

Town Cryer



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats/UK £200/US \$3.99

BRING OUT YER DEAD!

Grave Robbers Abound

There has been a massive increase in the number of grave robbers in the Cursed City in recent times. It appears that despite the perils of Mordheim the greedy have come scuttling, equipped with lanterns and spades to feed the ever growing trade in fresh corpses and body parts. It is believed that unscrupulous apothecaries and warlocks are behind this obscene business of selling the dead for foul experiments.

Some say that evil Necromancers are involved in this illegal practice although this is yet to be proved. However, when taylor of fell creatures of the night such as Zombies and worse are reported one must consider the use of the dark arts a distinct possibility. This blasphemous activity must be stopped in the name of Sigmar if we are to emerge from this time of darkness that the lands of the Empire have been immersed in.

Citizens are forewarned to avoid all graveyards, cemeteries and burial grounds after dark.



Here
Within



Further
exploration in
Khemri – Land
of the Dead.

Grim taylor of
body snatching
and foul
experimentation.

Letters to the
scribe – your
views from
around the
cursed city

**GAMES
WORKSHOP**

Dark Minions of Mordheim



A Necromancer leads his Undead minions through the remains of a cemetery in Mordheim searching for tombs to rob.



A Marienburg warband comes under attack from a Vampire and his Undead servants.

The Editor Speaks

Well met my devilish lackeys and may I present to you this the nineteenth issue of our beloved Town Cryer. Upon these pages within this hallowed tome you will find the penultimate report from the far off dread land of Nehekara in 'Khemri – Land of the Dead'. It doth appear that our intrepid explorers and adventurers are close to uncovering the best kept secrets that have lain hidden in these burning deserts of the south.

Our brave cousins from across the World Pond have been busy working on campaign formats for use within the cursed city of Mordheim. You can find their report here, complete with new scenarios and artiste's pictures of their sadly mutated hides. There is still much more to investigate in these dark times my friends and a scribe has already been dispatched to the sinister convent of our most Holy Sisters of Sigmar. We hope to bring you a news-breaking story for next issue dealing with these fair but deadly maidens and the weapons of their armoury.

We have more of your letters to the scribe which are always a 'delight' to read although I must stress – we cannot translate Orc!

Read on miscreants and savour this knowledge for it may save your worthless skins in the City of the Damned!

Steve

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Running a successful Mordheim Campaign by Jason 'Teacher Guy' Kahler

It began simply enough. Some of the guys were sitting around the game table at our local store – Rider's Hobby store, reflecting on the night's adventure in Mordheim. We loved the game, but suddenly we realised that our one-off forays into town were no longer interesting. Those of us with experienced warbands were easily trouncing the newbies. If a character died, no one cared because they could always just 'not count that one.' We wanted games that mattered. We wanted a story. We wanted a campaign!

I volunteered to run the campaign, my less than stellar record being more than ample proof that I enjoyed playing not just winning. The campaign ran for four months, and along the way I learned the following things:

- 1) Keep Good Records
- 2) Report the Happenings
- 3) Look For Stories
- 4) Add Some Twists
- 5) End With A Bang



Keep Good Records

We all know that gamers are, at heart, honest souls who play purely for the excitement of competition (right?). But sometimes, mistakes happen.

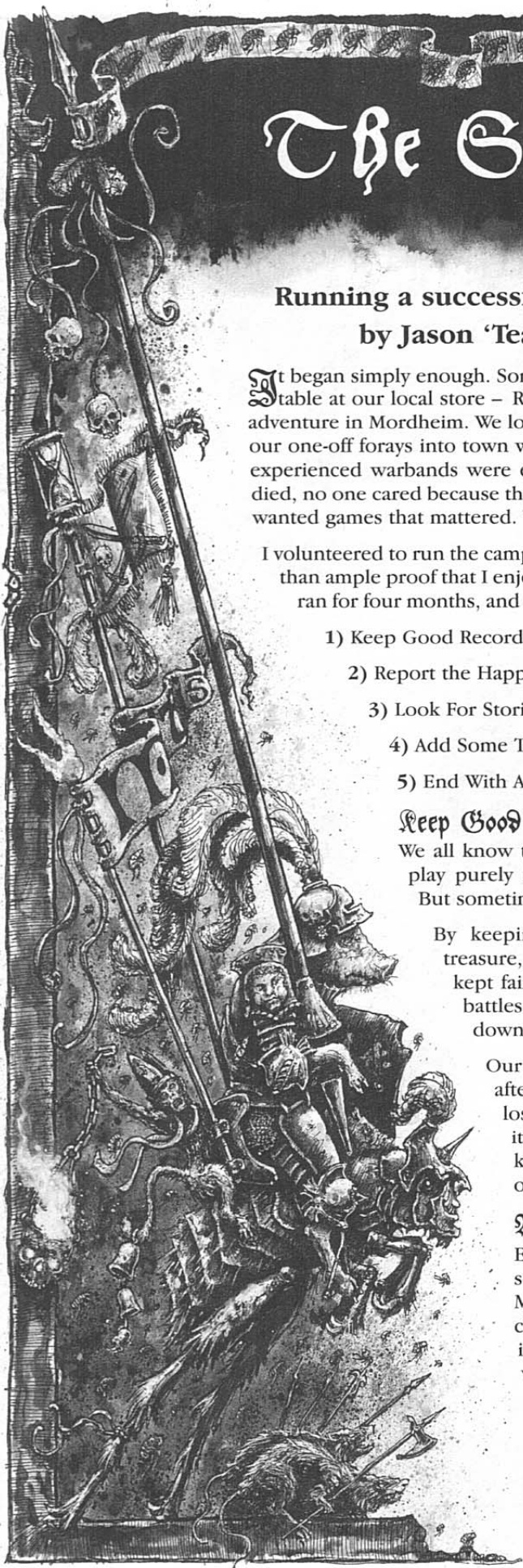
By keeping careful track of experience, injuries, treasure, and other game items, a campaign can be kept fair and honest. Just the mere suggestion that battles are being accounted for will keep mistakes down.

Our campaign used a form that players filled-out after each battle. The form listed the winner, the losers, treasure gained, injuries sustained, and items purchased. These forms were used to keep track of the myriad comings and goings of the campaign.

Report the Happenings

Everyone loves to be in print (that's why I sent this in!). The ongoing narrative of a Mordheim campaign provides an excellent chance to publish 'news stories' about important characters from the players' warbands.

We published 'The Brazier' every so often. It was modelled after the back cover of Town Cryer, and featured advertisements, news stories featuring our characters, items for sale, and the ever-popular obituaries. A



player who gets upset when his Ogre dies feels a bit better when he sees that they have been eulogised in the paper.

The Brazier was also used to foreshadow our scenarios by including tidbits about the adventures our warbands would be undertaking. For example, one scenario involved robbing the grave of a recently deceased wealthy spice dealer. A few weeks ahead of time, The Brazier reported that the dealer had been found dead with garlic stuffed down his throat.

The Brazier also featured frightening, funny, and pointless advertisements selling and trading everything from magical items to Estalian chickens.

Look for Stories

A Mordheim campaign is an extended story without a set plot or ending. When running your campaign, and reporting the results, look for those characters who have faced each other before, the henchman who kills a Daemon (it happened!), the warband that can't keep its Ogres alive (three dead in two games!).

These are the events that make a campaign interesting, because heroes can avenge their fallen captains, nameless warriors can rise to become brave leaders, and Ogres may sign up with frightening regularity, but none of that will matter unless you let people know it's happening.

And let's be honest—half the fun of gaming is retelling the acts of valour and/or cowardice of our characters. As arbitrator of the campaign, facilitate the telling of these stories by allowing

players to report exciting happenings on battle reports. Then, you can make obituaries, wanted posters, and other things for your publications. We even had an advertisement from a hero's widow selling off his stuff!

Add Some Twists

We played two new scenarios, 'A Night in the Graveyard' and 'Bar Room Brawl'. For the latter, the hobby store built a fantastic ruined tavern for us to fight in.

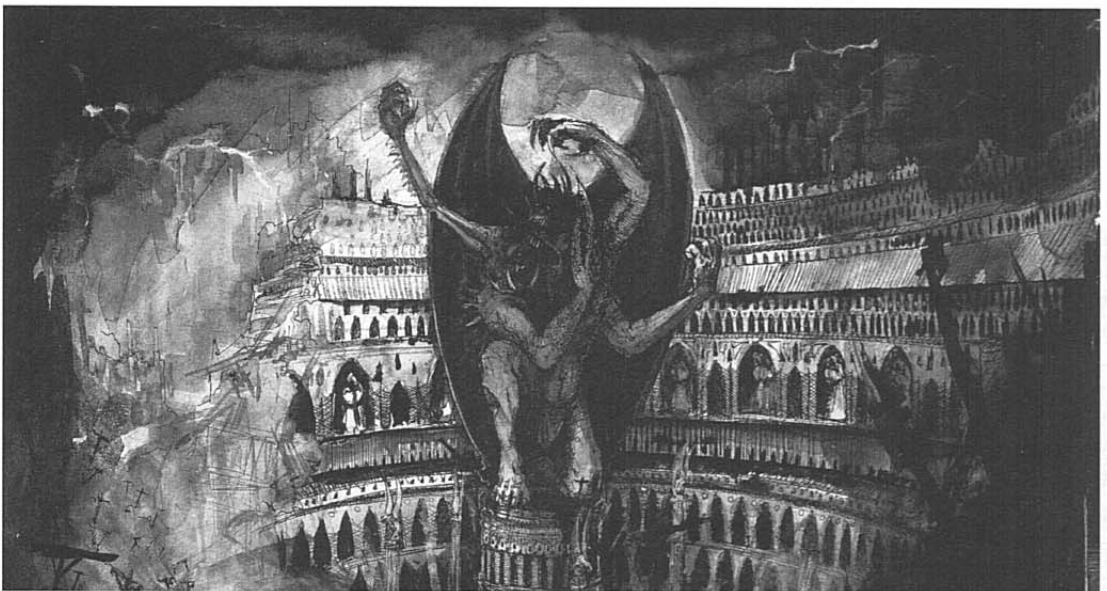
New scenarios, in addition to being fun, provide players with the chance to become a part of something new. Everyone wanted to be the first to belly up to the bar and crack someone over the head with a bottle.

Maybe the items for sale in your paper can really be for sale to the first player who pays for them. Maybe Grandpa's chair for sale at Smitty's Fine Goods Emporium, will have some secret regenerative ability, or maybe it's just a smelly old recliner.

End With A Bang

We played for the much-revered 'Gilded Poisson', a trophy of extreme historical significance. Actually, it was just a pedestal with a cheesy gold tuna on the top of it, but it made the guy who won happy just to hold something in his hands. Have a goal, and commemorate it with a ceremony and an award.

I hope I've helped some people get started with their own campaign. Though it can be a lot of work, the end result is that everyone has more fun, and every game means something. Now, if only I could write a scenario where my pirates shoot straight!



Riders Nordheim League



Rules and Information



\$5.00 entry fee payable to the store.

Winner gets a prize and bragging rights.

Games begin _____

The following rules are considered to be permanently in play:

New Critical Hit Charts – *Mordheim rulebook*

Rewards of the Shadowlord – *Mordheim rulebook*

Mounted Warriors – *Mordheim rulebook & Town Cryer 14*

Ye Olde Curiosity Shop – *Town Cryer 7*

Lords of the Night – *Town Cryer 11*

Questions and Answers – *Town Cryer 11*

Players must play two games per week for the league. These games must be played at the store, but not necessarily on Thursday or Saturday. A battle sheet must be entered for each battle.

If you intend to use your warband for non-league games, please keep its statistics on a separate record sheet.

You may not play more than two games against the same opponent back-to-back.

All models must be “What You See Is What You Get.” All models in the Final Four Bash-Off must be painted so they’ll look spiffy in Town Cryer.

In addition to the regular games, there will be two special scenarios and a championship match – the Bash-Off. Dates and sign-up for these scenarios will be announced shortly.





Scenario: A Night in the Graveyard



In Mordheim they say if you aren't already dead, you soon will be. There are various reasons why warbands get caught within the confines of one of Mordheim's old cemeteries. More often than not the wide expanse of flat ground, littered with broken gravestones and tumbledown mausoleums, is just another area of the shattered city to scour for Wyrdstone. Occasionally though, there are those unscrupulous sorts who would steal away the corpses of those that rest there with the intention of selling them to foul Necromancers and their ilk. Then, of course, there are the denizens of the graveyard, creatures twisted by the presence of Wyrdstone that hunger for flesh...

terrain

The graveyard should be 4' x 4' and contain gravestones, mausoleums, ghostly trees, and other sufficiently spooky accoutrements. A pathway should wind its way through. It is important that six fresh graves are marked and placed throughout the graveyard. At the centre should be a particularly ornate grave marker, the final resting place of Erasmus Schmidt.

warbands

Each warband taking part should roll to see who sets up first. Players may set-up their models within 8" of their table edge.

starting the game

Each warband rolls a D6 to see who goes first. Play should then continue in a clockwise direction if more than two warbands are playing.

special rules

Fear of the Dark. Graveyards are exceptionally disheartening places. To represent this each warrior must pass a Leadership test at the beginning of their turn. If the warrior passes, he may move as normal. If the warrior fails, he may not move, but may shoot as normal. Warriors with the Leadership special ability may use it, and the creeps do not affect warriors that are immune to or cause *fear*.

The Restless Dead. No one likes to be woken from a nap, and the dead are no exception. At the beginning of each turn D3 Zombies rise from separate randomly determined graves. The Zombies become, in effect, an extra player, and move last in the rotation of player's turns. Zombies always charge the nearest model. If no model is within charge range, they move their

maximum move distance towards the nearest model. Zombies have all the characteristics and special rules as explained in the Mordheim rulebook.

A Dead Man's Gold. Erasmus Schmidt was a wealthy spice dealer who was found dead in his bed with a clove of garlic shoved down his throat. A petty man, he insisted that he be buried with his riches.

As soon as a model passes within 4" of his mausoleum the shade of Erasmus rises to defend his loot. He follows all the rules for 'The Restless Dead' as described above, apart from he will never wander more than 4" from his mausoleum.

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

Ethereal. Wraiths are insubstantial creatures whose bodies are ethereal. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings, but not living creatures. Because they are insubstantial creatures, they cannot be harmed in combat except by attacks from magical weapons or Daemons (i.e. the Possessed) and are affected by spells as normal. They can still be beaten back in hand-to-hand combat as they can not bear the touch of iron weapons. If hit by an iron weapon the Wraith must test its Ld or flee 3D6" immediately away from the attacker.

Undead. Wraiths are horrifying Undead creatures and therefore cause fear, may not run, they are immune to Psychology and Poisons. Once the Wraith's wound is reduced to 0 it is automatically out of action.

If Erasmus is taken out of action or driven off, any warrior close enough to his mausoleum gets to loot this rascal's grave and gains 4D6 + 20 gc in addition to their normal Exploration roll.

ending the game

The last warband standing wins. The game is played until all but one warband routs.

experience

- +1 Survives.
- +1 Winning Leader.
- +1 Per Enemy Out of Action.
- +3 Taking Out Erasmus.



Scenario: Bar Room Brawl



When the comet struck the city, most of its buildings and, indeed population, were destroyed. As adventurers and scoundrels began flocking to Mordheim in search of treasure, astute barkeeps realised that all of the fighting and wyrdstone hunting would make people thirsty. Taverns and brothels were the first establishments to begin the rebuilding process. Warbands often meet in these places to discuss plans, exchange information, and search for good times. Inevitably, fights break out.

terrain

The Lucky Griffon inn is half rebuilt. Inside its partially destroyed walls are tables, chairs, a bar, ceiling supports, interior walls, and potentially countless other inn type materials. Due to the nature of the game, The Lucky Griffon must be an abnormally large bar. Set-up the bar in a 3' x 3' area. Outside of the bar, players can arrange ruins as normal.

set-up

Players roll a D6, setting up in ascending order of the dice rolls. Each player places three members of their warband at one of the tables in the bar. The three members must sit together (they're talking, scheming, counting loot, etc).

Additionally, D6+2 Beer Bottle counters should be placed on tables by the players, like Wyrdstone counters in the scenario 'Wyrdstone Hunt'.

starting the game

Each player rolls a D6 and adds that score to the highest Initiative of one of their models inside the bar at the beginning of the game. Highest score starts the fight and goes first, "Hey, weren't you the guy who cheated on my sister?".

special rules

Cramped and Dark. Because of the dimness in the bar, the lack of space in a crowded room, and the swirling combat, all models in the bar suffer -1 to hit with all missile weapons. No one outside of the bar may attempt to shoot in (too dark, may hit one of his or her mates, etc). A model that starts his turn outside of the bar cannot charge a model inside the bar.

Bring in the Reserves. After the first turn, players roll a D6 for each hero or henchman

group to see what members of their warband show up. Use the table below for dice rolls. Newcomers are placed on the table no less than 12" from the bar, and no less than 8" from an enemy model.

Turn	2	3	4	5
D6 roll	5+	4+	3+	Automatic

Rearrange the Furniture. Players may decide to forgo movement in order to turn over a table or chair. Models must be in base-to-base contact with a table or chair before their movement in order to attempt to flip it. Models must roll beneath their strength on a D6 in order to be successful. If successful, the player can turn over and place the furniture anywhere in base-to-base contact with the model, thus giving it some cover.

Beer Bottles Make Good Weapons. If a model is within 1" of a Beer Bottle counter, they can choose to pick it up. A model with a Beer Bottle uses it in the first round of combat they are engaged in. Beer bottles hit automatically, due to the fact that they take an opponent by surprise. Bottles have a Strength the same as the user, and cause a stunned result on a roll of 2-4 (you're cracking them over the head with glass, after all).

Beer bottles can also be thrown as a missile weapon. Bottles have a range of 6". Models roll to hit, with the -1 modifier described earlier, as with any missile weapon. Bottles have strength as user +1.

Bottles can only be used once for each counter.

Sam the Bartender. The Lucky Griffon's proprietor is no stranger to action. Heck, a comet levelled his bar! He does not appreciate a brawl in his fine establishment, and will defend his property.

After the last player takes his turn at the end of each round, Sam will randomly target one of the six closest models from behind his bar. If a player whines about whom is within the 6", one of his models is the target (Quit your complaining! It's a game!). Sam is armed with a brace of pistols and does not suffer from the -1 to hit penalty, since he is used to the low light and doesn't care who he hits. Sam has the following profile:

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

Sam can be charged and attacked as normal. If Sam is wounded, he is removed from the game (no crummy bar is worth dying for). However, the model that takes Sam out of action automatically suffers D3+1S3 hits from the other patrons of the bar who crawl out from under the tables to defend their source of libations.

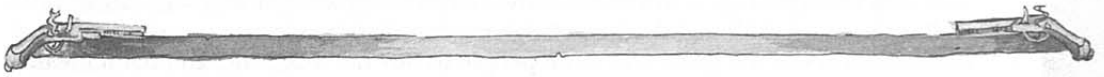
If Sam is out of action, the winning warband gets 3D6 gc from the cash register and a supply of Bugman's Ale from the bar. This is in addition to anything from normal exploring (in this case, exploring is really picking the pockets of the dead, and going through packages left behind by patrons fleeing the scene).

ending the game

The last warband standing wins. The game is played until all but one warband routs.

experience

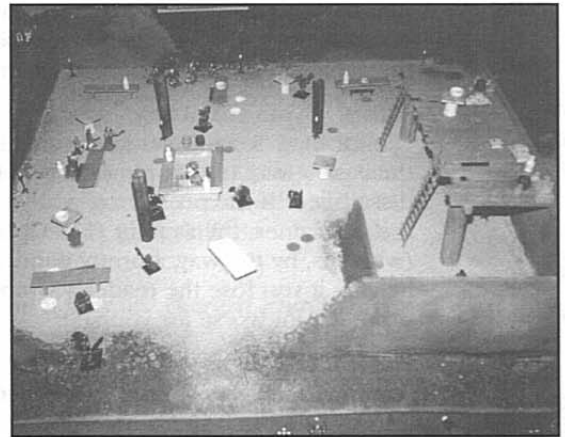
- +1 Survives.
- +1 Winning Leader.
- +1 Per Enemy Out of Action.
- +1 Taking Out Sam.



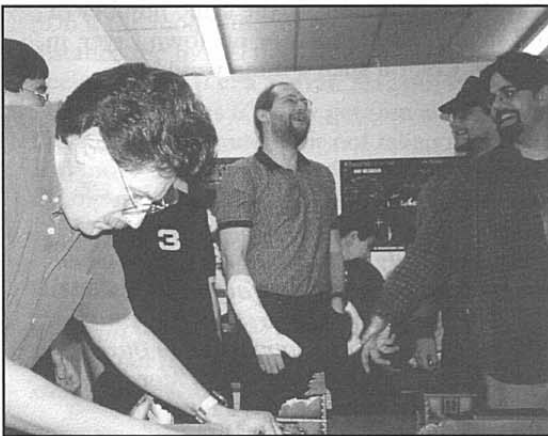
The campaign at Riders hobby store...



A beast emerges from the pit...



Inside the Lucky Griffon.



The group have a good laugh at Skinny Dave's wrapped-up digit.



The article's author reassures his wife that there isn't a monster under the table.

Letters to the Scribe

Beaten scribe Andreas Halle presents us with more letters to ponder over.

My name is GWJunkie, and I'm a serious Mordheim aficionado. Also being a member of the online Mordheim YahooGroup society I felt it natural to take up the debate about the recent bisection of the Town Cryer magazine – a magazine that I and many other fans enjoy reading every second month.

As a reader it's partly my personal merit that this magazine can keep going around, simply because I buy it, but it is questionable for how long it will be that way. I know that the Fanatic concept relies heavily on, as the name suggests, the GW fanatics like myself, but at some point Fanatic must realise that although we fanatics are 'hooked', we're not that hooked that we keep buying your stuff regardless what you do with it. And seemingly this new diminished Town Cryer has somewhat met opposition in Mordheim circles.

We all know the explanation (not to say excuse) for halving the mag: Not enough manpower, time and resources because of too much work that has to be done. Very well. But we don't buy it! This whole Town Cryer thing worked well – EXTREMELY well – previously, although I acknowledge the fact that there was a greater enthusiasm about the game and more people to buy the magazine, and naturally the new Inquisitor magazine deserves a place on the shelves. But not at the expense of Town Cryer!

I, and many other gamers, have the philosophy that concurrently with the increasing popularity of GW's games (namely all the new magazines that Fanatic has to take care of) there must necessarily be an expansion of the Fanatic crew, and to us, the buyers, the gamers, limited financial assistance and limited resources from 'Big Brother' is not a good excuse.

Diminishing Town Cryer seems like following the line of least resistance – just taking the easiest way out, hoping that the hobbyists won't notice. But we do! And we're dissatisfied! If the problem is really so serious that there's no way out but to cut in the magazines, then rather close Town Cryer entirely and run it on-line instead (which is, by the way, a pretty good alternative to the present version, I think). By just halving it you lose the reader's sympathy and they stop buying the magazine, and you make it a lot worse for yourself.

Please don't get me wrong: Issue 17 was great, with two great articles. I enjoyed reading it, but there simply wasn't enough. In addition, the alternative setting takes up way too much space considering it's a Mordheim magazine – this time it was 50/50 with Khemri/Mordheim. It should be something like 30/70 instead, because after all I believe most people are more interested in the Mordheim setting rather than some new still-playtested rules, and to achieve this we need more pages.

Conclusion: Either more pages in Town Cryer (or, alternatively, the same number of pages but less photos and illustrations and smaller size letters) or no Town Cryer, in which case I would love to see an online Town Cryer if such a thing would be possible.

Keep up the good work, Fanatics,

GW Junkie

Yes, all fair comment but this is just the way it is for now. The page count of our magazines is not cemented in stone and can certainly increase in the future when we get more staff on board we run a delicate balancing act here at fanatic and sometimes we need to compromise. I hope that Mordheim players will continue to follow and support the game just as they have continued to support us in our endeavours. There will be more miniature releases in the future and a Mordheim annual later this year so things are moving on. At present we don't have the resources or expertise to run an on-line magazine (yes, the same old excuse you say – but that's the truth!) but who knows what the future will bring. If you like something enough you stick with it through thick and thin eh? – Ed

Dear Mordites,

In Town Cryer 16 there are several pictures of a Kislevite youth armed with a Crossbow yet you cannot purchase one for your models, as there is no Crossbow listed in the Kislevite equipment lists. WHY?

My thoughts on Steel Whips and any other weapon with the Reach special rule are:

1. A charge must be declared
2. A model must take any *Fear* test required
3. This attack must be targeted at a single enemy even if the attacker could charge more than one enemy model
4. The attack can only be made in the chargers turn as to be officially engaged in close combatants must be in base contact. You could think of this as a shooting attack resolved in and using the close combat rules

Attacking in this way would leave the model vulnerable to being charged or shot at in the opponents turn especially by the model that was attacked if it survived the attack.

I think there should be a change to the interception rules allowing any model that can intercept a charger to do so provided it passes any required fear test, it not already engaged in close combat and not being charged itself. As I see the Charging Rules a model must charge the nearest enemy it can see if it wishes to charge anyway and any interceptors would have to be out of sight of the charger before the charge was made.

If a model armed with a pistol fires it in his turn then is charged in the enemy turn, does he still get the bonus S4-2 save attack in the close combat phase, as he needs a whole turn to reload and is not being given the opportunity to do so? Also if he has a Brace of pistols and the same thing happened would he get the two attacks at S4-2 save? What happens if a pistol armed model has the Quick Shot skill, does he fire his pistol twice if he is charged or just the once as normal?

I think models should be allowed a Charge reaction if they are charged from their front *Stand and Shoot*: any model armed with a missile weapon gets to shoot at the charger with a -1 to hit modifier if the charger is over the half its charge distance. If the charger is knocked down/stunned, lie the model down halfway between the shooter and the place it charged from.

Hold: the model prepares to defend itself. This is the only Reaction available to models Immune to Psychology

Flee: the model turns tails and runs away, roll 2D6 if the model moves under 6" and 3D6 if the model moves more than 6" and add the scores together, this is the distance the model flees in inches. If the charger would end up further than the fleeing model (i.e. a Skaven Assassin movement 6" charges at a human warrior who is 2" away and flees 6") they get one attack as per the breaking from combat rules. If the target is wounded but not taken out of action, lie him down where he stands and move the charger the full charge distance, if the charger does not catch the fleeing model or the model is not wounded the charge has failed.

Thanks for reading,

Graham Bell

Well you got us there Graham, yes we missed the crossbow off of the Kislev equipment list, doh! Your ideas on the steel whips sound reasonable and as for stand and shoot, what does everyone else think? – Ed

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Unfortunately we cannot include back copies in subscriptions because they are in limited supply.

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FANATIC



Khemri

The Land of the Dead

Enter herein for daring
tayles of adventure and
stories of woe from ye
dread Land of Ye Dead.
Learn of thee few bold
adventurers who through
use of guile and
cunning have learn't
many of the secrets of
the land of Khemri and
avoided death and the
insanity that is most
prevalent there.



By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman.
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com

This is the fourth installment of Khemri - The Land of the Dead: the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekharu. This section introduces Exploration charts, new scenarios and new Hired Swords.

Income

During the Exploration phase, the warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main camp or traded with other warbands for equipment.

At the end of each battle, a warband may roll on the Khemrian Exploration chart (below). There are some multiples that result in a trap or encountering a monster. The entry for the result will detail what happens. As the Hero

runs the risk of being seriously injured, it is a good idea to choose a Hero with good characteristics as it improves his chances of surviving the encounter. In Khemri the warbands search for treasure in the form of gems, gold, and ancient artifacts, rather than Wyrystone. However, this makes no difference as far as the rules go, where the rules read Wyrystone treat it as treasure.

Equipment is bought from the Khemrian equipment list and follow all rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

Exploration Chart

If you roll several of a kind in your Exploration phase, you have found additional items, just as exploring the ruins of Mordheim.

Doubles

(1 1) Stash

A badly weathered monolith in the desert, covered in indecipherable markings implies there could be treasure beneath.

Chose one of your Heroes and make a test against his Strength on a D6. If successful the Hero manages to lift the rock and reveal the treasure underneath - add one valuable to the warband's treasury. If the Hero fails the test he has been injured and misses the next battle as he recovers.

(2 2) Lost Pouch

As the warband shuffles across yet another sand dune one of the Heroes notices a leather pouch half-buried in the sand.

The pouch contains D6 gc and if a '1' is rolled a *Lucky Charm* as well.

(3 3) Skeleton

The warband stumbles upon a sand blasted skeleton. Some of its equipment is still useable.

Roll a D6 to see what is found when the skeleton is searched:

- 1-2 D6 gold crowns
- 3 Club
- 4 Spear
- 5 Scimitar (Sword)
- 6 Light Armour

(4 4) Mad Man

you encounter an insane wanderer in the desert. He talks to apparitions and screams about the horrors of the desert.

Good warbands (humans, Elves, Dwarfs etc.) can try to make sense of his madness and in doing so learn about the local desert. In the next exploration Phase the warband may roll one more dice and then discard one dice.

Undead warbands can kill the man and gain a new Zombie or Skeleton; whichever is available to that warband.

Skaven, Chaos or greenskin warbands can sacrifice the man to their dark gods and the leader of the warband gains +1 experience.

(5 5) Dead Camel

A common sight in the desert, this has a large chest strapped to its back.

Roll a D6 to see what of value the chest contains:

- 1-2 Map of the Desert (see p.55 of the Mordheim rulebook)
- 3-4 A ring worth 2D6 gold crowns.
- 5-6 A flashy silver gilded sword and dagger set. They can be kept and used or sold for double the usual selling price of a sword and dagger.

(6 6) Jackal

A common desert dwelling creature, this will make for a good meal.

The jackal can be skinned which will sell for D6 gold coins.

Triples

(1 1 1) Lamp of Djinn
(See TC 17 page 10 for details)

(2 2 2) Pool
In the dark recesses of a tomb a small pool of cool sweet water has somehow survived.

2D6 water units can be collected from the pool.

(3 3 3) Old Campsite
Your warband encounters a hastily abandoned campsite. Looks like they had reason to leave in a hurry since many supplies are lying around forgotten.

Your warband finds 2D6 gc worth of salvageable supplies.

(4 4 4) Lost Zombie
A lone zombie is found shambling through the desert. After sighting your warband it shambles toward it mumbling the word 'brains'. Your warband easily subdues the zombie without injury.

Roll a D6 to find out what the zombie was carrying:

- 1 Club
- 2 D6+3gc
- 3 Sword
- 4 Lucky charm
- 5 Throwing knives
- 6 Light armour

555 Rare Herb

In a deep crevice within a rocky outcrop your warband discovers a jar sealed with bee's wax. The jar contains a blend of rare and powerful herbs that expand the mind and impart wisdom.

Any of the warband's Heroes capable of gaining experience and using drugs can consume the herbs and gain +1 experience. The jar contains enough for D3 doses but once opened the herbs must be used immediately or they will wither and become useless.

(6 6 6) Signpost

A rare sight in Araby but at least it means the warband has found civilisation.

The knowledge of where to find a near by settlement lays imparts a +3 on the roll to see what supply source is available for the next skirmish your warband fights in.

**Expedition Day Five.**

Five days after our arrival in Araby, we are still stuck in the port of Djambiya. This delay is intensely frustrating, as are the opportunities wasted by our enforced sojourn here. Our quest to explore the lost cities of Khemri is of the utmost importance. I remain sceptical about many of the ancient myths regarding the rise of the so-called 'Lords of the Night', Liches, Vampires, and the legendary Lord of the Dead, Nagash. I have come with my apprentice Ernst to uncover ancient artifacts from the ruins of those ancient cities to see if I can piece together the ancient histories and discover the true fate of the land of Nehekharu.

Djambiya is an exotic and oft confusing place. Local Arabians, in their brightly coloured robes, mingle in the streets with desert nomads, their faces marked by ritual scars, lean and fit as jackals. Equally strange are the local cults and superstitions, all in some way associated with the fear of death that seems to brood over the city. There are also many other Old Worlders here, Tilcan and Estalian sailors and merchants, the odd mercenary and some curious men in what appear to be knightly or priestly robes.

I persist in trying to find guides but unfortunately the locals are ignorant and benighted, ruled by superstition and fear. I have tried to persuade them by scientific argument that they have nothing to fear from the ruins of Khemri. These 'Tomb Kings' of whom the Arabians appear to be so afraid are obviously the work of fiction, the tales of madmen driven insane by the desert. The very idea that anything could have survived the centuries in such a desolate environment is so laughable to any educated man that I find it hard to be patient with the natives' foolishness. But unless we can find a guide our quest will fail before it begins.

Four of a Kind

(1 1 1 1) Lost Mule

A forlorn and pathetic looking mule is encountered lying on its side dying. It pathetically whinnies at your warband.

If the warband can give the mule 3 Water units the mule will be revived enough to get up and follow the warband. Warbands not allowed to use animals must sell the mule at the first possible opportunity and cannot use it to carry anything or in battle. See TC14 for rules on Mules.

(2 2 2 2) Deep Well

How fortunate you find a well that no one is guarding. This is your lucky day. Better burry before the owners come back though...

The warband gains as much water as they like for free. You can't have more water than you can carry!

(3 3 3 3) Besieged Caravan

The warband bears screams and animal howls. They run to investigate and find a caravan under attack by jackals. With the assistance of your warband, the caravan guards drive off the jackals. The Caravan Master approaches you, overjoyed.

The caravan leader offers to sell anything he has available to you at cost. All the normal rules for trading with a caravan apply but everything is half price! Roll the cost of an

item and divide by two. This means you can buy and sell things for the exact same amount of money.

(4 4 4 4) Lost Treasure

In an alcove in a small cave you find an old chest which contains two near priceless giant pearls.

The warband gains two items of treasure.

(5 5 5 5) Wadi

The warband comes across a long dried up stream. You sigh at the thought of a raging river of clean cool water and prepare to move on, but wait what was that sparkle? On closer inspection you find several gold nuggets on the riverbank.

The warband gains 4D6 gold crowns

(6 6 6 6) Mausoleum

The warband encounters a lone mausoleum set in a cliff face. Unscrupulous warbands can loot this final resting-place for the wealthy. Religious warbands or tomb guardians will seal the tomb. You may choose how you treat the graves.

Warbands of the first type gain D6x10 gold crowns. The second type gains D6 Experience points to distribute among the heroes of the warband at your discretion.

Expedition Day Six

Success! We have managed to procure a guide who will take us to the ruins. The circumstances of our finding him were curious. I was approached in the bazaar by a man swathed in dark robes, who led me to a house down a narrow alleyway. Inside I was ushered into a room draped with dark hangings, the air heavy with the scented smoke of incense, which threatened to quite fuddle my senses. All the same, beneath the smell of the incense I thought I detected something else, a musty odour I thought I recalled from my research in the dissection laboratory back at the university, but I must have been mistaken. I was greeted by a tall man, also robed and with his face veiled, who spoke in a husky voice, which was scarcely more than a whisper. He asked if I was searching for lost Khemri and joined my mockery of the locals. I repeated to him my conviction that the rumours of Undead were the works of fantasy. "Of course," he replied. "Wise men speak not from rumour but from learning, and you are so obviously a wise man. How could it be otherwise?" As I rose to leave he grasped me by the hand and for a moment I almost recoiled from his touch before I chastised myself for my foolishness. Yet the feel of his flesh was somehow strange and dry, his hand was thin and I could feel the bones through the flesh. But many men are thin. I must have listened too long to the idiotic ramblings of the locals.

Our benefactor has agreed that one of his servants will guide us through the desert to the ruins. I cannot wait to see the lost necropolises of Khemri and uncover the hidden secrets they hold. The parting words of our mysterious helper ring hopefully in my thoughts: "May you come face to face with that which is hidden," he said, "and may you learn more than you ever dreamed." The black pyramids of Nehekbara beckon me in my dreams, offering knowledge and, perhaps, the real truth about the Undead. And surely we have nothing to fear from the truth...

Additional note: I seem to have developed a curious dryness and flaking of the skin on the palm of my hand. Perhaps I have acquired some local ailment. On my return from the desert I shall send Ernst to the bazaar for some ointment or local remedy. I am sure it is nothing serious. In any case, I cannot be distracted from my quest. The land of the dead beckons!

Extracts from the Expedition Journal of Johannes Steinkopf, sometime Professor of Necrology, University of Altdorf

Five of a Kind

(1 1 1 1 1) Treasury
Uncovered in a sandstorm a lavish building is discovered that contains the valuables of an ancient noble.

Inside, hidden amongst the debris, you find D6 x 10 gc worth of gold and treasure.

(2 2 2 2 2) Snake Pit
As the warband is making its way through some ruined buildings a Hero notices a shrine with a hole in the floor. Upon further investigation he notices that it was once a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit amongst the snake skeletons and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
A Purse with 2D6 gc	Auto
A Duelling Pistol	5+
A Sword	4+
D3 valuables	4+

(3 3 3 3 3) Boulder Race
As the Hero prises a carved jade statue from its place in an ancient temple, he suddenly realises that he has triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel!

Choose one Hero to attempt to recover the statue. The Hero must roll less than or equal to his run distance on 2D6. Note that he may use the Sprint skill if he has it. If the Hero fails this roll he dies! Remove him from the roster.

If the Hero survives, he may sell the jade statue for 50 gc. He also gains +1 experience.

(4 4 4 4 4) Maze
The warband discovers a necropolis half buried by the sand and dispatches a Hero to investigate. The Hero gets himself lost in the maze of tunnels! He will miss the next game and possibly others after that too.

Randomly select a Hero. He became lost in the maze and will miss D3 games while he attempts find his way out. If he rolls a 1 then he is lost forever and is removed from the warband's roster. Any equipment he has is lost with him.

(5 5 5 5 5) Ruined Temple
Time has destroyed this once beautiful building, making it unsafe for all but the most daring to explore.

You find D3 pieces of treasure amongst the ruins. In addition take a Leadership test against the leader's Ld. If passed a black hound that was guarding the temple joins the warband. Use the profile for a wardog.

(6 6 6 6 6) Secret Door
Whilst ransacking some ruins you stumble upon a secret door and learn how to recognise these in the tunnels.

You may always re-roll one dice when doing Exploration rolls. Make a note of this in your warband's roster sheet. Second and subsequent Secret Doors you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) The Tomb of The King

You have entered the inner sanctum of the necropolis - the tomb of the king himself. You sense danger here; the very walls seem to watch you.

If you wish you can send one of your Heroes to search for treasure hidden here. Roll a D6. On a roll of 1 the Hero is captured and dragged away by Tomb Guardians to join the ranks of the Undead. On a roll of 2 or more, he returns shaken but with D6+1 pieces of treasure.

(2 2 2 2 2 2) Statue of the Sphinx

Although there are many huge statues of Sphinxes scattered throughout the desert, the most common are only a few feet tall. Despite their small stature they hide many valuable gifts. It is said, though, that only the wise may find these, for the inscrutable Sphinx are reluctant to relinquish their treasure.

If you wish to challenge the Sphinx, pick a Hero. Roll a D6 and add +1 for each Academic skill that character has. If the result is a 6 or more, then you have solved the 'Riddle of the Sphinx' - roll on the table below to see what you have found. If you roll a 5 or less, the Sphinx attacks the challenger. The model invariably comes off worse, and spends the next battle recovering.

Item	D6 Result Needed
D3 pieces of treasure	4+
5D6 x 5 gc	Auto
Snake Charmer's flute* 4+	
Suit of heavy armour	5+
D3 jewels worth 10gc each	4+
Holy (or Unholy) relic	5+
Nomad robes*	5+
Monkey's paw*	5+

*See the Equipment list in TC17.

(3 3 3 3 3 3) Slaughtered Warband

You find the remains of a massacred warband. Bodies lay scattered amongst the ruins still carrying some items of equipment.

You can find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of Light armour	4+
Suit of Heavy armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

(4 4 4 4 4 4) Lamp of the Djinn

You hear a noise from under a pile of rubble. On investigation you find a lamp. In an attempt to clean it to assess its value, you give it a rub. To the astonishment of the whole warband a strange magical creature seemingly comprised of mist emerges from the lamp and asks your bidding.

(See the Equipment list in TC17.)

(5 5 5 5 5 5) Flying Carpet

Rolled up in a corner of a ruined building you discover one of the legendary magical flying carpets of Araby.

(See the Equipment List in TC17.)

(6 6 6 6 6 6) Magic Rope

The warband finds what looks like a snake. You hit it with a stick and then feel rather foolish. It is nothing but a coil of rope but when the correct tune is played on a flute the rope rises into the air and is as solid as a ladder.

The rope allows the Hero to climb 12' up or down without having to take an Initiative test.



Scenarios

Here are a few of the scenarios that have been specifically tailored for Khemri (see page 7 of TC 16 for the full tables).

Scenario 9 - Defend the Oasis

Your warband has found an oasis to camp at. These finds are essential to the warriors' survival. As you are taking a break you are set upon by another band that wish to steal your cache of water.

Terrain

Place terrain in centre of 4'x4' board 12" from the edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well or pool.

Warbands

The warband with the lowest rating defends the oasis. If you have the same number of warriors the one with the lowest water count defends. If water counts are equal, then roll to see who defends. Interestingly Undead will defend an oasis even though they have no use for the water.



Set-Up

The defender deploys first, within 6" of the well or pool. The attacker deploys within 6" of any table edge.

Starting the game

The attacker takes the first turn.

Ending the Game

If a warband fails a Rout test the game ends. If the attacking warband has more men within 6" of the well than the defender at the end of a turn then the attacker wins.

Experience

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

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

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

Rewards

The winner may fill his water supply to the maximum. Remember that you cannot carry more water and treasure than your burden limit.

When trading, the winner may remain at the oasis (since they successfully defended or captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the Exploration chart with a -1 modifier, (as finding another oasis would be considerably difficult).

Scenario 4 - Tomb Raid

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain

Use tiles to represent the tomb (see TC 17). Place the Burial chamber in the centre of the table and an entrance in room one of the corners of the table. If more than two warbands are playing, place as many entrance tiles as needed at the corners.

Warbands

Roll to see who has the first turn. Highest D6 score chooses the starting tile.

Starting the game

Roll to see who goes first. Highest D6 score starts.

Special Rules

Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must attempt to carry it out of the tomb. A warrior must be in contact with the treasure chest for a turn to pick it up. Once carrying it, he must move at half speed. If two warriors are carrying the chest they may move at normal speed. If a warrior routs whilst carrying the chest it must be dropped immediately in the tile he is in.



Ending the Game

If a warband routs the game ends. If the treasure chest is removed from the board that warband wins.

Experience

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

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

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

Rewards

In the tomb the winner gets D3 items of treasure from the following chart. Roll a D6 each time to find out what you get.

D6 Item Found

- 1 Heavy armour
- 2 D3 Scimitars
- 3 D6 Jambyias (daggers)
- 4 Gem-encrusted helmet worth D6x10 gc
- 5 Shield
- 6 Monkey's paw (see TC 17)

Scenario 10 - Protect the Prince

(Scenario for 2-4 players)

Many stories have been told of wealthy princes or other nobles travelling through the hot deserts of Araby and never reaching their destinations. Most of the merchants that travel the deserts are attacked by all sorts of raiders seeking to steal their riches. These stories persuade the merchants to protect themselves from whatever may happen, and hire mercenary warbands to do their fighting for them.



Warbands

Half of the warbands fighting this scenario are defending the merchant's wagon from attack whilst the other half are trying to raid the wagon of the merchant. Determine who are defenders and attackers in the usual way except there may be more than one of each. If there is an odd number of warbands then there will be one more defending player.



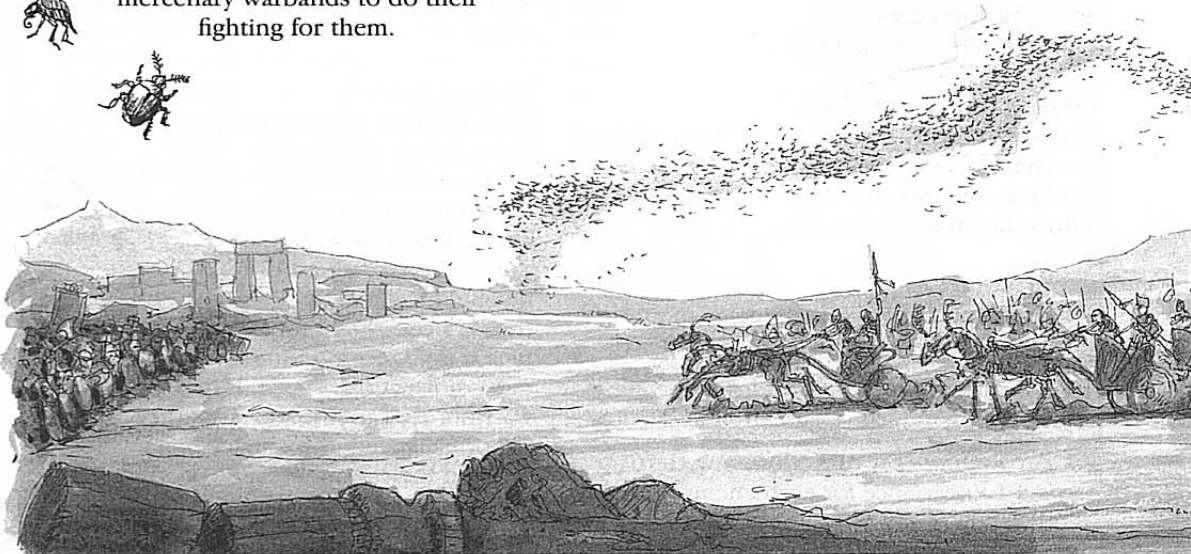
The defenders' job is to provide enough of a distraction to the opposing warband(s) for the prince to make it safely off of the opposite edge. The attacker's job is to prevent the prince from escaping to the other side of the table by attacking and putting him out of action.

Terrain

The battle takes place in the open. The scenery may consist of dunes, oases and ruined buildings. Place them as normal.

Set-Up

The defenders are set up first on one long edge of the battlefield. Next the attackers set up on either of the two short sides.



Special Rules

The prince will follow any friendly model up to the limits of his movement. If he is more than 1" from a friendly Hero at the start of the Movement phase, then he will run the maximum distance in a random direction (use a Scatter dice). If this takes him into base contact with an enemy then this counts as charging. He will not voluntarily charge an enemy.

If any unengaged enemy models are within 2" at the beginning of the movement phase he will flee directly away from the closest one. He will rally by passing a Leadership test in the usual way. If a friendly model is in base contact he may also make a Leadership test to restrain the cowardly prince.

Each defending player controls the prince in their turn. This may create some interesting conflicts in a multi-player game. His profile is as follows:

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

Equipment: He is equipped with a Scimitar (sword) and a Jambiya (dagger).

Ending the Game

A defender wins the game if he is in control of the prince when he makes it off the appropriate table edge. If he flees off another table edge then neither side wins. An attacker wins by killing the prince before he leaves. In a multi-player game warbands may choose to ally and share the victory and winnings.

Experience

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

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

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

+1 Killing the prince. Any character who puts the prince out of action gains +1 Experience.



Rewards

If the prince escapes he will reward his protectors with 4D6 gold crowns from his purse. If he is killed then the winning warband will find 2D6 gold crowns, plus jewellery equivalent to two pieces of treasure on his body.



Hired Swords

There are plenty of swords for hire in the Land of the Dead; many of them are the last survivors of a raid on a Necropolis, while others are professional mercenaries. In the Land of the Dead you can only use the Hired Swords listed in this section. The Land of the Dead is a long way from Mordheim and even further from Lustria, and not every Hired Sword will be available.

You can use the following Hired Swords from Town Cryer magazine and the Mordheim rulebook: Halfling Scout, Tilean Marksman, Ogre Bodyguard and Pit Fighter.

Snake Charmer

40 gold crowns to hire + 10 gold crowns (+ 5 gold crowns per snake) upkeep.

In the bazaars and markets of Araby crowds often gather around a mystic Arabian sitting playing a flute. Mesmerised by the music or some say by his rhythmic swaying is a deadly venomous snake. Snake charmers generally survive on the money they can make as entertainers but often some offer their services and that of their snakes as warriors.

May be Hired: Any good warband (human, Elf, Dwarf, etc.) may hire a Snake Charmer.

Rating: A Snake Charmer increases the warband rating by 5 points, +1 point for each Experience point he has and +5 points for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5

Equipment: The Snake Charmer is equipped with a dagger and a scimitar. The Snake Charmer starts with three snakes.

SPECIAL RULES

Snake Charmer: The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Immune to poison: The Snake Charmer has been bitten so many times that he is immune to poisons.

Venomous: The snakes are venomous and count as attacking using Black Lotus as described on page 52 of the Mordheim rulebook.

Animals: Snakes are animals and do not gain Experience.



Snake hunter: After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer makes this roll in the Recruitment and Trading phase and must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake there is a chance that he is attacked. Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.

Skills: A Snake Charmer may choose from Academic and Speed when he gains a new skill.

Nomad Scout

30 gold crowns to hire + 15 gold crowns upkeep.

The guides of the nomad tribes are at best uncouth and uncivilised. However, they are good warriors, living a life of almost constant battle within the deserts they call their home. An Old World warband is well advised to hire a guide if they are to survive the ravages of the desert.

May be hired: The Nomad Guide may be hired by any warband that can afford him.

Rating: A Nomad Guide increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

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

Weapons and Armour: The Nomad Guide is armed with a Scimitar and a bow.

SPECIAL RULES

Son of the Desert: The Nomad Guide is adept at finding sources of water. The

warband can modify the result on the Supply Source table by +/-1.

Skills: The Nomad Guide may choose from Shooting and Speed skill when he gains a new skill.

Tomb Robber

30 gold crowns to hire + 15 gold crowns upkeep.

While the sinister ruined tombs of Nebekbara have claimed the lives of many would-be robbers, a few have survived using their wit and lightning reflexes. Many of these expert robbers are drawn from the nomadic tribesmen of the vast desert and knowledge of the necropolises is second nature to them. Some, though, are Old Worlders lured by the temptation of riches who have amassed a wealth of knowledge in archaeology and ancient traps.

May be hired: The Tomb Robber may be hired by any good warband (human, Elf, Dwarf, etc.) that can afford him.

Rating: A Tomb Robber increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Robber	4	4	3	3	3	1	5	1	7

Weapons and Armour: The Tomb Robber is armed with a sword and crossbow pistol. In addition he carries a rope and hook.

SPECIAL RULES

Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+1.

Traps: The Tomb Robber has the *Trap Expert* skill, for more details see the TC17.

Excellent Reflexes:

The Tomb Robber has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb Robber gains the *Dodge* skill this save increases to a 4+ special save.

Skills: The Tomb Robber may choose from Combat, Shooting or Speed skills when he gains a new skill.



Thief

30 gold crowns to hire +15 gold crowns upkeep.

The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves.

May be Hired: Any warband except Undead may hire a Thief.

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

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

Equipment: Two daggers, Thief's cloak

SPECIAL RULES

Thief's Cloak: Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit.

Also the distance required to spot a thief when *Hidden* is doubled.

Tea-Leaf! Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).

Skills: A Thief may choose from Combat & Speed Skills.

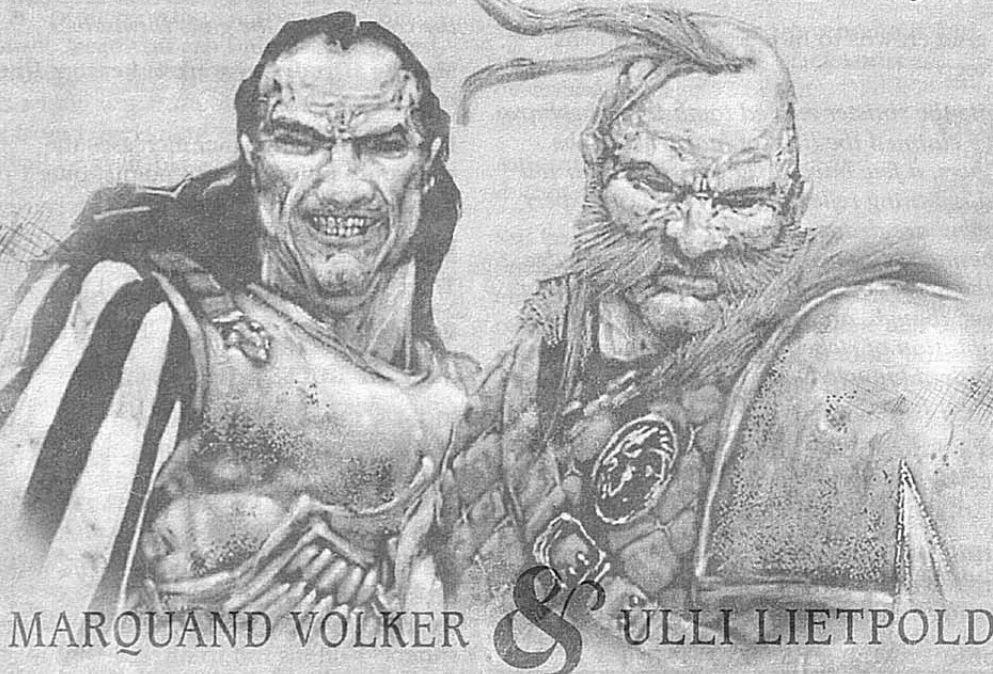
NEXT ISSUE

Ab see, we lied! There were no Arabians this issue but there will be the Arabian Tomb Raiders warband next issue, we promise...

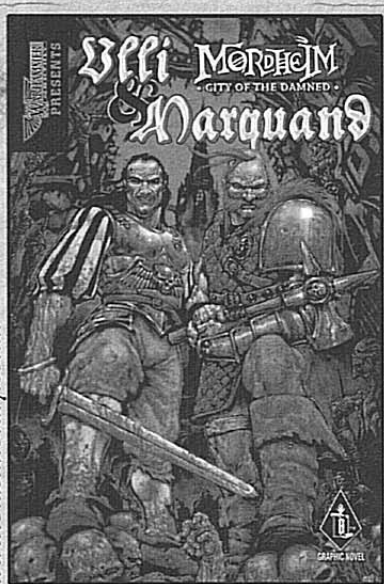


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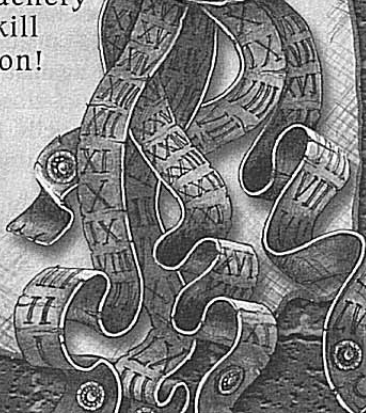
Ulli & Marquand

by Gordon Rennie, Karl Kopinski, Mike Perkins & Paul Jeacock

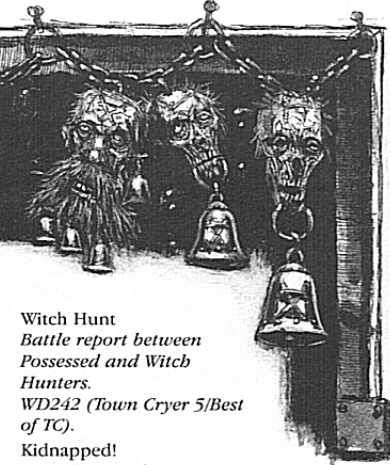
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The Watchtower



This section is designed to keep you up to date with what is going on with Mordheim. In regards to New Rules (NR) and Experimental Rules (ER). The New Rules have to be used where applicable, while the Experimental Rules are optional and can only be used with an opponent's consent. If the feedback on the Experimental Rules is positive enough we'll upgrade them to New Rules status in future issues of Town Crier.

Every issue of Town Crier will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the New Rules, Experimental Rules and errata that currently apply to the Mordheim skirmish system. More importantly, it will tell you where you can find this information by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions from Mail Order for a small fee, and/or you'll be able to find electronic versions of the rules on our web site. We also plan to periodically consolidate any New Rules into supplements that we'll print.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Crier 2/Best of TC).

Random Happenings
Events tables for Mordheim.
WD240 (Town Crier 3/Best of TC).

Dwarf Treasure Hunters
Dwarf warbands.
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MORDHEIM

Catalogue

These pages have a complete listing of all of the models and printed material available for Mordheim. Just get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

Boxed Sets & Mags

Mordheim boxed game
Best of Town Cryer
Town Cryer 8
Town Cryer 11
Town Cryer 12
Town Cryer 13
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Blood on the Streets (building pack)
Human Mercenaries (8 figures)
Skaven Warhunters (10 figures)
Undead Warband (9 figures)
Witch Hunter Warband (8 figures)
Possessed Warband (7 figures)
Sisters of Sigmar Warband (8 figures)

Kislevites

Young Bloods (3 figures + weapon blister)
Henchmen (3 figures + weapon blister)
Captain or Champion (1 figure + weapon blister)
Bear + Handler (2 figures)

Hired Swords

Warlock
Halfling Cook
Dwarf Trollslayer
Freelance Knight (2 figures)
Ogre bodyguard
Pit Fighter
Elf Ranger

Marienburgers

Captain
Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

Reiklanders

Captain
Champion
Youngbloods (2 figures)

Sisters of Sigmar

Sisters (3 figures)
Augur
Matriarch
Sister Superior
Novices (2 figures)

Witch Hunters

Sigmarite Warrior Priest
Witch Hunter
Captain

Zealots (2 figures)
Flagellants (2 figures)
Warhounds (3 figures)

Skaven Warhunters

Assassin Master
Black Skaven
Night Runners (2 figures)
Clan Eshin Sorcerer
Rat Ogre

The Possessed

Beastmen (3 figures)
Possessed
Magister
Dark Soul
Brethren (3 figures)

Undead

Vampire
Necromancer
Human Dregs (2 figures)

Averlanders

Human Mercenaries (3 figures)

Shadow Warriors

Shadow Master
Warriors with bows (3 figures)
Warriors Command (2 figures)
Warriors with swords (2 figures)

Ostlanders

Human Mercenaries with double-handed weapons (3 figures)
Human Mercenaries with missile weapons (3 figures)

Dramatis Personae

Veskit, High Executioner
Bertha Bestraufung
Nicodemus
Ulli & Marquand (2 figures)
Johann the Knife

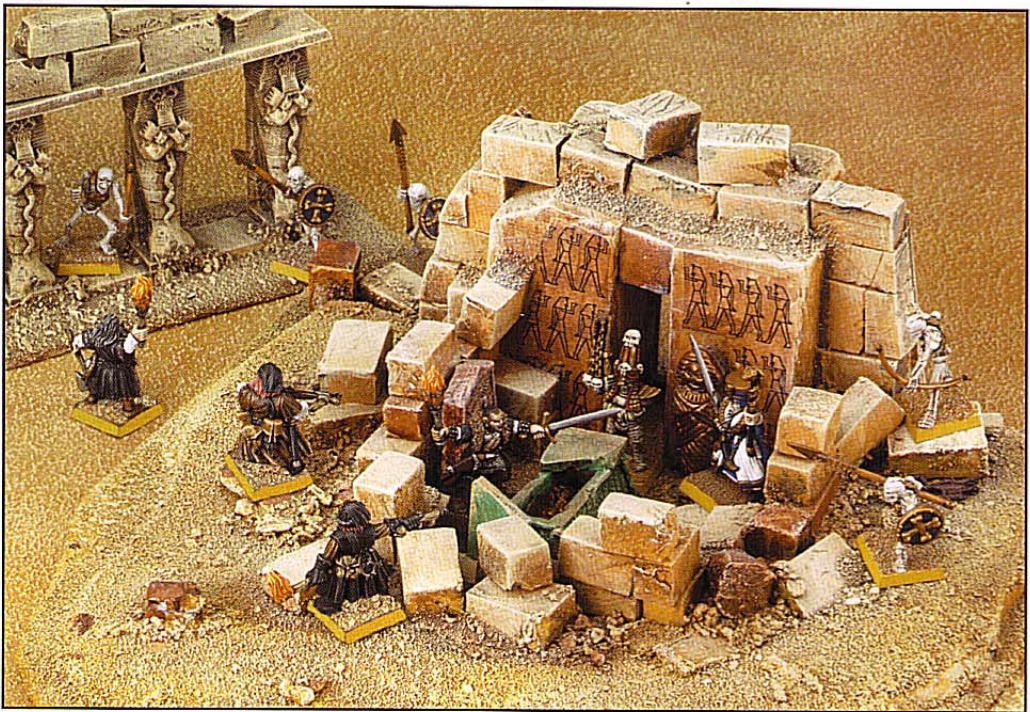
Amazons

Serpent Priestess
Piranha Warrior
Eagle Warrior
Warriors (3 figures)
Jaguar Warrior (3 figures)

Khemri - The Land of the Dead



A Liche Priest emerges from the doorway of his pyramid in search of fresh corpses to raise.



Witch Hunters and Tomb Guardians battle it out for the possession of ancient treasures of Khemri.

Wanted

Item known as the

BEJEWELLED EYE

Found recently in archeological dig outside Khemri. Stolen in the market place of Al Haik by corsairs who are believed to be currently hiding in Mordheim.

If found bring to Capt Von Munchen at the old Manor

1000gcs reward

Found

Three hands, a broken sword, a half empty bottle of Abbot's Prerogative, one Elvis killer and a tall, loud freak.

A snip at 12gcs

See 'Mad' Olaf down by the old docks

SALE OR TRADE

Well used ugly stick, still good for a few more beatings.

13 gold crowns

See Fish Lips at the old swamp

Old Otto's SURGERY

*You break 'em
We take 'em*

Cheapest apothecary in or out of town. Guaranteed to undercut the rest.

Surgery that doesn't cost an arm and a leg!

Experts Required

There are positions opening for all manner of professionals, craftsmen and those that are wise and learn'd.

*Smiths, Fletchers,
Muleskinners, Mercenaries,
Sod-busters, Apothecaries,
Traders, Money Lenders...*

**SIGMARHAVEN, SHINING
LIGHT OF OSTERMARK**

*Fynde to the north east of the cursed city on
the banks of the Stir.*



OBITUARIES

James 'Pukka' Olivius – died from swallowing own fat tongue.

Cerag Dav'd – froze to death chillin' too much on Festag.

Beastman, knowyn as 'Black Beatrice' – cleaved by Dwarfen axes.

Stefan Buddelini – he ate too many pies.

SCRIBE'S HONOURABLE MENTION

Donato Ranzato
& Stephanus Harburgh



Lost:

PRIZE FREAK

Answers to the name of 'Bon-ee'. Escaped holding pen from the Papa Lazaru travelling freak show.

Description: Tall, gangly with flapping extremities. Is prone to uncontrollable fits of gurning, coughing, flatulence and shouting.

*If found please return to Papa Lazaru's
freak show at the Romanov encampment*

Handsome reward offered

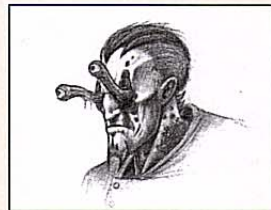
Wanted

DEAD RATS

Rats purchased for 1 gc per tail

*Ask for Karl at 'Cheap Eats'
Cutthroat's Haven*

A career in showbiz?



FREAKS

**Required for Papa Lazaru's
travelling Freak Show.**

If you have an extra limb, a hunchback, fish-lips, too many eyes or are just plain ugly then this is the future for you.

*Fynde Papa Lazaru's freak show at the
Romanov encampment*



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www.fanatic-games.com



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