



Town Crier™

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KNIGHTS OF BRETONNIA BATTLE EVIL

The chivalric sons of fair Bretonnia have been seen leading their brave and loyal retainers in running battles against the vile creatures dwelling in our once fair city. The knights of Bretonnia will hopefully help the beleaguered warbands of the

Empire in defeating the foul followers of the Chaos Gods.

As yet, there has been little contact with our brave cousins from across the Grey Mountains apart from trade and lodgings and their true intentions still remain a mystery.

A spate of fires has been reported in the remains of the northern quarters of the city. Bands of Possessed cultists are believed to be linked to these acts of arson

in what are thought to be vicious territorial disputes amongst the godless heathens. All upstanding, righteous men are advised to stay away from this part of the city

Here Within



A look at the spate of arson that appears to be all too prevalent in the city.

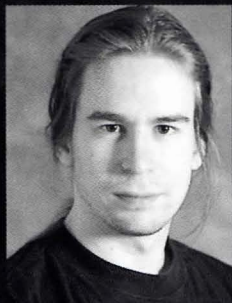
Rumours abound of a wizened priest of Ulric wandering the streets.

Ye noble sons of Bretonnia have been spotted doing all things knightly to evil doers.

Madam Helga gives her accurate predictions as to the weather



The Editor Speaks



Welcome back to the City of the Damned. Once again the scribes have been hard at work, prodded on by their Bloodletter supervisors, to bring you a wealth and wonderment of articles for our favourite game.

Many a famous warband leader has contacted me through the Altdorf post. The thing weighing heavily in their minds is the over-use of Lucky Charms. After many sleepless nights of study, I have come to an agreement – these items are over-used in our city.

There are several solutions to the over-abundance of such things. Firstly, you could increase the Difficulty of finding such an artefact to 11, or alternatively, this thing should be made into a

'one use only' item as befits the unreliable nature of such talismans of the mischievous gods of the Old World. It is the latter option that I recommend to you.

Some of the more scrupulous Captains of these warbands have also enquired as to whether they can use the barrel of Bugman's ale more than once. The blatant answer to such an enquiry is obviously no. Indeed I have to wonder how the esteemed warriors would 're-use' the brew of Bugman...

But now I have rambled enough. Enjoy this issue of Town Cryer, and until we meet again, I shall travel to the distant land of Lustria, in search of more treasures and glory.

Thomas

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The Forbidden Square

Background

This scenario takes place in the north-eastern quarter of Mordheim. Here many Chaos cults of the Possessed have gathered their Wyrdstone in a great tribute for the Chaos Gods. However, as is all too common with the unruly Cults of the Possessed subversion and intrigue are always prevalent as betrayal is part of their way of life.

Little do the Cults of the Possessed know but word has been brought to the attention of several zealous Witch Hunters and mercenaries of the whereabouts of this den of evil and they have dispatched their toughest warriors to cleanse this area (and undoubtedly to steal as much of the stockpiled Wyrdstone as they can get their grubby paws on!). The scenario should be fought between two or more warbands. An equal number of warbands must fight on each side, or the weaker

warband must be allocated some advantages to counter their weakness. This could be additional soldiers (either Chaos priests who patrol the Forbidden Square or additional zealots for the Witch Hunters), special deployments, weapons or any other similar advantages you think are appropriate.

One side represents the collective Cults of the Possessed and the other the Witch Hunters and their mercenary allies. If only evil warbands are available then one of them should represent an independent warband launching an attack against their rivals.

Each Warband is at liberty to attack its erstwhile allies. This represents in-fights, quarrels and the greed over the stones.

Terrain

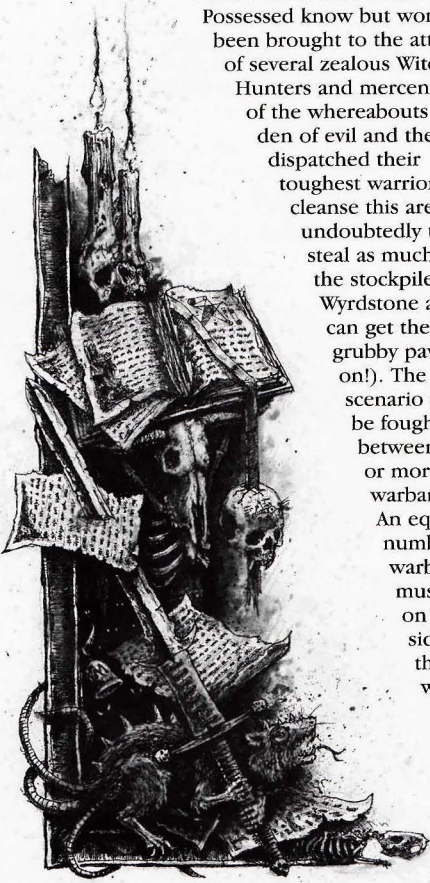
Before you begin the scenario make sure you have the terrain and buildings required. It may be necessary to create some special terrain, or alternatively use some other pieces to represent the terrain.



The size of the battlefield should be about 4'x4'. One of the sides must have a gate from which any infiltrating warbands enter. If you have a gateway from the Warhammer Fortress this would be excellent, otherwise you must make your own. It is very easy to make, and it adds some variation to your scenery. You can make the gateway very interesting by adding ladders, balconies, small towers and so forth to the building.

In the middle of the Forbidden Square the Chaos cultists have built a huge totem in honour of their gods. This totem can be made in many different ways: From a single rod or stone glued on a cardboard base to a finely structured and detailed totem sculpted from Green Stuff or wood. If you have a Chaos monument or totem for your Warhammer army this might fit too.

You will need a couple of buildings to represent the borders of the Forbidden Square.



Ye old chum Christian Ellegaard returneth with a dramatic tale of daring do with
brave Witch Hunters battling foul Cultists of the Possessed in the Chaos riven
Forbidden Square.

If you have some card buildings these can do it very well, otherwise you can easily create your own buildings. Your buildings should roughly cover the edges of the battlefield with maybe a single house or two in the Square itself. If you do not have enough buildings the gaps can be filled with walls or a steep hill.

To make the scene more interesting you can use additional terrain pieces such as cargo boxes (between three and seven boxes glued on to bases do not only look great – they also provide excellent covers for the warriors and add a lot of tactic to the game), dead trees, rocks and meteor craters, pillories, gallows and so forth.

Wyrdstone counters: A set of Wyrdstone counters must be made. The Warpstone counters from Warhammer Magic can be used here, or you can either paint or model your own counters.

Special Set-up Rules

First D6+2 Wyrdstone counters may be placed. Each player takes it in turn to place a Wyrdstone counter. This must be placed at least 14" from his deployment zone and at least 4" from the totem base. When he has positioned the counter he must roll the Scatter dice and move the counter D6 inches in the direction shown by the dice. If a 'HIT' is rolled the counter ends up where it was placed.

Counters may be placed in the enemy's deployment zone if players wishes to do so.

When all Wyrdstone counters have been placed the Warbands must deploy. The Chaos side deploys first under the following restrictions: All henchmen groups must be placed in the buildings at the table edges. Only one group may be deployed in each building. If your buildings are closed like card-buildings the warriors must be set up behind the buildings.

When the Cult of the Possessed

have been deployed the infiltrators must deploy. They deploy under and behind the gate, but they may not be deployed in the Square itself.

Starting the Game

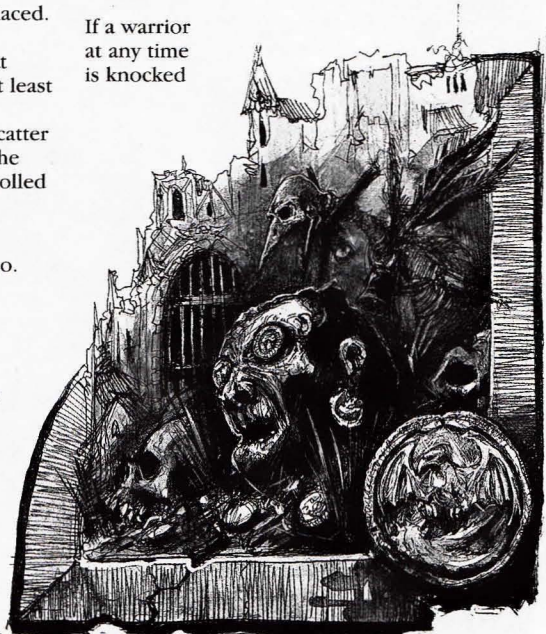
The infiltrators get the first turn.

Special Rules

If a warrior enters a Wyrdstone counter he may pick it up or leave it (I can't see why he wouldn't pick up a piece of Wyrdstone... but who knows!). These counters may be thrown away or handed over to another friendly warrior, and warriors can carry any number of Wyrdstone counters.

When a warrior has a counter, simply place it on the warrior's base or beside it if there is no empty space left for the counter.

If a warrior at any time is knocked



The red sun hung low in the sky. Already half of it had disappeared beyond the horizon. In a couple more minutes the sun would vanish to who knows where. Master Rudiger stared at the sunset. Mordheim, the cursed city of the Damned, tucked away in the northeastern corner of the Empire, rose like a stain on the landscape in the far distance.

Jaakop 'The Snitch', Captain Rudiger's trusted lieutenant, sat down and drew a map from his travelling bag. The map detailed the known parts of the ruins of Mordheim and the unknown parts, of which there were many, which were crossed over with black ink.

'So,' started Jaakop in an attempt to gain his Captain's attention.

'I've been informed that these ruins here, in the north-eastern quarters...' he jabbed the map with his finger. 'Are the whereabouts of what is called the Forbidden Square, a sort of unholy meeting ground for the filth of Chaos.' Captain Rudiger stepped to the riverbank and watched his reflection in the dark water.

'So what? The minions of Chaos are not to be underestimated. I have fought dozens of beasts and evil, mutated things in my days and I know them. One foul creature of Chaos can put the fear of the gods into ten men... no, my dear friend. We will pick the safe passage through the old streets and avoid any unnecessary encounters. Those possessed dogs are, by Sigmar, the last ones I would ever want to meet.'

Jaakop, always one with a sly plan, answered in a low voice, 'Captain, we are not the only ones who have been blessed with this information, I hear that Blucher's Witch Hunters are recruiting madmen and zealots by the score and it's difficult for those frothing freaks to keep their tongues from wagging when they are about to embark on one of their crusades.'

Jaakop leant closer until his nose was almost touching that of his companion.

'They're in it for their own 'holy' reasons, perhaps they even hope to flush out the Shadowlord himself. We're just in it for the Wyrdstone and Wyrdstone there will be, lots of it, I guarantee you.'

He closed the map and returned it to his bag. 'This area is called the Forbidden Square. It is well hidden and closed off. Surrounded by impassable ruins and thick walls. It is the most sacred and unholy place for the Cults of the Possessed, and rumours from Flagstaffen say that they have gathered all their Wyrdstone for some kind of ritual to their dark gods...'

'And how are we supposed to get in there?' Rudiger interrupted. 'The entrance will be heavily guarded.'

'Yes it will be and that's why we follow in the footsteps of good old Blucher. Let him do all the fighting, he'll battle his way in and while he occupies the Chaos Scum, we make off with their Wyrdstone.'

'And now I know why I pay you so well.' Rudiger said as he slapped his comrade heartily on the back.

down, stunned or wiped-out he will drop all Wyrystone counters he is carrying.

Ending the Game

When a warrior has a Wyrystone counter it is his job to get away as quickly as possible. The only way out is through the gate... The Cultists of the Possessed must carry the counters into the totem. Every counter that is put beside the totem will vanish into the realms of Chaos where it will feed the Daemons that dwell there.

These are the main objectives of the two sides. When all Wyrystone counters have been carried away or absorbed into the totem the game ends, and each player counts together the number of counters they have stolen or offered to the gods.

The player with the highest number of stones is the winner of the scenario. If the result is a draw, then the side which scored most casualties win the game.





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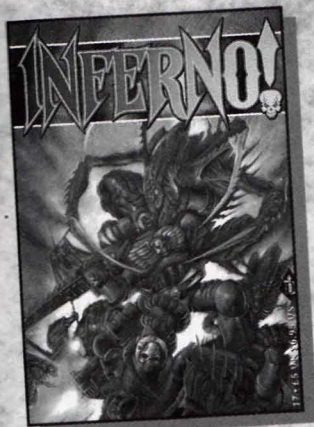
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Designer's Cut



Greetings Wyrldstone Hunters, and welcome to the Designer's Cut! This is a semi-regular column where I drone about the game rules, background, rules questions and everything else Mordheim.

Eventually I'd like to introduce some of my favourite Mordheim websites, house rules written by you guys out there, and my answers to any rules questions you might have. However, for this first installment, you'll have to be content with my semi-coherent ramblings.

Over the last few months Mordheim has steadily increased in popularity and it now has it's own fanatical following. My mailbox has been filled with letters, emails and cards from you gamers out there. Most of them have been about house rules, new warbands and fiction. Many of these will be gracing the pages of Town Cryer in the near future, so keep 'em coming!

But some of them included questions about the game and requests of rules clarifications (some even included fish. I am still trying to get rid of the smell). Here (in no particular order) are my comments on some of the aspects of the game which you guys have found confusing, unclear or in need of improvement.

On the Interception Course

Here is little something that will hopefully make the interception rules a bit more realistic. This piece of text is meant to replace the original rules for intercepted charges.

A model may charge any model within its charge range, but it may not charge a model if there is another unengaged (i.e., not in hand-to-hand combat) enemy model within 2" of the charge route. It will undoubtedly be intercepted if it tries to run past the enemy!

In this situation, move the intercepting model into the charge path and the charging model engages the intercepting model instead of his original target. The charging model still counts as charging for the purposes of determining the strike order, weapon bonuses etc. and taking any required psychology tests.

If the charger fails to get into contact with the intercepting model for any reason (such as a failed *Fear* test) the intercepting model is still moved to a position where it could have intercepted the charge - it's sudden appearance is the reason for the failed charge, after all!

I heartily recommend that you try out this rule modification. I use it in my own games, and it adds an additional level of excitement to the game.

Whipping up a Storm

Lots of people seem to be confused how the Steel Whips of the Sigmarite Sisterhood are used in the game. The following notes should clarify the rules for the Steel Whips.

As the Steel Whips can be used in Hand-to-hand combat even from distance, they can be used in your opponent's turn, provided the wielders of the whips are within 4" of any enemy models. Models wielding Steel Whips can make their full number of attacks, minus any extra attacks from additional weapons carried in their free hand. This makes a cluster of Sigmarite Sisters armed with Whips a dangerous foe indeed!



Note that you cannot use the whips in hand-to-hand combat if you failed a charge or got up after being knocked down, as models without the whips would not be allowed to fight in close combat under such circumstances.

One house rule I'd like to recommend is that no warrior in a Sigmarite Sister Warband should be allowed to fight with two Steel Whips. While technically legal, it would also be extremely unlikely that all the Sisters would have the skill to wield two whips at a time!

On a final note, yes the Steel Whips are powerful. They are one of the unique features of the Sigmarite Sisters Warband. Each Warband has its strengths and weaknesses. Live with it.

Filling the Gap

Sometimes a campaign you are playing can force you to play against a Warband with vastly superior Warband rating. This can be less than fun. While Mordheim includes an underdogs system that rewards a player who fights against a more experienced Warband, it matters little if your Warband is torn apart in a matter of moments. Most players enjoy playing as balanced games as possible. Therefore you could try out the following rule for balancing out such skirmishes:



Call for reinforcements

If you are playing against a Warband with a much higher rating (say 100 points or more) instead of fighting the game normally and gaining the bonus for challenging a more experienced Warband you can plead the patron of your Warband to send you some reinforcements.

To represent these extra resources, you can choose any extra Henchmen and/or hired swords available to your Warband until your Warband rating matches that of your opponent. You can ignore the limitations for the

maximum number of warriors for your Warband in this situation. These extra warriors will be armed with one weapon (either hand-to-hand or missile weapon) and may not carry shields or wear armour.

Even with these extra men your Warband will probably be out-gunned by the more experienced Warband with their superior equipment and weaponry.

If you are using these rules, you may not Rout voluntarily. You have pleaded help from your patron, and now you must live up to his expectations! All the extra warriors depart after the game, and do not affect the exploration or income of your Warband. You must sell ALL the Wyrystone that you find during the exploration – your Patron is expecting results!

The Future of Mordheim

So what is in store for the future? Gazing at my Wyrystone Pendulum I can see plans to introduce rules for new Warhammer Skirmish settings, with additional Warbands, new exploration charts and additional rules. Lustria should be the first of these new settings, hopefully followed by the Halls of Karaz-a-Karak. Then there are all the weird and wonderful articles you lot have written for Mordheim, like new scenarios, additional Warbands, new equipment and optional rules for Killer Fish.

Our wonderful miniatures designers have been hinting at new models they want to produce for Mordheim, and the adventures of Ulli and Marquand will continue both in Town Cryer and Warhammer Monthly.

Final note on the Beastman Warband in the last issue of Town Cryer: Yes Minotaurs are large creatures. So I made a mistake. I admit it. Follow the same rules as for Ogres and Rat Ogres.

Wolf Priest of Ulric



The Wolf Priests of

Ulric hail from Middenheim, the city of the White Wolf, built on a plateau that according to legend was created by a mighty blow from Ulric's fist. Ulric, the

White Wolf, is the god of winter and a violent god, and his priests see the hammer-like blow of the comet on Mordheim as Ulric's judgment on the decadent Sigmarites.

Wolf Priests may only join a Middenheim Mercenary warband and will replace one of the Champions. They see Witch Hunters and Sisters of Sigmar as heretics and worse due to the intense rivalry between the cults of Ulric and Sigmar.

WOLF PRIEST

Hero 60 GC to hire

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

Weapons and Armour

Wolf Priests may not use any armour, trusting only in Ulric's protection. The only exception



is that every Wolf Priest is garbed in a cloak made from the pelt of a white wolf: 6+ save.

The cost of the cloak is included in the cost of the priest.



Wolf Priests prefer the use of blunt weapons to those with edges, and thus may only use hammers, maces, clubs, flails, morning stars, and the two-handed version of any of these. The exception to this is the ubiquitous dagger that most models carry.

Skills

Wolf Priests may chose from the Combat, Academic, Strength and Speed lists.

Special Rules

Hatred: Wolf Priests see Witch Hunters (Templars of Sigmar), Warrior-Priests, Sigmarite Matriarchs and Sisters Superior as agents of an opposing cult, and thus they HATE these models. That hatred does not extend to other models in those warbands, as the Wolf Priests see them simply as misguided followers of an errant cult.

Wolf Companion: Wolf Priests may be accompanied by a huge wolf. (See Wolf Companion entry following Wolf Priest rules.)



Being a true and faithful account of a ferocious
new sword for hire by the venerable hand of
Enrique Durand.

Prayers of Ulric



In a similar way to Sigmarite Sisters and Warrior-Priests and their prayers to Sigmar, Wolf Priests call upon their god for assistance in times of battle. Wolf Priests may use a wolf cloak and still chant these prayers. They are prayers, not spells, and thus any special protection against spells does not affect them. Wolf Priests use the rules for magic on page 56 of the rulebook with the following prayers.

D6 result

1 Snow Squall Difficulty 6

Ulric extends his protection to the Wolf Priest in the form of a localised snow squall that engulfs the model. All enemy models in HtH combat with the priest are at -1 to hit due to the swirling snow and winds. The spell lasts for the duration of the HtH combat.

2 Hammerschlag Difficulty 10

The Wolf Priest calls down a hammer blow from Ulric on any model within 6". That model suffers a S4 attack from an enormous ethereal hammer, including the concussion special rule.

3 Bloodlust Difficulty 7

The Wolf Priest is infused with a lust for battle and attacks wildly. All attacks are at S +2, and he scores a critical hit on a 5-6. The Wolf Priest must test, by rolling the prayer's difficulty or greater on 2d6, each turn to see if the prayer remains in effect.

4 Wolf's Hunger Difficulty 7

One member of the warband (priest's choice) is thrown into a Frenzy. (See page 39 of the Mordheim rulebook for details.)



5 Ulric's Howl Difficulty 10

The Wolf Priest's prayer is answered as an ear-shattering inhuman howl roars from his throat. For the duration of the battle, all members of the priest's warband are immune to Fear, Terror or All Alone tests as they feel the presence of their god. Additionally, all Rout tests are at +1.



Wolf Priest of Ulric



6 Call of Ulric Difficulty 10

The Wolf Priest lets out a cry of agony as his body re-shapes itself into that of a huge, slaving wolf with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf	6	4	0	4	4	1	5	2	6

During the time that the priest is in the form of a wolf, he may do nothing but attack as a wolf: no spell-casting or weapons use. He still hates Sigmar's minions, however. In each shooting phase, the priest may choose to make a Ld test (using the Wolf's Ld 6) to regain his human form. If he is still in wolf form at the end of the battle, he gets one last chance to return to human form. If he does not, then he remains a wolf forever! He is still a hero, and thus entitled to XP gains and attribute increases. He may only choose skills from the Speed Table, with the exception of Scale Sheer Surfaces. The max attributes for a wolf are;



M	WS	BS	S	T	W	I	A	Ld
7	6	0	4	4	3	7	3	7

WOLF COMPANION

Henchman 25 GC to hire

Warbands may only purchase a wolf companion if they have a Wolf Priest of Ulric in their midst. The priest may choose to be accompanied by a huge wild wolf, which often scouts ahead to warn the priest of danger.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	4	1	4	2	5

Weapons/Armour

The wolf uses its fangs to attack its prey and cannot use any other weapon. Their thick coat of fur counts as a wolf cloak for protection: 6+ save.

Special Rules

Animals: Wolf companions are animals and thus do not gain any experience.

Wolves in Nordheim

By *Enrique Durand*

A chill wind blew back the long white mane of Volkmar Alfric, Wolf Priest of Ulric, god of winter and wolves. Volkmar sniffed the air, detecting the smells of death and decay, and thought, "Aye, Mordheim 'tis a foul place." "Over here! I've found something!" Lothar's cry stopped the warband in its tracks.

Volkmar stalked over to where Lothar knelt beside a small tuft of brown fur caught on the edge of a sharp paving stone. The priest swept his white wolf's pelt cloak behind him as he knelt with the young hunter. Though barely into his seventeenth winter, the youth had keen sight, and years of hunting boar with his father had sharpened his tracking skills.

Gripping his hunting spear tightly, Lothar looked at Volkmar and asked, "Is it...?"

The priest cut him off, "Aye, lad, vile rat-men. Their spoor is unmistakable." The boy's skills had alerted them to the presence of the foul vermin.

Volkmar looked up as Euric Graubaer, the band's leader, approached. Euric was a huge man with long gray hair and heavy, full beard. Wrapped in a gray wolf cloak he looked more than ever like his name, which meant, "gray bear."

"'Tis Skaven," Volkmar hissed, "Of that I am sure, and they were here recently. How many, though, that I cannot tell you."

"Never mind," growled Euric, "Our band may be small, but I trust my life to these men. And if the fates conspire against us, then tonight we shall drink in Ulric's hall and tell of our glorious battle. Oh, and Lothar, for your alertness you will fight by my side."

Euric strode away, shouting commands to the rest of the warband. Volkmar looked at Lothar, whose wide eyes and white knuckles betrayed his fear.

"Fear not, lad. Euric will do all he can to postpone the day of our feasting with our god. If anyone can lead us through this hell that was once a city, it is he."

As he watched the warriors array themselves for battle, Volkmar thought back to their arrival in this accursed city three days ago. Their band had traveled weeks from Middenheim, under their ruler's commission to find the wyrdstone that many now claimed littered the streets of Mordheim. Volkmar had joined the band for reasons of his own. No earthly ruler could command him who had given his life to his god, Ulric. Volkmar saw the comet's strike as Ulric's judgment on the decadent followers of Sigmar. Why would Sigmar strike down his own followers, he reasoned. Certainly this was Ulric's doing, and if so, his place was here, preaching to the survivors, hoping to lead them to the truth. And, while he was at it, bashing the heads of as many Temples of Sigmar as crossed his path. They and the heretical Sisters were his sworn foes, and Volkmar hated them more than any others. Volkmar spat at the thought of the Sisters. There was no telling by what diabolical magics they had protected their stronghold from destruction.

Upon reaching the outskirts of Mordheim, Euric and the others had been amazed at the shantytowns and encampments that had grown around the stricken city. Anything could be bought, for a price. They had found a tavern owned by an immigrant from Middenheim, and he had allowed them to stay there at something approaching a reasonable price. For two days they had wandered the area, seeking information before venturing into what was left of the city proper. In the end, they found it impossible to sort the truth from the fantasy, and they tired of listening to wild stories of the dead come to life, the bands of mutant Chaos followers, and others who prowled the alleys of Mordheim looking for new victims.

"Enough!" Euric had roared, "We know 'tis a dangerous place; but by Ulric's hammer I'll not sit here another day and listen to these weary women spin their tales. Tomorrow we enter the city, and if any seek to oppose us, we shall indulge them with our hammers." Volkmar was also aware of an underlying reason for Euric's impatience - they had not anticipated the high cost of everything, and were rapidly running low on funds.

And thus, here they were, barely a half-day's journey into the city, and they had already found signs of Skaven. Euric's voice brought Volkmar back to the present.

"Drogo, Grimald," Euric called, "Take the left flank." The two rangers moved to obey. Though the pair were more used to hunting their prey through the thick forests of the Drak Wald, they prepared their longbows for use in a more urban, if less civilised, setting.

"Alarie!" The youth startled at his name. "You're with the rangers. Aim true, lad." Alarie grabbed his crossbow and moved towards the rangers, eyeing them nervously.

"I won't bite," Drogo laughed, "though I can't speak for Grimald." Grimald humoured Drogo with a broad grin, showing his strong teeth. "Enough," said Euric, "Keep an eye on the boy and try not to get him killed. There'll be time enough for teasing later. And remember, as soon as we sight the rats, seek the high ground!"

"Gunnar, Gunthar, take the centre." The giant twins glanced up from where they were engaged in a private conversation, then moved to the middle of the battle line. The redheaded pair towered over their fellow Middenheimers, and their matching black wolf cloaks made them difficult to tell apart except for their choice of weapons. While Gunnar preferred a hammer and shield, Günthar chose to wield a mighty two-handed hammer.

"Hammerers! The right is yours, be sure to hold it." The three men from Lindenheim nodded. They had fought together in many an engagement before entering Euric's service. They would not disappoint him.

"Volkmar! Lothar and I will look for a weakness and exploit it. Now let us move forward carefully, and be prepared for the Skaven often come from an unexpected direction."

The members of the warband advanced, glancing from side to side, waiting for the inevitable. After what seemed only a few heartbeats, Volkmar heard the chittering of the rat-men, though he was uncertain of the direction from which the noise came. A few strides later, Volkmar could tell that all the members of the warband had heard the sounds, as swords were loosened in their scabbards and hammers were swung in practice arcs.

The warband advanced out of the alley, into a larger, more open area that appeared to have once been a market square. Across the way they could see flashes of movement in the upper floors of some ruined buildings. Suddenly the chittering increased in volume and intensity, and they could see dark shadows moving across the square towards them.

"For Ulric!" Euric shouted as he advanced. The men took up the cry as they moved forward to meet the enemy.

Drogo, Grimald and Alaric climbed to the top story of what had been a silk merchant's shop. Taking cover behind bales of fabric, they took aim at the shapes and fired. Drogo's arrow found its mark, and a Skaven warrior went down. Grimald's shot went just wide, and skittered across the paving stones of the square. Both turned as Alaric screamed, to see the boy struggling to pull a crossbow bolt out of his foot where it had pinned him to the floor.

"Ulric's sake, boy," cried Grimald, "Can ye not even point that thing out the window before you shoot!" Alaric got his foot unstuck and reloaded his weapon, vowing to make a better showing with his next shot.

Gunthar and Gunnar charged straight down the centre of the square, disdainful cover in their zeal to come to grips with the enemy. Osbert, Terric and Warin, the hammerers, advanced more cautiously down the left, not knowing where the enemy might be hidden.

Euric looked at Volkmar. "Well, priest, this is why we're here. Let's split some rat skulls!"

But Volkmar did not hear him, for he was lost deep in prayer to his god. "Mighty Ulric, father of wolves, god of the winter storm, show us your blessing today as we battle these foul abominations. If we fall, may it be valiantly, that we may proudly dine with you in your hall."

Drogo and Grimald's next arrows both flew true, but they had chosen the same target, and a Skaven warrior fell with a pair of black-feathered arrows in his chest.

"Got him," cried Drogo.

"Nay, my friend, you are mistaken," replied Grimald. "Twas my arrow that slew him, for your release was slightly slower."

As the two continued their good-natured bantering, Alaric finally got a shot off. The two archers looked at each other.

"Where in Ulric's name were you aiming, boy?" yelled Grimald, but he grew quiet as the body of a

Skaven slinger fell from the upper story of a ruin across the square.

"Well now, Grimald," said Drogo, "Methinks if we survive you owe the lad an apology. He'll have a rat-man's ears-hanging from his belt after all."

The three continued to search for targets among the ruins, firing at will as Skaven came into their field of vision.

In the centre, Gunnar and Gunthar had come to grips with a small group of Skaven carrying spears. Ignoring their adversaries' weapons, the twins charged headlong into the group. One Skaven spear found its mark, gouging a line across Gunthar's chest, but the warrior ignored the cut, and his double-handed hammer came crashing down on the unfortunate rat, crushing its skull in one mighty blow. Gunnar was able to deflect another spear with his shield, getting in close to the Skaven before unleashing his own attack, raining hammer blow after hammer blow on the vile creature's head. Though two Skaven were down, the twins were still engaged in combat with three others. A Skaven managed to get his spear past Gunnar's shield, and the point bit deep into the giant warrior's thigh. Though Gunnar's hammer struck home at the same instant, shattering the face of the rat-man, the warrior fell as his leg buckled.

"Gunnar!" Gunthar yelled as he saw his brother collapse. Consumed by rage, he swung his giant hammer effortlessly, smashing the remaining two Skaven to the ground, stunned or slain.

"I believe I will be all right brother," Gunnar hissed through clenched teeth. "But I fear you will have to carry on without me for the remainder of this melee."

Gunthar's eyes grew cold as he said, "The rats will pay for this. I swear it!"

Meanwhile, the hammerers on the right had come under fire from Skaven slingers. Unsure of where the stones were coming from, they huddled beneath their shields as they moved from cover to cover in order to come to grips with their unseen adversaries. Before they could reach the buildings opposite them, Osbert fell, stunned by a Skaven's stone. Terric and Warin did not even turn, knowing a single lapse of concentration would be enough for them to join their fallen comrade. Finally, they were across the square, in among the ruined buildings.

"There," cried Terric, pointing upwards. "That's where the scum are hiding."

A Skaven had foolishly looked out from its hiding place in search of more targets and been spotted by the mercenary. Climbing a rickety ladder to the building's second level, Terric and Warin moved past some barrels, and charged a pair of Skaven. The rat-men drew swords from beneath their tattered cloaks and faced the mercenaries.

"Die, vermin!" Warin swung his hammer with all his strength, connecting with the arm of the Skaven before him, which the creature had thrown up in a vain attempt to deflect the blow. The arm shattered,

and as the rat-man recoiled in pain, Warin followed through with a second blow. The Skaven collapsed.

Terric traded blows with the Skaven in front of him, neither one being able to land a telling strike. Suddenly the Skaven lashed out with its tail, catching Terric just behind his left knee. As Terric fell, the Skaven moved behind him, adding impetus to Terric's momentum, which carried him out the window and onto the bricks below. "Aaaagggghhhhh!"

The Skaven's victory screech was cut off in mid-cry as Warin caught the creature from behind with his hammer. It followed Terric out the window, landing on top of the unfortunate mercenary. Warin looked out to check on his friend. Terric writhed in pain underneath the carcass of the Skaven.

"Will you get your arse down here and get this smelly pile of rat-fur off of me!" Terric yelled.

Warin laughed at his fellow warrior as he ran to aid him. His laughter died as he saw Terric's leg. Though the light armour had saved Terric's life, his right leg was mangled by the fall, and it was doubtful if he would ever regain his full mobility.

As combat raged across the centre and right of the Middenheimers' battle line, Euric kept a close eye out for more Skaven.

"Something is wrong, Volkmar, but what?"

"Yes," replied the Wolf Priest, "I have not seen the vile rat leader, or his bodyguards."

Suddenly Lothar called out "There!" and pointed to their left. Moving stealthily among the ruins towards the human archers, three Skaven came into view.

"Good," yelled Euric, "I thought we would not enjoy ourselves this battle." As he charged the enemy, he grabbed Lothar by the shoulder. "Come, boy, and let's see if that pig-sticker of yours works on rats."

Volkmar saw one of the Skaven slink off as the two larger rat-men squared off against the warriors. "Thank you, Ulric," Volkmar prayed, "That one is mine."

"Take the one with the flail, boy, and I'll get the ugly one with the claws!" Euric shouted as they closed with the Skaven.

The captain and the Skaven circled each other warily, each looking for an opening. At last Euric tired of the game, and charged the rat-man. Though one of the claws raked across his chest, slicing through his leather armour as if it was the finest silk, he was able to land a hammer blow on the Skaven. The rat dodged, and while it was not the killing blow Euric had hoped for, the hammer caught the creature on the shoulder, knocking it down. Not waiting for it to recover, Euric fell upon his downed foe, mercilessly raining blow after blow upon it. He turned to see how Lothar had fared and found the boy kneeling, his spear thrust out in front of him, a Skaven impaled upon it.

"Well done, lad," he cried, "Your first kill

But Lothar was shaking, and said not a word.

As he trailed the stealthy Skaven, Volkmar prayed to Ulric for the god's blessing. He felt an aura of power as his prayer was answered. "Thank you," he whispered. Suddenly, he was wracked with an excruciating pain as his body began to change. His cloak flowed around him and became his skin as his hands and feet became paws. His cry of pain turned into a savage wolf's howl as the transformation completed. The Skaven assassin turned at the howl, its eyes wide as it stared at the enormous white wolf that stood where a moment ago there was only a man.

"Ssssooooo," the rat-man sneered, "You are a sssshape-changerrrr. No matter, you are no match for Skree-skit."

The wolf pounced, jaws wide, and the Skaven dodged, avoiding the brunt of the blow. As he went past, the wolf turned its head, and snapped its jaws shut on the Skaven's arm. The wolf threw its head back and forth, flailing the hapless Skaven from side to side. The wolf released Skree-skit, sending the rat-man flying through the air and against a wall. Stunned by the blow, the Skaven did not react as the wolf leaped upon it, and tore out its throat with its sharp fangs. As soon as the Skaven was dead, the fury of battle faded in the wolf's mind, and soon another howl tore across the barren ruins as the Wolf Priest regained his human form.

"Well, Volkmar," said Euric later, as the band gathered around a fire. "Not too bad for our first encounter. Hail, Ulric's priest, and hail to your god!" Euric raised a cup in a toast.

"Not too bad," thought Volkmar, shaking his head. "What is he thinking? Osbert has lost his wits from the blow of the Skaven's sling stone, and may never be able to do more than drool into a begging bowl." Terric would certainly never fight again, and it was still too early to tell if he would even be able to walk once more. Gunnar was still weak from the loss of blood from the cut on his thigh, and would be unable to join them in their next foray. Lothar was still shaken from his ordeal and stared emptily into the fire. Volkmar had tried to talk to him, but the youth seemed not to hear. The archers had come through the fight unscathed except for the slight wound to Alaric's foot, and had adopted the young crossbowman into their group. Though the boy had gotten off to a rough start he had proven himself in combat, and had received many hearty backslaps for his well-placed shot. Drogo had been correct, and a pair of Skaven ears did indeed hang from his belt.

Volkmar's gaze traveled from Alaric to Lothar, noting the contrast between the smiling, joking youth and the sullen young spearman. It was never the case that killing from afar was easier than dealing death face-to-face. Volkmar had seen this many times before, and knew that Lothar would rejoice and would in all likelihood become a fierce warrior. And in time, Alaric too would see the face of death up close. In Middenheim it was inevitable. ●●●

Hear Ye! Hear Ye!

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?

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- 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!

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

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

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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.**

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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!

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- **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.

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Stake-Out

One warband has spent several days seeking out the encampment of their rivals. Rather than attacking openly, they have lain in wait to ambush their prey just as they are leaving – attacking when they least expect it!

Terrain

Set up the terrain as normal.

Set-up

1. Each player rolls a dice. The player who scores highest is the attacker.
2. The defender sets up his warband in his deployment zone. His leader must be the model furthest away from any table edge. He must be at least 12" away from any table edge.
3. The attacker sets up his warband anywhere on the table, except that a model cannot be set-up within its charge reach of an enemy.

Starting the Game

The attacking warband goes first.

Special Rules

The defenders are taken completely by surprise. At the start of the defenders' first turn, roll a dice for each model. If the score is equal to or under their Initiative they may act normally. If the score is more than their Initiative then they can do nothing in the first turn. A roll of a 6 always fails.



Defending models can escape by moving off their table edge. Defenders who move off the table cannot return.

Ending the Game

The game ends when one warband fails its rout test or the defending leader escapes off the table. If one side routs then it has lost. If the defender's leader manages to escape, the defenders win, if he is taken out of action then the attackers win.

Experience and Fame

Taking out the leader. An attacking model which takes out the defending leader earns 1 extra experience.

Being an account of the sneaky tactics employed by those underhand knaves
of the City of the Damned
By that scribe of much repute Gavin Thorpe Esq.



+1 Fame for the Winner. The winning warband gains +1 Fame.

+1 Survives. If a Hero or a Henchman group survives the battle then they gain +1 extra Experience. Note that Henchmen gain this as a group. You may not gain 5 Experience for 5 surviving Henchmen!

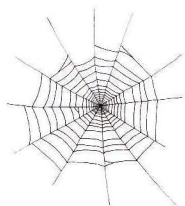
+1 Winning Leader. The leader of the winning warband gains 1 extra Experience.

+1 Per warrior out of action. Any warrior (hero or henchman) earns 1 Experience for putting a warrior out of action.

Income

D6 shards of Wyrdstone for the loser.

D6+1 shards of Wyrdstone for the winner.





Let the Damned Burn!

plumes of smoke or any other way that you can think of that is appropriate.

NOTE: If you are playing a scenario that focuses on a specific building (like *Defend the Find*) then the objective building cannot start the game on fire.

It Spreads!

As the buildings burn, the flames can jump to other building very quickly setting them ablaze.

At the end of each players turn roll 1D6 for each building that is on fire and consult the chart below:

The Fires of Hell...

One of the biggest dangers facing warbands in the City of the Damned isn't necessarily the weapons of their rivals but is more likely to be the possibility of being trapped in a burning ruin and facing the horror of being burnt to death – a very unpleasant way to go! Mordheim even though now in ruins is still plagued with fires. Many put this down to evil magicks; the insane activities of the Cult of the Possessed, who are known arsonists and of course, the cleansing fires set by the many bands of rabid Witch Hunters. On many occasions warbands have been known to get caught in the midst of a raging fire while searching for Wyrdstone and fighting their rivals.



When and Where

These rules are not for any specific scenario. The use of these rules is to add a little more chaos and random excitement to the battles that rage across the city. They can be added to any game as long as both players agree.

Starting

Before the game starts but after the terrain has been set up randomly choose one building to be on fire. Mark this building with a counter or

Fire Table

1 Fire goes Out – The fire has exhausted all of the flammable materials in the building and dies leaving a plume of thick smoke.

2-4 Keeps Burning – The flames continue to ravage the building but do not spread this turn.

5-6 Spreads – The fire spreads to the nearest (non-burning) building within 10". Roads cannot be set on fire due to the lack of substantial burning items. If, however, you have a road that is covered in flammable objects (crates, refuse, barricades etc.) you can count this as the nearest building.

Entering a Building that is on Fire

Entering a building that is wreathed in flame is a very risky option and usually only open to those of a disturbed disposition but some will

Being a study of the various methods of arson and its prevention in the City of the Damned
Scribed by Steven Hart
with invaluable assistance from the denizens of the Mordheim Mailing List



dare to venture into the flames if there is enough to be gained.

You must declare that a model is entering a building that is aflame before moving the model. The warrior must now take a Leadership test to overcome the *Fear* of entering a building that is a potential deathtrap. If this test is failed they may not enter the building and cannot move for the rest of the turn.

Moving Inside

Models inside a burning building will have to constantly dodge flames and falling timber (just like in those cool action films), and one mistake can stop even a hero in his tracks.

Models wishing to move whilst inside a burning building must pass an Initiative test every turn in order to do so, otherwise they cannot move (blocked by falling timber, flames etc.).

Climbing

Models may never climb the wall of a building that is burning.

Damage

Uncannily enough running around inside a building that is ablaze is not really good for one's health!

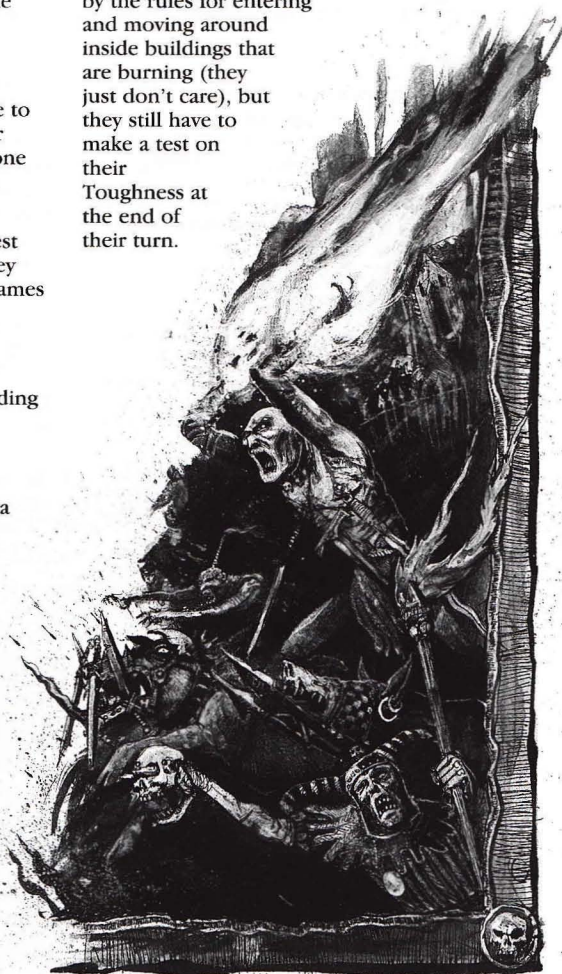
At the end of each turn all warriors currently inside buildings that are ablaze must roll under their Toughness on a D6 (a 6 is always a failure).

If a warrior rolls equal to his Toughness then the smoke from the flames fills his lungs and prevents him from breathing for a turn. The model instantly becomes *Stunned*.

If the roll is over the warriors Toughness then the warrior instantly suffers D3 Strength 3 hits that ignore all armour saves except magical ones.

Frenzy

The more unhinged inhabitants of Mordheim are less likely to care for the fact that the building they are entering is on fire (or they just don't notice). Warriors that are subject to *Frenzy* are unaffected by the rules for entering and moving around inside buildings that are burning (they just don't care), but they still have to make a test on their Toughness at the end of their turn.



Catching Light Table

Item/Spell	To Hit	DC score to Catch Light
Fire Arrows	2+	6+
Fire Bombs	2+	5+
Firebrand	Auto if in base contact	6+
Brazier Staff	Auto if in base contact	6+
Fires of U'Zhul	2+	4+
Warpfire	2+	4+
Gourd of Oil	Auto if in base contact	Will not catch light on its own but may be lit automatically if hit by any of the above methods.

Shooting

The roaring flames will block most of the line of sight into any buildings that are on fire and the heat distorts the air around it making it impossible to aim properly.

Warriors cannot shoot out of or into a building that is on fire. Neither may they shoot through a building that is on fire.

Combat

Sometimes the fire will spread to buildings where warriors are fighting in hand-to-hand combat. Things start to really get out of control when you're having to dodge the blade of an enemy and the flames of the fire.

As soon as a building is set on fire when there are Hand-to-hand combatants within both sides must make an immediate Rout test and will

flee if they fail. It is entirely possible for both sides to flee from the combat should the building they are in suddenly catch fire.

To charge another warrior whilst inside a burning building a warrior must pass an Initiative test. If this test is failed the warrior may do nothing in that movement phase. To charge a warrior inside a burning building from outside the warrior must make a *Fear* test.

Failing this test will also result in being able to do nothing in that movement phase.

Starting a Fire

Warriors may only start fires provided they have the appropriate

equipment to do so. The following items may be used in

starting fires:

- Fire Arrows (p8 Town Cryer 7).
- Fire Bombs (p7 Town Cryer 7).
- Brazier Staff (p5 Town Cryer 7).
- Firebrand (one hand to use).
- Gourd of Oil (one hand to use).

The following spells may be used in starting fires:



- Fires of U'Zhul (Lesser Magic p60 of the Mordheim rulebook).

- Warfire (Magic of the Horned Rat p61 of the Mordheim rulebook).

All of the above items and spells will affect the building that they are directed against on the following table:

Area effects items and spells will also affect any warriors that are present.

Extinguishing Fires

In the chaos-infested ruins of Mordheim there are few who are willing to risk life and limb to save the festering ruins if they are burning to the ground. In very rare circumstances there may be a reason to attempt to save the building – if it contains something of value, such as Wyrdbstone.

A minimum of three warriors may attempt to extinguish a fire before it gets out of control using whatever comes to hand;

blankets, cloaks, old dogs etc. If this is the case when rolling for the fire to see if it spreads you may use a -1 modifier



on the dice score. For every additional warrior assisting the original three (up to a maximum of six warriors) you may use an additional -1 modifier.



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.

ARSONIST'S EQUIPMENT

Item	Cost	Availability
Brazier Staff <i>(Only available to Witch Hunters)</i>	35gc	Rare 7
Fire Bomb	35+2D6gc	Rare 9
Fire Arrows	30+D6gc	Rare 9
Firebrand	10gc	Common
Gourd of Oil	30+D6gc	Rare 7





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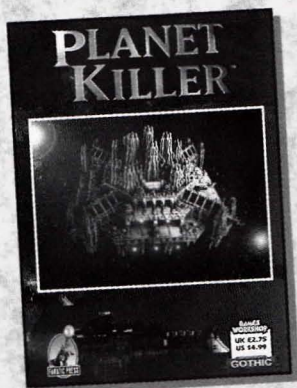


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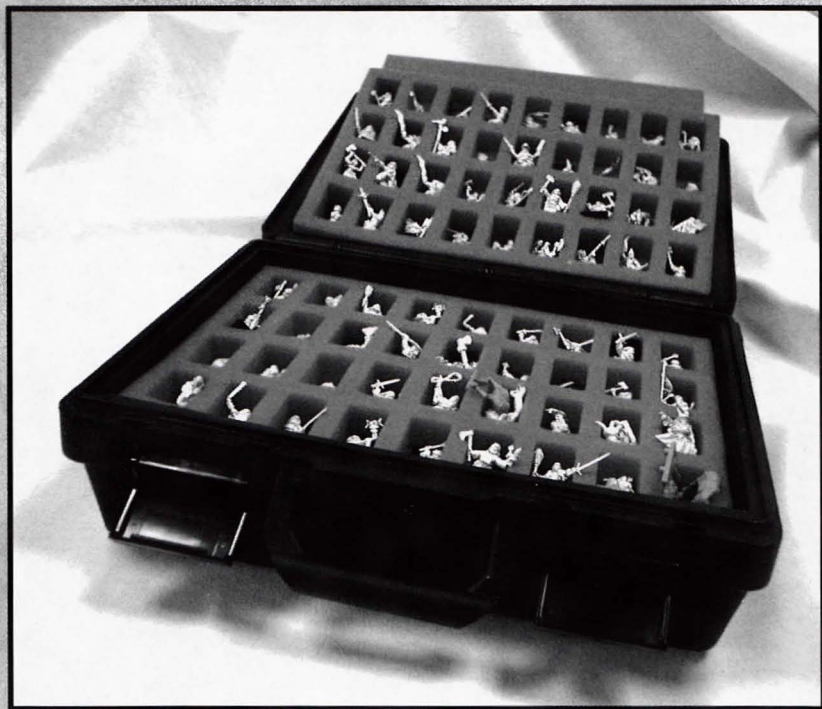
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Bretonnian Warbands

By Sir Tomaso De Merrigan

This is a time when the Empire is being torn apart from within. A time when there is no Emperor and the lands are increasingly divided, as individual cities look to their own lords and mercantile Burgomeisters gain in power through gold. Where corruption flows like effluent down the River Reik and conspiracy is rife throughout the land. By contrast, happy is the land of Bretonnia where chivalry reigns, honour is upheld and the Lady of the Lake still bestows her favour on those deemed worthy. To the knights of Bretonnia Mordheim is a vile place where virtue and order have been discarded. Where a proud city once stood nightmarish creatures now wander the streets and mix with men in dens of corruption and squalor. It is therefore considered extremely virtuous for a knight to embark on a spiritual quest to Mordheim, seeking to achieve honour in battle and perhaps earn the favour of the Lady of the Lake herself. In Mordheim a knight's courage and valour will be thoroughly tested, but so much the better, because with hardship come honour.



A Questing Knight will relinquish his castle and domain to set out on such a journey. He becomes free from any obligation to defend a domain and will now seek a road leading to new adventures. A Questing Knight has put all worldly ambitions aside and is accorded a rank far greater than even the most powerful dukes of the land. Such a gesture is considered particularly noble, and it is not uncommon for other knights and common folk to flock to the Questing Knights aid. Knights Errant in particular are eager for adventure and a chance to win honour by a feat of arms, so will often join a Questing Knight on his journey. By the time the Questing Knight leaves the fair lands of Bretonnia he will have a sizable retinue

following him, ready to fight for the honour of Bretonnia and the Lady of the Lake.

Once on a quest a Knight will be spurred on by dreams and visions often visited upon him by the Lady of the Lake. This leads him ever onwards and inspires and encourages him on his quest. In time he hopes that through his deeds and valour he will earn the favour of the Lady of the Lake and she will let him drink from the Grail of Life. This is the final reward for a knight, and on finding the Grail he will return to Bretonnia to protect its people. Until that time though, he is bound to fight the enemies of virtue and order and to endure incalculable hardships.

Special Rules

Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

Choice of Warriors

A Questing Knight's warband must include a minimum of three models. You have 500 gold

crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Questing Knight: Each Questing Knight's warband must have one Questing Knight: no more, no less!

Knight Errant: Your warband may include up to two Knight Errant.

Squires: Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

Men-at-arms: Your warband may include any number of Men-at-Arms.

Bowmen: Your warband may include any number of Bowmen.

Starting Experience

The **Questing Knight** starts with 20 experience.

Knights Errant start with 8 experience.

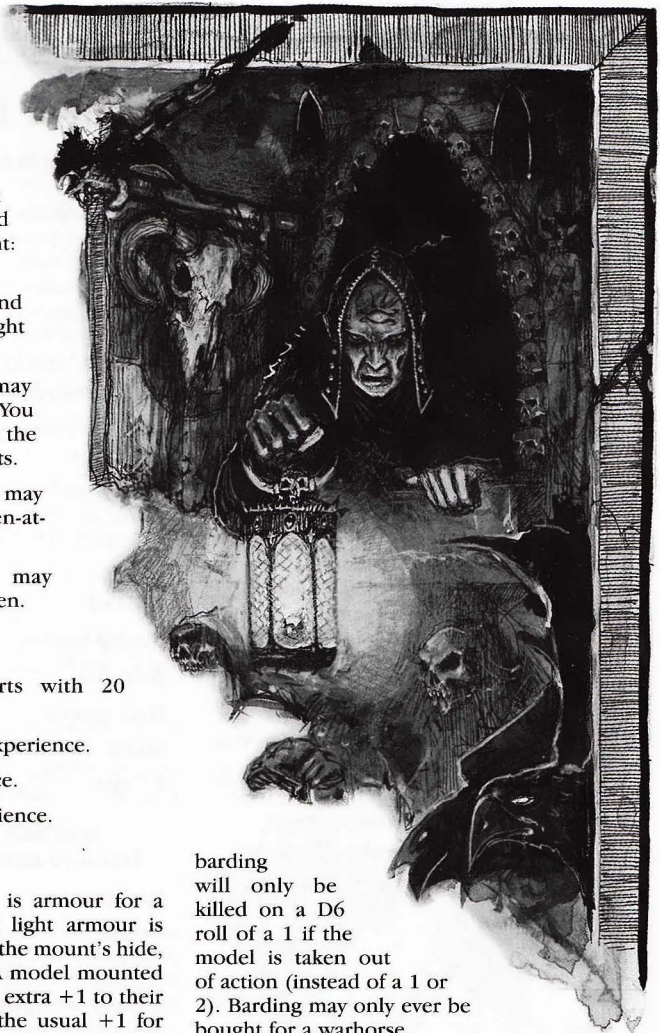
Squires start with 0 experience.

Henchmen start with 0 experience.

Special Equipment

Barding (rare 11): Barding is armour for a horse in the same way that light armour is armour for a human. It covers the mount's hide, and in some cases, its head. A model mounted on a barded horse receives an extra +1 to their armour save (+2 instead of the usual +1 for being mounted). In addition, a mount wearing

barding will only be killed on a D6 roll of a 1 if the model is taken out of action (instead of a 1 or 2). Barding may only ever be bought for a warhorse.



Bretonnian skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Questing Knight	✓			✓	✓	✓
Knight Errant	✓				✓	✓
Squire	✓			✓		✓



Bretonnian equipment lists

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

KNIGHTS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Sword	5 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Lance	20 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc
Warhorse	80 gc
Barding	30 gc

SQUIRES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	5 gc
Axe	5 gc
Spear	10 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
--------------	-------

Shield	5 gc
Helmet	10 gc
Buckler	5 gc
Horse	40 gc

MEN-AT-ARMS EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

BOWMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	5 gc
Axe	5 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
Helmet	10 gc



Heroes

1 Questing Knight

80 gold crowns to hire

A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.

Profile M WS BS S T W I A Ld

4 4 3 4 3 1 4 1 8

Weapons/Armour: A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Questing Knight may use his Leadership characteristic when taking Leadership tests.

Knights Virtue: A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Knights Errant

50 gold crowns to hire

Knight Errant are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valourous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. A Knight Errant may not ride a warhorse unless the Questing Knight also rides one.

SPECIAL RULES

Knights Virtue: A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and

so does not have to pass a Leadership test for being all alone.

0-3 Squires

15 gold crowns to hire

Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

Profile M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 6

Weapons/Armour: Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list. A Squire may not ride a horse unless the Questing Knight and any Knight Errant in the warband are riding warhorses.





Genchmen (Bought in groups of 1-5)



0's Men-at-Arms

25 gold crowns to hire

Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armour: Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

'To Mordbeim! Let us sally forth and right the wrongs of a thousand horrors and on us shall be ordained virtue of the highest accord'

*Last words of Sir Julian De-Tyrosse
Questing Knight of Montfort*

Bowmen

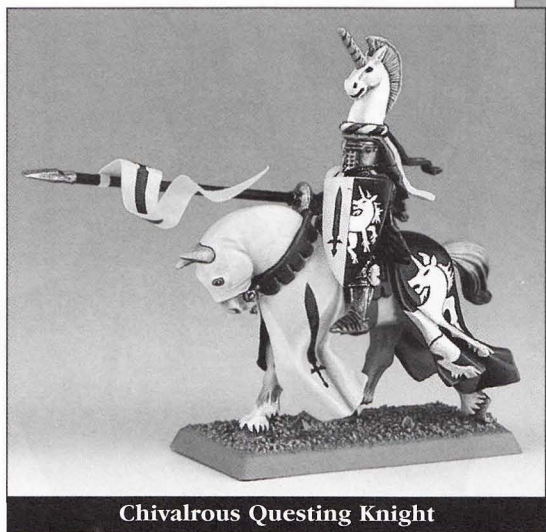
20 gold crowns to hire

Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.

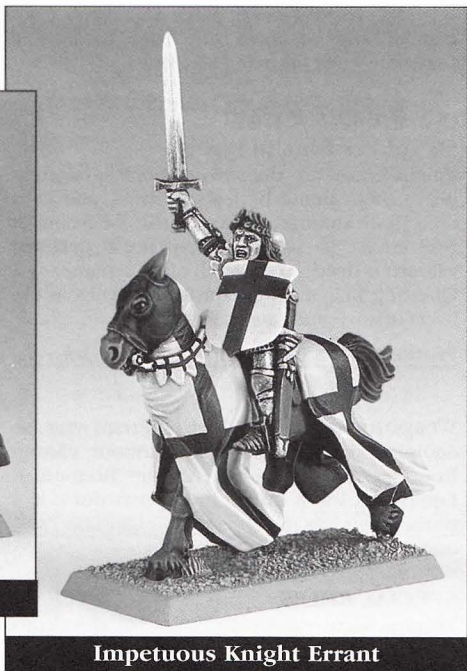
Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 6

Weapons/Armour: Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



Chivalrous Questing Knight



Impetuous Knight Errant

Bretonnian Special Skills

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

Bretonnian Special Skills

Bretonnian Questing Knights may use the following skill list instead of the standard skill lists.

Virtue of Purity

The Knight's sole purpose is to serve the Lady of the Lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the knight will be dispelled on the D6 roll of a 4+. This is a natural dispel on account of the knights extreme piety.

Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy, the more valourous are his efforts. If fighting a model with a higher Strength characteristic than himself, the Knight may re-roll any failed to hit rolls in hand-to-hand combat.

Virtue of Discipline

The Knight has total faith in his chivalric code: he maintains self-control in the face of adversity, and displays complete confidence whatever the odds. Once per game, if

the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.

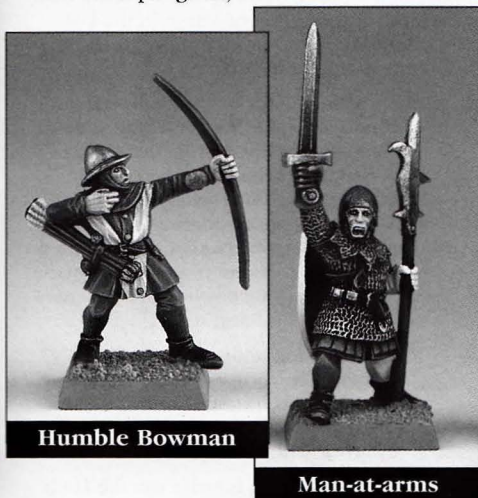


Virtue of Noble Disdain

The Knight has nothing but contempt for enemies who hide behind weapons of dishonour. The Knight is subject to *Hatred* of all enemies armed with shooting weapons. See the Leadership and Psychology section (p38).

Virtue of Impetuous

The Knight is eager to get to grips with the enemy. He charges into combat with reckless enthusiasm. The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.



Humble Bowman

Man-at-arms

I come from a land down under...

Tom Merrigan, who hails from Sydney in Oz, is fast becoming a name of legend in the dark halls of the Black Library. Tom has had no less than six articles printed by Fanatic Press, in the Journal and Gang War! Now that Tom's cut his teeth on the delights of Mordheim I'm sure that we'll be featuring more of his work.

t1m@start.com.au

Historical Accuracy

In reality Bretonnian Knights never lowered themselves to travel the monumental distance to the Chaos-infested City of the Damned which they considered a den of beatbens hardly worth saving.

BUT! Because they seem so popular with you guys we thought we'd include them if you want to include them in your games.

Sawbones

A Visit to the Apothecary

Medical treatment is far from an exact science in the Old World, and most people have justly learned to fear a visit to the Physician's Guildhouse. Patients of an Old World doctor are likely to face bleeding, amputation, under-anesthetised (a few pulls on a whiskey

bottle if they're lucky!) surgery, and worse in the course of their treatment. Yet, amazingly, they sometimes emerge from these

treatments in better health. Medicine may not be pretty, but it is occasionally effective... and it is often the only alternative to death or life as an invalid.

Yet if medical practice is unsightly in the professional guilds of Old World cities, it is horrendous in the ramshackle butcher shops that are the surgeries of the squalid settlements around Mordheim. No respected professional would practice in such a place, and so the task of mending the wounded is often taken up by wanted men, runaway apprentices, and charlatans out to make a few coins off of another's misfortune. In the encampments around the City of the Damned, seeking out a physician is always regarded as a desperate gamble.

The Medical Tables

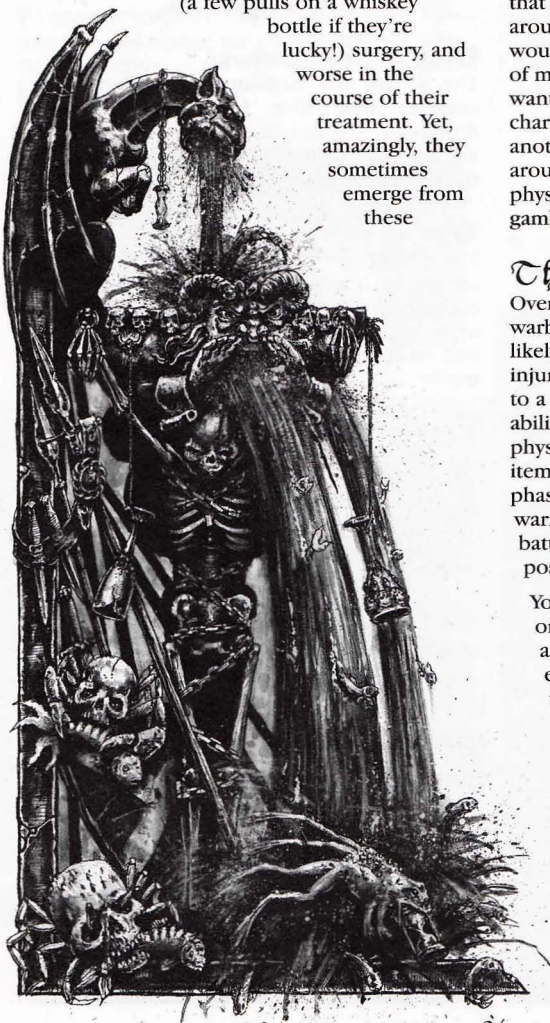
Over the course of a warband's career, it is quite likely that heroes will suffer injuries that will leave them, to a greater or lesser extent, diminished in ability. If you wish, you may send a hero to a physician rather than have him look for a rare item during the recruit New Warriors (trading) phase of the post battle sequence. Even warriors who went out of action in the last battle may go to a physician (they are quite possibly in urgent need!).



You may only attempt to get treatment for one wound at a time, and only one attempt at treatment per hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns per attempt (one attempt = one roll on the table), and this money must be paid before rolling on the table – Mordheim physicians demand payment in advance, while the patient is still capable of doing so!

The following injuries cannot be treated: *Chest Wound*, *Blinded in One Eye*, and *Old Battle Wound*. They are permanent damage the afflicted warrior will carry to his grave.

The following injuries use the Limb



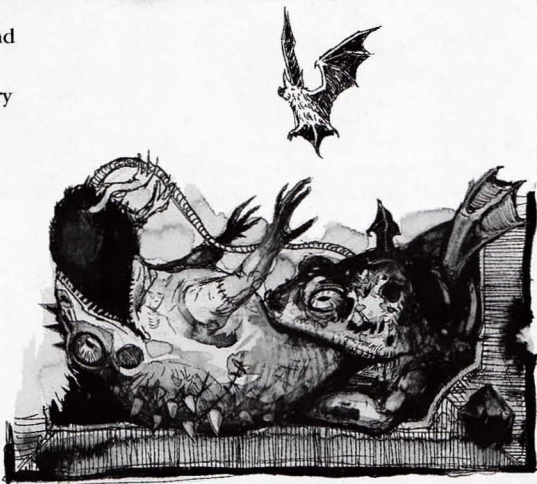
Ye secret arts and scientific wayes of the Apothecary uncovered

By Dr Daniel Carlson, late of the University of Nuln

Surgery table: *Leg Wound, Smashed Leg, and Hand Injury.*

The following injuries use the Brain Surgery table: *Madness and Nervous Condition.*

Note that while the description on the tables presumes a 'typical human' warband (i.e. Mercenaries, Witch Hunters, etc.), all warbands have access to some form of medical attention and may use the charts above. The Possessed, Undead, and Skaven for instance, have their own contacts in the shanty towns around Mordheim in the form of sympathetic dupes and cultists, including a number of disreputable surgeons.



Limb Surgery Table

(roll 2D6)

Surgery on a broken limb tends to be a straightforward and brutal affair.

2-3 'SOMEONE FETCH A PRIEST...'

The unfortunate patient has expired due to excessive blood loss. The hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.

4 'THIS HAS GOT TO COME OFF.'

The surgeon has felt the need to amputate, ostensibly to 'keep the rot out.' If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single one-handed weapon from now on.

5-6 'SORRY, LAD. DONE MY BEST.'

The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.

7-8 'NO LUCK'

The surgery was unsuccessful.

9-10 'MIND YOU STAY OFF IT FOR A BIT.'

The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

11-12 'SHALLAYA BE PRAISED!'

The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.



'Remember, lad: most men who pass through the gates of Mordheim come back mad, maimed, or not at all. Passing through these doors is no different.'

-- Mercenary captain to a youngblood, outside a surgeon's house.



Brain Surgery Table

(roll 2D6)

Treating the ailments of the mind and nervous system encompasses a variety of methods, from alchemical and herbal preparations, to the physical opening of the cranium and tampering inside.

2-3 'SOMEONE FETCH A PRIEST...'

The physician has been a bit too zealous in his treatment. The hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.

4-5 'ERM...THAT'S NOT RIGHT.'

The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *Stupidity*. If the warrior was being treated for *Stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).

6 'A BIT UNHINGED, THAT ONE.'

The treatment has failed, and the warrior emerges from the treatment as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *Fear*.

7-8 'SORRY LAD. DONE MY BEST.'

The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.

9-10 'A BIT OF REST, AND YOU'LL BE FINE.'

The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.


11-12 'SHALLAYA BE PRAISED!'

The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.






Mordheim - City of the Damned




MORDHEIM, CITY OF THE DAMNED, DRAWS IN ADVENTURERS LIKE MOTHS TO A FLAME. SOME SEEK WEALTH. SOME SEEK POWER.

AND SOME, LIKE DWARF TROLLSLAYER GRUNGI DOOMLADEN SEEK THE BIGGEST AND MOST SPECTACULAR DEATH IN BATTLE THEY CAN FIND.

BEASTMEN SCUM! OUT OF MY WAY!



IT'S BEEN A BUSY DAY FOR THE TROLLSLAYER, EVER SINCE HE WAS TIPPED OFF ABOUT THE LOCATION OF A PARTICULARLY VILE AND HIDEOUS TROLL LIVING IN THE RUINS--



ENTERING THE CITY AT FIRST LIGHT, HE HAS SLAUGHTERED HIS WAY THROUGH THE WORST PARTS OF MORDHEIM IN SEARCH OF THE CREATURE'S LAIR.

SEE WHAT HAPPENS WHEN YE GET BETWEEN ME AND ME QUEST FOR DEATH!



NOW AT LAST HIS GOAL IS NEAR.

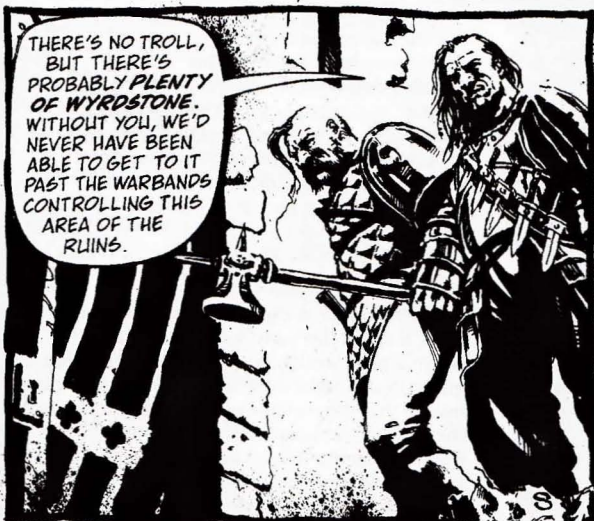


NOW AT LAST THE PRIZE HE HAS FOUGHT SO HARD FOR IS HIS.



Y-YOU...! YOU WERE THE ONES WHAT TOLD ME ABOUT THE TROLL...

THAT'S RIGHT. AND YOU WERE THE ONE STUPID ENOUGH TO BELIEVE US!




THERE'S NO TROLL, BUT THERE'S PROBABLY PLENTY OF WYRDSTONE. WITHOUT YOU, WE'D NEVER HAVE BEEN ABLE TO GET TO IT PAST THE WARBANDS CONTROLLING THIS AREA OF THE RUINS.



DEATH OR GLORY. PLENTY OF THE FORMER, BUT VERY LITTLE OF THE LATTER HERE IN THE CITY OF THE DAMNED!

At the Mouth of Madness

Madness and lunacy are rife in the insidious City of the Damned according to the insane mutterings of the mad monk Donato Ranzato with invaluable assistance from fellow lunatics Paul Smith, Micha 'Xhilepepa' Lazarus, David Stillberg, Harlock, Rinku, Lex 'Gray Sage' van Rooy and Somin Jones



Mordheim isn't only known as the City of the Damned, but also as the Mouth of Madness for all who pass through the city gates surrender their sanity. The city's twisting nature leaves nothing unchanged.

One of the things lacking in the Mordheim rulebook are rules to simulate the

deteriorating effects the city has on the minds of those who brave its dangers. From the background stories in the rulebook one gets the feeling that madness and insanity are common occurrences in the City of the Damned but strangely there are no rules for this in the rulebook. There are some results on the Serious Injury table that reflect this but these results do no justice to the utter madness that is Mordheim. Just imagine yourself walking through a city where mutations, monsters and insane warriors run rife. A warrior can hardly sleep at night as he hears all kinds of inhuman screams and growls echoing in the distance. Everyday a warrior has to live with the idea that this day there is a good chance that he will get killed, tortured, or at best maimed. And not just by other humans but by Daemon-possessed madmen, zombies, Vampires, Skaven and all sorts of other terrible monsters. Almost any warrior will go mad if he stays long enough in Mordheim.

So, a couple of already insane Mordheim players started writing some optional rules to

introduce the concepts of madness and insanity in their Mordheim games. After much discussion and playtesting on the Mordheim Egroups mailinglist they have come up with some nice rules that hopefully will add a lot of fun and atmosphere to your Mordheim battles.

Going Insane

These Insanity rules have been created to see how a warrior is able to deal with the terror and strangeness of his stay in Mordheim, and failure can mean bouts of uncontrollable fear, the development of phobias, or even complete madness.

To simulate a warrior's gradual descent into madness we use a system of Insanity points which are gained in a similar way to experience points and are effective at the same levels.

For each hero the normal experience track is used. This signifies that a warrior starts as normal, and it takes a long time for the madness to set in – but once it does, it's a rollercoaster ride from there on in. When a warrior fills up the track, he must retire because he is too insane to continue. It is advised that people use two different coloured pencils to keep track of the different points on the same chart.

Each time an IP is earned you will need to mark it off in the same way as experience. When a new level is reached that warrior must immediately make a 1d test. If successful, this means that the warrior is able to think through the horror and keep control of himself. If the warrior fails the test he must roll on the Insanity Table (see below) to determine the type and duration of insanity the warrior gets.



Failing the Id test can mean several things. The warrior could freeze up and stare, or fall to the floor and roll into a fetal position. Yet another is to be cursed with a permanent or temporary phobia. All these wonderful things and more await your warriors should they not make one little roll.

Gaining Insanity Points

+ 1 Insanity Point – Failing a Fear or Terror test.

+ 1 Insanity Point – Casting a Necromantic or Chaos spell

+ 1 Insanity Point – Getting a Critical wound

+ 1 Insanity Point – Getting poisoned/Taking drugs (e.g. getting wounded by Weeping Blades).

+ 1D3 Insanity Points – Getting the 'Madness' result on the Serious Injury table. This IP substitutes the normal result of this injury.

+ 1 Insanity Point – Getting the 'Nervous Condition' result on the Serious Injury table. This IP substitutes the normal result of this injury.



Too Insane to Care...

Many societies and races are incapable of being twisted any more than they already are because they are either completely insane or their racial mindset finds Mordheim and it's terrors somehow more acceptable. The following conditions render the insanity rules invalid.

- Warriors immune to Psychology
- Warriors from Orc (not Goblins), Beastmen, Undead, or Possessed warbands

The following troop types from the above

Temporary Insanity Table

ID6	Duration of Insanity
1	D6 turns.
2-3	The next battle.
4-5	Next 2 battles.
6	Indefinite.

mentioned warbands will gain IP's but the amount of IP's gained is halved (e.g. for every two IP that warrior gets, a player only marks one box on the experience chart):

- Dregs
- Necromancer
- Magister
- Cultists

Insanity Table

Each time a new level is reached you will need to roll first on the Temporary Insanity table (below) and then on the Insanity table (over) to determine the type and duration of insanity that warrior gets.

'Run, Damn it!' Deron von Juntz stood shouting at his companions, the writhing Darkness before him. His hand held his rusty sword tightly, white knuckles on black leather.

A tentacle thrust from the mass and coiled tightly about his ankle. His helmet clattered to the floor as he was pulled to the muddy street. Deron's sanity had been assailed before, and he was already bordering on a nervous breakdown.

Deron's eyes gleamed bright with tears. His bowling was the last thing his companions heard as they fled screaming back through the street they came from. The twisting moistness was around his hand now, his neck, his face. In the pit of his mind he knew that he should struggle, to break loose from the embrace. But he could do nothing but scream.

It was under his clothes now, pulsing and cold. His muscles were reacting violently, spasming. The others were back at their camp, cursing and swearing. The realisation of their companion's fate chilled them to the bone.

Insanity Table

roll 4D6

All results are unique and if you roll a result twice then roll again on this table until you roll a new type of insanity. All effects lasts as long as was rolled on the Temporary Insanity table.

4 AMNESIA

The warrior forgets/loses D3 Random skills

4 TEMPER, TEMPER!

The warrior has a serious temper problem. Roll a D6 before each turn and on a score of 1 the warrior is sulking and may do nothing else this turn, except defend himself if he is in close combat. If the warrior is charged during this time, he gains *Frenzy*.

6 I'M A CHICKEN!

The warrior goes around making loud chicken noises. He may not *Hide* and will alert anyone on sentry duty. Fighters in close combat with this insane warrior are at -1 to hit as they are so confused by his antics (Undead and animals ignore this modifier).

7 PARANOIA

The warrior is always on edge and thinks someone is out to get him. The warrior may not run but may charge into combat as normal. He will always hit first in combat unless he is carrying a double handed weapon.

8 WHAT A CUTE AND FLUFFY LITTLE THING

The warrior refuses to attack any animals until they attack him at which point he gains *Hatred* for that type of animal permanently.

9 MINISTRY OF FUNNY WALKS

The warrior is convinced that if he walks in a bizarre manner people won't be able to hit him with missile fire. He may not run but he is at -1 to hit with missile fire as he is weaving all over the place.

10 CRIMINAL PSYCHOSIS

The warrior gains *Animosity* to:

Roll 1D6

- 1 Skaven
- 2 Undead
- 3 Possessed
- 4 Elves
- 5 Dwarfs
- 6 Humans

11 HALLUCINATIONS

The warrior suffers from horrible hallucinations.

Roll 1D6

- 1 The warrior sees nightmare images of his own demise, filling him with fear

for his own safety. No matter how far away he is from friendly models he will always count as being all alone in combat.

- 2 The warrior hallucinates and sees an image of what is yet to come. The warrior may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Ld based tests he is required to make.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden for as long as this insanity lasts, even those not in his normal line of sight, and passes on the information to his compatriots. All enemy models lose their hidden status.
- 5 The warrior hallucinates that a slender arm reaches out from the darkness around him, and pale fingers touch the warrior's chest. The soft caress sends shivers of terrible pain throughout his body. Though it quickly dims away, the terrible pain is left behind. The next wounding hit the warrior receives is automatically a critical hit.
- 6 The warrior hallucinates that the city chooses to reveal its true visage to the him, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For as long as this insanity lasts, all enemy models count as causing *Fear* and the warrior will refuse to enter any building or get within 2" of any walls or ruins. After the warrior has recovered from this insanity the effects will wear off, though he will get the *Claustrophobia* indefinitely.

12 PHOBIA

The warrior is cursed with a permanent or temporary phobia.

Roll 1D6

- 1 *Claustrophobia* - The warrior must take a *Fear* test to enter a building



2 *Fear of Heights* – The warrior must take a *Fear* test each turn the warrior is on a higher floor or area

3 *Fear of Rats* – Skaven and Giant Rats inspire *Fear* in that warrior.

4 *Fear of Open Places* – the warrior must take a *Fear* test to cross a street or square. The warrior must stay within 2" of a building or wall.

5 *Fear of People* – Humans scare the warrior. If there are any humans within 4" of the warrior he must take an immediate *All Alone* test.

6 *Fear of Sharp Things* – Warriors armed with a sword, spear, or knife inspire *Fear* in the warrior.

13 HEROIC IDIOCY

The warrior may never end his movement phase behind cover. The warrior is immune to psychology and receives +1Exp if he is still standing at the end of a battle.

14 PANZAISM/QUIXOTISM

Roll 1D6

1-3 *Panzaism* – The warrior is immune to *Fear* and *Terror* as he sees all things (even supernatural) things as ordinary.

4-6 *Quixotism* –The warrior sees everything and everyone as supernatural threats. Treat as *Frenzy* where the warrior has automatically failed his Ld test.

15 ET TU BRUTUS?

If the warrior is ever the only model within 6" of the leader he will charge him and try to kill him so he can take over the warband. If the warrior is the warband leader, then ignore this result and roll again on this table.

16 I HATE YOU ALL!

The warrior is subject to *Hatred* of the enemy and *Animosity* to friendly warriors.

17 CATATONIA

The warrior falls to the floor and rolls into the fetal position. Treat as *Stupidity* where the warrior has automatically failed his Ld test.

18 I CAN FLY!

The warrior must make a diving charge whenever he can, no matter what level of building he is on. The hero automatically gains an extra +1S and +1 to hit on top of the normal diving charge because he really does think he can fly and it won't hurt him.

19 TIS BUT A MERE FLESH WOUND

The warrior gains an extra Wound. When this insanity is over and the warrior has taken at least one Wound he must roll on the Serious Injury table. If this insanity is indefinite the warrior has become a very tough nut (pun intended – Editor).

20 ALCOHOL ADDICTION

The warrior drowns his fears and sorrows by consuming large amounts of alcohol. For as long as this insanity lasts the warrior suffers from effects of a binge and is at -1WS -1BS and -1I.

21 MULTIPLE PERSONALITIES

The warrior thinks he is a:

Roll 1D6

- 1 Skaven
- 2 Vampire
- 3 Wizard
- 4 Elf
- 5 Dwarf
- 6 Orc

Use the average stats for a member of that race instead of the warrior's normal stats. The player should play the insane warrior in character.

If a player rolls the Wizard result that player must roll on the Lesser Magic chart as normal to see which spell that 'wizard' gets. In each shooting phase that warrior tries to cast that spell and if he casts it successfully he thinks it works although nothing happens (a bit of roleplaying is necessary for this). The warrior can not shoot/cast 'spells' in the same turn.

22 WHOSE SIDE AM I ON ANYWAY?

Each turn each side must roll a dice. The player of the insane warrior may add 2 to the roll. The player with the highest roll controls the confused warrior for the turn. The warrior may not run or jump off buildings as he is too confused.

23 MEGALOMANIA

The warrior must move to the nearest enemy model and he may not end his movement phase behind an obstacle or in hiding. The warrior is immune to *All Alone* tests. In addition, if the warrior is the leader of the warband he cannot take a voluntary rout test for as long as this result lasts. If the warrior survives at the end of a battle, he gains +2 experience points.

24 COMPLETELY BONKERS

The warrior has gone totally insane. Remove that warrior from the warband roster.





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Town Crier issue 8

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**Karl Swinchurst, Captain of
the Blazon Stone**

FOUND

One warty arm.

Leading Alchemist searching for remains of unusual specimen.

Owner/Slayer should contact Amadeus the Sane at the hill O' Burning Shadows.

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MENTION**

Antonio de Swift
& Donato Ranzato

WANTED

Corpse of one human required for Ritual of Morr

Most of the body must be intact for the holy ceremony to be successful.

Name your own price.

Ask for Rass the Nocturnal at the Hall of Drudge.

Lost

One hand. Walked off during a fight with a madman. Answers to the name 'Lefty'. Considerable reward offered.

Ask for Nagash at the ruins of the Old Temple.

WANTED

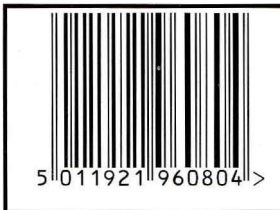
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ITEM FOR SALE

One Iron Cod-Piece, 1gc.
One previous owner. An embarrassing injury forces sale. Contact 'Little' Paul at the sign of the Black Shirt.

Urban legend!

Strange and eerie new accounts have been told regarding something of an urban legend in the western quarter of the City of the Damned. According to eye-witness accounts when all is quiet and the mists rest upon Mordheim a baby's cry can be heard throughout the streets. Several have claimed to see a shadowy figure of a small child skulking about. Some say that it's the tainted and twisted zombie-form of a small child stalking the city at night looking for victims.

Births

Prince Xyllgnzxnggg, Daemon Spawn of the Black Pit. 12st 4lbs 6oz, a right little monster. Mother in shock!

OBITUARIES

Reno Boticelli, drowned in a fishpond.

Kurt Van der Masonne, accepting an invitation to dinner from Count Strablinski.

'Gorgeous' Gregor, stabbed in the back whilst staring into a mirror.

Blau Pietr, beheaded by an enraged Dwarf.

Sir Gerard De Depardui, Bretonnian Knight of much repute, eaten by a Chaos Troll.