

Town Cryer



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

CARNIVAL COMES TO TOWN

SINISTER CARNIVAL PLAGUES THE LAND.

A new horror is traversing the land in the cunning guise of that of harmless travelling players. Be warned though, fair reader and go not to see the gay fare and colourful theatre of these carnival folk. For these are no mere thespians. Rumour has it that this 'Carnival of Chaos' is guided by the ruinous powers and that its players are demons and worshippers of the dark gods. This most heinous caravan of evil travels from village to village leaving death and decay most foul in its wake, for few survive the dread but mesmerising show, known as 'The Dance of Death'. All good Sigmar-fearing folk that witness a Carnival coming to their town should immediately alert the watch so that this dastardly evil may be smited most righteously!



Here
Within



The Empire in
Flames - The
dreaded Carnival
of Chaos.

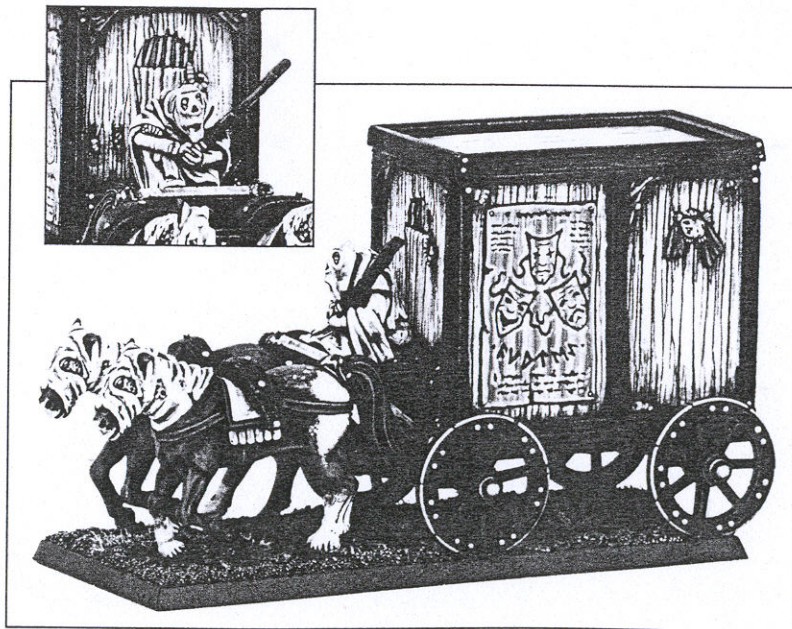
Re-building
Mordheim -
architectural study
of ye ruins.

Ye City of the
Damned revisited
by scribe Oliver
Martinus.

**GAMES
WORKSHOP**

Frenzied Mob

Models designed by Mark Bedford and painted by Graham Bailey & Stuart Witter



PLAGUE CART

Models designed by Mark Bedford and painted by Jonathon Taylor-Yorke

Ye Editor Speaks

Welcome again friends, sell-swords and dogs of ye field of battle to this, the twenty-seventh issue of *Town Cryer*. A strange curse has descended upon the land, for a new seed of evil has been sown in the heart of our fair Empire. The carnival cometh to town but this is no normal cavalcade of gay, energetic performers with painted faces and exotic attire. Be not taken in by their mesmerising show. Do not marvel at the feats of strength, or musical fare of these most joyous of performers. And be sure not to taste their wares. For these are not all that they seem...

Yes, in the fifth installment of *ye Empire in Flames*, wilderness setting, we bring the shocking truth about Papa Noigul's Carnival of Chaos. Beware then, Sigmar-fearing folk of when the Carnival comes to town, for your eternal souls.

Following in the footsteps of scribe Space McQuirk, Oliver Martinus brings further news of the degradation that exists in the city of Mordheim. Also there is further architectural discussion on the state of the ruins from Jason Voss.

Turn the page, brave reader, and delve into the dark, the twisted and the insane...

Contents

NEW IN TOWN... 2
The putrid Carnival of Chaos comes to town.

EMPIRE IN FLAMES 6
This is the fifth installment of the new setting for Mordheim exploring the wilderness of the Empire. Here we introduce a brand new warband – the Carnival of Chaos.

BRINGING LIFE TO THE CITY OF THE DAMNED 18
In this follow-up article to the series describing the cursed city of Mordheim, there are scenario suggestions and ideas for new warbands.

RE-BUILDING MORDHEIM 26
A modelling report and gallery of a really big Mordheim set-up.

CATALOGUE 32
The full catalogue of Mordheim supplements and miniatures available from Mail Order.

Chief Lannic
Jervis Johnson

Editor
Steve Hambrook

Production
and Design
Steve Hambrook &
Gary Roach

Proof Reading
Talima Fox

Steve

New in Town...

This issue we have the second set of releases for the Empire in Flames wilderness setting. All of these models were designed by in-house Fanatic sculptor Mark Bedford.

First, we have the new warband for the Empire in Flames alternate setting, the truly astounding Carnival of Chaos. This Nurgle Chaos warband is a sort of cross between travelling players/gypsies and The Possessed! All of these models are beautifully detailed and wonderfully characterful, displaying some specific traits of their patron, the God of Pestilence, Nurgle.

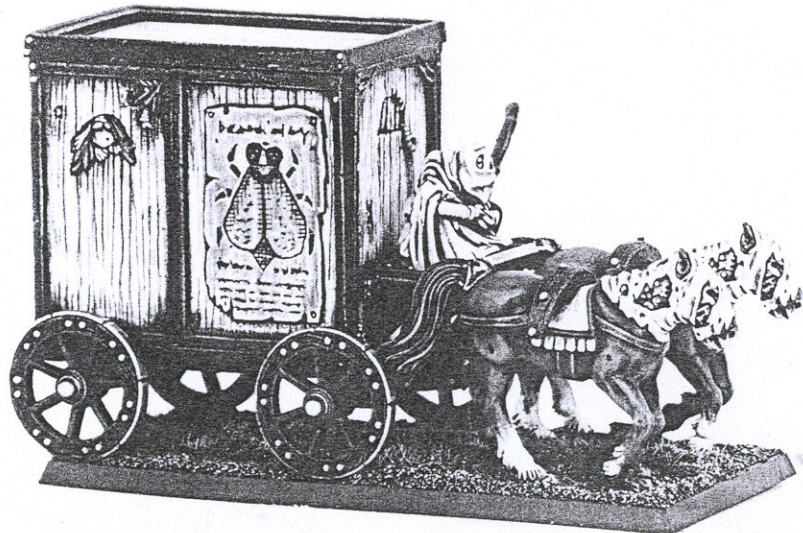
All of the models in the Carnival of Chaos, with the exception of the Daemons, come as bodies accompanied by separate left/right hand/weapon sprues. These sprues offer the choice of sword, spear, club, hammer, pistol, shield, axe, mace and a two-handed weapons sprue for the Brutes.

The leader of the Carnival of Chaos is the Carnival Master. This model is resplendent in his thick, tattered robes and his twisted, evil face/mask peaks out from beneath a hood emblazoned with the mark of Nurgle.

Next are the Heroes for the warband. The most Blessed of Nurgle is the Tainted One. This model is a skull-faced jester with his heavy robes hiding the horrendous extent of his mutations. Then there are the massive shapes of the Brutes, masked strongmen that utilise the two-handed weapons sprue.

The Henchmen consist of three Brethren bodies, in torn robes with putrid, pox-ridden faces and all manner of other foul mutation on them. The Daemons in the warband are just magnificent. There are two Plague Bearers dressed in a sick parody of travelling players – all fancy ruffs, doublet and hose. This contrasts wildly with their horrifically decayed forms and obvious daemonic nature. One of these models is even carrying the severed head of Shakespeare!

The most comic of the Henchmen are the Nurglings. These diminutive daemons have been sculpted in the guise of the Carnival's musicians! There's a Nurgling with a drum that may or may not be an extension of his belly! There's also a singer, a couple of pipe players and one Nurgling that looks like an



Plague Cart



Carnival Master



Brute



Brute



Tainted One



Plague Bearer



Plague Bearer



Brethren



Brethren



Brethren



"They're not children, they're monsters!" – Nurglings

overgrown, bloated fly! The main difference for Nurglings in Mordheim compared to those in Warhammer is that these are based individually and not as a swarm.

Finally, and again Mark's excelled himself, we have the Plague Cart in all its fetid glory. This model is a multi-part kit and utilises the Empire plastic wheels and unarmoured horses from the Warhammer range. The horses come with new metal heads that are horribly decayed to follow the whole Nurgling theme. The cart driver is a hooded, hunched monstrosity wielding a bent stick to drive on the hideous steeds.

These models are available as an eight figure boxed set comprising one Carnival Master, one Brute, one Tainted One, one Plague Bearer and four Brethren. They are also available in individual blister packs of one Carnival Master, two Champions, two Plague Bearers, three Brethren and five Nurglings. The Plague Cart is available as a complete kit accompanied by two Nurglings as a separate boxed set.

Next up, we have the Frenzied Mob. These models represent the somewhat backward, rural folk of the Empire – poorly armed and armoured but prepared to staunchly defend their humble homes against the ravages of those that would loot them. The Frenzied Mob comprises five models – two rather characterful urchins, an old codger with a firebrand, a hooded peasant with a polearm and a corpulent priest-type with short sword and firebrand.

You can find the rules for both the warband and the Frenzied Mob on pages 6-17 of Empire in Flames, in this issue of Town Cryer.

These models are available as individual blister packs and can be purchased from your local direct sales centre (see the How to Order section on the Contacts page opposite).



Frenzied Mob



Frenzied Mob



Frenzied Mob



COMING SOON...

Mordheim Wild Beastmen
Inquisitor Inquisitor Scarn
Battlefleet Gothic Tau Fleet
Warmaster Giant Scorpion
Blood Bowl Vampire Counts

EVENTS CALENDAR

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MORDORIM Empire in Flames

In this, the fifth installment of Empire in Flames, we have a new warband exclusive to the Empire wilderness setting and a scenario featuring the Frenzied Mob.

Another roar of laughter came from the crowd like muted thunder as the mock Knight Panther bedecked in armour of tin and wielding a wooden sword, slipped upon some entrails. It was a battlefield scene; pig's blood, uncoiled rope and animal intestine were strewn about the stage as mock carnage.

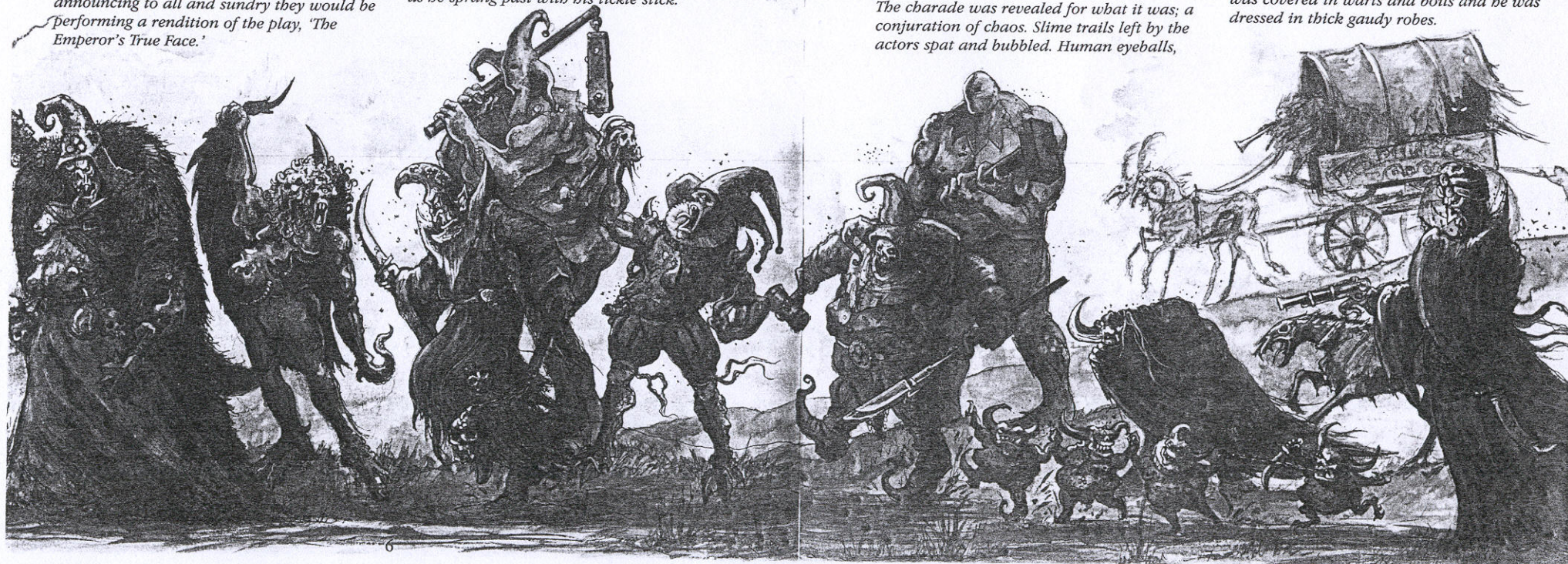


"A horse, a horse, the Emperor is a horse!" the Knight wailed as his mind succumbed to Chaos.

The travelling players had arrived in the village without word or prior arrangement, replete with ramsbackle cart that doubled as dressing room and makeshift theatre. A host of colourful characters, loped and cavorted alongside, with mesmerising wit and charm, announcing to all and sundry they would be performing a rendition of the play, 'The Emperor's True Face.'

Crowds had gathered quickly, initially children, then women and finally the men and soon the entire village was under the players' spell. Demitri was one of the last to join the eager and enraptured throng, sceptical at first but in moments he too was utterly engrossed.

The play reached the 'Northern Wastes' scene, a rotted wooden placard carried across the stage describing as much by a robed daemon with a seemingly permanent grin. Demitri marvelled as other daemon characters, whose costumes were uncannily realistic, danced and skipped amongst the appreciative crowd. Chicken feathers thrown by the daemons drifted down like snow. A wonderfully macabre jester performed acrobatics, tapping the village children's foreheads who sat transfixed in the front row as he sprang past with his tickle stick.



The Carnival of Chaos & The Frenzied Mob By scribes Nicodemus Kymc and Stephanus Harburgh

A foul and repugnant odour filled Demitri's nostrils as an uncomfortable burning sensation grew upon his chest but he couldn't take his eyes off the play, utterly lost in the unfolding drama. His wife and child, sitting at the front of the stage, were a distant memory. Now only he and the bizarrely macabre players existed. The Knight Panther slipped again and Demitri laughed out loud. A plague daemon bore down upon the play's unlikely hero and the enraptured farmer marvelled at its realism. Eyes widening, Demitri stared with incredulity as the plague creature swelled, stomach bloating as if filling with stagnant air. A shape with what looked like arms and legs pawed within, stretching the flesh thin like clinging mucus.

Something was wrong. The plague creature's mouth distended to agonising proportions but Demitri couldn't look away. It belched forth a tiny daemon creature that sat wallowing amidst a foul miasma of vomit and pooling slime from the creature's stomach.

The charade was revealed for what it was; a conjuration of chaos. Slime trails left by the actors spat and bubbled. Human eyeballs,

heads; real corpses diseased and rotting were strewn about the stage. These things wore no masks but were daemons themselves!

A weight like a heavy millstone fell about his neck and shoulders as Demitri made to rise. He turned; panic welling in his heart. The ruinous powers were roaming free and unchecked in the Empire! He looked to his brothers for aid, trying to raise the alarm. But they were all dead, horribly swollen with some unseen pestilence, pustules and boils on their flesh spilling over with all the fervour of a grotesque epidemic. Horrified, Demitri looked down to the burning at his chest, he ripped away his shirt in pain and saw an icon resting there, inscribed with the sigil of Sigmar.

Abruptly, a foul, filth-encrusted dagger came into view, lifting the amulet from Demitri's chest and leaving behind a red weal.

"Is this an icon of Sigmar I see before me," a voice reminiscent of bubbling flesh, asked. It was the head player, his moon-shaped face was covered in warts and boils and he was dressed in thick gaudy robes.

Demitri was terrified. "What have you done?" he stammered, recoiling.

The head player moved forward a step, keeping pace as Demitri lurched back.



"Foul worshippers of chaos!" he cried defiantly, suddenly aware that he was surrounded.

"Yes, alas, that is true my noble lord," a voice from Demitri's left confirmed; a thin and short character, hunched over, face like some grim theatrical mask, split down the forehead. An infestation of flies buzzed around him as he fanned a set of tarot cards. "But your words wound me sir," he continued with mock offence, slicing open a cut in his wrist with one of the tarot cards. "We are but flesh like you," he said, drawing closer, "if you prick us, do we not bleed?" With sniggering contempt, the tarot daemon squeezed the blood from his wound, which dripped down upon the Sigmarite talisman, dissolving it like acid.

Instantly, Demitri could feel the effects of whatever malady had overtaken his kinsmen. He was defenceless. Head swimming, he whirled around drunkenly a myriad of grinning faces surrounding him; a brutish-looking clown, with daubed on face

paint hideously joined with physical mutation, a dark grinning jester with a daemonic hand-puppet that chattered in sync with its bearer, a host of grinning, sneering faces awash with colour that was bright and dirty at the same time.

Demitri felt the sickness overtake him and sank to his knees in the dirt. The dark jester lifted his chin up to face him as his hand-puppet spoke for him.

"Why then," it said, the talisman's resistance ebbing, "Your stomach is mine oyster," he continued as a sudden silver flash from a dagger caught Demitri's eye, "which I with sword shall open," the jester himself concluded darkly.

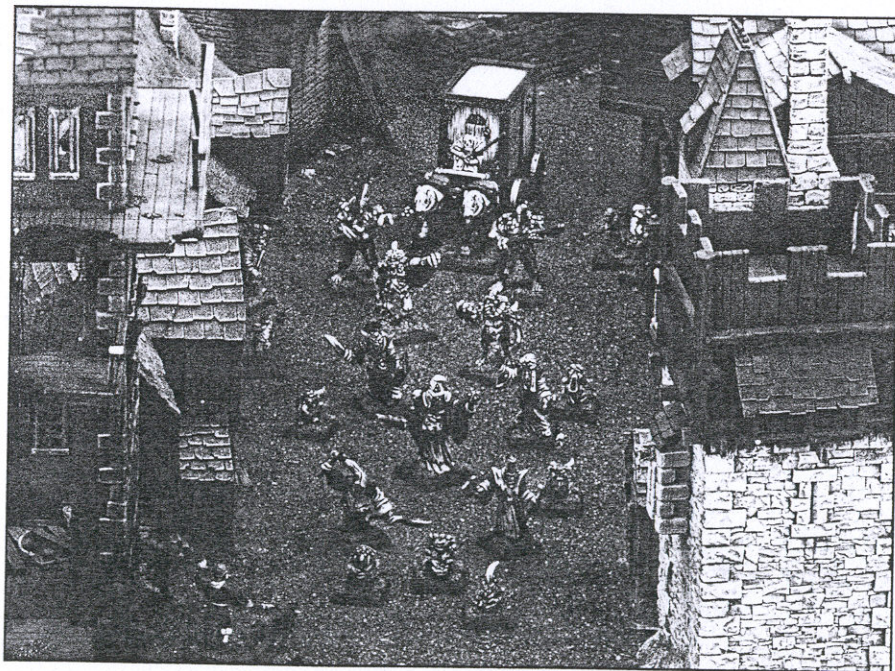


As the blade slipped in and the Carnival players began their grisly work one last thought occurred to Demitri.

"Helena!" he cried, with the last of his dying breath, "My wife..."

The head player loomed into view, his moon-like visage blotting out Demitri's sun for the last time.

"She's my wife now Demitri..."



The Carnival comes to town – a local show for local people!

The Carnival of Chaos

No one knows from whence it came, the dreaded Carnival of Chaos. Some have rumoured that it was once a gypsy caravan from the east of the Empire, wandering folk that brought their colourful fare from village to village entertaining the poor rural folk of the Empire with their lavish shows and stage plays. If this past is the truth then what it has become in the present is far more sinister and deadly. Still it wanders the rural backwaters of the Empire, in a colourful cavalcade of wagons, its folk dressed in the colourful finery of travelling players, bringing sonnet and song to excitable villagers and peasants.

Upon reaching a new settlement, these outlandish showmen erect their stage and entertain the poor rural folk with songs and plays of the dark days of the Empire. Tales such as: 'The Emperor's True Face', 'Orfeo and Pustulate', 'Papa Noigul's Festering Children' and 'A Midsummer Nightmare' wow the enraptured throng.



Strongmen perform feats of incredible prowess to the adoration of the crowd, whilst players in garish, grinning masks juggle balls, knives and flaming brands.

As the crowd's numbers increase, a fool in bright jester's garb with an inflated pig's bladder on a stick leaps from one enthralled watcher to the next joking and cackling, poking and prodding.

It is only when the show reaches its blasphemous climax, as the sun begins to set, that the truth of the Carnival of Chaos is revealed in all its putrid, festering glory. For these are no mere wandering thespians and entertainers. When the players perform their final act, known as the 'Dance of Death', the enchantments covering their true visages slowly slip away revealing them to their blissfully ignorant audience for they are cavorting, cyclopean daemons with rotting flesh hanging from yellowing bones. What were originally considered intricately decorated masks and cleverly applied make-up is soon revealed as the players' true horribly mutated faces, covered in pustules and pox-ridden lesions. As the villagers' expressions turn from those of elation to abject terror at the sight of these horrific visions the slaughter begins. By now most of the folk who made up the cheering audience would have already succumbed to the virulent diseases spread by these malevolent players.

The insidious Carnival Master, accompanied by his cackling fool, rounds up those unfortunate women and children that remain alive, taking a finger from each of his new brides, exclaiming 'You're my wife now!'. The survivors are then led away to an unknown fate and the village is left deserted, its inhabitants and livestock killed by innumerable diseases and plague.

The Carnival of Chaos is the sick joke of the Great Lord of Decay, the Chaos god known as Nurgle. Thrice cursed Nurgle is also known as the unspeakable Master of Plague and Pestilence and the players in the Carnival are his corrupt followers and worshippers. They are those who have sold their souls for a twisted form of immortality through embracing death, destruction and decay – learning to love Nurgle's many and varied gifts. It is not known how many Carnivals of Chaos there are or if the handful of reports from the lips of petrified witnesses all refer to the same warband.

The leader of the Carnival of Chaos is known as the Carnival Master and is reputed to be a sorcerer of great power, wielding the unclean magic of his lord to cause suffering and death through disease and decay. Through dark ritual and sacrifice, the Carnival Master summons forth the cackling, decaying Daemons of his patron god to take part in the twisted masquerade. His mortal followers carefully nurture their newly acquired diseases, blessings of their gregarious deity and vie for power and advancement under his watchful gaze. The most blessed of these twisted, insane creatures are those known as the Tainted Ones. These are often the right hand 'men' of the Carnival Master and their bodies are wracked with a multitude of foul diseases and mutation. The Carnival of Chaos is justly hunted by the many bands of zealous Witch Hunters that traverse the lands but always seems to be just one step ahead of the Sigmarites and continues to follow its merry path, bringing the blessings of Nurgle to all.



Special Rules

Dangerous to Know: Because of its rather diseased nature a Carnival of Chaos warband would find it very hard to keep any Hired Swords alive! Therefore, a Carnival of Chaos may never hire any type of Hired Sword.

Choice of Warriors

A Carnival of Chaos 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 15.

Heroes

Carnival Master: The Carnival of Chaos must have one Master to lead it – no more, no less.

Brutes: Your warband may include up to two Brutes.

Tainted Ones: Your warband may include up to two Tainted Ones.

Henchmen

Plague Bearers: Your warband may include up to two Plague Bearers.

Brethren: Your warband may include any number of Brethren.

Nurglings: Your warband may include any number of Nurglings.

Starting Experience

Carnival Master starts with 20 experience.

Brutes starts with 8 experience.

Tainted Ones starts with 0 experience.

Henchmen starts with 0 experience.

Maximum Characteristics

With the exception of the Plague Bearers and Nurglings which do not accrue experience all other members of the Carnival of Chaos use the maximum characteristics for humans.

Carnival of Chaos skill tables

	Combat	Shooting	Academic	Strength	Speed
Master	✓	✓	✓	✓	✓
Brutes	✓			✓	✓
Tainted Ones	✓				✓

Carnival equipment lists

The following lists are used by the Carnival of Chaos to pick their weapons:

Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace3 gc
- Hammer.....3 gc
- Axe5 gc
- Sword10 gc
- Double-handed Weapon15 gc
- Spear.....10 gc
- Halberd.....10 gc
- Morning Star15 gc

Missile Weapons

- Bow15 gc
- Short bow.....10 gc
- Pistol15 gc (30 for a brace)

Armour

- Light Armour20 gc
- Heavy Armour50 gc
- Shield.....5 gc
- Helmet.....10 gc

Brute Equipment list

- Double-handed Weapon15 gc
- Flail.....10 gc



Heroes



1 Carnival Master

70 Gold Crowns to hire

These lead the diabolical Carnivals of Chaos. They are the chosen of Nurgle and wield sorcerous powers gifted to them by their pestilential god. The Master is a power-crazed individual that leads his coven of daemonic entertainers throughout the backwaters of the Empire, tainting villages and settlements with disease. To the backward peasantry of the Empire's rural settlements, the Master comes across as an exotic and charismatic showman bringing outlandish entertainment into their otherwise dreary lives. It is the Carnival Master's cunning and clever enchantments that help to keep his minions one step ahead of the patrols of the many Witch Hunter bands that rove the land.

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

Weapons/Armour: The Master may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Master may use his Leadership instead of their own.

Wizard: The Master is a wizard and uses Nurgle Rituals. See the Magic section for details.

02 Brutes

60 Gold Crowns to hire

These are a very specific type of mutant that have had their constitution bolstered by the unnatural vitality of the Lord of Decay. Nurgle's foul attention has transformed what were once men into massive, statuesque creatures rippling with diseased muscles and a supernatural vigour. Brutes are immensely strong individuals and their part in the masquerade that is the Carnival of Chaos is as strongmen performing feats of strength to entertain the crowds. They are always hooded



in the nature of executioners for although their bodies appear outwardly strong and healthy, their faces are often riddled with disease and are half-decayed. In battle, they wield huge hammers and flails with reckless abandon, whirling them around their heads like children's toys.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	2	7

Weapons/Armour: Brutes may be equipped with weapons and armour chosen from the Brute Equipment list.

SPECIAL RULES

Unnatural Strength: Brutes start the game with the *Strongman* skill from the Strength skill list in the Mordheim rulebook.

02 Tainted Ones

25 Gold Crowns to hire

(+Cost of Blessings of Nurgle)

The Tainted Ones are those that are most blessed and favoured of Father Nurgle. They hold a position of great importance within the hierarchy of the Carnival. They are often heavily robed and protected by powerful enchantments, for beneath their robes are unspeakable horrors. The bodies of the Tainted Ones are so wracked with disease and mutation that it is unsafe for even the other mortal members of the warband to touch their bare skin. Ironically, they take the most prestigious role in the Carnival – the fool. The Tainted Ones leap and prance about the audience, dressed as jesters, when the Carnival is performing, laughing and joking with the gathered throng infecting them with their multitude of horrendous maladies. These twisted creatures are exceptionally dangerous opponents in combat too, for it is said that they carry the dreaded and incurable Nurgle's Rot.

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

Weapons/Armour: Tainted Ones may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

Nurgle's Blessings: Tainted Ones must start the game with one or more Blessings of Nurgle. See the Blessings of Nurgle that follow.



Ghenchmen (Bought in groups of 1-5)



0-2 Plague Bearers

50 Gold Crowns to hire

Plague Bearers are daemons of the Chaos god Nurgle, also known as the Lord of Decay. They can be identified by their cyclopean faces and horrifically decayed bodies. Their entrails hang from tattered holes in their grey-green, pox-ridden flesh and the aura of death and decay surrounds them. They are sometimes known as the Tallymen of Plagues or Maggotkin and are highly revered by the mortal members of the warband. As with all daemons they can never be killed or destroyed for good so long as the power of their god prevails. However, their presence in the mortal world is tenuous and can only be maintained for long periods by dark magic and sacrifice. In the Carnival, the Plague Bearers revel in their showy roles as stage actors and players, dressing in filth encrusted but ostentatious doublet and hose.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	4	2	10

Weapons/Armour: None. Plague Bearers have huge filth encrusted claws, which they use to tear and slash at their foes. They therefore neither need nor use weapons and cannot wear armour.



SPECIAL RULES

Cloud of Flies: Plague Bearers are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Plague Bearer but distract foes by buzzing into eyes, nostrils and mouths. A Plague Bearer's close combat opponent suffers a -1 to hit modifier on all attacks.

Stream of Corruption: Plague Bearers can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Demonic: Plague Bearers are daemons of the lord of disease, Nurgle, and are not made of living flesh but the eternal and unchanging forces of chaos. Therefore they never gain experience.

Immune to Poison: Plague Bearers are the daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Plague Bearers are Daemons and do not know the concept of fear. They automatically pass any Leadership based test they are required to take.

Cause Fear: Plague Bearers are horrifying supernatural creatures and therefore cause *Fear*.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical also.

Daemonic Instability: Plague Bearers are bound to the world by dark sorcery that is highly volatile and unstable. If taken *out of action* a Plague Bearer is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the Warband routs then every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer counts as destroyed.



Nurglings

15 Gold Crowns to hire

Nurglings are tiny daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors. Nurglings are mischievous little bundles of filth and pus and take great delight in their part in the Carnival of Chaos, not only as musicians but also as fools and slapstick comedians. Nurglings often befriend the children of each village they visit, only revealing their foul identity to their terrified victims at the final stage of 'Nurgle's Great Play'.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	3	2	1	3	1	10

Weapons/Armour: None. Nurglings do not use weapons or wear armour.

SPECIAL RULES

Cloud of Flies: Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Nurglings but distract foes by buzzing into eyes, nostrils and mouths. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks.

Swarm: You may summon as many Nurglings as you wish.

Demonic: Nurglings are daemons of the disease Lord Nurgle and are not made of living flesh but the eternal and unchanging forces of chaos. Therefore they never gain experience.

Immune to Poison: Nurglings are the daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Nurglings are Daemons and do not know the concept of fear. They automatically pass any Leadership based test they are required to take.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Nurglings' attacks are considered as magical also.

Daemonic Instability: Nurglings are bound to the world by dark sorcery that is highly volatile and unstable. If taken *out of action* a Nurgling is banished and effectively destroyed on a D6 roll of 1-3. In addition, if the warband routs then every Nurgling in the warband must take an immediate Leadership test. If this test is failed, then Nurgling counts as destroyed.

Bretþren

25 Gold Crowns to hire

Brethren are the crazed and devoted followers of Nurgle the Lord of Decay. They have totally embraced the philosophy of the great Lord of Decay and the path of damnation is the road that they have chosen. Most brethren are infected with foul diseases and some have even started to decay. Their faces are covered in warts and boils and other lesser gifts of their lord. In the Carnival, the Brethren take on all of the minor roles: stagehands, puppeteers, etc.

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

Weapons/Armour: Brethren may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

0-1 Plague Cart

120 Gold Crowns to hire

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. Bedecked in the colourful, garish finery of the coaches of travelling players and thespians, the Cart easily draws the eyes of the dull and bland peasantry of the villages. However, the canvas is tattered and rotten, the frame splintered and bent, the metalwork pitted and rusted and the steeds rotted and dank. Few mortals have ever seen the interior of one of these most sinister of vehicles for it is only the Carnival Master and his daemonic minions that are permitted entry. It is rumoured that these ramshackle wagons contain a pentagram daubed with dark runes of incredible potency that actually creates a portal to the realms of Chaos and the dwelling place of great Nurgle himself.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-

Weapons/Armour: None. The Plague Cart's Guardian does not use or need weapons but suffers no penalties for fighting unarmed. Therefore it cannot use weapons and cannot wear armour.

SPECIAL RULES

Plague Cart: The daemonic nature of the Plague Cart fills both the daemons and mortals of the Carnival of Chaos with vigour. The maximum number of warriors allowed in the warband is increased by +2.

In addition, the Daemonic Instability of the Daemons within the warband is slightly offset. Plague Bearers and Nurglings may re-roll Leadership tests for Instability and may +1 to their Injury tests if taken *out of action*.

Guardian: The Guardian comes as part of the Plague Cart. In fact, more often than not he is physically bonded to the cart in some twisted nightmare of flesh and wood. He may therefore never dismount from the cart or leave under any circumstances. In addition, as he is part of the Cart he cannot be injured unless the Cart is destroyed in which case so is he. The Guardian is considered a Daemonic creature and so never gains any experience. Attacks from the Guardian cause Nurgle's Rot (see below).

Immune to Psychology: The Plague Cart and Guardian are considered Daemonic and don't know the concept of fear. It automatically passes any Leadership based test it is required to take.

Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour

Difficulty 8

The Master imbues his Daemonic minions with supernatural power.

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

2 Buboes

Difficulty 7

The Master bestows the gift of pus-filled buboes upon his enemies.

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No armour saves are allowed.

3 Stench of Nurgle

Difficulty 8

The Master spews forth a foul, stinking mist that chokes his foes.

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence

Difficulty 10

The Master inflicts horrible diseases upon the unbelievers.

All enemy models within 12" of the Master suffer a Strength 3 hit. No armour saves are allowed.

5 Scabrous Hide

Difficulty 8

The Master's skin becomes tough and leathery like that of his patron god.

The Master has an armour save of 2+ which replaces any normal armour save. The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot

Difficulty 9

The Master bestows the blessing of the Plague God upon his foe.

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).

Blessings of Nurgle

Those that worship at the fetid altar of the Lord of Decay suffer from terrible diseases and decay, which are known as Blessings of Nurgle.

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited; you may not buy new Blessings for a model after recruitment. Any Tainted may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings cost double.

Stream of Corruption

The Tainted One can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 gold crowns

Nurgle's Rot

The Tainted One is infected with the deadly pestilence of its lord – Nurgle's Rot. In addition, the Tainted One is immune to all poisons. Nurgle's Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the Tainted One makes a successful to hit roll of 6 this will result in the target model contracting the Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected). Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently (if he reaches zero, he has succumbed to the Rot and died, remove him from the roster). In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband (randomly allocate a warband member and mark this on the roster).

Cost: 50 gold crowns

Cloud of Flies

The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 gold crowns

Bloated Foulness

The Tainted One is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 gold crowns

Mark of Nurgle

The Tainted One is burned with the great mark of Nurgle, the three spheres, that weep foul pus constantly. It gains +1 Wound and is immune to all poisons.

Cost: 35 gold crowns

Hideous

The Tainted One is so disgusting that its flesh hangs in tatters from its body and its entrails are rotten and exposed. It causes *Fear*.

Cost: 40 gold crowns

Scenario: The Frenzied Mob

In the year following the comet that flattened the hedonistic city of Mordheim, the Empire became a much darker place. It is in the largely untamed wilderness of the Empire, where hardy rural folk battle the elements and drag a living from the soil, that the most fearsome rumours pervade. The farmsteaders and villagers of the Empire are a curious breed, somewhat backward in comparison to the relatively sophisticated city folk. They are a very superstitious lot, zealously religious they pray to the gods Sigmar, Ulric and Taal for a good harvest, fertility and protection from the horrors of the dark. It is also said that they pray to older gods, forgotten by the folk of the cities over the centuries.

The peasantry are gruff, poorly educated but extremely hard working folk who have little time for outsiders, especially those from the big cities whom they view as soft and effete. They often lead short and unfulfilling lives and through back breaking hard work are bent-double by middle age. Despite all of this, the rural folk of the Empire are exceptionally brave, to the point of reckless insanity, and have an incredible sense of community. They are also very suspicious and wary of any

strangers and can treat them sometimes with surprising hostility.

Woe betide any who should attempt to raid or steal from these strange folk!

Terrain

Each player takes it in turn to place a piece of terrain, either a set of hedges, walls, hill, section of river, swamp, forest, or other similar item. There should be D3+1 buildings clustered in the centre of the battlefield to represent the farmstead. The battle is fought in an area roughly 4' x 4'.

Set-up

Players should roll a D6 and whoever rolls highest chooses which warband goes first. This warband is deployed within 8" of any table edge the player chooses. The opponent (or opponents in the case of multi-player games) then set up within 8" on the opposite side.

SPECIAL RULES

Buildings: The following rules for buildings from TC 24 should be used here – Clutter, Combat through doorways and stairs and such.

Looting a Building: Any Hero that spends an entire turn within a building doing nothing else but stealing things that do not belong to him counts as having looted said building and may gain experience (see below). A Hero cannot loot a building if he is engaged in combat or the building is occupied. Each building may only be looted once.

The Frenzied Mob: As soon as a warrior from any warband approaches within 8" of a building, place D3+1 Frenzied villagers outside of the building, no closer than within 5" of the warrior. The Frenzied Mob(s) move in their own turn, which takes place after all warbands have moved. Count each Frenzied Mob as a separate group of Henchmen. At the start of its turn, the Frenzied Mob will automatically charge any warriors that are within charge range. If there are no warriors within charge range, the Mob will move so that it is always within 5" of the building it came from (ie, If a previous charge had taken it further than 5" from its parent building).

Each member of the Frenzied Mob share the same profile:

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

Weapons/Armour: Members of the Frenzied Mob are armed with an assortment of farming tools, makeshift weapons and flaming torches. Each model counts as being armed with a club and a Flaming torch. They do not wear armour.

Fanatical: Because they are defending their homes, the villagers are filled with inhuman fury. They automatically pass any Leadership-based tests they are required to take.

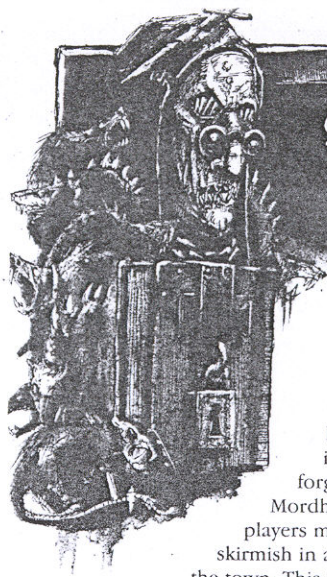
Ending The Game:

The game ends when all the warband have routed, bar one.

Experience

- +1 **Survives.** If a Hero or Henchman group survives they gain +1 Experience.
- +1 **Winning leader.** The leader of the winning warband gains +1 Experience.
- +1 **Looting a Building.** If a Hero successfully loots a building he receives +1 Experience.
- +1 **Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy he puts *out of action*.



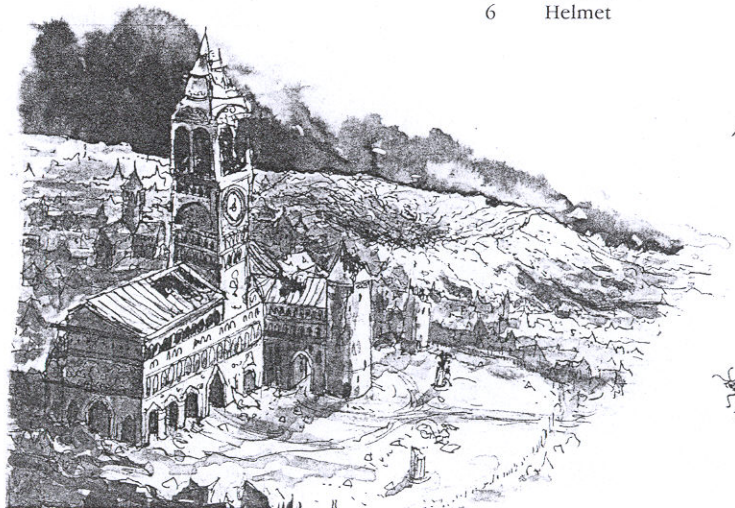


Bringing Life to the City of the Damned

When warbands clash over Wyrdstone, they no longer have to do this in some hidden, forgotten corner of Mordheim. Now players may set their skirmish in a specific part of the town. This is especially useful if players are using the magnificent map from issue 21 of Town Cryer as a basis for a campaign.

The four separate quarters of the city and each of the named places and districts could affect the choice of scenarios, possible random encounters or the likelihood of routing from the battlefield. Being in a certain area could also confer a bonus during the Exploration phase for certain characters or warbands.

Players wishing to use this system to decide the scenario to be played should roll and consult the table that follows:



Scenario Table

D66 Result

11-12 Count Steinhardt's Palace
This once ostentatious palace is now but a ruin and its walls are no longer manned by brave and loyal men-at-arms but by things of a far fouler breed, things best left unnamed...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Treasure Hunt' (Mordheim 2002 Annual).
3. 'The Headless One' (TC 12) – the Headless One may have been a mercenary captain in the service of the Count or a member of Mordheim's long dead nobility...

The winning warband finds equipment that used to belong to the Palace guards, roll once for each Hero:

D6	Result
1	Mace
2	Sword
3	Spear
4	Bow
5	Halberd
6	Helmet



Scenarios in the City of the Damned

By Oliver Martinus with new art by Nuala Kennedy

13-14 Clock Tower

Once a trademark of the bustling market town, now desperate men (and worse) fight and die over its ruins...

Suitable scenarios:

1. Kidnapped (Mordheim 2002 Annual).
2. Ambush (Mordheim 2002 Annual).
3. Scenarios 1-9 from the rulebook.

Optional: Use 'Peddler' from Random Happenings from the Mordheim 2002 Annual.

15-16 Crimson Lights

(North-east Quarter near Quayside)
Where it was once possible to purchase more than just ale and stew. Also where the Thieve's Guild were to be found. The gaudy signs and colourful silk and satin interior decoration now contrast strongly with the dusty grey of the rubble.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).
3. 'Street Brawl' (Mordheim 2002 Annual).

Optional: Use 'Screaming Walls' from Random Happenings from the Mordheim 2002 Annual.

21-22 Steinhardt Memorial Gardens

An eerie place of twisted trees, crumbled fountains and blasted gardens. The Undead obviously love it here... such a large graveyard will always attract its share of restless dead.

Suitable scenarios:

1. Scenarios 2, 4 & 6 from the rulebook.
2. 'The Pool' (Mordheim 2002 Annual).
3. 'Monster Hunt' (Mordheim 2002 Annual).

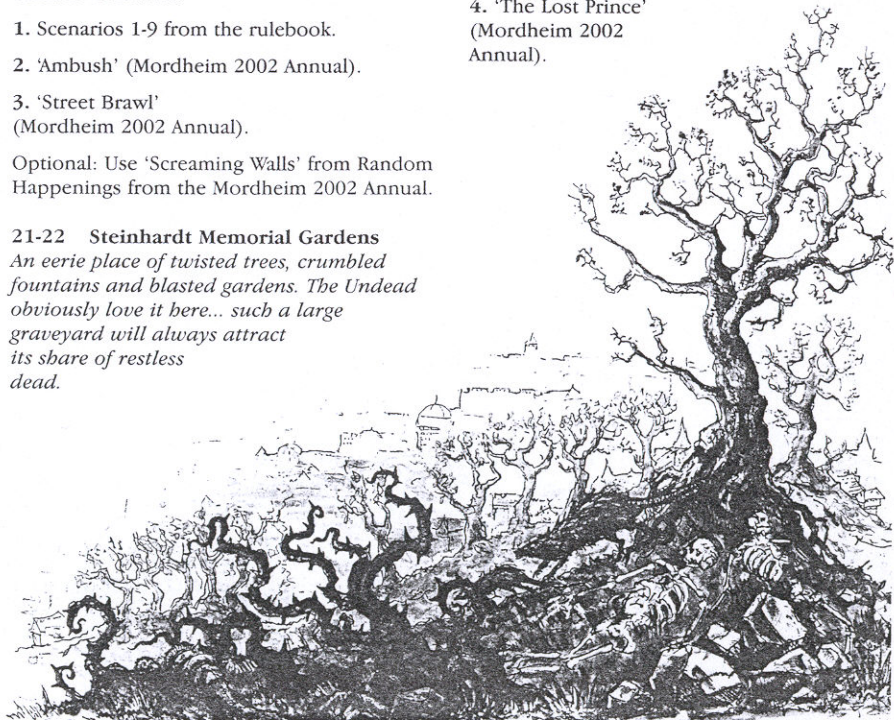
Optional: Use 'Man Eater', 'Reflecting Pool' or 'Forbidden Fruit' from Random Happenings from the Mordheim 2002 Annual.

23-24 Rich Quarter

Where the rich and famous lived and died when disaster struck. This was a rich quarter, which means there is more stuff lying around and more valuable items to be found

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Cry of the Banshee' (TC18).
3. 'Kidnapped' (Mordheim 2002 Annual).
4. 'The Lost Prince' (Mordheim 2002 Annual).



The winning warband may find luxury items, roll twice:

D6	Result
1-3	2D6 gold coins
4	Ithilmar Sword
5	Cathayan Silk Clothes
6	Crossbow Pistol

25 Executioners Square

Where the ever-popular public hangings took place.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).

Optional: Use 'Catacombs' from Random Happenings from the Mordheim 2002 Annual.

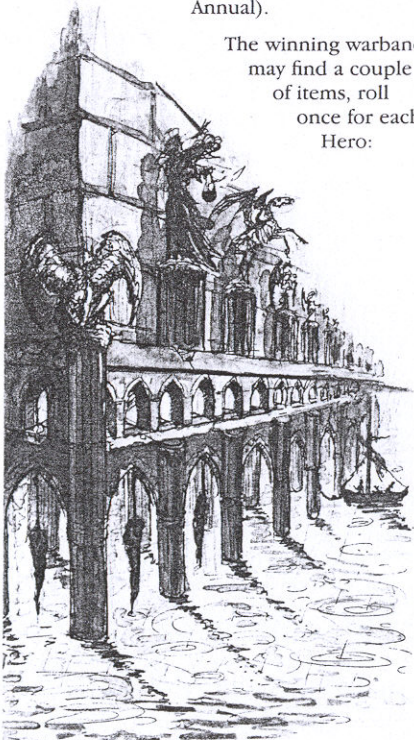
26/31 Quayside

A suitable name for the docks and warehouses along the Stir. This is also where the Middle Bridge is located.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. Ambush (Mordheim 2002 Annual).

The winning warband may find a couple of items, roll once for each Hero:



D6	Result
1-3	Net
4	Rope & Hook
5	Lantern
6	Boat Hook (see rules TC9)



Optional: Use 'Swarm of Rats' and/or 'Thick Fog' from Random Happenings from the Mordheim 2002 Annual.

32 Halibut (Between Great Library and City Walls)
Formerly a predominantly Sigmarite residential area and also the only area that was left virtually intact.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'The Forbidden Square' (TC8).

Optional: Use 'Peddler' from Random Happenings from the Mordheim 2002 Annual.

33-34 Herring (near Raven Barracks)
This used to be the Ulrican quarter and where Middenheimers, Ostlanders and Kislevites lived. It is now deserted...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Ambush' (Mordheim 2002 Annual).

Optional: Use 'Dog Pack' from Random Happenings in Best of TC (the Ulricans used to keep vicious dogs to discourage Sigmarite visitors, these have been rendered even more vicious by the mutating influence of the Wyrystone).

35 Inventors (North of the Gaol)
This is where the engineers and scholars lived, many libraries, workshops, apothecaries and colleges once stood here.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Stake-Out' (TC8), one warband is leaving through the West Gatehouse.

The winning warband finds one item, roll once:

D6	Result
1-2	Lantern
3	Halfling Cookbook
4	Healing Herbs
5	Tome of Magic
6	Mordheim Map



Use 'Pit Fighter' or 'Ogre Mercenary' from Random Happenings from the Mordheim 2002 Annual.

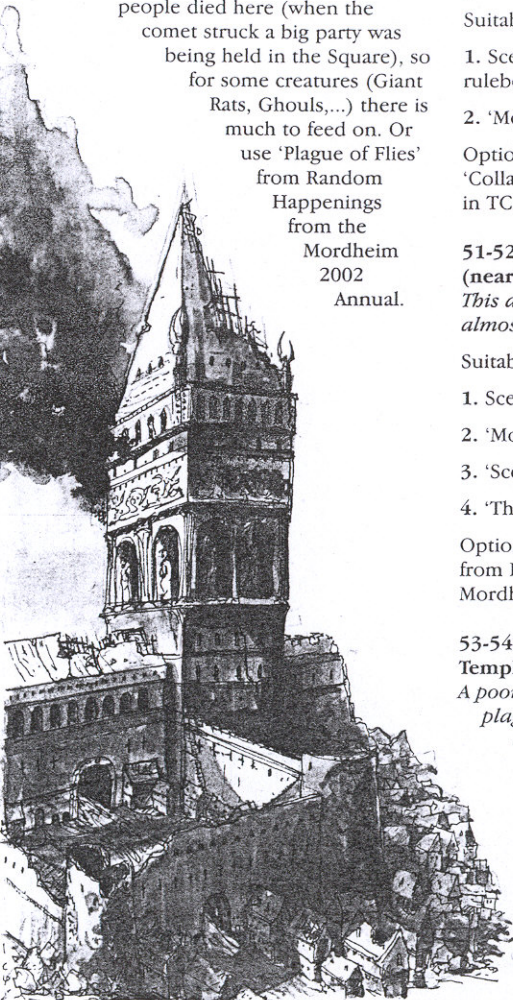
36/41/42 Market Square

This is where Mordheim's once legendary wealth was acquired and spent.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Cry of the Banshee' (TC18).
3. 'Kidnapped' (Best of TC).
4. 'The Lost Prince' (Mordheim 2002 Annual).

Optional: Use the 'Carrion Creatures' result from the subplots in TC13 – a lot of food was in or around the market, and a lot of people died here (when the comet struck a big party was being held in the Square), so for some creatures (Giant Rats, Ghouls,...) there is much to feed on. Or use 'Plague of Flies' from Random Happenings from the Mordheim 2002 Annual.



43-44 Metal Workers (part of the Rich Quarter)

Where the metalworkers lived and worked, this busy district also housed the small Dwarf community.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.

Optional: Use 'Peddler' from Random Happenings from the Mordheim 2002 Annual.

Dwarfs get an additional dice for the Exploration chart, as they know this kind of Quarter better than anybody!

45-46 Nightshade (just east of The Pit)

This is one of the most dangerous parts of the ruins.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Monster Hunt' (Mordheim 2002 Annual).

Optional: Use the 'Extremely Derelict' and 'Collapsing Ground' results from the subplots in TC13

51-52 The Shades (near the Amphitheatre)

This dark area borders on the Pit and is almost as bad...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Monster Hunt' (Mordheim 2002 Annual).
3. 'Scourge & Purge' (TC7).
4. 'That's All Mine!' (TC10).

Optional: Use 'Plague Victims' or 'Sinkhole' from Random Happenings from the Mordheim 2002 Annual.

53-54 Rat Hunters (South West, between Temple of Morr and the River Stir)

A poor quarter where even before the comet, plague and hunger were the inhabitants' constant companions. Much has changed now as the derelict hovels were mostly flattened by the impact and the rats are larger and some say bipedal...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'The Lair of the Snake' (TC9).



61-62 Wizard's Mansions

This area is very dangerous and the very ruins themselves are saturated with the magic of the slain wizards.

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'The Wizard's Mansion' (Mordheim 2002 Annual).
3. 'The Mummy!' (TC15).
4. 'Stake-Out' (TC8), one warband is leaving through the Eastern Gate!

63-64 Outskirts

This is the whole area around the city walls, woods and fields, remnants of small villages and the encampments and shantytowns that now surround the once proud city. This is also where the brutal pit fights are staged (Black Pit, Cuttbroat's Den).

Suitable scenarios:

1. Scenarios 2 & 6 from the rulebook.
2. 'The Caravan' (TC 11).
3. 'Mule Train' (TC 14).



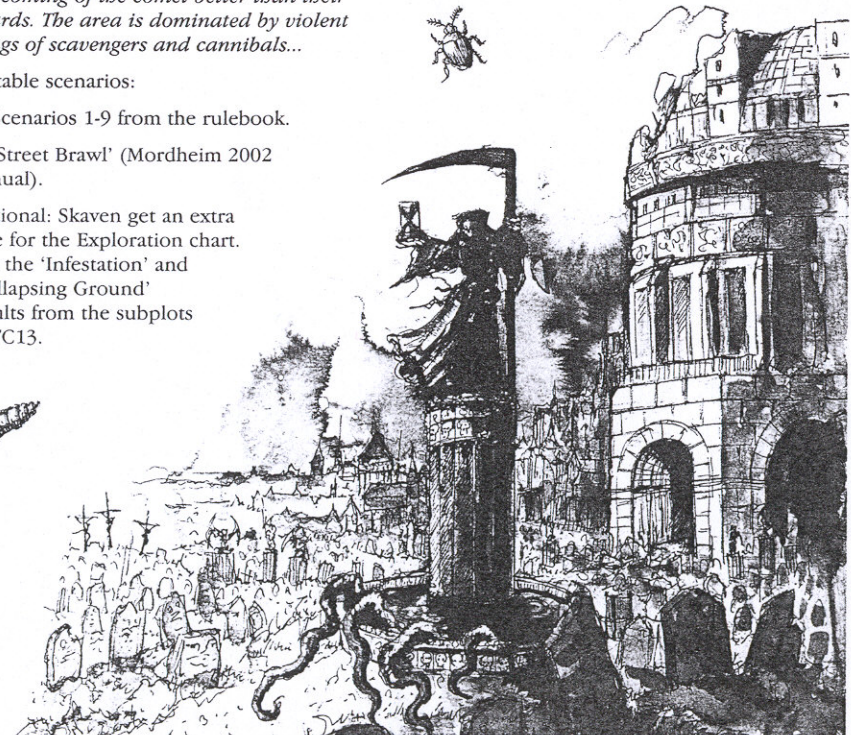
55-56 Gaol

This is where the infamous Prison once stood. Unfortunately the men behind bars survived the coming of the comet better than their guards. The area is dominated by violent gangs of scavengers and cannibals...

Suitable scenarios:

1. Scenarios 1-9 from the rulebook.
2. 'Street Brawl' (Mordheim 2002 Annual).

Optional: Skaven get an extra dice for the Exploration chart. Use the 'Infestation' and 'Collapsing Ground' results from the subplots in TC13.



65 The Rock (Sister's Abbey)

Where the Sisters of Sigmar have their almost unassailable abbey.

Suitable scenarios:

1. Scenarios 2, 4, 6 & 9 from the rulebook.
2. 'The Script of Sigmar' (TC9).

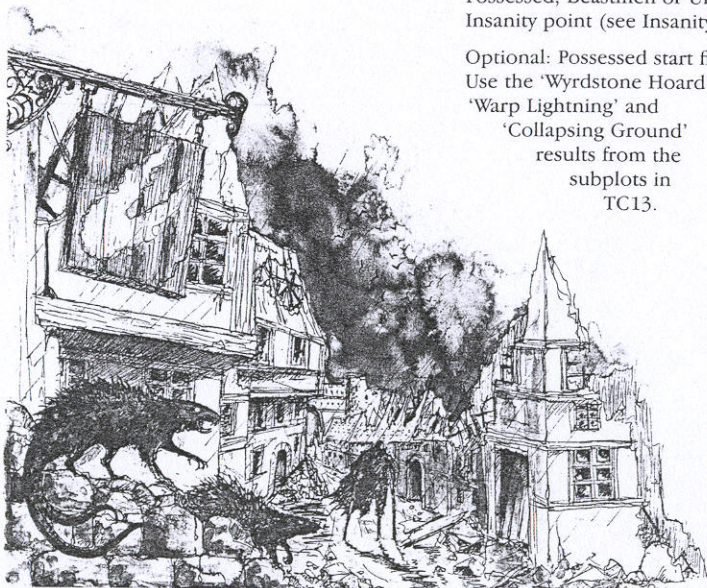
Optional: Sisters of Sigmar start first, and get an extra dice for the Exploration chart.

66 The Pit

A glimpse of hell in the very heart of the Empire, this is the Pit and its rim (affectionately called the Rim or the Edge by Mordheimers). There are no houses or ruins here, just rubble. This is the most dangerous part of the ruins.

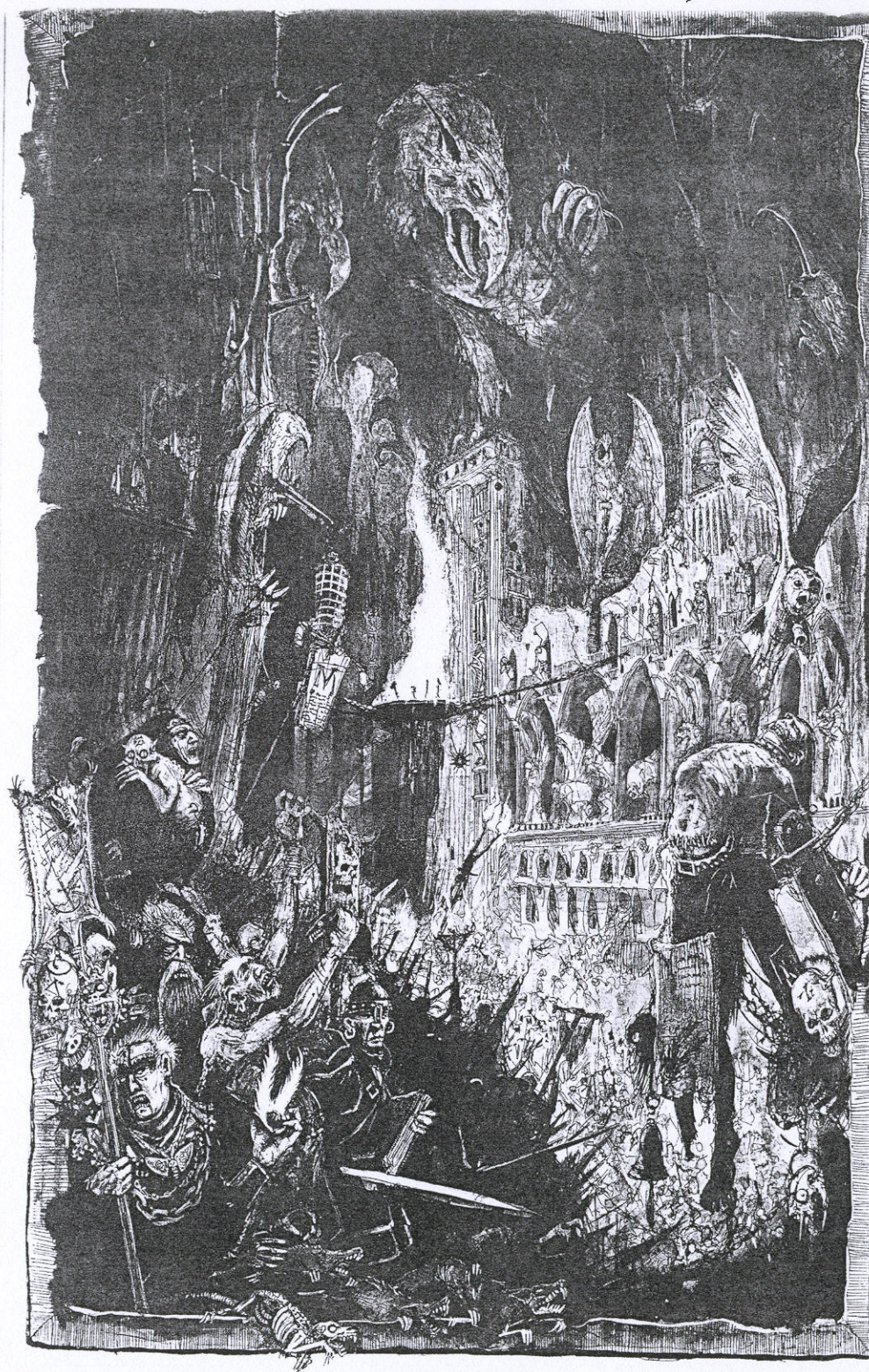
Suitable scenarios:

1. Scenarios 2, 4 & 9 from the rulebook.
2. 'Scourge & Purge' (TC7), no buildings.
3. 'That's All Mine!' (TC10), no buildings.



All members of all warbands, except the Possessed, Beastmen or Undead gain 1 Insanity point (see Insanity rules in TC8)

Optional: Possessed start first. Use the 'Wyrdstone Hoard', 'Warp Lightning' and 'Collapsing Ground' results from the subplots in TC13.

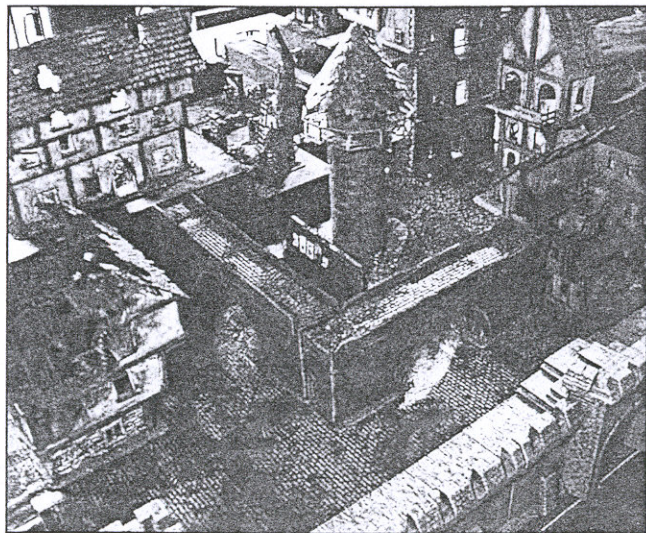


Re-building Nordheim

When my friends and I decided to begin our Mordheim campaign, we went over the rules that we were going to include, the rules we were going to change and most importantly, the terrain we were going to build!

I came up with some sketches, did some research online into European architecture and poured over the coloured photos in the Mordheim rulebook and in *Town Crier* to see how the buildings were created. We quickly decided that the building materials would be black foam core, balsa wood, hobby store plastic sheeting, the window, door and corners from the Mordheim plastic building sprues which we ordered more of, and a lot of ladders.

The universal height would be 2" so all the buildings would match and could be connected via risers or walkways. We really wanted to give the city a lot of depth; arched causeways, old mansions, ruined towers, vast plazas, market squares, riverside merchants, low alleys and raised platforms. I constructed layered risers which we could move around and connect to the buildings. I also thought to give the city streets a dark and sinister look so I purchased some black vinyl table cloth-



Jason's scratch-built Mordheim terrain

type material from my local fabric store and stamped/printed a cobblestone pattern on it. This came out great and I also stamped the tops of the risers.

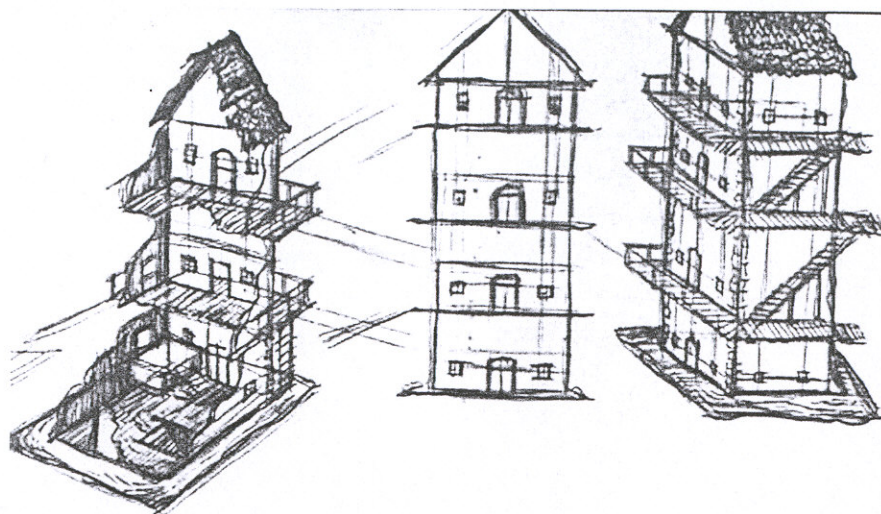
To begin house construction, I cut the black foam core into 2" strips and layered the floors as I went up in height. I used the Mordheim card stock buildings as templates for the windows and doors and hot glued them into place. I experimented with different floor plans and designs, knowing that with ruined buildings, you could do almost anything. Once the basic design was hot glued onto the roughly cut and sanded plastic sheeting, I added the roof and the balsa wood beams and details. My local hobby store had some great balsa wood sheets which looked like wooden flooring and were fun to break apart and paint. Finally, I used Liquitex acrylic medium with sand on the walls to give them texture. Also at this stage I glued down a generous amount of gravel and mixed debris around and inside the bottom floors of the buildings.

I primed everything with black and brown undercoat. Using the brown on the balsa wood areas and the black on the walls and the bases. Choosing my colour scheme of greys

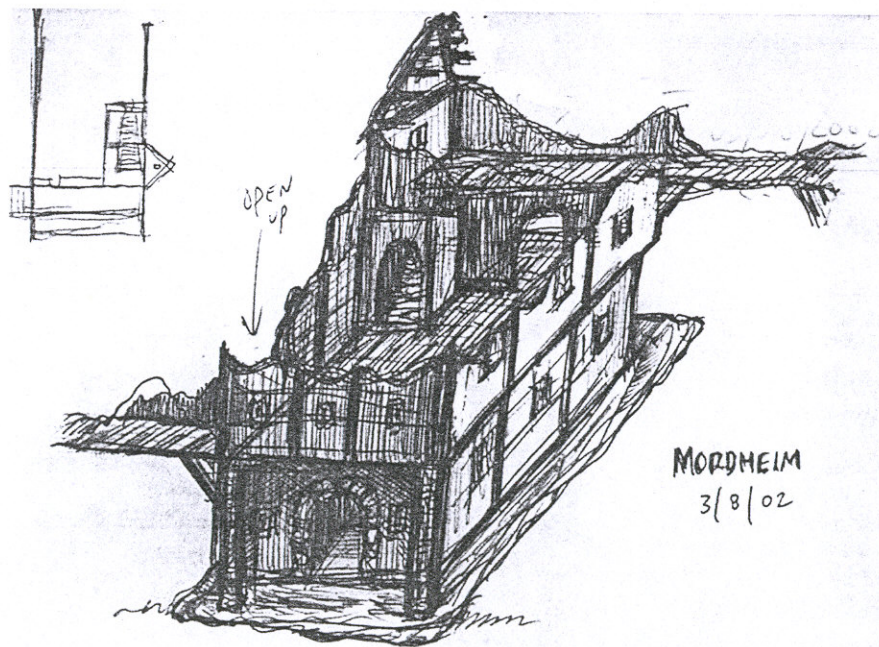
and browns, pallid greens and blues I painted the exterior and interiors. I then used a brown wash on the interiors and exteriors and made sure to drip and stain the walls. Dry-brushing a lighter tone of the base colours was applied after all was dry.

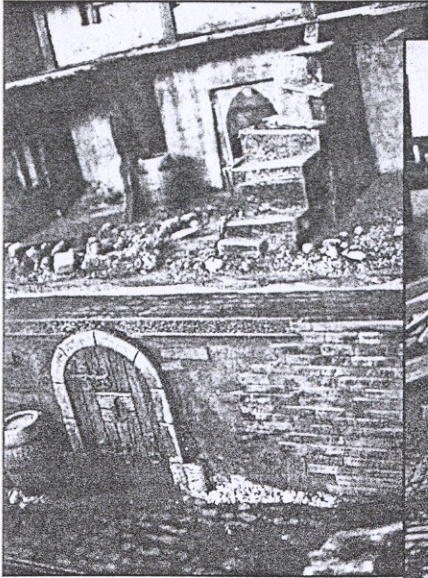
Adding furniture, framed paintings, trophy heads, wanted posters, rats with garbage, ladders and ropes, really brought each building to life and inspired a more role playing atmosphere amongst our players. So there you are - get your glue out!

Modelling ruined buildings for Mordheim By Jason Voss

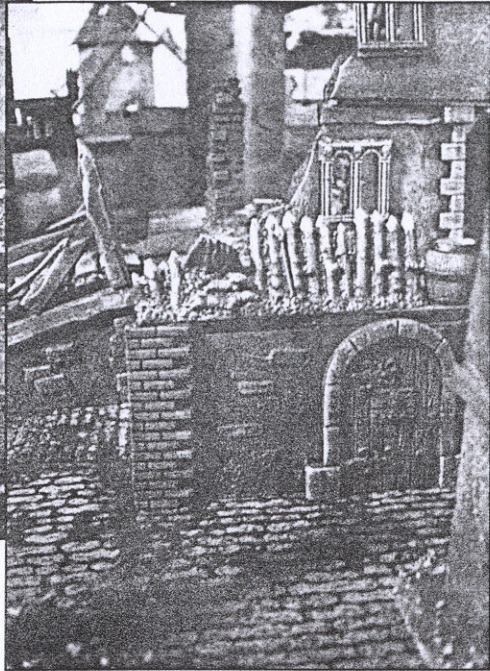


Jason's building concept sketches

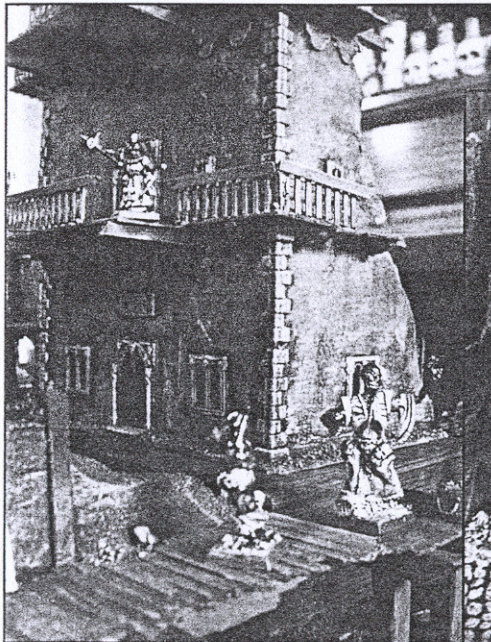




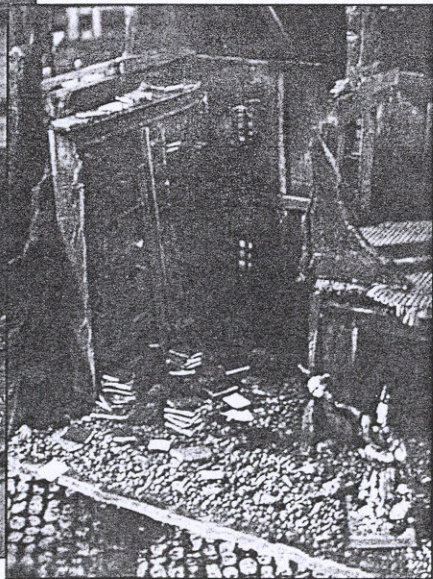
A rickety staircase...



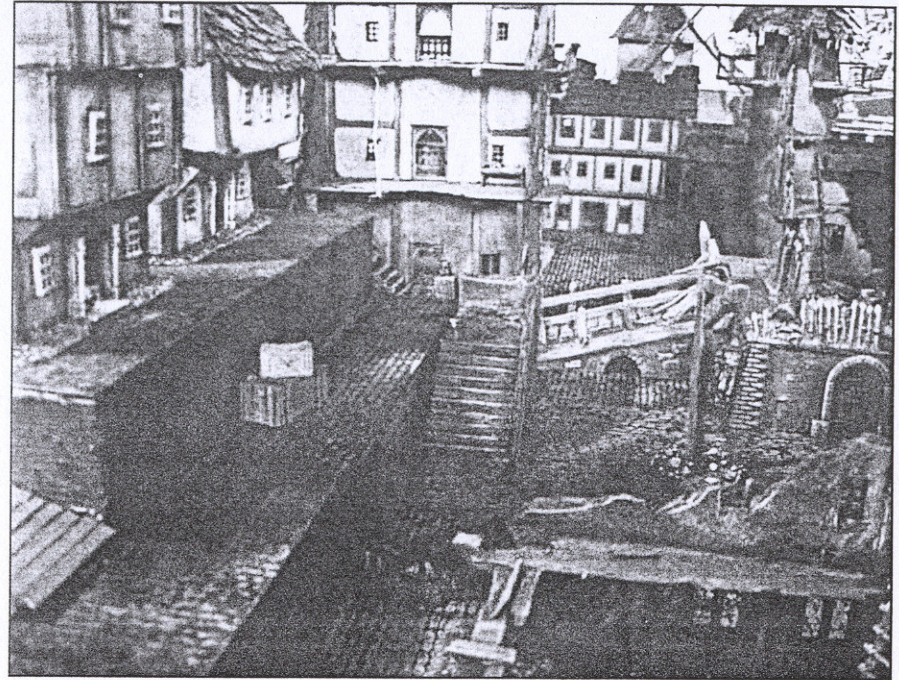
Doorway and ruined wall



The Possessed are in town...



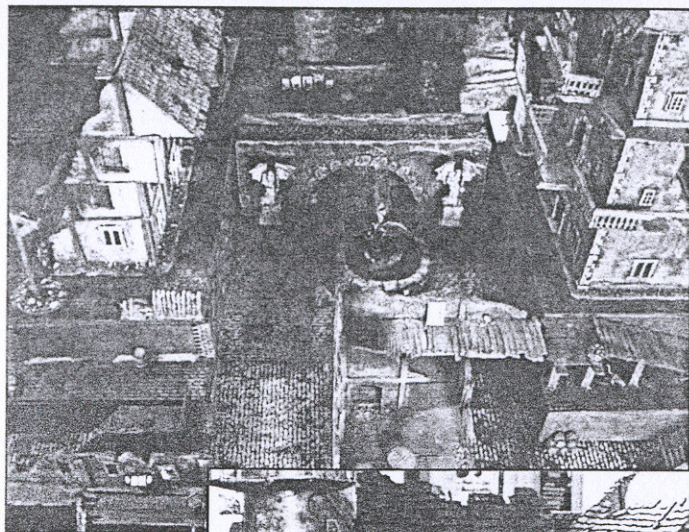
A ruined bookcase



A view down the centre of town

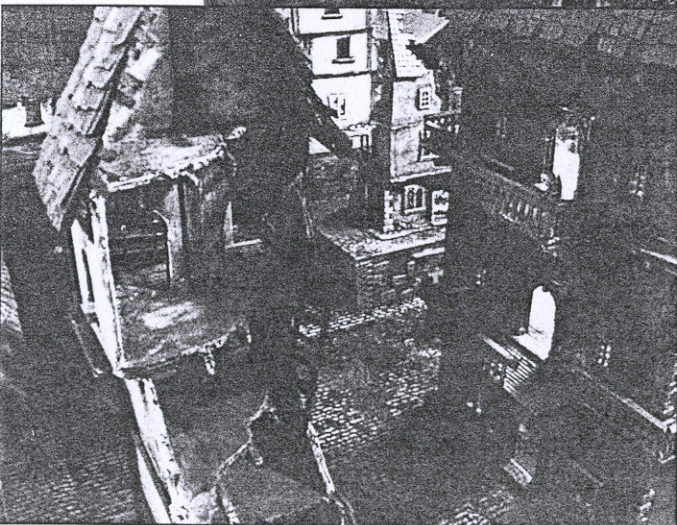
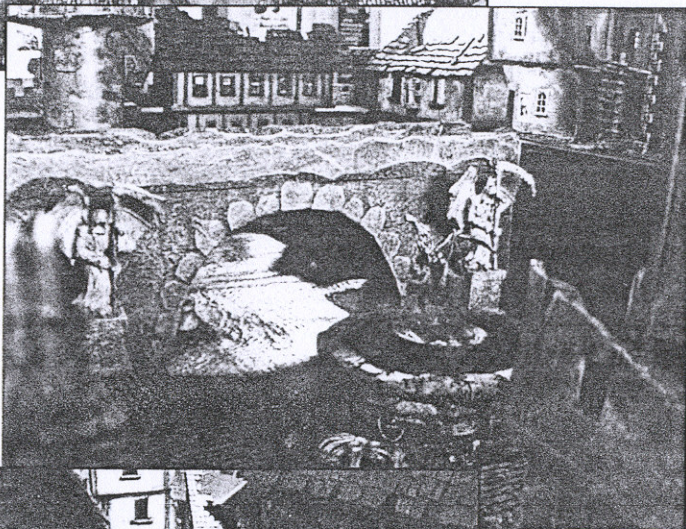


A close-up of the town square



An overhead view of part of the town featuring a bridge and wooden walkway.

The central bridge flanked by two stone gargoyles and featuring an intricately detailed fountain.



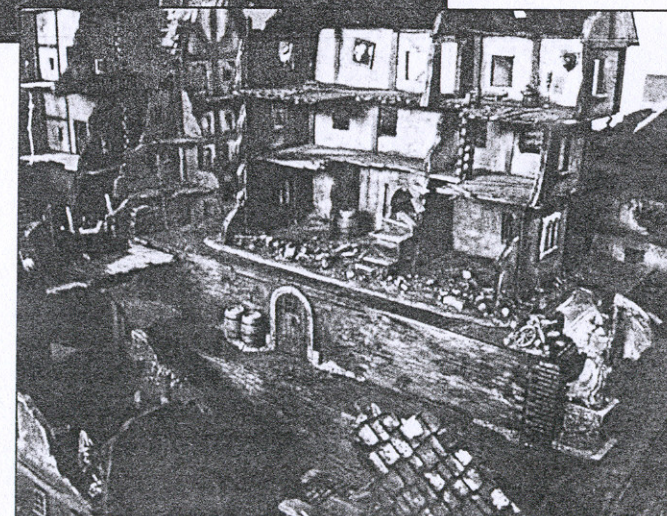
The view between two ruined multi-storey buildings.

Another view showing the wooden walkway and several ruined buildings.



A close-up of some of the building fronts.

A view from the back.



MORDHEIM

Catalogue

These pages comprise a complete listing of all the models and printed material available for Mordheim. Just get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

Boxed Sets & Mags

Mordheim boxed game
Mordheim 2002 annual
Town Cryer magazine
Blood on the Streets (building pack)
Carnival of Chaos (? figures)
Human Mercenaries (8 figures)
Skaven Warphunters (10 figures)
Undead Warband (9 figures)
Witch Hunter Warband (8 figures)
Possessed Warband (7 figures)
Sisters of Sigmar Warband (8 figures)
Stage Coach (complete kit)

Amazons

Priestess (1 figure + weapon sprue)
Champion (2 figures + weapon sprue)
Totem Warriors (3 figures + weapon sprue)
Warriors (3 figures + weapon sprue)

Averlanders

Human Mercenaries (3 figures)

Carnival of Chaos

Carnival Master (1 figure + weapon sprue)
Plague Bearer (2 figures)
Nurglings (5 figures)
Champion (Brute or Tainted One + weapon sprue)
Brethren (3 figures + weapon sprue)
Plague Cart (complete kit)

Dramatis Personae

Aenur, Sword of Twilight
Bertha Bestraufung
Frenzied Mob (5 figures)
Johann the Knife
Nicodemus
Marianna Chevaux, Vampiress Assassin
Ulli & Marquand (2 figures)
Veskit, High Executioner
The Town Cryer

Dwarf Treasure Hunters

Noble (1 figure + weapon sprue)
Champion (Engineer or Troll Slayer)
(1 figure + weapon sprue)
Warriors (3 figures + weapon sprue)
Beardlings (2 figures + weapon sprue)

Hired Swords

Clan Skryre Rat Ogre
Dwarf Trollslayer
Elf Ranger
Freelance Knight (2 figures)
Human Warlock
Halfling Cook
Highwayman (2 figures)
Merchant
Ogre bodyguard
Pit Fighter
Roadwarden (2 figures)
Warlock

Kisleivites

Young Bloods (3 figures + weapon blister)
Henchmen (3 figures + weapon blister)
Captain or Champion
(1 figure + weapon blister)
Bear + Handler (2 figures)

Marienburgers

Captain
Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

Ostlanders

Human Mercenaries with double-handed weapons (3 figures)
Human Mercenaries with missile weapons (3 figures)

The Possessed

Beastmen (3 figures)
Possessed
Magister
Dark Soul
Brethren (3 figures)

Reiklanders

Captain
Champion
Youngbloods (2 figures)

Shadow Warriors

Shadow Master
Warriors with bows (3 figures)
Warriors Command (2 figures)
Warriors with swords (2 figures)

Sisters of Sigmar

Sisters (3 figures)
Augur
Matriarch
Sister Superior
Novices (2 figures)

Skaven Warphunters

Assassin Master
Black Skaven
Night Runners (2 figures)
Clan Eshin Sorcerer
Rat Ogre

Undead

Vampire
Necromancer
Human Dregs (2 figures)

Witch Hunters

Sigmarite Warrior Priest
Witch Hunter
Captain
Zealots (2 figures)
Flagellants (2 figures)
Warhounds (3 figures)

The Carnival of Chaos

Models designed by Mark Bedford and painted by Jonathon Taylor-Yorke



CARNIVAL MASTER



BRUTE



BRUTE



TAINTED ONE



PLAGUE BEARER



PLAGUE BEARER



NURGLINGS



BRETHREN



BRETHREN



BRETHREN

REWARD

Handsome reward offered for information leading to the location of the mythical tome known as the:

Invisible Writing

Seek 'Arfa-job' Roach at the Braun Dwarf Taverna.



Cry havoc and unleash

THE DOGS OF LAW...

Sir Brien and Squire Hugo

New in Town
Available for tricky judicial problems

Had a run-in with the Watch?

A victim of mistaken identity?

*Suffering from a nasty
wyrdstone rash?*

If you have,

WE CAN HELP

No case too litigious, No crime too unpleasant

Large settlements a possibility
AND if we don't win your case,
you keep your soul

Papa Noigul's
Carnival

One night only.

Come see the amazing Papa Noigul's band of merry players.

Witness such incredible feats as, Fester, the ye Olde World's Strongest man.

Share in the hilarity of Putridious, the Fool.

Pus, Boil, Carbuncle & co. the midgets of great humour.

Take in the thespian granduer of the Papa Noigul's stage show. Tonight playing - 'The Emperor's True Face'.

Due south of Cuttbroat's Den, seek ye gypsies pavilion.

For Hire

Shalken, Beast Hunter

Can track in the wilderness and lay traps.

25 gold crowns per day

Seek at the old shack two miles due south of the Ostlander encampment

SCRIBE'S HONOURABLE MENTION

Matthias O'Kecfe & Stephanus Harburg



OBITUARIES

Entire population of Schaffensburg - wiped out by plague.

Unidentified, horribly decayed and mutated creature - found in Fisch Strasse, North-east Quarter.

Andreas Von Hallamen - killed in industrial accident, none were found to blame.

Burr Snaffleburger - died of sleeping sickness.

The notorious Dr Maplewood - burned at the stake for crimes too filthy to describe.



Come feast at:
Cap'n Krelle's Porthole

All you can eat seafood restaurant.

Taste the finest scutter this side of the Stir...

Be amazed by Cap'n Krelle's renowned sea shanties - they may be slow but he gets there in the end!

In the 'Beached Whale' river boat, River Stir, southeast of Stigmarhaven



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Fanatic Games,
Games Workshop Ltd,
Willow Road,
Nottingham,
NG7 2WS, UK

www.mordheim.com

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