



Town Cryer

Published on the first Angestag of each Mannslich.

4 Groats

ORCS AND GOBLINS INVADE MORDHEIM



Foul Greenskins come looking for a fight

Foul Greenskins from the wilderness have been encountered in the ruins searching for bounty. Their preferred tactic is that of attacking the righteous warbands of our Empire to steal their hard earned wealth.

They're tricky opponents, as Orcs are as fierce

as a Wild Boar and thrive on fighting. The smaller ones known as Goblins are a different story, they'd much rather stab you in the back than fight you face-to-face. We have also had reports of Trolls and other creatures with gaping mouths full of teeth. You have been warned.

BURGHERMEISTER'S DAUGHTER KIDNAPPED BY POSSESSED

The band of Possessed cultists known as The Cabal of the Scarred Pit have kidnapped Anna von Verbeeck, the Burghermeister's daughter. Along with the reward for

her safe return, a further reward of 300 Gold Crowns has been set for the head of Lord Ernst Barkmann, Magister of the Cabal.

Here
Within



Ye presence of
savage Orc and
Goblin warbands in
the ruins of
Mordheim.

A thesis' on the
infamous kidnapping
of the
Burghermeister's
daughter.

Has the Tzar of
Kislev sent a
warband to our
once fair city?
Rumors abound...

Ye underworld of the
Mordheim Hired
Swords, Assassins and
Marksmen ply their
trade in the ruins.



^{rightful} The Editor Speaks

Finally, I have returned. Returned from my epic expedition into the pit, having vanquished all who stood between me and my ultimate goal - the sacred bacon butty, banisher of hunger!

But what do I find on my return? What cruel hand has fate dealt me? That charlatan and rogue, Tuomas Pirinen has usurped several pages of my beloved tome!

It all falls into place now - Pirinen it was who insidiously filled my mind with feverish thoughts of the holy lard. Yes, once I was hooked he took over a sizeable section of this august organ and plied his heretical trade to all and sundry. No

longer will this be the case, however, for I will have no truck with the foul heresies espoused by Mr Pirinen and his band of cronies!

My first, most urgent task was to send the cowardly page-thief scurrying for his worthless life with the Templars of Sigmar hot on his heels (the Grand Theonist is a personal friend).

The second step was to purge this publication of his foul gossip once and for all. To this end, Mordheim has been cast out of White Dwarf forthwith. All is not entirely well, however, for this unholy cabal has taken its idle tongue-wagging underground to become

a publication in its own right.

'Town Cryer' will be published by those foul miscreants, the Black Library, every other month and will undoubtedly be packed with more tales of dread from Mordheim. Those tainted followers of goings on in the City of the Damned will no doubt slake their fanatical thirst for such news with this new edition of 'Town Cryer'.

With the sinner cast from within our midst there are now empty pages waiting to be filled.

And fill them we will...

FAT BLOKE

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The Burghermeister's daughter has been kidnapped by the foul Possessed. Tuomas Pirinen, ye Editor of this journal, looks at how she can be rescued by any warband brave enough to do so.

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Orcs and Goblins have been encountered amongst the ruins. With their natural lust for blood, I can only guess that they have come to Mordheim looking for a fight with one of our brave mercenary warbands. After many months of study, Mark Havener describes the hierarchy of a warband of greenskins.



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A study of the members of the Possessed warband the Hands of Fate by mad master-physician Aly Morrison.

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The dark followers of the Possessed are growing in strength. New to the ruins this month is a Magister to lead your cult, as well as a terrifying Possessed and a deranged Darksoul.

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The taverns in the settlements around Mordheim make good recruitment centers for warriors who can sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that have made themselves available to the warbands of Mordheim.

WARRIORS OF COLD STEEL

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A study of the rumors that the Tzar of Kislev has sent a warband to our city. Rotamaster Michael Perry of the Tzar's personal bodyguard takes a closer look.



Kidnapped!

For Tuomas' playtest campaign he concocted a special scenario for two of the main protagonists, Paul Sawyer's Possessed and Jim Butler's Marienburgers. The scenario has the Marienburgers trying to rescue the Burghermeister's kidnapped daughter from the Possessed, who intend to sacrifice her to their foul gods. It was such a great scenario that we asked Tuomas to write it up for everyone to have a go. Incidentally, the Marienburgers did rescue the poor girl from Fat Bloke's clutches.

During the dark hours of Geheimnisnacht, the Possessed cultists revel in an orgy of violence and sacrifice. It is the custom of these warped followers of the Shadowlord to sacrifice a victim for the greater glory of Chaos during the thirteenth hour of Geheimnisnacht. Sometimes they steal away a victim who will be missed by relatives, patrons, or masters and a rescue attempt will be made to save the victim from the sacrificial knife.

In this scenario a warband is attempting to rescue the sacrificial victim from the Possessed, while the Possessed are fighting to complete the ritual sacrifice.

Thus one of the warbands in this scenario should be a Possessed warband. The other warband could be of any type, even another Possessed warband!

Terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other major piece of terrain. It is suggested that the terrain is set up within an area roughly 4'x4'. In the middle of the playing area you should set up a piece of scenery representing the sacrificial altar. There should be at least 6" of empty space between the sacrificial altar and the closest building.

A suitable model representing the sacrificial victim should be placed on the altar.

Warbands

The Possessed warband is deployed first and they can be placed anywhere on the table except within 8" of any of the table edges. The warband attempting the rescue must place all its models within 4" of a table edge, out of the sight of any of the Possessed models, with at least one model next to each of the four sides of the table.

Starting the game

The warband attempting to rescue the sacrificial victim automatically has the first turn.

Freeing the sacrificial victim

As long as at least one model in the Possessed warband is in base contact with the victim, the ritual carries on and the sacrificial victim may not move. Note that models *knocked down* or *stunned* do not count.

If there are no standing Possessed models in base-to-base contact with the sacrificial victim, he (or she) may try to escape. The victim can move freely, controlled by the player of the warband that is attempting the rescue. The victim may make an immediate move as soon as there are no Possessed models in base contact and after this will move normally in the movement phase of the rescuing warband. The victim escapes if he (or she) moves off any table edge. In this case the game ends (see Ending the game).

A brave warband of Marienburgers attempts to rescue the Burghermeister's daughter from the foul Possessed.



A thesis on the infamous kidnapping of the Burghermeister's daughter by the evil Brotherhood of the Dark Moon.

By ye honorable Editor of this august journal, Tuomas Pirinen.



Recapturing the sacrificial victim

If any Possessed model moves into base contact with the sacrificial victim (via charge, normal move, or running) then the Possessed player has recaptured the victim and may move the model alongside the warrior who recaptured him/her.

Note that when trying to recapture the sacrificial victim the normal interception rules apply, so the Possessed may not charge the sacrificial victim if there are other enemies in the way.

If the Possessed manage to recapture the sacrificial victim and move him (or her) back to the center of the altar then the victim is sacrificed and the Possessed win the game.

Sacrificial victim

In our own Dark Moon campaign the sacrificial victim was the beautiful daughter of a rich Burghermeister, but the victim could equally well be an important Dwarf Runemaster, a Skaven Warlock, the chosen bride of a Vampire, rich merchant, or any other suitable character from your own campaign.

The profile below represents the weakened state of the victim as well as the understandable desire to escape as quickly as possible! Note that neither warband will try to attack the victim with missile fire, spells, or by any other means – the victim is too valuable to both of them!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	0	7

Equipment: None.

Ending the game

If at the end of the sixth turn the victim has not yet been freed then the Possessed warband automatically wins as the victim is sacrificed.

Otherwise the game ends after both players have completed 12 turns, when either warband is wiped out, the victim is recaptured and sacrificed, or the sacrificial victim escapes via any of the table edges. Note that neither warband routs in this scenario – the stakes are too high!

Experience

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

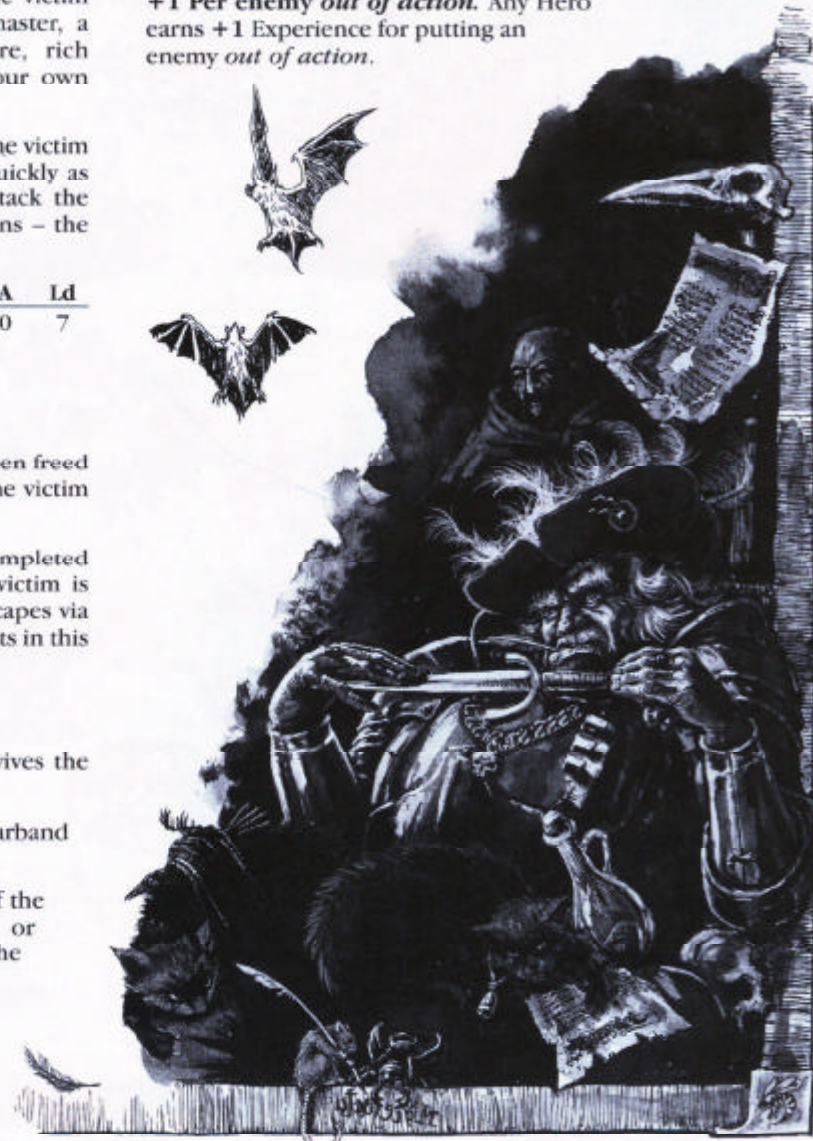
+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 For the possession of the sacrificial victim. If the game ends before the sacrificial victim is killed or escapes, then whichever warband is controlling the sacrificial victim at the end of the game gains +1 Experience point which can be given to any Hero in the warband.

+D6 If the victim is sacrificed. If the Possessed manage to sacrifice the victim, the warband gains +D6 Experience points to be freely distributed between the Heroes of the warband. In addition you may roll for the Rewards of the Shadowlord (see optional rules on page 160 of the Mordheim rulebook) for any two Heroes in the Possessed warband if you wish.

+D6 If the sacrificial victim escapes. If the rescuers manage to move the victim off the table then the warband gains D6 experience points distributed freely amongst the Heroes of the warband. In addition the warband will gain a reward of 50 gold crowns added directly into the treasury of the warband.

+1 Per enemy out of action. Any Hero earns +1 Experience for putting an enemy out of action.





Da Nob Koolz

Orcs enjoy fighting and looting more than anything else. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its wealth of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. What follows are complete rules, written by Mark Havener, for Orc and Goblin warbands.

Among the races of the Warhammer World, none enjoy the prospect of a good looting more than Orcs and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband – collect as much treasure as possible! These traits are reflected in the following special rules.

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc

player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Distasteful Company. Many Hired Swords refuse to work for Orcs, as they know that Orcs are just as likely to eat them as fight alongside them. Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards, or Warlocks.

Orc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓	✓	✓
Shaman				✓		✓
Big 'Un	✓	✓		✓		✓

Choice of warriors

An Orc 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 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 experience.

A **Shaman** starts with 10 experience.

Big 'Uns start with 15 experience.

All **Henchmen** start with 0 experience.

Characteristic increase

Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9

Orc equipment lists

The following lists are used by Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Battle axe	5 gc
Sword	10 gc
Morning star	15 gc
Dwarf axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile weapons

Crossbow	25 gc
Bow	10 gc

Armor

Light armor	20 gc
Shield	5 gc
Helmet	10 gc

Goblin equipment list

Hand-to-hand combat weapons

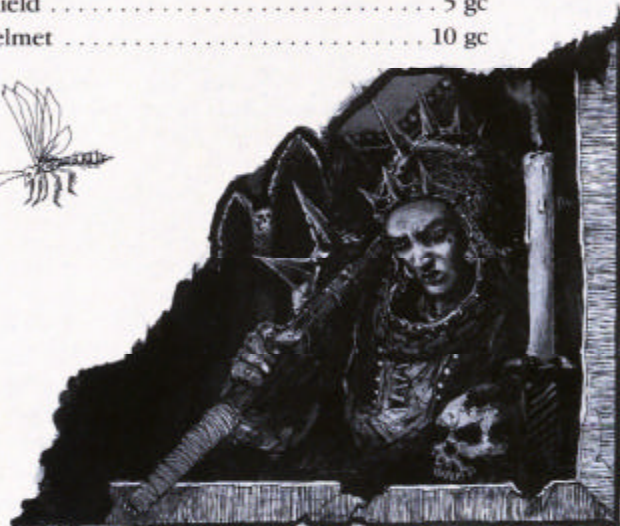
Dagger	1st free/2 gc
Sword	10 gc
Spear	10 gc

Missile weapons

Short bow	5 gc
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Armor

Light armor	20 gc
Shield	5 gc
Helmet	10 gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Orcs for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Orc speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Orc cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Orc with blood covering his arms up to the elbows approached a much larger Orc who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Orc was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran into some 'umies. All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss. "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un, "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

"Loads?"

"Dat's what dey sed," the Big 'Un replied, disbelief plain on his face, "dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Orc grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few quick seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Orc warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Orcs were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Orcs would be dead within a fortnight.



Heroes



1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

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

Weapons/Armor: An Orc Boss may be equipped with weapons and armor chosen from the Orc equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0.1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

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

Weapons/Armor: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armor.

SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic overleaf for his spell list.

0.2 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

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

Weapons/Armor: Big 'Uns may be equipped with weapons and armor chosen from the Orc equipment list.

Henchmen (Bought in groups of 1-5)

Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer World. They form the core of any Orc warband.

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

Weapons/Armor: Boyz may be equipped with weapons and armor chosen from the Orc equipment list.

SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Goblin Warriors

10 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armor: Goblins may be armed with weapons and armor chosen from Goblin equipment list.

SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). **Note:** A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Useless Gits: Goblins never gain experience.

0.5 Cave Squigs

14 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

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

Weapons and Armor: Big gob and brutality! Cave Squigs never use or need weapons or armor.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Orcs & Goblins player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0.1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

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

Weapons/Armor: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armor.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing a Goblin Warrior or Cave Squig to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armor saves.

Orc special equipment

Squig Prodder

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that costs 25 gold crowns for an Orc warband that includes one or more Goblins.



Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rule
Close Combat	As user +2	Incredible Force, Random, Two-handed, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force: Because the ball and chain is so heavy, normal armor does very little to protect against it. No armor saves are allowed against wounds caused by a ball and chain. In addition, any hit from a ball and chain is very likely to take off someone's head (or at

least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a ball and chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his ball and chain a warrior starts to lose control. The first turn he starts swinging the ball and chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 - Straight Forward, 2-3 - Right, 4-5 - Left, 6 - Straight Back.

If the ball and chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next movement phase. Opponents wishing to attack a ball and chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The ball and chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbersome: Because the ball and chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the ball and chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a ball and chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury - there is no need to make a second roll.



Orc special skills

Orc Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

Da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armor saves.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand combat count as *stunned* results instead.

Waaagh! Magic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6 Result

1 Led'z go.

The Shaman's howling invigorates the ladz to fight even barder for Gork and Mork.

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances.

Difficulty: 9

2 Oil Gerroff!

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

Difficulty: 7

Zzap!

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.

Range 12". Causes D3 S4 hits on the closest enemy target, with no armor saves allowed.

Difficulty: 9

4 Fooled Ya!

The Shaman disappears in a green mist, confusing his enemies.

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

Difficulty: 6

5 Clubba.

A huge, green club appears in the hand of the Shaman.

The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.

Difficulty: 7

6 Fire of Gork.

Two bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.

Difficulty: 8



Sample Warbands

Orc tactics

Crump 'em! The fierce nature of Orcs means that they are always ready for a good scrap. They would much rather kill and rob than search ruins looking for treasure. As such, they are an excellent warband for your Mordheim games. The following are things that should be kept in mind when designing and running your Orc warband:

Goblins and Cave Squigs are expendable. Orcs do not particularly care if these members of the warband die or run away, and they are relatively cheap. In addition, Cave Squigs can easily hold their own against most foes in close combat, as long as they have a Goblin minder close by to keep them in line. Use these troops as your front-line fighters. You can lose twice as many of them as normal before your warband is forced to take a Rout test, so don't be afraid to use them.

Trolls are scary. If you can afford to add a Troll to your warband, do so! The ability to cause *fear* should not be underestimated. However, even without considering this ability, a Troll is a nasty opponent. With multiple attacks, multiple wounds, and the ability to regenerate, a Troll is likely to stand and take lots of attacks from the opposing warband without missing a beat. In addition, its larger base size means that it can effectively block a large alleyway (or even a street!) all by itself.

The warband I have put together is designed around the use of Goblins and Cave Squigs as the front-line troops. The band is 13 models strong, so I will have to lose 4 Orcs or 8 Goblins/Squigs (or something in-between) before a Rout test is required. The Orcs will mostly stand back and shoot with bows, only throwing themselves into the fray if it is absolutely necessary. As the warband collects more money, it can purchase more equipment and add more members. The warband could be expanded to include more Orcs, Goblins, and Cave Squigs, or the Boss could decide to save up enough until he can afford a hard-hitting (and very durable) Troll.



Genchmen

WARBAND NAME: GENCHIK'S BROTHERS		WARBAND TYPE: Orcs and Goblins	
TREASURE: Gold coins: 8 Weapons stacks: 8		WARBAND RATING: Total experience: 88 Members x 5: 45 Army: 105	
NAME: JA DMASHE		EQUIPMENT: Dagger Bow	
NUMBER: 1 TYPE: Orc Boy		SPECIAL RULES: Ambush	
M W S B S T W I A L L 4 2 3 3 4 1 2 1 7		Group experience: <input type="checkbox"/>	
NAME: JA SPRES		EQUIPMENT: Shield Spear Spear	
NUMBER: 2 TYPE: Goblin Warriors		SPECIAL RULES: Ambush Not Orc Stable Gth	
M W S B S T W I A L L 4 2 3 3 1 1 2 1 5		Group experience: <input type="checkbox"/>	
NAME: JA SIKAS		EQUIPMENT: Spear Dagger	
NUMBER: 2 TYPE: Goblin Warriors		SPECIAL RULES: Ambush Not Orc Stable Gth	
M W S B S T W I A L L 4 2 3 3 1 1 2 1 5		Group experience: <input type="checkbox"/>	
NAME: JA CONLAGE		EQUIPMENT: Big Bob Pistol	
NUMBER: 1 TYPE: Cave Squig		SPECIAL RULES: Minder Not Orc Animals	
M W S B S T W I A L L 2 0 4 0 4 8 1 4 1 5		Group experience: <input type="checkbox"/>	
NAME:		EQUIPMENT:	
NUMBER: TYPE:		SPECIAL RULES:	
M W S B S T W I A L L		Group experience: <input type="checkbox"/>	

Heroes

NAME: GRONK		EQUIPMENT: Light armor Shield Sword Dagger Bow		SKILLS, INJURIES, ETC: Leader	
TYPE: Orc Boss		Expenses: <input type="checkbox"/>		<input checked="" type="checkbox"/>	
M W S B S T W I A L L 4 4 4 4 4 1 5 1 8		NAME: WUZA		EQUIPMENT: Dagger	
TYPE: Orc Shaman		SKILLS, INJURIES, ETC: Spell-Fire of Dark		<input checked="" type="checkbox"/>	
M W S B S T W I A L L 4 3 3 3 4 1 5 1 7		NAME: GNOR		EQUIPMENT: Shield Sword Dagger Bow	
TYPE: Orc Big 'Un		SKILLS, INJURIES, ETC:		<input checked="" type="checkbox"/>	
M W S B S T W I A L L 4 4 3 3 4 1 5 1 7		NAME: ORLOT		EQUIPMENT: Shield Sword Dagger Bow	
TYPE: Orc Big 'Un		SKILLS, INJURIES, ETC:		<input checked="" type="checkbox"/>	
M W S B S T W I A L L 4 4 2 3 3 1 5 1 7		NAME:		EQUIPMENT:	
TYPE:		SKILLS, INJURIES, ETC:		<input checked="" type="checkbox"/>	
M W S B S T W I A L L		Expenses: <input type="checkbox"/>		<input checked="" type="checkbox"/>	

Krak the Orc Shaman bursts forth from a building to attack the Reiklanders.

☛ Thogskin's Thrashers ☛

Sean Cutler has made his Orc & Goblin warband from the Orc and Goblin Regiments plastic sprues combined with the Mordheim accessory sprue. The versatility of these sprues makes modeling your warband's weaponry very easy.



Reinhold walked among the buildings, hunting for more of the precious wyrdstone. The Reiklander Captain was alone, as he had spread his warband throughout this quarter. They had stumbled upon an unusually large concentration of the stone shards, and were hoping to find and gather as much treasure as possible before any rivals got wind of their find.

Movement at the end of the street brought him out of his reverie. Three bandy green midgets dressed in black were prodding forward what looked like enormous orange balls with legs. 'Goblins', thought the mercenary to himself, 'damn!' But wasn't the figures in black that worried him, it was the creatures they were herding. As they came closer, Reinhold could see the enormous mouths that occupied most of the creatures' bodies. Cave Squigs, all teeth and bad temper, and three of them were more than a match for a single human, no matter how skilled. Just as he started to duck into the nearest doorway to avoid being spotted, one of the Goblins looked him straight in the eyes. The little creature's face split into an evil gap-toothed grin, and he prodded his Cave Squig forward more quickly. The other Goblins followed suit, and soon all of the creatures were running down the narrow street toward Reinhold, the Squigs bounding forward on powerful legs, and the Goblins running behind.

Grim determination set in his features as Reinhold resolved to sell his life dearly. The familiar weight of the buckler on his arm and his family sword in his hand

reassured the scarred veteran somewhat, and he limbered up his sword arm with a few practice swings in anticipation of the coming conflict. The Goblins were closer now, little more than a block away. 'It's been a good life,' thought the old warrior proudly.

Suddenly one of the Goblins stumbled on a loose stone in the street, jostling one of his companions. The second creature hissed his displeasure at this mistreatment and swung his spear at his clumsy neighbor, narrowly missing him. Both Goblins had stopped now and faced each other in the street, spears at the ready, jabbering away at each other in their evil tongue. The third continued his run a few paces, but after noticing that his comrades were no longer keeping up, he stopped as well and swung around to see what all the commotion was about. The noise stopped the Cave Squigs, and as they turned, the large toothed monsters began to whine in excitement. In the next moment all six creatures were involved in a swirling melee. As Reinhold watched one of the Goblins thrust his spear into the right arm of his mate, only to suffer a huge bite on his leg from a Cave Squig.

Experience told Reinhold that while such fights often broke out among the green skinned folk, they rarely proved to be fatal or long lasting. Deciding to take advantage of his good luck while it lasted, the mercenary ducked into the doorway he'd moved towards earlier. "Praise Sigmar for bad tempers," breathed the warrior under his breath as he made good his escape.

The Hands of Fate

Not content with using the fantastic Mordheim Possessed models already available, Citadel Miniatures designer Aly Morrison decided to convert his own evil warband of the followers of Chaos. To show just how flexible the plastic sprues available in the Warhammer Regiments and Battle Squad boxed sets are, Aly has made the entire warband from these plastics.

Aly: I must admit that the main reason I wanted to convert my own Possessed warband was to show what could be achieved just by using plastic parts. With the introduction of the new Warhammer Regiment and Warhammer 40,000 Battle Squad sprues it has never been easier to convert models using only plastic. All you need is just one of each of the sprues to make the possibilities for conversions endless. Also, compared to buying individual metal components, plastic is a lot cheaper, making converting on a budget very easy indeed.

I find working with plastic very easy. Plastic is a lot softer than metal so it is simple to get the fit

that you want, and the fact that it is also quite light means that you don't need to pin everything in place – all you need to do is stick it where you want it. This gives you the freedom to experiment more as the bits are just as easy to take off as put on, making simple things like weapon and head swaps very easy to experiment with.

This conversion project gave me the perfect opportunity to really delve into the ideas and atmosphere of Mordheim. I also looked at the work of artists like Pieter Bruegel and Hieronymus Bosch, who were an influence during the conceptual stage of Mordheim.

With all these ideas swilling around in my head, I set about converting the warband.

The Hands of Fate, ready to spread the word of the Shadowlord.



Ye study of the members of the Possessed warband known as the Hands of Fate.

By mad Master-Physician Aly Morrison.

The Magister

The components were mostly taken from the Zombie sprue although the upper half of his body is Skaven. I did this to bulk him out slightly, although because he is a magic user, I wanted him to look quite weak as most of his strength would derive from his magic. As you can see from the in-progress shot, the only real sculpting work done was the hood which I made from Green Stuff. The playing cards and scroll were made of paper dipped in PVA glue. I made the candles out of a piece of plastic rod with a Green Stuff flame. To give the warband a theme, I decided to give everyone a severed arm taken from the Zombie plastic sprue.



The Possessed

I used the fantasy Orc body and legs because of their size. To merge the Boar's head to the body I had to use quite a lot of Green Stuff, in fact overall I used the greatest amount of Green Stuff on this model. I also used some to build up the



eyebrows to make the head look even more angry. The arms are from the Zombie sprue and the tentacles are Skaven tails. In fact when I originally sculpted the Skaven sprue someone told me that they looked like tentacles. This gave me the idea to use them in this way. I probably would have added more but I ran out.

Knowing when to stop is often the most important thing about converting as sometimes you can go to far. For the spikes on its back I used the ones from the Orc sprue, although I could have easily used cocktail sticks or simply carved them from a bit of spare plastic sprue.

The Mutants

I wanted the Mutants to have an attack advantage over their enemy. With this in mind I decided that one would have the extra arm mutation and the other one would have some tentacles. Both the models are based on the Zombie models, although the one with the extra arm has a Goblin body to



make him look hunched over. When I was positioning the extra arm, I wanted it to be somewhere where it would clearly be of use, so where better than growing out of his head! If this wasn't weird enough, I also gave the model a severed hand holding a fish sandwich. For the tentacles on the other model I again used Skaven tails.



Spiky Darksouls

I had actually finished the warband but just had to go back and convert some more models when I realized that I hadn't used the Warhammer 40,000 Chaos spiky sprue. To make up for not using it on the rest of the warband I really went to town on these two. Looking at it you could quite easily use all the bits on this cool sprue. Both of these Henchmen are based upon the Chaos Warrior body and legs with Orc arms. For the first one I added the Ork Boyz

shoulder pads with lots of the spiky bits from the spiky sprue. His head is one of the gargoyles from the spiky sprue used to adorn guns on Chaos tanks. To the back of the model I added all manner of chains and severed heads from different places.

As I wanted both these models to look well armored, I added to the second the jaw guard from the Ork Boyz sprue. I used the severed head from the Zombie sprue as it looks quite startled. The shield is simply one of the armor plates from the spiky sprue. The last thing I did was add the severed arm to mark them as members of the Hands of Fate.

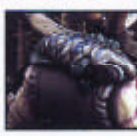
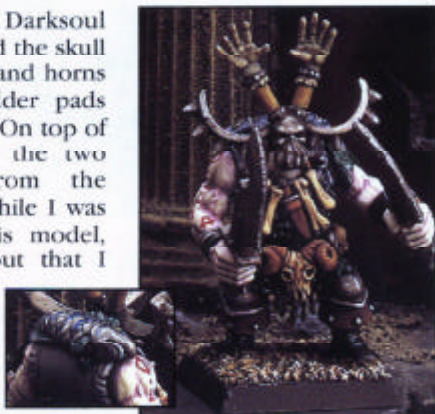


More Darksouls!

From the start, I decided to convert someone who wore wooden armor. To achieve this I only used parts that contained wood, hence the Skaven shield, shoulder pads and primitive wooden chopper from the Orc sprue. For his mask I used the Zombie drum.



I wanted another Darksoul with a mask so I used the skull from the Orc sprue and horns made out of shoulder pads from the Ork sprue. On top of the mask I added the two severed hands from the Zombie standard. While I was busy converting this model, someone pointed out that I hadn't added a fish, so just to please them I sculpted one out of Green Stuff.



The Beastman

This was the hardest to convert as I had to work out exactly how to make him. I definitely wanted to use the plastic wolf head. To make the head look more like a Beastman, I carved a full set of teeth and then added the



horns from the skeleton sprue. The body was quite difficult to convert as I wanted to give him hooved hind legs. To achieve this, I used the back legs of a boar added to the legs and body of an Orc. To the back of the figure I stuck all manner of stuff from the Mordheim accessory sprue and again sculpted a fish out of Green Stuff.



The Oaf

I was inspired by Hollywood to do this model as all warbands and gangs seem to have an oaf in their ranks. The size of this model is purely visual as all he is in game terms is a Brethren armed with a mace and shield. This figure was the simplest to make as he is just an Orc with a Zombie's head. To



make him look really bizarre I added a plate of apple cores to his back made out of a drawing pin and some apple cores nicked from Mark Jones. To make him look a real dunce, I added a candle to his head. I think this

model is the simplest conversion in the warband, but one of the most effective.





The Brethren

I wanted the Brethren to look really hunched over. To achieve this I used a mixture of Zombie and Mordheim legs with Goblin torsos and arms. To make them look really depraved I used Zombie heads throughout. After all, wyrdstone can't be good for your skin. The buckler from the Mordheim accessory sprue looks great as a helmet so I put one on all

of the spear-armed Brethren. I was going to leave it at that but as a thought I tried adding a severed hand. It looked like a kind of twisted crest so I added one to all the helmets.

I wanted the Brethren armed with a bow to look really miserable (followers of Chaos are not noted for their skill with the bow so he probably hasn't ever hit anyone). To achieve this I again used the body and arms of a Goblin to make him look really hunched over. I put the rope piece around his neck with the bell from the Zombie sprue hanging from it. The most miserable head I could find was the severed one from the Zombie sprue.

Painting the warband

So that the colors wouldn't take anything away from the conversions, I decided on a very simple color scheme. For the most part I painted the clothes in greys and blacks with contrasting skin tones. The highlights were also kept to a minimum with some areas like the leather not highlighted at all but coated with gloss varnish. I painted the warband quite quickly so that it could be used in games straight away, but my eventual aim is to go back and add all manner of tattoos to the warband members' skin to make them look even more Chaotic.

What Next?

My next project will be an Undead warband consisting of a lot of Zombies. I will probably use the same techniques I have talked about here, but who knows, I will probably have come up with a different way of converting by then. I think the most

important thing is not to be frightened of experimenting and of course, never throw anything out. It's always a good idea to see what other people are doing. One of the things I enjoy most at Games Day is when modelers and gamers come up to me with conversions they have done. I am always impressed by what other people think of. Remember that the possibilities for conversion are endless!



Abomination

There are few sights as horrific as a Possessed warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their enemies. The most unsettling of all are the Possessed themselves – twisted monsters made of the bodies of men, inhabited and warped by Daemons. Out this month is a new Magister to lead your cult as well as a terrifying Possessed and a deranged Darksoul.



The Possessed corner one of their greatest enemies, a Witch Hunter of Sigmar.



An insane Darksoul.



The Skaven are no match for the dark followers of the Shadowlord.

Blood on the Streets



Buildings require assembly. Citadel Miniatures not supplied.

RUINED BUILDINGS FOR THE CITY OF THE DAMNED - \$30.00 CDN \$19.99 US

Show me the Money

The taverns in the settlements around Mordheim make good recruitment centers for warriors to sell their services to the highest bidder. Here, Mark Havener describes two more Hired Swords that can be recruited by your warband.

Imperial Assassin

40 gold crowns to hire + 20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the highest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar, or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armor: Sword, dagger, throwing daggers, and a crossbow pistol.

SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never

use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

Skills: An Assassin may choose from Combat, Speed, Shooting skills, or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

ASSASSIN SKILLS

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.

An Imperial Assassin bides in the shadows ready to attack his next victim. We've used one of the Duelists from Vespero's Vendetta to represent the Assassin, but you can choose whichever model you like best!



Tilean Marksman

30 gold crowns to hire + 15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs, or Undead may hire the Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each experience point he has.

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

Weapons/Armor: Light armor, sword, dagger, and crossbow.

SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Dead Eye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.



A Tilean Marksman leads the Marienburger Archers in an ambush on a Skaven warband. We've used Maximilian Damark from the Marksmen of Miragliano to represent the Marksman.

"And I say we were here first; you'd better leave!"

The argument had been going for a solid fifteen minutes, with neither party budging from their position. Reinhold stooped to press his face close to his scarlet-faced adversary, the leader of the Dwarf warband. Dwarfs were infamous for their stubbornness, and this individual seemed to be out to prove that his reputation was well founded. Both warband leaders had warriors scattered throughout the ruins of the big hall. Crossbows were nocked and aimed on both sides, and the stress was showing on several of the Human faces. The Dwarfs seemed strangely calm.

Suddenly the door burst open, slamming one of the members of Reinhold's band into the wall. Through the doorway, barely able to enter the room because of his incredible bulk, strode an Ogre mercenary. The creature stopped as soon as it was fully in the room. It was indeed a frightening sight, and the man to the Ogre's left scarcely reacted when the monster grabbed the crossbow from his hands and crushed it in a huge fist.

"Ah, there you are Ronch!" cried the Dwarf warband leader, a smile springing into his normally dour features, "I was wondering when you'd get here. These

gentlemen want to force us to leave. Convince them that we should stay."

"RONCH SMASH!" bellowed the Ogre. He threw the remnants of the crossbow across the room and brought up his enormous sword preparing to cut the ex-crossbowman in two. His poor victim was frozen in shock, and could do nothing to stop his fate.

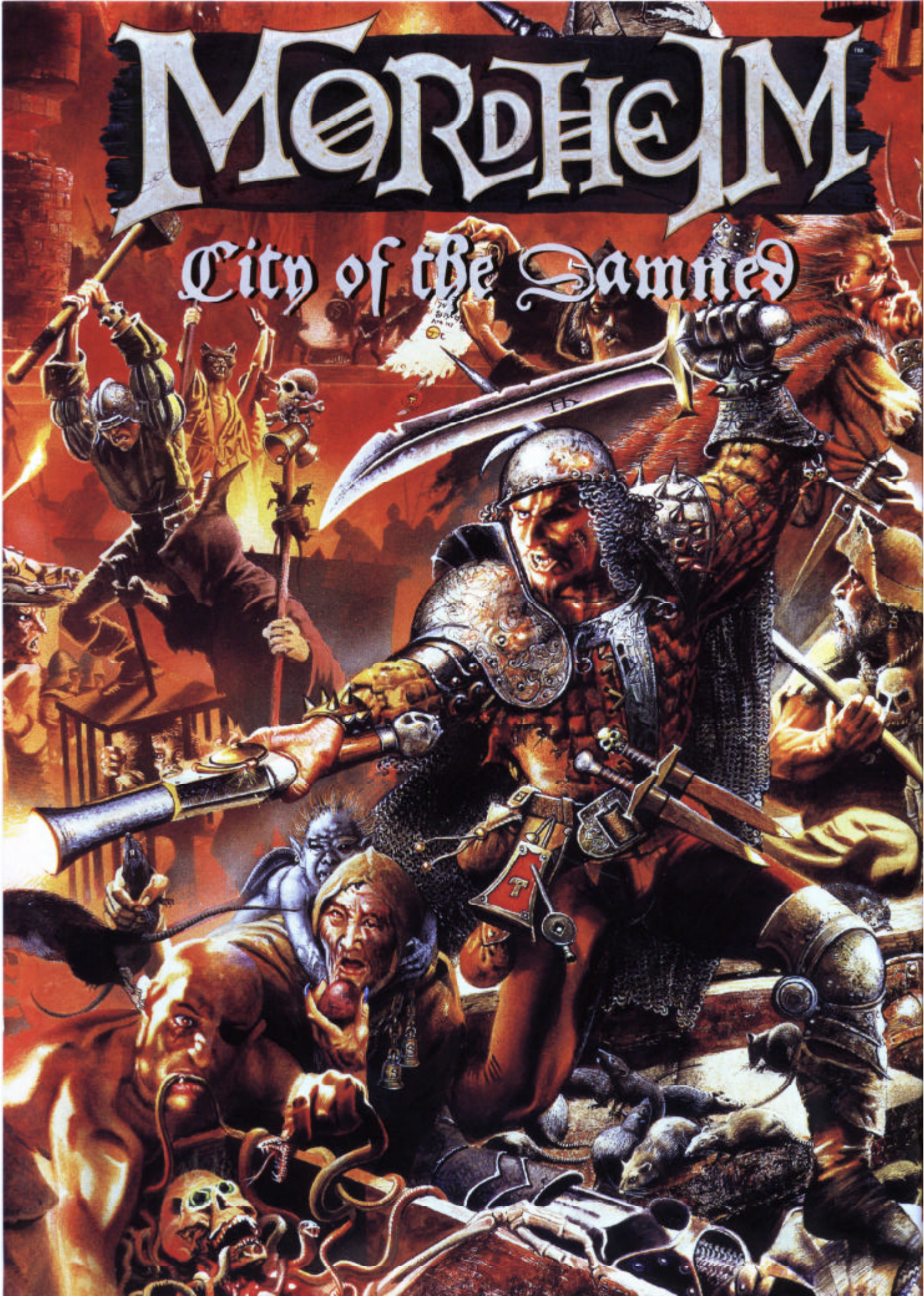
Fortunately for him, he didn't need to, for in the next instant the Ogre froze, a look of shock and horror fixed to his face. The creature's mouth moved slowly, but no sound escaped. Then the hulking brute toppled forward and fell face down into the dust that covered the floor. Out of his back protruded a dagger.

Standing in the doorway was a man, somewhat smaller than average in height, with nondescript looks and the barest hint of a smile on his face. He would have looked like any nobleman's foppish son, if it were not for the utilitarian look to his night-black clothing and the utter lack of emotion in his eyes.

"Miss me?" asked Dirk, the assassin that Reinhold had hired. The warband leader just smiled. It looked like they would get to stay after all...

MORDHEIM

City of the Damned



A skirmish erupts between the men of Reikland and a warband of Skaven.

**\$59.99 US,
\$85.00 CDN
Boxed Game**



MORDHEIM

Available now, the boxed game contains everything you need to start your warband and fight battles in Mordheim. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 plastic Skaven
- 2 Range Rulers
- 8 plastic Mercenaries
- City Ruins
- 176 page Rulebook
- 6 Dice



Models supplied unpainted and unassembled.
Contents and components may vary from those illustrated.

Dare you Enter?

Warriors of Cold Steel

The Perry twins, Michael and Alan, were responsible for designing the fantastic human Mercenary sprue. When the sprue first became available Michael was inspired to convert his own warband with a Kislevite look, using the existing Mordheim models.

Michael: As soon as I saw the plastic Mercenary sprue that Alan and I had sculpted, I decided to collect a warband for Mordheim. The only problem was that I didn't want a straightforward warband, they needed to have a certain slant. By pure coincidence, the plastics came in the same day a Polish friend sent me a brilliant photographic book on the making of a Polish historical film. It was packed with ideas

that corresponded well with Kislev. So there I had it, a Kislev warband. In games I would use the Middenheimer warband list, as their special rule of extra Strength for Heroes would be in character with men brought up in the harsh climate of Kislev.

The Mercenary Captain Michal Kurek

As you can see he is based on the Reikland Captain with just a few alterations. I added a plastic fur cloak from the Middenheimer accessory sprue. I sculpted a leopard head on the cloak to denote his high rank. The original wide brimmed hat was snipped off and replaced with a blob of modeling putty and stippled to represent fur. On top of this I added a cloth bag (made from green stuff) and to finish it off, a couple of feathers from the plastic Soldiers of the Empire sprue were pushed into the putty while it was still wet. I removed his goatee beard as I wanted to give the whole warband an eastern European appearance with droopy mustaches.

The Champion Artur Sasinski

I thought this Champion would look great with a double-handed sword. The head was taken from the plastic Mordheim sprue, although I could have used any head without a beard, as this model would be wearing a big furry hat. The head was turned to face the direction of the sword blade which generally looks better. I also added a single-handed sword with a buckler over the cross guard, as a secondary armament.

The plastic fur cloak was increased in size using green stuff to cover the shoulders. The hat was modeled as before and I added a moustache. I enhanced the base by adding paving stones and a plastic skull.

The figure, as with all of them, was undercoated black and given generally three highlights of paint in each area, getting lighter with each successive coat. I wanted to give most of the warband a subdued look, just picking out the metal highlights so that the Captain really stuck out as the best figure. I painted some of the gang to look unshaven, which helps give them an air of menace.

The rest of the warband

The rest of the warband were all made using the Human Mercenary sprue and the Middenheimer accessory sprue, with simple additions.

For the Henchmen without hats on I scraped off two plastic heads and added scalp locks in the style of Cossacks or Tartans. This seemed apt for these poorer members of the warband. For the torsos I used the Mordheim body with the coat on and added a fur trim

A study of the rumors that the Tzar of Kislev has sent a warband to our city.

By Rotamaster Michael Perry of the Tzar's personal bodyguard





Rotamaster Michal Kurek is based on the Reikland Captain model.



Champion Artur Jasinski is converted using the plastic Mercenary sprue and lots of green stuff.



Two of the warband's benchmen.



using Green stuff. The spear was added by drilling a hole through the hand. Then I cut the lantern from the Mordheim accessory sprue off its pole and stuck it on.

The two Henchmen carrying the chest was an experiment to see what could be achieved with the Mordheim plastic sprue. The arms and hands proved the trickiest to convert. All the parts except for the skull and rat were taken from the Mordheim sprue.

On small projects like a Mordheim warband it's always worth spending a bit of time on the bases, this helps a great deal in bringing the figures to life. Plastic bits from the Zombie or Skeleton sprue are ideal. Masonry, paving stones, and arrows stuck in at angles all look good.

You can easily individualize your own warband with simple conversion work, just look at historical books or films and take one or two simple elements from them, eg. a gang from Copher, the Araby capital, could be made by adding turbans and cloaks.

Using putty or tissue (strengthened with a coat of super glue) to make scarves tied around the faces of your models, you could have a bandit/robber warband.

Gluing Zombie or Skeleton heads and arms onto Mordheim bodies produces a great Undead gang. The key is just to experiment!

Henchmen

WARBAND NAME: WARRIORS OF COLD STEEL		WARBAND TYPE: KOLIV MORDHEIM
TREASURY: Gold pieces: 6 Wyzemite shields: 8	WARBAND RATING: Lead experience: 30 Members x 5: 95 Rating: 71	STORED EQUIPMENT
NAME: MEN OF THE BEAR	EQUIPMENT: Crossbow Sapper	SPECIAL RULES
NUMBER: 2 TYPE: Marksmen		
M W B S T W I A U 4 3 3 3 3 1 3 1 7	Group experience: <input type="checkbox"/>	
NAME: MEN OF THE WOLF	EQUIPMENT: Blade of Pirates Sapper	SPECIAL RULES
NUMBER: 1 TYPE: Marksmen		
M W B S T W I A U 4 3 3 3 3 1 3 1 7	Group experience: <input type="checkbox"/>	
NAME: MEN OF THE RAVEN	EQUIPMENT: Buckler Spear Sapper	SPECIAL RULES
NUMBER: 1 TYPE: Warrior		
M W B S T W I A U 4 3 3 3 3 1 3 1 7	Group experience: <input type="checkbox"/>	
NAME: _____	EQUIPMENT: _____	SPECIAL RULES: _____
NUMBER: _____ TYPE: _____		
M W B S T W I A U 	Group experience: <input type="checkbox"/>	
NAME: _____	EQUIPMENT: _____	SPECIAL RULES: _____
NUMBER: _____ TYPE: _____		
M W B S T W I A U 	Group experience: <input type="checkbox"/>	
NAME: _____	EQUIPMENT: _____	SPECIAL RULES: _____
NUMBER: _____ TYPE: _____		
M W B S T W I A U 	Group experience: <input type="checkbox"/>	

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Heroes

NAME: MICHAEL KOLIK	EQUIPMENT: Heavy armour Sword Pistol Fagger	SKILLS, INJURIES, ETC: Leader
TYPE: Mercenary Captain		
M W B S T W I A U 4 4 4 4 3 1 4 1 7	Experience: <input type="checkbox"/>	
NAME: ADRIAN JANIKO	EQUIPMENT: Light armour Buckler Double-handed sword Sword Fagger	SKILLS, INJURIES, ETC:
TYPE: Champion		
M W B S T W I A U 4 4 3 4 3 1 3 1 7	Experience: <input type="checkbox"/>	
NAME: JASUS KAMMER	EQUIPMENT: Light armour Sword Pistol Fagger	SKILLS, INJURIES, ETC:
TYPE: Champion		
M W B S T W I A U 4 4 3 4 3 1 3 1 7	Experience: <input type="checkbox"/>	
NAME: _____	EQUIPMENT: _____	SKILLS, INJURIES, ETC: _____
TYPE: _____		
M W B S T W I A U 	Experience: <input type="checkbox"/>	
NAME: _____	EQUIPMENT: _____	SKILLS, INJURIES, ETC: _____
TYPE: _____		
M W B S T W I A U 	Experience: <input type="checkbox"/>	

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Stage by Stage guide



Stage 1: The basic model is assembled using parts from the Mordheim Mercenary plastic sprue and the cloak from the Middenheimer accessory sprue.



Stage 2: Using green stuff the cloak is built up around the shoulders. The bat is also modeled on and a feather from the Empire Halberdier sprue is added. A moustache is also added using a rolled out piece of green stuff.



Stage 3: Extra detail is added when the model is painted. Michael has used dark ruddy colors for the furs and painted on stubble to the model's face.



Ye final work of
PICO GIACOMETTI
 War Artist Extraordinaire

Show to be held at
 Griffon Gate Market
 on the
Fifth of Phlugzeit
 to raise funds for his
 Widow and eleven
 children.

**FREELANCE
 WORK REQUIRED**

Apprentice printer
 seeks employment.

Trained by Paulus the Fat
 at the Town Cryer press.

Contact
Mattaus Huszar
 at the sign of the Scorpion.

WANTED
 Cedric the Scholar



For practicing ye
DARK MAGIC

75
 Gold Crowns
 Undead or Alive

**PRINTING PRESS
 FOR SALE**

Made by master-craftsman
 Max Apfel. Well looked
 after, one careful owner.

100 Gold Crowns

Dargan Rockfist
 - GREENSKIN -
SLAYER

Expert at eradicating
FOUL GREENSKINS



Fee 15 Gold Crowns
 for each contract

**PUBLIC
 NOTICE**

Hangings

This month's attractions:

Alfred Rosenberg, for
 stealing a lettuce.

Walter Bernard, for pig
 burning.

Gerrit Puni, selling bad fish.

Maria Reynolds, for
 Witchcraft.

Henri Gautier, for man
 burning.

To take place on
 the ninth day of Phlugzeit

**2nd Annual
 ARCHERY
 TOURNEY**

Henryk Bergson invites
 all men practiced in the
 use of the bow to a
 challenge of skill.

Tourney to be held at the
Griffon Gate Plaza
 on the
1st Festag of Phlugzeit.
 Elves welcome.

HIRED SWORDS REQUIRED



To defend
 ye
Town Cryer Press
 from foul Ratmen from below



Payment of 10 **GOLD CROWNS**
 for each confirmed kill

OBITUARIES

Pico Giacometti, lead poisoning.

Arturo Burelli, died from the
 Red Pox.

Lucas Borch, crushed in a
 boulder slide.

Johann, murdered by an angry
 customer.

Olga Rubens, choked to death
 on a fine vintage.

Black Sword, shot.

Black Arrow, knifed.

Father Adolf Muller, stoned.

Henri Leibl, killed by a
 Snotling.

Jarak Blackblade, someone solved
 their problem in one blow.

Mattaus Nichollus, lost his
 bottle.

· GREENSKIN ·
CLOAKS
 FOR SALE

10 Gold Crowns each
 Hardwearing and waterproof!
 Arrows just glance off!
 Expert Stitching!

Contact Elsie Rockfist
 at the

Drunken Goblin
 (Your initials embroidered while you wait)

Maximilian Luce
TILEAN
 Crossbowman

Can hole a golden ducat at
 101 paces

Dead eye shot, steady hands,
 expertly crafted bolts.

**Will kill anybody
 with style**

Johann's Emporium
**CLOSING
 DOWN SALE**
 Everything must go

Interest free credit
 (subject to status)

Come to Ye Olde
 Gate Keeper's Cottage.

NICODEMUS

GREATEST WIZARD
 in ye
 KNOWN WORLD



Payment in wyrdstone.

Follow the riddle at the sign
 of the Red Moon.