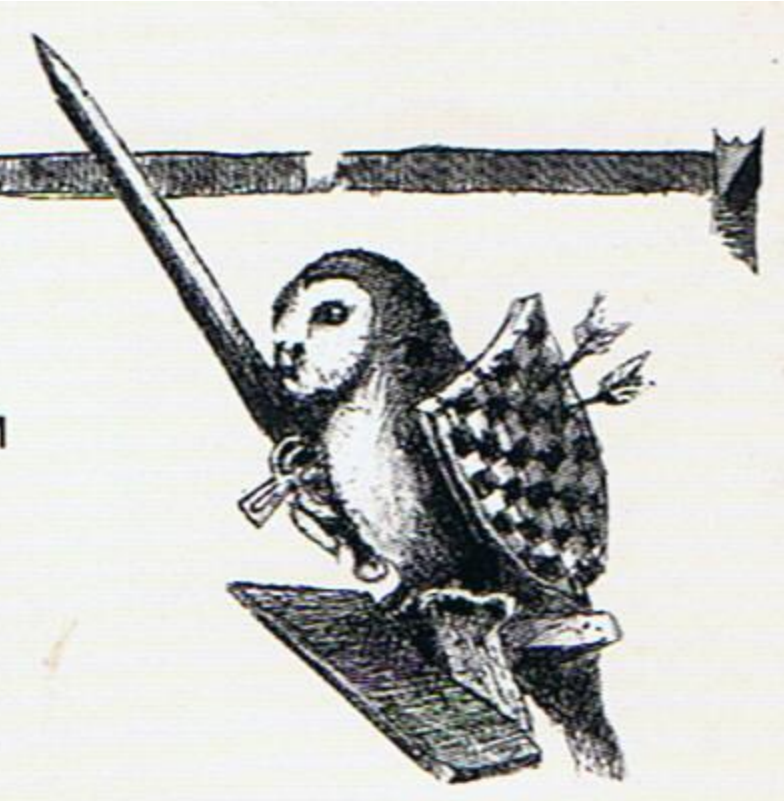


Issue 7

MORDHEIM™

Town Crier™



Published on the first Angestag of each Mannslieb.

Mordheim 4 Groats/UK £2.75/US \$4.99



HIDEOUS BEASTMEN SEEN IN THE RUINS.

That sell sword of much renown, Christian Ellegard has been leading many a party of naer-do-wells into the sewers beneath Mordheim. What treasures do they seek? Are they in league with the vile Ratmen that make these tunnels their home or do they battle them for the possession of greater secrets? The only way to discover is to join the Sewer Rats it seems.



Hideously malformed Beastmen have been spotted in the ruins, all are advised to avoid these devils at all costs.

Ye Olde Curiosity Shoppe owned by Nickel the Unreasonable has been opened in a run-down building in the remains of Weaselslaft Strasse in the northern quarter. Ye olde scallywag boasts that he can supply the best equipment of war to those willing to pay his prices.

Here
Within

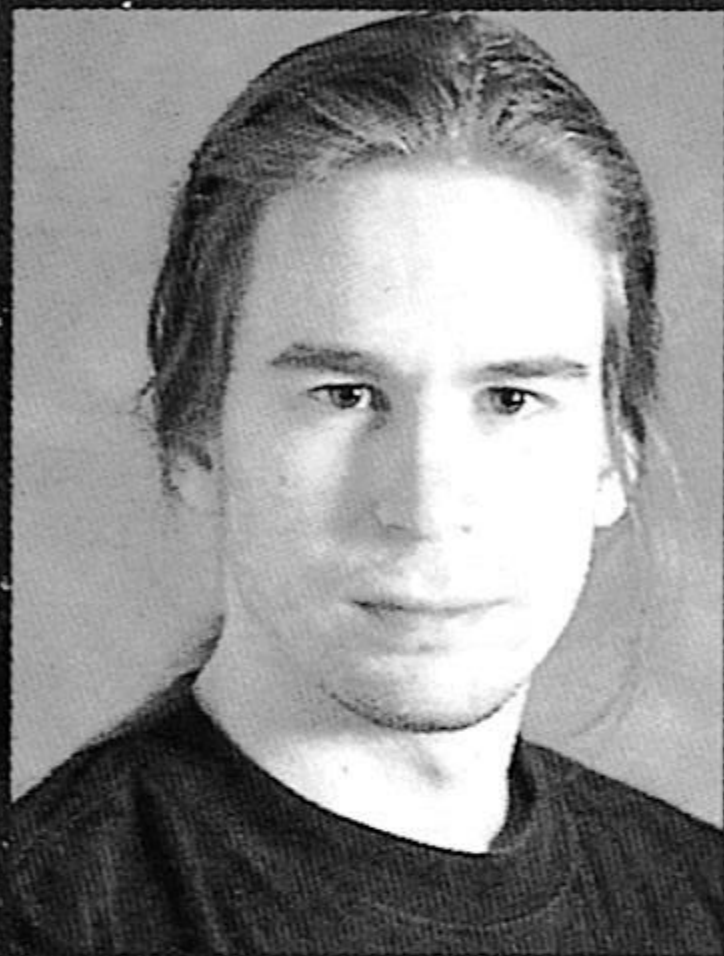


Ye Olde Curiosity Shoppe sells anything the Warband leader requires.

Is it unsurprising to find mutant Beastmen in the City of the Damned?

That renowned sell sword Christian Ellegard explains the vagaries of sewer fighting.

See what is available on the growing Black Market.



The Editor Speaks

cowardly players whose only mission in Mordheim is to run away as quickly as possible. You all have my blessing for using them.

Greetings once more, be you the servant of the great Elector Count Vlad von Carstein, or follower of the Shadowlord. As you can see the Town Cryer has relocated it's headquarters after a heated argument with the Bùrgheomeister Paulus the Fat. Fear not, though, the same excellence of quality which you are accustomed to is now guaranteed by our loyal scribe Stephanus of Harburgh.

I have received dismaying reports of Mordheim games where one side only plays to Voluntarily Rout in the earliest possible opportunity. Such cowards most often end up with one of Johann's knives sticking out of their backs, or be they the verminous Skaven, will receive a visit from dreaded Veskit, to show them that the City of the Damned is no place for those who are unwilling to fight for their Wyrdstone.

Perhaps the following chart can be helpful if your campaign is deteriorating because of

Warriors in warband	Warriors out of action
3-6	2
7-8	3
9-11	4
12-14	5
15-18	6
19+	7

If such cowards still persist, perhaps your campaign should not allow them to search on the exploration chart if they rout voluntarily within first 4 turns. I personally prefer sending any of my minions who show such cowardice to meet Lord von Carstein, who is quite capable of persuading such weaklings to amend their ways.

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Nickel the Unreasonable introduces wily adventurers to the indispensable wares of his shop, offering equipment and skills to the needy.

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Christian Ellegaard shows how it's possible to fight the Skaven in the sewers on their own terms and still come out alive!

SCOURGE & PURGE 24

A rogue Daemonologist threatens to bring malevolent Daemons into corporeal existence to threaten roving bands of Witch Hunters in this cracking scenario.

MORDHEIM BY NIGHT 30

The Old World's foremost travel agency advise on the hotspots and the not-so-hot-spots of the Empire's most renowned den of scum and villainy.

BEASTMEN RAIDERS 40

That Pirinen chap brings brutish Beastmen howling into the City of the Damned. Be prepared to pile the skulls of the Man-things at your Herdstone.

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The incredible talents of Karl Kopinski and Gordon Rennie combine to bring you the first in what will become our regular Mordheim comic strip.

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The Mail Order Trolls have recruited some of the fiercest Beastmen to serve in your Warbands.

Fanatic Press is the Black Library's on-going support for Game's Workshops other game systems. Even though White Dwarf may not be covering it, we know you still play it! So, in conjunction with the Citadel Journal, Fanatic Press will be bringing you irregular magazines for all our game systems. Just like the Journal, they're written by gamers for gamers.

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Warwick Kinrade
& Darius Hinks

Product Code: 60241199001

Hear Me! Hear Me!
Scribes of all persuasions sought for the

Town Cryer

Town Cryer is written for fanatical GW gamers by fanatical GW gamers. You (yes, YOU!) make Town Cryer the brilliant, unparalleled hobby magazine that it is – a forum for every collector, painter, modeller and Warband Leader.

If you would like a full list of writers' guides, send a self-addressed envelope to the address that follows.

1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. Town Cryer isn't about theory, it's about what's really happening in the Games Workshop hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys.

- **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

- **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

- **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

- **This point is so important we'll write it again!** We want REAL hobby material from REAL hobbyists! This is your mag!

2. Decide what article you want to write

For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. Town cryer is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

- An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into Town cryer is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Fanatic Press Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

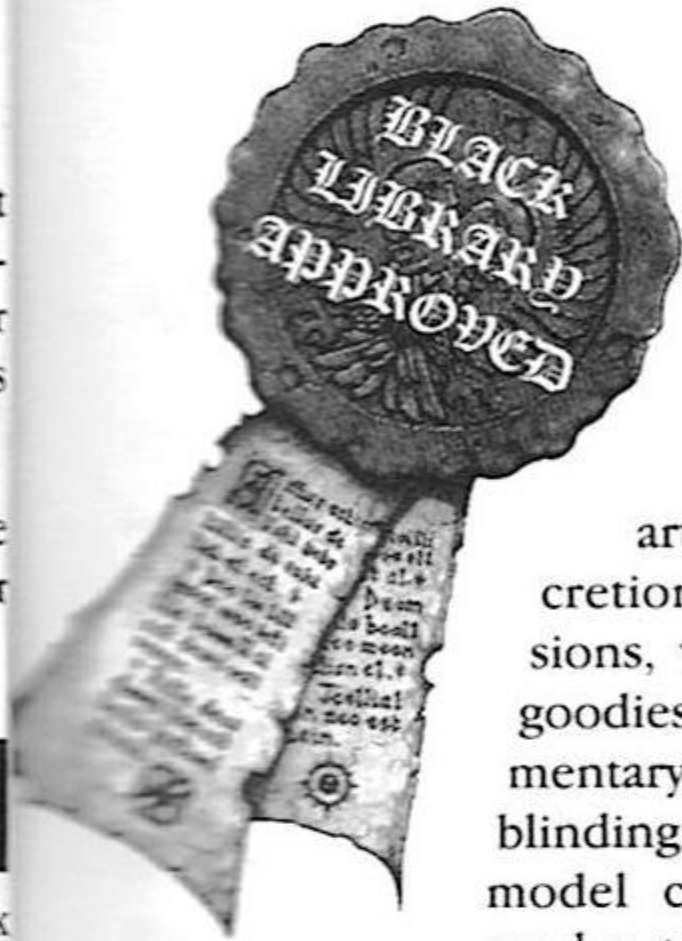
Send your ideas to: Fanatic Press Bunker,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

Or, if you're on the Internet,
why not E-mail to us at:

journal@games-workshop.co.uk

Please title any submission 'Town cryer Submission'

6. See your name in lights!



Town cryer is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of Town cryer featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or what-ever... we'll send out one of these very prestigious Black Library Approved Certificates to the most able scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



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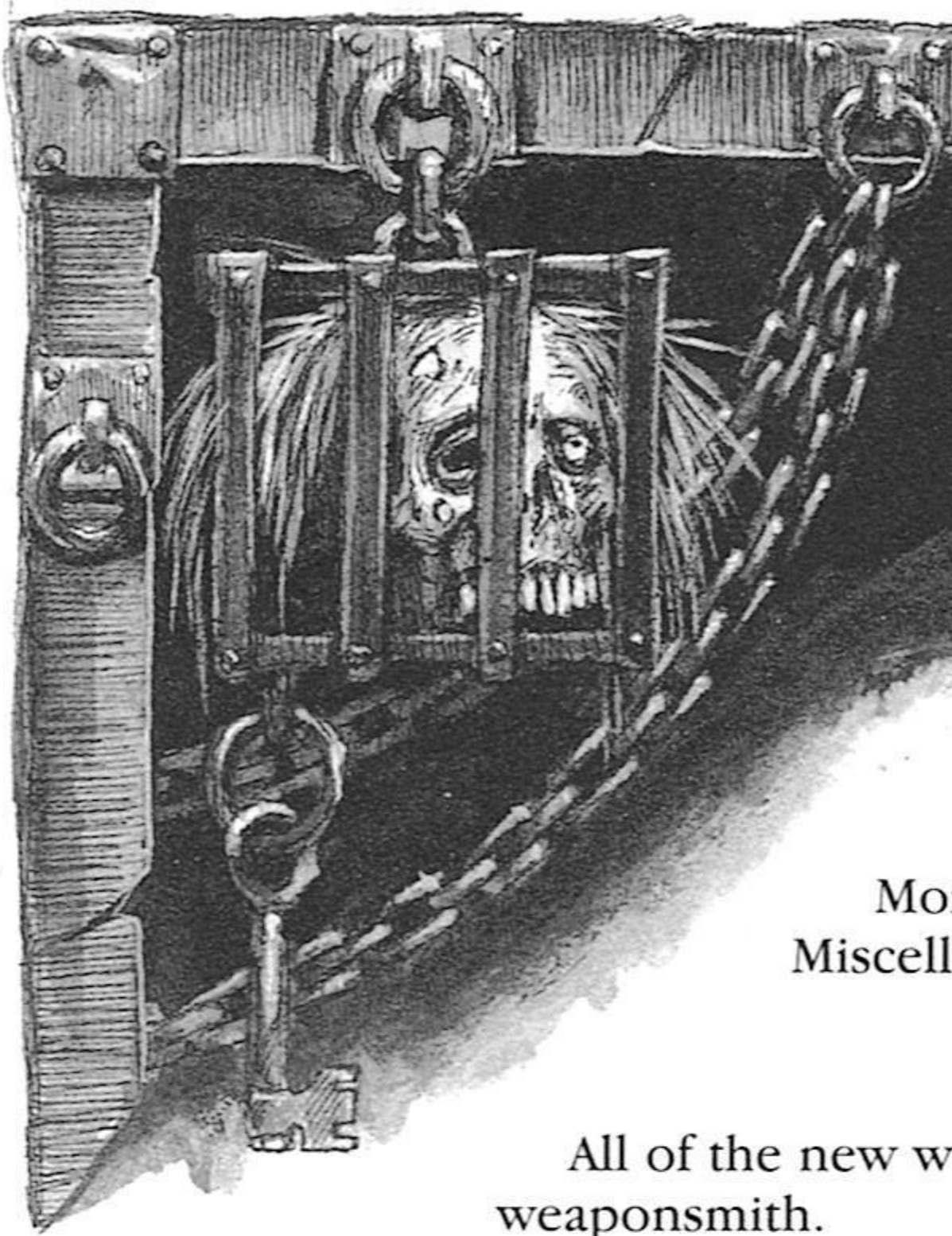
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Signed by:



De Olde Curiosity Shoppe

Equipment List

There follows a list of equipment for use in the ruins of Mordheim. It is broken down into Weapons, Armour and Miscellaneous Equipment.

WEAPONS

All of the new weapons are uncommon specialist items wrought by a master weaponsmith.

They are not available to starting warbands and can only be used by heroes with the combat skill *Weapons Training*.



Rapier



The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range: Close combat; **Strength:** As user -1; **Special Rules:** Parry, Barrage

SPECIAL RULES

Parry: Like all swords, you may use a rapier to parry in hand-to-hand combat. When your opponent scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent has time to react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardest of foes. A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a '6' to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

'Greetings travellers, come and closer step into the light of the fire where I can see you. Ah yes, that's better, my eyes aren't what they used to be you know. There was once a time when I could shoot a bead of sweat off a man's brow and not draw blood. Ah, halcyon days...'

'My name? Most call me Nickel if that suits you. I am but a simple shopkeeper and a simple name seems to fit. So what may I do for you eh... 'gentlemen'?'

'Supplies? Why of course. I have the very best. If you have the coin...'

'I wouldn't do that if I were you. My aim with this crossbow may have faltered slightly but I can still hit a bead of sweat on a man's forehead I just can't manage not to draw blood... Now, if you've finished playing around step through this way and we can do business...'

Record of a conversation between Nickel the Free trader and an ill-fated warband.

Being a perusal of the quality equipment and learn'd skills available to the discerning adventurer in the City of the Damned by the master scribe of Altdorf
Nicodemus Kyme esq.



Sword Breaker

The sword breaker is a specialist weapon wrought by only the most talented swordsmiths. Next to the hilt are two prongs concealed within the blade that can be used to trap an opponent's blade, twisting and snapping it with a single, well timed movement.

Range: Close combat; **Strength:** As user; **Special Rules:** Parry, Trap Blade

SPECIAL RULES

Parry: The sword breaker allows the wielder to parry the attacks of his opponents in close combat. When your opponent scores a hit roll a D6. If you can roll greater than the highest 'to hit' roll of your opponent you have parried the attack and the blow is wasted.

Trap Blade: The two prongs used to trap an opponent's weapon are snapped out when the warrior parries. Whenever you make a successful parry attempt roll a D6. If you score a 4+ you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

Brazier Staff

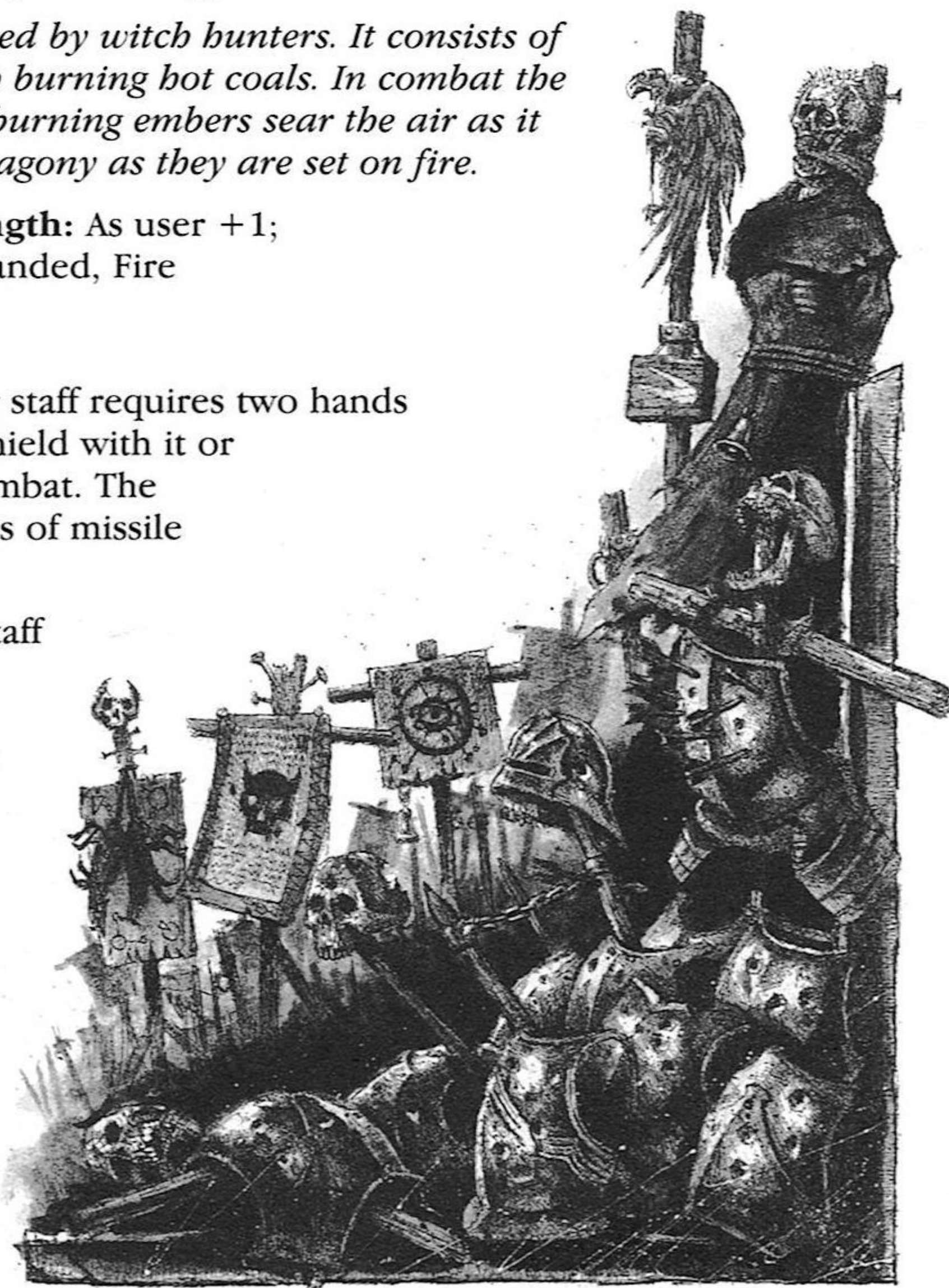
The brazier staff is a pole arm commonly used by witch hunters. It consists of a long beft topped by an iron cup filled with burning hot coals. In combat the weapon takes on an eldritch quality as the burning embers sear the air as it is swung, opponents sent reeling in flaming agony as they are set on fire.

Range: Close combat; **Strength:** As user + 1;
Special Rules: Two handed, Fire

SPECIAL RULES

Two handed: A warrior armed with a brazier staff requires two hands to wield it effectively and so may not use a shield with it or another hand weapon or buckler in close combat. The warrior may still use a shield for the purposes of missile fire though.

Fire: The burning brazier of coals atop the staff is deadly, capable of setting an opponent ablaze with even the slightest glancing blow. Whenever you score a successful hit with the brazier staff roll a D6. If you roll a 4+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the recovery phase or they will suffer a strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the warrior out if they wish. They must move into base-to-base contact and score a 4+ in the recovery phase.



Brass Knuckles

Brass knuckles are a weapon commonly used by streets thugs and robbers who are all too common an infestation in the mighty cities of the Empire. Easily secreted, they are used in pairs and while cumbersome to use in a straight fight, can cause crippling blows to an opponent with a single well landed punch.

Range: Close combat; **Strength:** +1; **Special Rules:** Pair, Cumberseome

SPECIAL RULES

Pair: Brass knuckles are used in pairs and the warrior fighting with them gains an extra Attack. He may not use any other weapons or items in his hands while doing this however. He is free to swap his brass knuckles for other weapons and items during the battle but may not do this if in combat.

Cumberseome: Brass knuckles are difficult to use due to the fact that they offer little in the way of range and a warrior must get close up to his opponent before he can strike. For this reason a warrior using brass knuckles suffers a -2 to Initiative in close combat.

ARMOUR

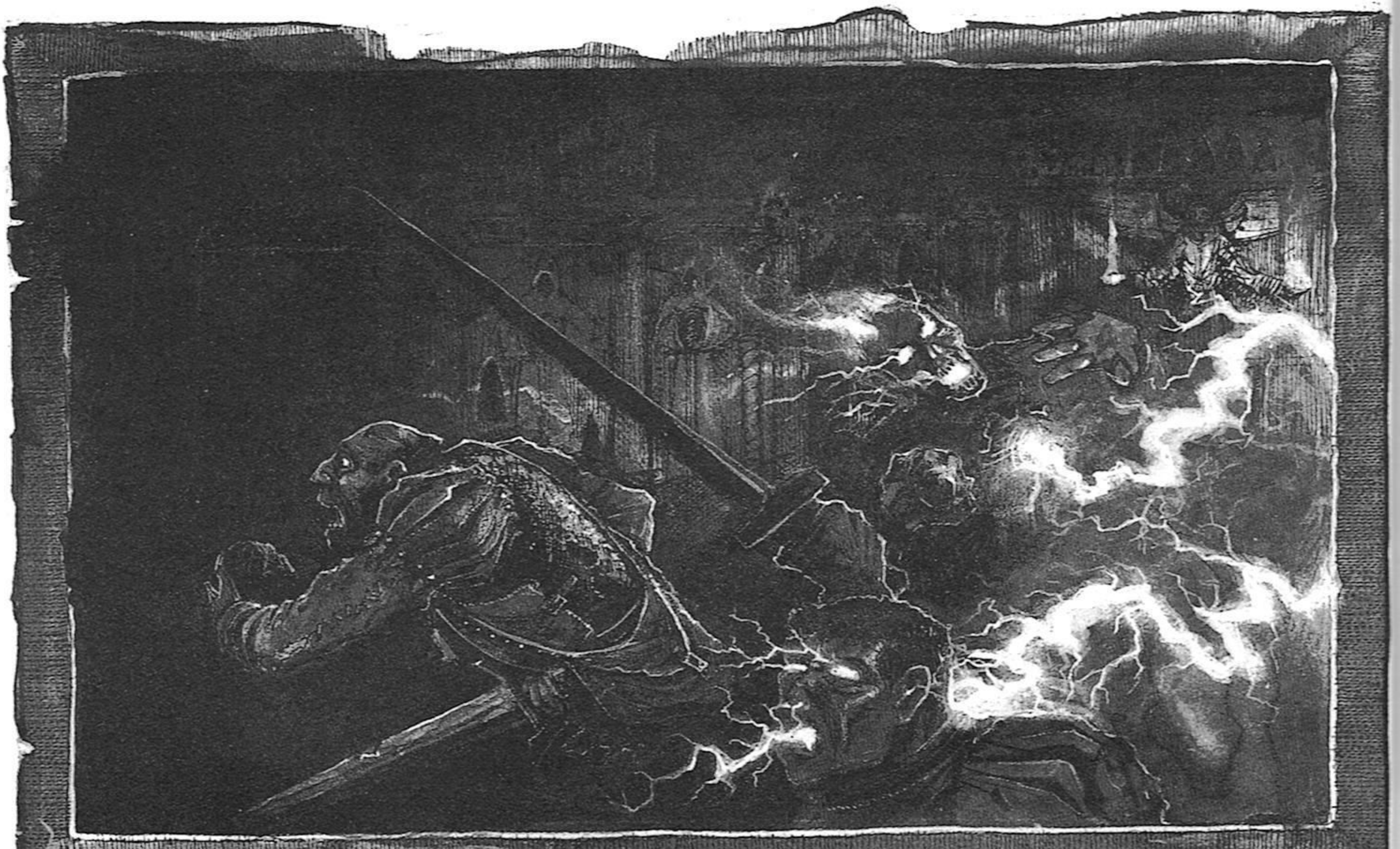
There are many types of armour available in the trader's outposts which encircle Mordheim. Some are more unusual than others, many warriors using unorthodox methods of protection but then such is the eclectic nature of those who join the adventuring warbands of the City of the Damned.

Pavise

A pavise is a huge shield commonly used by regiments of warriors in battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting.

SPECIAL RULES

Save: The pavise adds +2 to a warrior's armour save against shooting attacks and in hand-to-hand combat. Because the Pavise is so heavy and cumbersome the bearer moves at half pace.



MISCELLANEOUS EQUIPMENT

The following miscellaneous equipment can be added to that found on page 52 in the Mordheim rule book. It follows all of the usual rules for miscellaneous equipment as given in that section.

Iron Shod boots

If a warrior looks hard enough he could be lucky enough to find a cobbler who will make him a pair of iron shod boots. They are tougher than even ordinary Reikland boots, so tough in fact that can be used to deliver a vicious kick attack.

Any warrior wearing a pair of iron shod boots may make an additional kick attack in hand-to-hand combat each turn. The attack is resolved at -1 to hit.

Telescope

Common to the great astronomers in the observatories at Nuln, telescopes are a useful, if highly rare, item to have in the City of the Damned. The keen view offered by these instruments makes shooting easier and gives an unparalleled awareness of a warrior's surroundings.

Any hero using a telescope may increase the range of, any missile weapon he is using by D6 inches each turn. Furthermore, he triples the distance at which he can spot hidden enemies.

Caltrops

Originally used on the battlefield to impede cavalry charges, a caltrop is a small spiked iron ball. In the City of the Damned a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them.

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

Fire Bomb

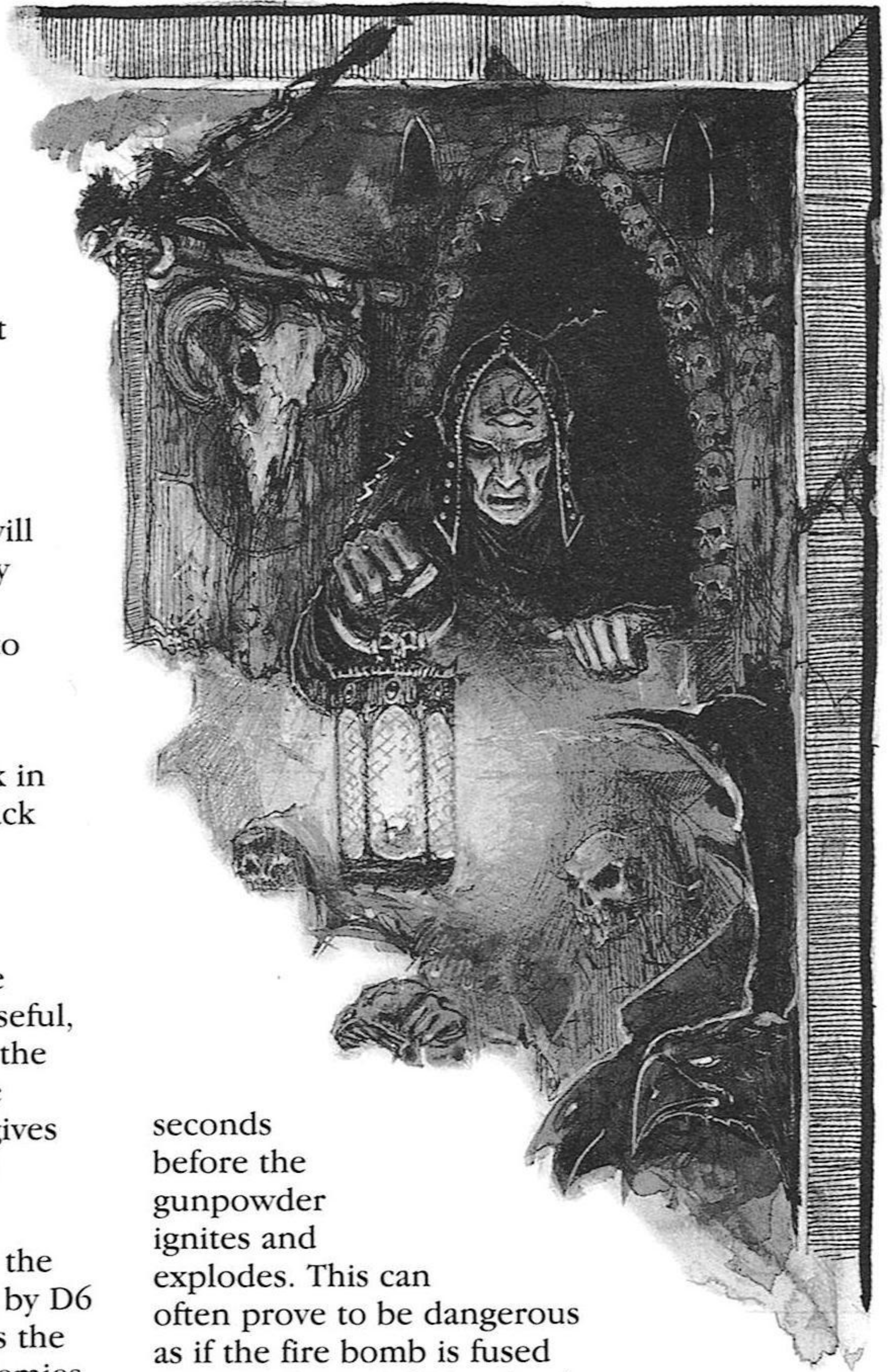
Designed by the dwarf engineers of the World's Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casing with a short fuse fed into it. When lit the thrower has only

seconds before the gunpowder ignites and explodes. This can often prove to be dangerous as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the shooting phase in the same way as blessed water (see p53 Mordheim rule book). If the bomb lands on target the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1 inch of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls a 1 when rolling to hit the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb!

Flash Powder

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.



The Olde Curiosity Shoppe

Flash powder can be thrown in the shooting phase in the same way as blessed water (see above). If it hits the intended target the warrior must pass an Initiative test with a +1 modifier to the dice roll or they will be unable to do anything next turn other than move as they are blinded by the white flare of the flash powder. There is only enough flash powder for one use during the battle.

Elven Boots

A rare but highly prized item, Elven boots are made from the finest materials. They are light weight and supple granting the wearer almost supernatural speed to match that of the fey race that created them.

Elven boots increase the wearer's move characteristic by +1. This can take a warrior's move value above its maximum.

Fire Arrows

Fire arrows are tied with rags soaked in oil bunched up in a tight pouch that explodes when hitting the target, setting clothes and equipment alight.

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. They must roll a D6 in the recovery phase and score a 4+ to put themselves out or they will

suffer a strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful. The fire arrows last for one battle only.

War Horn

The blaring sound of a war horn can be enough to stir the hearts of any warband which it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

A war horn may be used once per battle at the beginning of any turn. It allows the warband to increase its Leadership by +1. The effect will last from the start of one turn to the start of the next. The war horn can be used just before a warband is about to take a rout test.

Rabbit's Foot

The rabbit's foot is a symbol of good luck and often worn about the neck on a thin cord of leather by superstitious warriors.

A rabbit's foot allows the warrior wearing it to reroll one dice during the battle. If not used in the battle it can be used to reroll one dice during the exploration phase providing the hero is able to search through the ruins.

Price Chart

The following chart gives the cost of all the aforementioned items of equipment including whether items are rare or common. Some items are restricted to specific races or forbidden to others and where this is applicable it is indicated. Otherwise all the normal rules as given in the price chart on page 146 of the Mordheim rules book apply.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Rapier <i>(Only available to Reiklanders or Marienburgers)</i>	15gc	Rare 5
Sword Breaker	30gc	Rare 8
Brazier Staff <i>(Only available to Witch Hunters)</i>	35gc	Rare 7
Brass Knuckles <i>(Always bought in pairs)</i>	20gc	Rare 6

ARMOUR

Item	Cost	Availability
Pavise	25gc	Rare 8

MISCELLANEOUS

Item	Cost	Availability
Iron Shod Boots	20+3D6gc	Rare 8
Telescope	75+3D6gc	Rare 10
Caltrops	15+2D6gc	Rare 6
Fire Bomb	35+2D6gc	Rare 9
Flash Powder	25+2D6gc	Rare 8
Elven Boots	75+D6x10gc	Rare 12
Fire Arrows	30+D6gc	Rare 9
War Horn	30+2D6gc	Rare 8
Rabbit's Foot	10gc	Rare 5

Skill Lists

The following skill list expands those already found in the Mordheim rule book p122 and more specifically the academic skills on p123. The skills follow all the normal rules as given in the experience section p120.

Academic Skills

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster -2 to his difficulty roll.

Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells.

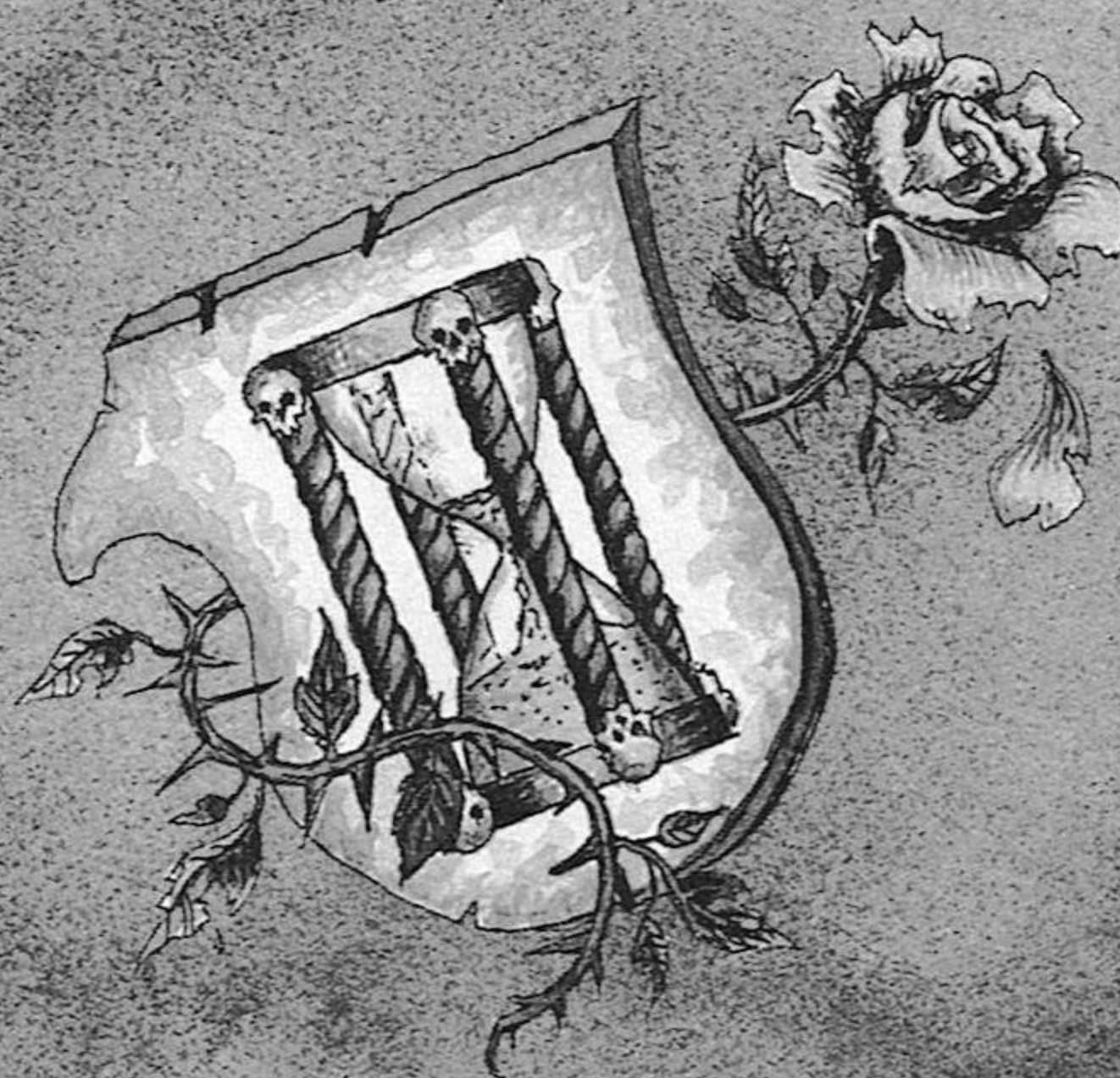
When using a spell or prayer the warrior with this skill may reroll one dice roll used in the difficulty roll.

Tactician. This skill may only be taken by the warband leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may re-

position his warriors after his opponent has set up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.

Magical Aptitude. This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the injury table immediately with no saves, treating 'out of action' results as 'stunned' instead.



To The Forge...

Looking down at your Mordheim equipment sprue you might be wondering how you might create some of the new weapons and special items in this article. Well fear not because I'll let you into the secret of how I created some of my own equipment.

Weapons are perhaps the easiest of all the conversions. For the rapier I simply took an existing sword and replaced the blade with a thin plastic banner pole which was filed down to a point. The sword breaker was again an existing sword with two Dark Eldar spikes attached to opposite edges of the blade. The brass knuckles can be 'forged' just by using a thin 'tube' of modelling putty on hands with the weapons removed. Finally, for my brazier staff, I used one of the lanterns on the Black Coach and a metal banner pole, simply push the two together as the Black Coach lantern comes with a handy hole. Easy!



The pavis is simpler still. Just use a pavis directly from a Braganza's Besieger model. You could have your adventurer crouched behind it or the pavis could be lumped on the warrior's back.

Equipment is slightly tricky. Most of the small items like flash powder, caltrops or rabbit's feet could be represented by a suitable pouch straight from the Mordheim equipment sprue. Some of the more unusual items require a little thought and while I'm not going to tell you how to model all of them I will provide some insight into the more difficult ones. For my fire bomb I used the small skull off a Space Marine Biker's banner pole and used the end of a skeleton bow for the fuse. Attached to a suitable throwing arm and the conversion can look very effective. Last of all, iron shod boots. Another dose of modelling putty helps here, just remember to only cover the toes or your warriors will look like they've got too big for their boots (sorry, a pun) (*correction Nick - a BAD pun!* - Ed.).



Well now weary adventurers, I hope you got everything you came for. Feel free to visit me at any time as I'm sure you will.

Yes, I don't get many visitors and its been a while since I could go out and campaign like you young men. Back then war was simple, you knew which side you were on. In these dark times even your friend could be a secret enemy, waiting to slip a dagger into your back at the slightest chance...

You'd do well to remember that. Farewell...

The parting words of Nickel the Freetrader to the warband of Gustav the Defiant, later to become Gustav the deceased.

As recorded by the most esteemed Master Scribe of Altdorf, Nicodemus.

Well that's about it. Representing the new equipment on your warriors is important and with a little careful thought and a look at the copious amounts of citadel miniatures available, it shouldn't be too difficult.

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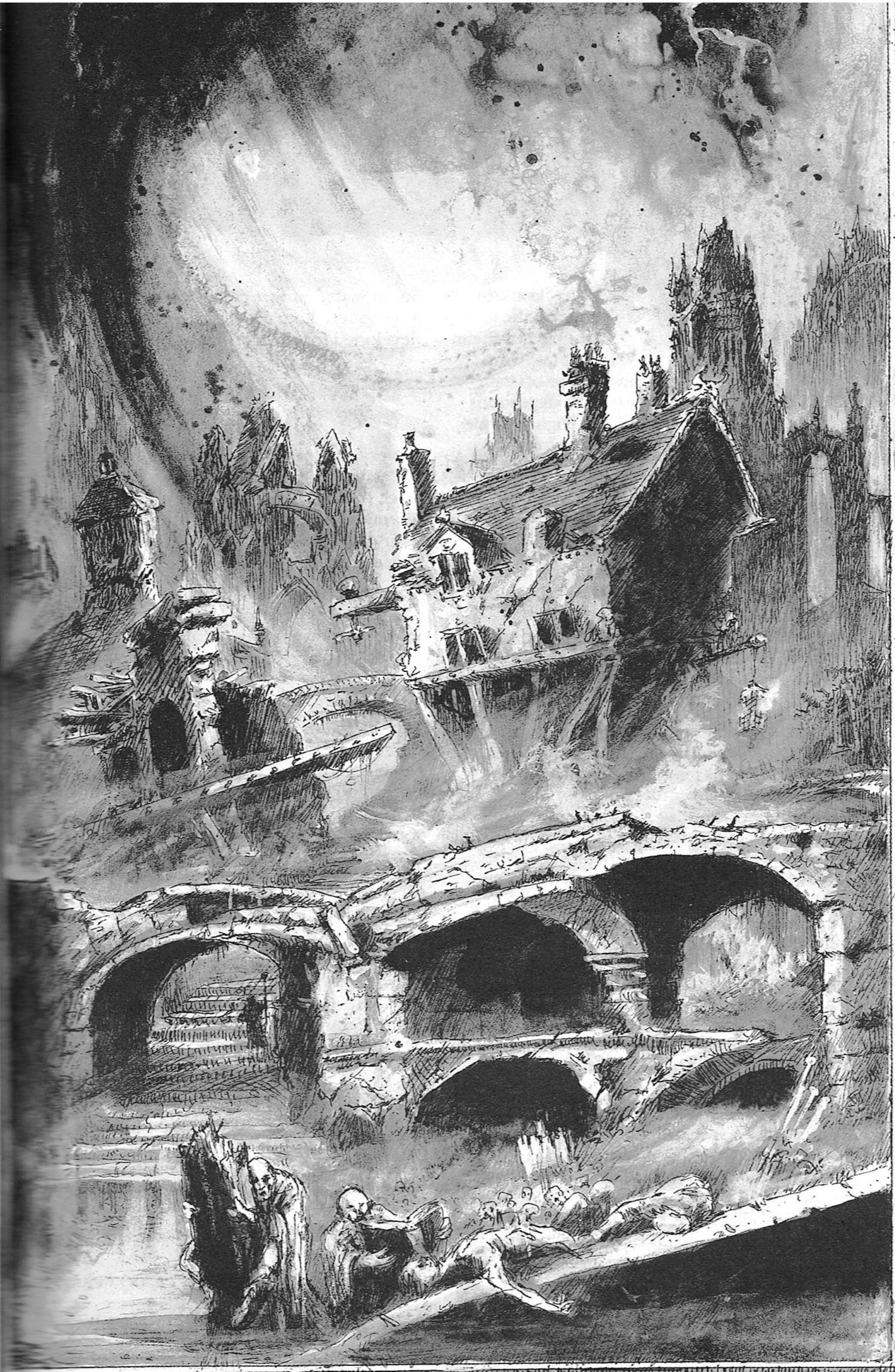
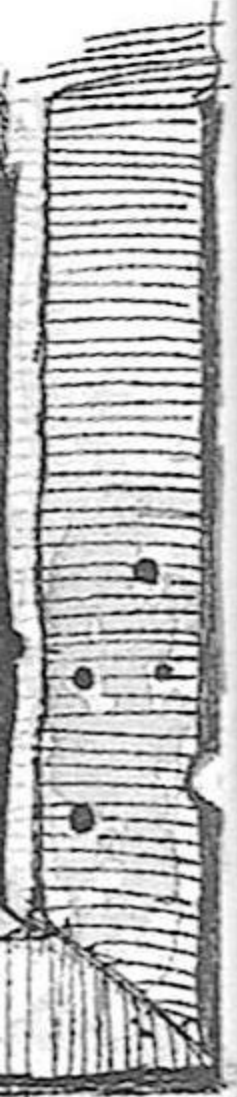
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Sewer Rats...

Thanks to the guys on the Egroups Mordheim Mailing List who have come up with ideas and suggestions for Sewer Fighting rules.

(sounds a bit like Kung Fu Fighting, eh?)

In common with every large city in the Empire, Mordheim has its own sewer network installed centuries before possibly with the help of Dwarf Engineers that provided the city with sanitation. The sewers consist of a vast, complex system of low-ceilinged corridors, waterpipes and gutters that lead the effluent of the city into the mighty river Stir, that flows through Mordheim.

Once in a while the ground collapses above a sewer tunnel creating an entrance to the lower parts of the ruins tempting many a warband into dangerous adventures. Indeed, it is considered by the wise that the sewers are used almost exclusively by the evil ratmen, the Skaven, to get around the city unnoticed. Recently, some of the most cold-blooded and fearless warriors have established their lairs in these subterranean haunts, enjoying the humid, foul-smelling conditions and the many different mutated beasts that provide a good source of food when all else fails.

Often two warbands clash with each other whilst searching the dark underworld for Wyrdstone and other treasures. The ensuing fights are very bloody affairs fought as they are in the cramped and slimy dark tunnels.

Fighting in the claustrophobic, unsettling gloom of the sewers is quite unlike fighting under the stars. Warriors tend to panic much easier – even the harmless dripping of water or the flutter of bats is enough to chill the hardest of warriors and the knowledge that horrifying monsters could be lurking around the next corner does not make things any better.

So, to maintain that cool, claustrophobic atmosphere here are the rules I have developed for that very purpose:

Where the light of Morrslieb Does not shine...

Sewer corridors can be easily represented by the standard Warhammer Quest floorplans, but since these may be a restrictive for Warhammer Skirmish games it may be necessary to make your own terrain or use any appropriate items for creating a sewer-like scenery.

Later in this article I shall come up with a suggestion of how you easily and quickly can make your own sewer terrain.

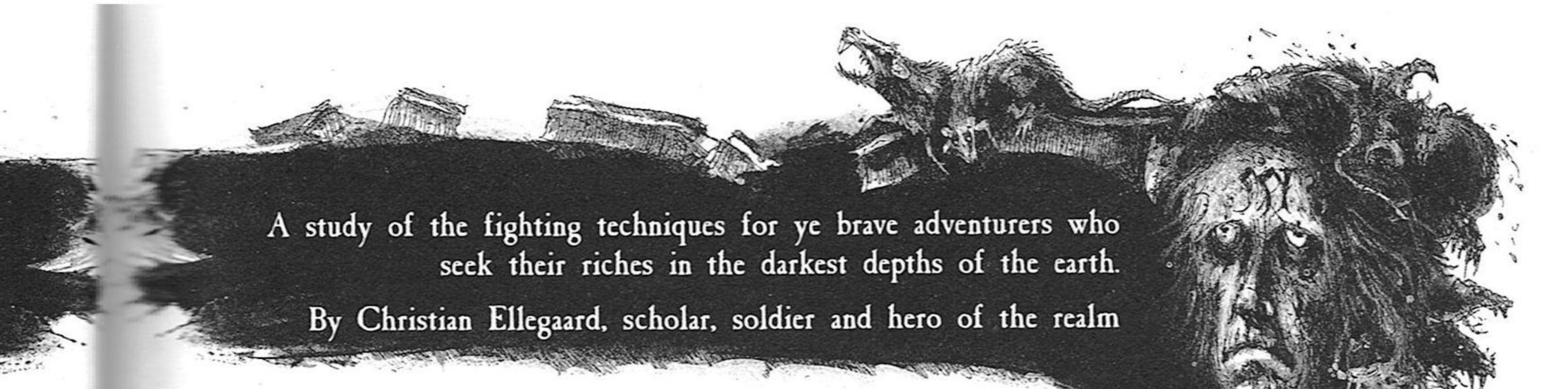
The Dark

No warrior in his right mind is going to explore the dank depths of the sewers in the City of the Damned without bringing sufficient torches and lanterns and despite this the environment is still darker than night. Therefore, warriors in the sewers have a limited range of vision which makes shooting much harder.



Before the game, each warrior in each warband must be given a special Line of Sight:

- Roll a D6 for each warrior and then roll an additional D6 for every 2 points of Initiative the warrior has. The result is the number of inches that the warrior can see!
- Skaven, Dwarfs, Vampires, Ghouls and the Possessed, who are all used to the dark, may roll 2D6 + D6 for each full 2 Initiative points they have rather than only D6. In addition, Skaven may automatically re-roll any results they do not find satisfying, but they must accept the latter result regardless if it is worse.
- Dogs, feeling the terror that lurks in the sewers, will never enter the sewers. Warbands with any kind of dogs must



A study of the fighting techniques for ye brave adventurers who seek their riches in the darkest depths of the earth.

By Christian Ellegaard, scholar, soldier and hero of the realm

therefore leave their pets outside!

- To make things easier, however, henchman groups are allocated a single Line of Sight instead of individually. Use the highest Initiative of the group, representing the most agile and aware warrior warning his comrades.
- A warrior can neither shoot nor move further than his maximum Line of Sight. Use the standard Short and Long ranges when shooting as described in the Mordheim rulebook.

You can use small cardboard counters or dice to remember the Line of Sight of the different warriors.



The Dark

Lanterns are more than very useful when fighting in sewers! Therefore, when playing a sewer scenario lanterns may be bought for 5gc's rather than the standard cost, and only Heroes may carry them. Use the standard rules for lanterns even in the sewers.

Lanterns do not only make it easier for the user to see, but it also makes it much harder for the enemy to spot him because he will be blinded by the bright light of the lantern. Any warriors that wish to shoot with missile weapons against a warrior carrying a lantern may ignore his standard Line of Sight because they are, after all, easier to spot in the darkness, but they will only hit on a 6.

A Hero or a Henchman group with a lantern may re-roll if they fail a Leadership test to see if they may move, as described below.

Psychology

The dark, foul smelling, plague-infested subterranean hell that makes up the sewers of Mordheim is a truly frightening place, especially in a cut-throat fight against a deadly opponent.

All warbands, except for Skaven, Dwarfs and Undead are subject to these special rules:

- Before each turn, each Henchman group must take a Leadership test based on their standard Leadership value without penalties. If they fail, then something has startled them – probably nothing more than their own shadows or a rat scuttling over the muddy and dirty floor. The Henchmen may do nothing this turn, and if they are in close combat then they are only allowed to defend and parry any opposing attacks. If they succeed the test, then they may move as normal.
- If the group has a Hero with them, then they may re-roll one of the failed dice representing the Hero barking orders.
- All warriors in the warband get a -1 Leadership penalty all the time they are in the sewers. Note, however, that this does not apply when rolling for Leadership before a Henchman may move.

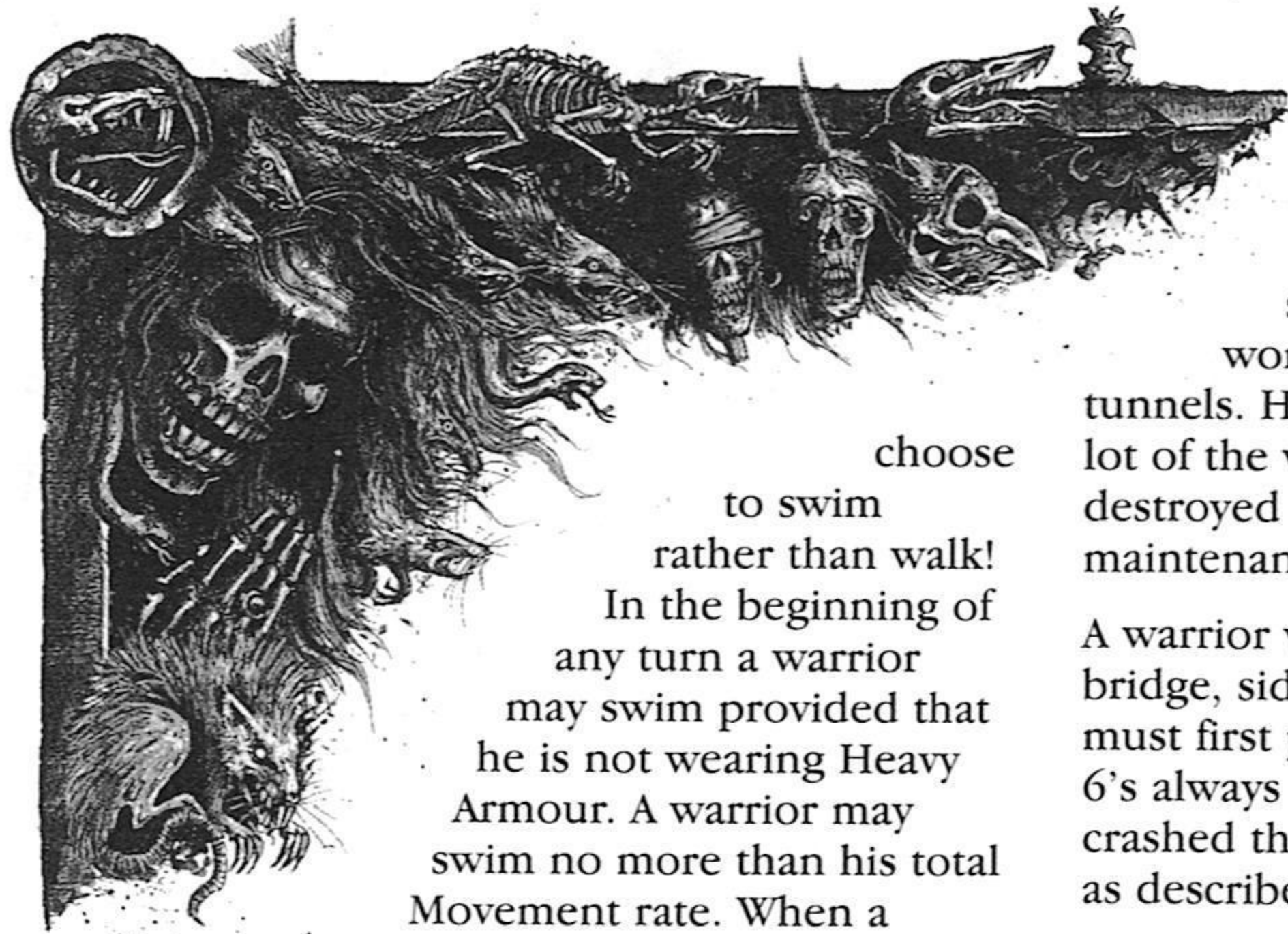
Rivers of Effluent

Most of the major tunnels in the sewers are a nightmare of filth and decay, with foul smelling water, choked with human waste and the bloated bodies of dead animals. More often than not the warriors will be unable to see the floor for the amount of dirt and filth about.

For these rules I have devised four specific terrain rules:

Clear Ahead: The floor is fairly dry being covered with only a slight layer of dirt and filth. Warriors may move and fight as normal.

Dirty Water: This part of the sewer is badly damaged and for the most part flooded with filthy water that is waist high. It is impossible to run through the water although the warriors may walk normally. But, the warrior can



Rotten Wood

In many sewer channels, wooden sidewalks are built so that the sewer workers can pass easily through the tunnels. However, since the meteorite struck a lot of the wooden planking has either been destroyed outright or through lack of maintenance have started to rot.

A warrior who wishes to run over a wooden bridge, sidewalk etc. or jump down onto one must first pass an Initiative test at -1 (natural 6's always fail). If the warrior fails he has crashed through the bridge and will fall down as described below.

Place a special Broken Planks counter (no, you can't find it in the boxed set – you have to make your own!) on the spot where the warrior's movement ended. Other warriors that wish to cross one of these counters have to jump!

Skaven, being very used to the tunnels, know exactly where to place their paws. Therefore, Skaven will automatically pass this Initiative test and may run freely over wooden walkways and bridges.

Face Down in the Sludge

Sometimes a warrior will fall over into the sewage or become knocked down from close combat. This is very unfortunate indeed! Any

warrior falling into the sewage from a higher point will plunge into the slimy, dirty sludge, from which it is hard to escape! Measure the distance the warrior fell in inches, the distance being the number

of turns the warrior will be in the sewage. However, no damage is done when hitting the sewage unlike falling down on a stone ground.

If the warrior is wearing Heavy Armour then he really is in deep, well you know what, literally: The heavy metal plates will drag the warrior down, and being unable to cut off the straps he will slowly suffocate... Tip: Do not run with warriors that are wearing Heavy Armour!

In close combat it is also quite hard for a warrior to get up again after being knocked down. Therefore, when a warrior wishes to get up after having being knocked down or stunned he must pass an Initiative test. Otherwise he will remain knocked down.

choose
to swim
rather than walk!

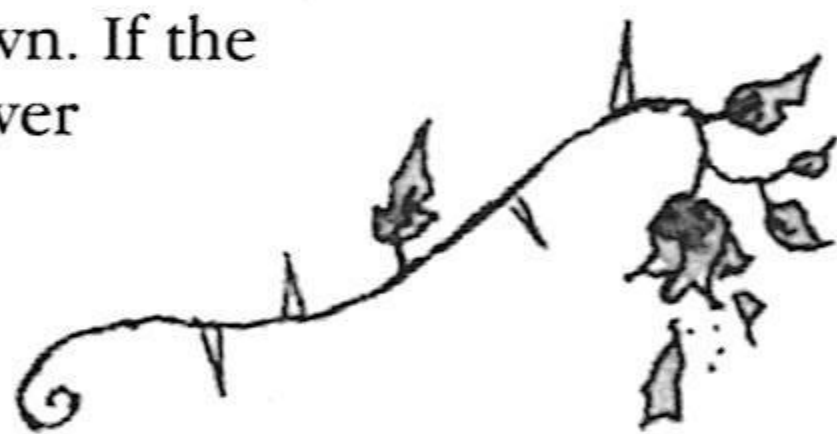
In the beginning of any turn a warrior may swim provided that he is not wearing Heavy Armour. A warrior may swim no more than his total Movement rate. When a

warrior is swimming it is impossible to hit him with missile weapons.

Deep Sludge: The floor is covered by a thick layer of sludge and waste, and it makes moving extremely difficult. A warrior crossing a sludgy floor gets a -1 Movement penalty and is unable to run. In addition, enemies shooting at a warrior wading through deep sludge will suffer a -1 To Hit penalty because the sewage might take some of the shots that are directed against the warrior. If the warrior is engaged in Close Combat he suffers -1 To Hit.

Slippery Floor: The floor is very slippery and the warriors will tend to slip over especially if they run across the section. Each time a warrior walks roll 1D6: On a result of 1 the warrior slips over and is knocked down. If the warrior is running, then he will fall over on a D6 roll of 1-3!

You should either decide before the battle which type of floor the different sewer sections contain which is especially appropriate when fighting over your own, modelled terrain where you can represent the sludge, water or whatever on the floorplans, or you can decide it randomly while the battle is on. If you choose the latter option, roll 2D6 every time a warrior enters a new sewer section:



Random floor table

2D6	Result
2-5	Deep sludge
6-8	Clear Ahead
9-10	Dirty Water
11-12	Slippery Floor

Scenarios

You can easily convert the scenarios described in the Mordheim rulebook into sewer scenarios with a bit of cleverness. However, here you have two special scenarios that are designed specially for sewer fighting. With this in mind, why not go and make your own scenarios? It's great fun, is challenging for both players and it adds some variation to the fights in the ruins.

Scenario 1: Surrounded

In this scenario a warband searching for treasures has been surrounded by an enemy warband that has been tracking them.

Warbands

Two warbands of any race can play this scenario. One warband will be the defenders while the other one is the attacking warband.

Set up

The sewer system is set up as fits your collection. The gaming table on which the battle is fought should be approximately 4'x4'. In the very middle of the sewer you should have a fairly large room – large enough for a full warband to deploy in.

Deploying

The surrounded warband starts by deploying within the central room or corridor. After the defenders have deployed the attacking warband will deploy in any of the tunnels or rooms that are adjacent to the table edge. They should not be deployed further than 4" away from the nearest table edge or within 8" of any members of the opposing Warband.

In addition, if possible, each Hero and Henchman group should be deployed in a different sewer section so that the attacking warband is as widespread as possible.

Starting the Battle

The attacking warband gets the first turn.

Ending the Game

The surrounded warband must try to escape the attacking warband. If more than 50% of the surrounded warband escape from the battle by moving off of the board then they have won and the battle ends immediately. If the attacking warband puts more than 50% of the surrounded warband out of action, then they have won the battle.

Post-battle Sequence

Run the post-battle sequence as normal. Warriors are allowed to search the sewers as well as described in the Mordheim rulebook under the rules for searching.



Scenario 1: Rat Attack

In this scenario a warband journeying through the sewers of Mordheim searching for treasures suddenly run into a Skaven lair.

Warbands

This scenario is specifically designed for a battle between a Skaven Warband and a non-Skaven Warband. However, if you do not have a Skaven warband then any other warband will work as a substitute.

Set up and Deployment

The board represents part of the Mordheim sewers, specifically a part that is infested with a Skaven lair, and should have a large inner chamber.

The non-Skaven warband deploys first at one end of the sewer set up. The Skaven player is free to deploy anywhere in the sewer set up. The Skaven may not be deployed within 4" of the opposing Warband.

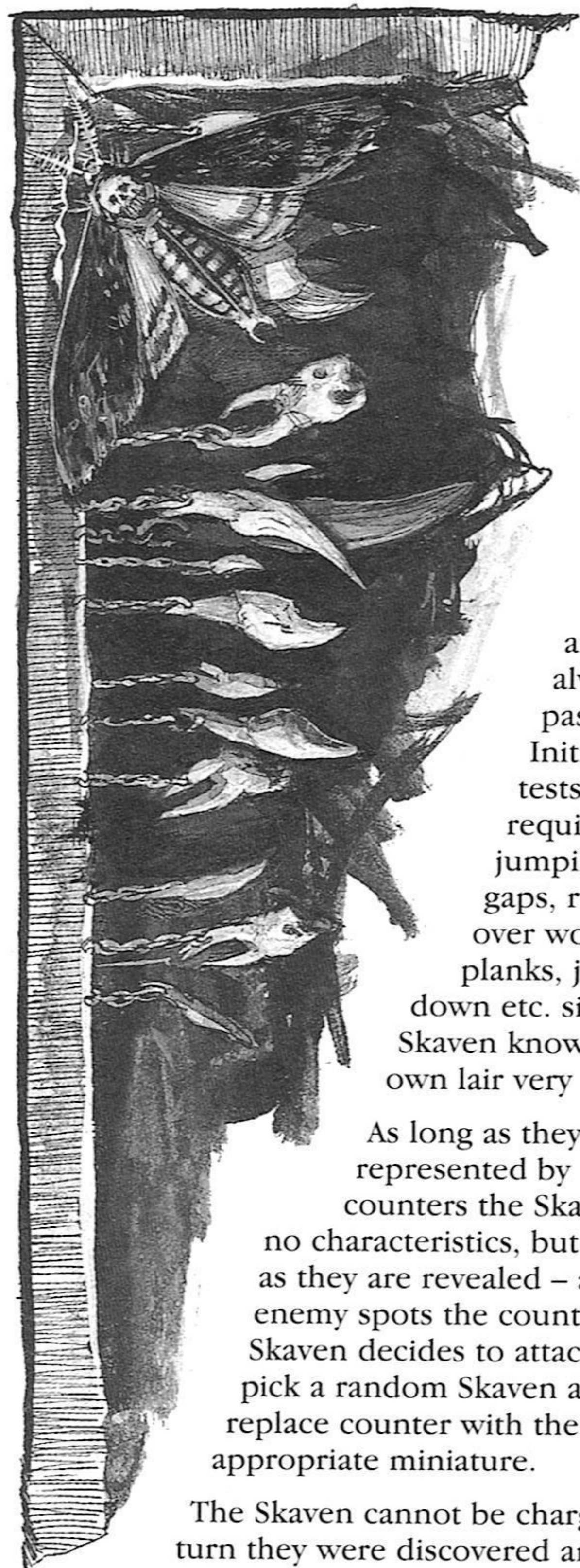
The cunning bit: the Skaven player does not deploy the actual models, instead he uses a special set of counters, Shadow counters. (don't look for them in the Mordheim box – you won't find them. Got to make your own!), These counters represent either random Skaven (with *Skaven* written on the underside) or represent nothing with *Decoy* written on the underside. When deployed, the opponent should not see the underside of the counters.

Starting the game

The non-Skaven warband gets the first turn.

Special Rules

All Shadow counters have a Movement of 5,



and will always pass any Initiative tests required for jumping over gaps, running over wooden planks, jumping down etc. since the Skaven know their own lair very well.

As long as they are represented by Shadow counters the Skaven have no characteristics, but as soon as they are revealed – an enemy spots the counter, the Skaven decides to attack etc. pick a random Skaven and replace counter with the appropriate miniature.

The Skaven cannot be charged the turn they were discovered and afterwards their immunity to Initiative test stops since they will be nervous as the enemy is closing.

Ending the Game

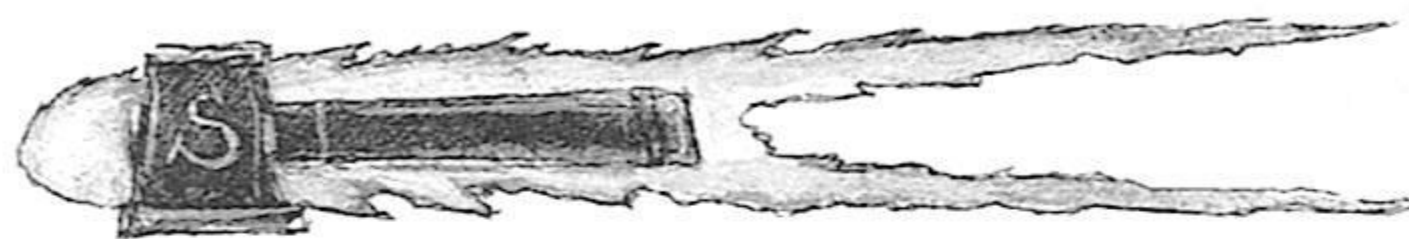
The game ends when either 50% of the non-Skaven warband is put out of action, in which case the Skaven win, or over 50% of the non-Skaven warriors have reached the furthest board edge which is a non-Skaven victory.

Post-battle sequence

Run the post-battle sequence as normal. Warriors are allowed to search the sewers too as described in the Mordheim rulebook.

Sewer Experience

These special rules for experience can be added to your sewer fighting if you desire. Sewer Experience can obviously only be gained through fighting within the sewers. Battles underground are fought in a very different style to normal battles and it takes some time to get used to the special conditions that apply in the sewers.



The Skaven do not, however, gain any Sewer experience because they are simply mutated and brought up in the sewers. Nothing could be more natural for a Skaven than a sewer!

Experience Gained

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

+1 Per enemy Out of Action. Any Hero earns +1 Exp p for each enemy put out of action.

+2 Putting a Skaven Out of Action. Any Hero earns +1 Exp for each enemy put out of action.

Sewer Experience is an independent kind of experience and warriors gain standard Experience besides as normal.

Once a Hero or a Henchman group has achieved a certain amount of Sewer Experience they will gain an Advance.

Hero Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Familiar	1
3rd level	Tried	3
4th level	Veteran	6
5th level	Sewer Rat	12

Henchman Advance Table

Level	Title	Experience
1st level	In mortal fear	0
2nd level	Tried	3
3rd level	Veteran	6

When a Hero or a Henchman group gains an Advance they may randomly pick a Sewer Skill as described below.

Sewer Skill Lists

The following skill lists are divided into those applicable for Heroes and Henchmen and are available only through using the system for Sewer Experience.

Hero Skills

Control: The Hero has become accustomed to the rather unsavoury conditions in the sewers and now knows what to ignore and what to look out for. The Hero may use his standard Leadership without any penalties.

Agile: The Hero may run over Wooden Planking without having to take Initiative tests or see if he crashes through.

Nightsight: After hours of wandering about in the pitch black of the sewers, the Hero has developed a slight nightsight. He may add -D6 to his initial Line of Sight.

Watchful Eye: The Hero's quick wits and shifty eyes rarely miss a thing - thus he may re-roll any initial Line of Sight roll once if he is not satisfied with the first result. However, he must accept the latter result regardless if it is worse than the first.

Henchmen Skills

Nerves of steel: The Henchmen have gotten tougher, and more than slightly dripping water must cause them to run away. Thus a Henchman group with the Nerves of Steel skill may re-roll any failed Leadership rolls to see if they may move.

Sure feet: The warriors have learned how to run over the rotten planks without crashing through. A warrior with the Sure Feet skill may re-roll a failed Initiative test when running over wooden planks.



Sewer Skills

Once a Hero or Henchman group gains an Advance they are allowed to pick a new Sewer Skill. To choose a skill roll at the appropriate skill table below.

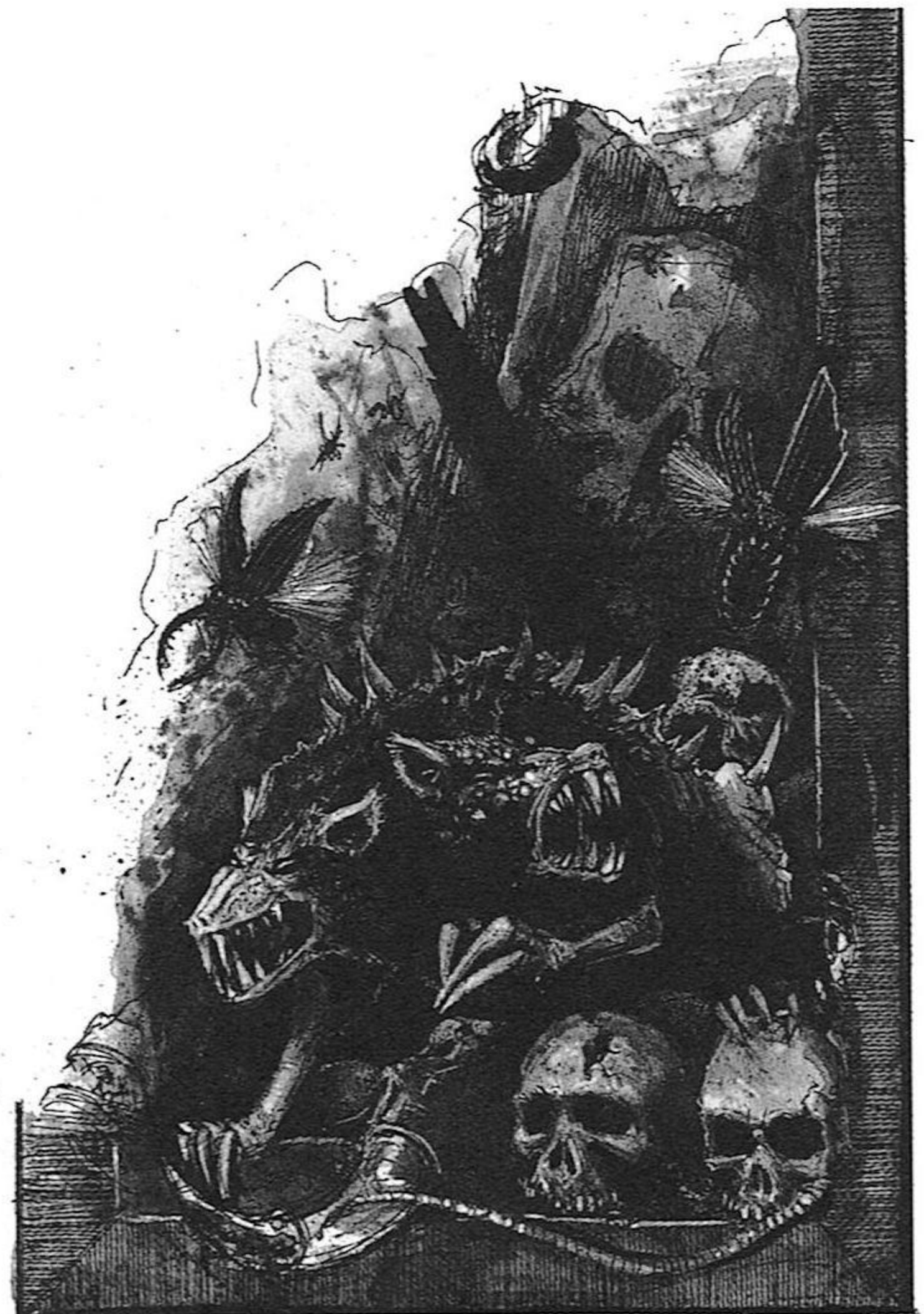
All Henchmen in a group will advance together which means that all warriors in a group will have the same skills.

Hero skill table

D4	Skill
1	Control
2	Agile
3	Nightsight
4	Brave Eye

Henchman skill table

D2	Skill
1-3	Nerves of steel
4-6	Sure feet



Modelling your Sewer

The Plan

First you will need to plan your work. Picture how you want your sewer to look – generally there are two ways of making the sewer: Either you can build it up in a lot of small sections, each representing a channel, corridor, chamber or whatever, a bit like the floorplans from Warhammer Quest, or you can build it up in a few large sections of approximately 15" x 25".

Both ways have their own advantages and disadvantages: With small sections it takes oceans of time to set up the gaming board while the sewer is much more flexible and you will never play on the same layout twice, while large sections take longer to make and may appear quite difficult for less experienced modellers but on the other hand your sewers will look better and more harmonic rather than a lot of small sections.

The sewer takes shape

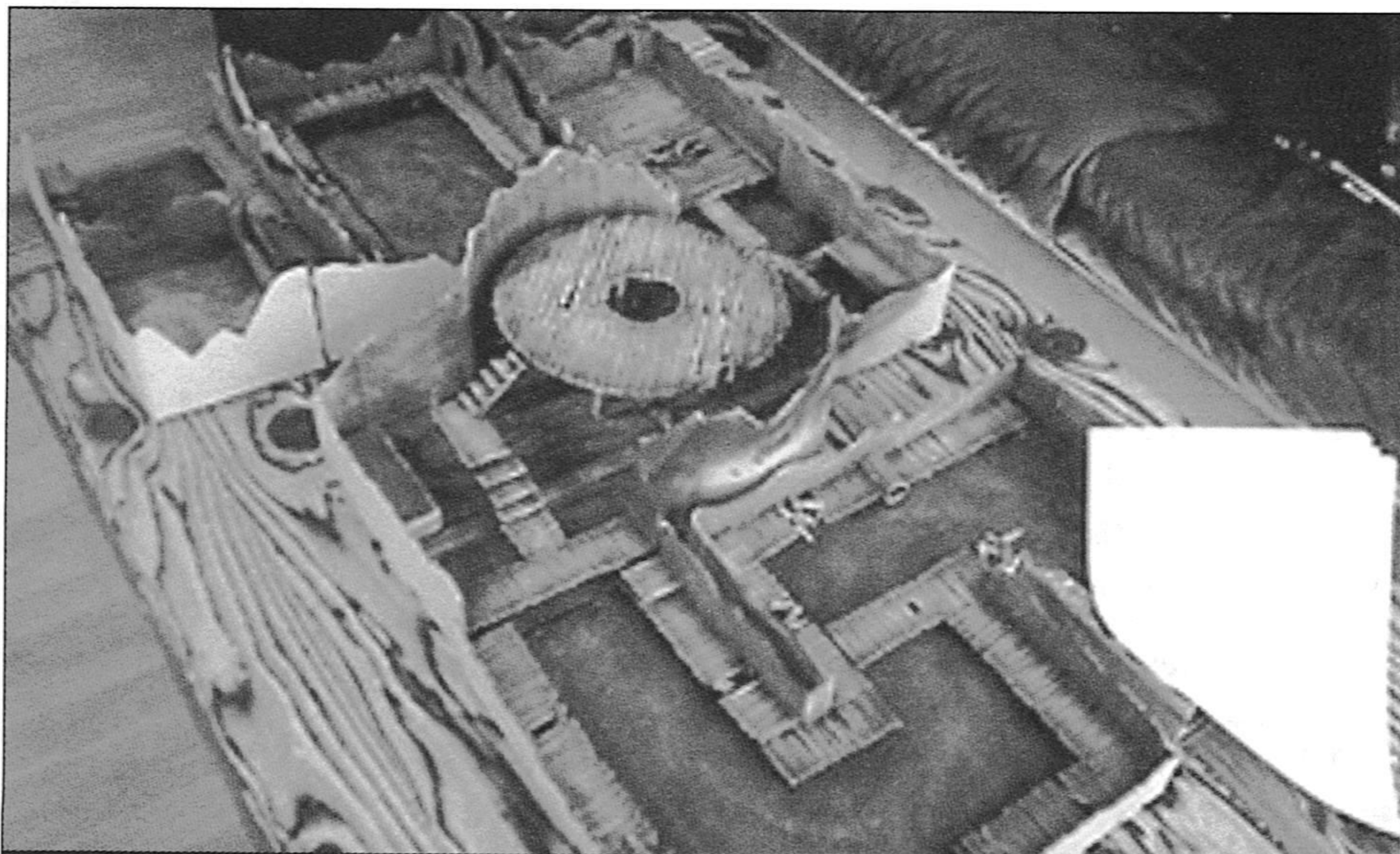
The first step is to cut out the base of the section from thick card. Next glue on the walls along the sides - these do not have to be higher than 3-4", just to make sure that there are actually walls!

Tools and Materials

To create a sewer you will need no more than the most basic modelling tools and all the materials can be acquired for free in your local supermarket. Here is what to use:

- Scissors
- A hobby knife
- PVA glue (tape is useful too)
- Corrugated cardboard (alternatively you can use foamboard or standard cardboard)
- Balsa wood (abandoned wooden fruit boxes are excellent for this)
- Fine sand
- Polystyrene (optional)

Basically, a sewer section has two levels: A sewage level and a walking level. The sewage level is the base of the structure, where all the sewage and sludge and water flows and approximately 1" over this is the walking level including sidewalks, walkways and all other different manners of flooring.



Chris's incredible sewer model...

So, having cut out the base and glued on the walls you must represent the walking level with wooden walkways or stone floor. The walkways are made by gluing small balsa wood strips roughly 1-2" wide on a longer bar and then glue them along the walls supported by a few poles.

Other stone floors can be represented by either gluing on a piece of polystyrene in the same height as the walkways or gluing a cardboard square between the walls, closing the openings below with another piece of cardboard. This can either be textured with sand, or you could cut out a lot of small cardboard pieces and glue them on the floor representing the tiles.

Once the main structure has been completed it is time for texturing the sewer and modelling the sewage. If you have any good textures then you can use that for the walls, otherwise you can just glue sand on, which gives a really great look. The sewage can be modelled out of various thicker textures, but an easy and cheap way is to use PVA glue and sand again. You start with gluing sand on the sewage areas. Afterwards you paint the sand with thinned down PVA glue, which should give you a very rough look. If you are not satisfied, simply wait until the glue has dried (which might take a while) and do the same once again.

Water can be represented in the same way as the sewage or you can just leave the spots bare and afterwards paint them and cover them with a lot of high gloss varnish. You can add a lot of different interesting details to the sewage: Bubbles, floating planks, frogs (from the Morgiana Le Fay model), all manner of scrap and bodies and limbs of previous victims (use the surplus of arms from the sprues that you get with the boxed set). These details should, however, be added before you texture the sewage and when texturing you must be very careful not to texture over the details.



Ye cool Mordheim terrain!

Painting the Sewer

When the sewer has been textured and dried spray all of the sewer black. After a couple of hours you can take the sewer inside again and paint the details. When painting the sewer the trick is to keep a very dark look. As little as possible actually should be painted - and what is painted is only lightly drybrushed. This will give a great, dark finish.

There are various ways of painting planks, floors and sewage but here's a few ideas: Wood can be drybrushed with a dark brown such as Bestial Brown or Vermin Fur in the middle leaving everything but the middle and the sides more or less black and afterwards giving them another very light drybrush of Bronzed Flesh in the very middle and the sides. This will give you a good 3D effect rather than if all the planks are painted exactly in the same way. The walls can be given a drybrush of gray or a very light drybrush of Bleached Bone. The sewage can be painted by adding dots of dark green, a few dots of glaring green such as Scorpion Green, dots of brown and possibly a few dots of Deadly Nightshade here and there. This will give you a nice, dirty sewage-like look. Water can be painted by adding lines of dark blue and dark green.

Afterwards paint any watery patches with a couple of coats of gloss varnish to give it a wet effect. The same can be done with the sewage, if you want.



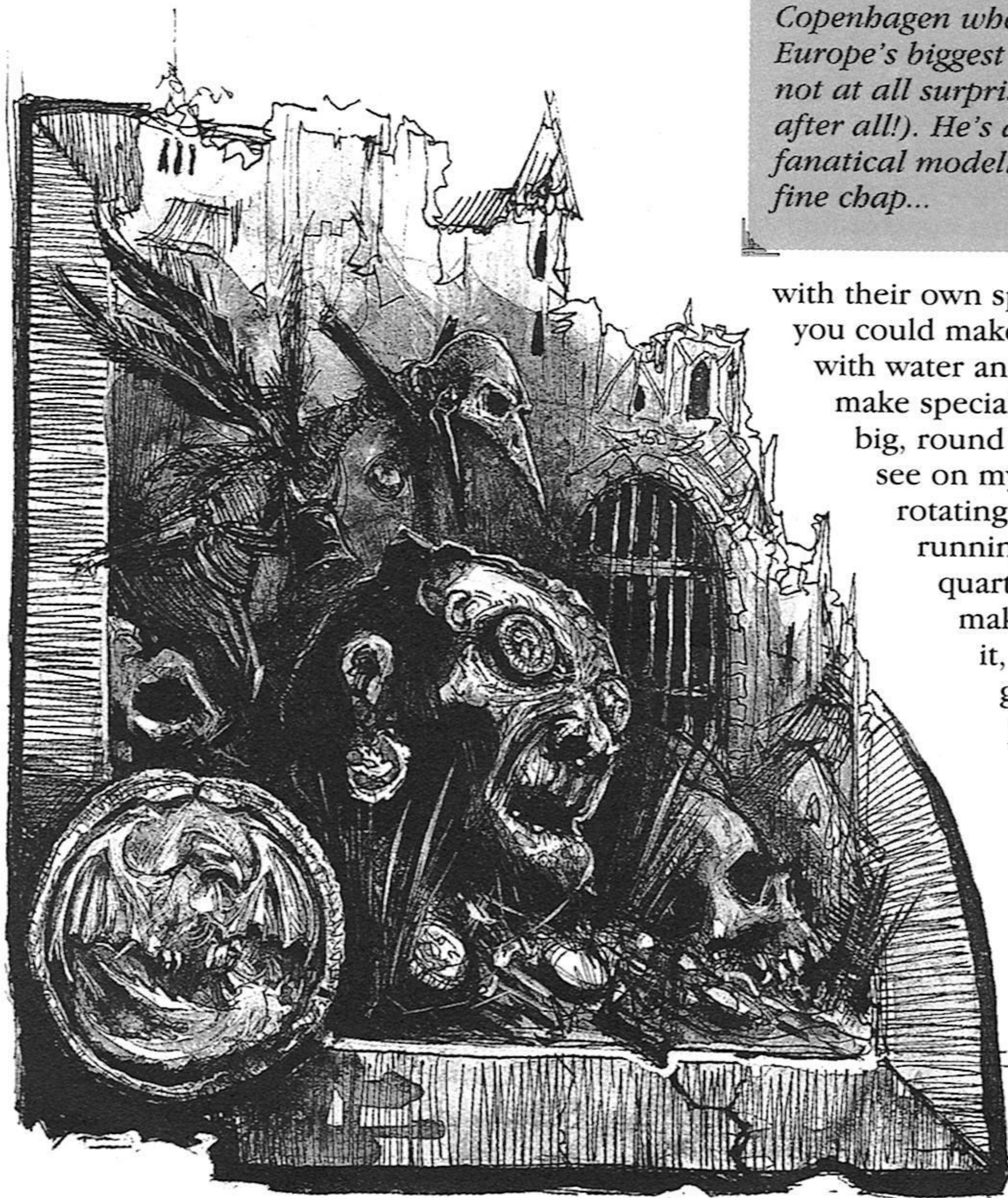
Sewer Rats

Tiles can be drybrushed with grey, light brown or any other colours you like. Here you can get inspiration from the Warhammer Quest floorplans, that are painted in a lot of different colours.

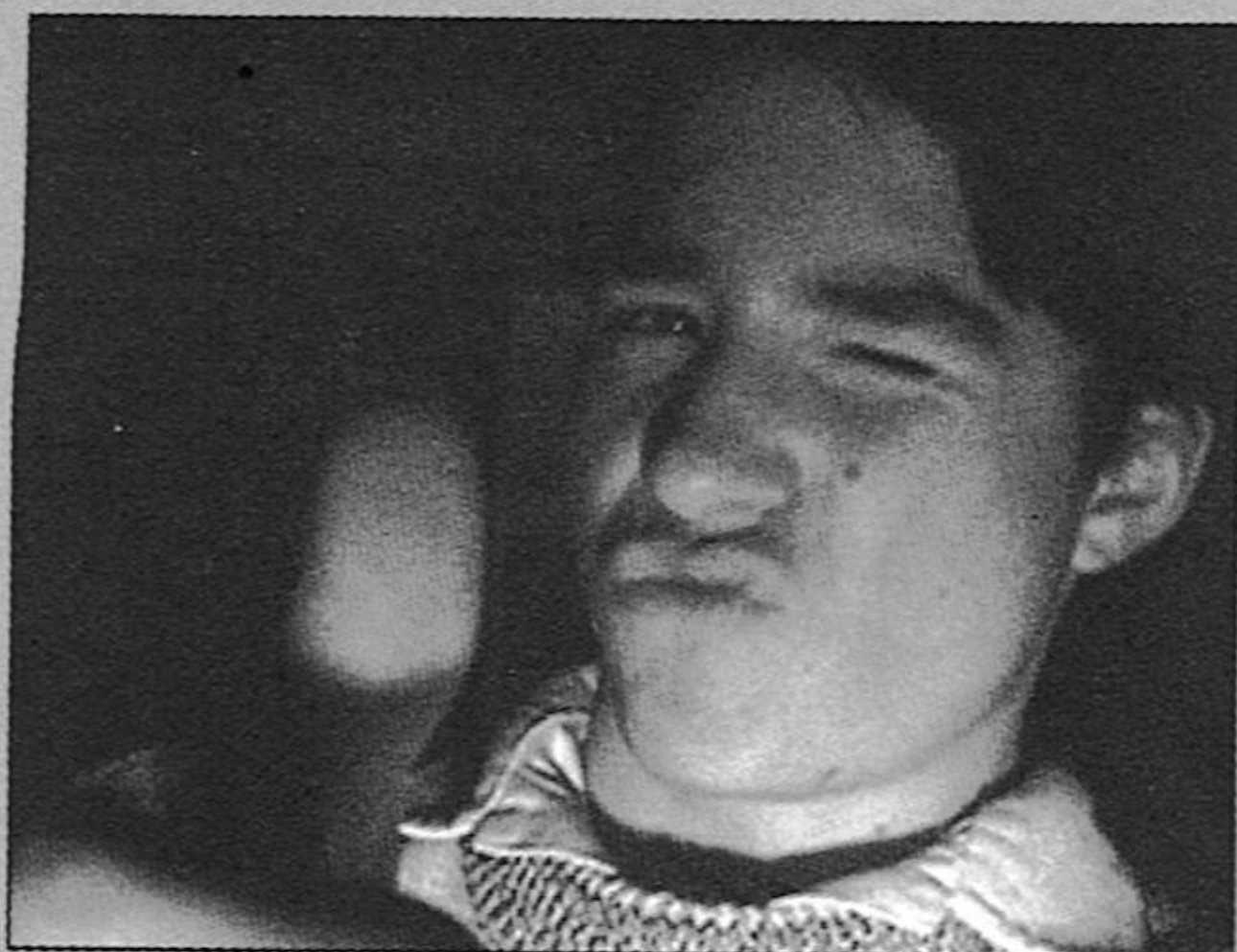
The Finished Sewer

The finished sewer should be laid out over approximately a 4' x 4' table. This might be too much and a smaller set up can work well too. However, you can always continue expanding your sewer after the most basic elements have been added. Why not model special sections for special scenarios? Or manhole sections through which warriors can switch between the sewers and another table set up with standard ruined buildings. This adds an extra tactical dimension to the game... attacking from below!

The possibilities when modelling additional sewer sections are endless – do not make them all in the same way. Take up some odds and ends and feel free to create special sections



A Gentleman of Norsca

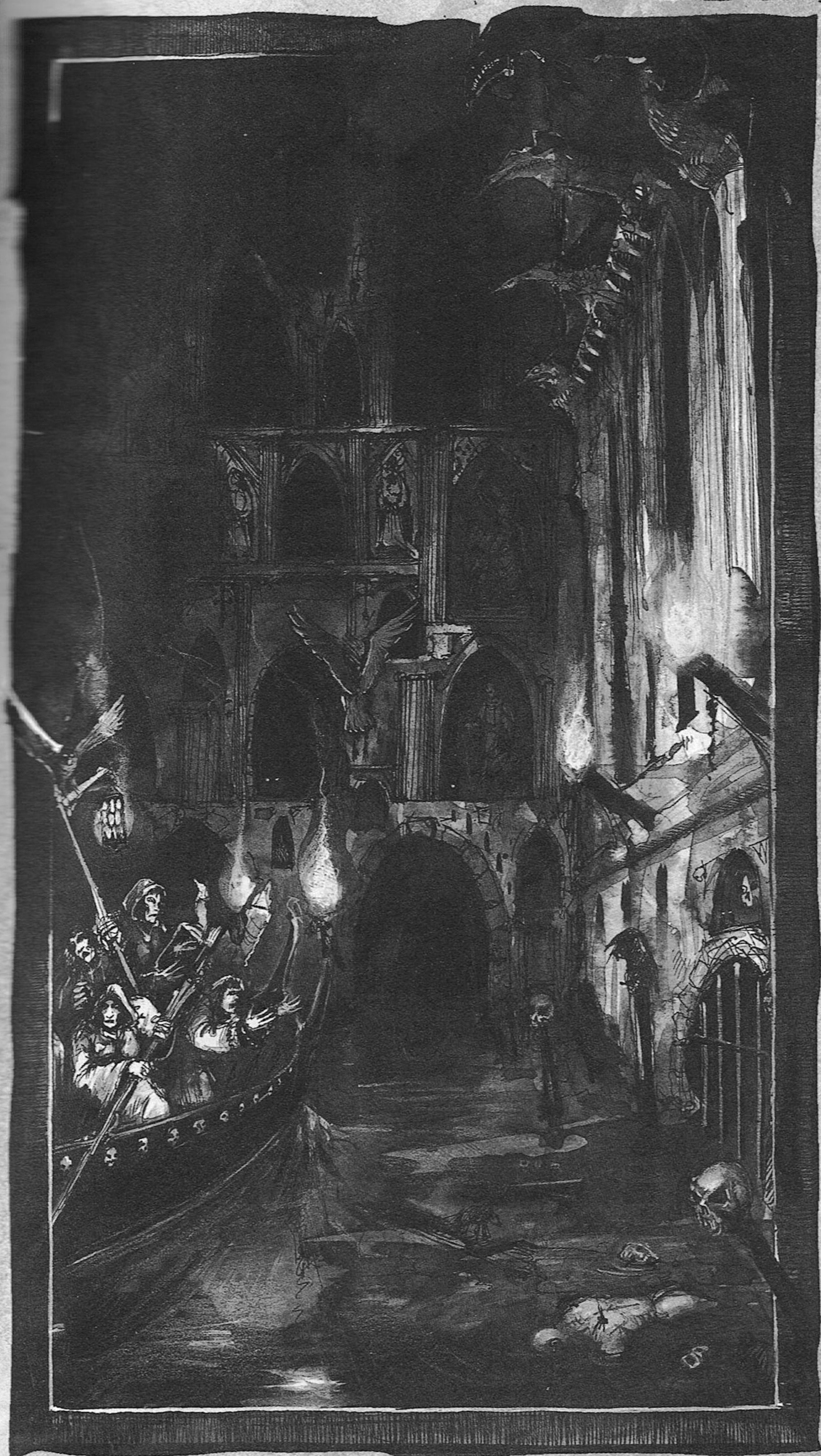


This is Chris Ellegaard, sometime scholar (he's sixteen and in his final year at school!), prolific scribe (he's sent us over a dozen articles already – come on the rest of you wake up!), notorious sell-sword (he does love his Mordheim campaigning) and denizen of Birkerod, Denmark.

Chris often attends the Giant's Club in Copenhagen where they hold some of Europe's biggest gaming events (which is not at all surprising – they are Vikings after all!). He's a keen writer and a fanatical modeller and all in all a damn fine chap...

with their own special rules. For example, you could make a very large section filled with water and model two boats and make special rules for rowing. I made a big, round wooden plate as you can see on my pictures that is constantly rotating because of the water that is running below it. It moves one quarter each turn, and thus it makes it harder to shoot from it, make diving attacks and generally get on and off the plate.

Having said this, why are still sitting here reading? Go get your PVA glue and hobby knife and start your adventures in the sewers. Warning: Remember a clip for the nose. The sewers of Mordheim tend to smell horrible!



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Mordheim - City of the Damned

Script - Gordon Rennie
Art - Karl Kopinski
Letters - Gordon Robson

THE CITY OF MORDHEIM, WHERE DEATH OR GLORY AWAIT IN EQUAL MEASURES FOR THOSE BRAVE OR FOOLISH ENOUGH TO SEEK THEIR FORTUNES HERE --

-- AND WHERE SALVATION CAN COME IN ANY SHAPE AND FORM!



ULLI LEITPOLD AND MARQUAND VOLKER, JUST TWO OF THE CUT-THROATS AND MERCENARIES FLOCKING TO THE CITY OF THE DAMNED!



GET THE GIRL!
I'LL DEAL WITH THESE SCUM!



WYRDSTONE! AND A GOOD-SIZED PIECE!
WE'LL TAKE THIS TOO!

KILL THEM! THEY HAVE STOLEN THE SHADOWLORD'S CHOSEN SACRIFICE!



THEIR LATEST JOB FOR HIRE - RESCUING A NOBLEMAN'S DAUGHTER FROM A COVEN OF CHAOS WORSHIPPERS!

SLOWED DOWN BY THEIR RESCUED PRISONER, THEIR ESCAPE SOON RUNS INTO PROBLEMS--

MARQUAND, MY FRIEND, HOW MUCH DID YOU SAY THAT NOBLEMAN PROMISED US FOR THE SAFE RETURN OF HIS DAUGHTER?

UH-HUH. AND HOW MUCH WOULD YOU SAY THAT WYRD-STONE NECKLACE IS WORTH?

TWO HUNDRED CROWNS, ULLI. WHY DO YOU ASK?

THREE HUNDRED CROWNS, EASY. AH, I'M BEGINNING TO SEE WHAT YOU'RE GETTING AT...

LOSE THE GIRL, KEEP THE NECKLACE, RIGHT?

MY THOUGHTS EXACTLY, MY FRIEND.

THE CULTISTS BUSY WITH THEIR RECAPTURED SACRIFICE, THE TWO CUTTHROATS ESCAPE UNHARMED--

TOO BAD ABOUT THE REWARD MONEY, BUT WITH THE NECKLACE WE STILL COME OUT AHEAD ON THE DEAL.

NOT A BAD NIGHT'S WORK, ALL THINGS CONSIDERED...

THE END

Scourge and Purge

A possessive scenario By Donato Ranzato

A Witch Hunter Warband has been sent into a specific part of the City of the Damned by prominent members of the Order of the Templars of Sigmar. Their mission is to uncover a Cult of the Possessed that is believed to be operating in that area and is responsible for the deaths of several other Witch Hunters and Priests sent to cleanse Mordheim of its evil

presence. Unbeknownst to the Warbands the reason for the missing people is an insane wizard who has chosen to settle in this part of the city. This wizard is a petty Daemonologist who is trying to make a pact with Chaos. He has been sacrificing people (specifically Holy people) to attract the attentions of one or more Daemons and hopefully win their favour. Unfortunately for him it seems he is about to succeed.

The Witch Hunter warband is unaware of this and is therefore on the look out for a group of heretics to purge and cleanse. As fate would have it another warband is in the area looking for Wyrystone. This unfortunate warband just happens to be in the wrong place at the wrong time. Let the purging begin!

Terrain

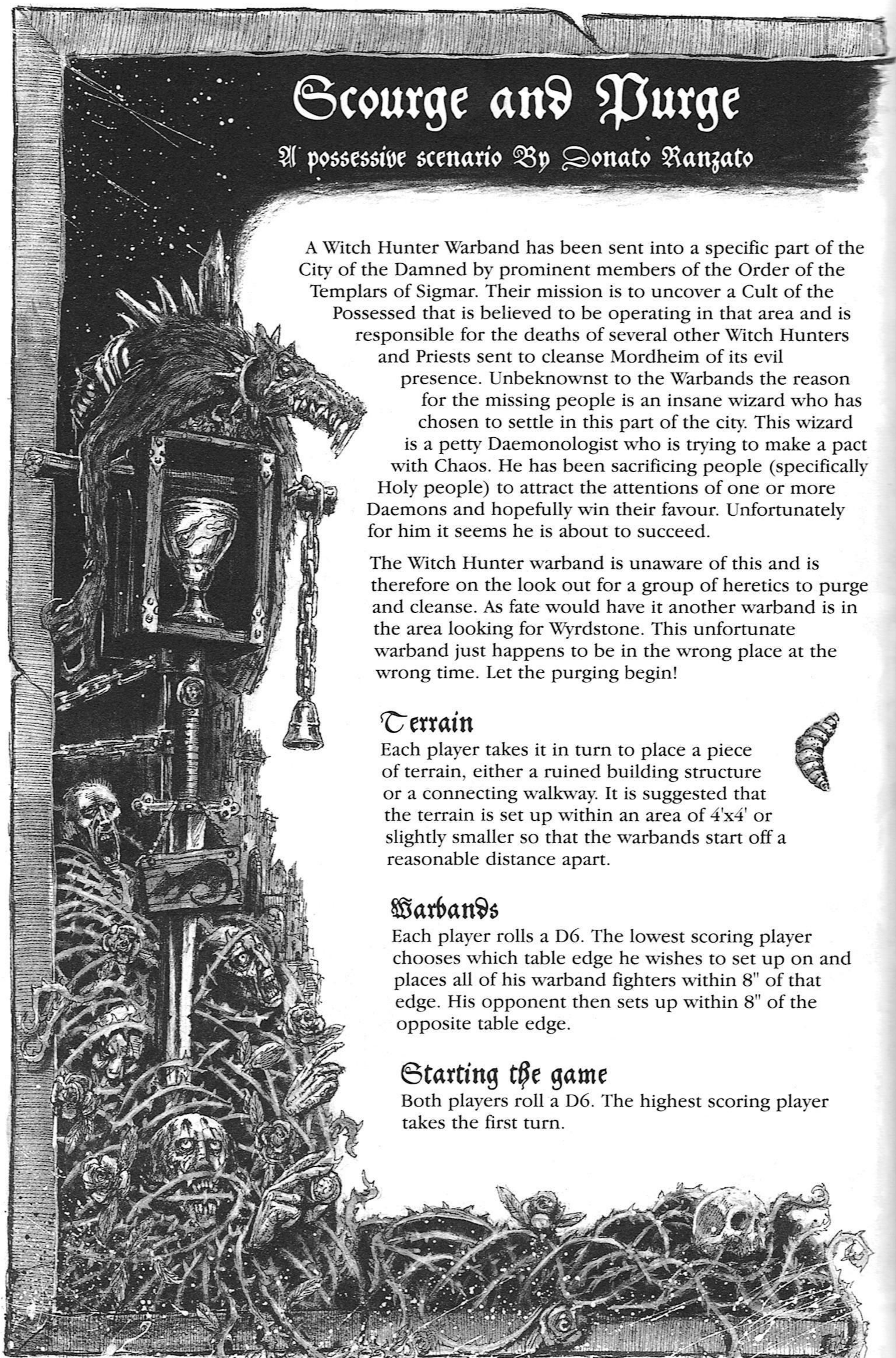
Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4'x4' or slightly smaller so that the warbands start off a reasonable distance apart.

Warbands

Each player rolls a D6. The lowest scoring player chooses which table edge he wishes to set up on and places all of his warband fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Starting the game

Both players roll a D6. The highest scoring player takes the first turn.





Brother Captain Eponious Krieger

My most loyal brother,

I have just received word from one of our most revered brothers in that festering city of Darkness, Nordheim, regarding a matter so foul, so deviant as to make the divine blood of our blessed Lord boil in rage. He believes that an accursed Cult of the Possessed have made their despicable lair in what remains of part the eastern Dock slums in an area referred to as the 'Madman's Nightmare'. It appears that several loyal brothers and those pure of soul have gone missing in that area and two days ago the mutilated body of one of our Lord's staunchest and resolute priests was found. There is strong evidence that this man was ritually sacrificed. This is more than just an affront to our noble order, it is an affront to our Lord and cannot, under any circumstances, be allowed to continue.

Your task, noble brother, is to gather a group of dedicated, loyal, God-fearing men and walk into the jaws of death with the light of our divine master to guide you and cleanse it of all that is foul and evil.

May Sigmar bless and guide thee in this our darkest hour.

Your most loyal brother and patron

Witch Hunter General Lord Gunther Blummfeld

 **Sigmar**



Scourge and Purge

Ending the game

The primary objective of the Scourge and Purge scenario is simply to destroy the opposing warband and purge this region. If a warband loses more than half of its members it automatically Routs and the game ends immediately. The warband that Routs loses and the other warband automatically wins. The secondary objective is to destroy the possessed wizard.

Experience

Fighters who take part in the Scourge and Purge scenario earn Experience points as noted below.

+1 Survives. If a fighter survives the battle then 1 Experience point is earned. Even fighters who are wounded and taken Out of Action receive experience for taking part.

+1 Per enemy Out of Action. A fighter earns 1 Experience point for each opposing fighter he takes down or out during the battle.

+2 Winning leader. The leader of the winning side earns an extra 2 Experience points.

+1 Taking the Possessed Wizard Out of Action. The fighter that takes Out of Action the possessed wizard earns 3 Experience points.

Additional Experience

+2 Purge. A Witch Hunter earns double Experience points for each opposing fighter he takes Out of Action during the battle.

+6 Scourge. If the Witch Hunter Captain personally takes the possessed wizard Out of Action he earns double Experience points.



Special Rules

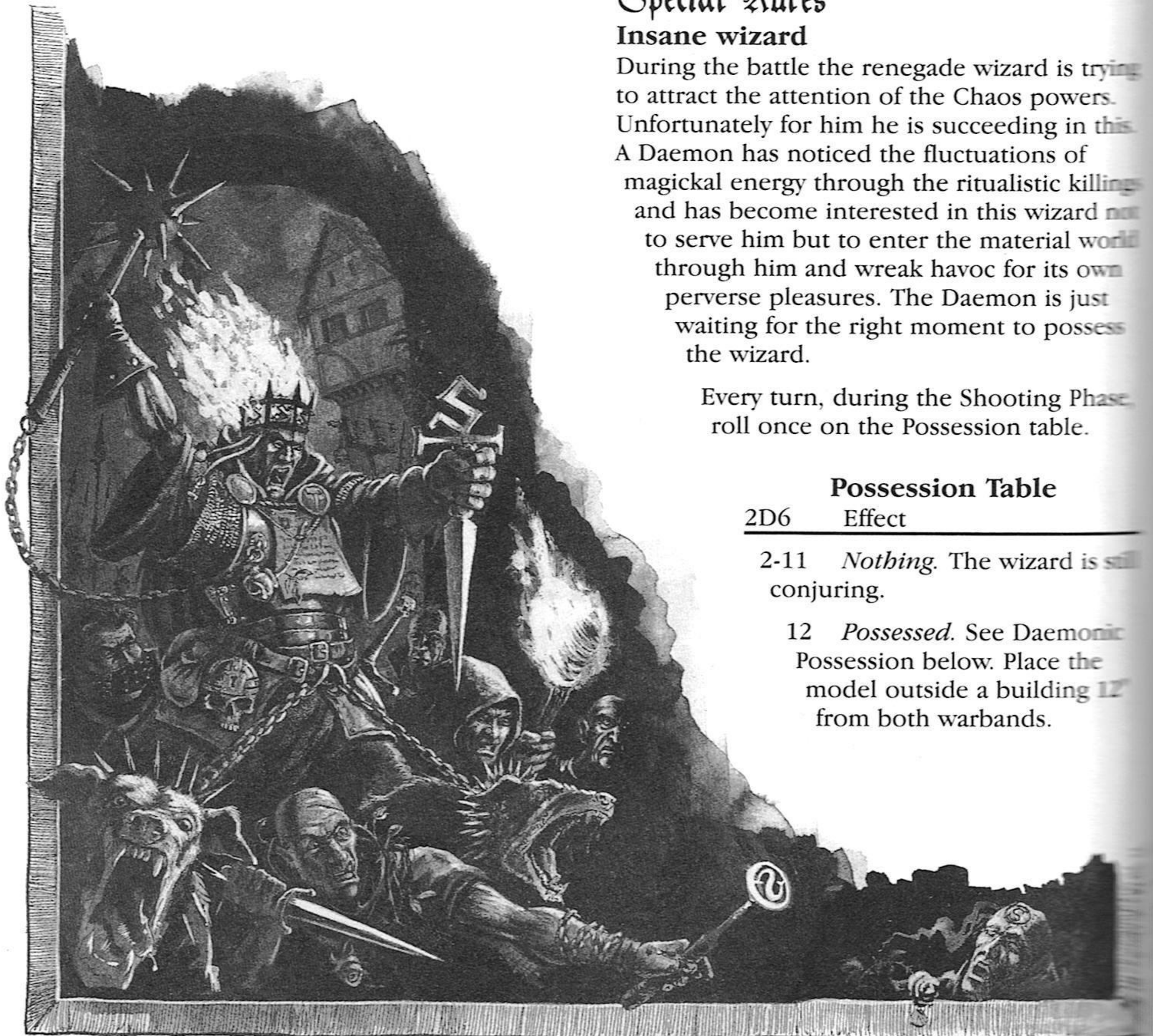
Insane wizard

During the battle the renegade wizard is trying to attract the attention of the Chaos powers. Unfortunately for him he is succeeding in this. A Daemon has noticed the fluctuations of magickal energy through the ritualistic killings and has become interested in this wizard not to serve him but to enter the material world through him and wreak havoc for its own perverse pleasures. The Daemon is just waiting for the right moment to possess the wizard.

Every turn, during the Shooting Phase, roll once on the Possession table.

Possession Table

2D6	Effect
2-11	<i>Nothing.</i> The wizard is still conjuring.
12	<i>Possessed.</i> See Daemonic Possession below. Place the model outside a building 12' from both warbands.



Modifiers

+1 Per Wounding hit. Add +1 for each wounding hit that is inflicted during the battle.

+2 Magick. Add +2 for each magickal spell cast or magickal artifact activated.

+5 Kill. Add +5 for each model that has been taken Out of Action during the battle.

Daemonic Possession

When the wizard becomes possessed his body will be completely taken over by the Daemon. The ferocious energy of the creature will quickly burn up the frail body of the poor wizard but before it does so the Daemon will go on the rampage and attempt to cause as much death and destruction as possible!

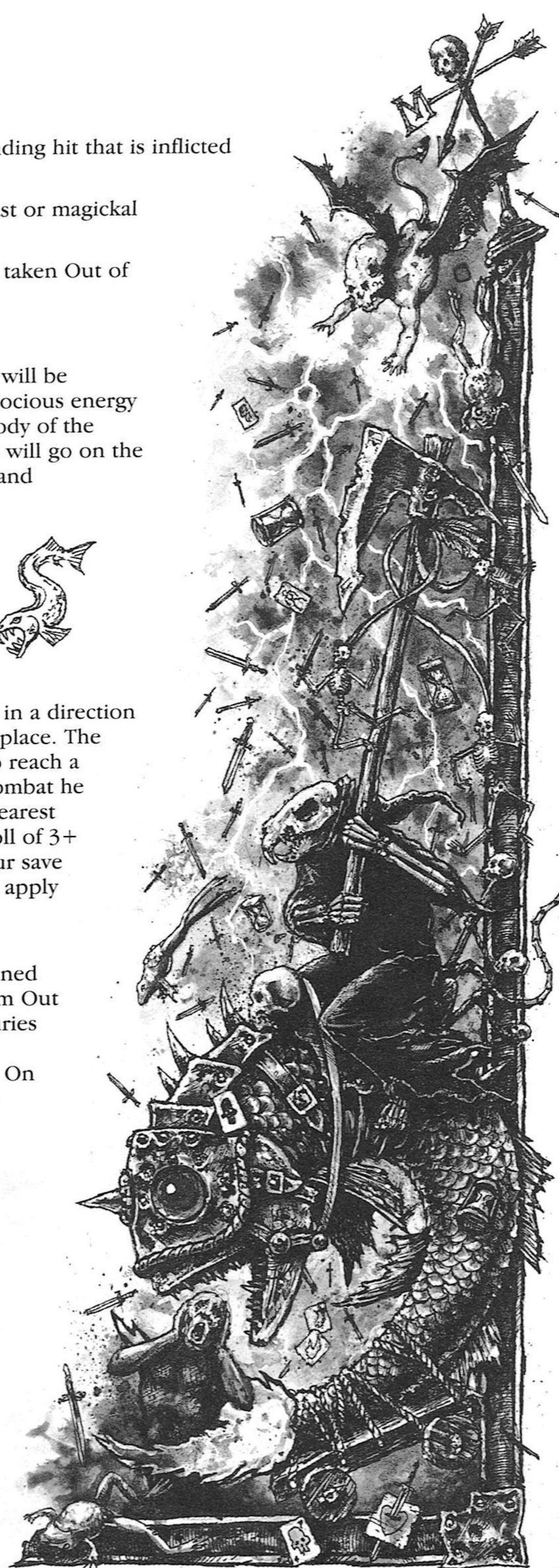
Once possessed, the wizard is placed on the battlefield within any set of ruins (he was considered to be hiding out in the cellar) by the player whose turn he becomes possessed in. The possessed wizard moves in both player's turns. Carry out his move and attacks before moving any other models. The possessed wizard will move 2D6" in a direction chosen by the player whose turn is not taking place. The wizard must enter close combat if he is able to reach a model. If the wizard is not engaged in close combat he will unleash a bolt of magickal energy at the nearest model he can see. The energy bolt hits on a roll of 3+ and causes a Strength 4 hit with normal armour save allowed, normal to hit modifiers for cover etc. apply and it counts as a magickal attack.

Roll for damage against the wizard as normal. However, he ignores Knocked Down and Stunned results on the Injury Table. If a player takes him Out of Action, roll immediately on the Serious Injuries Chart for Henchmen. Only a Dead result will destroy the Daemon and with him the wizard. On any other roll the wizard gets straight back up again and is completely unaffected.

Fortunately for both warbands concerned the battle with the Daemon will quickly burn up the energy reserves of the wizard's fragile mortal body. Roll a D6 for the wizard at the end of each player's turn.

On a roll of 1 the wizard's body finally gives up and the Daemon is forced back to the Realm of

Chaos. Remove the wizard's model from the battlefield – all that remains is a charred skeleton amidst a pile of ashes!



Scourge and Purge

Possessed Wizard

Profile M WS BS S T W I A Ld

2D6 5 3 5 4 1 3 3 N/A

Weapons/Armour: The possessed wizard does not need to use weapons.

SPECIAL RULES

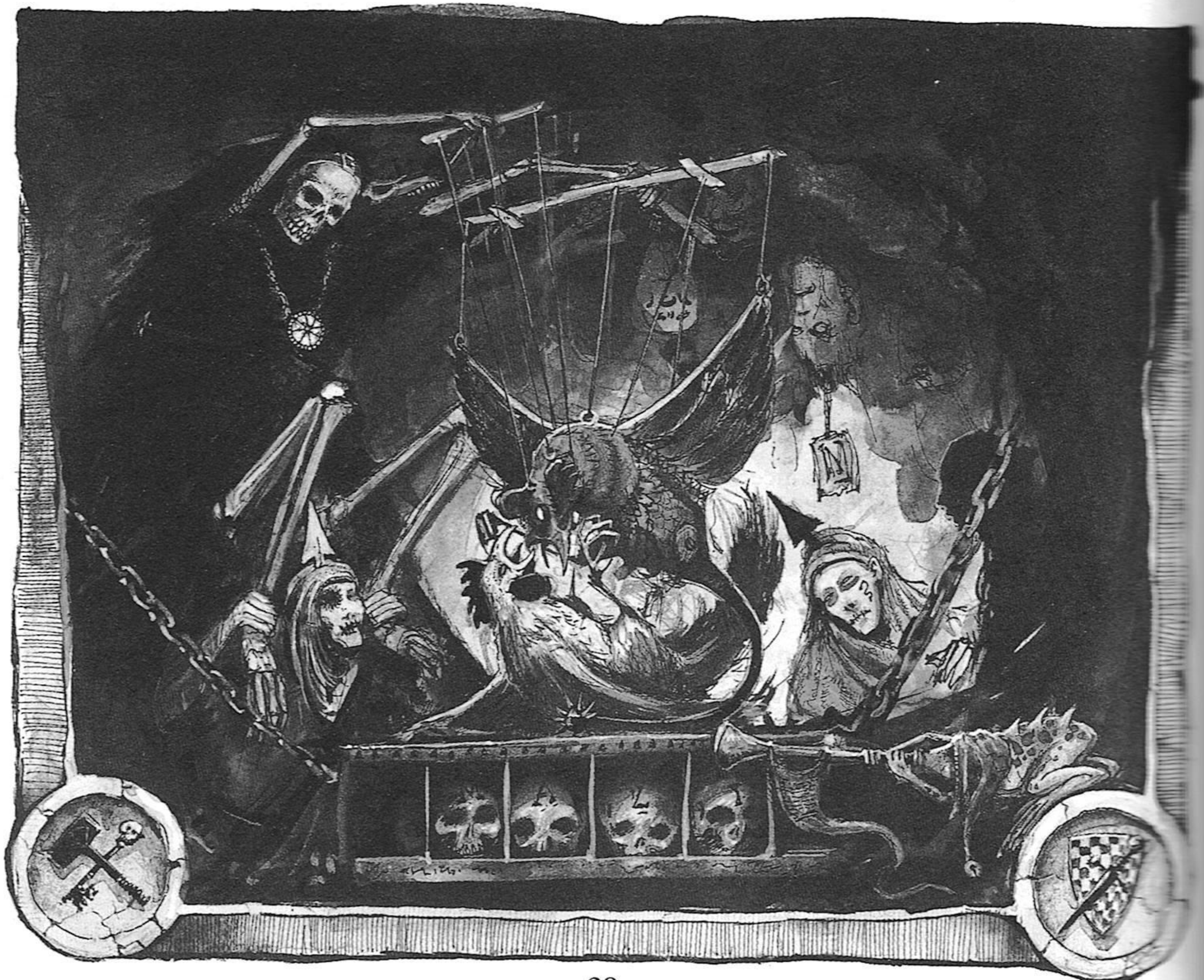
Fear: The possessed wizard causes *Fear* – and quite right too!

Mutations: The possessed wizard should roll D3 random mutations from the Cult of the Possessed Warband's Mutations list.



Al laidback chap of the Netherlands

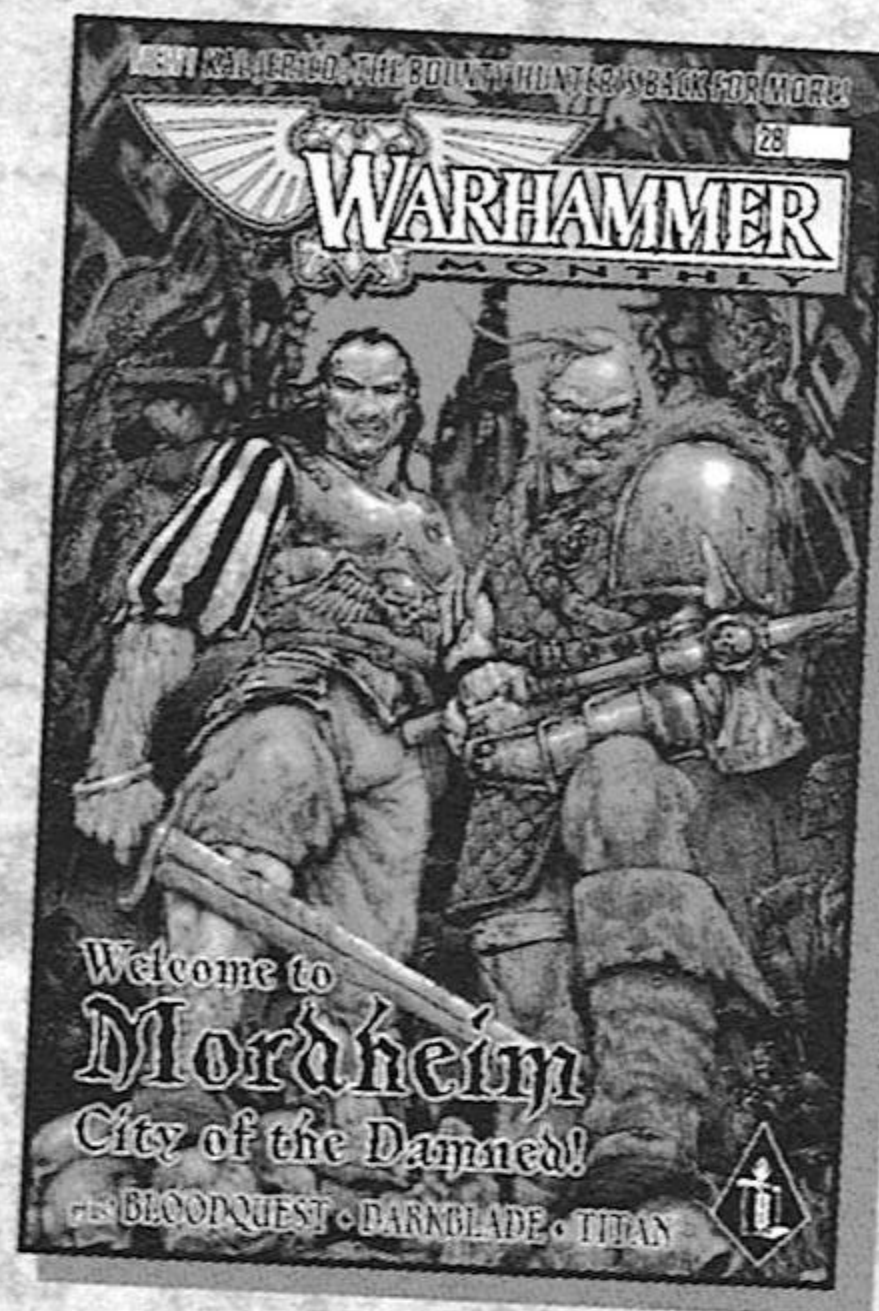
My name is Donato Ranzato and I live in Purmerend in the Netherlands. I am 28 years old and a long-time devotee of GW games. I have played Warhammer (Chaos warbands from the Realm of Chaos books), Necromunda (Redemptionists), Mighty Empires and currently I am engaged in a Mordheim campaign with my local gaming group. In Mordheim I use a Witch Hunter warband called 'The Chosen of Sigmar' lead by their distinguished captain Heinz Krankimkopf. I don't play Warhammer much these days but I have still my vast, fully-painted Chaos army and I am just awaiting the right time to use a warband that will utilise those figures.



Tales From the Black Library™



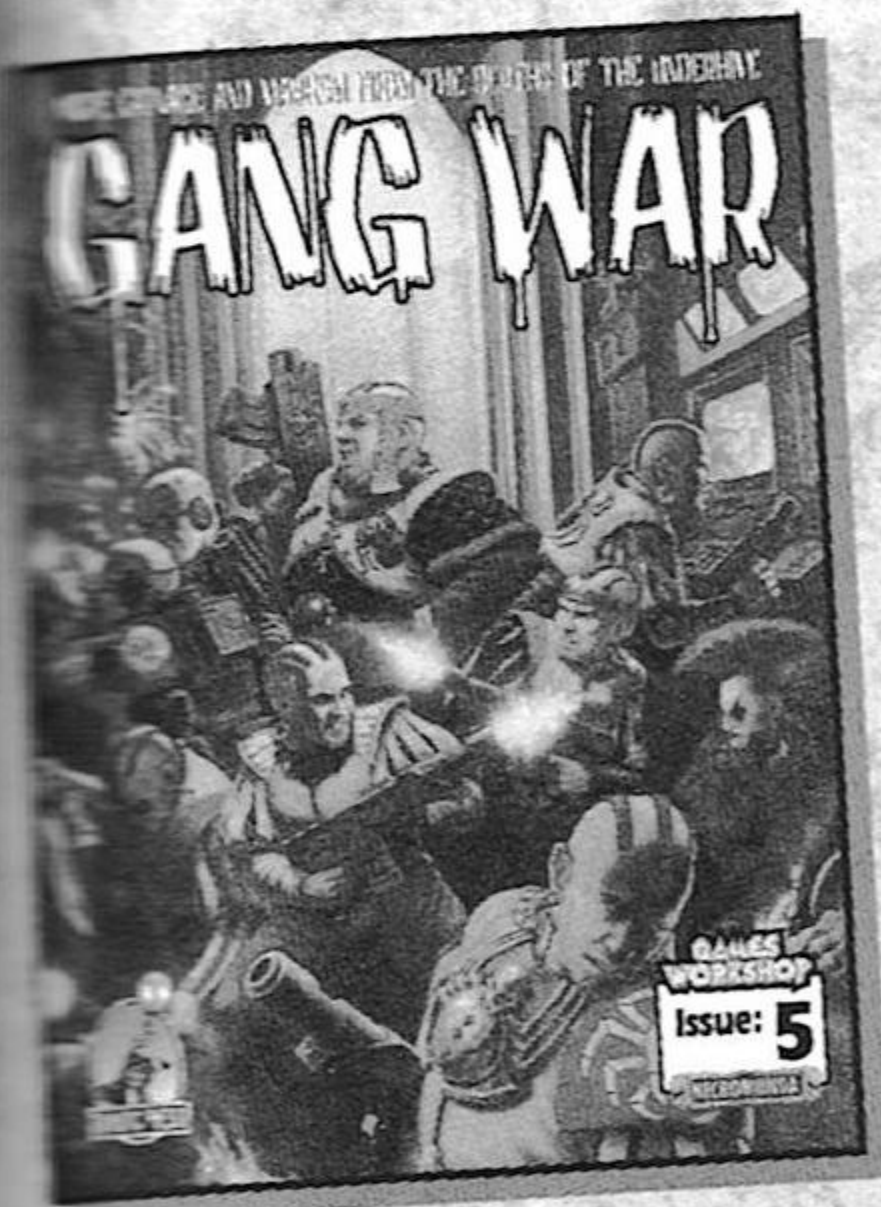
• WARHAMMER MONTHLY 28



This month's blood-soaked issue promises you, from the team who brought you Kal Jerico, a brand new new carnage fest in the ruins of Mordheim – City of the Damned! 'Signs and Portents' introduces Ulli and Marquand, two of the Empire's most notorious and bloodthirsty bandits, who after a daring escape, decide to risk the perils of Mordheim. Kal Jerico and his sidekick Scabbs are themselves back as well, chasing more bad guys down-hive to the treacherous hole known as Raintown! Darkblade, from Dan Abnett and Kev Hopgood, continues when Malus must face the immense power of the Screaming Child. Also from Dan Abnett, Anthony Williams and Andy Lanning, comes Titan: Vivaporius. In this month's episode Princess Hekate and the crew of Imperius Dictatio lay stranded behind enemy lines. Will help arrive, or must Dictatio and the crew face the Tyrannid horde alone?

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• GANG WAR 5

Following the immense success of our Gang War series comes Gang War 5. We were so overwhelmed with the popularity of Gang War 1-4 that we have been busy tormenting the pit slaves to get another great volume of die-hard Necromunda stuff together. Amongst the many articles there are...

- New hired gun – the Ratling Sniper.
- Extensive rules for Settlement Events by Tom Merrigan.
- Modelling workshops for building your own Necromunda terrain
- 3 new scenarios from Liam Nunn: Escape Route, The Wounded and The Duel.
- Trading Skills – A new set of skills for gangers.
- Michael Anderson's beautifully painted and converted gang – The Buffalo Soldiers.

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Mordheim by Night

By the distinguished traveller Michael Walker

Mordheim,
you can tell
from the box lid
this ain't a nice
place.

Once you delve into the rulebook you discover a damned destination of despair and dank dereliction, where the dark destiny of desperate denizens is to delve amongst dismal desolation with dreadful determination. I wonder what a travel brochure for the place would look like:



Mordheim

'A new holiday destination in the North of the Empire.'

'Once you get there you won't want (in some cases be able!) to leave.'

Accommodation: You will stay in an utterly ruined building with less than a complete set of walls and an inadequate roof. All residences will leave our guests breathless, especially on a warm day, with a multitude of rotting corpses and an extensive open sewer system running throughout the city. Every guest will encounter hot and cold running rodents and have unlimited supplies of water, when it rains.

Weather: Dismal, with bouts of miserableness and occasional periods of appallingness.

Food: Guests will enjoy food that is scarce, unappealing and fast moving, they will be able to swill down whatever they can catch with a selection from our collection of stagnant rainwater.

Local Dangers: Guests are advised to beware of – Everything! But mostly dark alleyways, they all contain someone you wouldn't want to meet in one.

The Locals: Always welcoming to strangers

and happy to find them a permanent place to stay.

Local Bargains: Life is cheap!

Local Ambience: Mordheim will make an indelible impression upon every person who visits the place (unless they are really, really careful). The reek of decay and death pervades the corners of the city. Murder seeps from every pore of each rotting structure. The grim evidence of killing soaks into streets that have already echoed with the screams of the slaughtered.

This was my sort of place.

This is the story of how I got there and what I found.

The Plan

I began by formulating a plan.

It was a very simple plan:

1. Build a ruined city.
2. Prepare to play Mordheim.
3. Play Mordheim.



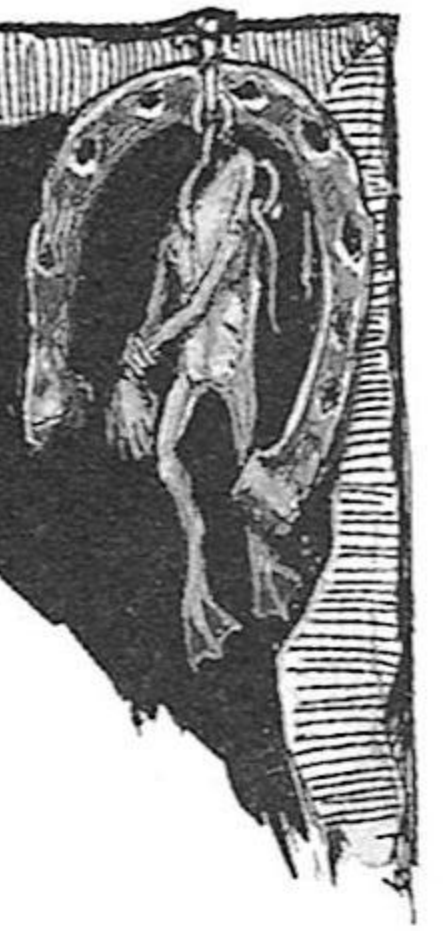
Build a Ruined City

I considered the excellent cardboard ruins supplied in the box for only a few seconds before putting them to one side. One day my model of Mordheim might feature realistic and brightly coloured structures such as these but right now I wanted something that would give a much bigger area to play on, that could be built really quickly.

Here's my list of the things I needed:

- Four by Two sheets of 6mm MDF
- 18 inch Rotary Petrol Driven Lawnmower
- Sharp Knife
- Adhesive (PVA or Glue Gun)

Ye brochure detailing the ruins and a conflict between brave Reiklanders
and hideous Skaven in the City of the Damned



- Several tall round delicious crunchy snack containers
- Ready Mix Filler
- About twelve hours
- A wife with a preference for Hot Mexican colours.
- A Freshly painted Dark Blue Front Door
- Opposable thumbs

Here are the 10 easy steps to making your own set of ruins:

1. Hack out sixteen ten inch squares of 6mm MDF (This stuff is brilliant at staying flat, Glue it, Paint it, Spill fizzy drinks on it and it still will not warp).

2. Remove large chunks of thick corrugated cardboard packaging from newly acquired 18 inch Rotary Petrol Driven Lawnmower.

I realise the purchase of this item may somewhat increase the cost of this project, but a supply of really good thick cardboard is vital to its success. I will trust that readers operating on a more limited budget are ingenious enough to find their own sources of this essential material. (Note: any begging

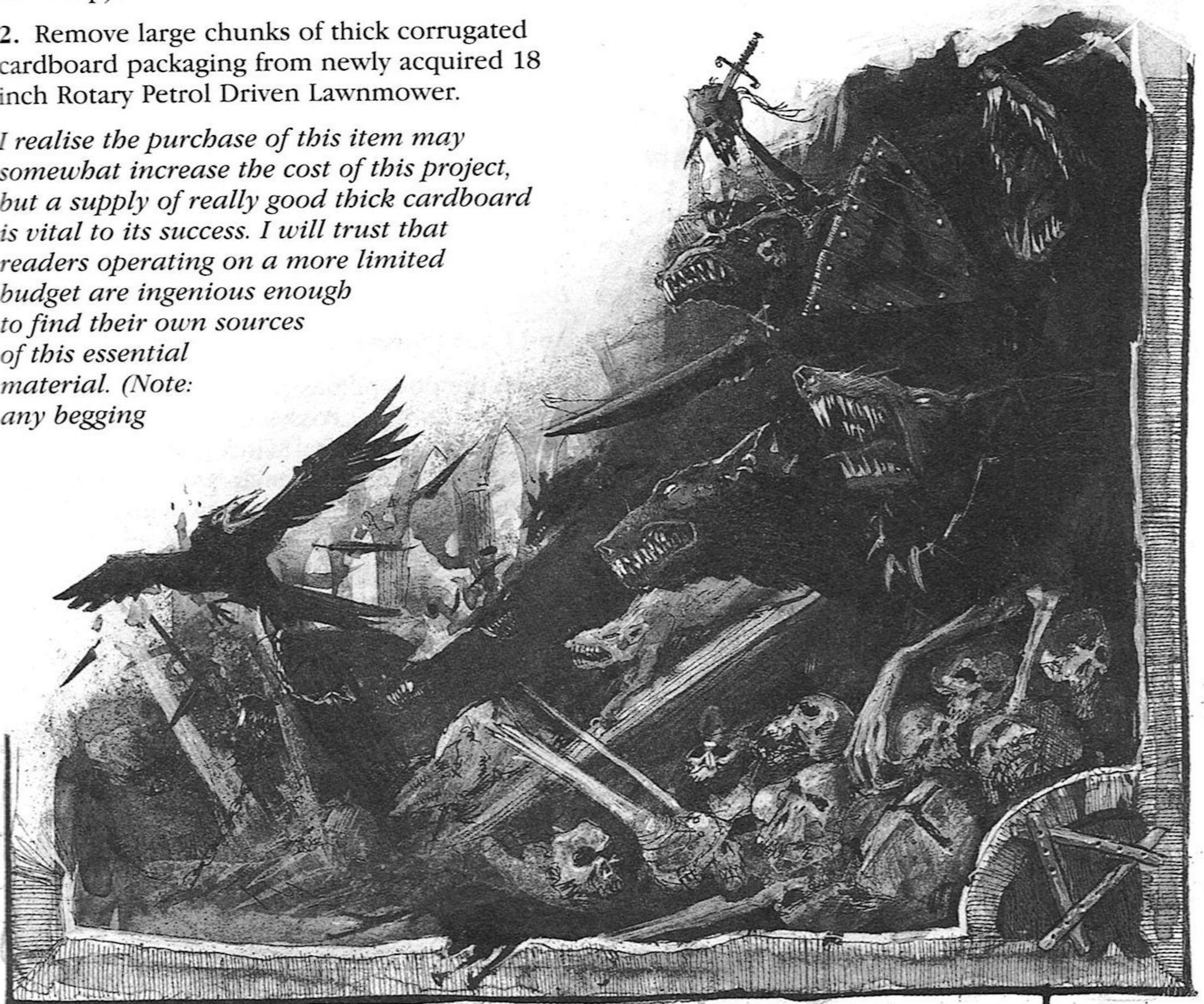
letters for my cardboard from Kim Basinger will be treated with suspicion.)

3. Take sharp knife and carve ruined structures from cardboard.

4. Check that you still have the same number of opposable thumbs as when you started.

5. Glue the structures together and to MDF squares.

6. If a round tower is required empty the tall round delicious crunchy snack containers by distributing contents to visitors, cats and family members not on strict diets and glue them to MDF squares.



Mordheim by Night

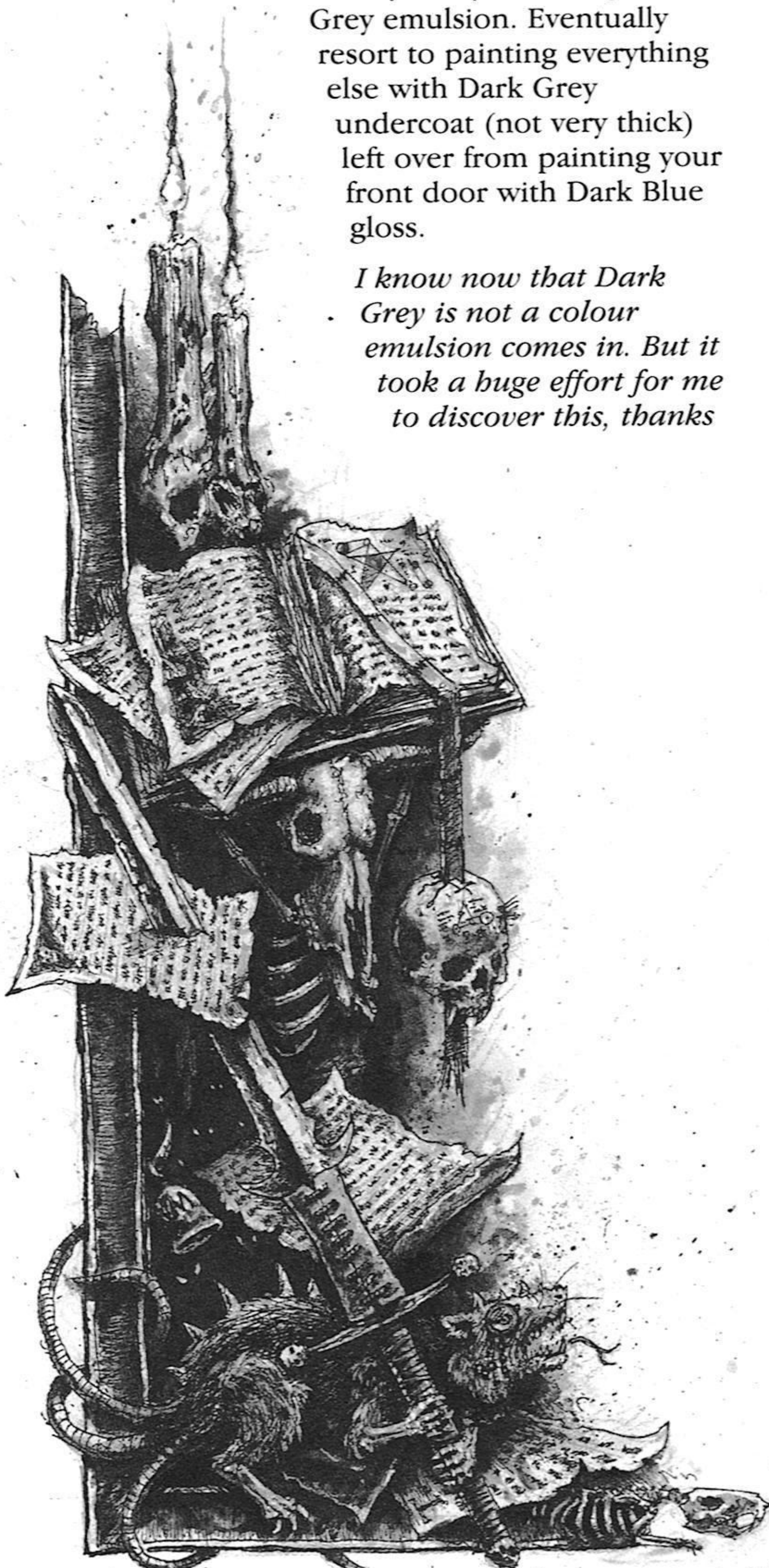
7. Mix up filler (fairly thick) and slap on everything cardboard and the top surface of the MDF. Allow to dry overnight.

8. Paint everything that is, was or could have been a roof with Terracotta matt emulsion (quite thick).

Fortunately my wife is brightening our hallway with this colour and thus a cupful of emulsion was easy to 'acquire'. A 'tester' pot might prove the most economical source for others.

9. Try really hard to get Dark Grey emulsion. Eventually resort to painting everything else with Dark Grey undercoat (not very thick) left over from painting your front door with Dark Blue gloss.

I know now that Dark Grey is not a colour emulsion comes in. But it took a huge effort for me to discover this, thanks



to the lack of help from several young DIY superstore assistants who were generally unresponsive, uncaring and unhelpful and one rather elderly member of staff who was more than helpful but unable to provide any essential information due to a misfiring memory system.

10. Get Little Dave (pretty thick) round to admire your handiwork.



City built, it's time to find some gang leaders.

Prepare to Play

I made my pitch at the end of a midweek Warhammer session.

'Right who wants to have a go at Mordheim next week. It's a really neat conversion of the Warhammer rules. You'll enjoy it. You each get to design a gang of warriors armed with exotic weaponry and pit them against each other.'

There seemed to be a reasonable amount of interest.

'So who wants a game?'

No takers. I tried to appeal to their better natures.

'C'mon guys I spent ages building that city.'

I needed a clincher.

'I'll bring some Custard Creams and Bourbons.'

And I had four volunteers.

Whilst the possibilities presented by the extra-limbed Cult of the Possessed, extra-decayed Undead, extra-fanatical Witch Hunters and the extra-curvy Sisters of Sigmar, were interesting I had thought of an introductory scenario involving Skaven and Human Mercenary gangs mainly because these were the figures supplied in the box. I now had a week to organise things.

Here are the 9 steps to get everything done:

1. Issue players with enough rules and Hero & Henchmen sheets so they can each select five hundred crowns worth of warriors (two Skaven & two Reiklander gangs were required for my scenario).

2. Read the rules and get someone else to read them as well. From experience if at least

two people
read the rules
you have a much
better chance of
getting things right.

3. Go to biscuit shop and
make appropriate purchases.

4. Construct special rules for caged
Giant Rats and moving the Skaven War
Machine. See the next section for why these
were needed.

5. Use, Charm, logic or loud shouting to get
players to complete design of gangs and let
you have the sheets back.

6. Construct models of gang members.

*This was a huge mistake. I should have shared
out this task. Then I would have avoided the
situation at two o'clock one morning of
having several of my rather unresponsive
fingers glued together, rather than the pieces
of the Black Skaven that it had been my
intention to assemble.*

*My advice: Once the hour is late enough that
picking up the glue pot becomes a challenge,
give up. Better still, share the work to avoid
the need for consciousness at unreasonable
hours.*

7. On evening of game set up ruins, hand out
figures.

8. Run through the rules and scenario with
the players (beware of unscrupulous players
asking daft questions to create a diversion so
they can devour all the Custard Creams).

9. Get ready for two and a half hour of malice,
murder and mayhem in Mordheim.

Play!

The scenario involved
recovery of an early
Wyrdstone powered
version of the Doomwheel
(before Ikit Claw's refinements
turned it into a wonder weapon) by two gangs
of Skaven equipped with caged giant rats to
feed into the wheel and get it moving again
(what most Warhammer Skaven generals
wonder about this weapon is, how far away to
put the thing so it won't run over or
electrocute any friendly troops, when they lose
control of it). Defending the wheel was one
Reikland gang, with the second Mercenary
gang due to turn up a bit later as
reinforcements.

After six turns of extreme violence the four



remaining
Reiklanders
(they started with
twelve) were
victorious.

Here are a few observations from the game:

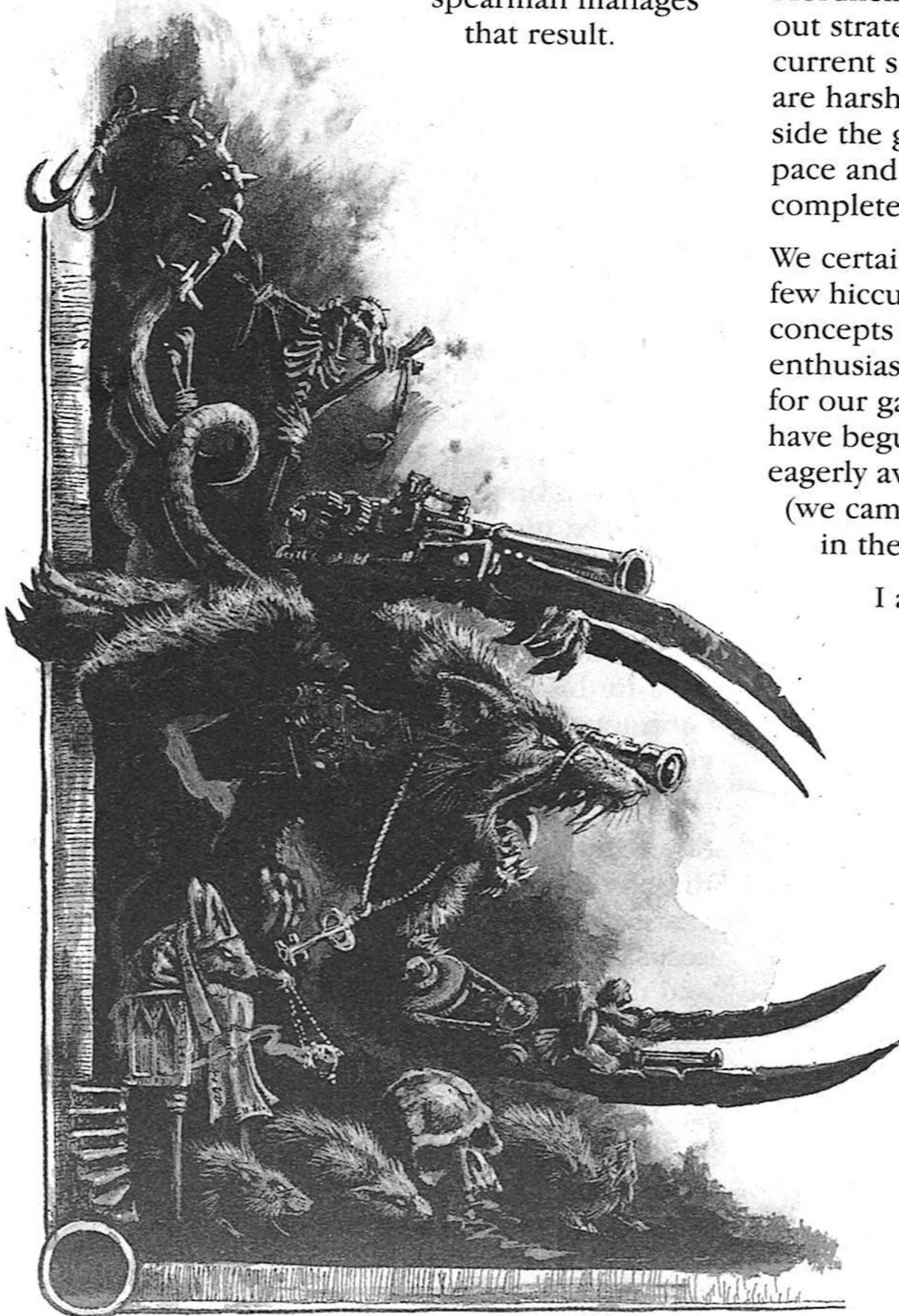
1. The ballistically endowed
Reiklander Marksmen proved
decisive in this game. Most of
the Skaven casualties resulted
from arrow wounds. Too often the
Skaven players were convinced a model
was hidden only to see it taken out by bowfire
in the next turn.
2. Skaven go first in close combat because
they move fast and have high Initiative. This
just about balances out their poor Weapon
Skill. In this game it would have helped
enormously if they were able to move fast
enough to out run the Reiklander arrows.
3. A great deal of time is spent crouching
down behind models with one eye shut trying
to determine if a figure can make a shot or
charge. This activity was often followed by
accusations of short-sightedness, blurred vision
and the need for thick bottle-lens glasses. A
taut piece of string held between the two
models resolved most disagreements.
4. The Skaven Black Blades and Warplock
Pistol proved to be the most effective weapons
during the game. Unfortunately all the Black
Skaven with Fighting Claws got perforated
before getting into a fight and this prevented
these items being added to the list.

5. The Blunderbuss is a mighty one shot weapon. Any weapon that can automatically hit a target that only has the lower part of their earlobe sticking out from cover must be treated with respect by both sides.

6. We were a bit confused by the magic rules and what figures could be targeted by spellcasters. We decided that unless a victim obviously needed to be visible to the caster, like for the spell *Warpfire*, then any figure in range was eligible to have a spell cast at it.

7. The amount of damage avoided by sword and buckler armed swordsman, with their special *Parry* ability was very impressive.

8. We used the advanced Critical hit tables for this game. I must recommend these if only for the entertainment value of being able to shout 'Kebab' when a spearman manages that result.



Conclusion

If Warhammer is a fully satisfying main course of roast beef, roast potatoes and Yorkshire pud (for vegetarian readers think Asparagus Rissole), then Mordheim is a delicious apple crumble desert.



Mordheim is a much quicker and easier game than Warhammer.

Although Mordheim's main systems of movement, combat & psychology are based on Warhammer, the feel of Mordheim is much more intense and personal.

Once you have built your city, games of Mordheim are very easy to set up and very quick to play. Our game had four players and took two and a half hours. Most games with two players will take far less time.

Mordheim is much less about carefully thought out strategy and more about reacting to the current situation and avoiding mistakes which are harshly punished. With few figures on each side the game speeds along at a very rapid pace and a couple of quick games can easily be completed in one evening.

We certainly enjoyed our game and with only a few hiccups managed to cope with the new concepts in the rules. As proof of the enthusiasm for the game all of the four players for our game want to start a campaign and have begun to design and build gangs and I am eagerly awaiting details of the Halfling gangs (we came, we saw, we picnicked!) promised in the Journal.

I am very confident that it will not be too many days before my ruins are once more ringing with the clash of swords and the cries of the wounded in the City of the Damned.

Right I'm off to think of a really good reason why I should be spending this weekend applying acrylic paint to my Mordheim miniatures rather than Terracotta emulsion to the stairwell walls!



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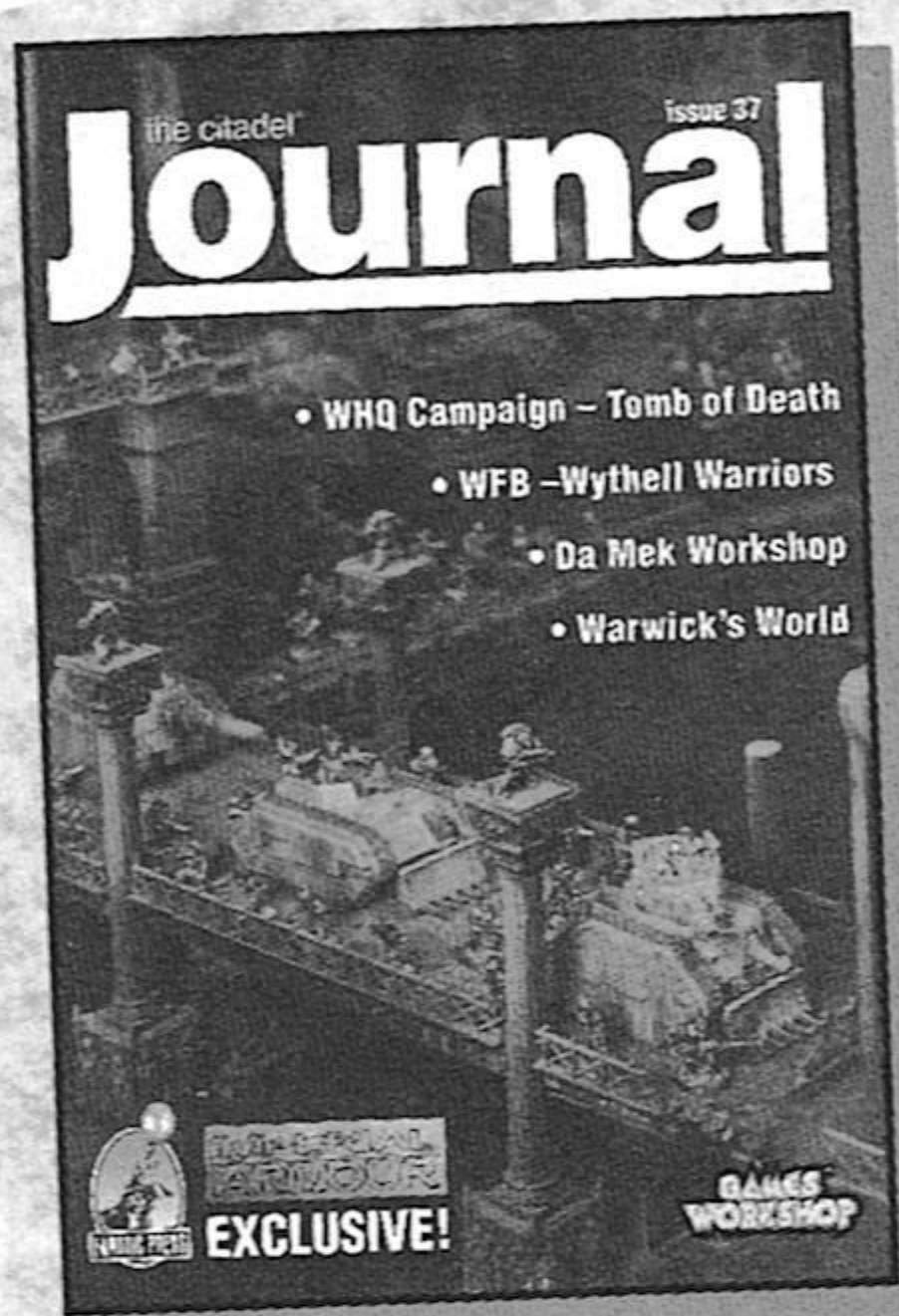
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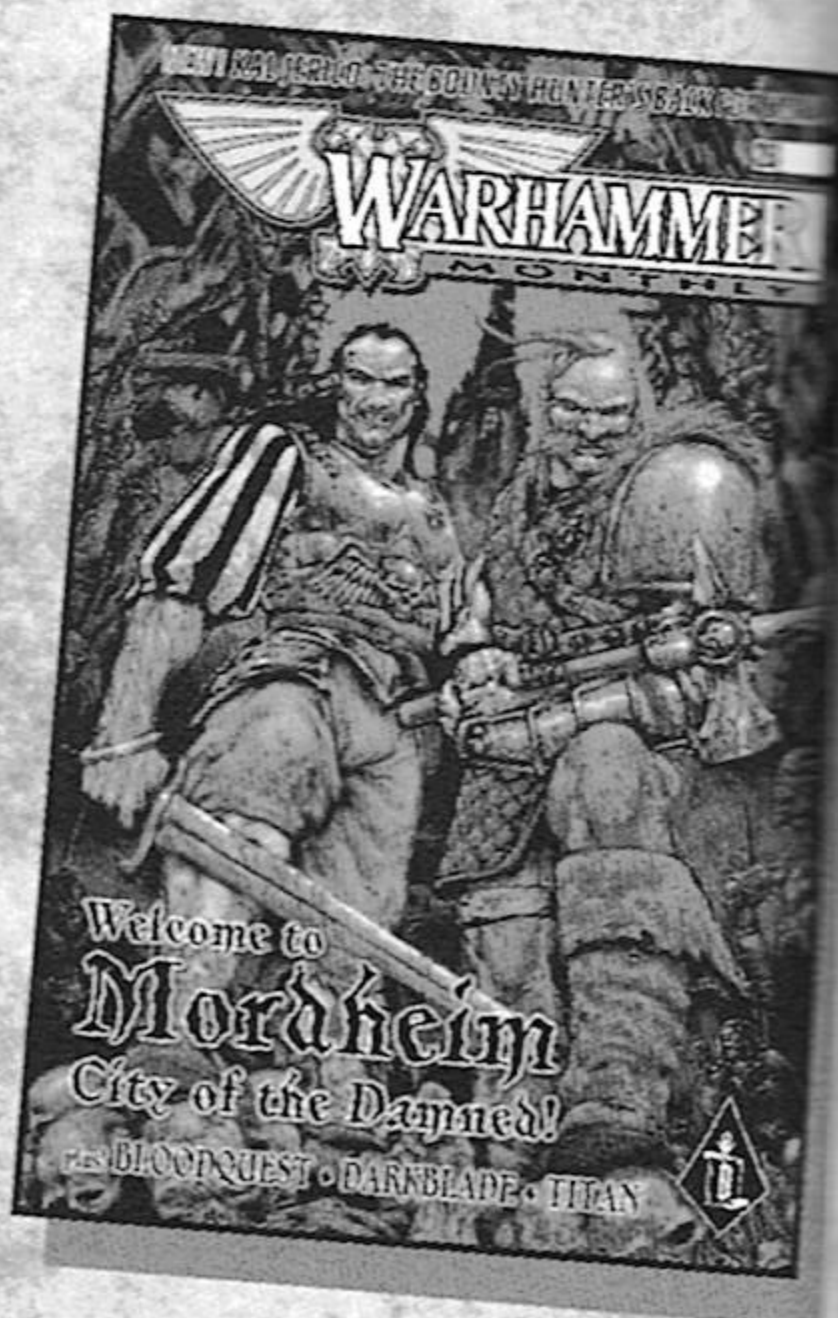
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Beastmen Raiders

By Shadowlord Tuomas Virenen

Beastmen are brutish creatures, the Children of Chaos and Old Night. They roam the great forests of the Old World, and are amongst the most bitter enemies of mankind.

The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly

wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Gors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Gors in strength and power. They may have one horn or many, but these won't be recognised as those of goat.

Shamans are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers.

Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes.

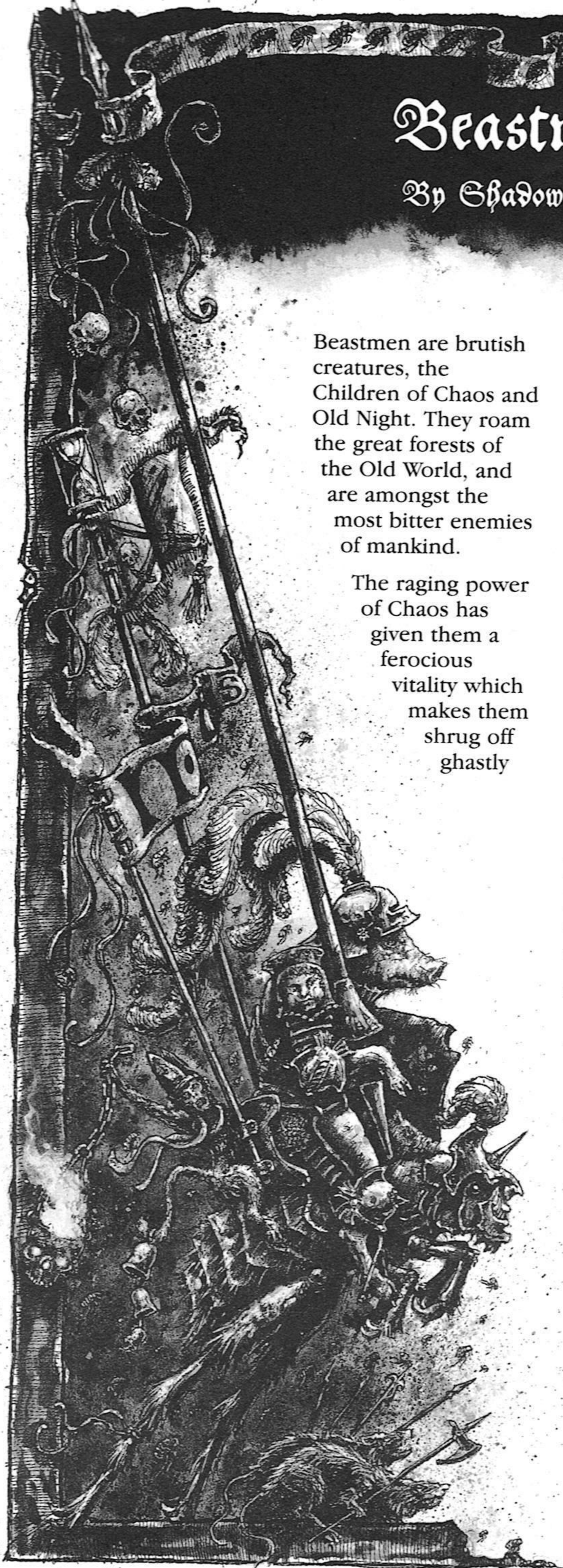
Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim.

From there the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors.

For the tribes of Beastmen the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilisation of man which offends the Chaos Gods. After the taint of man has been wiped from the face of the earth then the Beastmen shall inherit.

Appearance: Beastmen Gors stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser beastmen, no



larger than humans, but their tough bodies and vicious tempers easily make them a match to any human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown.

Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration.

Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

Choice of Warriors

A Beastman Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Beastman Chief: Each Beastman Warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastman Shaman.

Gors: Your warband may include up to three Gors.

Ungor: Any number of models may be Ungor.

Minotaur: Your Warband may include a single Minotaur.

Chaos Hounds: Your Warband may include up to five Chaos Hounds.

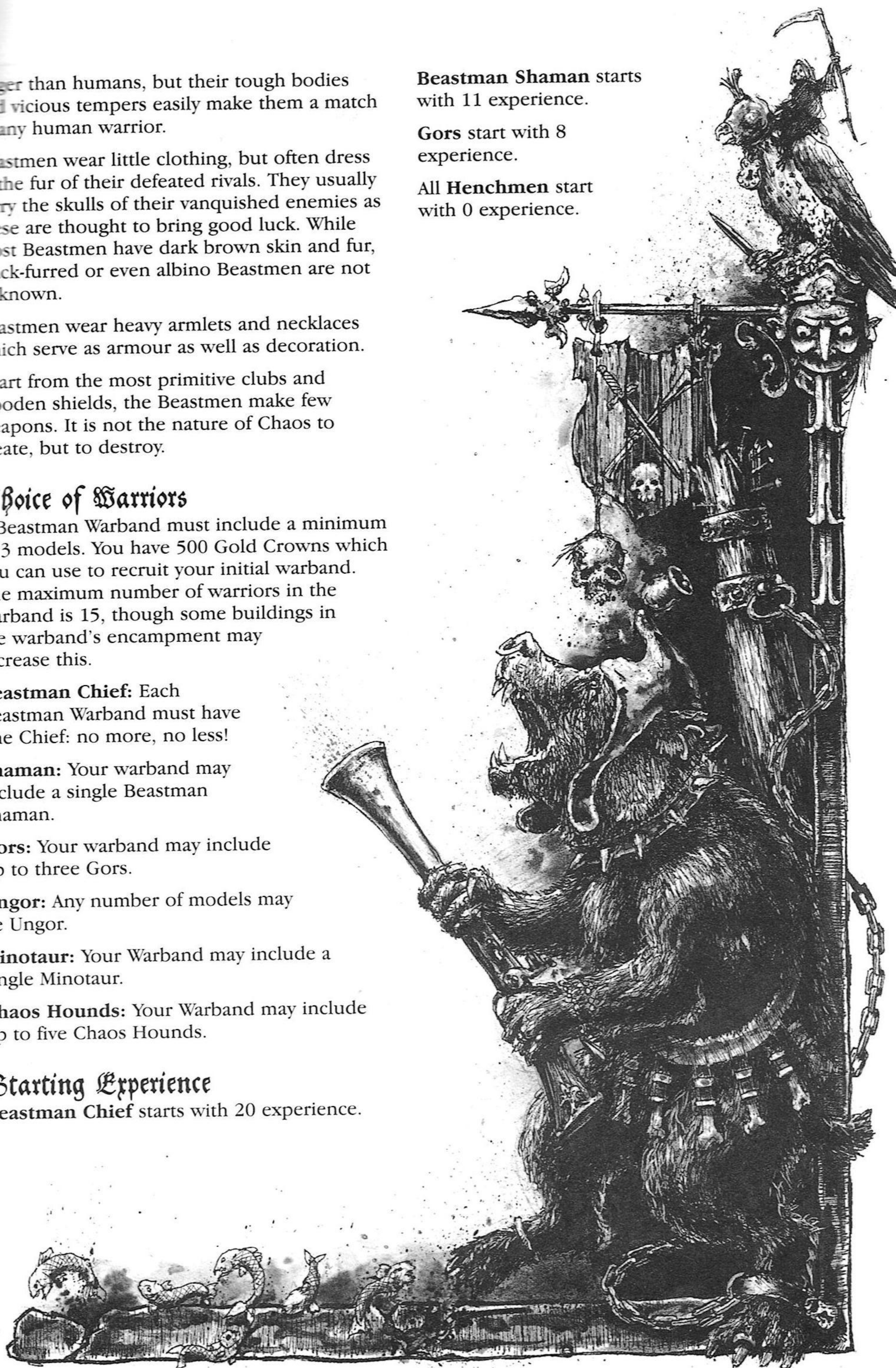
Starting Experience

Beastman Chief starts with 20 experience.

Beastman Shaman starts with 11 experience.

Gors start with 8 experience.

All Henchmen start with 0 experience.



Beastman equipment lists

The following lists are used by Beastman warbands to pick their weapons:

GOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Sword	5 gc
Double-handed weapon	15 gc
Halberd	10 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

UNGOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

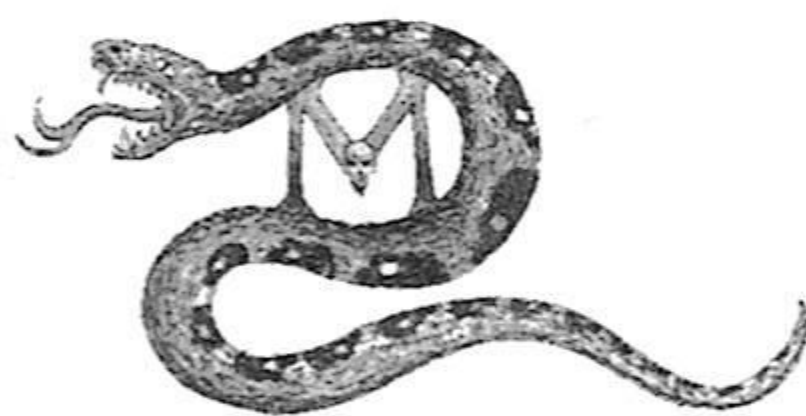
Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Spear	5 gc

Missile Weapons

None

Armour

Shield	5 gc
--------------	------



Beastman skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	✓			✓	✓	✓
Shaman	✓				✓	✓
Gor	✓			✓		✓



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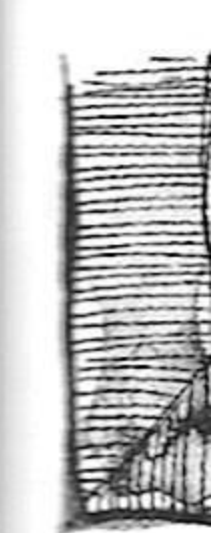
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Heroes

1 Beastman Chieftain

85 gold crowns to hire

Beastman chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	4	2	4	1	8

Weapons/Armour: The Beastman Chieftain may be equipped with weapons and armour chosen from the Gor Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Beastman Shaman

55 gold crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

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

Weapons/Armour: Beastman Shamans may be equipped with weapons chosen from the Gor Equipment list except that they never wear armour.

SPECIAL RULES

Wizard: A Beastman Shaman is a Wizard and may use Chaos Rituals as detailed in the Magic section.

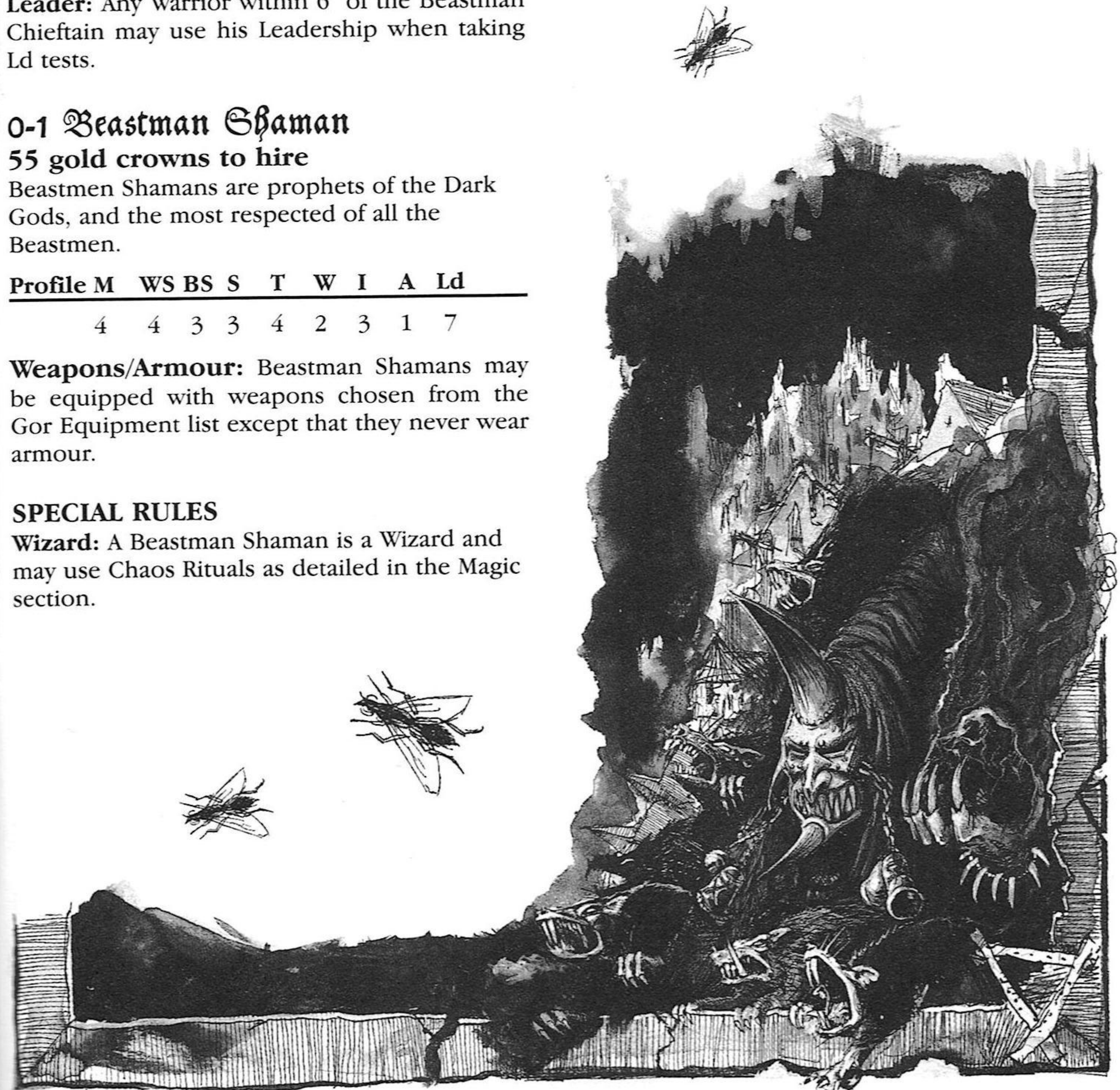
0-3 Beastman Gors

45 gold crowns to hire

Gor are the largest type of Beastmen, the great horned warriors of the Beastman Warbands. They are massive creatures with an inhuman resistance of pain.

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

Weapons/Armour: Beastmen Gors may be equipped with weapons chosen from the Gor Equipment list.



Beastmen (Bought in groups of 1-5)

Ungor

15 gold crowns to hire

Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large masses.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	4	1	3	1	6

Weapons/Armour: Ungor may be armed with weapons and armour chosen from Ungor Equipment list.

Chaos Hounds

60 gold crowns to hire

Chaos Hounds are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	3	2	6

Weapons/Armour: None! Apart from their fangs and nasty tempers the Chaos Hounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Chaos Hounds are animals and never gain experience.

0-1 Minotaur

250 gold crowns to hire

Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastman Chief will try to recruit a Minotaur into his warband if possible.

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

Weapons/Armour: Minotaurs may be armed with weapons and armour chosen from Gor Equipment list.

SPECIAL RULES

Fear: Minotaurs are huge, bellowing monsters and cause *Fear*. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes *Frenzied* on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and although it may gain experience it may never become a Hero.

Maximum Profile

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	7	6	5	5	5	6	5	10



Beastman Chieftain



Revered Beastman Shaman



Gor Warrior

Beastmen Special Skills

Beastman Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Massive Strength

The bestial hero is titanic in size and may use a double-handed weapon in one hand.

Mutant

The Beastman may buy one mutation. See mutants Section on special rules.

Fearless

Immune to *Fear* and *Terror*.

Horned One

The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges.

Bellowing Roar

Only the Beastman Chief may have this skill. He may re-roll any failed Rout tests.

Manhater

Will be affected by the rules of *Hatred* when fighting any Human warbands.

Man-things are weak now, and ripe for plunder. Their stone huts are ruined by the rock of the Gods. The forests will claim them again, and which was once ours, will be so again.

The Gods call us for the Great Brayberd. Now we must go. All puny man-things shall die and the stones of Chaos shall be brought to the Herdstones.



(left) Mighty bull-headed Minotaur
(above) a lowly Ungor warrior



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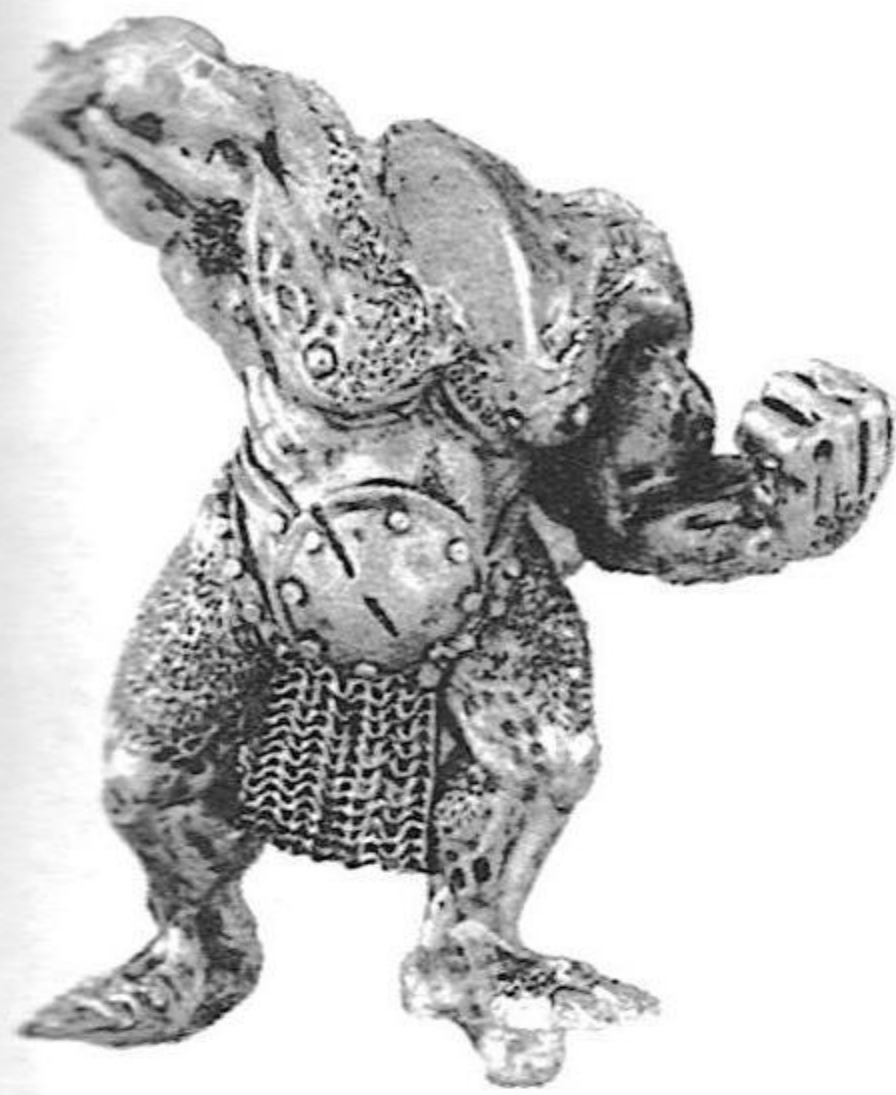


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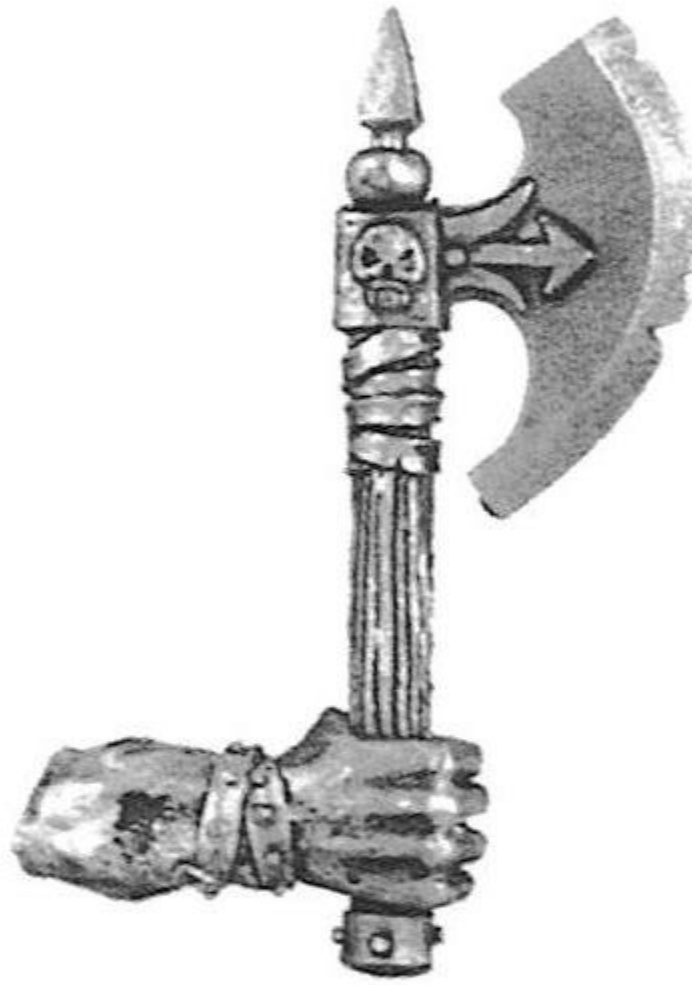
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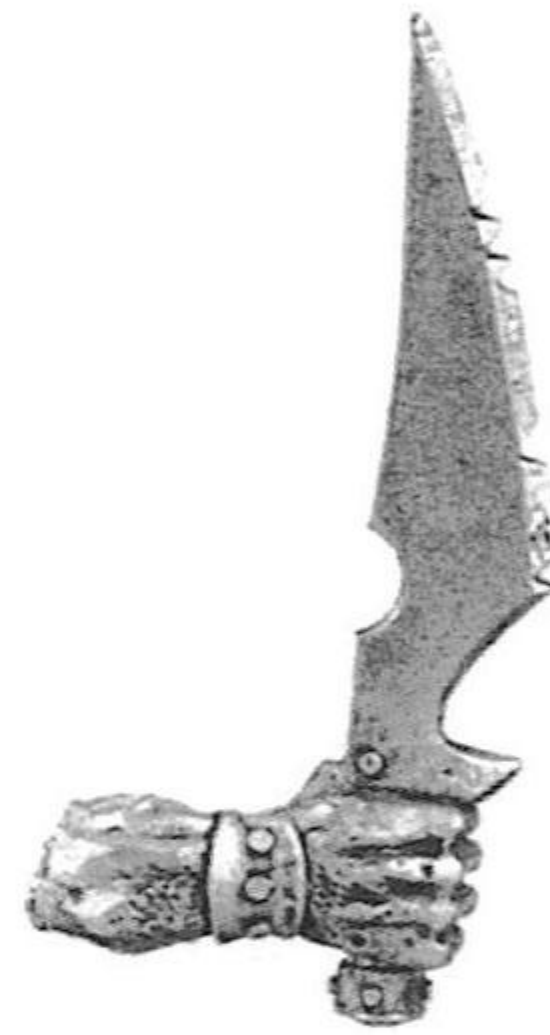
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- 1 x MINOTAUR RIGHT ARM

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MARTIAL LAW

By Imperial Decree of his grace the Elector Count of Ostermark. Whereas there is lawlessness and thievery and knavery in the environs of the ruins of Mordheim, it is hereby proclaimed that by virtue of the authority vested in him as Marshal of the Eastern Marches there now exists a state of Martial Law within a distance of five leagues in every direction from the walls of the ruined city of Mordheim. The penalty for disobedience of the Count's lawful officers is DEATH by hanging, DEATH by flogging or DEATH by maths homework or a reasonable fine.

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Rats Turn Tail and Run...

The Cult of Sigmar's finest warriors have thinned out the latest in another vile Skaven incursion into Mordheim. A brave warband, The Flames of Sigmar and Obadiah Pygzwyll's Halibuteers defeated the combined forces of ratmen reputedly known as Squeakit's Squeakers and the Marvellous Mouseketeers. The foul mutants were soundly thrashed but not before incapacitating Mad Albert of the Halibuteers who was so stunned by a slingshot that upon waking the distinguished hero rashly agreed to fight in the pits against the notorious Sulk Hogan. Albert will be in the infirmary for several weeks to come!

OBITUARIES

Albert Steiner formerly of Berger's Burgomeisters, killed by the Beautiful People and now apparently one of the restless dead.

Chopper Charlie of the Halibuteers, met a rather messy end in a somewhat one-sided fight with a Minotaur.

Captayne Berger died suddenly, the result of a sword in the gizzard!

'Mangler' Matthias died of heart failure after it was forcibly removed by a Skaven assassin.

Smorgs N'Borg, Ogre bodyguard lately in the service of Sheikh Hassan Hame



SITUATIONS VACANT

Sisters of Sigmar seek several second-sighted sorceresses

Sister Superior Solitude of the most Holy Order of the Merciful Sisters of Sigmar wishes to recruit a number of virtuous maidens skilled in the arcane lore of Magick. No fee but eternal salvation guaranteed for the right candidates. No time wasters, on pain of torture.

Get Thee to a Nunnery...



Lost

One adorable sappy-eyed Warhound, midnight black, slaving jaws, answers to the name 'Fluffy'. If found, contact Captayne Paulus Grossbelly, lately to be found at the sign of the Black Shirt.

Handsome reward offered



LONELY HEARTS

OGRE, 42, own teeth, seeks lady companion for long walks, flower pressing and fish-spotting. Must have absolutely no sense of humour whatsoever. Woodcut appreciated, reply box 32

Reiklander, male 25 who likes all things fishy, desperately seeks fun-loving girl for long-term relationship. Must be interested in cooking, cleaning, scrubbing, child-rearing and aquarium cleaning. Would prefer tall, slim, elegant, blonde with her own cart aged 17-21. Reply box 101.