

Town Crier



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats/UK £200/US \$399



THE KISLEVITES ARE COMING..

BRAVE WARRIORS OF KISLEV
COME TO FIGHT THE
HORRORS OF THE CITY OF
THE DAMNED.

A new settlement to the north-east of the cursed city has sprung up and the strange songs of the fierce people of Kislev can be heard over its campfires. For days now more and more of these rough northern folk have been arriving, lured here obviously by the rumour of the riches to be had in the City of the Damned. The Kislevites are a hardy, courageous people who have to endure the worst of the elements in their cold wind-swept land. These men are no strangers to a hard fight either and their land often suffers the ravages of the dark powers of the north. It seems that there are new prospectors in Mordheim and only the most foolish would dream of crossing them.

Intrepid adventurers have braved the hazardous journey south to explore the mysterious desert lands east of Araby known simply as the Land of the Dead. Archaic scrolls bought from Arab traders have indicated that there are ancient ruins on the banks of the great river that are reputedly filled with riches and treasures of old. The nomadic people of this land, however, speak tales of terror and woe and make outrageous claims to an entire civilisation of the dead. The great wealth of the desert necropoli are rumoured to be protected by fiendishly ingenious traps and the minions of the long dead rulers of this inhospitable land. There is much to be had for those who crave wealth but be warned for the curse of undeath is said to be strong in this land..

Here
Within



Rumour of riches
and peril from ye
distant land of
Khemri – Land of
the Dead.

Tales of thee
brave and hoary
warriors from the
frozen realm of
Kislev.

A full account
of all ye
warbands and
models available.

**GAMES
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Kislevite Warband

Here is just a small selection of the models available. Models designed by Mark Harrison and Seth Nash, painted by Michael Anderson



BEAR



YOUTH



ESAU



BEAR TAMER



DRUZHINA CAPTAIN



WARRIOR



ESAU



WARRIOR



STRELTSI

Read all about the new Kislevite Warband on pages 14-21 of this magazine.

The Editor Speaks

Welcome snivelling wretches to this the new format Town Cryer magazine. As you have no doubt noticed the Town Cryer has been brought into line with the rest of Fanatic's quality publications and is now a twenty-four page magazine. This new slimline mag will sell for the reduced cost of three Groats, ahem... sorry, two pounds sterling (that's three dollars ninety-nine for those across the pond). This change will not effect those of you with subscriptions; we'll simply send you two of the new twenty-four page magazines for every one of the old forty-eight page mags left on your subscription. Fear not favoured acolytes for the Town Cryer will continue in its familiar vein of excellence it's just that there's only so much of a beating the scribes can take and this will prove easier upon their aching backs!

Anyway, I digress, on to this issue and what an issue it is! Here we see the introduction of the thrilling, nay chilling, new alternate setting for Mordheim; Khemri – The Land of the Dead. In this new setting we'll be exploring the forgotten necropoli of the long-dead Nehekharan civilisation. We'll be robbing the tombs of the cerement-wrapped Mummy Tomb Princes; trying to evade the ingenious traps and countless foul Undead that guard them. There'll be new equipment, warbands and chill tales of this death-shrouded place over the next six issues. So beware lest your bones be lying bleaching in the scorching desert sun.

Also this issue we have the next cool Fanatic release for Mordheim – the Kislevites. In these hallowed pages you will find all of the necessary information for recruiting your very own Warband of 'fierce nutbags dressed in furs' and how to obtain the miniatures from our forges. Read on and sip from the cup of knowledge...

Steve

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FANATIC



Khemri

The Land of the Dead

Fynde herein, curious innocents, such foul blasphemies and vile heresies that do pertain to that much dreaded land of Undeath. Take heed, foolish adventurer, for deth is easy to fynde in this cursed place for here the dead are said to walk in a twisted parody of thee living...



By Tommy Müller, Brian Coggin & Jerry Maltman.
www.grafxgibs.tripod.com/khemri/index.htm com/lustria

The Land of the Dead

'Listen closely brave warrior for what you bear today may save you from a fate far worse than death... you don't believe me eh? There are few in the Old World who have even heard mention of the ancient land of Nebekbara but here under the burning desert sun tis enough to freeze a man's blood. Few even of the wise Tuareg, the Gods preserve them, still remember the names of the cities of humanity's oldest civilisation: Khemri, Labmia, Mabrak, Lybaras, Zandri, Quatar and Numas. The Crusaders came to cleanse the heathen of thrice-cursed Sultan Jaffar, but when they returned to your lands of the north few would talk of the horrors they bore witness to. Legends persist of fabulous treasures, of mountains of sparkling gemstones, of monstrous statues of solid gold and obsidian. And the wise know why it all lies untouched...

Are you brave enough to go in search of riches where dead men walk?'

THE LAND OF NEHEKHARA

The location of this long dead and forgotten land is to the south-east of the Old World, in the area now better known as the Land of the Dead. This ancient civilisation fell centuries ago in a brutal civil war. In pyramids buried beneath the desert sands Liche Lords and Mummy Tomb Kings rule over legions of corpses, their servants in death as they were in life. In musty crypts of dead noblemen, tomb robbers freeze in terror when they hear the rustle of rotting rags and ancient bones.

Today the Land of the Dead is a wilderness of sand. The great river is poisonous and blood-coloured, providing no relief to the thirst of adventurers and tomb raiders. The cities are empty of life, crumbled ruins on the edge of the great necropolises. The roads have long been buried by the shifting sands, leaving only a few toppled statues and wind-eroded monuments to mark their presence. It has been rumoured that the ancient tombs contain magnificent riches and treasures, however here the dead walk. Despite these superstitions groups of adventurers, the foolhardy and the greedy, risk all on the chance of fabulous wealth.

At the heart of this vast deserted realm lies the cursed city of Khemri, in the centre of which rise two of the mightiest structures ever created by man. One is the awesome Great Pyramid of Khemri, which rises a hundred

times the height of a man above the ancient ruins. The other dwarfs even this mighty edifice; the famed Black Pyramid of Nagash, the Great Necromancer – a wonder and terror to all who behold it. Scattered about the feet of these structures are the tombs and crypts of kings and lesser nobles that make up the city of Khemri.

Back in ancient times, before the catastrophe, the ruling king, his family and trusted advisors were entombed in great sarcophagi and huge pyramids. As each generation passed larger and more elaborate tombs were built until in the deserts beyond each city stood a necropolis – a city of the dead – and as the years passed these cities became bigger than the towns of the living. The tombs were guarded by titanic statues of mythical beasts and fortified like great keeps, built to keep their inhabitants secure throughout all eternity. Bridges spanned the gaps between the doorways on the pyramid tops and cities grew into a vast interlined jumble of structures. Unquiet spirits who perform ancient rituals in worship to the Great Necromancer stalk the streets of this grotesque parody of a city to this day.

With the coming of Nagash and his great ritual the inhabitants of the necropolises were brought back to the land of the living. The kings and lords once more command their legions, but they are now undead automatons. On certain dark nights the corpses of the dead stir from their homes and go about their business in a grim parody of their former lives. They repair the time-eroded tombs and patrol the boundaries of their necropolis.

PRECIOUS THINGS...

When the Tomb Kings and their courtiers were interred in the magnificent necropolises they were buried with the fabulous wealth and goods they would require when they were reawakened. They surrounded themselves with all of the luxuries to equip themselves in their future existence. Slaves were put to death to sate their every need and desire.





Map of the Ancient land of Nehekbara scribed by the Arabian scholar and cartographer Kashaff Wallayaf.

When Nagash reanimated them prematurely they found themselves imprisoned in their dead mummified bodies. Despite having no use for their treasure they guard it with a ferocity born of an eternal frustration and hatred.

The stories of the treasures of the Tomb Kings have persisted down the ages. Generations of thieves and tomb robbers have tried their luck at finding the valuables. Not all of the treasure is gold or jewels. The Liche Priests of ancient Khemri were masters of the necromantic arts. Their secret writings and papyri are eagerly sought by present day necromancers, mages and seekers of forbidden knowledge. The ultimate prize for a necromancer would be one of the fabled volumes of the Book of Nagash - the feared Liber Mortis. It is reputed that just a single page from one of these evil books has driven lesser-willed men to insanity.

Today much of the desert lands are inhabited by the Araby Nomads. They mainly keep themselves to the less inhospitable margins of the desert and avoid the accursed necropoli. Every now and again a bold, some would say foolish, sheikh of Araby will rouse his bedouins to raid the crumbling necropolises. They know full well the horrors they may encounter. The tales of old are kept alive by their storytelling traditions.

WARBANDS

This setting is written with a specific theme in mind and while you can use any warband in this setting some of them are not appropriate. The greed of humanity is too well known and all are willing to risk their lives in search of treasure. Norse and Pirate warbands may be a stretch in the Land of the Dead as they prefer the open seas or coastal raids. Halfling warbands are more at home in the Old World. Lustrian warbands, such as Amazons, aren't likely to leave their rainforest for a desolate desert. There will, of course, be Mummy Tomb Prince's guardians and their arch-enemies the Crusaders. In addition, there are treacherous Hobgoblin Raiders and Arabian Nomads hailing from the desert fringes. There will only be room for so many warbands in this series of articles. We have many more such as Necromancer and Mage warbands which will be published on the website:

<http://grafixgibs.tripod.com/Khemri/index.htm>



Running a Campaign

A campaign set in the Land of the Dead uses the rules from the Mordheim rulebook, with a number of important exceptions that are detailed below.

PRE-BATTLE SEQUENCE

Just as with a Mordheim game you must generate the scenario and set up the terrain that you are going to play on. This can be done in any way that all players agree on - we fully encourage experimenting with different set-ups or altering scenarios! These games are meant to be fun and we do not in any way wish to restrict the players with a certain style of play. You have our full blessing to alter our rules, warbands and scenarios in any way that you like. We are however very interested in hearing of your experiences and campaigns so do send your feedback.

1. Generate the scenario and set up the battlefield.
2. Generate the weather condition.
3. Expend water units.



SCENARIO AND SET UP

The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player can choose which he is. Roll for warriors with old battle wounds to see whether they can participate in the battle or not and set up the terrain and warbands according to rules for the scenario that you are playing. If you wish you can play a tunnel scenario instead, see the Tunnel rules section for details.

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios.

2D6 Two-player scenarios

- 2 The Warband with the lower rating chooses which scenario is played
- 3 Hidden Treasure
- 4 Defend the Find
- 5 Breakthrough
- 6-8 Skirmish
- 9 Defend the Oasis
- 10 Defend the Tomb
- 11 Chance Encounter
- 12 The Warband with the lower rating chooses which scenario is played

2D6 Multi-player scenarios

- 2 The Warband with the lower rating chooses which scenario is played
- 3 Monster Hunt
- 4 Tomb Raid
- 5-6 Treasure Hunt
- 7 Desert Skirmish
- 8-9 Ambush
- 10 Protect the Prince
- 11 One man's Rescue
- 12 The Warband with the lower rating chooses which scenario is played

Where the scenario refers to Wyrdstone, substitute artefacts and items of treasure which have an equivalent value.

**WEATHER CONDITIONS**

'We made it to the oasis. There was no sign of the undead until we topped that last dune. They rose from the ground and attacked. The air felt strange like some doom approaching. That's when I saw the cloud of dust approaching fast. In a matter of minutes it was upon us. Four of my men were knocked down and I lost one due to the storm. At least it saved us from the Undead...'



Roll on the chart below before the start of the game. Weather effects confer no penalty to Undead unless this is explicitly stated in either the scenario special rules or the rules of the weather effect, however Undead warbands

often contain living warriors that are affected as normal. Weather will not affect either warband if you are playing a tunnel scenario, but any water units that are lost due to the weather are still lost.

2D6 Weather Conditions

- 2 **Rain!**: If its not too hot its too wet, a freak rainstorm has started and is soaking everything. All missile weapons are at a -1 to hit due to the poor visibility. In addition black powder weapons may not be used. Mummies ignore the flammable rule for this battle. All warbands have their water stash filled to its maximum.
- 3 **Hot as Hades**: The hot sun is beating down upon the parched desert. All warriors suffer a penalty of -2 to WS and BS. In addition the warband uses up one additional water unit per member. If you have too few units left to supply the warband then each warrior that didn't get any suffer from mirages in addition to any other dehydration effect. A model that suffers from mirages must roll a D6 for each of his hand-to-hand combat attacks or shooting attacks, on the roll of 6 he attacks the mirage and the attack is wasted.
- 4-9 **No adverse conditions**: The desert is harsh as usual but there are no additional effects.
- 10-11 **Hot**: The heat is unbearable today. All models suffer -1 to WS and BS. In addition the warband uses up an additional D6 water units. If you have too few units left to supply the warband then each model that didn't get any suffer from mirages (see above).
- 12+ **Dust Storm**: The warbands are surprised by a dust storm just as they prepare for battle. A dust storm will hit the battlefield for the first D3+2 turns, no missile attacks are possible, no model may run and can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld.



WATER

Water is a crucial resource in the desert, to the Arabs it is considered more valuable than gold. In the desert to run out of water is certain death.



Water is recorded on each warband roster in exactly the same manner as stash. Each water unit that the warband carries adds one to the water 'stash' for the warband. Each unit that the warband uses up reduces the water stash by one. If the water stash drops to zero the warband is in serious trouble. Each member of the warband may carry a number of units equal to his Strength, and the total number of units is the maximum number for the water stash. All warbands start with a full water stash.

Obviously it will arise that warriors would also like to carry treasure that they have plundered and this inevitably lowers the amount of water that they can carry. This is represented by the burden limit, which is the total Strength value of all of the warband's members. The burden limit is most often the same value as the maximum water stash value. Water units and treasure units both use up one point of Strength.

After a battle, and after you have rolled for exploration and serious injuries, add up the treasure and water unit totals. This total may not exceed the burden limit, and may

consist of any ratio of treasure to water. Water and treasure units that exceed the burden limit are lost. Note that the burden limit and water stash will be affected by members that die, suffer serious injuries or receive lowered Strength due to water shortage or extreme weather conditions. You do not lose water or Treasure units even if some of your members die, to keep the book keeping to a minimum the units are pooled after each game when you check the burden limit.

Example: A warband consists of a hero with Strength 4, 8 warriors each with Strength 3 and a horse with Strength 3. The burden limit is 34 ($4 + 8 \times 3 + 2 \times 3 = 34$). The warband could therefore carry 12 units of water and 22 units of treasure or 4 of water and 30 of treasure (or any other combination). If they had a combined total of treasure and water of 38 units then they must discard 4 units.

Water Expenditure

Water units are expended before the start of each game. Each model in the warband uses up 1 water unit, each large creature or animal (as stated in the creature's special rules) uses up an additional 1 unit. In addition certain weather conditions will force the warband to use up more units.

A warband may choose to refuse water to certain members in order to preserve water for more important warband members. All your Heroes, excluding accompanying mounts, must be given water before any other member of the warband is given water. You do not have to give out all of your water, you may preserve some for the next battle if you wish.

Undead warriors do not require water, but any living member in their warband does.

Undead warriors capable of using weapons are allowed to carry water and treasure. This usually means that the Undead warband has a high water stash and that their animals are not likely to suffer from lack of water.



Lack of Water

A warband without water will soon begin to suffer ill effects. Before every game each member of the warband who hasn't been given any water must pass a Toughness test. A successful test means that he was able to resist the effects of the lack of water. A failed test means he has succumb to this lack of water. Roll on the Dehydration table to determine the effect. If the warrior is without water for several battles in a row he adds +1 to the roll for each time that he failed his Toughness test.

1D6 Effects of Dehydration

- 1 *Parched:* The warrior cannot speak as his mouth is too dry. He may no longer extend his Leadership to nearby models. This primarily affects any model with the Leader ability or any ability/skill with a similar effect, and he may not cast spells as he can't voice the incantations.
- 2 *Light-Headed:* The warrior gets knocked out on a 2+ instead of a 3+ on the injury table.
- 3 *Weakened:* The warrior starts the game with Toughness and Strength reduced by -1.
- 4 *Exhaustion:* For each round after the first in a single hand-to-hand combat, the warrior's Strength is lowered by -1. Note that his only applies to subsequent turns of the same combat, as long as each combat is only one turn long the warrior has time to recover. If the warrior's Strength is reduced to zero he automatically goes Out of Action.
- 5 *Confused:* The warrior has to take a Leadership test whenever he wishes to move. A failed test means that he moves D6" in a randomly determined direction. If a warrior is forced to flee, he must pass a Leadership test in order to flee per the normal rules - if he fails the test he is removed as a casualty as he trips and falls.
- 6 *Passed out:* The warrior cannot participate in this battle and cannot carry any treasure or water after the battle.



Animals

Animals are warriors that cannot use equipment cannot carry water or treasure (dogs, Possessed, etc). Ridden animals are able to carry units just as any other model, however most animals have the *Beast of Burden* special rule (see Equipment section) which allows them to carry twice their Strength value. However with their increased load they use up three water units instead of two. If they are carrying no more than their Strength value then they only use two water units as normal. In the case of riding mounts the warrior has to fight on foot if his mount is exhausted or collapses. If the warrior is a henchman in a group that are all mounted, he cannot participate in battle until his mount is replaced. This is partly to keep things simple, and not split up a henchman group, it also illustrates how specialised the warrior is at fighting mounted. Animals that are not given water use the Dehydration table below.



1D6 Effects of Animal Dehydration

- 1-2 *Steadfast:* The animal is able to carry on as normal, no penalties apply.
- 3-5 *Exhausted:* The animal is able to keep up with the warband but is unable to fight or carry any treasure or water.
- 6 *Collapse:* The animal was not able to withstand the heat and lack of water and collapses exhausted. The animal has to be abandoned in the desert and is considered to be dead.

Acquiring Water

A warband can refill their water supply in a number of ways. Water can be bought at a trading post, it can be gathered during rain, there are rare pools located in the tombs and there are occasional oases that aren't poisoned. If the warband finds a source of water they may gather as many water units as they wish, as long as it they don't exceed the burden limit. Water can be sold in the Trading phase just as any other equipment, the price depends on the nature of the Supply Source. Water cannot be sold in a Supply Source that offers you free water.

POST-BATTLE SEQUENCE

After the battle is over, both players work their way through the following sequence. You do not have to complete Trading, Recruitment and Updating your warband roster straight away. However all rolls must be made in front of the other player, or a third party.

1. Work out injuries.
2. Allocate experience.
3. Roll on the Exploration chart.
4. Check the Burden Limit.
5. Locate a Supply Source.
6. Recruitment and trading.
7. Update your warband roster.

INJURIES

Determine the injuries for each warrior who is Out of Action at the end of the game. See Serious Injuries on page 118 in the Mordheim Rulebook. A warrior that is unable to participate in the next battle is not allowed to carry water or treasure and will automatically fail his Toughness test if he is not given water.

EXPERIENCE

Heroes and Henchmen groups gain experience for surviving battles. See the Experience section on page 120 in the Mordheim Rulebook and Scenarios section for details.

BURDEN LIMIT

Calculate the burden limit as in the Water section above. Discard any water or treasure that exceeds the burden limit.

SUPPLY SOURCES

Unlike Mordheim, where plenty of settlements are near the city and readily accessible to warbands, the clusters of tombs and necropoli are isolated and far from civilisation. To make matters worse they are within the most desolate and vile clutches of the desert, which is barely habitable. This makes the exploration of the tombs much more complicated as warbands find themselves far from their source of supply. Often enough missing treasure hunters will be found buried in the sand, killed not by the dangers within the tombs or by another warband, but by the harsh conditions of the desert. Yet there are sources of supply and water in the desert, scarce as they may be. These may come in the form of the last of the great cities that once populated Nehekhara, travelling merchants looking to take advantage of ill-equipped treasure hunters or even a secret and beautiful oasis where travelling caravans and nomadic tribes make their stops.

RECRUITMENT AND TRADING

If you successfully located a Supply Source you may add extra warriors to your warband and buy new equipment as described in the Trading section on page 144 in the Mordheim rulebook. However use the special Land of the Dead Trading Chart instead of the chart from Mordheim, notice that some prices and availability are different from those listed in the Mordheim rulebook.

UPDATE YOUR WARBAND ROSTER

You are now ready to fight again, make sure that you have recorded all the changes to the warband and calculated your new Warband Rating.

NEXT ISSUE...

Our exploration continues with new rules, warbands equipment and more.



Day 23

We met a band of nomads earlier today. A strange people - almost every inch of their countenance covered in heavy clothing, despite the constant heat of the day. Ibn translated their harsh tongue and they warned us not to go any further alone especially during the hours of darkness. Can you believe the superstition and ignorance of these heathen? No-one has been near any of these ancient pyramids for thousands of years - the most we may face is a tomb robber or two, who will be easily scared off by our swords.

Day 24

We camp tonight outside the great pyramid of which I spoke yesterday. Truly these monoliths cannot have been made by men - I fear that even the greatest architects in Altdorf could not construct such wondrous yet sinister structures. Our faithful guide, Ibn Muhaffa, dislikes making camp so close to these mysterious remnants of a bygone age - these locals are a superstitious lot but we have Sigmar to protect us. Tonight we sleep, and the dawn will bring wealth unimagined! Ibn takes the first watch. I can barely contain my excitement, for tomorrow we will all be rich.

Day 25

Ibn allowed me to sleep through my watch, the fool. When I awoke, he was gone. I do not know where. That is a concern for later as we will need a new translator when I return to the encampment of Sheikh Barabar and trade the wares we will find here. The men are cautious but the lust for gold has excited them and their blood is up.

Day 26

The air inside the ancient tomb was stale and bitter, we had to cover our faces with scarves. The desert sand covered everything, how it got this far into the pyramid who knows. I doubt anyone has disturbed these ancient stones in a thousand years. Our torches did little to illuminate the insides of the massive structure, it seemed that the darkness was constantly attempting to overwhelm us. The hieroglyphs of which other explorers have spoken covered the walls, adding to the alien menace of the tunnels. It was Marcus who set off the first of the devious traps that had been set by the architects of this dark hole. A hail of darts spat from hidden crevices within a wall. Marcus was dead in seconds, a vile green liquid oozing from his wounds. Still we pressed on. Schmit stepped through a shaft of light which shone through a crack in the high ceiling. Next, he and Helmut were crushed by falling stone blocks. I narrowly escaped with a well-timed leap. This now left just the four of us to continue - young Albrecht begged us to go back but the thought of riches was too strong in our minds.

And then there it was... our goal. Caskets lined the walls, surrounding a gigantic tomb in the middle of the chamber. All was bedecked in shining gold barely affected by the passing of years. And there were countless sparkling jewels, representing every colour of the rainbow. Forgetting caution, we rushed forward to begin prying loose the gems, and stripping off the gold. It was Albrecht who heard the caskets around us creaking open... His screaming was cut brutally short and in the half light we saw something fly through the air and land at our feet with a thud. I shone the torch at the floor and let out a fearsome gasp - I saw Albrecht's severed head at my feet, his face contorted in sheer terror. I ran as fast as I could and narrowly missed losing my own head to the swishing of a wickedly barbed blade. As I reached the doorway to the chamber I looked back for my colleagues and saw a horror I just cannot describe. Then I ran as fast as my legs could carry me until I left the accursed place. I fear that Hans and Dr. Rassbaum are now dead or worse.

Day 31

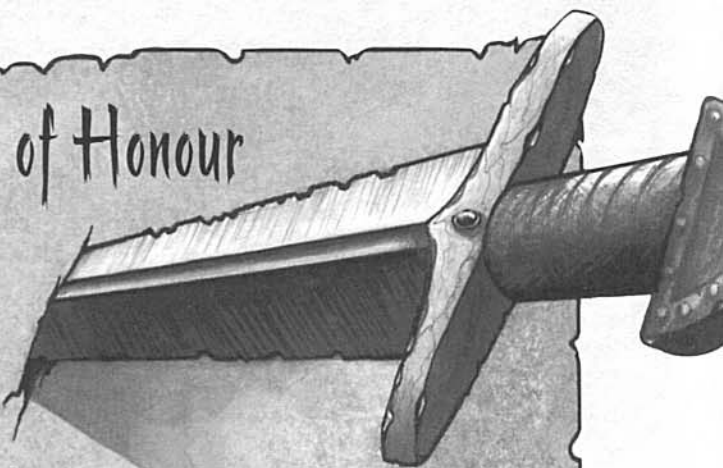
At least I believe it is day 31. I am nearly out of water, but I'm sure the nomad encampment is near, the Sheikh did say they would not be moving for another day yet. For days I have been wandering in the desert, but at least my pack is half-filled with gems. I cannot speak of what I saw. For what I saw in that pyramid... it chills me to the bone...

Extract from the diary of Max Feser, explorer and adventurer of great renown,
bought at a bazaar in Al Haik.

By Nick Bate

Roll of Honour

The Khemri – Land of the Dead setting is the work of the mb_khemri internet mailing list. All of the following have contributed by writing articles and rules, reviewing and testing them and generally contributing ideas and discussions. It has been a truly international project.



Luke Bell	DPs, rules
Bowen Ash	Warbands, rules
Chris Manos	Rules, Army Builder files
Cyber	Rules
David Cecchinato	Rules, scenarios
Michael Yungbluth	Warbands
Exn	Rules
Shep Moore	Scenarios, rules
Teale Fristoe	Warbands, rules
Gert Joris	Rules
Steve Gibbs	Rules, equipment, warbands, scenarios
Nick Bate	Fiction, rules
Horacio Gonzalez	DP, rules
Jo-Herman Haugholt	DP, rules
Miguel K. Hidalgo Barnes	Rules
Jeff Hogg	Rules, scenarios
Steve Cornette	Rules
Jeff Visgaitis	Rules
James S. Mackay	Rules, articles
Roger Latham	Warbands, rules, scenarios

Tommy Punk	Warbands, rules, compilation, editing
Donato Ranzato	Rules warbands
Robert Walker	Warbands, rules, scenarios
Sam Sedghi	Scenarios, warband, DP and HS
Terry Maltman	HS, fiction, rules, compilation, editing
Tom Strasz	Rules, fiction
Brian Coggin	Rules, editing
Rick Vegetta	HS, Rules
Peter Long	Rules, fiction

Also the following who participated in playtesting & running demo games

Watford gaming group
 Ryn Tyr group
 Hammersmith Gaming group
 Nottingham Games Club
 (now Warhammer World Games Club)
 Michael Simpson (demonstrator)
 David Maltman (demonstrator)
 John Maltman (demonstrator)





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Kislevite Warband

The Land of the Great Bear

The land of Kislev lies to the north and east of the Empire. The further east one travels the dense forests give way to open steppes stretching to the foothills of the Worlds Edge Mountains. The winters of Kislev are harsh and cruelly long and for months the land is gripped by snow blizzards and ice. The townships of Kislev are mainly built of timber for stone is rare and only the most important of the cities have stone buildings and walls. In the ancient capital city of Kislev the massive white buildings are topped by vast gilded domes and decorated with golden statues and gargoyles. It has been said that Kislev is a poor country filled with rich people. It is certainly true that the people that live in this beleaguered land have an outlook on life that strangers often find surprisingly positive. For Kislev is a country under constant threat of invasion. Armies of savage Norse often venture into Kislev, raiding and pillaging, and to make matters worse Kislev lies right on the border of the Chaos Wastes, so that any Chaos incursion passes through the land (and its people) first.

To aid them in their struggle against these murderous foes, the Tzars of Kislev have forged strong ties with the Empire. This alliance benefits both countries, as the rulers of the Empire have long understood the benefit of a northern bulwark against the tides of Chaos. Both countries have a tradition of

sending troops to aid the other in times of need, and in fact the Gryphon Legion, pride of the Kislevite nobility, was formed as a symbol of the unity between the two countries. This knightly order is made up entirely of Kislevite nobles, but is garrisoned and trained in the Empire.

Despite the constant threat of invading armies, the people of Kislev sing and dance and play as much as or perhaps more than the people of any other country in the Old World. Some say that their relative happiness derives from their love of strong drink. Whether this is true or not, Kislevites certainly do enjoy their spirits, and in fact many of their people attribute almost magical qualities to that most famous of Kislevite drinks – vodka.

A Kislevite warband represents a group of individuals from this unique northern realm. Kislevites tend to be quiet in the face of strangers, but they hold much joy in their hearts. In fact they are loud and boisterous when amongst their own people. Kislevites are known to be extremely brave warriors, and they hold a loathing for Chaos that is much stronger than most of the peoples of the Old World. While many citizens of the Empire may remain ignorant to the initial signs of a Chaos cult, Kislevite citizens will immediately seek out any signs of depravity and cleanse the infected individuals with sword and flame. Keep these things in mind when you play a Kislev warband. Most citizens of Kislev have lost homes or loved ones to the warriors of Chaos, and they realise that anything less than constant vigilance could lead to their downfall. They are therefore unrelenting in their resolve against their ancient enemies. Give the forces of Chaos no quarter, and expect none in return.

Special Rules

May Hire: A Kislevite warband is allowed the same selection of Hired Swords as the Human Mercenary warbands from the Mordheim rulebook.

Ancient Enemies: Kislevite warbands may never ally (see the 'Multiplayer Rules for Mordheim' article from the Town Cryer for more details on warband alliances) with any type of Chaos Warband. This restriction



Tales of vodka-swilling, gruff men of Kislev by roving scribe Mark Havener

pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'chaotic'.

Choice of Warriors

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

Heroes

Druzhina Captain: Each Kislevite warband must have one Druzhina Captain, no more, no less!

Bear Tamer: Your warband may include a single Bear Tamer.

Esaul: Your warband may include a single Esaul.

Youths: Your warband may include up to 2 Youths.

Henchmen

Warriors: Your warband may include any number of Warriors.

Cossacks: Your warband may include any number of Cossacks.

Streltsi: Your warband may include up to 3 Streltsi.

Trained Bear: Your warband may include up to 1 Trained Bear. Note however that a Kislevite warband may not include a Trained Bear if it does not first include a Bear Tamer!

Starting Experience

Druzhina Captain starts with 20 experience.

Bear Tamer starts with 10 experience.

Esaul starts with 8 experience.

All **Henchmen** start with 0 experience.

Special Equipment

Vodka

(35+2D6 gc / Rare 8)

Kislevites live in a harsh land under constant

threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without.

In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition because of its nullifying alcoholic effects every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

Kislevite Heroes Only

Bear-Claw Necklace

(75+3D6 gcs / Rare 9)

Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.



A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to *Frenzy*.

Kislevite Heroes Only

Kislevite Equipment List

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

KISLEV WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Throwing Knives	15 gc
Shortbow	5 gc
Bow	10 gc
Pistol	15 gc (30 gc for a brace)
Duelling Pistol	25 gc (50 gc for a brace)

Armour

Shield	.5 gc
Buckler	.5 gc
Helmet	10 gc
Light Armour	20 gc
Heavy Armour	50 gc

STRELTSI EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Bow	10 gc
Pistol	15 gc (30 gc for a brace)
Duelling Pistol	25 gc (50 gc for a brace)
Handgun	35 gc

Armour

Shield	.5 gc
Helmet	10 gc
Light Armour	20 gc



Kislevite skill tables

	Combat	Shooting	Academic	Strength	Speed
Druzhdina	✓	✓	✓	✓	✓
Esaul	✓	✓	-	-	✓
Bear Tamer	✓	-	-	✓	✓
Youth	✓	✓	-	✓	✓



Heroes

1 Druzhina Captain

80 gold crowns to hire

Druzhina are the minor nobles of Kislev. During times of war these nobles form their own regiments in a Kislevite army, and they look most impressive with their ancient armour and weapons, as most of these prized artefacts are handed down from father to son. Druzhina are rich enough to afford their own horse and battlegear, and they must be ready to fight for the Tzar when called upon. In return for this they are allowed to own land and are given a break on their annual taxes.

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

Weapons and Armour: A Druzhina Captain may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Druzhina Captain may use his Leadership characteristic when taking any Leadership tests.

Inheritance: When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. This item represents a treasured family heirloom that has been passed down through the generations. Losing an ancestral item is considered very disrespectful and if the item is ever lost (e.g. from a *Robbed* result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible or risk being haunted by the angry spirits of his ancestors. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. This higher cost represents the fine detail and valuable materials used in the item's manufacture. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

0·1 Bear Tamer

35 gold crowns to hire

Since ancient times, bears have featured in Kislevite myths and legends. Kislevites have a deep respect for these mighty beasts, and gather to see the trained specimens that accompany travelling circuses. The powerful men that train these bears are known simply as Bear Tamers, and the best of them are

widely renowned amongst the people of Kislev. Bears can be trained for martial purposes as well, and Bear Tamers are often recruited into the armies of Kislev, where they enjoy a special status among the soldiery.

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

Weapons and Armour: A Bear Tamer may be armed with weapons chosen from Kislevite Warrior equipment list.

SPECIAL RULES

Bear Handler: A Kislevite Warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been Knocked Down or Stunned).

0·1 Esaul

35 gold crowns to hire

Esaul is an ancient Cossack term that means 'Best Warrior', and was traditionally given to the most powerful fighter in the tribe. The word has survived the generations, and today it is an honorary title given by a chieftain to his personal champion, though it is also used by Gospodar warriors as a more familiar term for an experienced veteran. Most Kislevite cities contain at least one grizzled veteran amongst the ranks of their professional soldiery who has been affectionately labelled 'Esaul' by his men.

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

Weapons and Armour: An Esaul may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

0·2 Youths

15 gold crowns to hire

Strong, strapping lads from the countryside often join a band of daring adventurers to make their fortune.

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

Weapons and Armour: Youths may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

⚔ Benchmen

(bought in groups of 1-5 models)

Warriors

15 gold crowns to hire

The Gospodar tribe make up the bulk of the people of Kislev, and they are generally considered the most civilised of the peoples of this harsh realm. Gospodars are people of large stature with blonde or red hair. Their women are well known throughout the Old World for their fair-skinned beauty. Gospodar women have the same rights as men, and are allowed to rise to positions of power; in fact the most powerful of the legendary Ice Mages of Kislev are all female!

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

Weapons and Armour: Warriors may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.



Cossacks

30 gold crowns to hire

Cossacks are nomadic tribesmen who live in the far north of Kislev. They are always the first to encounter any Chaos invaders from the north, and so have long fostered a bitter enmity with the servants of Chaos. Cossacks are renowned for their riding skills, and their favoured weapons are the scimitar (sword) and spear.

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

Weapons and Armour: Cossacks may be armed with weapons and armour chosen from the Kislevite Warrior equipment list.

SPECIAL RULES

Hate Chaos: Years of bitter struggle against the forces of Chaos have left their mark on the Cossack people. Cossacks are subject to *Hatred* against all forces of Chaos (e.g. members of any warband the players would apply the *Ancient Enemies* special rule to).

03 Streltsi

25 gold crowns to hire

Firearms were first introduced to Kislev by Prince Boydinov of Erengard. Though very popular among his people, the prince was considered quite eccentric (it was he that invented the mad game called Kislevite Roulette). Despite initial superstition as time past handguns have been accepted as essential weapons of war. In his legacy the prince had a large portion of his wealth set aside for the establishment and upkeep of a regiment of handgunners. The regiment continues to this day and its members are known as Streltsi. Soldiers from other cities in Kislev, most notably the capital, are sent here to train in the use of firearms with the Streltsi.

In addition to their knowledge of handguns Streltsi are also trained to use a small halberd called the *berdiche*. In fact the *berdiche* and handgun are the most widely recognised symbols of the Streltsi. In combat Streltsi are able to use their *berdiches* as rests for their handguns, increasing their accuracy and making for a deadly weapon combination.

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

Weapons and Armour: Streltsi may be armed with weapons and armour chosen from the Streltsi equipment list. Note that Streltsi are the only Kislevite Warriors trained in the use of handguns.

SPECIAL RULES

Gun-Rest: A Streltsi warrior armed with both halberd and handgun may use the halberd as a gun-rest. The warrior receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move and shoot with his handgun – he must not move if he is to rest the gun).



01 Trained Bear

145 gold crowns to hire

Bear Tamers often bring one of their sacred bears with them when they prepare to enter battle. These great beasts respect little, and it takes years for a human to win their trust and obedience. The effort to train one of these creatures is well worth it however, as one can not hope for a more loyal friend or useful ally when things turn bad.

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

Weapons and Armour: None, other than their claws and teeth!



SPECIAL RULES

Trained: A bear doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Trained Bears are subject to the rules for *Stupidity*. If given 'special attention' by its trainer, it will mind a bit better, so a bear is not required to take these Stupidity tests if the warband's Bear Tamer is within 6". In fact this is the only member of the warband the bear will listen to; a Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamer's leadership if within 6" of him however. Note that the warband cannot control the bear without a Bear Tamer. The Trained Bear may not be used in any game in which the warband's Bear Tamer does not take part (and this means that if the warband does not include a Bear Tamer at all, the warband must keep the bear staked back at camp until they hire a new one!).

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes *Fear*.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: Such dedication is built into the relationship between Bear Tamer and bear that if his trainer is injured, a bear will often stand over the body to protect it, or even drag the trainer's body to safety. As long as his bear is not taken *Out of Action* during a game, a Bear Tamer ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings such as Lustria that have their own special Serious Injury table). If any of these results are rolled for the Bear Tamer, treat the result as a 'Full Recovery' instead.

Animal: Trained Bears are animals and do not gain experience.

Sample Warband

When creating a warband I normally start with the models I place the highest priority on. I always purchase a leader first, as the warband has to have a leader and this is the figure that will most closely represent me as the warband combats others for wealth and glory. After this I purchase any henchmen that I really want to try out, and then I look at filling out my heroes and the rest of my warband. So Andrei was purchased first, and I gave him some ancestral armour, a pistol and sword. I figured the bulk of my warband would have very little equipment, so the Druzhina should have a couple expensive items to really make him stand out. The 'Inheritance' special rule really helps here!

After Andrei was purchased, my next priority was a Trained Bear. Bears feature prominently



Kislevite Warband

in the history and religion of Kislev, and it just wouldn't be right not to include one. Besides, if you want to strike fear into your opponents, there are few models better suited to do this!

Next I focused on filling out my heroes. I normally try to purchase as many heroes as possible when I start a warband, as this gives me the best chance to get good Exploration rolls. However, this time I had allowed myself a little extravagance in the purchase of a bear, and this along with the expensive warband leader severely limited the amount of gold I'd have to fill out the warband. So I left the Esaul in Kislev and purchased a Bear Tamer and two Youths. The Bear Tamer is a requirement if I want to use the bear, and the Youths are cheaper than any of my henchmen!

On to the henchmen, and by this time I was starting to run pretty low on funds. With this in mind I decided to purchase Warriors instead of Cossacks. Warriors lack the Hate Chaos special rule of the Cossacks, but they are still decent henchmen and the five gold crown savings each would help me to possibly buy another warrior. I included four with clubs and daggers, but looking at the gold I had left and how many warriors were in my band, I figured I could do some shuffling and still get the warband to a good starting size. I normally like to start out a new warband with at least nine members, as having one more than a multiple of four gives you one more

that has to be taken Out of Action before you start testing for Rout. So I dropped one of the Warriors and added a Streltsi with his special equipment (handgun and halberd) in his place, and upgraded the remaining Warriors to swords instead of clubs.

As the warband progresses I plan to add in the final hero, and add some Cossacks as well. If I earn sufficient gold, I would like to purchase the maximum number of Streltsi as their unique skills can make for a fearsome support of my close combat troops.

Kislev Warband

<i>Andrei Padinov</i> , Druzhdina Captain	110 gc
Heavy Armour (Ancestral Item), Sword, Pistol, Dagger.	
<i>Boris Schaunov</i> , Bear Tamer	45 gc
Sword, Dagger.	
<i>Ivan</i> , Youth	25 gc
Sword, Dagger.	
<i>Stephan</i> , Youth	18 gc
Club, Dagger.	
<i>Igor</i> , Trained Bear	125 gc
<i>Valery, Josef and Alexi</i> , Gospodar Warriors	
Sword, Dagger.	105 gc
<i>Anatoly</i> , Streltsi	70 gc
Handgun, Halberd, Dagger.	

Total: 498 gc



Kislevite concept sketches by Mark Bedford

Kislev
WARBAND

Kislevite Warband

From the skilled hands of sculptors Mark Harrison and Seth Nash we bring you the Kislev warband. The Kislev range is supplied in packs. Each pack contains a random mix of between 1-3 models and a set of weapons that are used to arm the models in the manner you choose. The Kislevites are available through Mail Order and from the Games Workshop online store - see details on the right.

KISLEV PACK A - ONE CAPTAIN/CHAMPION £4.00



Example



Pack contains a random selection of one of the above models

KISLEV PACK B - THREE HENCHMEN £7.50



Example



Pack contains a random selection of three of the above models, two that can be armed with halberd or hand weapons and one that can be armed with a missile weapon

KISLEV PACK C - THREE YOUTHS £7.50



Example



Pack contains a random selection of three of the above models, two that can be armed with halberd or hand weapons and one that can be armed with a missile weapon

KISLEV PACK D - TAMER & BEAR £10.00



Pack contains one bear and bear tamer



KISLEV WEAPONS

Models are supplied with a selection of the following weapons. Enough are included in each pack to arm all of the models.



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The Watchtower

This section is to keep you up to date with what is going on with Mordheim. We'll be publishing 'New Rules' (NR) and 'Experimental Rules' (ER). The new

rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Town Crier.

Every issue of Town Crier will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Mordheim Skirmish System. More importantly it will tell you where you can find this information, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions for a small fee, and/or you'll be able to find electronic versions of the rules on our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Mordheim.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Crier 2/Best of TC).

Random Happenings
Events tables for Mordheim.
WD240 (Town Crier 3/Best of TC).

Dwarf Treasure Hunters
Dwarf warbands.
WD241 (Town Crier 4/Best of TC).

Chaos on the Streets
Rules for multi-player games.
WD242 (Town Crier 5/Best of TC).

Da Mob Roolz
Orcs in Mordheim.
WD243 (Town Crier 6/Best of TC).

Show me the Money
New hired swords.
WD243 (Town Crier 6).

Beastmen Raiders
Rules for Beastmen warbands.
Town Crier 7.

Designer's Cut
Thomas Pirinen adds more choice rules to the mix. Town Crier 8.

Lustria – Cites of Gold

A new setting for Mordheim by the Lustria e-group. Town Criers 10-15.

Sons of Nagarythe
The Shadow Warrior warband.
Town Crier 10.

Averlanders
A new warband. Town Crier 10.

Ostlander Mercenaries
A new warband. Town Crier 11.

Q & A
Official errata and answers
Town Criers 11-13.

Ulli & Marquand
Two new Dramatis Personae. Town Crier 13.

Subplots
Town Crier 13.

Blazing Saddles
Expanded Mounted rules.
Town Crier 14.

Out of the Mists
Playing in Albion. Town Crier 15.

Khemri – The Land of the Dead
A new setting for Mordheim by the Khemri e-group. Town Crier 16.

Kislevites
A new warband. Town Crier 16.

Experimental Rules

Ye Olde Curiosity Shop
Rules for extra weapons, equipment and skills. Town Crier 7.

Sewer Rats
Rules and scenarios for sewer fighting.
Town Crier 7.

Wolf Priest of Ulric
Wolf Priest characters.
Town Crier 8.

Let the Damned Burn!
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A new Warband. Town Crier 8.

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In the Mouth of Madness
Rules for insanity! Town Crier 8.

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Pirate warbands. Town Crier 9.

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Town Crier 11.

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Pit Fights
Fighting in the pit! Town Crier 14.

Dark Rituals of the Chaos Gods
Summon Daemons. Town Crier 14.

Wyrdstone Powers
Town Crier 15.

Miscellaneous

City of Nightmares
Mark Bedford's Skaven take on Alessio's Reiklanders.
WD238 (Town Crier 1/Best of TC).

Before the Comet
Introductory fiction.
WD239 (Town Crier 2/Best of TC).

Mordheim Architecture
Nigel Stillman's scenery.
WD239 (Town Crier 2/Best of TC).

Witch Hunt
Battle report between Possessed and Witch Hunters.
WD242 (Town Crier 5/Best of TC).

Kidnapped!
New Scenario by Tuomas.
WD243 (Town Crier 6/Best of TC).

Scourge and Purge
A scenario by Donato Ranzato.
Town Crier 7.

Mordheim by Night
Michael Walker chats about Mordheim.
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The Forbidden Square
A scenario by Christian Ellegaard.
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Stake Out
Gav Thorpe sets out an interesting scenario. Town Crier 8.

The Script of Sigmar
A scenario by Paul Smith.
Town Crier 9.

Customising Ye Warband
Notes on giving your Warband that Latino flavour. Town Crier 9.

The Architect's Guide
More tips on building scenery.
Town Crier 9.

The Lair of the Snake
Another scenario by Christian Ellegaard. Town Crier 9.

Narrative Campaigns
Dylan Owen talks us through his narrative campaign. Town Crier 9.

The Foulness below Mordheim
A narrative campaign by Donato.
Town Crier 10.

The Mine
A quick scenario by Paul Smith.
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Our scenario competition winner.
Town Crier 11.

Rivers of Blood
Scenario with special rules.
Town Crier 12.

Night of the Headless One
Scenario. Town Crier 12.

Arcane Architecture
Modelling buildings.
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Sword of the Herald
Scenario. Town Crier 13.

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Undead Scenario. Town Crier 15.



MORDHEIM

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All the above models can be fitted with shields and quivers which come in pairs.

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Khemri - The Land of the Dead

Read all about the new Khemri alternate setting on pages 3-12 of this magazine.



Tomb robbers from the Old World prepare to desecrate the burial chamber of a Khemrian Necropolis.



A Tomb Prince 'encourages' his Undead servants in moving a huge monolith.

Unisex Hairdressing

By 'Mangler' Todd

*A dab hand with scissors,
knives, razors and axes.
Humans, Elves, Dwarfs and
Halflings only – no Ratmen!*

FYNDE AT YE OLD MEAT PIE SHOP ON
FISH STREET.

(Unfortunately in the event of beheading,
amputation, suffocation or concussion refunds
are unavailable.)

CONGRATULATIONS



Andreas Halle

Our oppressed and
downtrodden scribe Andreas
Halle and his spouse Kirsty
married on Festag the 30th day
of Sigmarzeit.

*May thee be happy, long lived
and your loins most fruitful.*

Missing Person

AMADEUS TALLER

Last seen opening a box of delights
in Cutthroat's Haven last
Geheimnistag.

Large reward offered for information
leading to his whereabouts.

*Contact Capt De Vint of the
Relentless Fury faction at the
Burnt Witches Circle*

For Hire Expert Sharpshooter



Can shoot a vile ratman through the
heart at fifty paces. Height impairment
not a problem.

Boggo Ledbottom at the Merry
Wench Inn

Seek Fame and Fortune...

The A'Lawrence trading consortium
is looking for warriors of a bold
disposition to guard trade caravans
in distant Araby.

*Travel the world, meet interesting
people from faraway lands, visit
exotic locations and get a sun tan!*

**Gather ye at the Crippled
Cock Inn after sundown.**

Bring your own sandals.

OBITUARIES

Igor Kavinsky, eaten by his own
bear.

Roberto Pulpo, the fuse on his
gunpowder keg was too short.

Sheesh Khebbhab, tripped on his
own spear.

El Beefi Krelle, died of the licked
back! Giant Toad suspected.

SCRIBE'S HONOURABLE MENTION

Donato Ranzato, Joris Gert
& Steve Cornette



Dr Zuf's Clinic



Expert surgeon educated at
Altdorf university under Prof
Grafter. Clean, sanitary
conditions and finest nursing.

Price Chart:

Application of leeches	10 ges
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Mending broken bones	50 ges
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Pig organ transplant	85 ges

**Surgery in the back of
farmer Ostvald's barn**

Zombies – fresh organs bought and sold



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6071 1199 004**