

Issue 9

MORDHEIM™

Town Crier™



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LURE OF DARK TREASURES BRINGS PIRATE SCUM

The steady stream of vagabonds, rogues and scum has now been reinforced by some of the lowest knaves our fair Empire has ever seen. Tempted by the promise of the riches to be had from selling the tainted wyrdstone found in the City of the Damned thieves, buccaneers and other nautical low-lives have been flocking to Mordheim.

The streets now have a distinct whiff of rum and many a peg-legged ruffian has been spotted scouring the ruins for treasures and battling it out with any mercenary bands they encounter...

Be warned, they give no quarter...



The brutal fighting in the pits has now become a popular and regular occurrence and many an unscrupulous burgher has fattened his purse from it. Woe betide any poor warrior who falls victim of the pit slavers and ends up fighting for his life for the vulgar entertainment of others in the pits.

A vicious battle has broken out between bands of Witch Hunters and the Sisters of Sigmar. Even the convent of Sigmar's Rock has come under attack from the zealous maniacs. Parts of the convent have been seen afire during the hours of darkness and it appears that both sects of his holiness Sigmar are deemed to destroy each other in fire and blood.

Here
Within



Stories of
foulness and
terror to chill and
flabbergast ye
weaklings.

Ye master
architect's guide
to the ruins of
Mordheim.

Discover the
horrors that await
these foolish knaves
daring to enter the
Lair of the Snake.

Piratical sea-
dogs fighting
and drinking
the taverns dry.



The Editor Speaks

So, Tuomas Pirinen, AKA – Tuomas of the land of Fins has finally been identified as the Shadowlord himself! Oh woe, how the heretics have infiltrated the most holy of places, namely the sacred sanctity that is the Black Library. Fear not though brave Wyrldstone hunters for the evil and sinister Pirinen has been driven forth from this sacred grove to seek solace in the lands of the New World and the tales of dread Mordheim – City of the Damned shall continue.

It has been brought to my attention (thanks to Mark Havener) that there is a mistake of minor proportions upon the hallowed pages of Town Cryer 5 (featured in White Dwarf 242). In the Chaos on the Streets section, scenario 7: Monster Hunt it states under the treasure

heard that on a 5+ you may discover 10x60 gc of jewellery. Now, this is plainly a fault of the dilapidated printing press that we have unfortunately now inherited from Paulus the Fat. What this, of course, should read is: 10xD6 gc allowing the player to find between 10 and 60 gcs and not the whopping 600 gcs as before!

Should any Warband leaders refuse to adhere to this amendment claiming that the misprint is correct I strongly advise that they are dragged kicking and screaming and thrown into the Pit for their sins.

Enjoy this issue of Town Cryer for piracy and a 'lick o' the cat' awaits you all...

Steve

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Fanatic Press is the Black Library's on-going support for Game's Workshops secondary game systems. Even though White Dwarf may not be covering it, we know you still play it!

So, in conjunction with the Citadel Journal, Fanatic Press will be bringing you irregular magazines for all our game systems. Just like the Journal, they're written by gamers for gamers.

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The Script of Sigmar

Background

Before the devastation wrought by the comet a beautiful convent stood overlooking the city from an island in the river. The convent is owned by the Sisters of Sigmar, an all-female religious sect that worships Sigmar, much to the despair of the Grand Theogonist. There have long been arguments between the Sisterhood and the Church of Sigmar, often leading to bloody conflict. During the fall of Mordheim the question of the Sister's purity was finally brought into open question when the only building left completely intact after the catastrophe was the convent. The church of Sigmar started spreading rumours about demonic pacts.

The Convent in Mordheim was supposedly the centre of the Sister's belief system and held all their holy manuscripts written by priests and martyrs throughout the ages, one of these was supposedly written by Sigmar himself. The Grand Theogonist decided that now that the general populace was questioning the right of the sisterhood he would force them to return the most important document for his study. Of course, like the chaos spawn they are they refused. What else was to be done? Deacon Avaris was sent to reclaim the manuscript at whatever cost and total extermination of the Sisterhood could do no harm. Thus the Witch Hunters approached the convent under cover of the night...

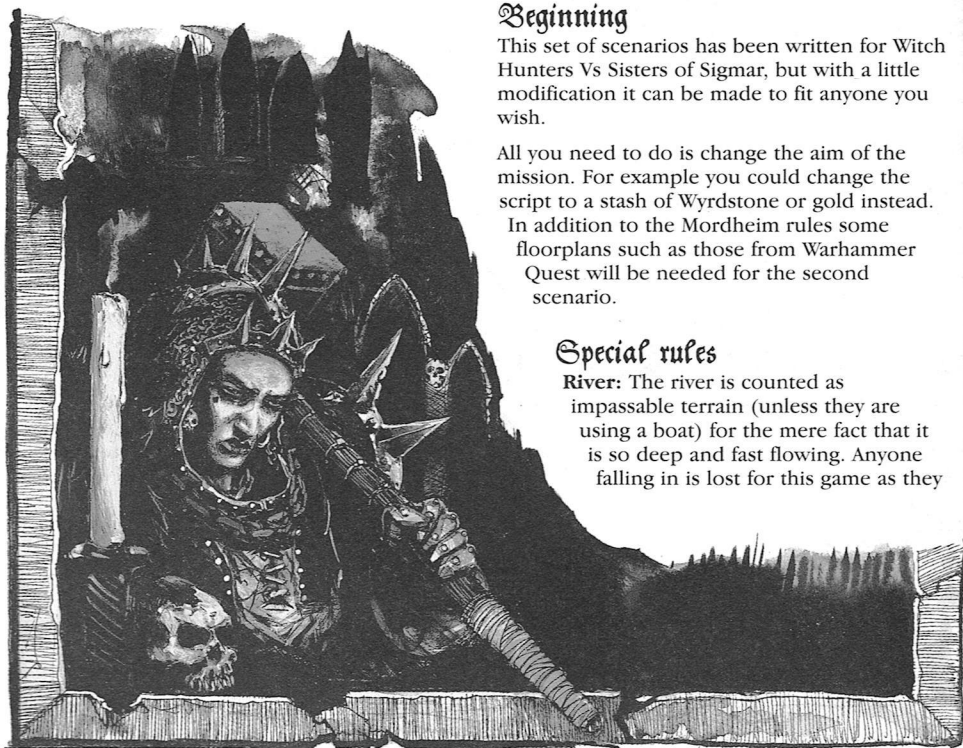
Beginning

This set of scenarios has been written for Witch Hunters Vs Sisters of Sigmar, but with a little modification it can be made to fit anyone you wish.

All you need to do is change the aim of the mission. For example you could change the script to a stash of Wyrdstone or gold instead. In addition to the Mordheim rules some floorplans such as those from Warhammer Quest will be needed for the second scenario.

Special rules

River: The river is counted as impassable terrain (unless they are using a boat) for the mere fact that it is so deep and fast flowing. Anyone falling in is lost for this game as they



An almighty clash between the Sisters of Sigmar and zealous Witch Hunters scribed here by Paul Smith



have been washed down river. All equipment must be dropped to enable the model to swim to safety and if they were wearing heavy armour, chainmail or Gromril they (after much debate and argument on the Mordheim list) drown outright as there is no time to cut off the heavy armour. End of character. He is no more. Dead. Gone. Finished. Ka-put. Sorry!

Boats: To transport the boat to and from water it must be carried by four models, these four models are reduced to a maximum move of 4" and they may not fight or use missile weapons while carrying the boat. Once in the water two models may row the boat with two passengers. There is no need to declare who as they can swap positions easily enough, only two can fire bows/powder weapons a turn though.

At the start of the game determine the direction of the water's flow, if it is a shoreline it will be alternate directions each turn as it laps in and out. Rivers will run the one direction all game. Roll an artillery dice and a scatter dice (remember those?). Subtract the artillery dice roll from the strength of the rower, or the combined strength if two are rowing, treating misfire as zero. This is to simulate the eddies and currents of river. If the strength score is higher than the artillery dice score then the boat moves a distance equal to the difference in score in inches in a direction as desired by the player. If the artillery dice roll is higher than the strength then the boat drifts a distance equal to the difference in the score in the direction of the water's flow for that turn. If the two scores are equal then they manage to hold in place, fighting the wild currents. There is no movement penalty for turning. A boat that drifts off the edge of the table is counted as out of the game, but nothing bad happens to anyone in the boat, they just drifted a bit.

For example, two Strength 4 warriors are trying to row across a southern flowing river, and the artillery dice rolls a 10. The boat drifts 2 inches to the south (whichever direction you determine south to be). Next turn the artillery dice rolls a 3. The boat moves 5 inches in the direction desired by the player.

Night time: In the dark people's vision is severely impaired (Dwarfs, Elves and Skaven can ignore the following rules if you decide to use different Warbands). Ranged attacks (bows, crossbows, pistols, rifles, bags of explosives and ranged magic) have their range halved.

Mission 1 The Bridge; not too far

Deacon Avaris has decided that the best time to assault the Convent is in the middle of the night when the Sisters rely on raw recruits to guard the bridges, leaving the more seasoned veterans to deal with the day-to-day warfare in the city.

This part of the mission is to be a stealthy operation, any cries from the guards and the others will be awake and aware of the raid.

Terrain

For this mission you need to set up the table with a large river down the center of the table with a large bridge across it. On one side of the table you need to have the entrance of the Convent; the other will have ruins of Mordheim. The rest I leave up to you. (Do they really need more information? River, bridge, ruins one side, clear ground and temple other... seems fairly simple to me!)



Special rules

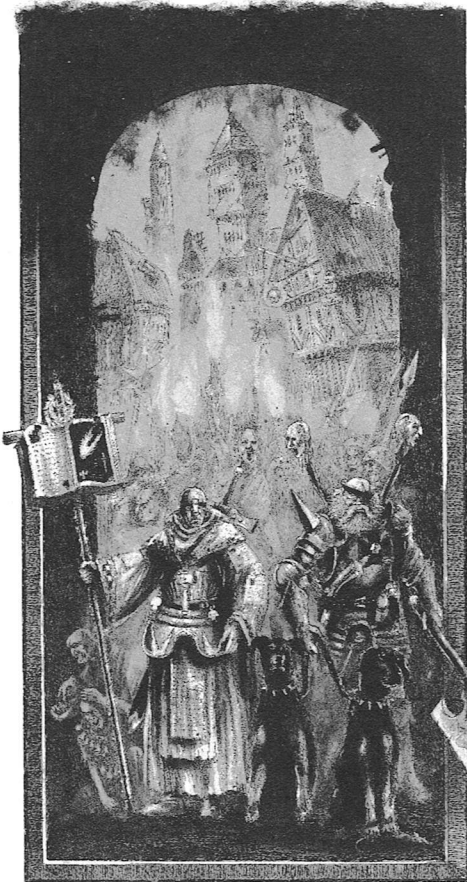
Movement is limited to walking speed on the Mordheim side of the river because of all the treacherous terrain. Once across the bridge the ground is clear, flat and faintly illuminated by light pouring from the doorway into the convent so movement is returned to normal, though ranged weapons are still limited.

Sides: The Sisterhood has 5 basic non 'gang' member warriors, the player's actual team is considered asleep within the convent. The Sisterhood can setup anywhere on their side of the table or on the bridge. These models do not count as part of your Warband and nor do

The Script of Sigmar

they gain experience. This is to represent the fact that there are more than one Warband's worth of Sisters in the city of Mordheim, but your lot live in the area around the script. If you really want to you can use five actual members of your gang to patrol around outside, but these cannot be used in the second mission. If you do use your gang members they do gain experience as normal.

The sisters are randomly patrolling the area around the bridge so each turn they move D3 inches in a randomly determined direction (a scatter dice is useful for this) until one of the enemy is spotted and the guards are alerted. Sentries can attempt to spot the enemy if they are within 12". Witch Hunters in the open will be spotted on a 2+ on a D6; in partial cover they are spotted on a 4+ and in solid cover it takes a 6+. If a Witch Hunter is within initiative range of a sentry they will be spotted



on a 2+. If a guard is standing on the bridge there is a 2" zone either side of the bridge that they cannot see into, this counts as solid cover for detecting people from the bridge. Once the enemy is detected the guards can move freely under the control of the Sister's player. The guards can alert those inside if one of them reaches the door, in effect the Sisters win the scenario. The scenario doesn't end until all the guards are dead/off the table or the Witch Hunter leader has decided he has enough men through the door to carry on to the next mission.

The Witch Hunters may take as many of their Warband as they wish, with the exception of wardogs, chariots, carts and horses because they are too noisy for a stealth mission. They must come on the Mordheim side of the table, starting at the very edge of the table. If powder weapons or visible magic (i.e. fireballs and the like) are used before the guards are alerted, they automatically become alerted. Wouldn't you be?

The Witch Hunters may use boats to try and sneak across the river.

Objectives

The Witch Hunters must reach the door to the temple with as little resistance as possible, preferably avoiding the guards completely. Obviously the Sisters hope to stop any intruders, or at least call out to those inside.

Experience

+1 Survives. If a Hero or Henchmen group survives they gain +1 experience.

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

+1 Sounding The Alarm. The Sisterhood Warband leader earns +1 experience if the alarm is raised.

+1 Reaching the Door. Each surviving Witch Hunter member who makes it to the door earns +1 experience.

+1 Alarm not Raised. The Witch Hunter leader earns +1 experience if they reach the door unmolested.

Mission 2

Unto the Temple my Brothers

This mission varies wildly depending upon

whether or not the alarm was raised by the guards. If the alarm was raised the Sisters player may set their entire gang up wherever they want. Otherwise three will be randomly patrolling (as with previous scenario) the corridors while the others sleep.

Sides: The Sisters will have their entire force. Witch Hunters may use any who made it from the first scenario (this means no wardogs or horses Tuomas :). There has been no time for the injured to rest, unless the Warrior Priest healed them before entering the doorway.

Terrain

Randomly generate an entire floorplan with the Warhammer Quest floor tiles (NB the only objective room tiles to be used are the *Crypt* and the *Fountain*, all the other objective rooms aren't really viable for a convent), or get someone else to place it for you before the game. Using the idea of 1 square = 1 inch it is easy to translate Mordheim to the boards. It is well lit inside the convent so weapon ranges are normal.

The Sisters player may secretly mark one room as the library where the scroll is stored and places the rest of their troops anywhere on the map. Those asleep may not move until awakened. The Witch Hunters should be told that this is the library when he enters the room. He now has the scroll and must fight his way out again.

The sleeping gang members can be awoken when one of the guards reaches the room where they are. If the Witch Hunter player reaches the sleeping chambers before the guards, the troops within are unprepared and are not wearing any armour. The attackers must pass an Id test, else they receive a -1 to hit in hand-to-hand combat (scantily clad women will sway all but the most devout).

The Warrior Priest, War dogs if they could be used, which they can't, and Witch Hunters automatically pass the test because they are convinced of

the foulness of these harlot women.

Objectives

The Sisters must repel the invasion, or at least stop the Witch Hunters from making off with the scroll.

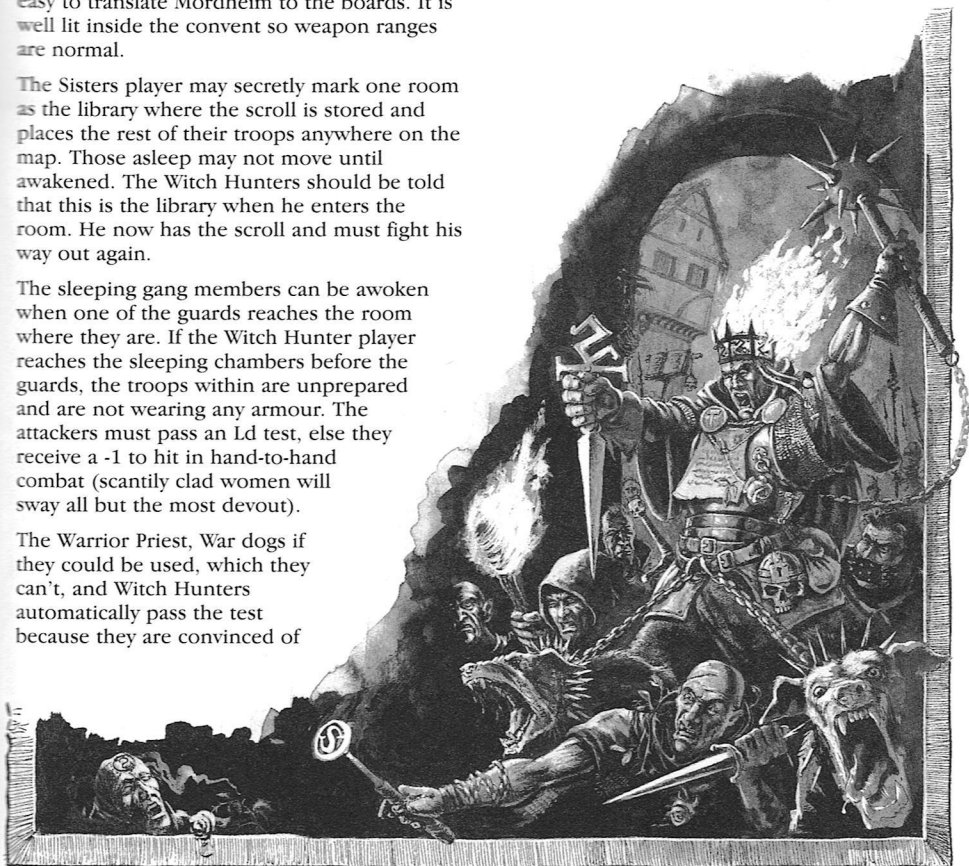
The Witch Hunters must first locate the scroll then escape back through the entrance.

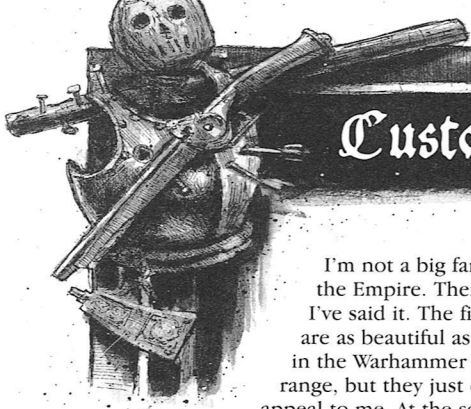
Experience

+1 Survives. If a Hero or Henchmen group survives they gain +1 experience.

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

+1 Winning Leader. The winning Warband leader earns +1 experience.





Customising *De* Warband

I'm not a big fan of the Empire. There, I've said it. The figures are as beautiful as any in the Warhammer range, but they just don't appeal to me. At the same time, I like playing humans in fantasy games. I like the thought of

playing the underdog. When I used to play Space Hulk I always wanted to play the Marines – I just like the thought of a challenge. When the latest edition of Warhammer was released with the revamped Bretonnians, I thought that army would fit the bill nicely; I do love Arthurian legend, and they are after all, just humans. Unfortunately, they proved to be somewhat less than the challenge I was looking for, so I was still unsatisfied.

So when the Dogs of War figures were released, I suddenly found myself giving in to my underdog impulses. Suddenly I could play Tileans, or Estalians! Unfortunately, since I already own six other armies for Warhammer (Wood Elves, Lizardmen, High Elves,

Bretonnians, Vampire Counts, and Khemrian Undead), as well as three armies for Warhammer 40,000 (Space Marines, Imperial Guard, and Genestealer Cult), I could hardly justify the purchase of another to my soon-to-be-wife. Then along came Mordheim, and the solution became clear – I wouldn't collect an entire army; I would collect a Mordheim Warband!

In the Mordheim rules there are five types of human Warbands: three types of Empire mercenaries, Witch Hunters, and Sisters of Sigmar. All these Warbands are made up of Imperial citizens, so they didn't quite fit what I was looking for. So what did I do? I made up a new Warband that could fit within the rules of one of the Warbands in the basic rules, but have a slightly different flavour. Following is a description of how I did it and some tips on how you can do something similar for creating your own, very unique, Warband.



To figure out what I wanted to do I first looked at the humans in the miniature range. I figured out that I could do a Tilean or Border Princes warband quite easily, but they didn't exactly have the flavour I was looking for. Then I spied Pirazzo's Lost Legion and made my decision – my warband would be Estalians!

Background

I had to decide what kind of Warband Estalians would be, so I looked for information on Estalia. It's not real easy to find, but eventually I located a few scraps of information, and used it as a basis for my Estalian Warband background:

The land of Estalia lies in the south of the Old World, a warmer and drier area than the north. Estalia is a loose collection of many varied kingdoms. The kingdoms of the Irrana Mountains are home to fierce, tough hill-fighters, while along the south coast are prosperous trading nations whose ships ply the Southern Sea to Araby. The coastal cities have a proud tradition of seamanship and sea-fighting. Most Estalian mercenaries come from these coastal cities, as foreigners visiting Estalia



How to include ye mighty soldiers of Estalia in The City of ye Damned by soldier of fortune Marco De Havener

in search of mercenaries seldom venture far from the ports.

While Estalia is farther from the threat of Chaos incursions than other nations of the Old World, mutations are not unknown and Chaos cults can sometimes spring up here as well. There is currently a powerful movement among members of the clergy of the church of Myrmdia, Estalia's patron god. This movement is called the Inquisition. Estalians are famous for their dedication to their gods, and the Inquisition is a result of this piety. Whereas in other lands the first seeds of Chaos might go unnoticed or ignored, in Estalia the people have very little acceptance of such things. Pockets of Chaos cultists are ruthlessly rooted out and destroyed. Any hint of heresy is investigated and purged by the priests of the Inquisition, who wield tremendous power in the various kingdoms of Estalia. Even among hardened mercenaries religion is not taken

lightly, and most warbands include a priest of the Inquisition to protect their souls as they venture into the Chaos-infested lands of the Old World. The Church of Myrmdia views mercenary warbands as an opportunity to spread the faith far and wide, and welcomes the chance to send their officers travelling to new lands and root out whatever evil influence of Chaos they find there.

So I have the basic concept – my Warband would represent agents of the Inquisition sent to Mordheim to 'cleanse' the city of heresy. I decided that Marienburgers would best represent my warband, as the increased starting gold would symbolise the fact that they were being outfitted by a large, powerful organisation (the Church). I would include a couple 'Officers of the Inquisition' in the band, because I wanted to include a couple Hired Swords for flavour (what's an Inquisition without priests?). The upkeep cost attached to

The Sword of Myrmdia

So here's what my starting Estalian Inquisition Warband looked like:

Heroes

Captain Don Guillermo Cardonzo.....110 GC	Sword, Dagger, Duelling Pistol, Pistol
Eduardo, Champion.....60 GC	Crossbow, Dagger
Don Juan, Champion.....60 GC	Crossbow, Dagger
Julio, Youngblood.....15 GC	Dagger
Enriquo, Youngblood.....15 GC	Dagger

Genchmen

5 Warriors.....175 GC	Spear, Dagger
1 Marksman.....50 GC	Crossbow, Dagger

Officers of the Inquisition

Bernado, Inquisitor (Assassin).....40 GC	(20 GC 'tithing' - upkeep)	Sword, Dagger, Throwing Daggers
Father Frederico, Priest (Warlock)....30 GC	(15 GC 'tithing' - upkeep)	Staff
Rituals (Spells): <i>Flames of Purity</i> (Fires of U'Zhub), <i>Darts of Myrmdia's Vengeance</i> (Silver Arrows of Arha)		

Hireling

Local Scout (Elf Ranger) w/Elf Longbow, Sword, Elven Cloak	40 GC (20 GC upkeep)
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Hired Swords would also suitably represent a heavy 'tithing' to the Church that the Warband would be expected to pay. The names of the spells would have to be changed to more properly represent 'Prayers of Myrmidia' of course, but after that bit they fit in perfectly. I would also include another Hired Sword – an Elf Ranger, as I figured Estalians would need a local guide, since they are travelling from so far away.

Model Selection

So now that I had my warband down on paper, I had to figure out exactly which models I would use. I had already decided to use Pirazzo's Lost Legion for the bulk of the models (Warriors with spears, Champions and Marksman with crossbows), so I only had to decide how I would fill out the rest of the warband. There are a few other Estalian looking miniatures in the Empire range, so I hunted for them and found a blister pack of Empire swordsmen with conquistador-style hats that I could use as my Youngbloods (after minor modification of swords to daggers). The Scout could be

suitably represented by one of my Wood Elf Waywatcher models (I like the look of them, especially since the leaf cloaks they wear is perfect for an Elven Cloak!). To represent the Captain, I purchased the new Imperial Noble, as he looked suitably Spanish to me, in a swashbuckling kind of way.

I actually had a very difficult time with the Priest, and I had nearly



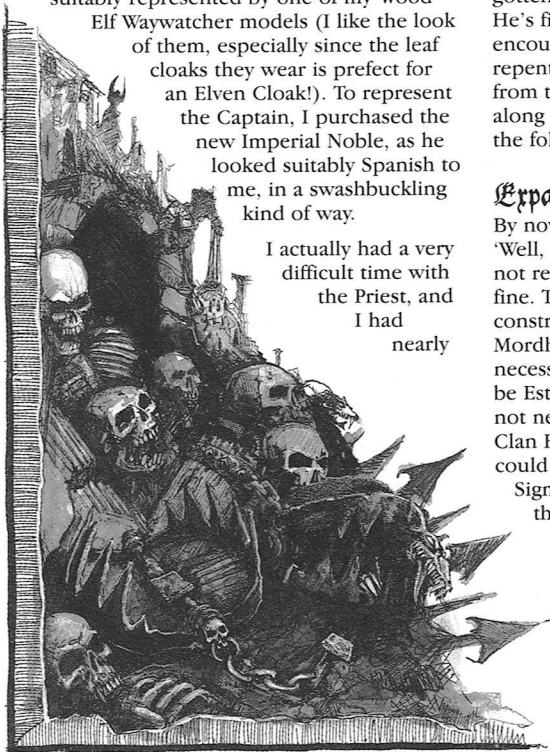
decided on purchasing a 40K Preacher (from the Sisters of Battle range) and modifying him, when the Witch Hunters (Johann van Hal and Wilhelm Hasburg) figures arrived at my local store. One look at Wilhelm and I was sold; I quickly snatched up a blister and I had my Priest! For the Inquisitor I was originally looking for some type of more traditional assassin-looking model, but eventually decided that the background of the character didn't really support the traditional look, so I opted to use Pirazzo himself as the Inquisitor.

Battle Hardened Veterans

Now that the warband has a few battles under its belt, it's become pretty fearsome. A new Priest had to be sent for after the second game (he was martyred by followers of false gods), but the new father is fitting in nicely. His spells are a little different (I rolled 'Darts of Myrmidia's Vengeance' (Silver Arrows of Arha) again, but his second spell is Myrmidia's Favour' (Luck of Shemtek), but he's pulling his weight and fulfilling his role as spiritual leader of the band. The Inquisitor is very nasty, as he's gotten several new skills through advances. He's finding that most of the heretics he encounters in Mordheim would rather die than repent, but he's too devout to let that stop him from trying. The rest of the Warband is coming along too, and word is slowly spreading that the followers of Myrmidia are loose in the city.

Expanding the Concepts

By now many of you are probably thinking 'Well, this has all been very interesting, but I'm not really that keen on Estalians', which is just fine. The point is that players should not feel constrained by the framework presented in the Mordheim rules. Marienburgers do not necessarily have to be Marienburgers, they can be Estalians. Similarly, a Skaven Warband does not necessarily have to represent the agents of Clan Eshin; with a little modification they could represent Clan Pestilens. The Sisters of Sigmar could represent Norse Valkyries, with the Matriarch having access to 'Prayers of Odin' instead of Prayers of Sigmar. Want to try a Savage Orc Warband? Put together an Orc warband and invest in some Madcap Mushrooms. The possibilities are endless. The important thing to remember is that Mordheim is meant to be enjoyable above everything else, so have fun with it!



Don Guillermo Cardonzo surveyed the scene before him. A city lay partly ruined on the plain below. Near its centre lay a smoking crater – the source of the heresy he and his band had been dispatched to cleanse. His thoughts briefly turned to his family's beautiful villa and the equally beautiful wife he'd left behind. Esperanza, he thought to himself, will I ever see your lovely smile again?

He turned to inspect his men. Father Frederico stood scowling in his red robes, his back absolutely straight. The man never smiles, thought the Don. The good father was a priest of the Inquisition, the organisation within the Church of Myrmidia that had gained so much popularity in Estalia in recent years. With so much uncertainty and fear in the world today, the order offered by the church was very comforting to the common people. The ruthlessness of their methods was seldom questioned, as it was accepted that extreme measures were necessary in these desperate times. Chaos-worshippers and Heretics were abundant throughout the Old World, and it was the Church's job to weed out these diseased individuals and protect the souls of the innocent.

The Church had been fairly successful in containing the Chaos threat in the Estalian kingdoms, and the decision was made to spread the word beyond those lands throughout the Old World. To this end the Church sent out members of the faithful like Father Frederico to weed out the Chaos infection wherever they found it. To protect it's representatives from more worldly threats, the Church hired and equipped bands of soldiers and sent them along with its priests. This was what Don Cardonzo's men had been hired to do, and they were determined, though none of them enjoyed being in the presence of so many unbelievers for such a length of time.

In addition to the priests, other officers of the Inquisition were commonly sent out with the expeditions as well. An Inquisitor Brother had been sent along with Don Guillermo's band. As Guillermo gazed over at the proud face of the Inquisitor, he reflected upon the reputation of such men. All Inquisitors were taught to be very persuasive in their attempts to get heretics to beg for redemption. The idea of torturing another man sickened the Don, but he forced such thoughts away. Sometimes distasteful acts were necessary in the war for men's souls.

Guillermo walked down the line of his men, and pride filled him at the sight of these brave men of Estalia with their gleaming armour and steely look in their eyes. He knew he should say something to inspire them, but the Don had never been very good at oratory. He believed in inspiring men with deeds, not words. Fortunately, Brother Frederico took the Don's silence as a signal for him to speak.

'Today we go to spread the word of Myrmidia to the heretic. Those who repent will be offered absolution. Those who turn a deaf ear to our holy cause will be sent into the afterlife, their souls unsaved. Either way, never falter in our cause, and never doubt that we do the will of Myrmidia. You have the complete backing of the Church in this holy mission, and those who fall will have the assurance that our god will be with us in the afterlife. After completing his speech, the priest turned to Don Cardonzo and nodded. 'Forward men,' cried the Don, 'for Myrmidia! For Estalia!'

Hear Me! Hear Me!
Scribes of all persuasions sought for the

Town Cryer™

Town Cryer is written for fanatical GW gamers by fanatical GW gamers. You (yes, YOU!) make Town Cryer the brilliant, unparalleled hobby magazine that it is – a forum for every collector, painter, modeller and Warband Leader.

If you would like a full list of writers' guides, send a self-addressed envelope to the address that follows.

1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about you, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. Town Cryer isn't about theory, it's about what's really happening in the Games Workshop hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys.

- **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

- **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

- **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

- **This point is so important we'll write it again!** We want REAL hobby material from REAL hobbyists! This is your mag!

2. Decide what article you want to write

For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. Town cryer is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

- An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into Town cryer is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

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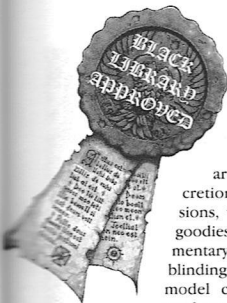
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UK

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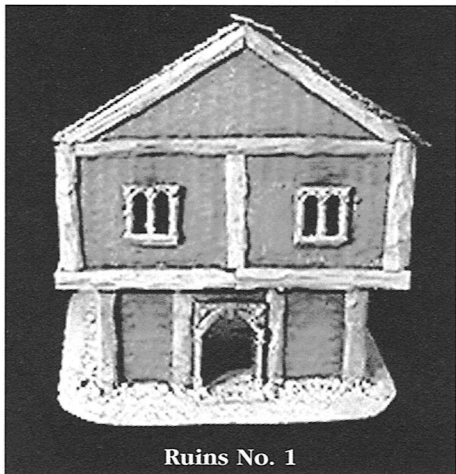
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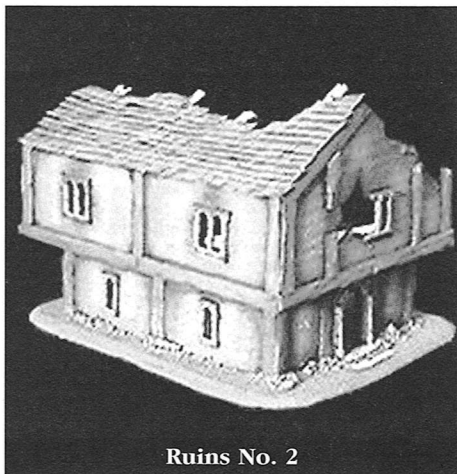
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The Architect's Guide



Ruins No. 1



Ruins No. 2

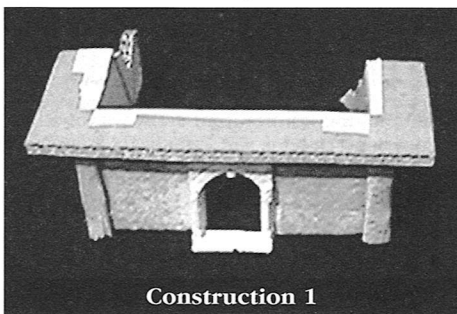
The Ruins of Nordheim

This article is taken from my website which contains my complete guide to making cheap, easy to build Mordheim terrain using a minimum of expensive materials. The two ruins covered herein were made using the cheapest materials possible – you really don't need expensive stuff to make terrain.

I began construction of the ruins before I built the base. This was simply because there were things I had to construct inside the ruins that would have proved impossible with a base in the way. In the picture: construction 1 (below) it shows the front, ground level of ruin no. 1. It was the first terrain piece I made for Mordheim. I carefully cut out the wall sections from cardboard and glued them, all square at 90 degrees, in the shape I desired. The balsa wood covers the joins. To make the overhang I cut out a strip of cardboard in the shape you can see in the picture and glued it on top, held up by supports while the glue dried.

Materials Used

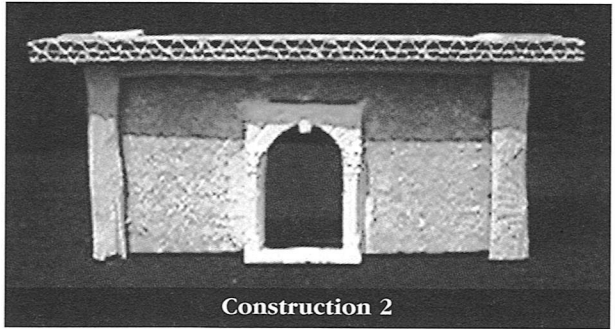
- Corrugated cardboard
- Balsa Wood
(You could use 'popsicle' sticks)
- Mordheim windows and doors
(More about this later on...)
- Thin, stiff card
- Sand, gravel, cat litter
- PVA glue
- Masking tape
- Acrylic paints



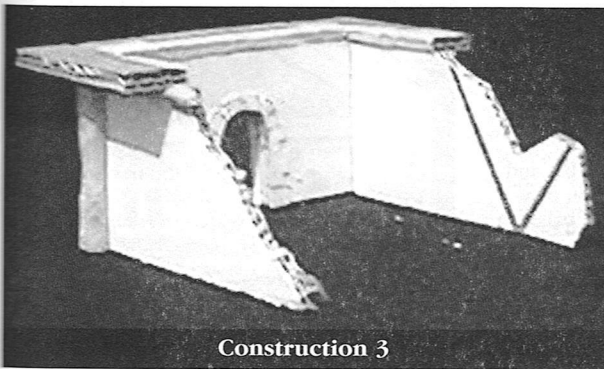
Construction 1

An investigation of ye accursed ruins of the City of The Damned
by ye wise old architect Jon Hayward esq.

I had already measured and cut a hole for the door. The door you see in the picture: construction 2 (opposite), is a Mordheim door from the sprue. When I had lined this up I just glued it in place with PVA glue. When everything was dry, I got a tub of exterior filler and watered some of it down into a very thick paste. I took a stiff brush and dabbed the mixture onto the wall sections.



Construction 2

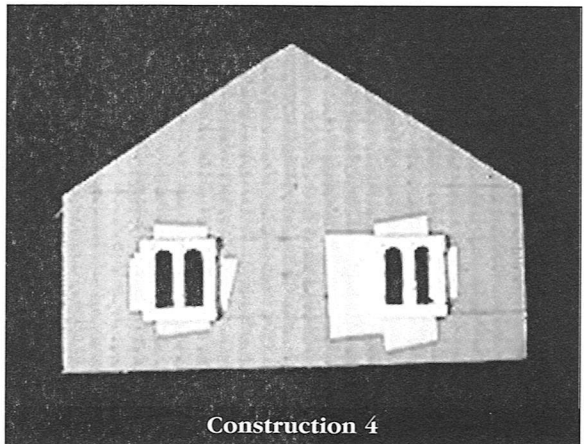


Construction 3

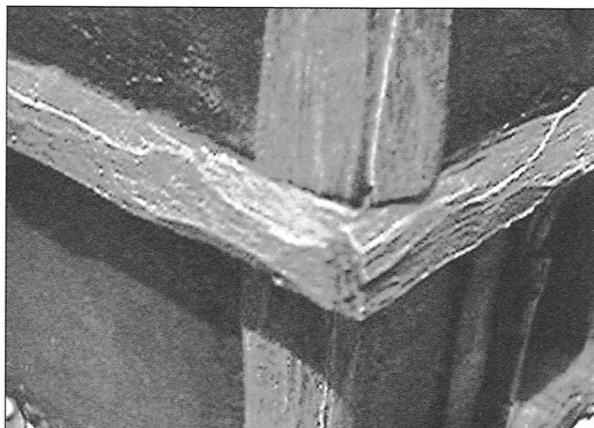
cut the holes out BEFORE you glue the walls into place. The windows you see here are from the Mordheim windows set. I used the large windows because they are easier to snipe out of. After I had cut the holes out of the wall, I covered the corrugations with masking tape which would in turn be hidden by the filler texturing. Getting filler into the window holes would be awkward, so this technique saves a lot of time and effort. The windows were simply glued in place with PVA.

Inside the building I cut out a stone shaped arch to go around the doorway. as you can see in the picture: construction 3 (above). This was cut out of the thin, stiff card and then textured with the filler. I textured the interior walls the same as I textured the exterior walls. You may want to use some textured plasticard to make half-stone walls, or use some balsa to make half timbered. It's your call.

The upper floor was constructed next as you can see in the picture: construction 4 (opposite). This picture shows the front wall, complete with two windows. It is important that you remember to



Construction 4



Construction 5

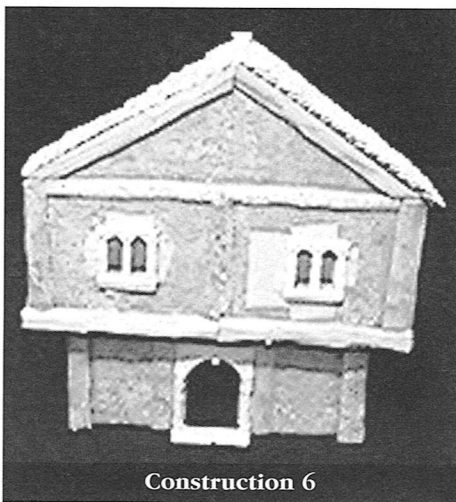
With the basic walls, windows and doors in place all that is left to do is to cut some balsa 'planks' to size and glue them around the edges of the building as you can see in the picture: construction 5 (above). I line each corner, and I mark off each floor and ceiling with a line of wood on the outside. Under the overhang I also have a piece of balsa. To get the dried and warped look, carve the balsa gently and ensure that no area is just flat and level, and don't leave sharp edges. You may want to use popsicle sticks instead of balsa, in which case it is important you don't leave the outside finish untouched, make sure you do a lot of carving to get some texture on there.

With balsa in place and textured walls, all you need to do now is cover the ruined edges, add a floor and add a roof, as you can see in

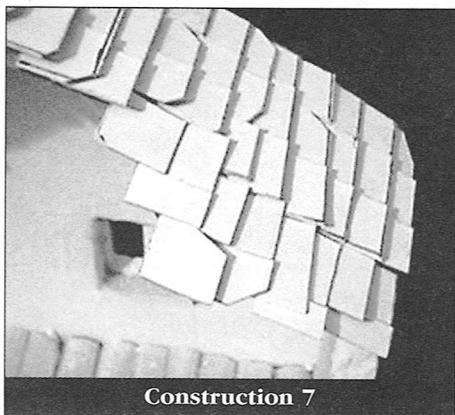


the picture: construction 6 (opposite). To cover the corrugations on the ruined edges I mixed up some of the 'YUK' that Morpheus refers to in his trees guides (check out Jon's website). This is basically a mix of PVA and filler, which I brushed on to cover the corrugations then sprinkled with a bit of sand to add some more texture.

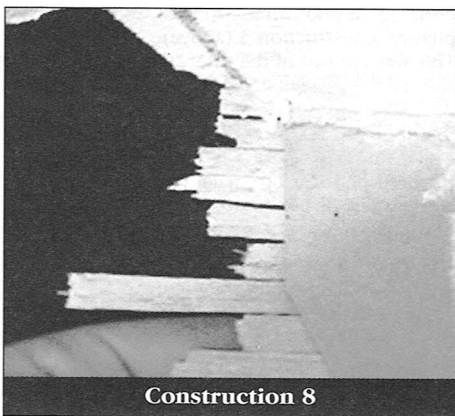
The roof was made by cutting the basic shape I wanted out of thin card, and then gluing it place as you can see in the picture: construction 7 (below). This serves as the base to glue the tiles onto. Once this was drying, I cut



Construction 6



Construction 7



Construction 8

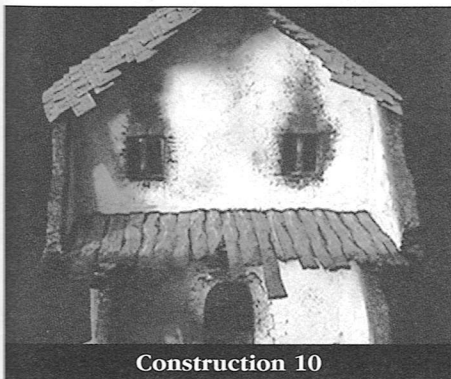
some strips of the same card about 1 inch long, then made 3 cuts 75% of the way trough. These were glued, starting with the bottom row, in overlapping lines. Some of the strips were cut into individual tiles to do the edges, some tiles were cut to look broken. On the blue ruin I also glued some 'beams' of balsa inside the roof to look like the beams supporting the roof.

I made the floor out of individual balsa planks, glued to a card backing which helps strengthen them as you can see in the picture:

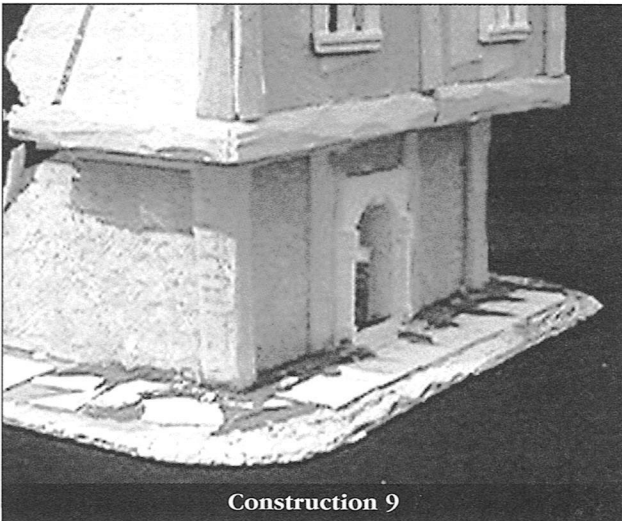
construction 8 (below). They were prone to warping, so I weighed them down as they dried. You may want to paint the backing card black BEFORE you glue it in to make painting easier!

All that remains then is to base the ruin. The base you see in the picture: construction 9 (above) was later replaced because it warped. Using cardboard for these bases is not recommended but it works. Ensure that you keep your base size to a minimum, about one inch around every wall of the ruin. The walls will help to stop to warping when you texture the base. Here you can see some card squares glued down as slabs. I always make sure that there are some sand and gravel patches on top of the slabs. I also used cat litter after being told about it by Jon Enge, and it was a useful supply of cheap rubble!

Now all you have to do is paint your ruins as you can see in the picture: construction 10



Construction 10



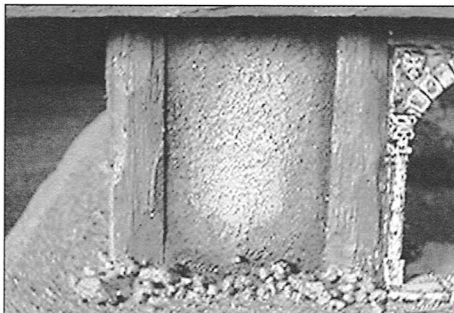
Construction 9

(below). I wanted to break away from the boring mid-greys and blacks of the usual Mordheim terrain, so I added some colour. The dark red ruin is menacing, I like it!! I painted the ruin a dark crimson, and while the paint was still wet I shaded it progressively darker towards the balsa. The wood was painted and drybrushed up from dark brown, with a final drybrush of bleached bone. Around the windows and doors I also did a black drybrush to look like carbon from burns.

The interior paint scheme puzzled me for a while as you can see in the picture:



Construction 11



Construction 12

construction 12 (above). I wanted something to go well with the red. I got the whitewashed look after a few tries by painting over a black undercoat with watery light grey, then drybrushing heavily with white. I then added the black drybrush. I also did some patches of black drybrush on the walls to make it look dirty.

The blue ruin was painted the same way as the red ruin, using the gradual shading to black. I added more cat litter around the edges and less slabs. I added three slabs to match the doorstep though. The roof of both buildings was supposed to be slate, so I painted it black then drybrushed it up from dark grey to near white. I used rough card so it had enough texture to get a good result. Both the buildings had their bases painted with some emulsion I got mixed up to match bestial brown from GW. It was a close match, especially when drybrushed. The same paint will be used on my board as well, so the result will be flawless! More ruins as soon as I make them!

Master Builder

Jon Hayward is eighteen and from Willenball in the West Midlands. He is currently finishing his A-level exams but in his spare time likes to get thrashed at Mordheim by his best mate Dan. Jon is most unimpressed with Dan as he regularly uses Jon's Warbands to beat him to a pulp on his own terrain. Jon also likes art and music in particular Lagwagon, Strung Out, Propagandbi and NoFX. Jon plays guitar, works at a bar and dedicates the rest of his freetime to sci-fi films, fantasy novels and gaming.

www.worldmakers.co.uk



Jon's Mordheim terrain in action

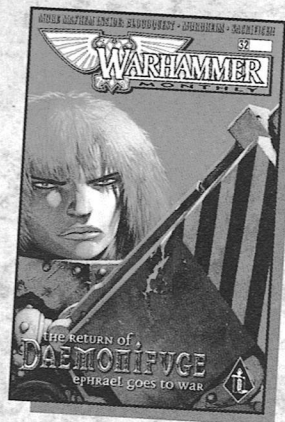


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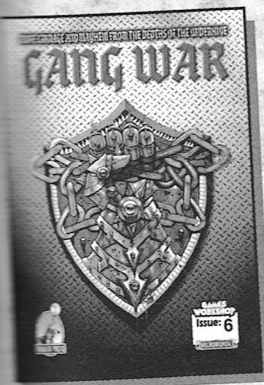


This month's war-torn issue sees the long-awaited return of Daemon-slaying Battle Sister Ephrael Stern, in book II of the stunning *Daemonifuge*, courtesy Kev Walker and Karl Richardson.

Deep in the Eye of Terror, Leonatos and his exiles must battle against Tzeentch's chosen champion, Haeroth, to win the Blade of Encarmine in the penultimate episode of *Bloodquest*. In Gordon Rennie's *Sacrifice* can the noble Ultramarines destroy the Chaos-infested space hulk before it engulfs their planet? And in *Mordheim – City of the Damned* hardened mercenaries Ulli and Marquand must use all the-tricks of their trade to catch an elusive assassin.

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The Lair of the Snake

Background

Throughout the centuries Mordheim had been known as a big and wealthy city, displaying beautiful architecture and with proud, resourceful inhabitants. From the banks of the river Stir, merchants and traders arrived in impressive boats and barges to trade rare goods from all over the world that would be sold in the market squares and the stores of the city. However, after the catastrophe in the Year of Our Lord 1999 most of the market squares were utterly destroyed apart from only a few that became so warped and twisted that no one who had seen them could recognise them again.

One of these proud market places, the Hunter's Square, collapsed completely as the gigantic blow from the comet struck the city and the Wyrdstone shards spread by the comet were buried deep below the surface. Mysterious rumour and legend tell of small worms that lived under the square growing to frightening proportions and multiplying by their thousands. Their mutated and twisted minds drew them upwards, towards the dark rays of the moon Morrslieb and where they could smell the flesh of men. Thus the dreaded Lair of the Snake was born...



The scenario

In this scenario, four warbands have clashed over the Lair of the Snake, unaware of the many dangers hidden under the ruins. In the middle of the battleground is a large platform of marble that has somehow resisted the hellfire of the comet without even suffering a single crack.

The Warbands

Unlike other scenarios this battle is specifically written for four Warbands to participate in. Any Warbands may be used in this scenario, regardless of race and experience.

Objectives

The primary objective is to reach the marble platform wherefore the warbands must start the cleanse and finally enter the platform again. Victory points are achieved during the battle as described later.

'The first thing that stuck me was that huge platform of marble, situated in the middle of all the desolation. How it had survived the comet was a miracle or worse. As the first arrows were launched when our foes were sighted the stone began to glow in the darkness, by some heresy. I had to know the nature of such an unboly icon...'

Ignatius, Witch Hunter

Setting up and Deploying

The scenario is played over any suitable table, preferably a 4' by 4' table. Set it up with a centrally placed tomb/platform in a sort of square with a lot of buildings around the edges and with fewer buildings in the middle, perhaps a couple of old tents, barricades or other ruins. In the very middle is the marble stone that should be approximately 1" x 1" or 2" x 2".

All players flip coins, roll dice or whatever to decide who deploys first. The winner chooses a corner to set up in and he starts with deploying his Warband within a triangle no further than 8" from the corner, as shown on the map. Turns are taken clockwise amongst the players until all players have deployed, then the player who deployed first gets the first turn.

A tale of most hideous mutated denizens of that foul playce The Lair of the Snake
by travelling troubadour Christian Ellegaard

*'As I touched upon the stone it was
as if I had touched our Lord
himself. As I lifted my face I saw a
pillar of light over me, continuing
into the endless sky, through the
dark clouds that hung over the city
and further upwards. It was then
that I knew who Sigmar had
chosen.'*

-Sister Helena, Sister of Sigmar

Special Rules

The first thing all Warbands must do is to reach the tombstone in the very middle of the battlefield. Here the Warbands will get secret information about which opponent they must take out. The Warband that gets to it first is rewarded with a Victory Point bonus as described later, and in addition he will be allocated a random opponent. Make four cards and write Players 1-4 on the back of the cards and let the Warband captain draw a random card. The opponent that he draws is the opponent that he must eliminate.

These cards are kept secret. However, at some time all players will discover which Warband is their enemy as they suffer from continuous attacks, but keeping the cards secret adds even more excitement and tactics to the game (should a player draw a card that indicates his Warband he should draw again).

The Tail-Biting effect: A very interesting thing that may happen in this scenario is the *Tail-Biting* effect where player 1 attacks player 2, player 2 player 3, player 3 player 4 and player 4 must take out player 1.

If you use the method with drawing cards, then there are 50% chances of achieving the *Tail-Biting* effect, but alternatively you can use a moderator. He will allocate the information in the right way so that this very

interesting effect happens.

Snakes!: As the battle draws on the mutant snakes will be awakened, and they will slowly penetrate the surface to attack the warriors. Every time a warrior Routs, place a *Snake Counter* at the spot where the warrior lost his nerve. The snake can be represented by a cardboard token or, even better, a Serpent swarm.

All serpents are moved before player one's turn. They move 2D6" in a random direction decided by a Scatter dice or, alternatively, use a bottle. We've found that a gun works particularly good for this purpose - especially when it's loaded and goes off once in a while! (*please do not try this at home! - Ed*)



Lair of the Snake

If a *Snake Counter* touches the base of any model, then the model will suffer an automatic hit with Strength 2 with no armour saves.

Ending the game

Once one of the Warband's achieves its objective by Routing its chosen foe the battle ends.

Experience

+1 First to reach the platform. The first member of the Warband that reaches the platform and gets an opponent gains +2 experience.

+1 Survives. If a Hero or Henchmen group survive the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning Warband gains +1 experience.

+1 Putting Enemy Out of Action. Any Hero gains +1 experience for putting the warrior of another Warband Out of Action (this can be any Warband not just the objective).

+1 Defeating Chosen Enemy. Every surviving Hero and Henchmen group in the Warband that completes its objective gain a further +1 experience.

Tactics

This scenario, being a four-player, may last for an entire afternoon, if not more. As you play it more and get used to the conditions you will discover that there are a few basic tactics that can be applied.

Firstly, consider the strengths of your Warband. It is not necessary to be the fastest to reach the tombstone as the first Warband – even slow, regular Warbands have a good chance of reaching the tombstone even when facing Warbands that are much faster such as Skaven. When an enemy's warriors get too close to the stone, then just pepper them with missile fire and see them collapse only a few feet before their goal.

To counter this ranged attack it is important to take use of all possible cover. In addition, a small group can be sent over to the enemy archers to pressure them and cause a distraction.



'Martin, the proud Reiklander whose axe had chopped through the throat of the last foul ratman touched the marble platform with a gore soaked hand. It raised ever so slightly and revealed a deep cavity underneath.'

Dreams of vast quantities of Wyrdstone or treasures assailed Martin's mind. Then a thousand or more bideous, mutated serpents emerged. Martin gasped in horror then ran as fast as his legs could manage as the evil serpents feasted themselves on the bodies of the fallen'

*Helmut 'Bigmaw', Mercenary
Champion*

Once the real fights have started, then remember that even though the battlefield may look very chaotic you have only one enemy that is truly against you so concentrate on them.

Therefore, keep calm and don't panic. The goal is plain now: Kill all of the warriors in your enemy Warband! You must try to score as many points as possible while your opponents should be hindered in doing this, so try to get within close combat range with them and throw down the gauntlet.

A very dirty trick is to keep one or two warriors lurking in the ruins far from all of the fighting so that the Warband which has to put you out of action must hunt them over the entire board. This keeps him from winning, at least! Mind you, though, only the most desperate Warband captains are going to attempt this!

Overall the most important thing in this scenario is to keep surveying the battlefield. Be focused on your opponent, and don't get distracted by all the other war cries around the battlefield.

Good luck



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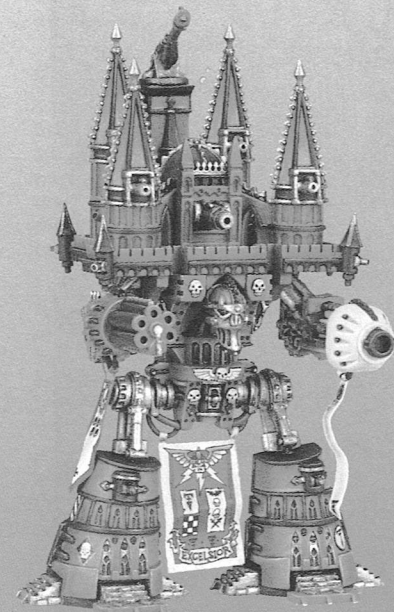
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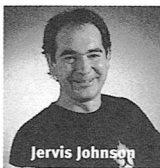
New gaming supplements!

* * * *

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the Chaos 'Anti-Emperor' version.



Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?

Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?

It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?

Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by re-printing them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?

As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e.

when you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?

Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?

Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine, and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!

From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things

E-MAIL: fanatic@games-workshop.co.uk

COMING THIS MONTH FROM FANATIC...



Citadel Journal 39

The Journal gets a make-over to celebrate the launch of Fanatic and now comes in a new size and format. It features a preview version of the Harlequin army list by 40K designer Gav Thorpe, part one of a series of articles detailing the Corribra Sector of the Imperium by Matthew Sprange, all the regular features, and more.

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of Adeptus Titanicus Revisited by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.



Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lamshead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.

Warmaster Magazine • Issue 1

Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.



Warhammer Quest – Traps & Pitfalls

An expansion for Warhammer Quest that adds all kinds of nasty traps and pitfalls to kill off unwary adventurers. All-new floor plans and templates are included, along with all the rules you'll need to add these to your games.

ALSO AVAILABLE THIS MONTH...

- Warmaster Kislev Army
- Battlefleet Gothic Tyranid Hive Fleet
- War Monger Titan



The Fanatic fanatics!

For the first year are: a new pack for Warhammer, a rule supplement for Epic, super-detailed Titan rules, an pack for Warmaster covering armies we'll be releasing for game, a supplement for Gothic adding the rules to the game, and new rules for Necromunda and more.

Want to tell me more about the magazines?

We will produce new metal bases and resin models for all the games that it covers. In the magazine are three new armies for Warmaster, two new fleets for Battlefleet Gothic, a new Blood Bowl team for Mordheim and new Titans for Epic. We also have promised to make resin terrain pieces and 'add-on bits' to convert your miniatures into exciting new models.

What does the stuff Fanatic produces be?

Although I really hate the term, yes, the stuff Fanatic produces will be official additions to the games. The Studio games development team will be fully involved in the project, so players can be sure that the original designer has written or approved all of the material that Fanatic produces.

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Mail Order service (see their address and phone number in Hot from the Forges). If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

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You can order on-line and find out about new releases by visiting our web site at <http://www.fanatic.co.uk>. We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

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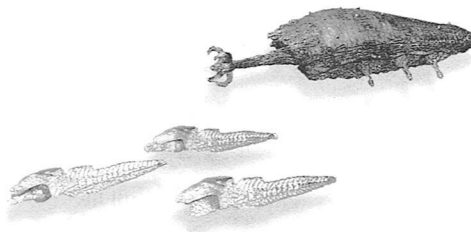
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Work in progress: part of the Hive Fleet takes shape!

Narrative Campaigns

The market square was deathly still. The mouldering stalls stood empty, rotten vegetables and the dry husks of fruit scattered in the mud. From the corner of his eye Captain Gascard noticed movement. His sword slid from its scabbard as he twisted round adopting a battle stance. From the shadows of a crumbling doorway stepped Van der Vaal, a scimitar in each hand, his one eye burning with rage.

'So' smiled the Captain, his left hand slowly slipping into his long coat until it felt the comforting coldness of his pistol.

'You have accepted my invitation'.

'Did you doubt I would?' spat the Marienburger. 'Til now Shallya, bless her name, has cheated me of justice. Her Mercy will not shine on you today, my friend...'

With a roar he leapt at his rival. At last, old scores would soon be settled by feat of arms and spilt blood...

The above incident is based on an encounter that occurred during the Mordheim campaign that I am running. Two rival warbands constantly found themselves skirmishing over the same shards of Wyrdstone. Neither could dominate the other. Both advanced at a similar rate and the gap between their warband ratings was negligible. When the players who controlled these Warbands clashed, one day one would reign supreme, running off with all the shards during a Wyrdstone hunt, the next, his rival would clear the table during a skirmish, taking out henchmen and hired swords left, right and centre until his beleaguered opponent was forced to ignominiously retreat. The pair's rivalry became bitter. Each skirmish became a battle for dominance, each street fight a clash of

honour. Insults were traded freely whenever their Captains met in the streets of Mordheim. But Fate would always intervene whenever the two leaders were about to pit their strengths against each other in personal combat; an unlucky rout test, a timely tactical withdrawal, or an Ogre freebooter who would get in the way of the challenge, eager for combat himself.

Feelings were running high. Something had to be done and the only way to break the deadlock was by deciding who was the ultimate champion once and for all in individual close combat. As arbitrator, or referee of the campaign, I hinted to the two players that their Captains should issue a challenge to each other to settle the matter. Neither Captain could back down. Each was confident in the skills their experience had taught them, and in the hard-fought for equipment they were decked out in. The other players were enthusiastic about the prospect of a duel too, not only for the entertainment of seeing the two most renowned Mercenary Captains in Mordheim beat each other to a pulp but also because the occasion afforded them the opportunity to wager Gold Crowns and Wyrdstone on the result, with the promise of big winnings for the lucky ones.

The challenge was thus declared – high noon at Market Square in the old Tanners' District of Mordheim, an area relatively safe from the predations of ratmen or zombies who might disturb the show. To the cheering of the onlookers, the combatants met. Harsh blows were dealt, cunning manoeuvres and acrobatics displayed, but eventually, after several rounds of gruelling combat, a winner was declared. The victor stumbled into his camp, half-dead (the model had been reduced to only one wound). The loser was rescued by his men, lucky to escape with only deep cuts and broken ribs, though the sorry Captain must have wished that he had died when the humiliation of defeat was poured on him.



Ye wise scribe of the ivory tower, Dylan Owen, brings us dark tales of bravery and woe learnt from many a fireside chat with ye rogues of Mordheim.

As for the other players, some reaped in a profit from their wagers, others lost almost all they had previously fought for and new resentments were fostered. But all agreed that it had been an exciting event to have witnessed, as a lot was on stake for everyone. Needless to say, only a few games later the victorious Captain perished by an underhand ambush from the Skaven, just going to show that there is no real justice in the world).

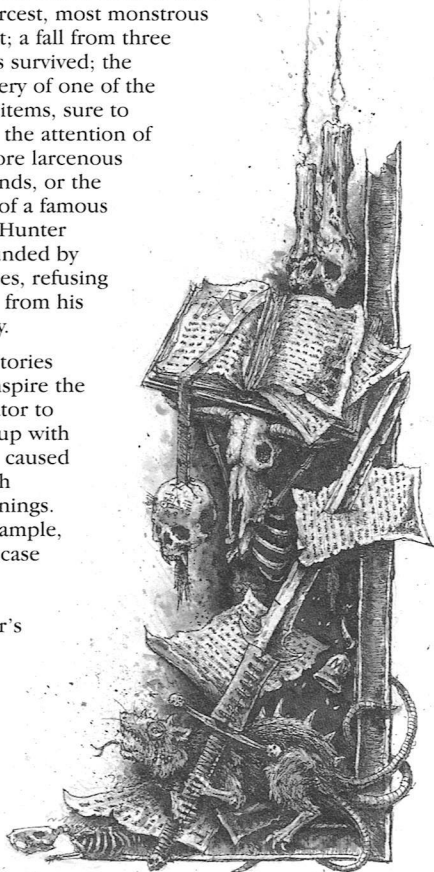
Now there is nowhere in the rulebook which dictates how to fight a duel, no table or chart to tell you where to fight or how to go about it. This interlude in the campaign, ripe with drama, was conjured from the imagination and desires of the players themselves. Without the simmering rivalry that came about from playing the games of Mordheim, this duel would never have occurred. Likewise, had I stuck rigidly to the normal rules, I would not be now writing about this event.

In order to spice up a campaign with adventure, thrills and spills (preferably of blood), you need to break away from strict adherence to the Campaign rules. These are the backbone of the Campaign, the means by which your Warbands gain experience and income. These scenarios represent the most common occurrences of life in the ruined streets of Mordheim. What they do not represent are the special events that turn an enjoyable competitive campaign into a memorable adventure, events determined by the single most important tool you need to play a Mordheim campaign: your imagination.

The best way to start such a narrative campaign, a campaign held together by the heroic exploits of the warbands involved and the players' desires to explore their adventures and discover what new challenges they face is by producing a record of events and reporting the consequences of those events. The most basic method of doing this is the weekly or fortnightly production of a list showing how each warband is doing in comparison with the others. Players like to know the position their warband is in, to give them the satisfaction of knowing that they are top or to inform them

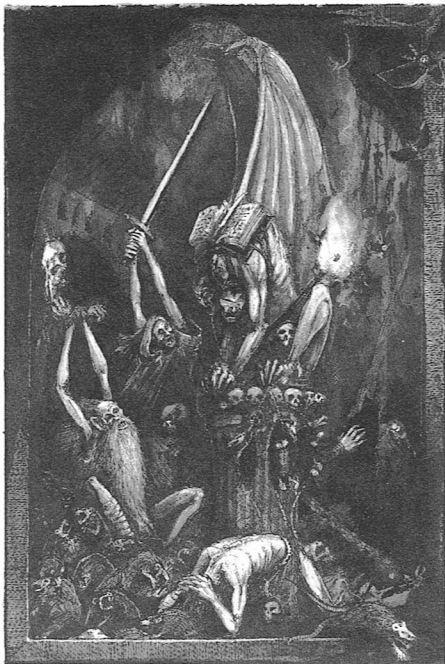
which of their rivals they need to challenge to get closer to the top. This could simply take the form of a handwritten sheet with the players' names and warband ratings scrawled (semi-legibly) on it, updated every so often as warbands get better. On the other side of the scale is the elaborate newsletter designed on computer to emulate an Imperial pamphlet or gazette, written in olde English gothic script and reporting not only the latest positions of each warband but also describing the more remarkable achievements of a warband; the hero who has clocked up the most kills that month or slain the fiercest, most monstrous mutant; a fall from three storeys survived; the discovery of one of the magic items, sure to attract the attention of the more larcenous Warbands, or the death of a famous Witch Hunter surrounded by Zombies, refusing to flee from his destiny.

Such stories may inspire the arbitrator to come up with events caused by such happenings. For example, in the case of the Witch Hunter's death, the Grand



Narrative Campaigns

Theogonist may issue a decree in the pages of the newsletter promising salvation for those who dedicate their lives to the destruction of the undead in revenge for the death of one of his agents. Mercenary bands could be rewarded for fighting on the side of the Witch Hunters, or a Witch Hunter warband could be temporarily bestowed an extra man on their team, increasing their number from twelve to thirteen while the threat of the Undead is still seen to exist, representing the influx of wannabe Witch Hunters coming into Mordheim because of the Grand Theogonist's decree. In this case, the Witch Hunters are rewarded not because they have been victorious but because they are being beaten by evil and the Priesthood of Sigmar is responding to the threat. The game need not be fair. Devise events logically but also think what the powers that be in the Mordheim world would do in response to what happens in the game. How would the Shadowlord react to this influx of Witch Hunters? And Count Von Carstein? The High Matriarch of the Sisters of Sigmar would certainly feel uncomfortable with all these crazed fanatics wandering around wanting to burn her priestesses. Can you see how many different plotlines that affect the campaign suddenly appear from one



game event, the death of an experienced Witch Hunter Captain!

It cannot be denied that ensuring the newsletter is up to date and devising new events and campaign ideas takes up a lot of time. The easiest way round this is to get the other players involved in the production of the pamphlet. Let them write their own articles boasting about their achievements and the demise of their enemies. That way, not only does it save the arbitrator a lot of time but gives everyone in the game a perspective of the campaign from the eyes of the other players. The newsletter can also be used to provide the players with means of communication with each other, useful if you have a large gaming group. For example, someone may want to sell a rare item they have found but have no use for. They can make a better profit selling it to other players who may desperately want it and are prepared to pay extortionate amounts rather than selling it to the merchants at merely half-price. What better way of finding a prospective buyer than advertising the goods in the newsletter which every player in the campaign will read. There could even be a section devoted to hired swords you have created, who can become your very own *Dramatis Personae* for the campaign. That way you have a cast of regular characters

who will fight for the side with the fattest money bag. You could even report what adventures they get up to during the week if they aren't actually fighting for someone. Think of them as real people. They will not be simply sitting at home doing nothing, waiting for the next prospective client to arrive. They may be out there causing all sorts of mischief for the players, perhaps stealing a particularly nice-looking magic sword they took a fancy to when fighting for its owner or fuming up during a game to get their own back against a previous employer they thought had cheated them of their pay. By having Mordheim populated by characters other than the players' fighters, you immediately make the game seem more true to life and will keep the players guessing about what will happen next.

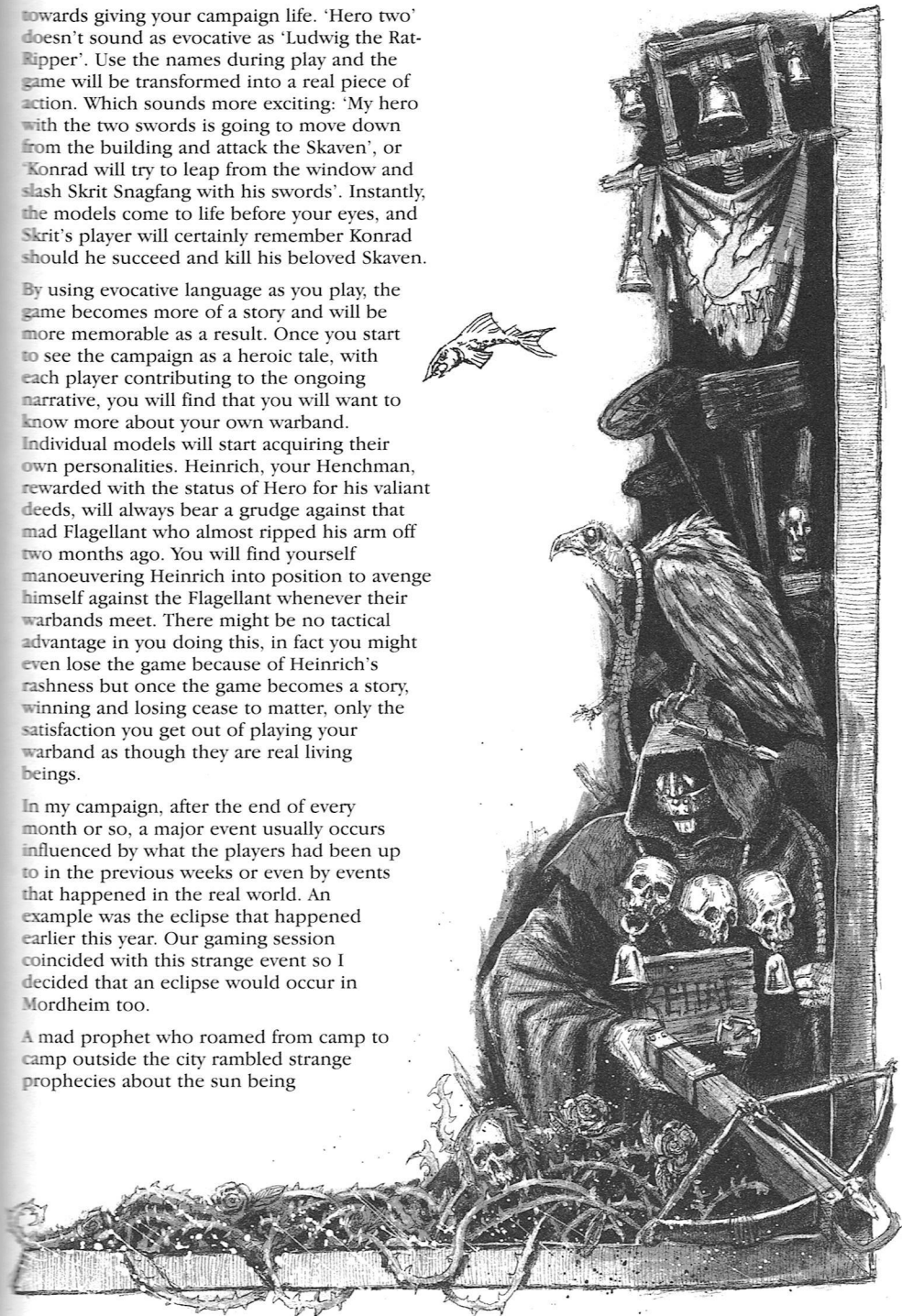
It's this attention to background that makes a campaign even more interesting to be in and turns it from a game fighting skirmishes and amassing gold and experience into a more expansive game where players almost become part of the world their warband inhabits when they are playing. Names are obviously important in this respect, and is the first step

towards giving your campaign life. 'Hero two' doesn't sound as evocative as 'Ludwig the Rat-Ripper'. Use the names during play and the game will be transformed into a real piece of action. Which sounds more exciting: 'My hero with the two swords is going to move down from the building and attack the Skaven', or 'Konrad will try to leap from the window and slash Skrit Snagfang with his swords'. Instantly, the models come to life before your eyes, and Skrit's player will certainly remember Konrad should he succeed and kill his beloved Skaven.

By using evocative language as you play, the game becomes more of a story and will be more memorable as a result. Once you start to see the campaign as a heroic tale, with each player contributing to the ongoing narrative, you will find that you will want to know more about your own warband. Individual models will start acquiring their own personalities. Heinrich, your Henchman, rewarded with the status of Hero for his valiant deeds, will always bear a grudge against that mad Flagellant who almost ripped his arm off two months ago. You will find yourself manoeuvring Heinrich into position to avenge himself against the Flagellant whenever their warbands meet. There might be no tactical advantage in you doing this, in fact you might even lose the game because of Heinrich's rashness but once the game becomes a story, winning and losing cease to matter, only the satisfaction you get out of playing your warband as though they are real living beings.

In my campaign, after the end of every month or so, a major event usually occurs influenced by what the players had been up to in the previous weeks or even by events that happened in the real world. An example was the eclipse that happened earlier this year. Our gaming session coincided with this strange event so I decided that an eclipse would occur in Mordheim too.

A mad prophet who roamed from camp to camp outside the city rambled strange prophecies about the sun being



Narrative Campaigns

eaten and this story appeared in the newsletter the week before the eclipse to give players a chance to prepare for strange goings on, or at least to get them worried but everyone chose to ignore this apparent madman. Everyone was surprised when I announced that the world was suddenly plunged into darkness as one of the two moons of the Warhammer world, Morslieb, seemed to devour the sun.

Now the evil players were at an advantage. The humans had chosen to ignore the early warnings so I gave them little mercy. It was now perpetual night for, unlike thankfully in our world, in Mordheim the eclipse continued day after day. I ruled that all humans could only see up to three times their Initiative score through the gloom. Suddenly everyone was purchasing lanterns, a fact which the merchants decided to tackle advantage of by putting up the price. Light was suddenly a rare commodity. Needless to say, the bad guys, especially the Skaven, started to win a lot of their skirmishes and the evil warbands decided to take advantage of the perpetual midnight by planning a concerted attack on the Mercenaries.

As a result, I organised a multi-player game based around the firelit camp of some Witch Hunters and frightened Mercenaries who had for once come together for safety. The Skaven, Possessed and the Undead joined together too, summoning the courage to raid beyond the walls of Mordheim and attack the camps of the Wyrdstone hunters. Alas for them, they chose the wrong camp to lay waste to that night. Despite the darkness, the brave humans, fired by their zeal for Sigmar, managed to battle their way to victory and the creatures of the night scuttled back to their lairs within the ruins of the City of the Damned.

The next month, to continue the story, the sisters of Sigmar discovered a shrine by rolling four twos on the exploration chart. I incorporated this into the story by saying that this was a temple to Alluminas, God of Light. Delving in their expansive library, the Sisters discovered a tome that cited an ancient, long-forgotten ritual dedicated to Alluminas to banish darkness. Bertha Bestraufung, High Matriarch of the Sisters of Sigmar, was to officiate at this ritual to take place in this ruined temple to return daylight to the world. However, the site of the temple was near a set of catacombs riddled with nests of Skaven, so Bertha hired some Mercenaries with the lure of wyrdstone to help protect the priestesses as

they performed the ritual (the Sisters had to actually pay the other players with Wyrdstone from their own stash).

The Sisters players and their mercenaries thought that the only foe they would face was to be the Skaven but once the Witch Hunters heard of the ritual they were determined to put a stop to it. I told the Witch Hunter players that the Sisters were witches performing a ritual to summon a terrible Chaos Daemon. The Witch Hunters were few in number but fired by righteous zeal and managed to lure away some of the Sisters' hired swords with orations of damnation and hellfire and not a little gold. Several of the mercenary players were convinced that they would end up as fodder for the Daemon once it was summoned by these evil crones.

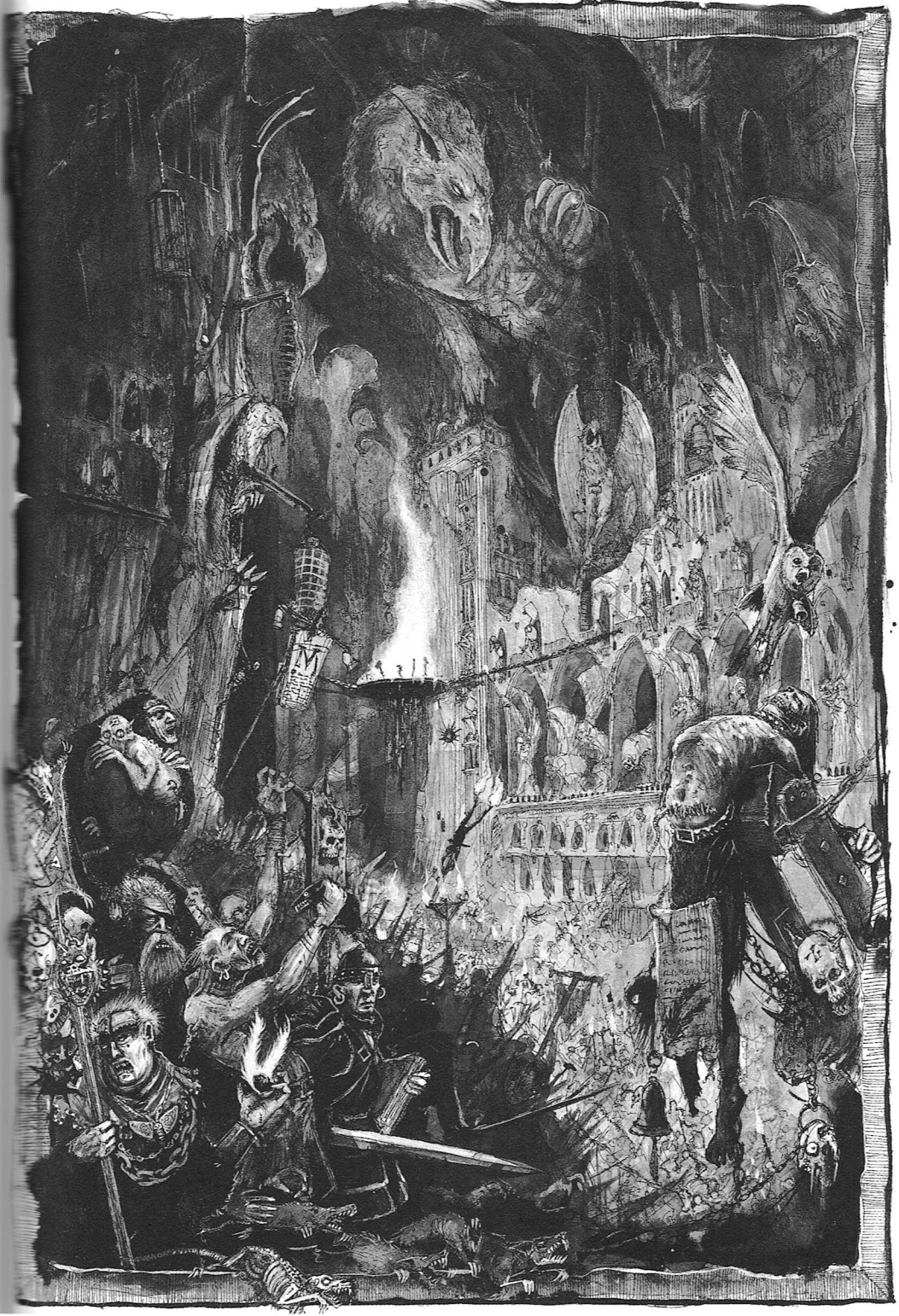
So now we had a three-sided battle on our hands – the Sisters of Sigmar fighting against time to complete the ritual with several Mercenaries to defend them – the Witch hunters and their men intent on cleansing Mordheim of sorcery and the Skaven who just wanted to kill as many man-things as possible.

Although the Skaven were driven off, the Sisters themselves were overwhelmed by the Witch Hunters. Bertha herself was almost captured and only escaped with difficulty. The Witch Hunters thought that they had saved the world from Chaos (but actually had destroyed any hope of the world resuming to light). In the meantime, the Shadow Lord was stirring in his Pit, his power strengthened by the continuing gloom... Will his power be broken? What is the mystery surrounding the eclipse? How may the evil spell be broken now that the Witch hunters have burned the Temple of Alluminas thinking it a shrine to Chaos?

As you can see, the end of the story is not known yet, not even by me. It can only be resolved by the actions and successes of the players and their warbands.

So I hope that you are inspired to become not just gamers when you play your Mordheim campaign but storytellers. You will find your games becoming even more exciting and your campaign will be worthy of being recounted by the most gifted of the Emperor's bards.

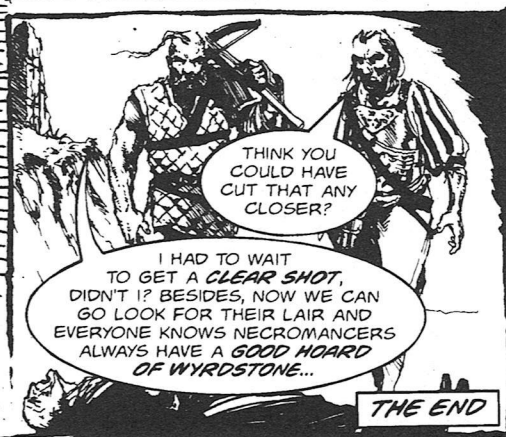
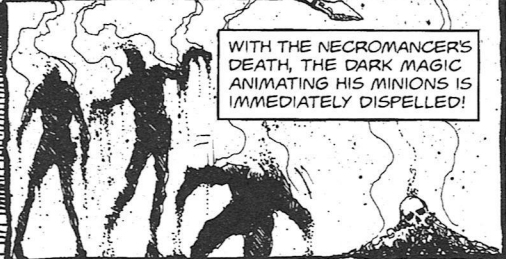




MORDHEIM, CITY OF THE DAMNED,
WHERE MARQUAND AND ULLI HAVE MADE
THE MISTAKE OF BEING CAUGHT OUT IN
THE OPEN AFTER DARK WHILE WYRDSTONE-
HUNTING IN THE *WRONG PART OF TOWN!*

Mordheim - City of the Damned







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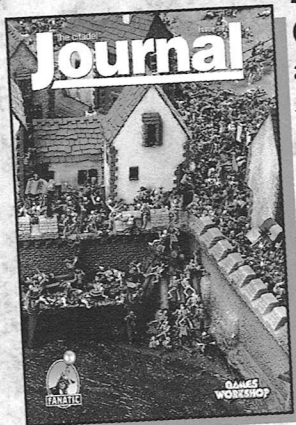
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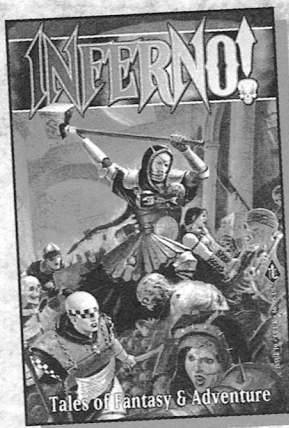
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Shiver me Timbers!

By Cap'n Tim Huchelberg

The blasted city of Mordheim has called to many a Pirate Captain with the song of easy riches, as the nearby rivers are filled with ships laden with either gold into the city or departing with wyrdstone. Using the perpetual fog and dust which fills the air around the ruins, a ship can navigate the city via the deep rivers running through it. With lightning speed, the pirate ships can appear from nowhere and attack a ship, quickly looting it of any valuables. Some Captains have even found safe harbours for their vessels, and lead frequent raiding parties into the city itself. These brave pirate bands have become new additions to other groups of adventurers, fanatics, and nightmare creatures that dare enter the remains of the City of the Damned.

My first landing. First time I've been in the city. No, not a city, not anymore. Oh Sigmar, what did these people do to deserve such punishment? More later – I cannot find the words.

*from the log of Augustus Riley Frayed
Crewman, pirate ship The Serpent's
Mother*

Special Rules

Swabbies: Pirate warbands can 'recruit' new members to join the adventuresome life of a pirate, sometimes willingly but oftentimes more as an alternative to walking the plank! Only humans can be recruited in this manner though – not even the most bloodthirsty pirate would ever trust a Skaven or Beastman, and other races even though friendly to mankind would normally never follow a mere human into battle! The following special rules apply to certain situations in Mordheim game play:

Kidnapped! Enemy human Heroes who after the game rolled up the Captured result (D66 rolls of 61 or 62) can be 'offered' one

opportunity to join the pirate crew (usually at the point of a cutlass!). As an alternative to exchanging/ransoming the captured Hero back to their original Warband (or selling him to slavers), the Pirate Captain can instead add the captured enemy to the ship's crew as follows. Both players roll 2D6, with the Pirate player adding the Captain's Leadership and the enemy player adding the Leadership of the captured Hero. If either side won that game, it may add +1 to it's score.

If the Pirate player's result is higher, the Hero renounces his old ways for the life of the high seas! She or he joins the Crew, either starting a new Crew group or joining an existing one if it has four models or less. There is no extra cost to add him to a group which has accumulated experience points, and any equipment or weapons he had are immediately sold off to buy him the proper weapons and armour to match his new unit in an even swap. His skills and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group.

Otherwise, the Hero has resisted the siren's song of the sea, and is forced to become a Swabbie (see Swabbies below). He is stripped of his equipment and weapons; these are handed out as the player desires. He does retain any skills and keeps his original characteristics, but can only be re-armed with the weapons listed in the Swabbie equipment list.

Enemy human Henchmen taken *Out of Action* during the game and then lost from their original Warband for good (a 1-2 was rolled for them post-game) also have a chance of joining up too! Roll another D6 for each: on a roll of 4+, the Pirates manage to drag them away or otherwise make off with their wounded bodies, and patch them up on the ship. The Pirate player can then test to see if they will join exactly as above, by both players rolling 2D6 and adding it to the Captain's and the Henchman's Leadership. This test can only be done if the Pirates win the game, so the Pirate player will always get a +1 to his roll.

A tale of ye most scurrilous Pirates and vagabonds fresh to The City of the Damned as told by Cap'n Tim Huckleberry

Hired Swords and Special Characters are too skilled to be taken off in this manner, and can never be recruited – they have their own agendas to pursue, and will ensure the pirate life is not part of those plans.

Well now matey, have you ever considered pirating as a career? If the Pirates encounter Stragglers (result 44) or Prisoners (result 333) when *Searching*, there is a chance they may sign up to sail under the Jolly Roger. Either of these options may be used instead of the regular options listed for these situations.

If a Straggler is found, the Captain can try to convince him to join the crew by making a successful Leadership test. If passed, the Straggler joins as a Swabbie (he's too unhinged even to become a member of the Crew!)

If Prisoners are found, roll a D3 to determine how many are rescued. If the Captain passes a Leadership test (he must make a separate test for each one), the Prisoner eagerly joins his rescuers as a member of the Crew, either starting a new Crew group or joining an existing one if it has four models or less. If he is starting a new Crew group, he will start at the normal characteristics levels for a normal Crew member and at Zero Experience. There is no extra cost to add him to an existing group which has accumulated experience points, and his skills and characteristics match those of his new crewmates. The player must pay though to equip and arm the new Crewman as per his new unit. If the player cannot pay, the prisoner must join as a Swabbie. If the test is failed, the Prisoner isn't quite so convinced of the worthiness of the sea dogs and is added as a Swabbie.

Unless noted otherwise, Pirate Warbands have the same access to Hired Swords & any other items as for a regular human Mercenary Warband, and follow all the normal rules for them as well. They must however pay an additional +20 gc in upkeep if they have both Dwarfs and Elves together in the same warband (the ship is only so big, and the confines make them more irritable than usual!).

In one-off games, a Pirate Warband starts with two Swabbies for free.

Succession: If the Captain is killed, one of the Mates will take over in the same manner as a Champion taking over for a Mercenary warband.

Choice of Warriors

A Pirate warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your Warband. The maximum number of warriors in the Warband is 15 (this represents the landing party; the rest of the crew are aboard the ship in case some other scurvy sea dogs dare to attack!).

Ship's Captain: Each Pirate warband must be led by a Captain no more, no less!

Mates: Your warband may include up to 2 Mates

Cabin Boys: Your warband may include up to 2 Cabin Boys.

Crew: Your warband may include any number of Crew.

Gunners: Your warband may include up to 7 Gunners.

Boatswains: Your warband may include up to 5 Boatswains.

Swabbies: Your warband may include up to 5 Swabbies. Note that you may never have more Swabbies than you have Crew though!

Starting Experience

The **Captain** starts with 20 experience.

Ship's **Mates** start with 8 experience each

Cabin Boys start with 0 experience each

All **Henchmen** start with 0 experience.



Pirate equipment lists

The following lists are used by Pirate warbands to pick their weapons:

PIRATE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Boat Hook	.8 gc
Cat O' Nine Tails	8 gc (Heroes only)
Cutlass (Sword)	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

Belaying Pin	3 gc
Pistol	15 gc (60 Brace)
Crossbow	25 gc
Dueling Pistol	30 gc (60 Brace)

Armour

Buckler	5 gc
Toughened leathers	7 gc
Helmet	10 gc
Light armour	20 gc

SWABBIE EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Boat Hook	.8 gc
Cutlass (Sword)	.10 gc
Double-handed weapon	.15 gc

Missile Weapons

Belaying Pin	3 gc
Bow	10 gc

Armour

Buckler	5 gc
Toughened leathers	7 gc

GUNNER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Hammer/Mace	3 gc
Axe	5 gc
Cutlass (Sword)	.10 gc

Missile Weapons

Pistol	15 gc (60 Brace)
Blunderbuss	30 gc
Dueling Pistol	30 gc (60 Brace)
Handgun	35 gc
Swivel Gun	.65 gc (Rare 8; one per Warband)

Swivel Gun Ammo:

Ball Shot	5 gc
Chain Shot	2 gc
Grape Shot	2 gc

Armour

Toughened leathers	7 gc
Helmet	10 gc
Light armour	20 gc



Pirate skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	✓	✓	✓	✓	✓	✓
Mate	✓	✓		✓		✓
Cabin Boy	✓	✓			✓	✓



Heroes

1 Pirate Captain

60 Gold Crowns to hire

Only the roughest toughest sea dog can rise to become captain of his own ship. A good Captain has to be bold and decisive in combat, and a forceful personality to hold together his unruly followers. Though often elected by the Crew, he must command their respect and fear, and more importantly ensure their continued loyalty with plenty of gold!

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

Weapons and Armour: A Pirate Captain may be equipped with items chosen from the Pirate Equipment list.

SPECIAL RULES

Leader: Any pirate within 6" of the Captain may use his Leadership characteristic when taking any Leadership tests.

0·2 Ship's Mates

35 Gold Crowns to hire

Each ship has several Mates to serve under the Captain and ensure his orders are carried out properly. They also keep a careful eye on him as well for any signs of weakness or hoarding from the Crew, as each Mate would love nothing more than to become Captain himself one day. Until that day though they readily obey his commands, oversee the Crew and the ship, and

stand with their Captain ready to plunder and ravage any ships they find.

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

Weapons and Armour: Mates may be equipped with items chosen from the Pirate Equipment list.

0·2 Cabin Boys

15 Gold Crowns to hire

The lure of the sea often calls many young men to leave their boring lives behind and take up the exciting life of a pirate. Some are the youngest sons of nobles who know they will never inherit, or whose families have fallen to disgrace or poverty. Others are simple farmboys yearning for the open sea and adventure. All though, show some glimmer of talent which the Captain decides is enough to allow them to serve as Cabin Boys, where they can learn not only the basics of seamanship but also the more important lessons of how to run a pirate ship. Assuming the live through the years of training, they will go on to become feared Captains of their own!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

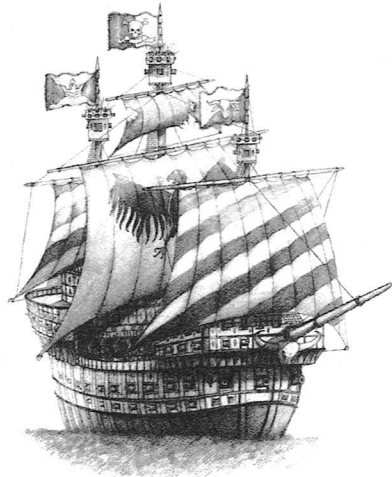
Weapons and Armour: Cabin Boys may be equipped with items chosen from the Pirate Equipment list.

'Yer a lucky one here, boy... yer own friends left ye fer dead. We coulda have cut yer throat and taken yer gear, or sold ye like a Dreg. So now taddie... Have ye ever been a'thinkin about the pirate business?'

Pirate Captain Drakken's offer to anonymous enemy

from the log of Augustus Riley Frayed

Crewman, pirate ship The Serpent's Mother





Genchmen (Bought in groups of 1-5)



Crew

25 Gold Crowns to hire

The backbone to the ship, the crew are drawn together by the lure of the sea as well as the lure of plunder! As sailors, crewmen are experts in seamanship and ship operations. As pirates, they also quickly become proficient in swordplay and in using a variety of weapons especially pistols. It is said a good pirate crewman needs to know how to read the skies, weather, and winds, but most importantly the moods of his Captain!

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

Weapons and Armour: Crew members may be equipped with weapons and armour chosen from the Pirate Equipment list.



0:2 Gunners

25 Gold Crowns to hire

Gunners tend the artillery and ammunition of the ship. Their keen knowledge of blackpowder weapons is essential to prevent the potential disaster of a cannon bursting, overheating, or recoiling out of control. In battle, Gunners oversee the banks of cannon, and on land they tend to be armed with the best pistols and other blackpowder weapons from the ship's stores.

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

Weapons and Armour: Gunners may be equipped with weapons and armour chosen from the Gunner Equipment list.

SPECIAL RULES

Swivel Guns is Dangerous, Matey! Gunners are known to be amongst the bravest of pirates, given their close proximity to blackpowder weapons, but even among themselves they stand in awe of any Gunner who takes a Swivel

Gun into battle. Usually they stand in awe quite far away from him – even they can't be sure when one might blow! If a Pirate Warband includes a Swivel Gun, the Gunner wielding it will always be considered an individual and can never have anyone else with him. Since a Pirate Warband may only have one Swivel Gun, if a Gunner is equipped with one then he must either be a new Gunner, or split from an existing unit. If the latter, he retains all Experience and Skills he had previously.

0:5 Boatswains

32 Gold Crowns to hire

Boatswains (or Bosons as they are often called) are responsible aboard the vessel for the upkeep of the rigging, the hundreds of lines and cables throughout the ship which keep the sails operating properly. They are experts at moving throughout the ship's maze of ropes, swinging from one yardarm to another to ensure the overall soundness of the rigging. In the ruins of Mordheim, these same skills serve them well in moving throughout the building wreckage and craters which litter the former city.

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

Weapons and Armour: Boatswains start with a Rope & Hook, and may be equipped with weapons and armour chosen from the Pirate Equipment list. Note that they can never sell off or give away their Rope & Hook – a Boatswain would never be without his ropes!

SPECIAL RULES

Expert Riggers: Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Initiative tests Leaping over Gaps, Jumping Down, and performing a Diving Charge, as well as the normal test for Climbing Up or Down that a Rope allows.

0:5 Swabbies

Special Recruitment rules (see above)

Not all members of a Pirate Warband are there entirely voluntarily. Some have been captured from enemy vessels, or rounded up on the docks or harbour fronts when the ship was in need of extra men. Kept under a watchful eye by

the Mates, the Swabbies know they had better carry out their duties as assigned, lest they face a keel-hauling or worse! Many have grown accustomed to their lot, but given a chance many will run for it, even into the unknown dangers of the hellish city ruins.

Profile M WS BS S T W I A Ld

4	2	2	3	3	1	3	1	6
---	---	---	---	---	---	---	---	---

Weapons and Armour: Swabbies may be equipped with weapons and armour chosen from the Swabbie Equipment list.

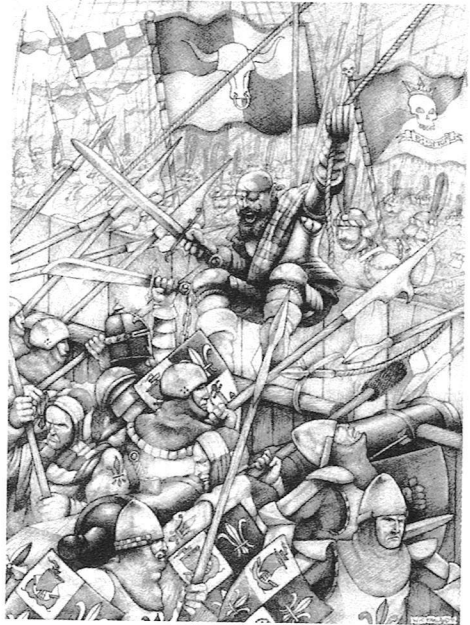
SPECIAL RULES

Not Hired: Swabbies are not hired, they follow the special 'recruitment' rules above.

Never Gain Experience: Swabbies generally aren't interested in proving their worth to the crew, they are interested in survival and hopefully escape! Swabbies never gain experience in games.

Rabble: Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.

'Blimey, they got away!' If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are presumed to have made a successful escape, and are never seen from again. Remove them from your warband roster as if they had been killed.



'Don't mind them mates, they ain't true pirates!' The rest of the crew barely notice if any Swabbies run away or go *Out of Action* – they know they'll find them later on and give them 30 lashes if they're lucky! Any Swabbies who are running away or have been taken out of action do not count towards the need to take a Rout test for the warband.

Pirate Special Skills

Pirate Heroes may use the following Skill table instead of any of the standard Skill tables available to them.



Sea Shanty Singer

The pirate is renowned throughout the seas as one of the greatest singers aboard a ship, able to raise the spirits of any crew with his stirring renditions of 'The Sloop Johan Bee', 'What do you do with a Drunken Halfling?', and other famous pirate ditties. At the start of his Close Combat phase he can suddenly burst out in song, distracting one opponent in base contact of his choosing. That enemy must pass a Leadership test, or lose 1 Attack that turn. This does not effect Undead or other non-living

creatures, such as Possessed.

Sea Legs

Even in the strongest seas, the pirate has learned to keep his footing and equilibrium. If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not.



Cutlass Master

These short, single bladed swords are the mainstay weapon of any pirate crew, and in the hands of a trained seaman they are superb weapons for close quarters fighting. If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only apply if the Pirate is not in the open; i.e., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc.

Booming Voice

(Captain only) The Captain has spent many a battle bellowing orders to his crew, yelling above the roar of the cannons and the screams of the enemy. Once per turn, the captain may

shout encouraging words (or threats) at any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself.

Hardy Constitution

Many months at sea, and especially many months eating hardtack, have hardened the pirate's body to effects that would cause a lesser man to collapse. During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal.

Swashbucfler

The pirate cuts a dashing figure in combat, mixing dazzling swordplay and acrobatic feats with charm and witty comments. Even the basest villains in Mordheim respect (and curse) his ability to always seem to effortlessly slip from their grasp. The pirate may make a Leadership Test at the end of any Hand-to-Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.

Price Chart

The following chart gives the cost of all the aforementioned pirate items of equipment including whether items are rare or common.

WEAPONS & ARMOUR			MISCELLANEOUS EQUIPMENT		
Item	Cost	Availability	Item	Cost	Availability
Belaying Pin	3gc	Common	Compass	45+2D6gc	Rare 9
Boat Hook	8gc	Common	Hardtack	5gc	Common
Cat O' Nine Tails	3gc	Common (Heroes Only)	Biscuits		
Swivel Gun	65gc	Rare 8 (Gunners Only)	Hook Hand	4gc	Common
Toughened Leathers	7gc	Common	Jolly Roger	40+2D6gc	Rare 9
			Parrot	15gc	Rare 8
			Peg Leg	8gc	Common
			Spy Glass	206gc	Rare 8
			Treasure Map	75+4D6gc	Rare 10

PIRATE WEAPONS & ARMOUR

Pirate Warbands make use of trading between ships at sea, as well as the regular trading & merchant locations on land. Also, the landing parties can bribe their mates on the ship to rig up special weapons or items for them with the gold they gain in their adventures on land. Thus Pirates may also purchase the following in their after-game trading. Note that some items are included in the equipment lists above, meaning they can be bought in initial Warband creation as well.

Belaying Pins

A typical ship contains hundreds of these short lengths of carved wood. They are set up in racks in convenient places in the ship, around which the running rigging can be secured or belayed. These also make good weapons, and pirates quickly become proficient with hurling them as short range weapons.

Range: 6" **Strength:** As User -1
Special Rules: +1

SPECIAL RULES

Thrown Weapon, +1 Enemy Armour Save. Models using Belaying Pins do not suffer any penalties for range, but still suffer a -1 to hit penalty if they use them after moving that turn. They also do not hit very hard, so strike at User Strength -1 and give the target +1 to its armour save (or a 6+ if they have none), exactly as if the enemy had been hit by a bare fist.

Boat Hook

These are normally used to pull in ropes or other objects from the water, but their long reach and wicked metal catches makes them also useful in combat.

Range: Close Combat
Strength: As User -1
Special Rules: Strike First, Two-handed

SPECIAL RULES

Strike First, Two Handed. Boat Hooks are used in Close Combat. They allow the user to Strike First in the first round of any close combat, no matter which model charged, but require both hands to use. Models using a Boat Hook in combat cannot use any other weapons, or gain benefit from a shield or buckler, while in close combat.

Cat O' Nine Tails

Order is often maintained aboard the ship with

the threat of the lash. In battle the long barbed whip of the Cat is also seen, but this time dealing out punishment to the enemy!

SPECIAL RULES

Like the Steel Whips of the Sisterhood, Cats cannot be parried by swords or bucklers, have a 4" range, and hit with the user's Strength. However, since they are made of rope and not steel, they give the enemy model a +1 to his armour save (6+ for no armour), like a hit from a fist or dagger. Other than this exception Cats follow all the rules for Steel Whips.

Swivel Gun

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal handguns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or poorly mixed blackpowder, but most gunners agree that they make up for it in sheer power.

SPECIAL RULES

Swivel Guns follow most of the rules for Blackpower weapons, *Move or Fire, Prepare Shot*, but have some exceptions as noted below. A Pirate Warband may have only one Swivel Gun at a time, due to the time it takes the ship's Master Gunner to construct one. Cumsbersome: The user is at -1 Initiative and -1 Movement throughout the battle. Also, Swivel Guns may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have. Blackpowder Rules: The normally optional rules for Blackpowder weapons on page 164 are always in effect for Swivel Guns, due to unpredictable nature of the local materials used in their construction.

Special Ammunition: Swivel Guns use non-standard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

Ball Shot

Range: 36" **Strength:** 5 **Armour Save:** -2

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

Pirate Warbands

Concussion: The impact of the heavy lead projectile is enough to rattle even the hardiest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

Chain Shot

Range: 24" **Strength:** 4 **Armour Save:** -1

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

All Wrapped Up! Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

Grape Shot

Range: 24" **Strength:** 3 **Armour Save:** -

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in *Hiding* will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

Toughened Leathers

There is nothing like many months at sea to really toughen up clothing! Covered with crusted salt, spilled rum, and other less savoury materials, many a pirate has found his long coat to have stiffened up to a very hard finish, and even offers some protection in combat.

SPECIAL RULES

Toughened Leathers work exactly like Light Armour, giving the wearer a 6+ Armour Save, but cannot be combined with the effects of any other armour except a Helmet or Buckler. This includes using a shield – most pirates find they get in the way when fighting in the stiff leather, resulting in falling into the briny deeps when trying to board a ship!

Whew, that's ripe Matey! Once bought (or broken in), a pirate's Toughened Leathers cannot be given to another pirate or sold back at the Trading Posts – the stench alone is enough to drive away even the most desperate of new owners!

SPECIAL PIRATE EQUIPMENT

Compass

A compass can be a big help on the land as well as at sea, by helping the pirates navigate faster and more accurately around the seemingly random ruins of the blasted city. In any scenarios where players roll to see which side deploys first, then his warband may re-roll their result. This can only be done if the pirate with the compass is not missing the game though! Note that only one re-roll is allowed, even if multiple pirates have a Compass, and if both sides have one then no re-rolls are allowed.

Hardtack Biscuits

(one per model, one use only)

Any Pirate may bring some of these dense breads to eat during a battle, filling him with... well, something pretty dense and bread-like (the ship's cook refuses to divulge the exact ingredients). At the start of any one of his turns the pirate may pop some in his mouth as long as he is not already in hand-to-hand combat. His Toughness is temporarily increased by +1 for the duration of that turn and the following enemy turn, with the effects generally wearing off afterwards. Roll a D6 after that turn; on a 1 his biscuits were tainted and filled with maggots (yuck!). Make a note of his name – the pirate must miss the next game as he recovers (and thumps the cook a few times to boot!). If the Pirate winds up missing a game because of other effects, the losses will add together and he will miss the next two games.

Hook Hand

(one per model)
Pirates who have lost a hand or arm due to a Hand Injury or Arm Wound can be fitted with a sharpened metal hook. The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Hook Hand instead.

Jolly Roger (one per Warband)

Ah, the sight of the Jolly Roger waving in the wind is enough to bring a tear to the eye of even the toughest old salty dog. Any Hero may carry the Jolly Roger; the cost represents the effort to have the ship's sail makers create a smaller version that one man may carry on a long pole. Any Pirates within 12" of the Jolly Roger never count as being All Alone in combat. Carrying the banner takes up one hand though, so that model may not carry or use any two-handed weapons during the game. Note that Swabbies, lacking the true Pirate spirit, do not gain any benefit from the Jolly Roger.

Parrot (Captain and Mates only)

Squawk! Pieces of Wyrdstone, Pieces of Wyrdstone! A well trained parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership Test.

Peg Leg (one per model)

Any Pirate suffering a Leg Wound or Smashed Leg can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand-to-hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead.

Spy Glass

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about! At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

Treasure Map (one use only)

Pirates may use a Treasure Map instead of regular exploration of the city ruins. It represents the location (possibly) of a treasure stash another pirate band was forced to bury, before they could bring the booty to a safe hide away. Roll a D6 after the game to determine where the map leads you (note that any gold crowns found represent the profit after all shares have been given to the crew).

1. The map turns out to be a fake! However, you do manage to return and trounce the bilge-drinking swine who sold it to you, and he gives your Warband D6x5 gold crowns to make amends (and prevent himself getting keel-hauled!).

2. The map leads your crew to a minor stash. After some hours digging, the find a chest containing 1 shard of wyrdstone and some jewels worth 2D6x10 gold crowns.

3. The map reveals one of the fabled ale-stashes of Long Drong Slayer himself! You uncover several barrels of the finest rums, ales, and other assorted spirits. One is a barrel of Bugman's XXXX, which can be used as per the rules for Bugman's Ale. After 'sampling' many of the other barrels, the remainders are sold off for 2D6x10 gold crowns (after the crew wakes up, of course).

4. Buried deep in the ruins of an unassuming hovel you find several chests filled with fine clothes, plus several notebooks outlining blackmail information for many of the local trading merchants. You realise this must be one of the stashes left by Facio, the great Tilean trickster and rogue. Armed with your new clothing and information, on your next visit to the trading posts you may buy any one item listed on the regular Price Chart as if it was Common (except any other Pirate Warband unique items, such as Swivel Guns or Treasure Maps), assuming you have the money. Once the transaction is complete, you turn around and sell the notebooks to his competitors for 2D6x10 gold crowns, and make any other trading post purchases as normal.

Also, if in your next game your warband captures anyone, or finds any Stragglers or Prisoners, the fine clothing impresses them quite a bit! The Captain's Leadership is increased by +1 when testing to see if any join your warband.

5. The treasure chest that is found has been carefully booby-trapped! One of your Heroes must try to penetrate the maze of poisoned dart-shooters and collapsing pathways that surround the chest by passing an Initiative test. If he passes, his expert approach reveals a Lucky Charm near the chest (which he claims for himself!), and 3D6x10 gold crowns in the chest itself. If he fails the test, he must sit out the next game as he recovers, but the crew do manage to open the chest now that the traps have been set off and gain the gold as above. They do not find the Lucky Charm though as it is drawn back into its hiding place, there to await a more careful adventurer.

6. Your crew bow their heads in reverent silence, as the map has lead them to one of the legendary secret burial spots used by Black-Wyrd the Pirate King, first and finest pirate to ever ravage Mordheim. Known for tying shards of Wyrdstone into the thick strands of his hair and beard and then setting them alight so they set off sparks of unholy fire, he was rightly feared by all Warbands throughout the land and sea. Though only a small chest is found at the site, when opened it reveals 2+D3 shards of Wyrdstone, plus a Mordheim Map!

Some Player Notes

When making my own Pirate Warband the goal here was a good mix of shooting and hand-to-hand fighters. I also wanted a Warband that could be very mobile. With these in mind, I went for a 'classical pirate captain' armed with sword and pistol, plus light armour to help him out as he advances into combat. I upgraded his pistol to a Dueling Pistol as an afterthought – nothing but the best for the Captain! He'll be accompanied by two Cabin Boys, lightly armed but with weapons that should give them an edge. The Cat O' Nine Tails will allow one to attack even if not in base contact, essentially extending his attack range by 4 inches. The Boat Hook will allow the other to strike first, and hopefully get a lucky hit in before the enemy can strike back. Their main goal in the first few games though is survival – they need to build up their characteristics before they are ready to strike out on their own!

As Mate, I went with a Peg Leg (as the model would simply be fun to create!) and armed him with a crossbow. He'll be hanging back mostly, and hopefully not seeing any actual hand-to-hand-combat. He'll working with a Crewman

armed with a Bow. Ideally they will find a good shooting spot and not move too much during the game.

The two Gunners will indeed be moving, as I want to get them into good firing positions for their Blunderbusses. Since they only get one shot per game, they have to count!

Lastly, I have two more hand-to-hand fighters. My other Crewman, armed with a sword and pistol, will be able to move around as needed and lend a hand. Ideally, he may even get some shots off with his pistol! The Boatswain will be working the buildings with his sword, using his own skills to leap about from rooftop to rooftop, and maybe get some Diving Charges in as well.

This leaves 22 gc for spending after the first game. If I'm lucky, I'll pick up a Swabbie after the game, or even a Crewman. I'll also be putting some gold aside for a Swivel Gun too – no Pirate Warband should be without one!

A gentleman and scholar...

Tim Huckelbery is head of the Games Workshop USA Customer Service Department, and also serves as the GW Internet rep. He graduated from MIT with a degree in Physics, and served 10 years with the US Air Force in Space Command launching rockets and flying satellites. He now is having much more fun working for GW (just passed his 5 year mark!), even though his parents are a bit confused by it all. In the Customer Service department, he and team get to talk to players from all over North America, helping with product problems, finding them good local stores, and answering lots of gaming questions, plus answering email from all over the world!

Tim was introduced into Games Workshop via Talisman, and rapidly got into all the other games, becoming one of the first Outriders over in the USA.

He plays lots of 40K (Tyranids, Chaos-Nurgle, and Genestealer Cults are his favourites), but when the Mordheim background mentioned rivers in the City of the Damned he immediately thought – 'Pirates!'

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UK 0115 9140000

US 1800-394-GAME

Sisters of Sigmar Warbands



SISTER SUPERIOR 1
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NOVICE 1
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Blistered Matriarchs
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SISTERS OF SIGMAR 1
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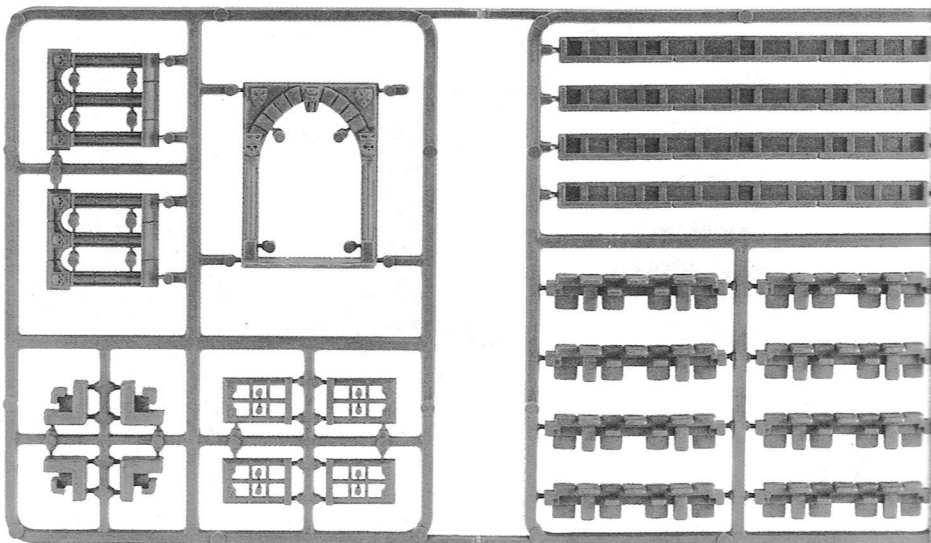


SISTERS OF SIGMAR 3
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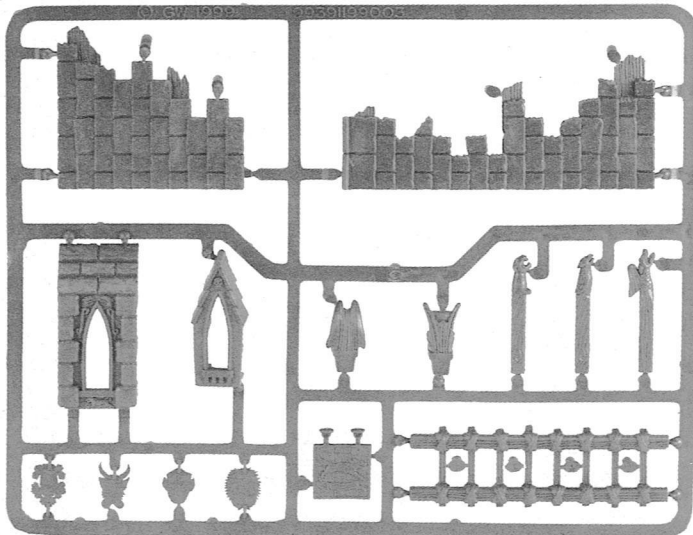
US ☉ 1-800-394-GAME

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Building Sprues - £4.00 each



MORDHEIM BUILDING SPRUE
SHOWN AT 50% OF ACTUAL SIZE
99391199002



MORDHEIM ROOF SPRUE
SHOWN AT 50% OF ACTUAL SIZE
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LAVISH PARTY

Held at the Twisted Goat
All ye grand fellows of
Marienburg invited for free
ale and wine of the best
quality.



Sponsored by
Gerhardt Van Braun of the
Braun & Hullet Merchant's
Guild.

EXTERMINATORS

Have ye pests most foul?

Then ye need the 'Exterminators'
problem solvers most talented.
Guaranteed to slay foul
greenskins, rat-vermin and efete
Marienburghers.

Meet Ricardo at the tavern of
The Butchered Swine.



Collector of Ye Refuse
Ye applicant should be a robust
self starter, with a loud voice and
may set own hours. Cart driving
experience a must. Ye must be
goode with animals and people
(dead mostly, some body parts).
Immunity to disease, own cart
and bell a bonus.

Contact Ogden at the
Mortuary

Body Guarde

Streets of Mordheim not safe to
walk at night?

Not safe to enjoy an evening out at
the pit-fights?

Now ye can feel safe again.

Seek Marius 'Ripper' Leiter at the
sign of the Rotten Fish.

FOUND

Three ears, four legs (assorted
sizes), sixteen fingers and a
mutated appendage of
undetermined origin.

Ask at the lost property office,
Watch House, Old Towne Gate.

OBITUARIES

Marius The Brave

Marius Barkold of Marienburg

Marius the Dutiful of Keld

Marius The Septile of Nuln

Marius The Black

Marius Arragand

All died at the hands of the
Shadowlord.

*Tis a bad day to be called
Marius...*



WANTED

BOLD ADVENTURERS

*Do the ducets you make not
seem such a fine take?*

Then join the epic voyage to

THE NEW WORLD



If you want warm weather, sandy
beaches and stary nights then the
new land of Lustria is for you. Join

Juan Cornetto and his Terrible
Trantios bound for the New World.

Find riches beyond desire amongst
the ruined cities of the devil folk.

*Seek Juan or Phillipe at the sign
of the Old Skull.*

Wise One

Strange Objects, or foreign
weaponry?

Precious objects, special use or
magical?

Come to the Twisted Goat,

Archeonicus knows!

(small fee required)

Lost

One rabbit's foot, pink and grey
in colour. Dropped in the south
eastern quarter of ye olde city.

If found please return to
Unlucky Alfred at the apothecary.

SCRIBE'S HONOURABLE MENTION

Antonio de Swift
& Donato Ranzato

