



Town Crier

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3 Groats

CHAOS ON THE STREETS

City in chaos as skirmishes between rival warbands increase in size.

Huge battles between masses of rival warbands are taking place all over the City of the Damned. All manner of strange alliances have been reported, one source even claimed that the merchants of Marienburg have allied

with the warbands from Middenheim. The biggest antagonists seem to be the Reiklanders, who have formed a massive alliance in an attempt to put an end to the ambitions of the men from their rival states of the Empire.

FOLLOWERS OF THE DARK GODS OCCUPY THE RUINS

The ruins of our once proud city are no longer deserted. The insidious followers of the dark gods have now occupied Mordheim. The cause of the disappearance of several warbands can only be

blamed on these most notorious of men. It is even rumored that the one they worship, the so called Shadowlord, is living in a massive pit in the center of the city, though this is scoffed at by local sages.

WITCH HUNTERS AND THE POSSESSED CLASH IN THE RUINS.



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Here Within



A look at ye alliances and rivalry between the warbands currently scouring the ruins of Mordheim.

Elf Rangers from afar come to Mordheim to sell their services as hired swords.

An investigation into the presence of the foul followers of Chaos, the unnatural Possessed.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters and the foul Possessed.



The Editor Speaks

Greetings once again, and welcome to another issue of *Town Cryer*. This time our scribes have scoured the length and breadth of the Old World to fill the issue with wondrous and frightening articles. These include a treatise on multi-player games and many newcomers to the Dark City. The blasphemous worshippers of Chaos known as the Possessed make their long-awaited appearance, as do brutal Pit fighters and the enigmatic Elf Rangers.

I have spent many moonless nights pondering the rules of the game, and I have couple of suggestions for you to try out.

First, I would recommend that Middenheim warbands should be allowed to make a single one of their members a berserker. This model would be affected by the rules of frenzy - this seems appropriate considering the reputation of the children of Ulric when it comes to ferociousness in combat.

In addition, I feel that should a Vampire acquire a Tome of Magic and the Arcane Lore skill, it is only logical to think that Vampire could study Necromantic magic instead of Lesser Magic. After all, any book of blasphemous sorcery sought after by a Vampire would undoubtedly be a dark book

describing Necromantic spells instead of the ramblings of a human warlock.

Enjoy this issue of *Town Cryer*, and until next time, slumber deeply and fear not the shadows of Mordheim.

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

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See you in thirty nights.

Thomas

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Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. The renowned scribe Mark Havener reports on the rules of engagement for these larger confrontations involving several warbands.

IN THE RUINS 17

Creatures from afar come to Mordheim this month. Evil creatures known as Vampires have been seen in the ruins. While Pit Fighters and the enigmatic Elf Rangers can now be called upon to aid any warband wealthy enough to afford these most skilled of hired swords.



WITCH HUNT 18

A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Crier.

Followers of Dark Gods

Along with warbands from all over the Old World the wyrdstone has brought a more insidious power out of the shadows of the City of the Damned. The rumor is that a being called the Shadowlord has inhabited the ruins. From the very center of Mordheim that is known as the Pit he sends out his corrupt warbands known to mercenaries as the Possessed.

There is never any shortage of men willing to risk their lives for a chance of real power; men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos? In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

It is said that these foul worshippers of the dark gods follow a being that they call the Shadowlord, Master of the Possessed. Though none know whether he is man or Daemon all proclaim him their savior and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their

appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

A warband of the Possessed!



A Possessed warband follows a deranged Darksoul into the ruins.



Foul Worshipers

The city has been overrun by insidious followers of the Dark Gods. Where they would have cowered in the shadows before the coming of the comet they now cavort openly in the streets. Rumor has it they follow the one they call the Shadowlord – whether he is human or a spawn of evil, none know.

A vile Possessed.



A Magister, leader of a Possessed warband.



Spear wielding Brethren.



Brethren armed with two close combat weapons.



Inhuman Beastmen.





Chaos on the Streets

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Attackers and defenders: In scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are the attackers.

Setting up the warbands: In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.

Example: Phil, Bob, and Devin are playing Scenario 1, "Treasure Hunt". This scenario has no attackers or defenders

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The sparcmen Hans, Bertram, Leopold, and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagoberd, the two crossbowmen, crouched behind a pile of stones in the center of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his hand forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as

shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chattering shrieks of rage.

"Looks like we're going to have a fight today after all lads," Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

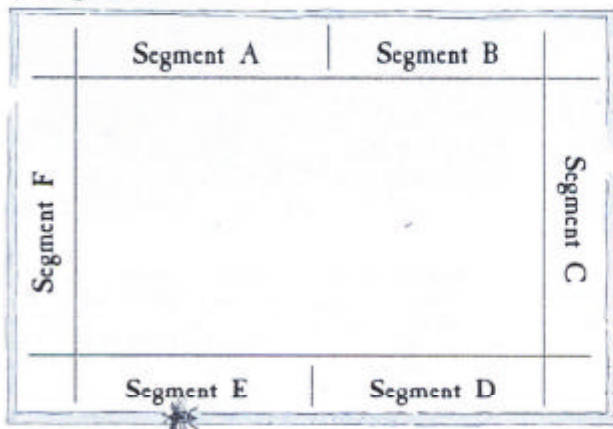
A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognizable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a "segment") and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1



Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1, and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin's models were set up in Segment B and the next warband clockwise is Bob's, so even though Bob got a lower dice roll than Phil, Bob's warband goes second and Phil's will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two-player game.

Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we

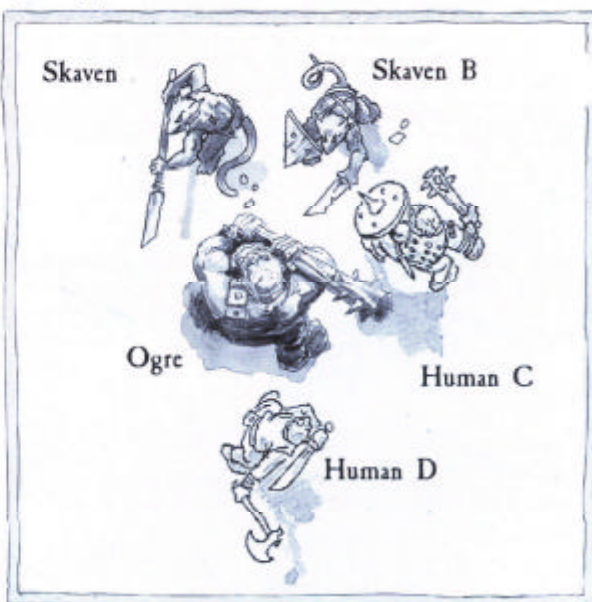
compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 ($176 - 123 = 53$), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the close combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomize any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the close combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob's Ogre mercenary has been attacked by two of Devin's Humans and two of Phil's Skaven warriors. Phil's Skaven fight during his and Bob's close combat phases, Devin's Humans fight during his and Bob's close combat phases and Bob's Ogre attacks in each player's close combat phases. If one of Phil's Skaven (Skaven B) was in contact with one of Devin's Humans (Human C) (they are at the same corner of the Ogre's base, for example) and one of them decided to attack something a little easier, they could fight in each other's close combat phases as well. Note that a model that is attacking in another player's turn must attack one of that player's models. So in our example Phil's Skaven B could not use his extra attack during Devin's turn to attack Bob's Ogre - he must use it to attack Devin's Human C.

Diagram 2



Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken out of action) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there



The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

Allies: Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule

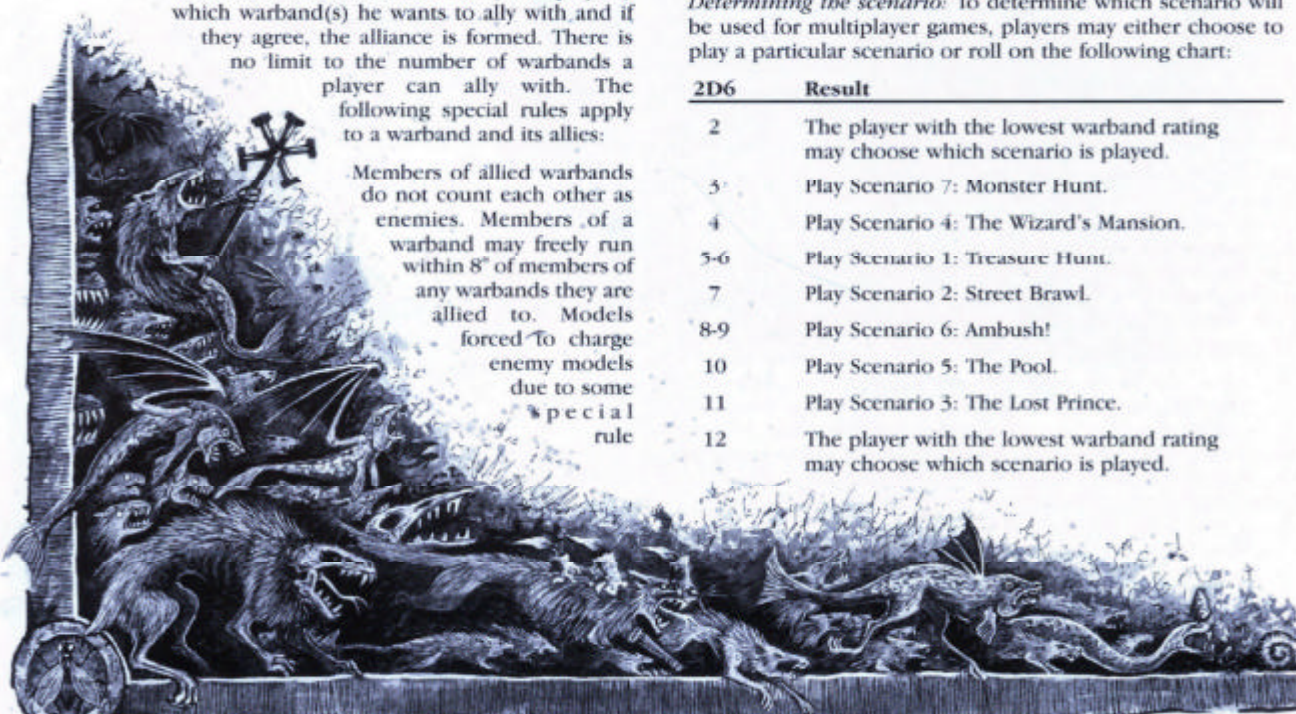
(such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models (in case you were wondering, there'll be rules for Orc & Goblin warbands next month - Fat Bloke).

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next movement phase (so models *knocked down* or *stunned* follow the normal rules for being *knocked down* or *stunned*, etc.).

Initiating close combat with, shooting missile weapons at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren't going to be as forgiving of such behavior as your own warband members might be!

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.



Scenario 1: treasure hunt

Often, multiple warbands will hear the same rumor about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

Once you have placed the terrain, place D3 wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter back on the table where he fell.

warbands

Players use the normal warband set-up rules (see "Setting up the warbands").

starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

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

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle, he receives +1 Experience.

wyrdstone

Your warriors earn one shard of wyrdstone for each counter in their possession at the end of the battle.

Scenario 2: street brawl

Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

Players use the normal warband setup rules (see "Setting up the warbands").

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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



Scenario 3: the lost prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumors that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the center of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees, or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

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

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

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

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armor	5+
Suit of light armor	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+

The merchant's son gets cornered by three different warbands eager to claim the reward





Scenario 4: the wizard's mansion



Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumors abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the center of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll	Item Found
1	Wooden Man
2	1D3 doses of Mandrake Root
3	1D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the Gromril sword and so on.

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25 + 2D6 gc.



Scenario 5: the pool

Rumors abound about a pool in the city whose waters have magical powers of healing. The warbands' patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a roll of 1-2 on a D6, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another

warrior can then pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 6: ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries 1D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the center of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

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

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

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

+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 7: monster hunt

The warbands have heard rumors that a terrible monster has come up out of its lair beneath the city following the recent devastation, and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumors are true.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6'x6") and open-topped, preferably ruins. This building should be placed in the center of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot fly. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will of course attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

experience

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

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

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

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

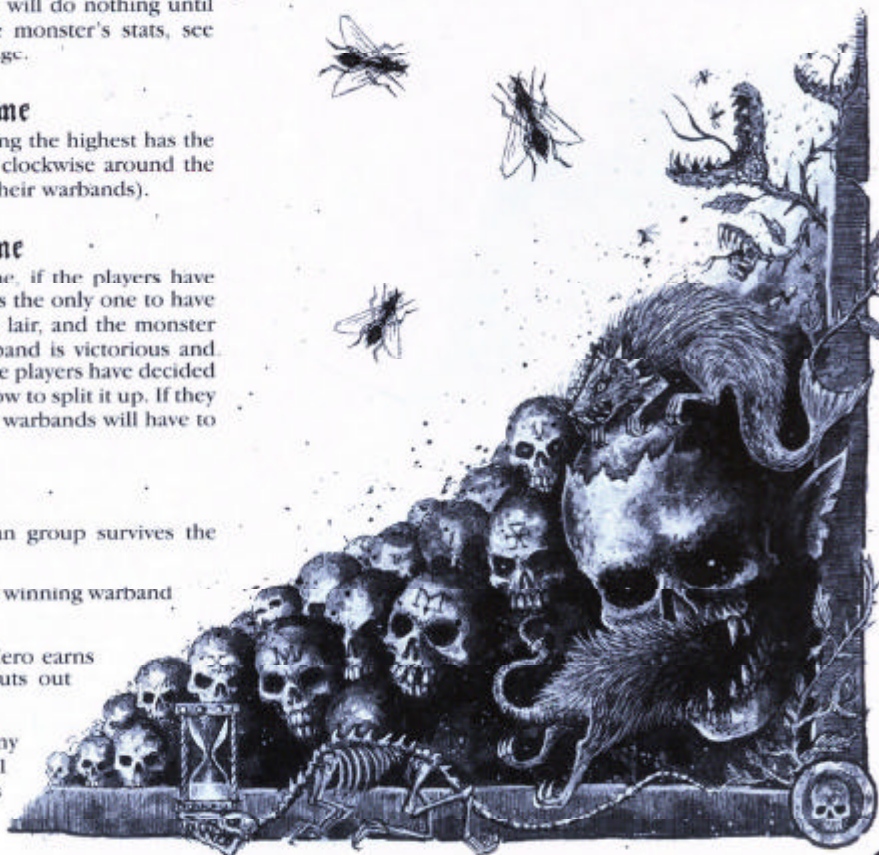
+2 For Putting the monster out of action. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure hoard

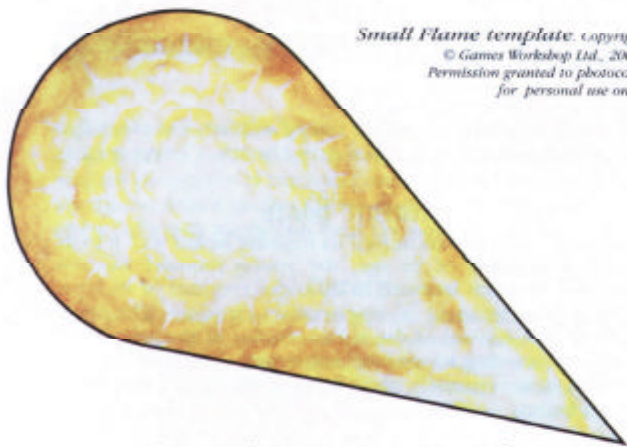
The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
------	------------------

5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armor	5+
Suit of light armor	4+
Suit of light armor	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10x60 gc	5+



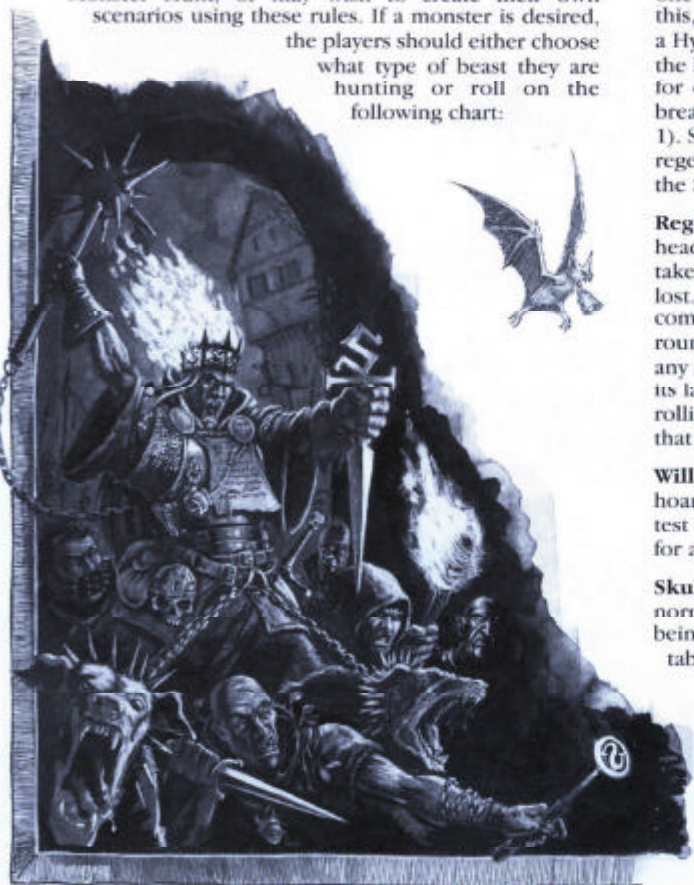
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Great beasts in Nordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer World. Even a small Dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world-famous Imperial Zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters

in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:



D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armor save 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop-shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).

Young Dragon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	5	5	6	4	7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armor save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop-shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S5 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

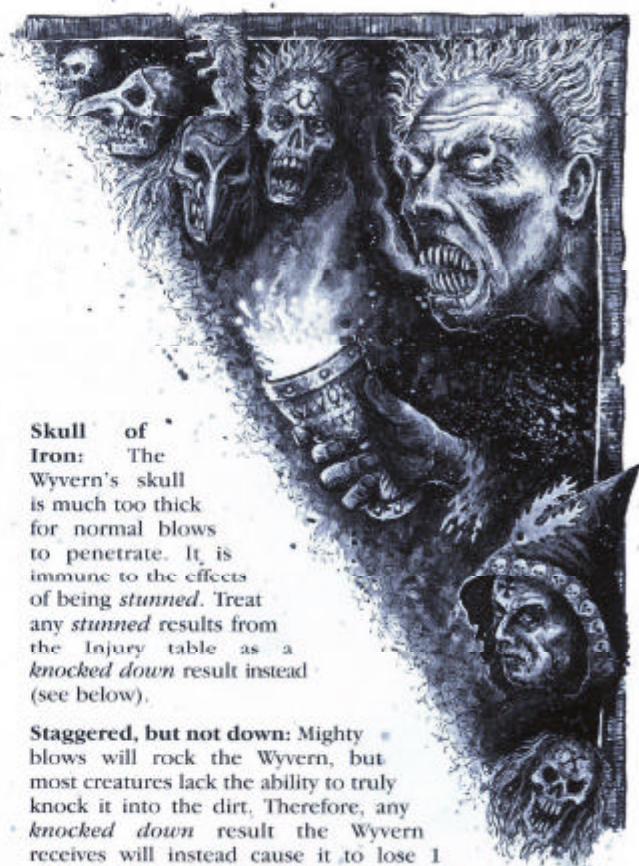
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armor save of 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a single D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the close combat phase (eg., it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.



Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armor as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armor as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt.

Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn).

Multiple *knocked down* results will cause it to lose multiple attacks in this way.



Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.



TERROR STALKS THE STREETS

New sightings of evil creatures that stalk the ruined streets of Mordheim

The evil creatures of the night known as Vampires are stalking the ruins. During dark, moonless nights, black coaches have been arriving at the gates of Mordheim carrying coffins. Strange men who hide in the shadows and crave human flesh

greet them before disappearing into Mordheim. It is alleged that they are followers of none other than Vlad von Carstein, Elector Count of Sylvania, who is said to be the first and most powerful of their kind.



SAVAGE PIT FIGHTERS COME TO MORDHEIM

Professional Pit Fighters from such settlements as Cutthroat's Haven and Black Pit are hiring their services out to warbands in the city. Their skills gained in the confines of the pits are ideal for fighting in the ruined

streets. Selling their services to the highest bidder, many a prospective client who couldn't outbid a rival has met his end at the hands of the warrior he so eagerly sought to employ.

MYSTERIOUS ELVES FROM AFAR ROUGH IT IN THE RUINS

Even though their numbers in the Old World are dwindling with every passing year, a few of this mysterious race can still be found in our settlements. It is rumored though that an Elven kingdom does exist somewhere in an ancient forest

in the Old World. Though they would normally shun a city as corrupt as Mordheim, a handful of the most adventurous rangers can be hired. Few can match their skill with the bow, so they are much sought after by warbands who can afford their considerable fee.



Witch Hunt

What better way to showcase the new Possessed warband for Mordheim than to pitch them against their most deadly enemies, the Witch Hunters. This game would be fought between two warbands who already had two games under their belts.

Game 1: Chance Encounter

This game was a bit of a disaster for the Possessed. The game started uncharacteristically with the Witch Hunters advancing forward and the Possessed standing back. When the Witch Hunters got close enough the Possessed charged them. This is where it went badly for Paul, as firstly Gheclann the Possessed was taken *out of action* by Tuomas Ulrecht and then the Warrior-Priest used *Soulfire* which easily dealt with the Blood Helms and Blood Horns. After losing these warriors the Possessed voluntarily routed.

After the game everybody made full recoveries and with the gold crowns earned the Witch Hunters hired an Ogre bodyguard and the Possessed hired a Warlock.



"I have a cunning plan!"

Game 2: Surprise Attack

Being the defenders, only the Warhounds, Warrior-Priest, and a single Witch Hunter started in the ruins. The game was shaped by John-Paul's poor dice rolls for his warband turning up. When his models did start arriving they appeared on the table side furthest away from the fight. After what he did in the first game, Paul decided that the Warrior-Priest must die. The Warlock targeted him with his spell *Silver Arrows of Abra* and on turn two managed to take him out, hoping that he would die after the game's end. When all was said and done everything went poorly for John-Paul. The Witch Hunters spent their time running away from the Possessed and were finally caught by the Magister using his *Wings of Darkness*.



"Mmm, where shall this one hide."

The Magister managed to single handedly take Verner Brenner *out of action* and *knocked down* Tuomas Ulrecht. Unsurprisingly the Witch Hunters routed. After the game the only injury was Verner Brenner getting a hand wound. The experience gained was just enough to give increases to most of the warband members, setting them up nicely for their next adventure. With the money earned, John-Paul hired a Trollslayer and a Pit Fighter while Paul added a Beastman to his Blood Horns.

Game 3: Occupy

With a win apiece the third game was set up perfectly for a titanic battle. The fact that the scenario would be Occupy meant that both warbands would have to fight to the end as neither side would need to take Rout tests.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul of Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

The Possessed



Paul Sawyer

RAAAAGH! With a couple of games under my ever-straining belt the scene was set for an epic clash of the old adversaries, the zealous Witch Hunters and the corrupt cultists of the Possessed. Not content with a simple skirmish between the two warbands, we managed to roll up 'Occupy' and therefore no Rout tests would be required. This would be a bloody encounter indeed!

As far as tactics went, I intended to use a refused flank tactic and hit John-Paul hard on one side, hopefully leaving his other flank high and dry. In addition to this, I intended to destroy his Warrior-Priest who has the capacity to cause untold damage to the Possessed with his vile spell. *Soulfire* – he has to die! The only other ace I have up my sleeve is my Warlock Merritt Ragefast who will cast doom onto the hapless Sigmarites from the tower in the center of the ruins – an excellent vantage point for the battle.

That was the plan anyway. Lets see how it went in practice...

The Witch Hunters



John-Paul
Brisigotti

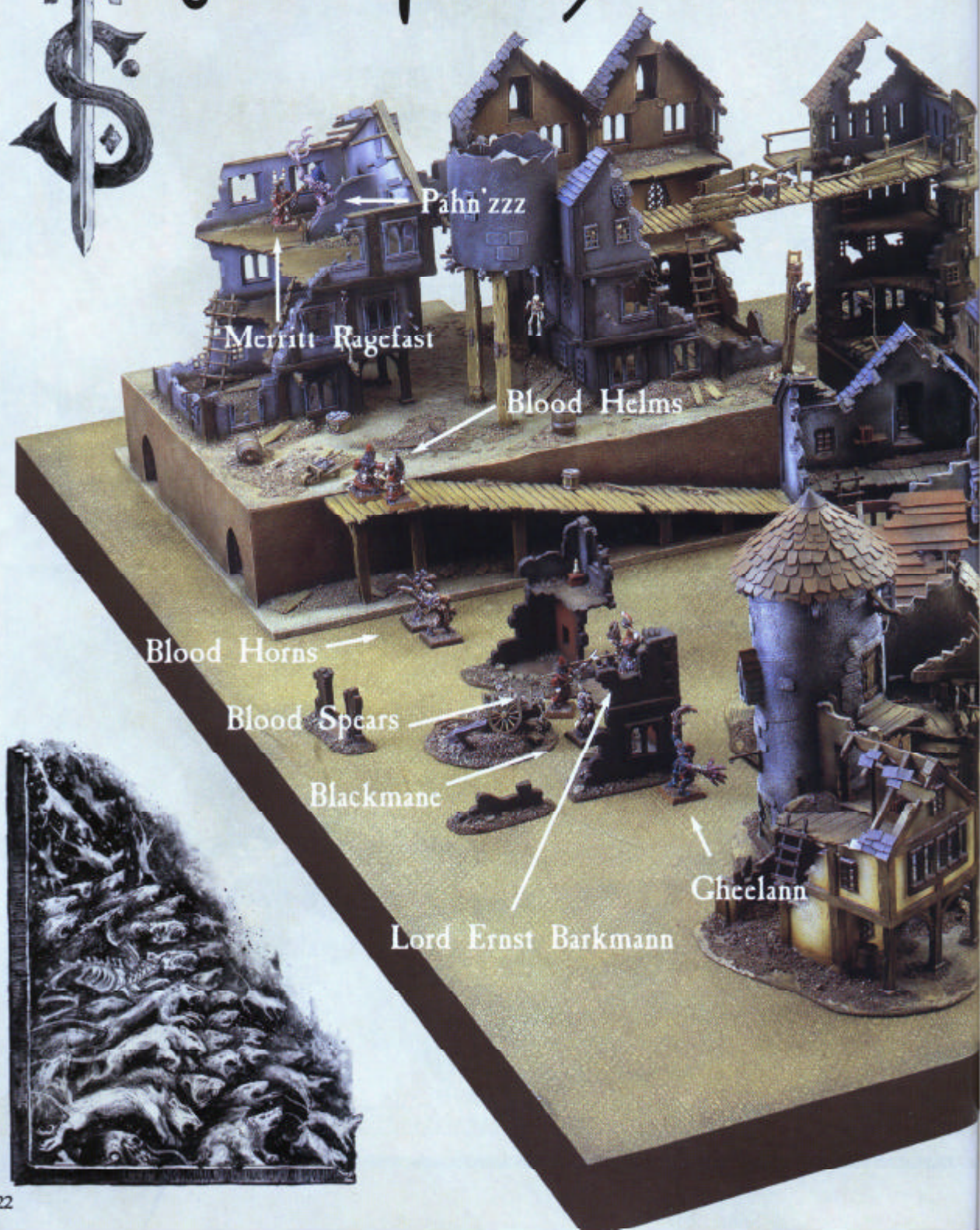
My two initial forays against the servants of Chaos had allowed me to prepare well for the main event. Having been blessed by Sigmar, my financial status was buoyant and my warband had suffered few casualties leaving me able to recruit some Hired Swords for the final showdown and bring my warband to a fifteen strong group.

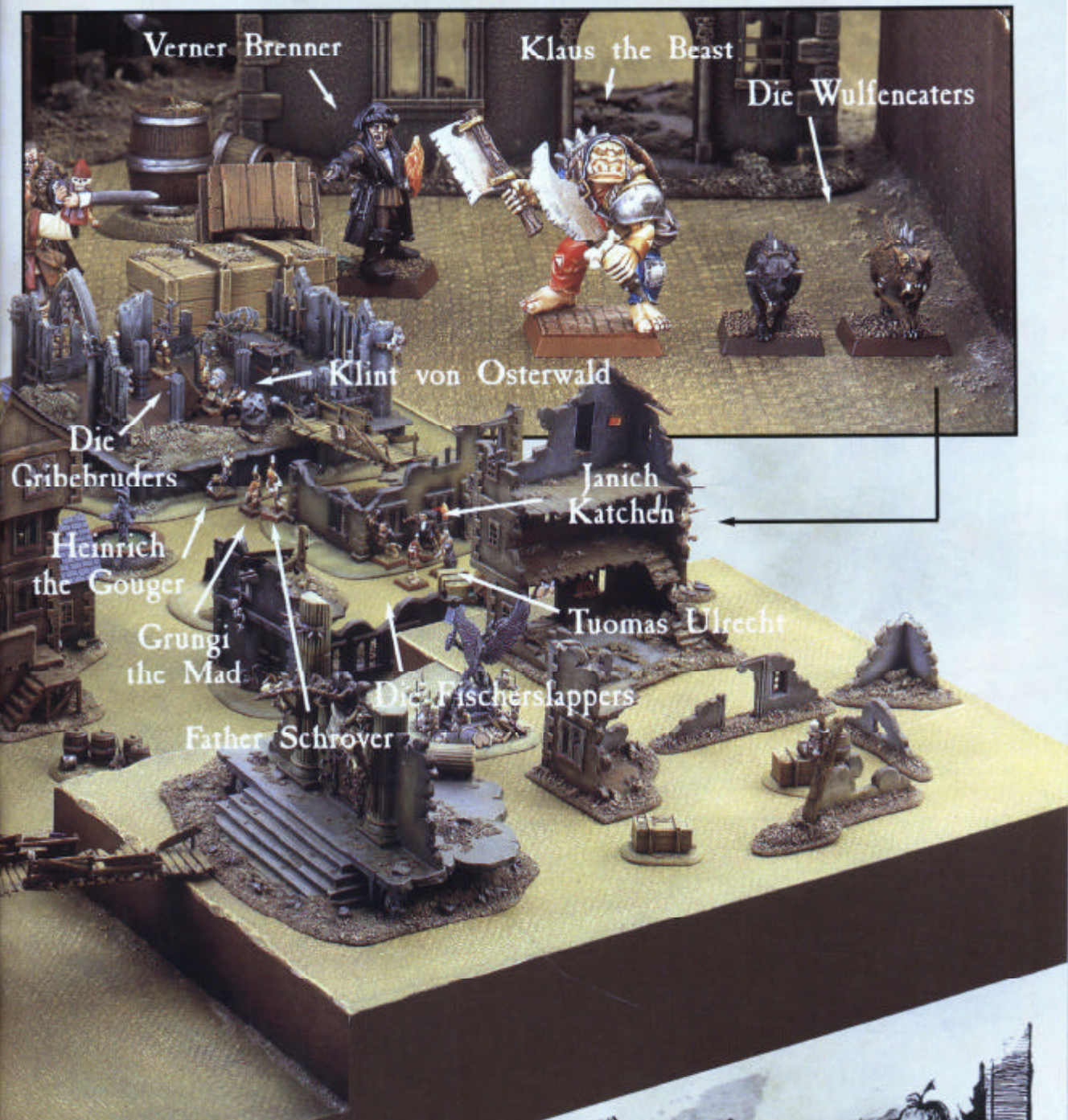
Despite knowing I was on the side of truth and justice, I still felt compelled to contrive a battle plan of some sort. Knowing my enemy and having bloodied their noses already I was determined to use my numerical advantage to best effect. Unfortunately, Sigmar was testing me that day and decided to allow a stray Ogre bodyguard to join the Chaos host, evening up the odds a little. Still convinced I was on a mission from Sigmar I set about to overwhelm the enemy and use Father Schrover and his *Soulfire* spell to best effect. Well that was the plan.





Deployment





Possessed Turn 1

Winning the dice roll for the first turn meant Paul would have to move the Possessed first, but before he could do this he had to roll the dice to see if a Random Encounter would occur. On the very first roll of the game Paul rolled a 1. Anxiously looking on, both players watched to see which Random Encounter would happen. Paul promptly rolled another two 1's meaning that an Ogre bodyguard appeared down the street offering his services to the Possessed.

Gheelann and Merritt Ragefast sneak through the ruins.



The Blood Spears and Blood Horns move down the center street.



Buoyed up by getting an extra model for his warband, Paul moved the Possessed forward as fast as possible to close the distance between them and the followers of Sigmar. On their left flank, Merritt Ragefast the Warlock closely followed the Possessed

An Ogre bodyguard appears down the street to offer his services.



Gheelann across the bridge towards one of the objective buildings. The rest of the Cabal advanced through the ruined center street towards the Witch Hunters.

Spotting the Witch Hunters in the ruins, the Warlock attempted to unleash the *Silver Arrows of Arba* against them. He passed the Difficulty test but the Witch Hunters were just out of range.

The Witch Hunters charge at their sworn enemies.



Witch Hunters Turn 1

Seeing the vile Possessed moving towards him, John-Paul sent the Witch Hunters venturing forward into the ruins. On their right flank the fanatical Flagellants accompanied Father Schrover the Warrior-Priest. The Ogre, Klaus the Beast, and the two Warhounds ran forward and took cover by the wall of the ruined central building. The Witch Hunter Captain, Klint von Osterwald, moved forward so that he could find a firing position from which he could rain bolts down on the enemy. The rest of the warband advanced steadily.

With all the Witch Hunters armed with missile weapons having ran, none of John-Paul's warband could shoot.

The Cabal of the Scarred Pit
close in on the Witch Hunters.



Merritt Ragefast climbs to
the top of a ruined tower.



position to charge anything entering the ground floor next turn. Looking for a better position to unleash his magic from, Paul climbed Merritt Ragefast to the top of the ruined tower, from where he could see the entirety of the tabletop.

In the shooting phase, Lord Ernst Barkmann the Magister cast his *Wings of Darkness* spell and hurtled across the ruins just behind his warband. With a clear line of sight to a Warhound the Warlock attempted to cast his spell but failed the Difficulty test required to do so.

Witch Hunter Turn 2

Not wanting to get charged, John-Paul moved the Witch Hunters more cautiously towards the Possessed. The Ogre and Warhounds edged forward. Although they were in charge range at the start of the turn, John Paul didn't want to charge them into the center of the enemy's line as it meant they would get outnumbered in the following Possessed turn. Still looking for a good firing angle, the Witch Hunter Captain took up position behind the fountain, from where he had line of sight to any enemy models moving around the ruined buildings in the center. The Flagellants and Warrior-Priest continued their move on the right in an attempt to outflank their enemies while the rest of the warband moved around the ruined building on the left.

Again there was no shooting as the Witch Hunter Captain had moved and nothing else had line of sight.

The Witch Hunters use all available cover
in their advance towards the Possessed.



Possessed Turn 3

Seeing that he had been presented with the ideal opportunity to kill the accursed Warrior-Priest, Paul sent Pahn'zzz, Gheelann, and the Blood Helms towards the isolated Warrior-Priest and Flagellants. The Blood Spears moved to the front of the warband ready to receive any charge that the Witch Hunters might throw at them.

With a clear line of sight to the Troll Slayer, Merritt Ragefast prepared to cast the *Silver Arrows of Arba*. Passing the Difficulty test he unleashed five of the deadly missiles but the Dwarf was just too tough and didn't take a single wound.

Witch Hunters Turn 3

John-Paul decided that it was charge or be charged so two of the Flagellants declared a charge against Gheelann the Possessed. With no line of sight to the monstrous creature they would have to take an Initiative test. Needing to roll a 3 or under John-Paul rolled a 4 and 5 leaving them in a dangerous position just in front of the Possessed. In a risky move to stop Gheelann and the Blood Helms from charging them next turn, John-Paul moved the Warrior-Priest forward. If he could just cast his deadly spell *Soulfire* he could kill the huge Possessed and stop them from being charged by the deadly creature. The Warhounds moved right under the noses of the enemy to support the Warrior-Priest. On the right flank the Witch Hunters Tuomas Ulrecht and Janich Katchen moved into a position where they could shoot the Beastmen with their pistols. The rest of the warband moved up to support them.

In the shooting phase, the two Witch Hunters fired their pistols at the Beastman Hero, wounding him. The Witch Hunter Captain took a shot at the Warlock high up but failed to hit. It was now time for the Warrior-Priest, Father Schrover to cast *Soulfire* but he failed the Difficulty test. The Witch Hunters on this flank were now in a bad position to say the least as they would have to face the charge of Pahn'zzz and the Blood Helms in the next Possessed turn.

From his commanding position Merritt Ragefast spots the Dwarf Troll Slayer.



Possessed Turn 4

After the Flagellants' failed the charge and the Warrior-Priest's failure to cast *Soulfire*, Pahn'zzz and the Blood Helms were now in a position to charge. To rid himself of the Warrior-Priest and his dangerous spell Paul charged Pahn'zzz into him while the Blood Helms charged a Flagellant and a

Gheclann and the Blood Horns charge into the followers of Sigmar.



The Blood Spears and Ogre bodyguard move up in support.



Warhound. The Ogre also attempted to charge in but was just out of range. The Blood Spears moved toward this fight so that they would be in a position to charge next turn. The rest of the warband held their position.

From his vantage point the Warlock could just see the Witch Hunter Captain but only managed one hit which failed to wound him.

The first hand-to-hand combat started well for the Possessed as Pahn'zzz managed to hit and wound the Warrior-Priest three times but only managed to knock the holy man down. Paul had managed to roll three 1's for injury meaning that the Warrior-Priest would stand up at the beginning of the Witch Hunters next turn. The Blood Mace did a bit better against the Warhound managing to stun his opponent. The other Blood Mace fighting the Flagellant only managed to knock down his opponent. Although none of the Witch Hunter members could strike back, two of them would stand up at the beginning of their turn.

Witch Hunter Turn 4

The Possessed warband's charge had not been that effective and it was now time for the Witch Hunters to strike back. The fearless Flagellants and Warhound charged the hulking Possessed and Blood Helms. Passing their Fear tests the Witch Hunter Verner Brenner and the Pit Fighter charged the Ogre, in an attempt to stop him from reaching the fight between the Flagellants and the Possessed.

Father Schrover once again attempted to cast *Soulfire*. Passing the Difficulty test, the spell was cast. The Blood Helms and the Possessed were all hit by the spell taking a wound each. Both Blood Helms were *knocked down* and the Possessed was left with a single wound.

The Warhound attacked the Blood Helm who was *knocked down* by the spell but just could not wound him. The Flagellants though made no mistakes and put both Blood Helms *out of action*. In the combat with the Possessed Pahn'zzz, the Flagellant managed to *stun* the inhuman beast. Defenseless and on the ground he was easily taken *out of action* by Father Schrover. The fight between the Witch Hunter, Pit Fighter, and Ogre ended in a stalemate with the Ogre suffering a single wound.

The two hated enemies face off against each other.





The Blood Spears charge into the fray.

Possessed Turn 5

It was now time for the rest of the Cabal to charge in. The Blood Spears charged the Warhounds, Flagellants, and Warrior-Priest but Gheelann the Possessed stayed where he was (Paul actually forgot to move him!). The Beastman Hero charged the Ogre and the Blood Horns charged the weak Zealot and the Dwarf Troll Slayer.

Whispering oaths to the Shadowlord, Paul cast *Wings of Darkness* with the Magister who charged into Janich Katchen the Witch Hunter. The Warlock cast *Silver Arrows of Arba* at Tuomas Ulrecht taking him out of action.

The Magister hit Janich Katchen, who failed to parry and was *knocked down*. The Blood Spears did well against their opponents, knocking the Warhound down, *stunning* the Warrior-Priest and taking a Flagellant *out of action*. Blackmane the Beastman Hero caused a single wound on the Ogre Klaus and the Blood Horns *stunned* the Zealot and Troll Slayer. The Dwarf was just too hard to kill. The Possessed's Ogre didn't fair as well and was *stunned* by the combined efforts of the Witch Hunter and the Pit Fighter. Apart from this victory it had been a bad turn for the Witch Hunters.



A bitter struggle to the death erupts between the two warhounds.

Witch Hunter Turn 5

Needing to swing the battle back in their favor, the unengaged Flagellant and Warhound charged the Blood Spears. Ignoring the *stunned* Ogre, the Pit Fighter charged a Beastman from the Blood Horns. The only other movement this turn was the Witch Hunter Captain who advanced looking for a better firing position.

The Blood Spear fighting the Warhounds managed to take one of them *out of action* before being *stunned* by the other. The other two Blood Spears took a single Flagellant *out of action*. The Possessed warband's Ogre was finally taken *out of action* by the Witch Hunter, Verner Brenner. The Blood Horns *stunned* the Zealot whilst avoiding the attentions of the Pit fighter. Once again the Dwarf Troll Slayer proved too tough to take *out of action*. With savage ferocity Blackmane the Beastman Hero caused two wounds

The Blood Spear is unable to put an end to the Warrior-Priest.



on the Ogre, knocking him down. The Possessed Magister didn't fair very well though, missing with all of his attacks before being taken *out of action* by Janich Katchen. John-Paul managed to roll three 5's on the Injury table, well and truly putting an end to the Magister.

Possessed Turn 6

Both warbands had suffered horrendous casualties and the game could still go either way. Gheclann finally charged in, attacking the last Warhound. The second Blood Horn charged the Witch Hunter Tuomas Ulrecht who had just taken out the Magister, Lord Ernst Barkmann.

Standing in the open, Verner Brenner was wounded four times by the *Silver Arrows of Arba* cast by Merritt Ragefast, putting him *out of action*.

The struggle in hand-to-hand combat raged on. The fights between Gheclann and the Warhound, and the last Flagellant and Blood Spear both ended in a draw with neither side inflicting any Wounds. The Blood Spear couldn't wound the *knocked down* Warrior-Priest who survived for another turn. Blackmane the Beastman Hero easily took out the *stunned* Ogre. The Blood Horns enjoyed mixed fortunes, one *knocked down* the Witch Hunter Janich Katchen but the other was *stunned* by the attacking Zealot and Pit fighter.

The Warrior-Priest survives yet again.



The last Blood Horn dispatches two opponents in hand-to-hand combat.

Witch Hunter Turn 6

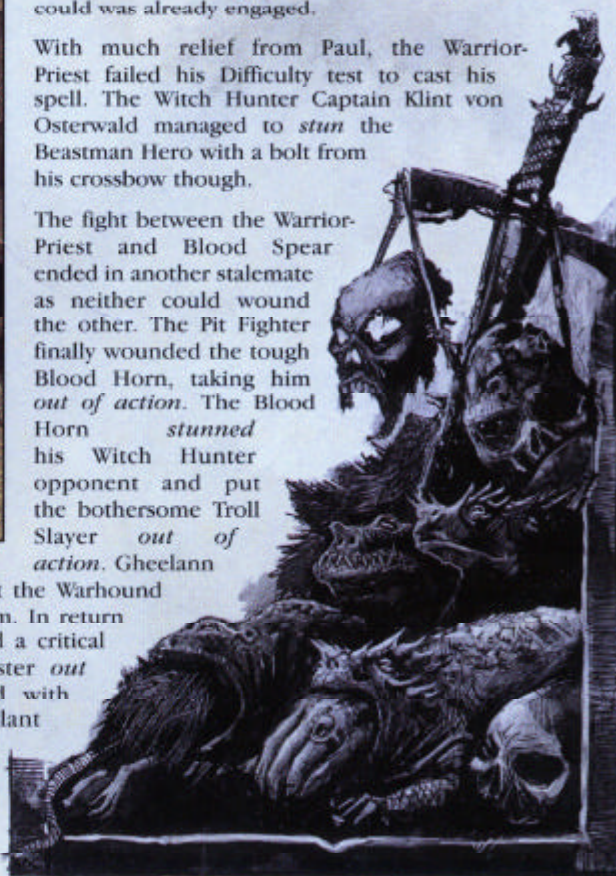
There were no charges this turn as everyone who could was already engaged.

With much relief from Paul, the Warrior-Priest failed his Difficulty test to cast his spell. The Witch Hunter Captain Klint von Osterwald managed to *stun* the Beastman Hero with a bolt from his crossbow though.

The fight between the Warrior-Priest and Blood Spear ended in another stalemate as neither could wound the other. The Pit Fighter finally wounded the tough Blood Horn, taking him *out of action*. The Blood Horn *stunned* his Witch Hunter opponent and put the bothersome Troll Slayer *out of action*. Gheclann

the Possessed managed to hit the Warhound twice but couldn't wound him. In return though the Warhound caused a critical wound and took the monster *out of action*. The turn ended with the last remaining Flagellant *knocking down* his Blood Spear opponent.

The Zealot amuses himself alone in the ruins.





Klint von Osterwald the Witch Hunter Captain charges the stunned Blackmane...

...and puts him out of his misery.



Possessed Turn 7

All those who could climbed back onto their feet. Both sides had suffered horrendous casualties but it was still very close. The Warlock could just get line of sight to the Witch Hunter Captain Klint von Osterwald but could only hit him twice causing no wounds.

In hand-to-hand combat the Blood Horn *stunned* Janich Katchen.

The Beastman Hero was knocked senseless by the Pit Fighter though and lay *stunned* on the floor.

The Blood Spears couldn't wound their opponents.



Witch Hunter Turn 7

The Zealot staggered into the ruins of a building to avoid the combat raging outside. John-Paul decided to go on the offensive. The Witch Hunter Captain charged the *stunned* Beastman Hero while the Pit Fighter charged the Blood Horn. The two Blood Spears were charged by the Warhound and Flagellant.

The Flagellant wounded and *stunned* one Blood Spear but the Warhound couldn't harm the other. The Witch Hunter Captain put the Beastman Hero *out of action*. The Pit Fighter pathetically failed to hit with any of his attacks and to add insult to injury was taken *out of action* in return.



Possessed Turn 8

Seeing that the Zealot was trying to sneak away from the fight, Paul charged him with the last Blood Horn, leaving the *knocked down* Janich Katchen.

The Warlock, after making a dash across the parapet in an attempt to take control of the next building, again managed to cast his spell at the Witch Hunter Captain. This time he managed to wound his hated enemy but he only *stunned* him.

The Warhound and Flagellant were victorious as they managed to take their opponent *out of action* between them. The Blood Spear fighting the Warrior-Priest once again managed to wound him but still couldn't finish him off. The fight between the Blood Horn and Zealot ended in stalemate as neither side could hit the other.

Surely the Warrior-Priest is blessed by Sigmar as he survives to the end.



Witch Hunter Turn 8

It was now or never. To win the game John-Paul had to get his warband to occupy as many of the objective buildings as possible. Janich Katchen stood up and immediately moved into the nearest building. The last Flagellant climbed up into the tall tower.

There was only one fight to resolve. Neither the Zealot or the Blood Horn could hit each other, and with that the game ended. The Witch Hunters occupied three of the four buildings so John-Paul was the winner!



The Aftermath

Carnage!



Paul Sawyer

That was one of the bloodiest games in the ruins of Mordheim I've had the pleasure to play in. Admittedly, the scenario dismissing the need for those girly Rout tests had a lot to do with it but nonetheless there was blood on the streets!

So how did it go for the insidious forces of darkness? Well, it all started so very well with the use of Random Encounters leading to the fortuitous acquisition of a wandering Ogre mercenary (the look on John-Paul's face...). This made a big difference as John-Paul had the edge with his three Hired Swords and the Ogre helped redress the balance.

'Occupy' is a tricky but predictable scenario as both warbands tend to gain possession of a house each and then meet in the middle for the right to the others. This game was no different after the first couple of turns posturing and maneuvering.

I don't think I'd change all that much as I'm quite pleased with the way my warband performed. The only real downer were the Possessed themselves who let themselves down so badly in an area they usually excel at - close combat. Still, they are relatively inexperienced and with the experience of a few more battles they should pick up a skill or two and pose some serious problems for any opponent.

The other area of concern was over the Warlock, Merritt Ragefast. This is an odd thing to complain about as he did untold damage to the misguided Templars of that weak fool, Sigmar. No, the blame lies solely with me. As the slaughter continued unabated on the cobbled streets of Mordheim, I lost track of which turn we were on and left it too late for the Warlock to peg it across the gantry and into the next building - thus denying me a prospective building - doh!



"Hurry John-Paul, it's time for my tea."

Ordinarily, with the growing list of casualties the thought of a voluntary rout might have crossed my mind but with the Cabal facing their most hated enemies, the Witch Hunters, I just couldn't face the thought and would battle to the end in the service of the Shadowlord!

Once the dust had settled and we had time to lick our wounds, the full impact of such a bloody encounter became clear.

- Both of the Blood Helms had been purged by the righteous Witch Hunters.

- A Beastman of the Blood Horns hadn't made it back to the warband's hideout and was last seen being bludgeoned to the floor in a surprise attack from the mercenary Pit Fighter.

- Continuing with their poor showing during this battle, both of the Possessed picked up debilitating injuries; Gheelann would carry his old battle wound into coming fracas and Pahn'zzz's leg was badly lacerated and would only be able to move at the same speed as the Brethren.

- Only one member of the Cabal of the Scarred Pit came away with anything positive from the confrontation; Blackmane, my Beastman Hero would be more deadly when fighting in houses as he acquired the *Pit Fighter* skill (+1WS and +1A in houses).

Luckily, despite the casualties, I managed to find an extra shard of wyrdstone through exploration and also picked up three from trading. So with the sale of all of these, I could afford to replace the dead Beastman henchman and will still be able to field a dangerous warband in my next game.

Until then I will bide my time and wait for those pious weaklings of Sigmar to lower their guard... Then they will feel the wrath of the Cabal of the Scarred Pit!

Sigmar be Praised

Truly one of the bloodiest battles this wretched city has ever seen. Out of an initial 28 men who entered the arena, only eight were left standing.

Having picked the 'Occupy' scenario it was evident from the start that it was going to be bloody, as both warbands did not

John-Paul Brisigotti

have to test to rout. Despite having two more men, the six models Paul had with more than one wound really had me worried, as these guys can really take a beating and still fight back.

After the obvious initial moves towards the two buildings neither of us had attempted to engage each other in hand-to-hand combat. The cowardly servants of Chaos were skulking in the ruins, obviously worried about the might of Sigmar. Believing I was blessed, I pushed the issue and leaped into action sending the entire band forward. Much to my surprise, the servants of Chaos fled on one flank and attacked the vulnerable Father Schrover and his warhounds. Obviously the *Soulfire* had left its mark from our earlier encounters and they feared the cleansing flame.

After several bloody rounds, Paul's Warlock finally woke up causing me no end of problems, as he managed to blast two Witch Hunters into unconsciousness from his protective nest at the top of the ruined tower.

In all, I think the Witch Hunters performed heroically and even a couple of the unfaithful Hired Swords did well. Grungi the Mad had obviously been drinking excessively before the battle, making his aid in the battle less than admirable. Witch Hunters really have the edge, with troops like Flagellants who can take a hit as well as dish out some serious damage. Warhounds proved a good addition and, despite not being able to improve, are great in the early stages of your warband's rise to fame. Despite the obvious

vulnerability of Father Schrover, the fear his prayers caused to the Chaos host was worth it as they expended unnecessary energy trying to remove him from the field of battle. Obviously Sigmar had other ideas. In all it really did come down to sticking with it and not fearing the fear-causing Possessed. Battles such as these become part of the teachings of the faithful, as Chaos once again was forced to bow to the one true god. Definitely the best game of Mordheim I have ever had. I am sure this is not over.

Even with ten men out at the end of the battle, all my Heroes survived with only a minor inconvenience as one of the Witch Hunters was robbed whilst lying unconscious on the battlefield. Such godless people are numerous in the ruins of Mordheim.

Several of my loyal followers went to a better place, with two Flagellants and a warhound succumbing to their injuries. Blessed are those who give themselves to defeat Chaos.



Paul tries to distract John-Paul with a performance of the chicken dance.

Even with these losses we still found five shards of wyrdstone as well as a Mordheim map and some prisoners, one of which became a new Flagellant for the righteous. After re-equipping my Witch Hunter and recruiting another Flagellant, I kept both Klaus the Beast and Heinrich the Gouger as worthy additions to 'The Unforgiving'.

**ASSISTANT
Required**

For menial tasks
including digging

Must be willing to work the

Night Shift

Apply to
Cedric the Scholar
at the ruined

Library Vault

**PROBLEMS
SOLVED IN ONE BLOW**



• Fee dependant on job •

**CONTACT
Jarak Blackblade**

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FINE LANCE

Finest Bretonnian Lance hand
crafted in Brionne from
finest wood from the forest
of Arden.

Contact Jacques at the
Inn of the Red Moon.

**BLACK ARROW
Marksman of the
highest quality.**



'One shot - one kill'
Lodged at the
Red Wolf tavern.

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Johann's Emporium has
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sale or trade.

Hochland long rifle, small
damaged iron kettle, double-
handed sword, Elf boots, fine
silk shirt, spear, Dwarf axe,
salmon, anvil, jewelled sword,
unlucky charm, buckler, and
rusty rake.

Why not call in at ye olde
gate keeper's cottage?

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PIT FIGHTER

Expert at close quarters

**Services to the
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Apply at the
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NOTICE**

Hangings

This month's attractions:

Mandred the Jester for
Witchcraft most foul.

Helger Ridebek for blasphemy.

Max Reinholdt for horse theft.

Christopher Sachs for the theft
of the Tears of Shallya.

To take place on
the ninth day of Festag

**The Work of
PICO
GIACOMETTI
War Artist Extraordinaire**

Will be on show at the
Griffon Gate market
on the
Fifth of Angestag

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**FINEST WINE
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Auction to be held on the
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LEGGED DOG**

Excellent sniffer dog
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10 Gold Crowns.

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precious daughter of
ye venerable
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**500
Gold Crowns**

**Expert
PHYSICIAN**

Arturo Burelli

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Veins bled, Boils lanced,
Amputations performed,
Mutations removed.

Reasonable Prices
Leeches supplied by the
great Hoffman

Try my new scientific
technique of scalding to drive
out fevers and ailments

OBITUARIES

Gerhard Wiess, drowned.

Eugene Bruhl, consumed by a
mutant snake.

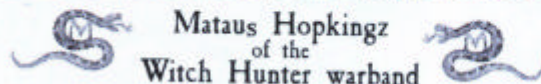
Pieter Gelder, killed by the
claws of a Possessed.

Ernst Franz, shot in the back
by an Elven arrow.

Lucas von Rubens, poisoned in
his sleep.

Karl Struddelhoffen, found
frozen to death.

Hans Simler, eaten by a squig.



Matus Hopkingz
of the
Witch Hunter warband
WARRIORS OF LIGHT

Needs men of Sigmar to join the war of righteous
fire upon the depraved ruins of Mordheim.

Come to Sigmar's Temple on
Sigmarzeit