

Letters of the Damned

Will you stand against the tide of Darkness?

Vampire Hunters now recruiting

Bergeron DesAnge sat calmly, sipping at the ale in front of him. This village was ripe with fear, and a grim smile crossed his scarred visage. Peasants sat at the rickety round tables and spoke in hushed, fearful tones, their sleep-deprived eyes darting from this dark recess of the room to that. Whispers of the undead were what had drawn Bergeron to this sleepy hamlet, and upon his arrival he was greeted with suspicion. Children were disappearing, and when those who worked the fields went out to tend them, they typically did not return. The graveyard, just a few hundred yards from the town, had been shrouded in a dark mist for the past few weeks, and no one dared approach it, even during the waking hours of the day.



"You cannot dare to hope, Thelon," one peasant whispered harshly to another, "for your daughter is truly lost! No one that has disappeared these past days

has been found, and those who choose to seek them too end up missing!" "I cannot give up hope!" the one called Thelon roared as he stood quickly, his wooden stool crashing to the floor. "She is my life! I must find Audriena. She must be alright, by Sigmar, she must!" He began to sob uncontrollably, falling to his knees, holding his head in his two massive hands. Silence filled the room, and Bergeron took his cue. Standing, he began to speak. "Friend, I must assure you that your daughter is indeed lost. I have been taking note of your town, and those around it. You have an infestation of the worst kind." "What could you know?" Thelon bellowed, the mention of his daughter instantly filling him with fear-soaked strength. Snot ran down into his full beard, and spittle launched from his clenched teeth as he stared daggers into the stranger. "What grants you the knowledge that we have not?" "I am Bergeron DesAnge, Vampire Hunter and slayer of Orber von Hruher. I know the undead, and it is they who have taken your daughter."

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Thelon's strength fled him as quickly as it had arrived, and he once again sank to the floor. "Who amongst you shall join me in reclaiming your town? Who amongst you have the stones to help put the dead back into their graves?" Bergeron stared at Thelon. "You have

nothing left, my friend. Join me, and claim vengeance for your kin." Thelon stood slowly, fists shaking at his sides as he nodded his consent. Several others, emboldened by Thelon's lead stood as well, and soon they were marching to the graveyard.

Sage Advice

Letters of the Damned is a major commitment. I appreciate everyone's support and the encouragement I get in emails and posts in the SG Forums. However, I fear that I cannot continue at the pace that I have set. From this point on, **Letters of the Damned** will become a bi-monthly publication. I apologize to those of you who look forward to a new issue each and every month, as I found myself in that position with the Online Fanatics! I would eagerly anticipate each Friday for the new issue. Should I have them ready, I hope to release a new Issue each 5-6 weeks, and no later than one each 8 weeks. Until I get some sort of "Staff-Writers" and help with the ezine, it's nearly all I can guarantee. That, and the fact that **Letters of the Damned** will continue to provide articles by motivated fans alongside great pictures, scenarios and other points of Mordheim interest.

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There seems to be a great deal of confusion when it comes to Mordheim as a gaming system. For whatever reason, people look to Mordheim to deliver what it cannot; people wish for realism when it is, in fact, a fantasy-based game where the impossible becomes probable. On the other hand, some believe that since it is a fantasy-based game that **all** rules become fluid. Of course, this is not the case. The rules are simply that; rules for the game of Mordheim. Are they 100% true to physics and realism? No. Do they allow for all things that are not 100% true to physics or realism? No. One cannot argue for one point at the exclusion of the other. You cannot argue that a model may not accomplish tactic "A" because it is physically possible, because tactic "A" is not in the rules. Conversely, you cannot argue that tactic "B" is viable because tactic "A" was not allowed... it simply doesn't work that way. When you've a question, go to the Rules Forum and myself and the other Answer MODs (as well as several helpful gamers) will do our best to give you the answer. When it is unclear, the **Official** answer comes from the Answer MODs. Until we conclude our next Rules Review (pray people... we'll all have to hope together to get this to work) the letter of the law is in the Rules Forum found at www.specialist-games.com. That's all I've got to say about that.



With the new shuffle down at Direct Services, one may have noticed that we are experiencing a mild "shortage" of bitz lately. As a hobby store owner who actively supports the Specialist Games in my store, this is a very sad surprise. I realized that things were going to be rough back in November when they released a 3000 long list of bitz that they were discontinuing in their current form. Unfortunately, some others have fallen along the way as well. Kislev, for example, has been retired. With the exception of a Hired Sword for Mordheim, there are no more Boyars, Tzars on Bears or Kossars. Alongside those unfortunate Kislevites, Mordheim figs have become scarce. At this time, I am unable to order anything from Mordheim save for the Kislev Ranger (isn't it ironic? It's like rain, on your wedding day ~snicker~) and the boxed game. I've had customers from Rome, Sydney and the Netherlands order from my existing stock. Now, before world-wide panic sets in I'd like to pass on a message from my Direct Services rep. During this time of change at Direct Services, there will be a slight interruption to some model ranges. Specialist Games are prime amongst these. This does NOT mean that they are discontinued. They are simply part of a range that is undergoing some changes. We will see (hopefully in as little time as a few weeks) how they will now be handling the Specialist Games ranges. So all you Mordheim (and Epic, Blood Bowl, Necromunda etc...) fans out there, fear not. You don't have to buy your local gaming stores supply out immediately. (Although I won't mind if you do, I promise!)

Cheers,
Tom 'Brahm Tazool' Bell
Sage in chief



CRAZY GROM'S MERCS FOR HIRE



YER LOOKIN' FER SOME MUSCLE, ARE YE? WELL BOY, YE'VE COME TO THE RIGHT PLACE! JUS' LET OL' GROM SEE YER COIN, AN' WE'LL GIT UNDERWAY...

Welcome to Crazy Grom's. No where else in Mordheim will you find a better assortment of hirelings. If you don't find what you're looking for, then you're not going to find it anywhere!



Gravesman

25 Gold Crowns to Hire + 15 Gold Crowns upkeep. There is never a shortage of bodies in Mordheim, and thus there is never a shortage of work for the gravesmen. Disease and pestilence run rampant in the city-proper, but along the outer skirts of Mordheim where the temporary settlements and encampments of those daring or foolish lie, a certain level of order must be maintained.

May Be Hired: Anyone save for Undead (of any kind), or Carnival of Chaos warbands may hire the Gravesman.

Rating: A Gravesman increases the warband's rating by 15 points, plus 1 point for each experience accumulated.

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

Weapons/Armour: Shovel (Halberd), Pry bar & dagger

Special Rules:

He's o'er dere: A Gravesman knows what's worth saving. Should a Hero die (rolls 11-15 on the Serious Injuries Chart post-game) you may retain his equipment on a D6 roll of 4+ thanks to the Gravesman's instinctive greed. This occurs only if you pay the Gravesman's upkeep; if you do not, he keeps what he has found.

Skills: A Gravesman may choose from the Combat or Strength skill lists.

Pry Bar

Never too proud to check, a Gravesman needs tools to ensure that those he is burying aren't taking anything with them they cannot use.

Range	Strength	Special Rules
Close Combat	As User	Parry

Parry: Whilst acting as a club in every other sense, a pry bar allows you to parry in hand-to-hand combat.



Weapons Locker

Staffsword

Rare: 9, Cost: 25gc

Believed to be out of the far East, the Staffsword is little more than an incredibly-long blade with an extended hilt in the middle.

Range	Strength	Special Rules
Close Combat	As User	Two-handed, Parry Twice, +1A

Two-handed: As a Staffsword requires two hands to use, a model using it may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Parry Twice: A model armed with a Staffsword may attempt to parry two blows per combat round. Roll 2D6 instead of the typical 1D6, and each roll that supercedes your opponents highest 'To Hit' roll parries a blow.

+1Attack: Due to its double-ended blades, a model armed with a Staffsword may make an additional attack in the Close Combat phase as if he were armed with an off-hand weapon.

Maul

Rare: 8, Cost: 20gc

A massive, double-handed hammer or mace, the maul is oft a head weighing fifty pounds or more, supported by a thick oak or metal staff.

Range	Strength	Special Rules
Close Combat	As User+2	Two-Handed, Strike Last, Force

Two-Handed: A model armed with a maul may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Strike last: Mauls are so heavy that the model using them always strikes last, even when charging.

Force: A maul forces its way through nearly all defenses. Mauls cannot be *Parried* and impose an additional -1AS modifier. Due to its weight, a maul also confers a -1 penalty to the model's *Initiative*.



Devil's Den Challenge

“Lookin’ for somefin’? You’ve come to the right place, sare ‘nough. I ‘ave it all, weapons, tools o’ the trade, I know lots o’ professionals- No? Well, I was savin’ it for a special occasion, but ‘ow about **THIS** then....”

Hello-Hello, Letter-carriers! Dave ‘Styrofoam King’ Joria here, presenting the Devil’s Den Challenge. For those of you who don’t know, each week on the Specialist Games

Forum, a new challenge is concocted for warband creators. New equipment, new troops, new skills, the only limitation is imagination. The entries are judged on originality and balance. The previous week’s winner becomes the new judge, and creates a challenge for the new week, and so on... The first week’s challenge was (cooked up by yours truly):

Challenge #1: Uberhench! Imagine the Starting Warband gold was 1,000gc instead of 500gc. Create an elite henchmen group (between 0-1 to 0-5 members allowed) for an existing warband.

0-2 Goblin Squigherders- 80 Gold Crowns to hire – For Da Mob Warband
by MyLittlePwny

These Goblins have dedicated their life to the impossible goal of controlling squigs completely. The very orcy idea of "The bigger the better" has had an impact on these little guys, and they've paired up to carry a huge version of the regular 'squig prodder' – a squig bigga prodda! (wow!) The fact that the prodda requires two goblins to carry it doesn't make it any easier to maneuver around but that doesn't get them any less respect from the squigs they herd.

Profile	M	WS	BS	S	T	W	I	A	Ld
Squigherders	4	3(1d6)	0	3(4)	3	2	3	2(1)	5

The stats in Parentheses are used when using the 'Squig Bigga Prodda'

Weapons/Armour: Goblin Squigherders comes equipped with the all too huge 'Squig bigga prodda' and cannot carry anything else.

SPECIAL RULES

This way! - No that way!: Due to the complications of just running the same way the Goblin Squigherders are way too busy to scrap with each other, let alone other orcs and goblins. They do not suffer from 'Animosity' like other Da Mob henchmen.

Bigger is better: The huge prodder demands respect in some weird way, and it's working on the squigs. Goblin Squigherders can control Cave Squigs in the warband within 18" instead of the normal 6". A side effect of the size of the weapon is that once it's in motion it hits with brutal force. When hitting with this weapon (first round of combat) the Goblin Squigherders has +1 S.

Me first, no ME first!: When charging or charged, everything else is oblivious to these goblins and all teamwork is put aside to just hit target. When charging or being charged, roll a dice: 1-3 The front goblin is faster and the weapon counts as a spear for the turn (with cavalry bonus of +1 S when charging because of the 2-person force behind the blow - and strike first when charged). 4-6 The rear goblin is faster and the weapon counts as a club for the turn.

Not so handy: Due to the huge nature of the Squig bigga prodda it's not possible to use it once the enemy is close. After first round of combat the goblins, though still holding on to their almighty weapon, start kicking and biting their enemies, and therefore counts as fighting as unarmed but with two attacks. The goblins are so ferocious in their biting and kicking that they fight unarmed without penalties.

Teamwork... Whatwork?: When using their huge weapon, teamwork isn't the bigger part of the fighting. When fighting with the Squig bigga prodda the goblins have a weapon skill of 1d6 that round.

Those lads' got talent: When the Goblin Squigherders gain the advance "That lad's got talent", it's a very strange kind of talent. The orcs don't appreciate their special "gift" of squigherding so they don't see them as a threat and they don't stomp them to death like regular talented goblins. Goblin Squigherders can never become heroes, but when TLGT is rolled on an advance, add the skill "Talented Herder" to the Goblin Squigherder.

Devil's Den Challenge

This heightens the max number of Cave Squigs in your warband by one and the Goblin Squig Herder counts as two goblins towards the "You can't have more squigs than goblins" rule.

Stryo's comments: I love the utter randomness involved with the model. In my opinion, Orcs and Goblins are more chaotic than Chaos. A single dice roll can make or break a mob, and Pwny captures that feeling wonderfully.

0-3 Spawnlings – Costs 100gc each – For Possessed Warband

By Malte Lund "Master" Anderson

There are many ways of becoming a spawn, some mispronounce the keywords to a powerful magic spell, some cross a daemon prince, all of these ways one need to achieve too much power, however there are a few unlucky individuals, who do not gain that power before turning into a spawn, these might be hedge wizards, or even just common-folk exposed to the chaos of a wyrdstone. These individuals retain much more of their former human intelligence, yet they wander the earth, crazed and unable to speak properly as shadows as their former miserable life outcasts from civilization, only the children of chaos will accept their presence.

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

Weapons & Armour: Spawnlings may use any weapons or armor from the Cult of the Possessed Equipment list.

Insane: Spawnlings automatically pass all leadership tests they are required to take, they have seen and felt far worse things than anything this world has to offer.

Fear: Spawnlings are definitely a fear causing breed, both for the terrible daemon tongues they speak and scream in, and the fact they are the worst a man can become.

Mutated: Spawnlings are Horribly mutated, and start with 1D3 mutations randomly generated from the Power in the stones mutation list.

Developing Mutations: Whenever a Spawnling rolls for advance, roll an additional 1D6: on a 4+, he also attains a randomly generated mutation from the Power in the Stones mutation list.

{The mutations list is here: <http://www.specialist-games.com/assets/WyrdstonePowers.pdf>}

Stryo's comments: A wonderfully eloquent way of using the 'Power of the Stones' list. The best part is, no set of triple Spawnlings will be the exact same as any other set of three. And one more excuse to glue random bitz on your models!

But of course, there can be only one winner, and that is.... Our very own Postman-of-the-Damned, Tom "Brahm Tazoul" Bell! Here's his winning entry!

0-3 Nightbride 145gc each - Undead Henchman type
Oftentimes a Vampire will long for what he had whilst he was mortal. Key amongst these desires are those for com-

panionship and love. In a twisted perversion, a Vampire may choose to take one or more wives, which are known as Nightbrides. These fiery-tempered beasts were once beautiful maidens, but are now so consumed with bloodlust and hatred that only the attentions of their Vampire Lord can save them. Bathing in the blood and entrails of their foes rates a very distant second, but is often what they must settle for.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nightbride	6	3	3	4	4	2	6	2	9

Weapons/Armour: None. Nightbrides rely solely upon their daemonic strength and incredible charms to lure and destroy their opponents. They receive no penalty for attacking unarmed.

Special Rules:

Lure: A Nightbride may attempt to lure an opponent within 8" of her during the shooting phase. Each player rolls a D6 and adds the unmodified *Leadership* of their model. Should the Nightbride score higher, the model in question must immediately move into Base to Base contact with the Nightbride. If this forces the model to leave combat with another model, free strikes and all penalties occur. Models who are immune to Psychology are immune to this effect, as are Animal models.

Lightning Reflexes: Nightbrides always benefit from the *Strike First* rule.

Cause Fear: Nightbrides are terrifying Undead creatures and therefore cause fear.

Immune to Psychology: Nightbrides are not affected by psychology (such as fear) and never leave combat.

Immune to Poison: Nightbrides are not affected by any poison.

No Pain: Nightbrides treat a 'stunned' result on the Injury chart as 'knocked down'.

Stryo's comments: What's the only thing scarier than a Vampire? Three MORE Vampires! BRRRR! This henchmen group was my favorite, as they harkened back to Harker's ordeals in Dracula's castle, the dark side of the Anima, the sisters Wyrd, and various other mythic figures... oh, and they were also in the such high quality films as 'Van Helsing' and "Dracula Dead and Loving it." Anyway you spin 'em, they're classic.

So what USE are the UberHench, outside of the unlikely 1000gc starting size? Here's a few ideas:

*Play a multi-player One-off: the Undead Lord versus Witch Hunters and Sisters!

*Special scenarios: I could definitely see the Spawnlings being a wonderful spring-board for NPC hunts. Hey, maybe they gain a mutation each round!

*For gaming groups that enjoy Epic campaigns, using a warband for two or three years. Develop your own Epic Mordheim rules (No max exp? +5 Warband size?) and come up with your own UberHench.

Next issue Brahm shows you his challenge: **Exotic Weaponry!**



Cianty's Heresy

Masters of Heresy: Interview with Mark Havener

Starting with this issue the irregular sub-series of Cianty's Heresy will present some of the most influential characters of the game of Mordheim. This issue starts out big featuring famous scribe Mark Havener, author of such defining Mordheim rules as the Orcs & Goblins warband, the Dwarf Treasure Hunters warband, Random Happenings, Chaos in the Streets, and many more.

Chris: First off, let me thank you for agreeing to do this. I'm sure that many Mordheim enthusiasts are hungry for insights, thoughts and the viewing points from an insider, so to speak. Developing tabletop games and being paid for it sounds like a dream job. It seems comparable to computer games leading children to study computer science instead of other more boring subjects. So how did you become a game developer for Games Workshop?

Mark: Well, just so that everyone is clear, I am a Freelancer, not a member of the Games Workshop Studio. Having said that...yes I did get to write rules and get paid for it on several occasions, and yes it was very cool! © How did I get involved with this sort of work? An old e-group called Direwolf. Yep, I was one of the "Direwolf Greybeards", before the group moved to Yahoo. Tuomas Pirinen was in the group as well. We did some cool fan-based stuff in there, and eventually someone at GW noticed that Tuomas was really pretty brilliant. When Tuomas got his Games Workshop gig, he made use of the contacts he had on Direwolf, simple as that. So you see Johnny, online forums ARE sometimes a productive way to spend your time... ©

Chris: What is your main job?

Mark: I am an Information Analyst for a large I.T. company. In other words, I work on computer programs all day. Not nearly as exciting as writing rules for games, let me tell you!

Chris: How did you become involved with Mordheim in the first place?

Mark: Again, it was Tuomas. The game was his "big" project, and he brought me in (along with many other folks listed at the beginning of the rulebook). It started with play-testing and then he threw out requests for articles

to expand on the rules...and I grabbed every one of them that I could!

Chris: How do you design rules? Is there something like a recipe for making rules or a right way to approach this?

Mark: Hmm...the first things I want to know are a) concept and b) deadline. If there isn't a set deadline I give myself one, because that gives me a goal, and in my experience, projects without set goals tend to wander. Then I build a rough development schedule based on the deadline: I figure out how much time I have to do roughs, how much time I have to play-test, how much time I have for final cuts. After I have a basic structure I think about the concept and brainstorm ideas. Sometimes the guidelines for a project are loose, sometimes they are not, but even within what seem to be fairly restrictive guidelines, there is always room for creativity! After brainstorming I take a look at all the very rough ideas I have and figure out which ones are feasible and really fit the concept, and pursue those. I'll create a template for the piece I'm creating and fill in each bit at a time. For example, with a Mordheim warband, you have the intro, warband special rules, heroes, henchmen, and (usually) an example warband. Having a structure in place makes the job MUCH easier.

Chris: Do you have any special sources of inspiration?

Mark: I suppose a youth spent reading science fiction and fantasy literature and movies (I'm a very visual person, so I love movies and graphic novels). Helped out my imagination develop. I also love the horror genre (supernatural horror, not slasher horror). H. P. Lovecraft, Fritz Leiber, and P. K. Dick are three of my favorite authors.

Chris: Are there any other Mordheim expansions/creations which you completed/developed/tinkered with that we haven't seen yet?

Mark: Well, at one point I was commissioned to do a

project called Karak Azgal that never actually got off the ground. It was underground adventuring for Mordheim. Games Workshop decided to go a different direction with it. It happens (one helpful hint for any aspiring game designers out there—start developing a thick skin now...you will need it ☺). Of course I stashed away the materials I had developed in case I saw an opportunity to use them another day. The Nemesis Crown campaign afforded me an opportunity to share some of the work I had done for the Karak Azgal project, so that worked out pretty well in the end.

Chris: I remember a mention of the “Halls of Karaz-a-Karak” as a possible future setting for Mordheim by Tuomas Pirinen in the Designer’s Cut article in Town Cryer 8. Has this something to do with this Karak Azgal setting?

Mark: I think that was referring to the commission I was given, yes. Originally it was not called Karak Azgal. I thought the setting was originally Krak Eight-Peaks, but I could be wrong.

Chris: A lot of fans are really mad at Games Workshop because of their tendency to publish and subsequently discontinue their games. What are your thoughts on this Mark?

Mark: Ouch, that’s a rough one. As a player, I don’t care for it of course. But taking a step back, I think it’s obvious that Games Workshop has to sometimes make business decisions that we don’t agree with. And it’s better for us if they don’t invest their resources in things that will lose money for them. Having said all that, I think that the fan base can do a fantastic job to keep a game alive, particularly if Games Workshop gives a little help. Look at Mordheim – it’s still here after all these year, with new rules and articles are coming out for the game all the time, both on the Specialist Games site and various fan sites. And there is a Rules Review every couple of years, so the rules are still evolving. And heck, maybe if the fans keep playing the game, Games Workshop will revamp the rules and release a new edition. After all, sometimes fans CAN convince a company that there is still money to be made in a property that they may have considered unprofitable...just look at the shows Firefly and Farscape...the fans demanded more, and got it.

Chris: Specialist Games is not the only range of minor systems besides the three ‘core’ systems [Warhammer, Warhammer 40k, Lord of the Rings]. Recently I discovered by chance on the Warhammer Historical website that you did some rules for the Legends of the Old West tabletop game. Which other games do you play besides Mordheim?

Mark: I play a LOT of different games. Among my favorites are Warhammer Fantasy Battle (I have 5 painted armies and 4 more unpainted ones) Legends of the Old West (I have a few hundred figures and can field pretty much any posse), and Heroclix from Wizkids Games (I don’t read as many comic books as I used to as a kid, but I really dig super heroes and villains, and enjoy Marvel, DC, Image and Dark Horse characters). A few of the other games I like but haven’t had much chance to play are Blood Bowl, Disposable Heroes/Coffin for Seven Brothers (28mm WWII) by Iron Ivan Games, Saurian Safari (basically

Victorian Sci-Fi) by HLBS, and many of the Steve Jackson Games products (particularly Munchkin). I recently bought Wings of War (Fantasy Flight Games) and Zombies!!! (Twilight Creations), and I’m itching to try both of them out (particularly the latter since Halloween is just around the corner). I’m also very into fantasy football (and American Football in general – go Raiders!!!), and play in a league at work. I guess you could say I’m a game nut. As long as it’s not a computer game, I’ll probably play it.

Chris: The Mordheim fanatics – and I don’t mean the folks at Specialist Games – keep praising Mordheim as the best Games Workshop game ever, and of course they would! Do you think this is true? What is your favorite tabletop game?

Mark: I think that beauty is in the eye of the beholder. ☺ I don’t know what I’d consider the “best”. It’s certainly one of my favorite Games Workshop games, but better than Blood Bowl? Better than Warhammer Fantasy? Better than Legends of the Old West? I don’t know. I listed my three favourite non-Mordheim tabletop games above – Warhammer Fantasy Battle, Legends of the Old West, and Heroclix. I don’t think I really have a single favorite among the four. I like to play different things.

Chris: What do you think about the current game rules (including the rules reviews)? What further revisions should be made to the game, and do you think the Warhammer world is ready for version two of Mordheim?

Mark: I would like to see the rules brought up to be more in sync with the latest edition of Warhammer, and kept on pace with that game. I’d also like to see the rules become more “generic” in scope, with less focus on Mordheim as THE location, and more an idea that the city is just ONE setting for the game. Were I to re-write the game, I’d probably want to have the default setting be a bit more “current Warhammer world”, and release a bunch of supplements with alternate settings (like Mordheim, Empire in Flames, Lustria – Cities of Gold, Khemri, maybe even start to touch on some of the less explored regions of the Warhammer World – Nippon, Cathay, etc.).

Chris: What can Mordheim fans expect from you in the future?

Mark: No idea, really. There’s always Rules Reviews, and if another cool project like the Nemesis Crown campaign crops up, there may be more opportunities to introduce new rules, scenarios, or entire settings. We’ll have to wait and see.

Chris: Last question, if you could be the real life leader of a Mordheim warband, which warband would you captain?

Mark: Probably Marienburgers...they have all the money, and all the hot chicks!

Chris: Thank you very much.

Mark: My pleasure. Thanks for asking.



Vampire Hunters of Sylvania

By Tom Bell. Special thanks to Todd Estabrook



Death comes for each man. Nowheres is this more evident than the lands of Sylvania. The tyrannical reign of the Von Carsteins has held sway for generations, keeping man and beast cowering indoors once darkness falls. It is a dismal life that is lead in Sylvania, however it is often not over when death comes calling. Too often are loved ones laid to rest, only to have nothing but open graves remaining come morning. The dead do not sleep easily in the cursed soil, and oft are the times when ones weary bones are called into dark service. The dead stalk the living as horrors wander the streets at night. Even the short and bleak days do not provide solace as the more desperate of Sylvanian stock raid for what they can take with strength of arms. Several have tried to escape, and very few have succeeded. Fewer still are those that return with hopes of liberating their countrymen from the iron-grasp of the von Carsteins and their court of nightmares. These determined men of iron bring with them those trained in the arts of dealing with the undead. Even priests of the god Morr come to Sylvania, hoping to cleanse the tainted hand that rules her. Here is what sends ghouls scampering back into their filthy holes. They are the ones who leave nothing but smoldering piles of ash in their wake. Here is what causes vampires to pause. These are the Slayers, the Vampire Hunters of Sylvania.

Choice of Warriors

A Slayer Warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Vampire Hunter: Each Slayer Warband must have one Vampire Hunter.

Priest of Morr: Your Warband may include a single Priest of Morr.

Slayers: Your Warband may include up to three Slayers.

Villagers: Any number of models may be Villagers.

Pilgrims: Your Warband may include up to four Pilgrims.

Wolfhounds: Your Warband may include up to four Wolfhounds.

Starting Experience

Vampire Hunters start with 20 experience

A **Priest of Morr** starts with 12 experience

Slayers start with 8 experience.

Henchmen start with 0 experience.

Special Skills

Vampire Hunters and Slayers may use the following skill list instead of the standard skill lists. The Priest of Morr may choose **Blessing of Morr** and **Thirst of Vengeance** as well as his normal skills.

Iron Will: Such is the work of Slayers that there is little

room for hesitation. When the opportunity arises, one must be able to strike! As such, the warrior is hardened and immune to *Fear*.

Righteous Aura: Carrying many talismans from various gods, the warrior heads into battle assured of victory. Possessed or Undead opponents lose their first attack against the warrior in the first round of hand-to-hand combat (down to a minimum of 1).

Thirst for Vengeance: The warrior *Hates* all undead. In his quest for revenge, he gains +1 attack in a turn where he has charged.

Blessing of Moor: The warrior has the Death gods blessing in his work. Add +1 to all injury rolls against the undead.

Touch of Darkness: Long has the Slayer been dealing in death. Perhaps too long. Due to his heightened intuition, he ignores darkness penalties

The baying of the wolves did little to ease his nerves as he squatted beneath the bows of the dying evergreen. Praise be that the moon was dull this eve, or surely his location would have been visible to all. He remained motionless, watching the ghouls tear at their grisly feast. The villagers had merely been a diversion, sent to draw out these twisted mockeries of life and their master. It wouldn't be long now...

Suddenly, he appeared. The doors to the crypt burst open with a cloud of dust as the blood-thirster emerged from it's protective embrace. He seemed pleased with the carnage, and after a few moments of scurrying, the ghouls went back to their meals. Palming the vials in his right hand, and gripping his stake with his left, Bergeron breathed in deeply, and let his anger tear from his throat in a thunderous cry. Leaping from cover, he whipped the vials of blessed water at the monstrosities and grabbed the vampire by the neck, forcing it to the ground. Hissing through clenched teeth, the abomination promised pain and suffering in it's ancient tongue as the holy water ate through its flesh like acid. "Know this, vile one, that it is Bergeron DesAnGes that sends you back to the pit from whence you were spawned!" With a mighty blow, he pierced the chest of the creature with a silver-tipped stake, and watched as all about it turned to ash. Standing, Bergeron wiped himself off, and retrieved his weapons. A grim smile crossed his face as he surveyed the cemetery. Another night complete, another blood-thirster slept the sleep of the dead.

Vampire Hunter skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Vampire Hunter	√	√	√	√	√	√
Slayer	√	√		√	√	√
Priest of Morr			√		√	√

Vampire Hunters Equipment List

Hand to Hand Combat Weapons

Dagger.....	1st free/2 gc
Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Scythe.....	10 gc
Silver-tip stake.....	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

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

Armor:

Light Armor.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc

Miscellaneous Equipment (Heroes Only)

Holy Water.....	10 gc
Blessed Bolts.....	25 gc
(See Protectorate of Sigmar)	
Holy Relic.....	15 gc
Throat Guard.....	10 gc

Pilgrim Equipment List (Pilgrims Only)

Mace.....	3 gc
Silver-tip stake.....	10 gc

Villager Equipment List (Villagers Only)

Dagger.....	1st free/2 gc
Mace.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Spear (Pitch Fork).....	10 gc

New Equipment

Scythe

Range	Common	10gc
Close Combat	As User+1	Two Handed

Special Rules:

Two Handed: As a scythe requires two hands to use, a model using one may not use a shield buckler or additional weapon in close combat.

Silver-tip Stake

Range	Common	15gc
Close Combat	As User	Heart-seeker

Special Rules:

Heart-seeker: Such is the destructive power of silver over a Vampires form that the silver-tip stake adds +1 to the injury roll when it causes a wound.

Throat Guard

Range	Rare 7	10gc
n/a	n/a	Life Saver

Special Rules:

Life Saver: As the vampires of Sylvania rely upon hapless human victims to sate their thirst for blood, it is only prudent to protect vulnerable areas. As such, the Throat Guard allows a Slayer the peace of mind knowing that their blood shall remain in their veins. All injury rolls caused by a Vampire have a special 6+ save while this equipment is worn. This save is not modified by strength, but can be bypassed by critical that ignore armour. It does not add any armor-save modifiers, and can be worn on it's own, or combined with light or heavy armor.

Vampire Hunters accept nearly all aid that is available. As such, they may recruit Hired Swords as if they were Human Mercenaries.

HEROES

Vampire Hunter

60 gold crowns to hire

Driven by a need to cleanse the night, a Vampire Hunter gathers a group of solemn and battle-ready men to combat the most evil and powerful of those that dwell in the darkness. Blood-thirsters beware...

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

Weapons/Armor: A Vampire Hunter may be armed with weapons and armour from the Vampire Hunters Equipment List.

Special Rules:

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

Stake the Vampire!: A Vampire Hunter *Hates* Vampires. They must always move towards a Vampire on the field (if he can see them) unless he can shoot (in which case he may choose).

0-1 Priest of Morr

35 gold crowns to hire

Only a Priest of Morr can truly put to rest the reign of undeath. While sword and club may curtail them, a devotee of Morr can truly free the tortured souls of the dead.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	4	1	9

Weapons/Armor: As priests of Morr seldom engage in martial activities, they may only be armed with a Dagger and a Scythe as weapons. Priests of Morr may never wear Armour.

Special Rules:

Loner: Few people care to spend any length of time in the company of a priest of Morr - even when it is their duty to do so. As such, a priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.

Funerary Rites: Priests of Morr are not wizards, however they do have numerous Funerary Rites which they may perform. As such, priests of Morr may randomly choose a Funerary Rite listed on the following page.



0-3 Slayers

25 gold crowns to hire

While not yet fully accredited Vampire Hunters, these Slayers prowl the night in search of a great kill that will propel them into the esteemed order. They often band together with famous (or infamous) Vampire Hunters in the hopes of finding honor and glory.

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

Weapons/Armor: A Slayer may be armed with weapons and armour from the Vampire Hunters Equipment List.

Special Rules:

Stake the Vampire!: A Vampire Hunter *Hates* Vampires. They must always move towards a Vampire on the field (if he can see them) unless he can shoot (in which case he may choose).



HENCHAMEN

Villagers

20 gold crowns to hire

Roused by grand speeches given to them by the Hunters and Slayers, these common men and women pick up what weapons they can to help reclaim their lives from the night. More often than not, they do not return, but that does not stop others from following in their footsteps.

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

Weapons/Armor: A Villager may be equipped with weapons and armor chosen from the Villager Equipment list.

0-5 Pilgrims

40 gold crowns to hire

Through incredible pain and suffering a new cult was borne. The members of the Dark Shroud call to those who have lost all to the overlords of the night. These pilgrims of pain, also known as fanatics or zealous madmen, flock to the Slayers in hopes of bringing about an end to the reign of the Undead.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/Armor: A Pilgrim may be equipped with weapons and armor chosen from the Pilgrim Equipment list.

Special Rules:

Fanatical: A Pilgrim of Pain believes that the end of the world is nigh should the undead threat not be stopped. As such, nothing holds any terror for them in the mortal world. Pilgrims automatically pass any leadership-based tests they are required to take. A Pilgrim may never become a Warband leader.

Blunt: Due to bludgeoning weapons having a much more profound effect upon the undead, Pilgrims ignore all bladed and ranged weapons in favor of maces, hammers and staffs. The only exception to this is the silver-tip stake, for it's incredible destructive powers against Vampires.

0-5 Wolfhounds

15 gold crowns to hire

Bred to help in the hunt, these wolfhounds are perfect for rending rotting flesh from dusting bone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/Armor: Jaws and brutality. A Wolfhound never use nor need weapons or armor.

Special Rules:

Animals: Wolfhounds are animals and thus do not gain experience.



The only sounds that Bergeron could hear were the gurgled death-cries of Phillipe and his heartbeat echoing off of the stone walls. 'Curse you, Phillipe!' thought Bergeron of the Slayer as he ran as quietly as possible down the dank passageway. The oaf insisted on opening the sepulture before preparing for what may lie within. Granted, no great blood-thirster emerged, but the loaded trap launched several stakes of rotting wood into the young Slayers torso. 'A macabre twist,' thought Bergeron, 'for what awaits thee, dread lord Ruggar.' Pausing to catch his breath, Beregon leaned against the cold wall, calming himself and attempted to find his center. It was then that the laughter started. "Come to me, child." Goaded the deep and husky voice. "I shall see to it that you feel no pain. Let me release you from your sorrow. I can teach you what it tastes like to be immortal!" Not pausing to witness the horror that was sure to be the Lord Ruggar, Bergeron turned and fled. His forces had proven to be insufficient this time. 'A mistake that I shall not repeat, Ruggar,' he thought to himself. There were other Slayers, and perhaps a Priest of Morr would be called for. 'When next we meet, blood-thirster, I shall show you what it tastes like to die.' swore the Vampire Hunter. He escaped into the chill of night, bypassing the zombie sentries as easily as he and Phillipe had upon their entering of Ruggars lair.



Funerary Rites

Although we offer blessings upon a departing soul, that Morr may allow it passage through the realm of death, the soul is not our concern. Our concern is the body. Our rituals insure that the body remains just as it is; that it is properly sealed and sanctified, lest something enter into the cadavers shell and corrupt it, or worse...

1 - Morr's Protection Difficulty: 6

'Morr, watch over your faithful servants!' The Priest of Morr calls out to his god when confronted by an abomination and asks that he be shielded from the corrupted magic of the tainted. Any Magical attacks made by a Necromancer, a Magister or Daemons, which would be considered a direct attack on the priest, will be negated if this rite is successful. This effect remains until the priests next shooting phase.

2 - Death Holds No Fear Difficulty: Auto

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death. The priest of Morr is now Fearless for the remainder of the game.

3 - Sanctity of the Fallen Difficulty: 5

'Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death.' The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, the model may not be raised up by a Necromancer.

4 - Hand of Morr Difficulty: 9

'By his the hand of Morr, the Undead shall become as dust and ashes.' The priest of Morr must be in base-to-base contact with the Undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful the foe immediately goes Out of Action (this affects Zombies, Dire Wolves and Vampires). Ghouls, Possessed, Daemons and creatures of chaos affected will immediately flee their full Move away from the priest of Morr.

5 - Do you know who I am? Difficulty: 9

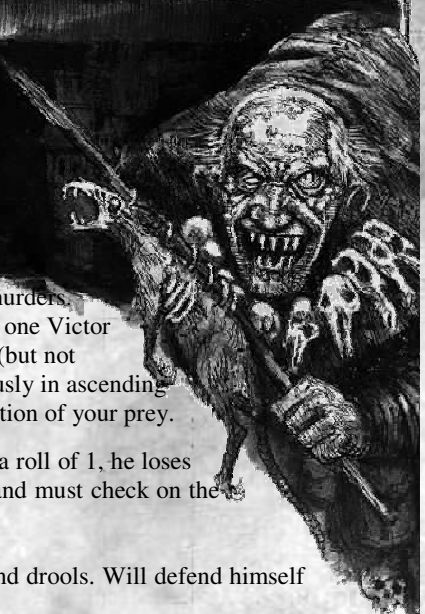
'Gaze upon me, abomination, for I am a priest of Morr.' This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.

6 - I am death! Difficulty: 7

'I am a priest of Morr, god of death!' There are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell give the priest of Morr a 6+ armor save and increases their WS by either +1 or makes it 4, whichever is the greater. A Ld test is required to maintain this spell in subsequent rounds.

"Back foul abominations!" shouted Vilhelm. His black robes swirled about in a ballet of death as his scythe cut a path through the horde of zombies that blocked their entrance to Ruggar's chamber. It was noon when they had arrived here, and already the sun was beginning to dip behind the horizon. "We must hurry!" called Bergeron. "Do not let them slow you down! We must breach Ruggar's lair before nightfall!" The Pilgrims stood at Vilhelm's back, safe guarding him from the slaving ghouls that had slunk behind their lines. The Slayers that Bergeron had recruited worked furiously to disperse the shambling zombies ahead of them. Scanning the darker recesses of the anti-chamber, Bergeron spotted him. Letting loose with his crossbow, the bolt struck true and the Necromancer slumped against the wall. Immediately, the Zombies fell to dust, and a great cheer rose from his men. His signature grim smile crossed his face for a fleeting moment, when the last words he'd ever hear were whispered over his shoulder. "You are too late, child."

Victor Danzig



While in a quiet hamlet, you notice the wanted signs for various vagabonds and murders. You take particular notice to a very well paying contract offered upon the head of one Victor Danzig, Scientist and murderer. The poster makes many unreal claims, including (but not limited to) mutilation, grave robbing, murder and crimes against livestock (obviously in ascending order of severity). You accept the contract and head north, in the last known direction of your prey.

Terrain:

The table should be lightly peppered with trees. Debris is scattered about the area, and several hovels and destroyed building should dot the landscape. Ensure that there are at least 5 buildings per table.

Setup:

Players may set up within 6" of a table edge, but must be no closer than 10" of an enemy model.

Victor Danzig:

Victor Danzig is all the wanted poster claims and more. A brilliant mind borne of Altdorf, Victor was exiled to Sylvania when it was found he was creating mutants by testing animal implants upon mental patients "borrowed" from the University. During his time in Sylvania, Victor found himself in the employ of several notable von Carsteins, and has gained wealth and mental instability in equal measures. Returning now to the Empire that has scorned him, Victor strives to bring his vision of perfection to the masses. Unfortunately, the villagers of the nearby Hamlet do not agree with his quest. 100gc are offered for him, dead or alive.

Profiles	M	WS	BS	S	T	W	I	A	Ld
Victor	4	5	0	5	5	4	5	3	10

Victor has no weapons; instead he has amputated his own arms and attached a Saurus Warrior's arm and a great tentacle in their stead. He suffers no penalties for fighting as such. He may sacrifice an attack to entangle a single opponent, reducing their attacks by one. If more than one weapon is present, randomize which has been affected.

Skills: Victor has *Lightning Reflexes*, *Step Aside*, *Dodge*, *Jump Up*, *Mighty Blow* and *Sprint*. Victor causes *Fear*.

Special Rules:

Heeere Psycho psycho psycho...: Victor does not wish to be found. He is hiding in one of the buildings. When a warband enters a building, they require a 6+ to find Victor. Each time a building searched, decrease the die-roll needed to find him by 1. When all but the last building have been explored, Victor is automatically within it.

Quiet as a mutated mouse: Victor is hiding. He will not attack any member of a warband until he is discovered. When found, he will charge the first model who entered the building. He will *Strike First* against that model during his own phase, which occurs after all players have played.

Insane in the Membrane: Victor is (as you would probably imagine) quite insane. At the beginning of his

turn, roll a D6. On a roll of 1, he loses touch with reality and must check on the following table:

D6:

1-Stupid: stands and drools. Will defend himself if attacked.

2-4: Normal-ish: Reduce attack and weapon skill profile by 1 for this turn.

5: Angry: Gains +1S for duration of turn due to inhuman rage.

6: Frenzied: Is considered *Frenzied* until *Knocked Down*, *Stunned* or taken *Out of Action*.

Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

Experience:

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

+1 Winning Leader: The Leader of the Warband who won the scenario gains +1xp.

+1 Per Enemy Out of Action: A Hero earns +1 Experience for each enemy he puts *Out of Action*.

+1 Taking Victor Out of Action: Any model who successfully takes Victor *Out of Action* gain +1 Experience (over and above the +1xp for taking an enemy OOA).

+1 For discovering Victor: The first model who enters the building where Victor is found gains +1 Experience.

The Reward:

Should your warband choose, you may instantly return to the Hamlet and claim the 100gc reward. Due to the fact that you are subduing this monster and ensuring you are not ambushed by another warband while en-route, you do not search for Treasure this post-game sequence. Otherwise, you may decide to allow Victor to join you for your next outing. You will search for Treasure as normal, but are forced to spend 15gc on a sturdy set of shackles with which you will keep Victor in at all times. He is added to your roster and is a member of your warband for all intents and purposes, with the exception that you may only decide to release him once. Once placed upon the field, he will escape come the battles-end, never to be seen or heard from again...

Rogues Gallery

Carnival of Chaos – Comedia del Nurgle *By Thomas “Myntokk” Gabriel*

Nurgle is by far my favorite of the Chaos powers, so I was really excited when the Carnival of Chaos warband was released, although I’m not a huge fan of a lot of their models. I wasn’t a fan of the red-and-yellow color scheme either, so I took green and purple as my warband’s colors, but tried to keep them suitably bright to maintain the carnival theme.



Dorian del Morte

For the carnival master, I used an old Chaos sorcerer of Tzeentch model. He originally had a Tzeentch icon hanging from his belt, so I filed it down and replaced it with a severed hand from the old night goblin sprue, which I felt was a little more fitting on a sorcerer of Nurgle. The hood was painted with vertical stripes to stand out from the rest of the warband, while the rest of his robe was painted half in green and half in purple. I decided to add a number of odd’s and ends to his belt in back as well, which I felt was fitting of a traveling carnival leader – he has a pipe and a myriad of pouches lining his belt and a brace of pistols which he carries into battle. The flame on his torch was based in red gore and

highlighted with blazing orange, fiery orange, and sunburst yellow.

Harlequin & Hess Poison Breath

The two tainted ones were especially fun to convert and paint. I kept GW’s idea of the tainted ones being deformed and abnormally small, but decided to scratch-build my own. The first one, Harlequin uses the legs, torso, and arms of an old plastic night goblin, but one fore-arm comes from a Warhammer Chaos knight and the head and other arm are taken from a mounted Nurgle Lord. I decided to make the second, Hess poison-breath (who’s named after an old Citadel Nurgle sorcerer figure), a little more unique. I chose the name because I really like the “Stream of Corruption” gift of Nurgle, and it seemed fitting. The legs are taken from a plastic night goblin again, but this time the torso and arms are from a plastic beastman. I used green stuff to give him a distended belly, representing the “Bloated Foulness” gift of Nurgle. This gives him a much more deformed and mutant appearance than Harlequin has. I liked Harlequin’s masked face with antlers coming out from under the hood, so I recycled that look with a Dark Emissary head on Hess. Green stuff was also used to extend his hood back over his shoulders and cover the gap.



Mad Markus the Possessed Jester

I made two separate models for Mad Markus, the possessed jester Dramatis Personae, and only hired sword available to the Carnival of Chaos (that I’m aware of). The first is his normal, child form. The conversion doesn’t fit the description literally (a skull hobby-horse and a bag of spikes), but the equipment still matches. The legs and left arm are both from a plastic goblin sprue and the body and right arm are from a zombie sprue, while the club is converted from a zombie standard. The possessed jester hood itself was made from green stuff.

Rogues Gallery



For his demonic form, I wanted a large, brutish but dull looking creature. I used a pair of zombie legs to give him a bit of a shambling, swaggering appearance, but then gave him ork arms with the weapons removed to beef him up a bit. The torso was made out of green stuff, and the hood is a night goblin head with lots of green stuff added to cover up the goblin features and make it look like a jester's hood. I used the same paint scheme on the clothing for



both, but the skin on the demonic form was slightly different – I based him with elf flesh, gave him a green ink wash, and then highlighted with pallid flesh to make him much more pale and unnatural looking, I also sculpted him with his spine exposed and painted that in bleached bone and skull white.



Antonio & Emiliano

The two brutes are for the most part unmodified; the only difference is that the flail top from the normal weapon was replaced with a plastic mace head from a beastman sprue. For their skin, I started with a base of dwarf flesh, and did successive highlights of elf flesh, pallid flesh, and skull white in that order. The skull white was only applied to the raised or deformed areas to give them a mottled, sickly look.

The exposed wounds and entrails were painted first in liche purple, highlighted with red gore and blood red. They were finally given a green ink



wash and thin lines of green ink were then painted around the edge of each wound and dripping down from it to give them a really disgusting, putrid appearance and a nice glossy look.

Pagoda & The Three Tenors

Pagoda, a brethren-turned-hero, was painted in a very similar manner to the rest of the warband, with alternating green and purple for the cloth and similar skin tones to the brutes. The depressions surrounding the mark of Nurgle on his forehead was left black, and the pock marks were painted goblin green and then scorpion green to give the impression that they are inlaid into his head. The metal on his pistol and shield was based in tin bitz and highlighted with boltgun metal to give it a rusty, corroded appearance. The nurglings were all painted in a very similar manner to the flesh on the “humans” in the warband, and the maggots covering their bodies were based in goblin green and highlighted with scorpion green. Their eyes were painted yellow with a vertical pupil to give them a more animal appearance.



Unofficial
MORDHEIM
Supplement

Not a
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WORKSHOP**
Product



Chaos comes this summer!

warbands, scenarios, equipment, environment rules, random happenings - a new campaign!

Explore the mystic
border lands of
Cathay and the
dreaded Northern
Wastes.

**Border Town
Burning**

The race for the
unholy artefacts has
begun and there is
more at stake than
one border town.

Submissions & Authors

Submission Guidelines:

If you wish to write for Letters of the Damned, we welcome your contributions. Please be aware of the following conditions, as they are non-negotiable. If you submit any material, it is under the premise that you agree to the following:

By submitting your article you are handing over copyright and all rights to the material to Tom Bell, editor of Letters of the Damned. Tom Bell in turn claims no ownership of any IP of Games Workshop, and willingly hands all ownership of material included in this ezine to GW. You will, of course be fully credited for your work should we publish it. All submitted articles are unpaid. Please be sure to include your name and contact information with all submissions, as well as how you would like to be known in the Mordheim world. For example, Tom Bell may be referred to as Tom "Brahm Tazoul" Bell, Tom "Brahm Tazoul", or simply as Brahm Tazoul. The choice is yours.

A note on fiction pieces; Please ensure that you have run your submission through a spell check, as well as a grammar check if at all possible. Those pieces that require an extraordinary amount of editing will not be featured in *Letters of the Damned*. Battle reports, short stories or character descriptions are all welcome.

If you'd like to submit something for our Rogues Gallery, please ensure that your picture is in JPEG format, and the picture is in focus. All photo submissions will require a brief explanation of what it is you are showing, as well as something about the piece, be it how you painted it, what types of colours or techniques you enjoy, etc.

Email your submissions to:

lod@redclawgaming.com

or mail them to:

**LOD c/o Tom Bell
12820 64 st
Edmonton, Alberta, Canada
T5A 0X7**

This Month's Authors:

Weapons Locker:

Thanks to Dan Logee and his weapon submissions. There's plenty more going to be appearing in ol' Groms locker in the future.

Vampire Hunters:

The Vampire Hunters are part of the Sylvania setting, which shall be released in the upcoming months. Based upon (obviously) the Witch Hunters, the Vampire Hunters shall be the bane of Undead warbands everywhere. With the recent release of the new Vampire Counts range, I figured there would soon be an undead epidemic in and around Mordheim. I've now supplied you with the tools to destroy it.

Victor Danzig:

This is an absolutely hilarious scenario. Well, it is until Victor gets his hands on you. Either way, enjoy!

Rogues Gallery:

Comedia del Nurgle ; Thomas "Myntokk"

Gabriel

The Croone Forsees:

rev larvy. I personally believe that he and the Croone are "involved", but I can't prove it... yet. Pictures next issue.

WINNER:

Steve Trower correctly identified what the Magus was made of; Witch Hunter Captain 2 (part code 9947110202401). Steve, I need an email with your mailing address. Some Mordheim swag has been set aside and is eagerly waiting to ship to you! Congrats!

A quick note:

There was to be an article providing a Chaos Dwarf warband in this issue. Because of creative differences between myself and another author, it is being dropped. There is another project in the works, and we should see it by summer. I made this decision because I don't think that we need two Chaos Dwarf warbands running around Mordheim; too many stats, costs and other variables would have to be matched. As such, you'll have to wait until summer of '08 for some Chaos Dwarf goodness. Sorry!

THE CRONE FORESEES...



RHYA'S CAULDRON

The Ruinous Powers await your death with eagerness.

CACKELFAX THE COCKEREL

That you didn't pay your taxes these last three years will return to bite you when a fire burns down your mansion, destroying everything you own utterly.

THE BONESAW

Books of a philosophical bent have always interested you and a new one none more so. Read it not, but burn it straight away, lest the ungodly elements of the Ruinous Powers forever blight your soul.

THE WITHERING STAR

As you convalesce from a debilitating illness, strange messages will appear on the wall above your sickbed. The two are not related, but your house will need exorcising.

WYMOND THE ANCHORITE

None could have foreseen the wondrous events that have suddenly happened to you and soon they will all go away.

THE BIG CROSS

Whilst travelling, you will find a peasant hovel that will put you up for the night. If they feed you pig, leave immediately. If they feed you boar, dine well. If they feed you chicken, kill all who live there right away.

THE LIMNER'S LINE

A mix up with your words will lead to an argument between two old friends that paves the way to the end of the world.

GNUTHUS THE OX

A refusal to dance with a young lady will stand you in good stead with her parents, but with lead to consequences when she becomes your lord's mistress.

DRAGOMAS THE DRAKE

You will face any threat or danger with an iron backbone and steel in your heart. There's no fortune here for you this week, just a statement of fact.

THE GLOAMING

Chance meeting with Elves will find you invited to a nobleman's masked ball and entail you solving the crime of his murder. That you did it aids you in pointing the finger.

GRUNGI'S BALDRIC

Fear has never entered your heart when dealing with a threat, but soiled britches have always been a problem. Not this week.

MAMMIT THE WISE

Convinced that the shadows are following you, your life's work will be passed to someone who will be untrustworthy. It is lucky that it will be they and not you on the pyre.

MUMMIT THE FOOL

Nothing will go right for you in even the simplest of ways, but it will all turn out for the best. That may take some time though.

THE TWO BULLOCKS

Anyone with a large family will be very grateful over the coming months, for food will quickly run short and all those plump bodies will be extra tender and sweet.

THE DANCER

The most unlikely person you know will come to you begging for help. If you turn them away, then you will suffer no poor tidings, but if you help them, you will end up richer.

THE DRUMMER

A party is not a party without you and thus your social calendar is overfilled, leading you to propose a toast to the wrong person at the wrong party. Nothing will become of this, as you will be too drunk to be taken seriously.

THE PIPER

You have toiled your life away to make something of yourself and now it seems to be all coming undone. A quick knife in the dark will make all the difference.

VOBIST THE FAINT

Becoming lost in the streets of Altdorf, you will eventually end up back where you started holding a basket of hooves, a hat full of puppies and pockets of rubble. All memory of what happened to you won't return in time for you to get rid of the puppies.

THE BROKEN CART

Not a care in the world.

THE GREASED GOAT

The belief in an afterlife has never really interested you before this moment and so you will find yourself in the presence of Sigmar accounting for your deeds. This is not a good start to your week.

The Crone has noticed many strange sights in the heavens of late and wonders whether the End Times have truly come upon us. She would also ask for help getting rid of the pigeons.