugerstein, he was famed to be from Mordheim. Fredrick worked out of The Merchant's Quarter, known as the district of the Flying Horse. This was a bustling environment with merchants and traders from all over the known world. He was alleged to be a very proficient banker who dabbled in all the commodities that Mordheim handled. The plot thickens as it is rumoured that Fredrick had a dark side, a side that many of his peers never knew about. Fredrick had a lust for blood, though from a business relationship you would never have known it. A night he would go out and look for victims; those he

The Damned Duke

deemed outcasts, vagrants, or homeless. Since the disaster, Fredrick has been free to discard his sane facade and roams Mordheim with a blood thirsty desire for death and carnage. Gone are the days of family and banking, now are the days for the hunt.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freddy	5	5	4	4	5	3	5	4	8

Weapons/Armour:

Freddy, as he is known on the streets, carries a pair of claws and throwing knives. Treat these claws as Weeping Blades (See page 29 of the Warband LRB under Skaven special equipment). Freddy is alive, but that could be debated (he is not undead).

Skills

Freddy has the following skills: Dodge, Step Aside, Scale Sheer Surfaces, Mighty Blow, Sprint, Acrobat, Jump Up, Fearsome and Leap.

Special Rules

Unfeeling: Freddy is a cold, calculating killing machine. He is immune to Psychology.

No Pain: Freddy is burned and scarred. This gives him a high Toughness and 5+ Armour Save.

Immune to Psychology: Krugerstein is not affected by psychology and will never leave combat.

The Headless One

As seen in TC12 by Kevin J. Coleman

Mordheim was once a flourishing city of the Empire until its horrific destruction from an accursed twin-tailed comet. Now unthinkable horrors lurk in the shadows waiting to prey upon

the greedy mercenaries and would-be adventurers. Among these unspeakable denizens stalking Mordheim's inhospitable ruins roams a Headless One; a relentless killing machine, tall, dark and headless! His true origin remains a mystery, though it is known that he wreaks horrible vengeance upon those foolishly cross his path, lopping off interlopers to satisfy his own dark needs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Headless	5	6	0	5	2	2	5	3	10

Weapons/Armour:

2 enormous swords.

Skills:

Acrobat, Lightning Reflexes, Step Aside, Expert Swordsman, Fearsome.

Special Rules

Beheading: When the Headless One rolls a natural 6 when rolling on the injury table, roll an additional D6. One the result of another 6 his victim is decapitated and is quite dead.

Regenerate: When the Headless one is taken out of action, roll a D6 at the start of each turn. On the result of a 5 or 6 the Headless One is fully regenerated with his full quota of wounds.

Undead: The Headless One is no longer among the living, forever damned in a state of undeath. He is immune to all psychology and all poison based attacks.



The Damned Duke

The Damned Dukes Hoard

Held herein is your chance! Take this map and proceed to this, the last known hold of the Damned Duke of Mordheim! Boundless treasures are sure to wait for you there, but ware thee. The Duke is sure to take offense to your trespass.

Terrain

Each player takes a turn to place a piece of terrain, either a ruined building, tower, or other similar items. We suggest that the terrain is set up within an area roughly 4" x 6". The first building placed should be placed in the middle of the table; this building will represent the Damned Duke's Vault.

Special Rules

Follow the special rules in the aforementioned article for the characters. The Duke will be able to summon D3 zombies on each turn on a roll of 8 on 2D6. They may be placed anywhere within 8" inches of the Duke. The zombies may charge in the Duke's turn. There may never be more than 9 zombies on the table at any one time.

Warbands

The Damned Duke and Company will always be the defenders. The Damned Duke and Company are placed within 6" inches of the vault. The attacking warbands set up as normal.

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands). The Damned Duke and Company will always go last. If there is not one player to control the Damned Duke and entourage, players may take turns or use an agreed method of control, treating them as NPCs.

Ending the Game

The game ends when all warbands but one has failed their Rout test, and the Damned Duke is slain. A warband that routs automatically loses. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience

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

+1 Winning Leader: The leader(s) of the winning warband(s) gain +1 Experience.

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

Lads Got Talent: If an xp-gaining henchmen kills one of the four main characters he may automatically be promoted to Hero status. If the warband is at maximum Heroes then the leader may decide to dismiss a hero to make room or pass on the Lads Got Talent. If you pass on the Lads Got Talent then the henchmen group's Initiative will permanently go down by one to represent their disappointment of not being able to get past the "Glass Ceiling."

Killing the Damned Duke: Anyone who kills the Damned Duke will gain +4 Experience.

Killing the Cadre: Anyone who kills Frankenheim, Headless One or Freddy will gain +3 Experience.

The Duke's Hoard

The Winning Warband(s) may plunder the Dukes Hoard only if the Duke and his Cadre are not present. The Damned Duke must be slain for the vault to be plundered. Roll a D6 for each item below, and record the results with another play present.

Items	D6 Roll Needed
4 D6 Gold	Automatic
Opulent Coach	6+
D3 gems worth 10gc each	5+
Tome of Magic	4+
D6 Wyrystone	4+
Holy Relic (Unholy)	4+
Tarot Cards	4+
D3 Rope and Hook	3+
Hunting Arrows	3+
D3 Heavy Armour	3+
D3 Shields	3+
Mordheim Map	3+



Protectorate of Sigmar

The Church of Sigmar has long played an active roll in the protection of the Empire. Warrior Priests have marched with Generals to purge the lands of Greenskin invasions, and they have stood as stalwart defenders when the storms of chaos blew in from the north. Each high ranking Warrior Priest has an entourage of warriors that form his personal guard, and these groups are known as the Protectorate of Sigmar. In times of relative peace, these bands of men look inwards to the Empire to resolve issues that have too long been ignored. Such a time is now, and such a place is Mordheim. With evil seething out from every pour, Mordheim lies in ruin and awaits for the Holy to bring her back into the light. While the Grand Theonist has endorsed the Witch Hunters to gather the rabble to smoke out any who follow chaos, it is the Protectorate who have his full blessing. As such, he sends these bands of highly trained men into the clutches of insanity to bring forth Sigmars justice.

Gunther raised his hand for silence. Only the panting of Ratch and Gabriel, leashed and by his side, broke the quiet that ensued. One by one, he heard his men ready. He heard arrows being knocked, and bowstrings tighten. The cool hiss of metal sliding against metal rose to his ears as his loyal troops drew their swords. His grip tightened around his warhammer as he waited for the ranger to return. Bernard had proven invaluable thus far, helping the band seek out and destroy weaker opponents, and sneak past stronger ones. Today, it seems, they were bound to fight. As if on cue, Bernard emerged from the shadows of a nearby tree, sword drawn and already bloodied.

"Beastmen." He stated flatly. Gunther nodded, and Ratch and Gabriel seemed to stiffen as if in anticipation. They could definitely sense their masters mood, and were ready for sport. Looking back over his shoulder with his steely gaze, Gunther signaled his men to be ready. Chaos lived and thrived in many forms, and today another band of seam would see Sigmars justice. Together, the Knights of Sigmar burst forth from the woodlands into the small clearing, their battle-cries promising punishment to the followers of Chaos. The Beastmen barely registered that they were being attacked; their corpses were burning within the hour.

Choice of Warriors

A Protectorate of Sigmar Warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit your initial warband.

The maximum number of warriors may not exceed 15.

Warrior Priest: Each Protectorate Warband must have one Warrior Priest.

Templars: Your Warband may include two Templars.

Acolytes: Your Warband may include two Acolytes..

Huntsman: You may chose to replace one Templar with a Huntsman.

Archers: Your Warband may include up to five Archers.

Crusaders: Your Warband may include up to five Crusaders.

Hounds: Your Warband may include up to five Hounds.

Starting Experience

Warrior Priests start with 20 experience

Templars start with 12 experience

Huntsmen start with 8 experience

Acolytes start with 2 experience

Henchmen start with 0 experience

Special rules

Death of a Leader:

Should the Warrior Priest fall, the Acolyte with the most experience takes up the Mantle of Leader. Transfer all benefits of the Warrior Priest class to the Acolyte, and change his title accordingly. He does not immediately gain a Prayer, as that requires study and experience. With his next advance, he may choose to either take a prayer from the list, or roll for an advancement. All subsequent advancements are done as per the regular rules. Once promoted, the Acolyte becomes a Warrior Priest, thus freeing the Warband to hire another Acolyte.



Protectorate of Sigmar Skill Table

	Combat	Shooting	Academic	Strength	Speed
Warrior Priest	✓		✓	✓	✓
Templar	✓			✓	✓
Acolyte	✓		✓	✓	✓
Huntsman	✓	✓			

Protectorate of Sigmar Equipment List

Hand to Hand Combat Weapons

Dagger	1st free/2 gc*
Hammer	3 gc
Axe	5 gc
Sword	10 gc*
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc
	(30 for brace)
Longbow	15 gc*

Miscellaneous Equipment (Heroes Only)

Holy Water	5 gc
Blessed Bolts	25 gc*
Holy Relic	15 gc
Shield of Sigmar	20 gc
Warhammer	15 gc

Armor:

Light Armor	20 gc
Heavy Armor	50 gc
Shield/Buckler	5 gc
Helmet	10 gc

New Equipment

Blessed Bolts

25 gold crowns

Availability: Common

Range	Strength	Special rules
As Weapon	As Weapon	Holy

Special Rules:

Holy: Blessed by the Warrior Priest and his Acolytes, the Blessed Bolts may be fired against the enemies of Sigmar. Any Chaotic being, be they Undead, Chaos-infused (mutants or Possessed) or Twister of Magic suffers greatly from these missiles. Add +1S to the weapon when fired against such a target.

Shield of Sigmar

20 gold crowns

Availability: Rare 9

Range	Armor Save	Special Rules
n/a	6	Shield of Faith

Special Rules:

Shield of Faith: Passed down through the church, these shields were borne by men led by the Heldenhammer himself. An aura surrounds these shields, granting their bearer uncanny protection. Anyone protected by a Shield of Sigmar has a special 6+ save versus all ranged attacks. Furthermore, the weight of the shield seems diminished. The -1 penalty for bearing a shield with Heavy Armour does not apply.

The Protectorates are selective when it comes to which Hired Swords may accompany them. As such, they may recruit Hired Swords as if they were Witch Hunters.

HEROES

1 Warrior Priest

80 gold crowns to hire

Determined to bring Mordheim back within the realm of the Church, the Grand Theogonist sends forth his faithful. The Warrior Priest, strong of both arm and faith, is the natural choice to lead such a band.

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

Weapons/Armor: The Sigmarite Warrior Priest may be armed with weapons and armor from the Protectorate of Sigmar Equipment List.

Special Rules:

Leader: Any models in the warband within 6" of the Warrior Priest may use his Leadership instead of their own.

Prayers of Sigmar: The Warrior Priest has studied the Prayers of Sigmar, and as such begins with one randomly generated prayer. See the Magic section.

0-2 Templars

45 gold crowns to hire

Knighted, these warriors don the dark robes of the Templar. Sworn to protect the Holy Bringers of Truth and Justice, they willingly place themselves well within dangers reach to further the crusade of the Church.

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

Weapons/Armor: The Templars may be armed with weapons and armor from the Protectorate of Sigmar Equipment List.

Special Rules:

Zealous: Strong is the devotion of the Templar. The model HATES any model belonging to a chaotic warband. This includes Skaven, Possessed, Carnival of Chaos, Beastmen and any warband that has a Daemon in it.

0-2 Acolytes

25 gold crowns to hire

Recent additions to the church, these young men are sent to assist the Warrior Priest in his duties. Seen as a great honor to accompany an accomplished field commander, the Acolytes yearn for battle, hoping to prove themselves worthy servants of Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	7

Weapons/Armor: The Acolytes may be armed with weapons and armor from the Protectorate of Sigmar Equipment List.

0-1 Huntsman

(Takes place of one Templar)

45 gold crowns to hire

Due to the wild and harsh conditions on the road to Mordheim, the Church often seeks out the aid of those familiar with the way. A Huntsman is well versed in the ways of the wilderness, and eagerly offer up their services to those of the cloth.

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

Weapons/Armor: The Huntsman may be armed with weapons and armor marked as such * from the Protectorate of Sigmar Equipment List.

Special Rules:

Beastmaster: A Huntsman is naturally attuned to the earth and beasts around him. Any animal in the warband may use the Huntsman Leadership characteristic if it is within 6" of him. Any hostile beast must make a successful Ld Test to charge the Huntsman.



HENCHAMEN

0-5 Archers

35 gold crowns to hire

Trained in that art of ranged death, the Archers offer up a hail of arrows to any foolish enough to stand in the path of righteousness.

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

Weapons/Armor: Archers may be armed with weapons and armor from the Protectorate of Sigmar Equipment List.

0-5 Crusaders

25 gold crowns to hire

Dedicated to bringing the word of Sigmar to all, the long arm of the Church is composed of many Crusaders. Brave and stalwart men, they march under the colored banners of their Protectorate, ready to bring justice to the Empire.

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

Weapons/Armor: Crusaders may be armed with weapons and armor from the Protectorate of Sigmar Equipment List.

0-5 Hounds

15 gold crowns to hire

Nearly as loyal to the Warrior Priest as Acolytes, these specially trained canines are raised to sniff out evil. Once detected, there is little that will stop them from sinking their teeth in and rending it to shreds.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	6

Weapons/Armor: Jaws and Brutality. A Hound never uses nor needs weapons or armor, and suffers no penalty for doing so.

Special Rules:

Animals: Hounds are animals, and thus gain no experience.

Devoted: Trained since pups, these Hounds are devoted beyond what a typical master could expect. A Hound may re-roll a failed Leadership check if within 12" of the Warrior Priest.

They shouldered their way through the crowd, many within it pausing to gawk. The Red Knights of Sigmar were indeed a sight to behold; crimson sashes draped across their gleaming armor, not a hint of dried blood or dents betraying the fray they had just one day prior with the Beastmen. These mercenaries and fortune hunters who occupied Sigmarhaven were used to those of the common-cloth. Witch Hunters and the rank-and-file Warrior Priests were seen often enough around these parts, but by the stunned gazes that occupied many a face, Gunther could only suppose that it had been some time since they had seen proper soldiers. Even the famed Reiklanders who had set up camp nearby the entrance look ragged and tired.

Creased armour and dented shields rested within easy reach of those men who sat around fires, eyeing them with calculating gazes. Ignoring all, Gunther led his Protectorate through the buzz, heading always towards the centre of town, to the temple of Sigmar. Once there, more stunned gazes greeted him, including one from the face of one who should know better.

"Brother Grumm!" Stuttered the Priest, waving his Acolytes back into the Temple. "What are you doing here?"

"We've come to bring Mordheim back from the brink, Brother Verhmon. We'll need supplies, a map, and a place to rest. Tomorrow, we head to the Pit."

Time, at least in the immediate vicinity, stopped cold.

"Certainly you jest, Gunther!" Verhmon protested. "That is sheer insanity! None of those who have ventured near that portion of the city have returned. You cannot throw your..."

"Silence your quivering tongue, Verhmon. I am Gunther Grumm, Warrior Priest of the Red Knights of Sigmar, Head of this Protectorate. We will clear this city of the fallen, and bring it back into the light."

Brother Verhmon looked past Grumm to his men. He saw death in their eyes, the raw acceptance of their fate. What he was surprised not to see was fear. They were determined to do their part in Mordheim, bound by oath to their leader. They would follow Gunther Grumm straight into hell...and indeed, they were about to. Clearing his throat, Brother Verhmon bowed and directed them into the Temple. 'Let us pray,' he thought, 'that the Pillar proves as mighty as the Pit.'

Special Skills

Protection of Sigmar

The pious has been blessed by the Church. Any spell which would affect him is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Unshakeable Faith

Such is the faith of the warrior that there is little room for doubt or hesitation in his actions. When the opportunity arises to smite evil, one must be able to strike! As such, the warrior is hardened and immune to Fear.

Utter Determination

Only the Warrior Priest may have this skill, which allows him to re-roll any failed Rout tests.

Rousing Sermon

Only the Warrior Priest may have this skill. The Warrior Priest bellows his prayers to Sigmar, beseeching his protector to lend he and his men the strength to forge onwards. A Rousing Sermon must be declared at the beginning of a player's turn. The Warrior Priest and all friendly models within 6" gain +1 attack during that Hand to Hand combat phase. There may only be one Rousing Sermon per game.

Sigmar's Guidance

With the blessed hand of Sigmar guiding his aim, the warrior lets loose his arrow. He may freely choose his target, and not only the closest enemy when declaring ranged attacks.



Rogues Gallery

The following model and conversion were custom built for my current warband, The Beastmen Raiders. The base of the model comes from two sources, a Wood elf Wayrider steed and a Beastman Gor torso. Filling of the gap was done with green-stuff, as were the mold lines along the back of the horse. All gaps were molded to appear as fur, for what self respecting Beastman does not have a shaggy hide.



From there arms and weapons were added from the Gor sprues. The head was placed and more hair added again with green-stuff to cover a small gap at the back of the horns. The chaos symbol from the lower part of the same Gor torso was then pushed into a patch of green-stuff that had been molded to look like a loin cloth, a belt was also added at this point. Fur and spikes added to the lower legs added more detail.

The painting stages consisted mainly of dry brushing consecutively lighter shades of brown on the model with more emphasis on the fur to bring it out.



Rogues Gallery



Details are starting to be added at this point. More dry brushing on the fur and torso sections. Weapons beginning to show with metallic colors and several metallic highlights as well.

Finally all of the details are picked out; weapons done with attention paid to the wood grain details, leather pieces on weapons, belt, and fore-arms all finished with a two-tone red/wine combination. Loin cloth done with a brighter blue color to place a focal point for the eye.



You will notice the Centigor has also been moved from his plain boring base to a fully detailed "old growth" forest base. This piece was also custom done by myself and will appear in a future issue of this ezine.

Sage-in-Chief Tazoul: Incredible work, Sean! By far the best looking Centigor I've seen! The conversions have an amazing result despite the purely simple idea behind it all. Just goes to show that sometimes the best conversions aren't the most complex! I think that the fine detail that you added with the fur really shines.

Sean Fletcher, known on the Red Claw Gaming Forums simply as 'Sean' has been a fan of miniature gaming for many years. Within the past two years he has taken a very keen interest in Mordheim thanks mainly to Tom 'Brahm Tazoul' Bell's "evil" influence.

Sage-in-Chief Tazoul- I take NO responsibility for Sean's Fanatic devotion to this hobby. ~evil grin~



Maintaining Law and Order

In this issue of Cianty's Heresy Christian Templin proceeds his efforts to give structure to the many articles, rules and other contributions for Mordheim. As pointed out in his previous article "Knocked Down but not Stunned" (see LOD #1), he considers this to be a vital step in helping the game thrive.

This article is all about the eternal fight against the chaos. No, I do not mean what you are thinking now, you spoiled Warhammer-addict! I am talking of structure. Since its initial release the range of Mordheim material has grown to a level that is hard to overview for beginners and veterans alike. Additional rules were published in the White Dwarf magazine and later on in the Town Cryer. Besides those official rules, there are many unofficial rules, so-called house rules, which were also released through Games Workshop via the Town Cryer, the Fanatic Magazine and the Fanatic Online issues. Finally, there is a lot of fan-related material spread over the internet, some of which has gained the attention and acceptance of the community. The first step in organizing the plethora of material is finding exhaustive categories which cover all types of the existing pieces of work. Next a classification of the rules material is important so that the gamers know how reliable it is and if they can count on it being allowed in tournaments outside of their own gaming group.

Pigeonholes

Mordheim has always caused people to be creative and add their part to the game. Categories based on the game's rulebook are obvious distinctions for the rules. Experienced players know that Games Workshop has a habit of introducing new rules to the existing set through the White Dwarf magazine. This has been done not only via the White Dwarf, but also via three other mediums: the Town Cryer magazine, the Fanatic Magazine and Fanatic Online. Some of these rules are official, some are house rules. However, there are plenty of articles that do not add new rules like warbands or equipment to the game but which cover the hobby aspect like painting, collection and battle reports. The table on the next page tries to put the whole cosmos of the game into various categories.

Motivation for categorization

But before that, let me explain why I think this pigeonholing is even necessary. First and foremost it is a requisite to structuring the existing material about the game. In order to create an overview of what is out there,

it simply is not sufficient to make lists for "official", "unofficial" and "fan-related" rules. Such an overview would be the heart piece of a central Mordheim website for the community, which is – as you should already know – what I am aiming at and hoping to inspire other people as well.

Furthermore, with these categories in mind, it is easier to approach articles. For example, if you consider writing an article for this ezine, you can have a look at the various kinds of possible articles and see what you can come up with or how your already finished work can be classified. In the end the categorization is a fairly obvious work. Most gamers will probably have similar categories in mind when reading a certain article and already know where it belongs. A formal notation, however, is needed nonetheless and essential for further work, such as part two of this article.

The categories of the game

There are four major categories for Mordheim material. Firstly, there are "rules". This covers all sorts of rulings on how to play the game. The second category is for background. This is all sort of fluff from descriptions of the Warhammer world to exciting story-telling. Then there is the "hobby" category which covers the aspects of the individual gamers experience of the tabletop such as painting and converting miniatures, battle reports, meta articles like this one, etc. The last category is for general and useful information like warband roasters or overviews of warbands. Note that while the meta articles may appear to fit in this category, they actually do not. This section is about objective and antiseptic material. "Hobby" on the other hand is for the subjective experience of the players. So although the suggested categories themselves belong to the fourth category, the context in which they are introduced – this article – belongs to the "hobby" section. Alright, now you should have the right "meta" feeling to continue.

The following table lists the aforementioned categories as well as their sub-categories.

	Sub-Category	Description	Examples
1. Rules	1.1 Game rules	General rules for playing Mordheim games like moving, shooting, etc.	Rulebook, rules review
	1.2 Campaign rules	As in the rulebook.	Campaign rules
	1.3 Additional Rules	Rules that are not essential for playing a Mordheim game (as per the rulebook). They extend the possibilities and variety of games.	New Equipment, random happenings, weather rules
	1.4 Scenarios	Scenarios as those in the rulebook.	See rulebook
	1.5 Warbands	Warbands as those in the rulebook.	Mercenaries, Da Mob Roolz
	1.6 Hired Swords	Hired Swords as those in the rulebook.	See rulebook
	1.7 Dramatis Personae	Dramatis Personae as those in the rulebook	See rulebook
	1.8 House Rules	Restrictions, clarifications and expansions of existing rules with the intent of fixing a problem or simply adding a new dimension to the game. Note that house rules themselves contain rules which are of another category (e.g. house rules for shooting).	Special rules for shooting through windows, alternative armour rules
2. Background	2.1 Background	Background information on the specific setting where the game is set.	Mordheim, Lustria and Khemri background
	2.2 Story	Story-telling and fiction	See rulebook
3. Hobby	3.1 Battle report		"Call to Arms" (Fan8)
	3.2 Pictures & photos	Self-explanatory	- - -
	3.3 How to.../Guide	Articles about playing (tactics and strategy), collection, painting, etc.	"Painting Horses" (Fan3), "Axes All Areas" (Fan10)
	3.4 Meta article	Articles about aspects of the game that are on a meta level, like previews, opinions, etc.	"Designer's Cut" (TC8), "Stunned but not Knocked Down" (LOD1), this article
4. General	4.1 Warband roster	There are various versions of Mordheim warband rosters available. Some are official, some are not.	As in the rulebook
	4.2 Overviews, categorizations, compilations	Any sort of overview on a specific type of Mordheim material. This includes alternative settings and supplements as they combine material from category 1 to 3.	Watchtower (from Town Cryer), this table
	4.3 Other	You never know what else will come...	

Table 1: The games categories

The rules grading system

With the various types of material laid down, it is now possible to take a closer look at their trustworthiness. The described system for grading material in this section refers to contents in the "Rules" section of above categorization, with the exception of the "House rules", which are re-writes of rules rather than additions.

Currently in the English wikipedia and the Warhammer Online wiki there are three traditional types of grading for warbands: official, unofficial and experimental.

Level	Description
Official	Any warband published by Games Workshop, which is currently allowed to be used on Official Games Workshop Mordheim Tournaments. They are listed on the Specialist Games Mordheim Rules Review.
Unofficial	Any warband published by Games Workshop, which is currently NOT allowed to be used on Official Games Workshop Mordheim Tournaments. They tend to be listed on the Specialist Games Mordheim Rules Review, but as a rule of thumb... if it is not explicitly listed as official, then it is unofficial!
Experimental	Any warband NEVER published by Games Workshop, and thus is NOT allowed to be on Official GW Mordheim Tournaments. For obvious reasons, they are not mentioned on the Specialist Games Mordheim Rules Review. They are usually home-brewed warbands and thus may be poorly balanced. Some of them appear to be ready for the big time, but they have never been submitted to Specialist Games for review or simply have been lost in the shuffle.

taken from:
 Wikipedia (<http://en.wikipedia.org/wiki/Mordheim>), Warhammer Online wiki ([http://warhammeronline.wikia.com/wiki/Mordheim_\(game\)](http://warhammeronline.wikia.com/wiki/Mordheim_(game)))
 (last call: October 24th, 2007)

This division was practical for most purposes during the time of regular Games Workshop publications. Today it is, however, not ample in its diversity pertaining to the "Experimental" part. As Games Workshop is effectively no longer supporting the range of Specialist Games, a way of grading the fan-related work is strongly needed to warrant a clear overview. Not only because new material is being produced by fans only, but also because the publishing of these rules in the Fanatic Online magazine only adds to the confusion as those are not play-tested by Specialist Games itself. This entails that the "unofficial" predicate is no longer meaningful either. Despite the rules being released through an official medium – the Specialist

Games website – players cannot rely on them and their origin must be known. For this purpose, the following grading system extends the traditional trinity of official/unofficial/experimental rules. The system can then be applied to the existing Mordheim material and designers can use it when presenting their work, e.g. on their website or the Mordheim forum.

Note that currently the Fanatic Online magazine does not count as official medium for publishing trustworthy material, unless its content is explicitly declared to be official. As already mentioned this is due to the missing play-testing instances.

Level	Name	Description
1a	Official	Official Games Workshop rules.
1b	Unofficial	Material released through GW* but not declared to be official part of the rules. Otherwise the quality of this material is totally professional.
1c	Experimental	Material not released through GW. Approved of by people who have previously submitted level 1a or 1b material and who vouch for its professional quality.
2	Reliable	Created and tested by fans. Testing includes several runs of the rules. Approved of by that gaming group. Most ambitious projects are of this category. A list with the names of the group's members must be available to ensure the reliability.
3	Draft	New rules that are written down clearly but have not yet been tested properly.
4	Forum Trash	Not tested, not serious, not anything good

The first three categories – 1a, 1b, 1c – are supposed to be of equal quality, i.e. completely professional standard. The difference between them is the recognition they got from Games Workshop. The official rules are obvious and self explanatory. The unofficial rules did get published by Games Workshop but have never been raised to “official” status, which (in many cases) is a mere bureaucratic formality. “Experimental” rules are thoroughly created and well balanced material by fans. As Games Workshop has forsaken Specialist Games activity in this very category is probably the most interesting for the fans. Creating new material of this kind is the community’s way of keeping the game alive and interesting while its owner is inactive. The other levels are decreasing in quality or just in play testing going from the desired “reliable” to the negligible “trash” material posted by the next best forum member.

Applying levels

The extended grading system is useful in a number of ways. It helps grading the existing material as well as serve as a concise labeling for rules designers to show how much time and effort went into their work.

Levels for the current material

Currently there are two definite resources for Mordheim: Mike "Thrasher" Kitchenman's Uber Useful Mordheim Information thread in the Mordheim forum and the famous Mordheim fan site www.mordheimer.com. The information on these sites could be organized in accordance with the proposed categorization. Then the grading system could be applied. In my opinion, this would be the best possible overview of the Mordheim material available.

Using levels for fan projects

The grading system is a great way for fans to easily show the state of play testing their project has reached. Freshly uploaded fan sites can put a level 3 (draft) image on their website or just assign it to some of their rules. A well-tested piece of work can be labeled with a level 2 tag (reliable). Of course, to be truly trustable, the site will need at least a listing of the members of the gaming group who took part in the process of play-testing. In general, no project, whether it be on paper or a website, can do without a thorough credits section. Exemplarily, the Border Town Burning supplement's website has been updated with the grading system. If you go to www.bordertownburning.de.vu you can see the system in use.

Further examples

So far, any set of rules that has been published in the Letters of the Damned ezine has a grading of 2 (reliable). Through my submissions for the ezine I got an insight of the editors' play testing, therefore I trust the editor's claims and rate the published rules with level 2.

The future

After all, we are still reliant on the designers' honesty when it comes to statements of how much play testing their rules went through. Nevertheless the presented categories and grading system can be used to sort the many existing works and create a straightforward compendium for Mordheim.

In order to let the game evolve a group is needed that has the knowledge and authority to raise level 2 (reliable) material to level 1c (experimental). As the three level 1 categories are meant to be of equal quality, the fans can then treat these as the “official” rules of the community. I believe that this is the way to keep the game going while Games Workshop does not care. How such a group could be selected I am not going to discuss here. Instead I hope to get some feedback on this article and then go from there.

Cheers!

Chris Templin

(“cianty” on the Mordheim forum
email: khrrizzcianty@yahoo.de)

p.s.: watch out for the next issue of Cianty's Heresy which will feature an interview with Mark Havener!



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 64 st
Edmonton, Alberta, Canada
T5A 0X7**

This Month's Authors:

The Damned Duke, and the Damned Dukes
Hoard:

Rody Tabor

Protectorate of Sigmar
Tom Bell

Pictures of Protectorate of Sigmar
Models painted by Kissa R.

Rogues Gallery Centigor
Sean Fletcher

Cianty's Heresy
Christian "Cianty" Templin

The Crone Forsees
rev lary

LOD Roster Sheet
Todd S.

A note on Submissions:

If you wish to submit fiction or battle reports, please ensure that you run a spell-check and, if at all possible, a grammar check. While I will gladly read over all submissions, I cannot take the time to re-write short stories because of poor grammar. Also, we here at LOD reserve the right to alter submissions to facilitate the editing process. All attempts will be made to contact the author prior to publishing the material.

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HEROES

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THE CRONE FORESEES...



RHYA'S CAULDRON

Daemons will taunt you with visions of the deaths of all around you. No True Priest of Sigmar will aid you in being rid of these visions.

CACKELFAX THE COCKEREL

You will lose a considerable sum of money in a business venture that goes awry. At least, that is what you will tell your friends to spare yourself embarrassment.

THE BONESAW

The blue powders that fell on you from the empty sky turn out to give you undreamt of powers and abilities. Sadly the uncontrollable flatulence makes you a pariah.

THE WITHERING STAR

Mistakes will be made that leave you wanting to turn back time to correct them. The Ruinous Powers will give you that chance and I suggest you take it.

WYMUND THE ANCHORITE

The Ruinous Powers await your death with eagerness.

THE BIG CROSS

The Emperor personally asks for your assistance with a sensitive matter in Nuln and after travelling there to deal with it, you will find yourself stuck with an unwanted manservant.

THE LIMNER'S LINE

Supposedly Archaon was destroyed in the Storm of Chaos, but you will be distressed to learn that he has moved in next door to your house and keeps pigeons. Reporting him to the Watch is not a good idea.

GNUTHUS THE OX

You will face a dilemma this month,

when it seems that your master has lost his mind and insists on killing all the children in his holdings as a sacrifice to Sigmar. As an Ulrican, you feel you should save all the males.

DRAGOMAS THE DRAKE

No matter how hard you struggle, the fight will ultimately remain a stalemate.

THE GLOAMING

I could tell you your future here, but I doubt that you would believe me. Once the metal men come for you, you will wish I had.

GRUNGI'S BALDRIC

Seldom have you been so clumsy, but of late your grasp has been slipperier than an eel. Remember that when you pick up the cauldron of hot broth.



MAMMIT THE WISE

Ironically the library of books you collected over many years and that cost so much, will prove of little use in solving the mystery you have found. A small boy is the clue.

MUMMIT THE FOOL

After years of being laughed at for carrying a big coat with you at all times and all weathers, you will finally be vindicated when a rainstorm deposits the contents of a midden over the area mid-week.

THE TWO BULLOCKS

It is a good thing that you were thinking of not having any more

children, more so after the accident about to happen.



THE DANCER

You will wear something that no one in their right mind would ever wear and thereby alter fashion forever for all women with excessive hair.

THE DRUMMER

Fashion moves too fast for you and ultimately you will be left looking foolish in nothing but a wig and a long skirt in a snowstorm.

THE PIPER

The two neighbours who have been arguing for years will be brought together by your words and deeds. Buy a new house right now.

VOBIST THE FAINT

Whatever happens to you, it is not the fault of oxen, feline, bird, fish or frog. Dogs, that is a different matter.

THE BROKEN CART

Someone whom you spited many years before will return and destroy your good reputation. Two minutes later they will complete the rest of the job.

THE GREASED GOAT

No man who went to bed hungry ever awoke full. Sadly you will eat your pillow and mattress.

The Crone is said to be thousands of years old and sees all. That said, she also wishes it to be known that she doesn't know next week's lottery numbers. It won't be a rollover for certain.