

For the citizens of the
Damned City

Town Crier



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

GHOSTLY RIOTS AT THE GAOL

Riots have broken out at the Mordheim Gaol. Although the prison has had no mortal inmates since the comet struck, it now houses the ghostly spirits of all its previous prisoners, trapped for all eternity, or so the local seers say.

Conditions were not the best for the inmates when they were mortal and things don't seem to have improved in their ethereal states as they have rioted across the gaol killing any unfortunate warbands who were hunting for wyrdstone in the vicinity at the time.

Why and how the spirits have managed to break their ghostly shackles remains a mystery. Although some experts claim it is because there is a large seam of wyrdstone that runs through the ruined shell of the gaol building.

The soothsayers of the local settlements like Sigmar Haven and Black Pit are now saying that if the wyrdstone has disturbed the ancient laws of the dead leaving that the spirits running the gaol rather than haunting it, there is no way of knowing if the whole of the Damned City is in danger. So far the spirits have remained within the gaol grounds but no one knows if they this is because they do not want to leave the gaol yet or can't. Only time will tell.



Here
Within



Recipes – the
secret
ingredients of
gut pie

Killer one liners,
say something
witty before
you die!

Ramblings from
the scribe.
"Help mother,
they feed me
pins."

Town Cryer

Beanus the Jester

Now available for your entertaining needs.

His signature tricks include:

Flaming hair of hell

(Beanus will set a guests hair on fire and then douse them in alcabol, the funny thing is the victim thinks it's water!)

Look at my rubber sword!

(Beanus will ask a guess to stab him with a rubber sword. When the jester does the same to the guest he has exchanged it for a real one!)

Big ballons of noxious swamp gas

(Using balloons filled with poisonous marsh gas, Beanus will pop them around certain guests gradually poisoning them through the night!)

Warning: having Beanus entertain at your venue seriously increases your guests' mortality rate.

Wanted: Magic Weapon

Must have a catchy name and do lots of extra damage to evil creatures. Some kind of magic aura around the weapon is desired though not necessary.

Seek out 'Pointless' George at The Rat and Parrot in Black Pit.

WANTED



HAGREID THE VEGGIE, ALSO KNOWN AS 'THE GREY HAM'

Exhiled from is native kingdom because of his food preferences and now found guilty of manslaughter during the national Festival of Metal.

Said to have thrown a bottle of grog at a small child.

Don't try to capture him yourself, contact the Watch.

SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstaat and the painted Tilcan



OBITUARIES

Bork Batan

Started a fight he couldn't finish.

Gingad Gooley

Bound, gagged and thrown on pyre by boy scouts.

Mathias O'Keefe

Played 'scratch and sniff' with an artist of dubious renown.

Hugo Bamboozle

Pulled a fire-drake out of his hat instead of a rabbit.

Dickard of Whitely

Bitten to death by frenzied ferret. We're counting down to his funeral.

Jimmy 'Spiff'

Died whilst polishing his buttons.

For Sayle: Magic Weapon

Sarem's Sword of Slicing does lots of extra maiming of evil creatures. Also gives off a very satisfying blue hue when fully charged with blessings.

Seek out 'Generous' James at The Parrot and Rat in Cuthbroats Den.

Change your fortunes in thirty days, or your wyrdstone back! Simply send one chunk of wyrdstone now and we'll tell you how to get more.

This is not a pentagram scheme!

Town Cryer

INTO THE VOID...

YOUR LETTERS

Whether you're a radical, an admiral, a general, a coach, a ganger, a commander or a mercenary, it doesn't matter, when you enter The Void the only thing that counts are your opinions. Please let us know what's on your mind by sending your views to Fanatic@games-workshop.co.uk (with The Void and then the game system in the Subject line). You can also write to: *The Void, Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham, NG7 2WS United Kingdom.*

Reprints?

Guys, what is up? I waited so long for this mag to arrive just to be disappointed!

I've been playing this game for a long time. Now you guys think you can impress me with a wimpy Ostermark band (without a Skill list), and a stupid overveiw of common warbands from the handbook? Really!! It looks to me that you're way too busy covering the other games with new rules and scenarios that you don't even have the time to put into my beloved Mordheim. In issues to come I hope you put more creative effort into it.

How about some real new warbands! Perhaps some Wood Elves or an all Slayer band or a Chaos Warrior band or a roving Swordmaster of Hoeth band. How about tying something in with special characters or heroes from the time period? Something must have happened back then, heroes and villians must have risen and fell?

I know your team is small and your hands are full but come on. The material in the last two issues was half-hearted and reprints. I don't want to see my game go west.

Cha-Chi

*Dear Cha-Chi,
Sorry to hear you're disappointed, though I have to say you seem to be reading different magazines to the ones I have in front of me.*

In addition to Ostermark, issue 1 has a new game for your Mordheim figures in the form of Pit Fighter.

I wouldn't describe the Ostermarkers as wimpy myself, though you're right that we missed a mention of exactly which skill list they should use (should be Middenheimer).

I specifically asked Nick to keep additional rules to a minimum because it's easy to produce endless shallow new warbands, but I don't think this helps the game in the long run. What I think is a better idea is to work on ways to add depth to the games, both with background and scenarios, though in the future I also have some other cunning tricks planned that will add more choices and challenges to the daily lives of the warbands.

Mark Havener's article in issue 2 includes commentary on a number of warbands that are not in the basic rules, so your comment about it only covering "common warbands from the handbook" means you either haven't read it, or you have a different handbook to me. The latter seems a little unlikely unless you've been adding bits in pencil...

Personally, I think the article provides a reasonably balanced overview of the warbands, and unfortunately all you can find to say about it is that you think it's "stupid" – neither a well mannered comment nor a particularly helpful one. If you don't think an article is good then we're happy to bear critique. Unfortunately, your comment doesn't help us see what we might do better next time, and merely makes you look rude. Not a 'best case' result, as I'm sure you'd agree.

I also disagree that the material was "half-hearted" – take the Pit Fighter game alone as evidence to the contrary, and which bits were reprints? I don't think any of these articles have been printed by us before. All in all, you don't make a good case for yourself.

However, if you think you could do better then by all means go for it! Fanatic magazine always needs more articles and we won't know what you can do if you never show us. If you see a tactics article and you think they miss out on some tricks why not write your own and see if you can do better? If you think the current content is "wimpy", "stupid" and "half-hearted" as you say, then how about putting your money where your mouth is and sending us something great?

– Jake

Thanks Eversor Much

Greetings Fanatics,

Well done with the Eversor model, it is very well represented in Inquisitor scale. With regards to the controversial territory let's remember what the Eversor is and does. The ordinary human in a warband is no match alone for an Eversor but what about a renegade Space Marine who has kidnapped an Imperial Commander? With combat stimms flowing and determination the Eversor will be a match for the Marine. With the proper use and guidance by good GMs and players this model makes a very daunting but stoppable opponent.

My 'Monster' has been created from the Eversor article in Fanatic 3 and

random Assassin profile and weapons in the rulebook. It has all the talents listed in the article but has had the refractor field and 'slaught removed. This is to compensate my interpretation. The beast consists of a bolt pistol-needle pistol combi weapon with laser sight to match the gun it is holding. It has a full round in each with no reload but the needles are coated in hallucinogen and it has 4 kraken penetrator rounds. These represent the bullets on its chest. A standard sword as a power sword would be too much in my opinion. I've also armed him with a venom talon with bloodfire coating and one stun grenade. Monster as it is, this use of hallucinogen makes for entertainment and will add some humour instead of a more lethal coating. As the stats rolled up it is a powerful profile indeed.

The low BS works well for me as I can imagine the drugs flowing through the Assassin making it erratic and not the best shot. Yes, you will say this is too powerful but I am staying within the background and character of the Assassin.

To finish off after my Assassins details, think about this for a scenario. An Eversor temple has been invaded and an Eversor is released with no set target. The mayhem this would cause would be a good end to a campaign as the mission before could have been to locate coordinates for an attack on a building but the players are not told what the building is or what it contains.

That is all I have for this at the moment, I hope you will take from it what you can for your own Assassins and missions.

Inquisitor Varrl age 223 Xanthite.
(Alex Fieldman)

Falling Apart

Greetings Fanatics,

Why are the tanks multi-part? I ask this because I find it is difficult at times to assemble the models.

Please answer,
Andrew Shearsby

Epic tanks are made as multi-part kits to allow us to cast the incredibly fine detail on the models. Making the models involves a two-part silicon mould, in which the halves are basically sandwiched together then filled with metal to produce the final model. Because of this process, there is a limit to the maximum size a piece can be, and also pieces must be certain shapes to allow metal to flow through them cleanly, so models often have to be broken down into multiple pieces to get the best possible quality of casting. Where possible we endeavour to make sure that models are easy to glue together, but wargaming is in part a modelling hobby and there will always be some modelling and gluing required in the end.

– Matt

Maximum Pain

Greetings Fanatics,

I've been playing Warmaster for quite a few years now, and there is something that has always confused me, that of the minimum – maximum allowance on the army selectors. I cannot see the logic in having them. Who's to say that an army of the Empire will only take three units of Handgunners for every ten thousand men or that a High Elf army will only take a minimum of two units of Spearmen. Supposing I want an all-chariot force, this is impossible to do in Warmaster scale because the maximum amounts mean I can't

theme my army, and so I think Warmaster loses a lot of its character because of this.

There is also the more practical aspect of the minimum – maximum rules, meaning that you have to paint so many units of Spearmen, Archers or Goblins before you can get on to the more interesting units to paint. So, please think about getting rid of the minimum and maximums in the army selector, they don't serve a purpose and they irritate.

Yours,
Lee Sharp
Exeter

I can't say I agree with you, Lee. I understand the points you are making, however, the minimum and maximum restrictions are there for a very good reason. Warmaster is a game on a large scale representing armies many times larger than their Warhammer counterparts. The restrictions are there to ensure balanced and 'realistic' armies (in so much that an army of the walking dead can be viewed as realistic!). If there were no restrictions what would stop players taking an army of Bone Giants and Sphinx? Or (shudder) twenty units of Dragon Ogres?

You do make a valid point about army restrictions sometimes getting in the way of characterising a force, but this can be easily dealt with using some scenario special rules. Going back to your example, the High Elf chariot army being fielded could be a Tiranoc army defending their shores so you may replace any Spearmen units for Chariots. On the whole though the minimum – maximums are needed and so are here to stay.

– Andy

Until next time...

Eversor

WS	BS	S	T	I	Wp	Sg	Nv	Ld
89	56	123	125	93	56	58	72	34

THE LAST WORD

Playtesters Unite

THIS MONTH... ZAC BELADO

BIOG: Zac Belado is an avid Epic: Armageddon player and developer of the Gargant army list. When not posting on the Epic forum he writes about Epic on his own blog www.crusades.blogspot.com



If you are a regular reader of this magazine, and not just the kind of person who randomly reads the back columns of gaming magazines you find lying about, you'll know that Specialist Games has undertaken a rather ambitious course and is endeavouring to publicly playtest their games. Some people view this as a democratising experiment in game design, an opening of the process that creates games which will allow the end users – the gamers – to help influence the products that they will ultimately be playing. Others, and certainly not this author, view the process as a clever experiment in blame avoidance. The designers at Specialist Games can now answer questions such as “what idiot let the Eldar army get published?” by pointing out various members of the audience who participated in the playtesting process. Mark my words, shameful public humiliation at the hands of Matt Keefe and Jervis Johnson is the only sure outcome of this process. Well that and perhaps better games.

For this process to work well gamers need to know what it is that makes a good playtester. Ultimately it is the quality of feedback that the designers at Specialist Games receive that helps to form the final products that we will all enjoy. So with that in mind here are my top tips on how to be a good playtester.

Tip 1: It's not what you think, it's what you see

Everyone has an opinion. This author is well known for his and his ability to discuss them at great length. What really counts when testing a game though is direct experience from actual gameplay. While your initial

opinion might be born out by game results it is critically important to test changes to rules and army lists. Ultimately the usability or suitability of an army list or rule change is proven only by placing figures on the table and playing games. While exchanging opinions about rules and their impact is entertaining it ultimately doesn't have the same impact as direct game experience.

Tip 2: Change is good

Most armies, and even rule sets, will change over the course of testing. Some units might also change, or even be removed. The Imperial Guard army list found in the Epic: Armageddon rulebook once included the Capital Imperialis and a large airborne troop transport, both of which were removed, for various reasons, before the rulebook was published. Don't get too attached to particular tactics or units as they may get changed, made irrelevant or even removed. The intent of a playtest army list and rules isn't to give you a rewarding playing experience, yet, but to provide the designer with feedback. From time to time this means that you may have to rethink how you use your army but take the opportunity to do so as the designers are looking for your feedback on the new rules or army composition rules, not on what you thought of the older rules. Which isn't to say that you can't suggest that the changes be revoked but don't forget to do so based on your game experience.

Tip 3: Test everything

Don't allow yourself to get caught testing using the same troops and tactics. As rules and army or force lists change, revisit and rework your tactics and force composition to take

advantage of the new opportunities presented to you. If you're not doing so then you're providing the designers with less than adequate feedback. As the rules and army lists change so must your game. Proxy in units if you don't have them (or if they haven't been produced), and, if you're like me and don't like using proxy forces, get used to playing games using stand-ins, tokens or even cardboard cut-outs if it's what you need to do to fully test the game.

Tip 4: Become a power gamer

Even if your usual style of play isn't of the “min – max” school of power gaming it's sometimes best to approach playtest games with this mindset. Use new units, try to exploit new special rules and generally try to create the maximum advantage out of the changes you have been presented with. Balance is only really obtained by defining what is unbalanced in an army list or set of rules. And a friendly gaming style isn't always the best way to find areas in rules that need to be balanced. Some of the changes in the Epic: Armageddon Ork army list were a result of one of our local playtesters creating utterly devastating armies that took advantage of some unbalanced aspects of the Ork list. Better to change your play style during playtesting and seek those “power combos” in the rules than be on the receiving end of them once the rules are published.

Most important though is to remember that even though testing a game is a different process, the ultimate aim is to have fun and enjoy an evening with your friends.