



Town Crier

Published on the first Angestag of each Mannslich.

2 Groats

SISTERS OF SIGMAR

SAVIOURS OR SINNERS?

Mysterious Sigmarites seen searching in ruined Mordheim

The Sisters of Sigmar are alive and still residing in their monastery, high up on Sigmar's Rock in the centre of the city. How could they have survived the infernal hell that followed ye great catastrophe? Perhaps they have not strayed from the light and are still favoured by Sigmar, or maybe

they they are in league with a new, darker power. One thing is for sure though, they have been seen searching the ruins for ye rare and precious wyrdstone. Could this be a task set by our great Lord and saviour, Sigmar himself?



Rich Men of Marienburg Arrive in City

The rich warbands of Marienburg have come to the city, no doubt to increase their wealth even further. They have made the Lord Forte Royal Tavern their home and are preparing this moment to enter ye ruined city.



Here
Within



Fighting techniques and fashions of ye wealthy men of ye fair city of Marienburg.

Authentic exotic goods
FOR SALE to the discerning buyer.

Catspaw, rabbit's feet, shoe of courser - is there any charm as lucky as a Sigmarite?

A discreet examination of ye notorious possessed warband, The Brotherhood of the Dark Moon.



The Editor Speaks

Well met, warrior, and welcome to the second issue of *Town Cryer*! While you were gone, I completed my trip beyond the sea to preach the true word of Sigmar to the strange folk who live in the continent called the 'New World'. I will detail my horrifying experiences and the weird and unfathomable folk which inhabit that land in later issues.

Meanwhile, this edition of *Town Cryer* brings you a treatise on the little known Sigmarite Sisterhood. It also includes the very latest offerings from the wares of the Merchants' Guild, for well funded warbands such as the newly arrived Marienburgers. But that's not all. The Witch Hunters have dragged into the daylight the Possessed warband of Magister

Coronarius, and those with pure spirit can marvel and gasp in horror at the dark splendour of the Possessed (rumour has it that the masked leader of this warband is in fact the Burgermeister Paulus the Fat). Nigelius, chief architect of Albion, will also give you hints and tips on the construction and painting of ruined buildings.

Finally, I'd like to answer a couple of queries about the fanciful and bizarre game known as 'Mordheim'. I have noticed there are two different values given for the number of marksmen a Mercenary warband can have in its ranks. In fact they can have up to seven. Also, there seems to be some confusion concerning whether you are allowed to roll an

extra dice during the exploration phase if you win the battle. The answer is that the reward for winning a battle is indeed one extra dice when trying to locate wyrdstone and rare items. The scribes responsible for the mistakes are being soundly flogged. I have found this improves their efforts immensely.

Should you have any comments or contributions, *Town Cryer* welcomes your submissions and queries. Write to the following address:

Town Cryer,
Games Workshop,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS.

See you in
thirty nights.

Thomas

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Marienburg is the richest of all the cities in the Empire. During the game's development, Jim Butler led the Marienburgers to many victories. Here he discusses how to make the most of your money when starting a new warband.





Before the Comet

From the travels of Johann Munz

...the first thing I saw was the ancient and imposing city wall of Mordheim with its seventy-seven towers that are visible for miles around.

For a thousand years the city of Mordheim has stood on the banks of the River Stir. My books tell me that the city was founded by the Knights of the Raven Order, who conquered the area from the Goblins and settled the glades of Ostermark.

There, on the banks of the River Stir they built their stronghold and named it Mordheim, in memory of the heroic sacrifice of Count Gotthard Angelos who gave his life fighting against the Goblins of the surrounding forests.

From ancient times the city has been the capital of Ostermark and ruled by the von Steinhardt family. The fields and pastures of the peasants and the Count himself surround Mordheim, along with several small villages. Around the fields, on all sides, stretches the seemingly endless forest. Only the mighty River Stir breaks the impenetrable wall of trees as it slowly and ponderously flows toward the heartlands of the Empire. The barges of the burghermeisters navigate the river, moving passengers and merchandise along it.

All manner of travellers come to Mordheim: Dwarfs from the mountains, Kislevite trappers selling their wares, smiths from Bechafen, hunters from Ostland and lumberjacks from the surrounding forests, they all come here to trade and rest. Now and then caravans from the far east cross the Peak Pass guarded by Karak Kadrin; these travellers from the lands of Cathay bring exotic wares of the east such as spice and silk, and never fail to attract attention.

From the docks of Mordheim much merchandise is loaded on river barges and sent to Nuln, Altdorf and beyond: lumber from the forests, gemstones and ore from the mountain mines, jewellery, armour and weapons forged by the Dwarfs of Karak Kadrin, all these and more make Mordheim a rich trading city.

But Mordheim is more than a centre of trade in the eastern Empire, for it is a city deeply imbued in tradition and worship. Temples of Sigmar, Ulric, Morr and many other gods are located here, but the Temple of Sigmar's Rock, the home of the Sisterhood of Sigmar's Mercy is the most famous of them all. It stands on a huge cliff in the middle of the River Stir, and its glittering gold cupola is said to be one of the wonders of the world.

All over the city, monuments and centres of trade and learning can be seen: the Great Library of Mordheim attracts the finest minds of the eastern Empire to study at the feet of the learned priests of Sigmar.

The Merchants' Quarter, known as the district of the Flying Horse, is a place buzzing with business as traders from all over the eastern Empire rub shoulders with Dwarf smiths and merchants of Araby.

All in all, few cities in the Empire are comparable to Mordheim, the guardian of the Eastern Provinces, the jewel of Ostermark.



Sisters of Mercy

The Sisters of Sigmar still reside in their convent situated on Sigmar's Rock in the centre of Mordheim. Protected by their faith and the fortified walls of the convent, the Sisters of Sigmar survived the great cataclysm. They can now be seen collecting the precious wyrdstone to protect humanity from itself.

*F*or centuries the nobility of the Empire has sent its wayward or troublesome daughters to Mordheim, to the Holy Convent of the Order of Merciful Sisters of Sigmar, to be initiated into the only order of priestesses dedicated to the Empire's patron god.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the Order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the Order, has cooled towards the Sisterhood, denying the throne to Magritha of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause.

Of all the inhabitants of Mordheim, only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandra foretold the disaster, and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds.

When the blow finally came, the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the Sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the Sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Sigmarite Sisters clear a temple of Sigmar of the foul Skaven.



A Sisters of Sigmar warband explores the ruins.



The Sisters of Sigmar survey the ruins from their convent in the centre of the city.

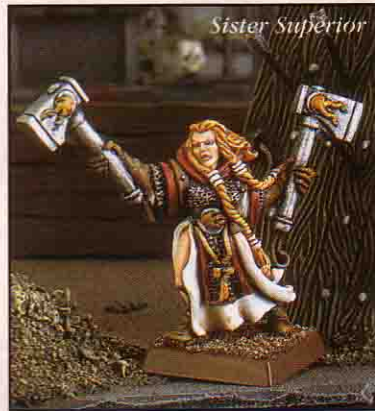


Defending the Faith

The Sisters of Sigmar have once again been seen in the city of Mordheim. Whether they are here to save us or destroy us, only Sigmar knows. One thing is for sure, they have been seen collecting the wyrdstone that can be found in our once proud city.



Sigmarite Matriarch



Sister Superior



Sigmarite Novices



Sisters of Sigmar



Sigmarite Augur

Dark Brotherhood

A thesis
on the
Tactics and
Members of
the
Possessed
Warband
of Lord
Coronarius
von Redig.

By the
infamous
Burghermeister
Paulus the
Fat.

Mordheim has been in and around the Studio for some time now, and at every stage of its development there has been one warband that has dealt death and misery to all who dared to enter the Studio campaign – Paul Sawyer's Possessed warband, the Brotherhood of the Dark Moon...

Mordheim, City of the Damned – from its very conception I was hooked. The chance to take a small band of gallant (read greedy) individuals into a desolated city set in the Old World was too much to resist – I had to be involved!

Decisions, Decisions...

The first step was to decide which warband to play. This was easy – I would raise a warband in honour of the dark gods of Chaos. The Possessed it would be then. The only problem was that as we were only at the playtesting stage there were no models available. Obviously I was in for some

serious converting (hurrah!) and so with the Citadel Miniatures Annual tucked under my arm, I set off for the farthest reaches of the Mail Order Troll pits.

Starting at the top

The one model I had to have was the Magister and as he would be the leader I wanted him to be really ostentatious – the normally insidious cultists are unafraid of showing their faces on the streets of Mordheim where the rule of the sword is the only law. I finally settled on the Chaos Sorcerer, Ahriman, from our Warhammer 40,000 range. A quick head-swap with a back catalogue Chaos Sorcerer, the addition of a suitably brutal-looking mace and Lord Coronarius von Redig was ready to raise his warband.

The power behind the throne

The real power in the Brotherhood are the two Possessed themselves, Gh'eelann and Panh'zzz. These monsters were the two I enjoyed converting the most. Panh'zzz is based on a back catalogue Nurgle Champion. I added a snake as one of its arms and the other arm is made from the arm of an Ork Nob, a Slaaneshi Fiend claw and spikes from Chaos Warrior helmets.

Gh'eelann, the other fiend, was simply a matter of taking a Pink Horror and a back catalogue Beastman and cutting them in half vertically. I then pinned them together leaving plenty of space between the two halves – I'd be using modelling putty to give the impression of the monster trying to rip itself apart. Once this was dry I added a tentacle from a Chaos Spawn, an arm from an Ork Nob and even a leering face at the back of the conversion. This pair of Daemon-ridden killing machines was now ready to make Mordheim their new home.

The nightmare begins

I finally settled on basing my Brethren on Necromunda Cawdor gangers, as they have an ostensibly medieval feel to them despite their weaponry. The cowls and masks, along with the hangman's noose, fitted my purposes perfectly and although I'd need to remove their high tech weaponry and replace it with something more suitable, I was more than happy that I now had everything I needed.

Competition!

Do you know where the name of my Magister came from? Drop your name and address along with your answer on a postcard to the address below, and the first five drawn out of the hat on the closing date, 10th November 1999, will be sent a copy of the new Possessed boxed set! Send your answer to:

White Dwarf Magister competition,
Games Workshop Ltd, Willow Road,
Lenton, Nottingham, NG7 2WS

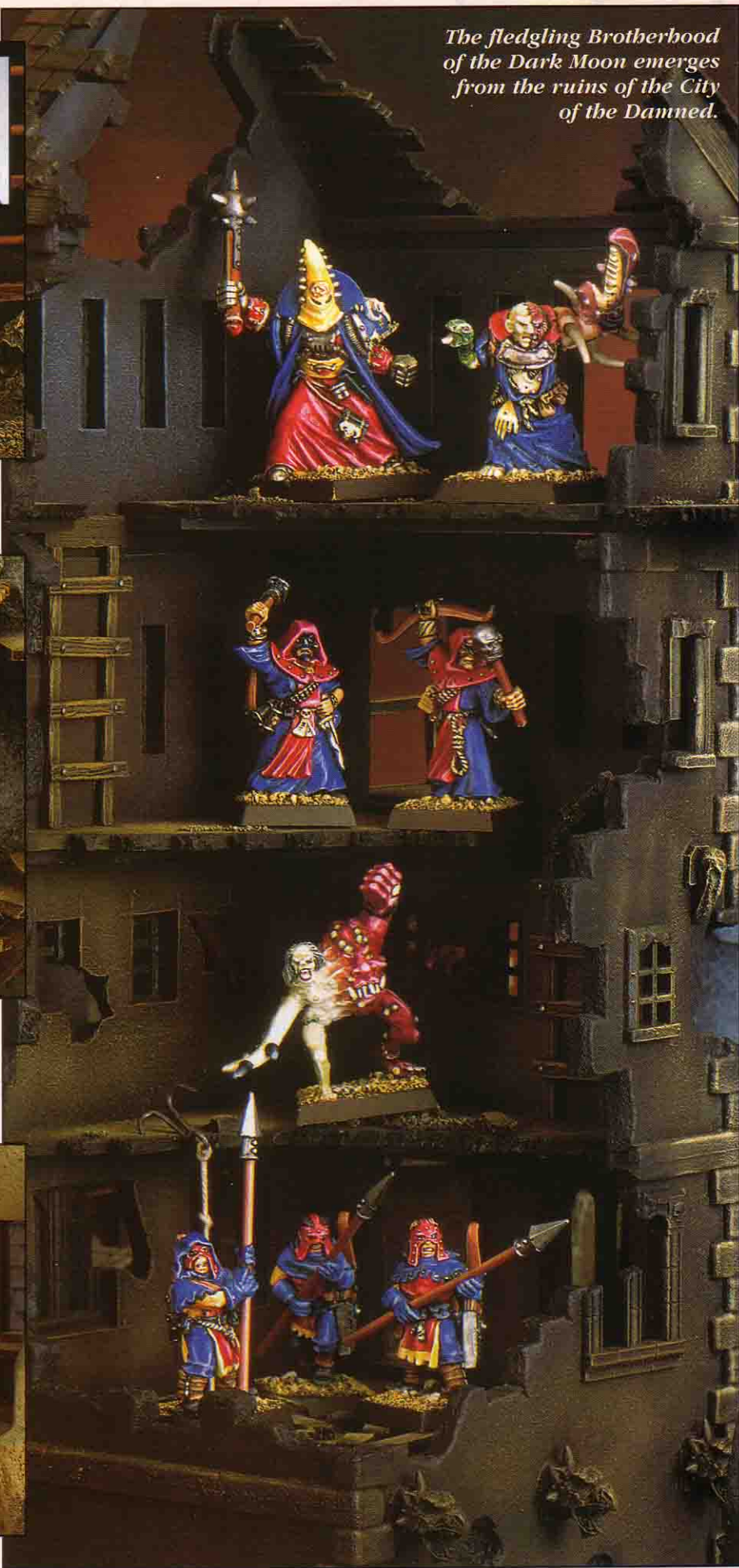
The fledgling Brotherhood of the Dark Moon emerges from the ruins of the City of the Damned.



The Magister of the Brotherhood is Lord Coronarius von Redig, based on the Warhammer 40,000 Abriman model.



Panb'zzz (above) and Gb'eelann (below) are the two Possessed models in the Brotherhood of the Dark Moon, and after only a few games can be a match for anyone!



However, it wasn't to be easy. Having set out to remove all of the guns from the Gangers I soon found out just how time consuming and frustrating a job it was. I seemed to spend most of my natural life scraping, cutting and filing, but eventually it was done and I rewarded myself with a beer (well, several actually – anything to make me forget about Cawdor gangers and their guns!).

The next stage was to decide on their weaponry. I wanted to build more Brethren than I actually needed at the start of the campaign, to give me a bit more flexibility – so I made three separate Brethren groups.

Right: The Blood Spears Brethren prepare to defend their position against attack.

Below: With lots of battles under his belt Lord Coronarius von Redig has increased the size of his warband considerably – it's almost a Warhammer army!

The two *Blood Maces* have bows and quivers courtesy of the High Elf Ellyrian Reaver knights and maces made from brass rods and plastic skulls.

The trio of *Blood Spears* simply had a brass rod spearshaft with the head from a plastic Skeleton spear attached. The hands needed to be remodelled but other than this (and of course the removal of those dreadful guns) they were a cinch to make. The final Brethren group, the *Blood Arrows*, were handled in the same way as the Blood Spears, with the addition of bows.

In the playtest campaign, Brethren were allowed to wield flails, but in the final version this was restricted to Darksouls, so my final group started out as Brethren with flails, bows and shields but ended up being Darksouls (though I can't bring myself to remove the bows from my models).



MORDHEIM

City of the Damned



A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.





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

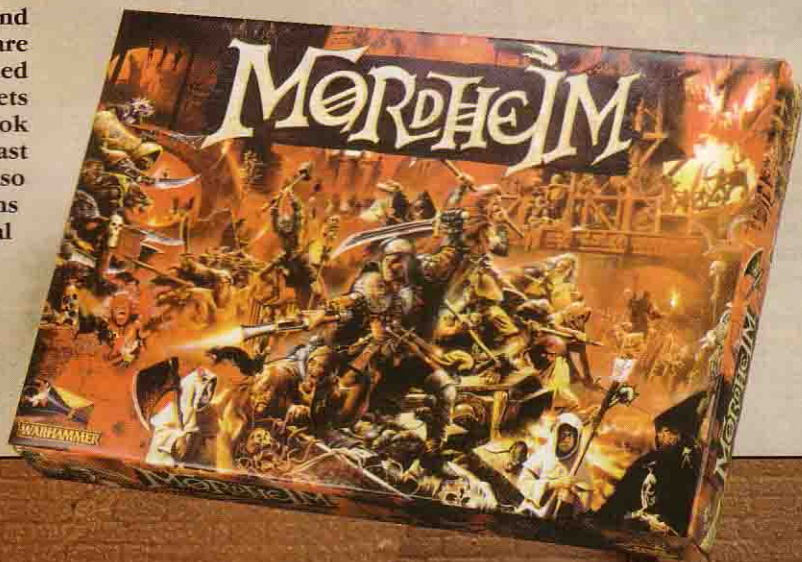
Mordheim is a tabletop skirmish game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city.

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

The Mordheim boxed game contains:

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

Available now for £40



Opulent Goods

An
extract from
"The Fabulous
Goods Available
to Warbands
Exploring
the City
of the
Damned."
Available at
Johann's
Emporium.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelbery, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc Rare 5
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Along' test (but remember you can't re-roll a failed re-roll).

Opulent Coach 250 gc Rare 10
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc Rare 10
(Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will hate all models in Possessed, Skaven or Sigmarite Sister warbands.

Wyrdstone Pendulum 25+3D6 gc Rare 9
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Toughened Leathers 5 gc Common
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats, as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc Special
(Middenheimers only)

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

Special Rules: To acquire a wolfcloak a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc Rare 7
(Not available to Witch Hunters or Sisters of Sigmar)

Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken out of action). If the Leadership test fails by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.

New in Town

Johann the Knife

Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt and the mean glint of his eyes. Johann wears dark, leather gear, slightly out of fashion, which has never been washed (or so the barmaids say).



Skaven Rat Ogre

Rat Ogres are the most feared of all the Clan Moulder's mutant beasts. Rat Ogres are huge, Skaven-like creatures, the size and strength of true Ogres but possessed with the speed and ferocity of Skaven. A Rat Ogre's small brain is devoted entirely to fighting and bloodshed. These horrible monsters are much in demand as bodyguards to important Skaven.

Veskit, High Executioner of Clan Esbin

After he suffered terrible wounds, the Skaven scientist-sorcerers of Clan Skryre replaced various parts of Veskit's body with their part-technological, part-magical implants, and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.



Mordheim Architecture

By Nigel Stillman



In our second installment of **Mordheim Architecture**, Nigel Stillman explains just how easy it can be to make your own ruined buildings for your battles in the **City of the Damned**.

The idea of fighting Warhammer battles with small bands of warriors running about and hiding in the streets of a ruined medieval city opens up vast possibilities for fantastic scenery. As a fantasy landscape, this is something completely new. Players of Warhammer 40,000 and Necromunda have long been used to playing games set in ruined cities, but who would have thought you could do the same thing in an age of swords and sorcery?

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined, varying from totally demolished to areas where only part of a building has been destroyed, leaving the rest of it precariously intact, and on into parts of the city which are only slightly damaged, but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones and often the stone built lower stories of buildings still stand, while the rest has been destroyed. This then is the setting we should aim to recreate for our games of Mordheim.

The entire battlefield (an area 4x4', suitable for a skirmish game) needs to be covered in ruined buildings, separated by streets. To make the battlefield interesting, the streets need to be narrow and winding, opening up now and again into a square or market place. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally we want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else we could think of that might be found in Mordheim. They should look as if they were built of stone or timber or a mixture of both, and all be ruined

to varying extents so that it is possible to move models into them. The doors and windows should be open to permit models to enter and shoot. There should be several



floors partly remaining so that troops can be placed on different levels.

The buildings should also feature overhanging upper storeys, tall chimneys, high pitched roofs, balconies, archways and anything else you can think of, and be embellished with such things as grotesque gargoyles, tavern signs or lamps. The buildings should really look like they belong in the townscape of a John Blanche painting!

Constructing Basic Buildings

Materials

To construct the buildings we used for playtesting Mordheim I used foamboard. This is available from art and craft shops. It consists of two sheets of thin white cardboard with a thin layer of polystyrene foam in between. It is easy to cut with a modelling knife, and is quite strong even though it is very light.

Other materials which could be used instead of this are cardboard packaging of the sort which has two layers of thin brown card with corrugated card in between (like GW Mail Order boxes! – Fat Bloke), polystyrene ceiling tiles (which must be painted with textured paint before spraying so as not to melt the foam), balsa wood or thin card like that from cornflake packets would all be viable alternatives. Each of these materials has strengths and weaknesses for modelling, so it's worth experimenting.



This is one of the finished basic buildings. It was easy and fun to build and took very little time to do. The more complex buildings use exactly the same techniques but just a little more patience.



The buildings which I made were constructed entirely from foamboard, but you could use a stronger, heavier material such as MDF board, hardboard or cork tile for the bases. By having a heavy base a building can overhang without falling over.

Construction

To make the buildings I cut out the shapes I wanted from the sheets of foamboard using a modelling knife. I drew the shapes on the foamboard beforehand. It's good practice to have a rough idea of what the building will look like and work out what shapes will be needed to make each storey. These shapes were basically squares and rectangles of a standard size. I cut strips about 2" high and 12" long that were then scored and bent at right angles to create walls of buildings. Then I cut rectangles or squares varying from 4" square to 6" square to be used as bases, floors and roofs. I also cut out extra shapes 2" high and varying lengths to be the inside walls of the buildings. This 2" height is the minimum height for each storey – any less and the buildings may begin to look a little too small, and more importantly, your models won't fit inside. You could make them higher than 2" or even vary the height of the storeys within a single building.

When I had a pile of varying shapes I began constructing buildings. I made them up as I went along. To fix each of the pieces together I put PVA glue on the edges I wanted to join together and then pinned them with ordinary pins. The foamboard is easy to pin in this way and the assembled pieces are held together firmly while the glue dries, enabling you to work quite rapidly.

I assembled the buildings storey by storey. First I took a 2x12" strip and scored it in two places, then bent it along the score lines. This created three 2x4" walls. Then I cut a door in one wall, and windows in the others. I bent the scored section around to create three sides of a square with the final side left open. I then cut the edges of the open side to give a ruined effect.



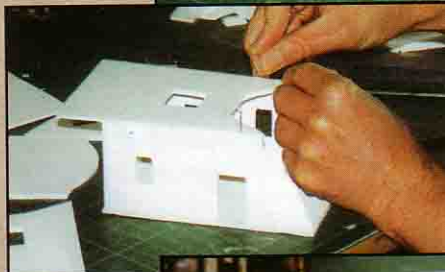
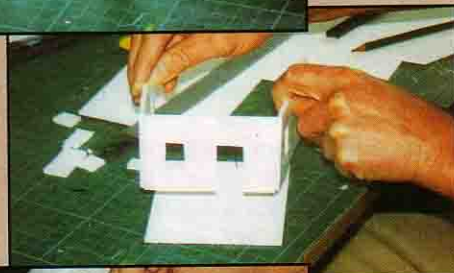
First I took a 2x12" strip of foamboard and scored it in two places.

Then I cut the doors and windows into it.



I folded it around to form the three walls of the ground floor.

Next I attached the base, using pins to hold it in place while the glue dried.



After the basic shape of the first storey was made, I attached what was to be the floor of the next storey.

The second storey was made with exactly the same technique and glued to the top of the first.



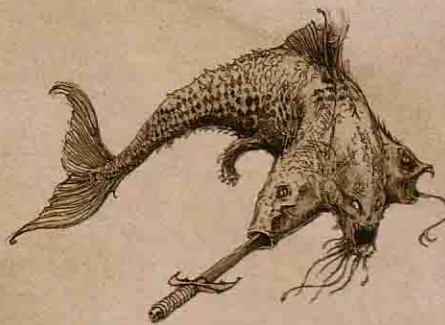
Finally the basic structure was finished with the addition of the roof, made from three pieces of foamboard with a window cut into the triangular front piece.

Then I fixed this onto a 4x4" square piece of foamboard as its floor. I repeated the process to create a second storey, which I fixed to the first one, positioning it so that it overlapped the front of the first storey. This creates the effect known as 'jetting' in medieval timber-framed buildings, where upper storeys projected over lower ones allowing people to throw their muck out into the street onto passers by!

Top Tip: Safe use of Knives

When using scalpels and modelling knives remember to make all cuts away from yourself. By pressing lightly and scoring several times you do not risk slipping or snapping the blade. Also change your blades regularly, sharp blades are much safer to use than blunt ones.

Next, I placed a further, third storey on the second in the same way. I find that three storeys create the right 'look' to buildings and the jetting makes it lean out over the road in an appropriate squalid, medieval way. The back of the building is open and looks ruined, as though half of it has collapsed. This allows models to be put inside to shoot out of the windows.

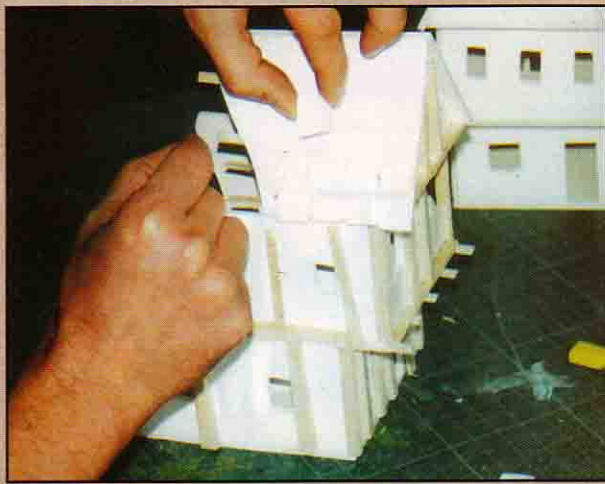


The Roof

The roof was made by fixing two square pieces together along one edge and inserting a triangular piece at one end to be the gable. I cut a window in this so that models could shoot out. This was mounted on another rectangular piece and then fixed, jutting out slightly, on top of the third storey. The house was now very tall and in danger of tipping over. The best way to counteract this is to stick something weighty in the bottom storey, like some small rocks, but if you mount the model on a heavier base, such as MDF board, it should be stable enough. I made my subsequent buildings more stable by increasing the length of the bottom storey to counterbalance the weight.

Top Tip: Getting Scale Right

When making buildings it is useful to have a few human-sized models to hand. These can be used to measure and check the height and size of the model buildings as they are constructed. The buildings in Mordheim were built for humans and so do not have to be easy for bigger models to get into. It is realistic if bigger models find them cramped and humans can use them as a safe refuge.



Embellishment

The building was now ready for stage two – embellishment. This involves sticking on strips of balsa wood or card to create the effect of timbering. I just stuck on strips in logical places and a few bits jutting out where half the house had been demolished. These strips represent structural timbers of the beams and rafters. Then I stuck small squares of card all over the roof in overlapping rows, to represent tiles.

Painting

Then comes stage three, which is painting. I sprayed the exterior of the model with Bubonic Brown, using Bestial Brown spray under the eaves, on the roof and inside the model. Then I sprayed the roof red. Finally I sprayed the inside and open edges of the model with Chaos Black. I did this because it is meant to be a burnt out ruin, so the interior would be dark and charred.



An effective finish has been achieved using very simple methods.

When the spray paint had dried I proceeded with the detailed painting of the timbering, for which I used black. Then I drybrushed the exterior with Bleached Bone and the roof with orange to highlight the timbers and tiles. With this done the model was finished!



Building More Advanced Structures

All of my buildings were made using this method, the main variation being in the basic design or size. Later I decided to represent stonework on lower stories by sticking on card rectangles instead of balsa strips. These areas were sprayed grey and drybrushed with white.

A particularly good design was to join two buildings together in such a way that they formed an arch over the street. This would happen when two opposing buildings jutted out so much that someone spanned the gap and built an extra storey that bridged the road. To make such an archway I first made a couple of two-storey buildings as described above and mounted them on a single base opposite each other with a space between for the street. Then I positioned a third storey as a bridge across the jutting out second storeys to link them. In other words I was using the basic foamboard rooms as modules for creating more elaborate buildings.

Ruined Effects

The main thing to remember when making Mordheim buildings is that they should be partly ruined and accessible to models. The easiest way to indicate damage is to leave all doors and windows open and drybrush black around the openings. Other holes can be created and treated in this way, especially in the roof. These provide openings for troops to enter buildings and shoot out from, and so will make for a more exciting game.

The streets of Mordheim are likely to be partly blocked here and there by heaps of rubble, and some buildings will have been totally reduced to this state. Heaps of rubble make good small terrain pieces for use anywhere among the buildings and are easily made. Just cut an irregular base and stick onto it stones, pebbles, bits of balsa wood, sticks and broken bits of polystyrene packaging or tile. Arrange the debris in a random pile and fill up gaps with PVA glue and gravel or sand. Paint textured paint over any polystyrene and the base, then spray the entire piece with Chaos Black. It is now ready to be drybrushed. The quick way is to simply drybrush the entire thing with Bestial Brown followed by Bleached Bone, or you could pick out different kinds of rubble with different shades of grey, brown etc.

A partially destroyed building, reduced to no more than a corner, can be made using the same technique described above. Just fix two pieces of foamboard together along their straight edges and cut the other edges at an irregular angle. This is then placed on a triangular base. Windows can be cut into it and perhaps the remains of an upper floor. Such ruins are useful for marking the corners of streets.



Moving Models About In The Ruins

The most important function of the buildings in the Mordheim game is as hiding places and cover for models. Also they provide a vertical dimension to the game since models can occupy upper storeys. A building can even become a mini stronghold if all of a warband decide to defend it. Therefore a good building for Mordheim is one that allows you to place models inside it preferably on several floors, and has windows and doors to shoot out of. Bridges, colonnades, walkways, balconies, ruined sections and such like make buildings even more interesting to fight in and around.

Bridges and arcades that pass over a street to link buildings at the level of the first or second storeys are very useful terrain pieces to make. This enables models to move from certain buildings to others without coming down to ground level, and allows them to shoot down into the street below, forcing opponents to try to capture the building. Instead of taking the form of a room suspended above the street joining to two houses, bridges can be mounted on archways or colonnades.

A colonnade can be made using plaster cake pillars. Arrange these in a row, spaced a couple of inches apart, and stick them to a long flat base. Stick a similar floor to the tops of the columns. Then put walls along the top, cut at regular intervals with windows or gaps. It works better to use only one partly intact wall, with the other side so ruined that models can be placed and moved from behind. For the same reason, if you roof the bridge, make the roof very ruined to allow access for models.

An archway can be made by cutting half circular shapes out of rectangular pieces of foamboard. You can do one big arch or a row



A simple walkway joining two buildings makes for an interesting piece of terrain.



of several to create an arcade. Two identical arch sections are fixed to a base about two inches or more apart. The inner part of the archway can be made by fixing flexible thin card along the curved edges of the interior of the arch. The arch can be covered in rectangular bits of card to represent masonry. This piece could be used on its own or as a support for



This large building has been made from several modules fitted together to bridge the street below

timbered rooms. Just fix partly ruined buildings onto the top. These will look good if they overhang the arch.

Gargoyles And Other Embellishments

Empire buildings are decorated with gargoyles and other carvings, such as heads, shields, runes and symbols. Any piece of protruding timberwork is likely to be carved into something. These carvings are not only decorative, but are done to bring good luck to the house or ward off evil. The effect is to make the narrow streets look grotesque and frightening, especially at night, with gargoyles grimacing out of the gloom from the corners of buildings.



The street running under the house has been made using textured wallpaper to imitate cobble streets.

Gargoyles and such things are easily represented on model buildings by attaching heads of monsters, model gargoyles, shields and other odd pieces from your bits box. Fix them to corners, overhanging or protruding timber beams, gable ends and roofs. Shields look good over the doors. Larger models can be put on a pedestal of their own and turned into statues. Little paintwork is required, just undercoat in black and drybrush in brown for wooden figures, grey for carved stone or dull bronze for metal statues.

Staircases

How do models get into the upper storeys of the buildings? There are three possibilities. One is that they use remaining staircases where they can find them, another is that they use makeshift ladders and failing that, they climb. Staircases are easy to make. Just stick varying lengths of foamboard, tile, thick card or balsa wood on top of each other so that each piece is about 10 cm shorter than the piece below. Continue doing this until the staircase block is high enough to reach the next floor from the ground. These staircases can be stuck onto or inside suitable buildings to indicate places where access to the upper floors is allowed. As well as staircases, you can stick ladders in suitable positions, piles of crates, barrels or rubble to make access to upper storeys easier. Another way of creating staircases might be to use several slotta bases stuck together. Ladders can be made by cutting balsa wood into thin strips, two long and enough short ones to make the steps. There are also model ladders in the Warhammer Siege Attackers box set, which you can order through Mail Order.

Cobbled Streets

Apart from just leaving gaps between rows of buildings, there are two ways of representing streets. One is to make sections of cobbled streets to place between the buildings. These could vary in width to create wide or narrow streets or could be made to a standard width so as to be certain of joining up. There could be special corner sections, crossroads,

junctions, market squares and winding lanes. The other option is to make several base boards or even one big 4x4' board and permanently mark the streets on it, or texture and paint it to represent cobbles or bare ground. Street sections can be made from foamboard, hardboard, MDF or thick card.

Cobbled or paved surfaces can be represented either by laboriously sticking bits of card onto the base as paving stones or by using embossed plasticard. The best option is to try to find wallpaper with a raised pattern on it that looks like cobbles or paving stones. There are several designs which can be painted grey and drybrushed over to give the impression of cobbled streets. This is the quickest and cheapest way of covering large areas.

Odds and Ends

The ruined streets of Mordheim are strewn with all kinds of debris, especially since the populace abandoned their homes leaving behind plenty of stuff and everywhere has been ransacked several times over. This means that there are barrels from pillaged storehouses, furniture, overturned wagons and carts, lumps of wood and many other things scattered around the buildings. It is a good idea to gather a few odds and ends like this to place around the streets to give extra cover and hiding places to models trying to cross open areas such as market squares or wide streets. Barrels can be made from corks painted brown with black rings around them. Carts can be made of balsa wood or matchsticks using plastic cannon wheels from your bits box. Sacks of grain can be made by modelling pillow shapes in modelling clay and pressing several on top of each other so that they appear to be sagging. Put them on a small base and paint PVA around them, then scatter this with sand to represent spilled grain.

Well I hope this has inspired you to have a go and create your own Mordheim terrain. Just remember that the only limitation on your creations is your own imagination.



The stonework arches were made to look really effective just by gluing card squares to the basic foamboard structure.

Wright



City of Gold

Marienburg is the richest of all the cities in the Empire, and any warbands from this fair city can be found exploring the ruins of Mordheim. During the game's development, Jim Butler led the Marienburgers to many victories. Here he discusses how to make the most of your money when starting a new warband.

A look at the Marienburger warbands exploring the ruins of Mordheim, from the best-seller 'Wealth and Riches of the City of Marienburg.'

By the now infamous scallywag Jim Butler.

Well, if you've decided to collect a Marienburger warband, that extra 100 gold crowns is probably burning a hole in your pocket right now, but there are a few things you should bear in mind before you blow the lot on Ithilmar armour for all your henchmen. The important thing to remember is that every single warband in Mordheim has something that makes them special, and this gives them their 'edge'. For example, the Reiklanders have better

Marksmen than you, the Possessed are harder in close combat and the Undead can have not only a

scary Vampire for a leader, but a spellcasting Necromancer! You have to use that extra cash to get your 'edge'.

Any player putting together a warband has to make some difficult choices. You are always forced to compromise, because you don't have enough gold to get a gang which is both numerous and well equipped. Unless, of course, you have a Marienburger gang. The extra 100 crowns allows you to put together a warband that will be far more flexible than the average starting force. Although you'll never match the other warbands in their specialist areas, if you are smart, you can make sure you always fight on your own terms.

For me, the most important advantage you have is that you can start a campaign with a full complement of Heroes. This means that, barring catastrophes, you have a good chance of finding interesting stuff on the Exploration chart right from your first game. You also have a better chance of acquiring rare items (more of which later). Overleaf is a good example of a starting warband that is flexible and should be able to cope well against most other warbands.

As you can see, the Captain and his Champions are well tooled up, as befits their status. They should be able to acquit themselves well in hand-to-hand combat and also have good

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold, which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Many mercantile guilds have their headquarters in Marienburg, and most important of all is the secretive High Order of Honourable Freetraders. This large, rich and ambitious body of men feel shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire, all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied Marienburg the throne, driving a wedge between the City and the Temple of Sigmar.

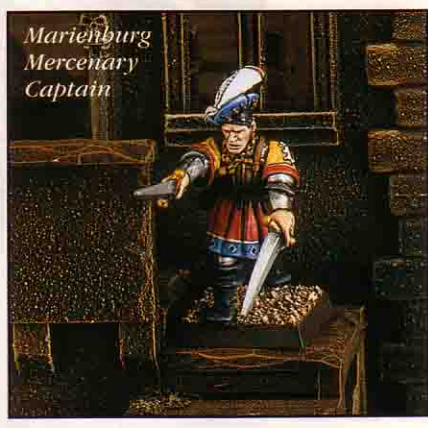
Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandannas and short swords that are easy to conceal.



Aided by a Freelancer, a Marienburger warband emerges from the ruins of the City of the Damned.



Marienburger Mercenary Captain



Marienburger Mercenary Captain

Seen in the Ruins

Seeking the precious wyrdstone to put them in the Lady Magritta's favour, bands of Marienburgers have been spied in the City of the Damned.



Marienburger Champions



Marienburger Youngbloods

The time of Kings and Emperors is at an end. The only sovereign with any power in the Old World is made from gold.

Matthias Kluge, High Order of Honourable Freetraders.

short-ranged firepower. I have not gone overboard on armour, because for starting warbands it doesn't tend to be viable. The harsh truth is that it's cheaper to hire more men and use them to protect your powerful characters. This is precisely what the Youngbloods are for, especially Pieter, whose spear allows him to attack first, even when charged. After a couple of games, when your Heroes have developed a bit, it's worth investing in some more protection. I would be tempted to buy heavy armour for my Captain and hand his light armour down to one of the Champions.

The henchmen groups I've chosen are quite specialised, but as a whole they make the warband a good all-round force. The Swordsmen are obviously the main hand-to-hand group, while the Marksmen can provide long range covering fire with their powerful crossbows. The Warrior group is most flexible and can be used in either role, though obviously they are not quite as good as the specialists.

The final addition is a Troll Slayer, to strengthen the warband's close combat ability. Most warbands have difficulty affording a Hired Sword in their starting line-up, but with Marienburgers it's definitely an option. Troll Slayers and Pit Fighters are your best bet, as they are relatively cheap and are excellent in hand-to-hand combat. You could even consider dropping one of the Marksmen and investing in an Ogre, but they can really gobble up your income (literally!).

Marienburgers in Campaigns

Once you've played a few games you'll probably start to pick up some skills for your heroes. Try to pick skills which will complement the Hero's weapons and the role you want him to take on the battleground. *Pistolier* is an obvious choice for any Hero with a brace of pistols (allowing you to fire twice) and *Eagle Eyes* is also very useful, as it effectively doubles the range of pistols. This can be a very nasty surprise for an enemy who thinks he is safely out of range. Consider *Haggle* for your Captain, as this skill reduces the price of one item when you visit a merchant. This should help keep your gang in the style to which Marienburgers are usually accustomed. *Scale Sheer Surface* is a good skill for any Hero armed with a long-ranged weapon, as it allows him to get into a good firing position even if there are no ladders. This will make his position less vulnerable to attack in close combat. One final skill to mention is *Acrobat*, as it allows you to re-roll failed diving charges. Marienburger warbands should fight with panache and the diving charge is a perfect way for your Hero to display his contempt for danger (and gravity!).

When trading, Marienburger warbands have the advantage of a +1 bonus if trying to find rare items. While this may not sound like much, it makes all the difference. For example, Marienburgers are twice as likely as other warbands to be able to find a gromril weapon or warhorse. Unscrupulous Captains may consider investing in drugs and poisons, as these can really boost the fighting power of a warband, though they come with a price that can't always be paid in gold. More wholesome help for your warband can be bought in the form of a lucky charm, or hunting arrows for any bow-armed heroes. Of course, the most obvious thing to buy for your Captain is a set of fine Cathayan silks. They are not cheap, but being able to re-roll your first failed Rout test can come in very handy. But that's not really the point is it? If you really need me to explain why you should invest in some swanky threads for the boss, then you're considering the wrong warband. The real reason anyone should want to collect Marienburgers is because whatever they do, they do it in style.



As you can see from the roster, Jim has made full use of the extra 100 gold crowns. He has hired the full compliment of heroes and as you would expect for a Marienburger warband, bought them plenty of equipment.

Henchmen

WARBAND NAME: THE HERALDS OF FREE TRADE		WARBAND TYPE: MARIENBURGERS					
TREASURY: Gold crowns: 1 Wardstone shards: 0		WARBAND RATING: Total experience: 96 Members > 5: 45 Rating: 177					
STORED EQUIPMENT		SPECIAL RULES					
NAME: SWASH BUCKLERS		EQUIPMENT: Sword Dagger					
NUMBER: 2	TYPE: Swordsmen	Group experience: <input type="checkbox"/>					
M	W	S	T	W	I	A	L
4	4	3	3	1	3	1	7
NAME: BRIGANDS		EQUIPMENT: Bow Mace Dagger					
NUMBER: 2	TYPE: Warriors	Group experience: <input type="checkbox"/>					
M	W	S	T	W	I	A	L
4	3	3	3	1	3	1	7
NAME: CORSAIRS		EQUIPMENT: Crossbow Dagger					
NUMBER: 2	TYPE: Marksmen	Group experience: <input type="checkbox"/>					
M	W	S	T	W	I	A	L
4	3	3	3	1	3	1	7
NAME: ROREK		EQUIPMENT: 2 Axes					
NUMBER: 1	TYPE: Dwarf Troll Slayer	SPECIAL RULES: Deathwish Hard to Kill Hard Head					
M	W	S	T	W	I	A	L
3	4	3	3	4	1	2	9
NAME: _____		EQUIPMENT: _____					
NUMBER: _____	TYPE: _____	Group experience: <input type="checkbox"/>					
M	W	S	T	W	I	A	L
NAME: _____		EQUIPMENT: _____					
NUMBER: _____	TYPE: _____	Group experience: <input type="checkbox"/>					
M	W	S	T	W	I	A	L

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Heroes

NAME: CAPTAIN ERNST		EQUIPMENT: Light armour Dagger Brace of Dueling Pistols Mace		SKILLS, INJURIES, ETC.				
TYPE: Mercenary Captain		Experience: <input type="checkbox"/>						
M	W	S	T	W	I	A	L	
4	4	4	3	3	1	4	1	8
NAME: GUNTHER		EQUIPMENT: Sword Pistol Dagger		SKILLS, INJURIES, ETC.				
TYPE: Champion		Experience: <input type="checkbox"/>						
M	W	S	T	W	I	A	L	
4	4	3	3	3	1	3	1	7
NAME: KASTOR		EQUIPMENT: Sword Pistol Dagger		SKILLS, INJURIES, ETC.				
TYPE: Champion		Experience: <input type="checkbox"/>						
M	W	S	T	W	I	A	L	
4	4	3	3	3	1	3	1	7
NAME: PIETER		EQUIPMENT: Spear Shield Dagger		SKILLS, INJURIES, ETC.				
TYPE: Youngblood		Experience: <input type="checkbox"/>						
M	W	S	T	W	I	A	L	
4	2	2	3	3	1	3	1	8
NAME: ANDREAS		EQUIPMENT: Halberd Dagger		SKILLS, INJURIES, ETC.				
TYPE: Youngblood		Experience: <input type="checkbox"/>						
M	W	S	T	W	I	A	L	
4	2	2	3	3	1	3	1	8

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Veterans of many hard-fought battles, John-Paul Brisigotti's Marienburger warband is a dangerous adversary indeed. Note how he's made use of the Warhammer Soldiers of the Empire plastic sprue for his henchmen, and check out that converted Ogre bodyguard!

'BLACK SWORD'

SWORDSMAN
of ye
HIGHEST QUALITEE



Lodged at the
RED WOLF TAVERN

POISON!

Winston Green, purveyor of poisons. Located at the sign of the Falling Skull.

• CEDRIC • The Scholar

Available to translate
all ye olde text.

Elven and Dwarf
tongues a speciality.

Currently residing at
the ruined
Library Vault.

ARCHERY TOURNEY

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

Tourney to be held at
Griffon's Gate on the Festag
of Brauzzeit. No Elves.

DWARF BLUNDERBUSS

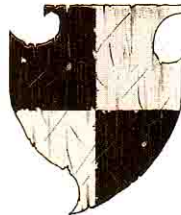
Exquisitely crafted Dwarf
Blunderbuss. 20 gold crowns
or will swap for Jewelled
Dagger.

Contact Alexandra at the
Inn of the Red Moon.

SHIELD FOR SALE

Finest quality Shield, made
of the best Reikswald dark
wood, for sale.

Enquire at
Johann's Emporium



JEWELLED DAGGER

Ornate Jewelled Dagger
made by the fine craftsmen
of Altdorf. 20 gold crowns
or will swap for

Dwarf Blunderbuss.

Contact Heinrich at the
Inn of the Red Moon.

SAVE THYSELF

WORSHIP is the
only salvation.

Join us at the Church of
Redeeming Power. All
welcome. Minimum
donation 2 Groats.

A CHALLENGE OF STRENGTH

The mighty men of the
Middenheimer 'White Wolves'
invite any fools who dare to challenge them in a



TRIAL
OF
STRENGTH



The challenge will be held in
Mordheim Market Square on the day of Ulriczeit.

OBITUARIES

Madam Archeossi, Reader of
the mystical Tarot. Didn't see
this coming.

Gerhard Hofmann, Witch Hunter
Burnt at the stake.

Count Hammacher, a knife in
the back.

Kurt Soderberg, honourable death
at the hands of an Ogre.

Lord Smythe, poisoned.

Olga Sturm, lost in the ruins.

Wulfhir the Green, ripped to
pieces by Zombies.

Jorval the Barbarian, died of
old age.

The unknown scribe of
Baron Hal Kreiglitz,
sword in the heart.

• TAVERN STAFF •

Tavern Maids required at
the Golden Griffon Inn.

Good rates of pay.

Meet interesting people.

No Mutants.

ROREK Dwarf Trollslayer

Mad Berserker Hired Axe

LARGE MONSTERS A SPECIALITY

25 gold crowns

Currently residing at the
Drunken Goblin Tavern

WANTED

Johann the Knife



For the MURDER of
Count Hammacher
and his retinue.

200 Gold Crowns
Collect the reward at the
Mordheim Crypt after the
fall of Mannslieb.

DIETER the BLACK

Master of the mystical arts.
Can change the course of a
battle. Fireballs a speciality.

Don't contact me I'll
contact you.



DEATH TO ALL BLASPHEMERS

Followers of Dark Gods, your end has come. The Order of the Templars of Sigmar shall bring punishment to the City of the Damned with fire and cold steel. Fear not for the Witch Hunters shall bring death to all those who have strayed from Sigmar's light.