

# Town Crier



Published on the first Angestag of each Mannslich.

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## BURLY OSTLAND MOUNTAIN FOLK SPOTTED SCOURING THE RUINS



Those hairy, burly mountain men of distant Ostland have been lured to the City of the Damned by foul stories of riches and Wyrdstone. Many of these rugged, beer-swilling folk have cometh to Mordheim for a grand fight – something for which they will not be disappointed! The men of Ostland are renowned hunters and trappers and maybe 'tis these well-honed skills that will help them avoid being hunted themselves by many of the fell creatures that dwell within the ruined city walls of this devil place...

Many are the tales of those vile, cloaked Lords of the Night – Vampyres. Thought to be in league with the shadowy ruler of Sylvannia, Von Carstein, these foul feasters of blood are known to inhabit parts of Mordheim. Wild claims of their supernatural powers abound for it is believed that they have magycal powers over their form and may change to bat, rat or giant wolf at will. Madmen rave that these beasts can also control the heavens causing heavy storms, driving rain or even bolts of lightning. All are advised to avoid such creatures for their thirst in the flesh and blood of humans is very real indeed...

Here  
Within



Hairy ruffians  
from the province  
of Ostland seen  
drinking and  
fighting.

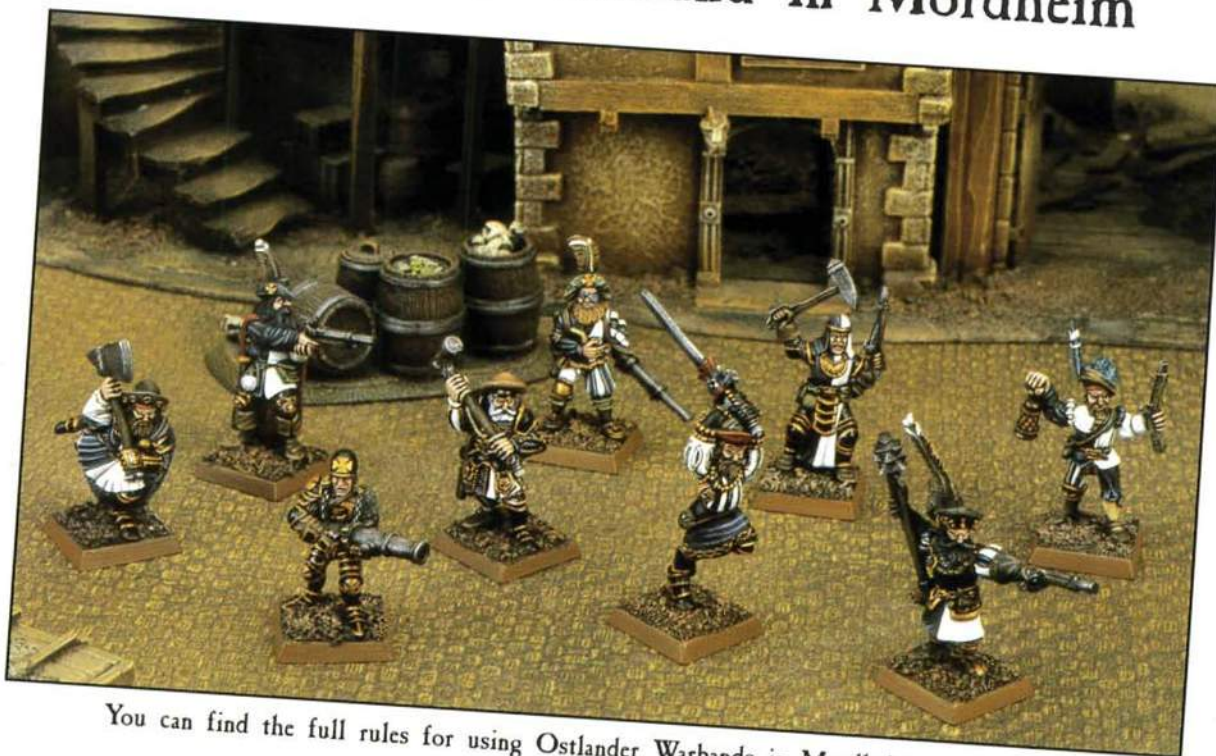
More tales of  
gold from our  
intrepid explorers  
of the New  
World.

Dark tales of the  
sinister powers of  
those infamous  
Lords of the  
Night.

Wise words 'bout  
the evils of the  
Cursed City  
from scholars  
renowned.

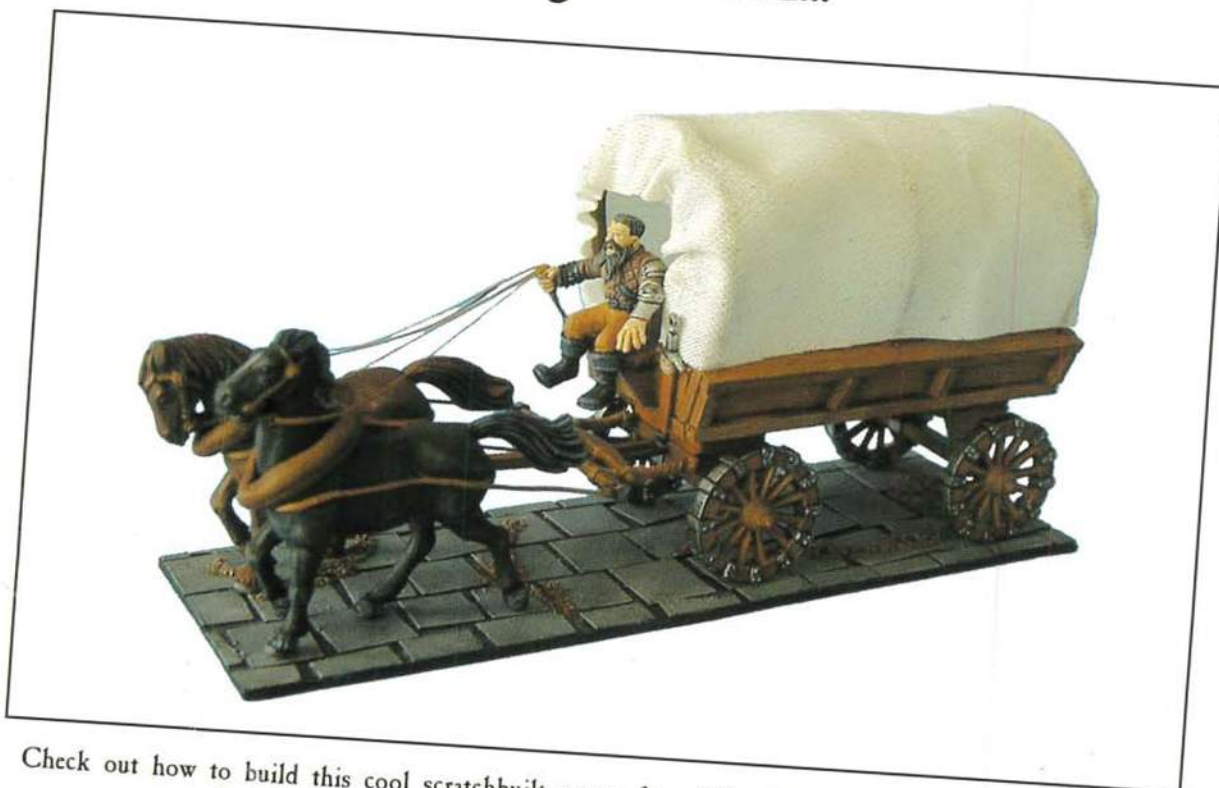


## An Ostlander Warband in Mordheim



You can find the full rules for using Ostlander Warbands in Mordheim on pages 4-11.

## Wagons Roll...



Check out how to build this cool scratchbuilt wagon from 'The Caravan', the winning scenario from the 'Call to Arms' competition (in Town Cryer 8), on pages 28-33.





## The Editor Speaks

Greetings my nefarious friends and welcome to another issue of that unholy tome known as the Town Cryer. Dark tendrils have spread forth from the City of the Damned into the very bowels of the world infecting everything in their path. This foul corruption has already taken root in the ancient lands of Lustria – how long before other such places are laid low by the power of the Shadowlord? Well, not long my loyal servants, I can tell you, already there are dark minions feverishly slaving away on other more sinister settings for your Warbands to explore. The sun-bleached sands and tombs of Khemri await your corpses like a pack of hungry jackals. The silent Dwarf-halls of Karak Eight Peaks are soon to hear the clash of arms as the curious and the greedy fight to plunder their lost secrets. Who knows how far the stench of Mordheim has been carried as brave Knights endeavour to cleanse the evil ruins of Mousillon and

treasure hunters battle beastmen under the leafy glades of the Drakwald forest.

Expect to see new settings, where we'll be introducing new and exciting Warbands, equipment and rules in future issues of Town Cryer. But for now, what's happening in that cursed den of iniquity – Mordheim? The three 'wise monkeys', those seers of great power: Space McQuirk, Donato Ranzato and the unholiness himself Tuomas Pirinen have burned the midnight oil collating and preparing our first section of official Questions and Answers to clarify some of the mute points about the game. We also have the lucky winners to the scenario competition – 'A Call to Arms' and feature the winning scenario within these hallowed pages.

Read on young disciple and allow the secrets of the City of the Damned feed your hungry mind...

Steve



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# Ostlander

## Mercenary Warbands

*'My only crime was to get in a brawl with some pig farmer outside of the Donkey's Nut Tavern and the next thing I knew a dozen of his brothers were after my blood.'*

**Udo Verkonnen, Freesword**

The Principality of Ostland is the most sparsely inhabited of all of the Empire's Electoral Provinces. Its people have more ties with the land of Kislev to the north than they do to their countrymen to the south. This is because the Forest of Shadows and the Middle Mountains form two natural barriers between Ostland and the rest of the Empire. Within the Forest of Shadows are vast amounts of wild game but also darker creatures such as Chaos Beastmen and Forest Goblins. The Middle Mountains themselves are the highest point in the Empire and their peaks are inhabited by a large number of Ogres.

Ostland's isolation has greatly shaped its inhabitants and they are a poor but hardy folk. Each small village lives barely above subsistence levels and is usually composed of one large extended family. The men of Ostland are tall and broad-shouldered while the women tend to either be tall and whippet thin or short and stout. Married men are usually dirt farmers who also gather roots, tubers and nuts in the forests, while unmarried men spend their lives as trappers and hunters. The worship of Taal, the God of Forests and Beasts, is very popular in the region although there is some worship of Taal's wife Ryha and his brother Ulric in the more westerly villages.

While not warlike by nature, Ostlanders are never opposed to a good honest drunken brawl and with their love of dark ales these sorts of scraps are not uncommon. During the Great War against Chaos, Ostlanders rallied in

great numbers to wield bow and spear in defence of their Kislevite neighbours. More than any other part of the Empire, Ostland has tasted the lash of Chaos and their hatred of the evil ones knows no bounds.

### Special Rules

**Self-Sufficient:** The men of Ostland have no desire to give their hard-earned gold to outsiders. As a result they can never hire any Mercenaries except for Ogres (who are not an uncommon sight in Ostland).

**Nouveau Riche:** Ostlanders are almost universally poor. Many Ostlanders never see coined money in their entire life and those that do are often overcome with giddiness at the mere sight of wealth. As a result, Ostlanders **MUST** sell all of their Wyrystone (unless they have more than 8 pieces in which case they must only sell 8) after every battle and after hiring new warriors (which may be done first) at least 50% of the remaining gold **MUST** be spent on a single item of gear. This means that Ostlander Warbands will often be composed of a dozen men wearing muddy peasant garb with one member wearing gold-inlaid heavy armour and another carrying a double-barrelled hunting rifle from the finest forges of Hochland.

### Choice of Warriors

An Ostlander Warband is often made up of an extended family of Ostlanders. Fathers, uncles, brothers, cousins and even the occasion tough-as-nails aunt all join together to form the Warband. The 'family' must include a minimum of 3 models and a maximum of 15. You have 500 Gold Crowns that you can use to recruit your initial warband.

### Heroes

**Elder:** Each Ostlander Warband must have one Elder, no more, no less!

**Blood-Brothers:** Your Warband may include up to 2 Blood-Brothers.

**Priest of Taal:** Your Warband may include up to 1 Priest of Taal.



## Henchmen

**Kin:** You may have any number of Kin.

**Ruffians:** Your Warband may include up to 5 Ruffians.

**Jaeger:** Your Warband may include up to 7 Jaeger.

**Ogre:** Your Warband may include one Ogre. There isn't enough food for more than one!

## Starting Experience

The **Elder** starts with 20 experience.

**Blood-Brothers** start with 12 experience.

**Priests of Taal** start with 12 experience.

All **Henchmen** start with 0 experience.

## New Equipment

### Double-barrelled Pistol

(30 gc/60 gc for a brace / Av Rare 10)

### Double-barrelled Hunting Rifle

(250 gc / Av Rare 12)

Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a weaponsmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. The Warband was so impressed with their new weapon that they asked him to do the same to their hunting rifle. Since then the weaponsmith has been flooded with orders from some of the most powerful Warbands in Mordheim.

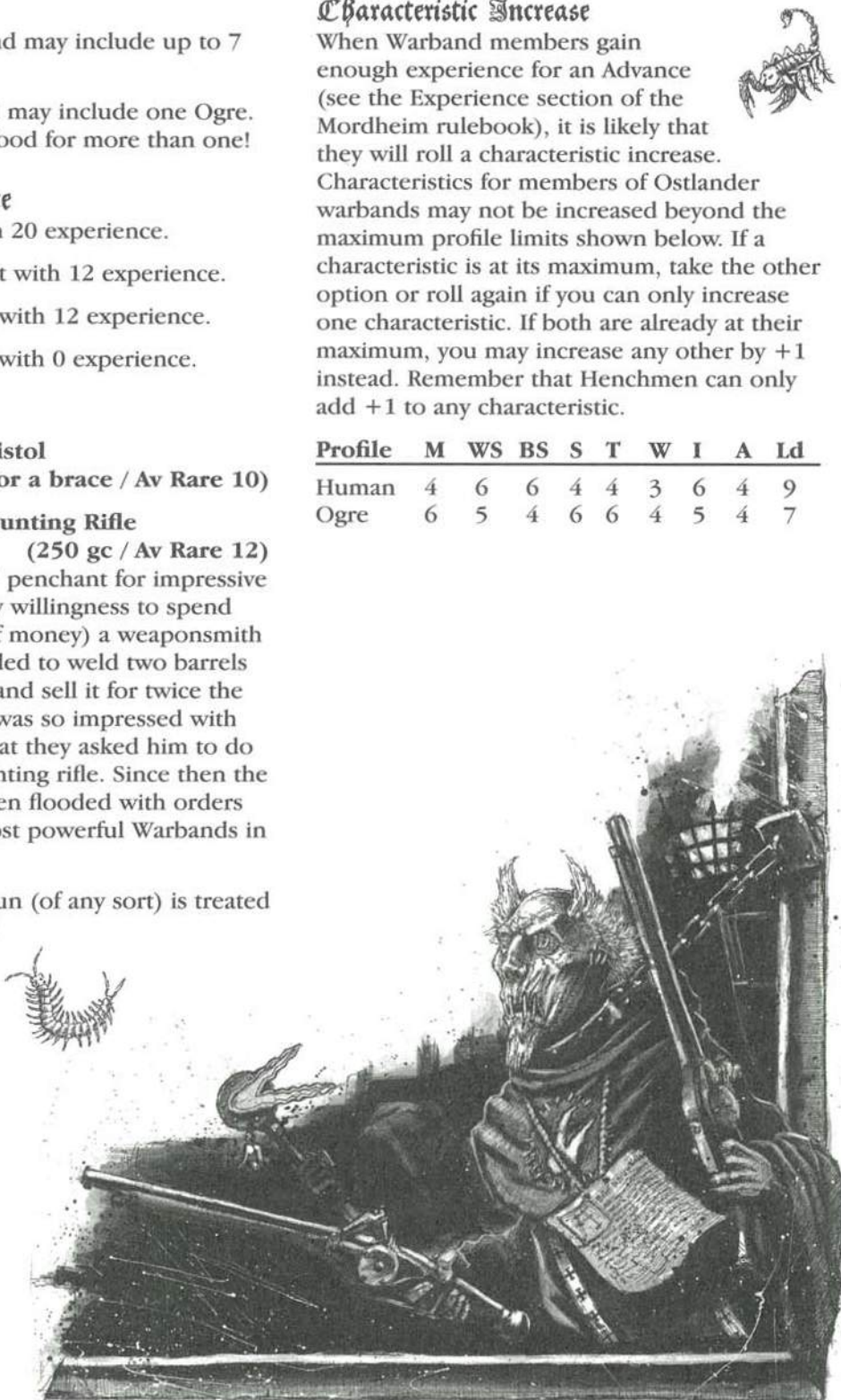
A double-barrelled gun (of any sort) is treated exactly like a normal version with one exception. Any enemy is hit by two blasts rather than one (i.e. a pistol causes two S4 hits rather than one for each successful hit). However, each barrel takes a full turn to reload (although if you reload only one barrel you can fire it like a normal pistol/rifle). If you

own a brace of double-barrelled pistols you may fire them every other round (rather than every round like a normal brace).

## Characteristic Increase

When Warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Characteristics for members of Ostlander warbands may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Ogre	6	5	4	6	6	4	5	4	7





## Ostlander equipment lists

The following lists are used by Ostlander Warbands to pick their weapons:

### Ostlander Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed Weapon	.15 gc
Spear	.5gc

### Missile Weapons

Bow	.10 gc
Pistol	.15 gc (30 for a brace)

### Armour

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

### Ruffian Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed weapon	.15 gc

### Missile Weapons

None

### Armour

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

### Jaeger Equipment List Hand-to-hand Combat Weapons

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

### Missile Weapons

Pistol	.15 gc (30 for a brace)
Bow	.10 gc
Handgun	.35 gc
Blunderbuss	.30 gc
Hunting rifle	.200 gc

Double-Barrelled. . . . . Twice Cost  
(Pistol/Hunting Rifle)

### Armour

Light armour	.20 gc
Shield	.5 gc
Helmet	.10 gc

### Ogre-Kin Equipment List Hand-to-hand Combat Weapons

Club	.3 gc
Axe	.5 gc
Sword	.10 gc
Double-handed weapon	.15 gc

### Missile Weapons

None

### Armour

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



## Ostlander skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Elder	✓	✓		✓	✓	✓
Uncles	✓			✓		✓
Priest of Taal	✓		✓	✓	✓	✓





# Heroes

## Elder

**60 Gold Crowns to hire**

In Ostland, the oldest (or more often biggest) man in the village is given the title 'Elder'. His word is greatly respected and only at his urging would the manhood of an entire village pack up and travel to Mordheim to seek their fortune.

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

**Weapons and Armour:** An Elder may be equipped with weapons and armour chosen from the Ostlander Equipment list.

## SPECIAL RULES

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

## 0.2 Blood-Brothers

**35 Gold Crowns to hire**

Ostland villages are usually composed of a single extended family. Everyone is everyone else's uncle, cousin or brother (and sometimes their own!). Rather than trying to keep all of these relations straight the most respected men in the village (aside from the Elder) are referred to simply as Blood-Brothers.

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

**Weapons and Armour:** Blood-Brothers may be equipped with weapons and armour chosen from the Ostlander Equipment list.

## 0.1 Priest of Taal

**45 Gold Crowns to hire**

It is said that every priest of Taal is born during the darkest phase of the moon. Those who are accepted into the service of Taal are loners by nature and spend their time wandering the untamed forests of the Northern Empire. It is unclear why the priests of the forest have begun to join bands of Ostlanders in their delvings into the ruined city of Mordheim – for the servants of Taal keep their own counsel. Suffice to say that the Forest-God is clearly building a strong presence both in and around the darkened ruins as more and more animals begin to fill the surrounding forests...

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

**Weapons and Armour:** A Priest of Taal may be equipped with weapons chosen from the Ostlander Equipment list.

## SPECIAL RULES

**Prayers:** A Priest of Taal may use the prayers of Taal listed below.

**Strictures:** Priests of Taal may never wear heavy armour.

*Ostlander Elder (below, left), Blood Brother (below, centre) and Priest of Taal (below, right).*





# ✂ Benchmen ✂

(Brought in groups of 1-5)

## Kin

### 25 Gold Crowns to hire

Most of the warriors in an Ostlander Warband are brothers and cousins of the Elder. Many are married men with children to support and the ruins of Mordheim are a lure that few poor villagers can resist.

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

**Weapons and Armour:** Kin may be equipped with weapons and armour chosen from the Ostlander Equipment list.

## 0-7 Jaeger

### 25 Gold Crowns to hire

Some Ostlander men choose not to marry but instead to spend their times alone in the forests of the Old World. While these rangers do not share the close family bonds of a typical Ostlander Blood-kin they are well respected for their knowledge of the woods and their rugged determination. Poor Jaeger usually wield a simple home-made bow but it is every Jaeger's dream to one day own a blackpowder weapon and hunting rifle, especially double-barrelled versions, as these are a sign of great prestige amongst the hunters of the deep woods.

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

**Weapons and Armour:** Jaeger may be equipped with weapons and armour chosen from the Jaeger Equipment list.

## 0-5 Ruffians

### 25 Gold Crowns to hire

Although every Ostlander loves his ale, a few men in every village take this love to extremes. Never sober and rarely conscious these buffoons stagger their way through the streets of Mordheim yelling slurred insults at whomever they meet, committing petty acts of vandalism and generally making a mess of things. This comic behaviour is often misconstrued into a false belief that they are harmless, a belief that many live to regret. Fuelled by vast quantities of booze these are very dangerous, unpredictable men indeed who will shove a broken bottle into your face as soon as laugh heartily and burst into song!

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

**Weapons and Armour:** Ruffians may be equipped with weapons and armour chosen from the Ruffians Equipment list. Ruffians never use missile weapons, as their depth perception leaves a bit to be desired, even if they gain an Advance roll which would otherwise allow them to do so.

## SPECIAL RULES

**Drunk:** Ruffians are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take.

**No Respect:** Ruffians are objects of a strange mix of pity and abject fear for their fellows and may never become a Warband leader.

*Ostlander Ruffian (below, left), Kin (below, centre) and Jaeger (below, right).*





**O:1 Ogre****160 Gold Crowns to hire**

More than anywhere in the Empire Ogres are most commonplace within the hilly, pine forested landscape of Ostland. These brutish creatures are very sought after by the rough mountain men of Ostland as muscle in the Warband. An Ogre's strength is near legendary and their ability to sustain an awful lot of punishment during a fight make these the perfect shock troops of any Warband. Of course, an Ogre's appetite is nearly as well-renowned as their fighting abilities and so they are rather expensive to keep.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	3	2	7

**Weapons and Armour:** Ogre-kin may be equipped with weapons and armour chosen from the Ogre-kin Equipment list.

**SPECIAL RULES**

**Fear:** Ogre-kin are large, threatening creatures that cause *Fear*. See the Psychology section for details.

**Large:** Ogre-kin are huge, lumbering creatures and therefore make tempting targets



for archers. Any model may shoot at an Ogre-kin, even if it is not the closest target.

**Skills:** An Ogre-kin who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Combat and Strength skills.

**Slow Witted:** Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (i.e. they must accrue twice as much experience as normal to get an advance).





## Ostlander Special Skills

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

### Bull Rush.

This warrior is huge, even by Ostlander standards, and can use his massive girth to overpower his opponents. When he charges, this Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is *Knocked Down*. (Models with the *Bull Rush* skill should have a suitably large beer-belly modelled out of putty whenever possible.)

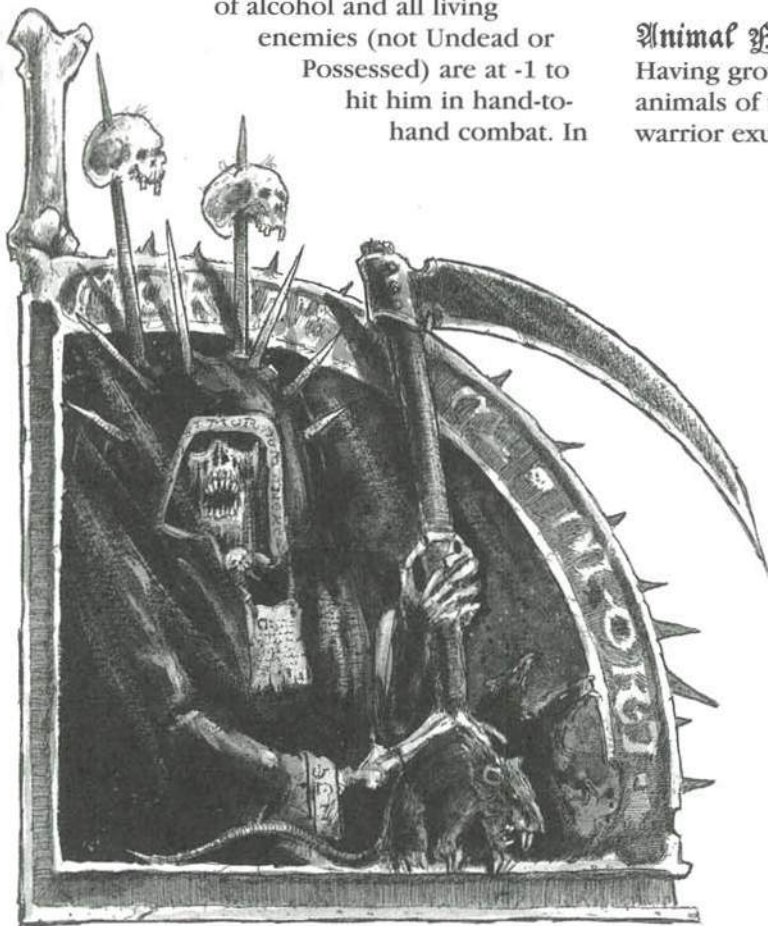


### Foul Odour

Ostlanders are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities! His

unwashed clothes and sweat reek

of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in hand-to-hand combat. In



addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

### Taunt

After years of baiting opponents into drunken brawls the Ostlander has learned some of most vile insults in the Empire. During the shooting phase the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc.). The player should insult the enemy model in some manner whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian.). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the warrior who taunted him.

### Animal Friendship

Having grown up amidst the animals of the forest this warrior exudes a certain charm to



all 'normal' animals (i.e. warhorses, warhounds, etc.). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

### Blood Oath

The leader of an Ostlander Warband sometimes takes a Blood Oath never to leave any of his fallen 'family' members behind. Such is his determination to protect his fallen Blood-kin that it is extremely difficult to cause him to Rout from the field. Only a Warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.



## Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire. *Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.*

### D6 Result

#### 1 Stag's Leap

Difficulty 7

*Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.*

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

#### 2 Blessed Ale

Difficulty 5

*Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each village in Ostland opens one keg of ale (at least!) in Taal's honour.*

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will be lose 1 Attack during the next round of combat due to the potent fumes of the ale.

#### 3 Bear's Paw

Difficulty 7

*Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.*

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

#### 4 Earthshudder

Difficulty 9

*Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.*

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

#### 5 Tanglefoot

Difficulty 8

*It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.*

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

#### 6 Summon Squirrels

Difficulty 7

*Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.*

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.





**Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...**

### **INCOME**

During the exploration phase, the Warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main base/ship or traded with other warbands for equipment. In the case of the Lizardmen, they ignore the decorative and useless items but instead receive aid for the amount of patrols they have carried out.

At the end of each battle, a Warband may roll on the Exploration chart. This is done using the rules on page 134 in the Mordheim Rulebook, but you will use this Exploration chart instead of the one on page 135. One difference is that while all Heroes, that were not taken out of action, may search the ruins, you have to nominate one of them to lead the search. There are some multiples that result in

a trap or encountering a fearsome monster. The entry for the result will detail what happens. While the Hero runs a risk of being seriously injured, it is a good idea to choose a Hero with good characteristics as it improves his chances of surviving the encounter. In Lustria, the Warbands search for Valuables, in the form of gems, gold, and exotic furs or stones, rather than Wyrystone. However, this makes no difference as far as the rules go, where the rules read Wyrystone treat it as Valuables. The only difference is with the skill, Wyrystone Hunter, which is detailed in the rules section.

Equipment is bought from the Lustrian Equipment List and follow all rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

### **Exploration Chart**

If you roll several of a kind in your exploration phase, you have found additional items just as exploring the ruins of Mordheim.





## DOUBLES

**(1 1) Metal Axe**

*The Hero has found a metal axe, a rare item among the Lizardmen but not very impressive to anyone else. The axe is decorated with Lizardmen glyphs and its handle is clad in Salamander skin and inlaid with a few valuable gems.*

The axe is worth 10 gc and can be sold for half this price.

**(2 2) Stone Mace**

*The Hero has found an obsidian mace, slightly damaged on one side. Looks to have been put to good use. The mace head is shaped in the form of a bird with emerald for eyes.*

The mace can be sold for 1D6 gc.

**(3 3) Sacrificial Dagger**

*This is one of the dreaded sacrificial daggers that the Lizardmen priests use to sacrifice their captured enemies. The blade is dark brown in colour and the handle is inlaid with blood red gems. It will fetch a*

*good price for the gems but wizards might be able to use the blood or life-force absorbed by the blade for their own uses.*

It can be sold for 1D6 gc.

**(4 4) Onyx Spear**

*This is a spear with an onyx tip and strips of exotic animal skin or fur tied around the spear haft.*

It's worth 20 gc and can be sold for half this price.

**(5 5) Obsidian Shield**

*This is a round shield and is made from obsidian with gem and gold insets. It might have been made to fit a Saurus.*

The shield can be sold for 2D6 gc.

**(6 6) Obsidian Buckler**

*This is a small round shield and is made from obsidian with gem and gold insets. This might be a shield for the small Skinks but it will fit a human as a buckler.*

It can be sold for 2D6 gc.

## TRIPLES

**(1 1 1) Dart Trap**

*The Hero finds a niche with a beautiful gold statuette. As he grabs it, a dart trap is set off.*

1D6 S1 darts fly at him and will hit him on 3+. On a to hit roll of 6, the darts will automatically wound. If the Hero has the Dodge skill, he may try to save against each dart that hits. The statuette can be sold for 2D6 gc.

**(2 2 2) Stegadon Bone armour**

*The Hero finds a suit of armour made from a stegadon skeleton.*

The Bones weigh so much that unless he is S4 they may not be worn. The armour is accompanied by a Stegadon bone helmet. The armour is a suit of heavy armour. It is so heavy that it confers a-1 movement penalty to the wearer and -2 if combined with a shield.

**(3 3 3) Cranium Helmet**

*This is a helmet made from the cranium of a large beast, these are often worn by*

*Saurus Totem Warriors or Skink Priests.*

This counts as a helmet but can be sold for 2D6 gc.

**(4 4 4) Exotic Fur**

*Your Hero chances upon a Skink hunter, cleaning and preparing the fur of an exotic animal, the Skink is swiftly dispatched.*

The fur can be sold for 2D6 gold.

**(5 5 5) Beads**

*You find a string of exotic beads.*

These are worth 2D6 gc.

**(6 6 6) Marketplace**

The hero finds what looks to be a Skink marketplace and among the broken tables you find the following items:

D6	Result
1-2	D3 Short bows
3	D3 Daggers
4	Blowpipe
5	Spear
6	Quiver of Hunting Arrows



## FOUR OF A KIND

**(1 1 1 1) Gold Inlaid plate Armour**

*The Hero finds an ornate suit of armour inlaid with gold.*

The armour counts as heavy armour but can also be sold for 4D6 gc.

**(2 2 2 2) Skink Corpse**

*The Hero finds the body of a long since dead Skink.*

The body has the following items that you take possession of: a short bow and D3 doses of Dark Venom.

**(3 3 3 3) Feather Cloak**

*You find a heavy cloak decorated with colourful feathers and gold threads. It was most likely worn by a Skink High Priest.*

It counts as a Middenheimer Wolfcloak and can be sold for 3D6 gc.

**(4 4 4 4) Artisan's Workshop**

You find a Skink artisans workshop and uncut gemstones within worth D6x5 gc.

**(5 5 5 5) Human Corpse**

*The Hero finds the body of a long since dead human mercenary*

Roll to see what you find that is still usable:

D6	Result
1	A duelling pistol
2-3	A brace of pistols
4	A handgun
5	A blunderbuss
6	A brace of duelling pistols

**(6 6 6 6) Tunnel Entrance**

*You have found a tunnel that leads to the top level of one of the temple ruins.*

You can use the tunnel you found in the next game you play. You may position up to three warriors (but no large warriors like a Rat Ogre or Ogre) anywhere on the battlefield as long as they are placed on the top floor of a temple ruin. Place the warriors at the end of your first turn but they cannot be placed within 8" of any enemy models. This represents the warriors sneaking forward and shooting the enemy from their elevated position.





## FIVE OF A KIND

**(1 1 1 1 1) Map Room**

*The Hero enters an oval room with a very high ceiling, the ceiling is set with gems that form star constellations.*

The Hero manages to pluck the lower gems for a total value of D6x10 gold to add to your treasure.

**(2 2 2 2 2) Snake Pit**

*As the Hero is making his way around a hole in the floor, he notices that it's a nest of venomous snakes, obviously a Lizardman sacrificial pit. There are several corpses in the pit and some of them still have their equipment with them.*

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
A purse with 2D6 gc	auto
A duelling pistol	5+
A sword	4+
D3 valuables	4+

**(3 3 3 3 3) Boulder Race**

*As the Hero prises a carved jade statue from its place in a temple wall, he suddenly realises that he's triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel he's stood in!*

The Hero must roll under his Movement value to escape the boulder or suffer D3 rolls on the Serious Injury table. If the Hero has the *Sprint* skill, he may roll two dice and choose one of them, (i.e. the one that rolled under his Movement value. Remember that a roll of 6 is always a failure no matter what the Hero's Movement value is). If the Hero survives, he at least has the jade statue which will sell for 50 gold that you can add to your treasury.

**(4 4 4 4 4) Maze like Structure**

*On the way into the ruined temple the*

*tunnel seemed fairly straight forward, now the Hero is well and truly lost.*

The Hero will miss the next game and possibly others after that too. At the start of the second game roll a D6 and on a 5+ your adventurer has found his way out and joins the battle. Each time you roll the dice you may add one to the roll as it is more likely that he will have found his way out by now. But after three rolls of the dice, if he still hasn't returned something has befallen him and he isn't coming back at all. However the Hero will find 1 item per game that he misses.

1st game:	must miss
2nd game:	comes back on 5+
3rd game:	comes back on 4+
4th game:	comes back on 3+
5th game:	wont come back at all

**55555 Cold One Nest**

*The Hero stumbles upon a nest and finds a baby cold one. Unfortunately, the mother has just returned and it's not happy to see the intruder.*

The Hero must fight the beast to escape. It is a small Cold One. Place the Hero and the Cold One 6" away from each other, the Cold One automatically gets first turn and charges. If the Hero wins the fight, the baby Cold One will attach himself to him. Treat it as a Warhound and mark this on the Hero's equipment. In addition, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	2	5	2	6

**Special rules**

Cause fear, in addition the mother is affected by frenzy.

**(6 6 6 6 6) Hidden Door**

*You stumble upon a hidden door and learn how to recognise these in the tunnels.*

You may always re-roll one die when you do Exploration rolls. Make a note of this in your Warband's roster sheet. Second and subsequent Hidden Doors you find do not grant you any additional re-rolls, but you may find further re-rolls from other sources.



## SIX OF A KIND

**(1 1 1 1 1 1) Pool of Insight**

*The Hero enters a room with a pool set in the floor. The surface of the pool is moving slightly like clouds in a spring breeze. As the Hero gazes into the pool, the clouds fade away and he is presented with images from the future.*

The Hero gains +D6 experience points, but he also gains the *Old Battle Wound* injury. Roll a D6 before a battle. On a roll of 1, the Hero recognises this battle from the pool and refuses to take part in it as he is afraid that he will be killed. The insight from the pool is not always beneficial. The Hero is likely to be driven insane. A decade of remembering haunting images of death and destruction of your friends will do that. In addition to the experience points, the Hero can now learn from the Academic Skill list and may learn Lesser Magic if he is already a wizard or if he later learns the arcane lore skill.

**(2 2 2 2 2 2) Gold Plaque**

*The Hero stumbles upon one of the Lizardmen's sacred plaques. It is still on the body of a Tilean explorer that had been caught in a vicious trap.*

The plaque is worth 100+D6x10gc. Word of the plaque will reach the Lizardmen, who will hate this Warband for eternity. If a Lizardmen Warband finds the Plaque they will earn 200 gc worth of rewards by the high priests.

**(3 3 3 3 3 3) Dagger of Sotek**

*The Hero enters a room that has walls lined with rat skulls and severed rat tails. A dagger rests on a podium, surrounded by rat skulls. The hilt is in the shape of a twin tongued snake and the blade is serrated.*

The dagger always wounds Skaven on a roll of 2+ and causes critical hits on the roll of 5+. The hero that wields this dagger is immune to all alone tests caused by Skaven. Giant Rats and Rat Ogres do count as being Skaven. A Skaven hero can wield the dagger and it is a potent weapon in fighting for higher positions in the Skaven society. But, on a roll of 1 to wound the Skaven hero takes a wound himself.

**(4 4 4 4 4 4) Slaughtered Warband**

*You find the remains of an entire Warband. Bodies lay scattered among the ruins, killed by stone tipped spears and poison tipped arrows.*

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 light armour	4+
Heavy armour	5+
D6 daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

**(5 5 5 5 5 5) Elven Explorer**

*Deep under the temple you are exploring you find the body of a long dead Elven explorer.*

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
Ithilmar armour	4+
A sword	Auto
A holy relic	5+
An Elf cloak	4+
An Elf bow	4+

**(6 6 6 6 6 6) Egg**

*The Hero finds a small room with a large egg placed on a pillow. It has been left here for some unknown purpose.*

It can be sold for 2D6x10 gc to a wizard or collector.



## HAZARDS

By Robert Lowery

*'The teeming landscape of Lustria whispers of dangers, only the foolhardy would brave.'*

Roberto Fortuna, Pathfinder

Before the start of a game a D6 is rolled to determine the number of hazards plaguing the area. Once play begins, each player will roll a D6 for the Heroes and Henchmen groups in the Warband. This roll is made before any movement occurs, and will therefore exclude any model unable to move. If a '1' is rolled the model or models have stumbled into harm's way! Now roll 3D6 and consult the table below.

3D6	Hazard
3	Tar pit
4	Reptile Swarm
5	Giant Spider
6	Coatl
7	Cold Ones
8	River Troll
9	Quicksand
10	Giant Constrictor
11	Giant Frog
12	Swamp Flies
13	Pygmies
14	Salamander Nest
15	Vampire Bats
16	Sabre-toothed Tiger
17	Amazon Scouts
18	Man-eating Plant

### 3. Tar Pit

The unfortunate Warband member has fallen into a tar pit, and will sink until submerged completely. He must be rescued by another model in D3 turns or else he will drown, taking him out-of-action permanently! Any rescuer must pass a Strength test in order to pull the model free.

### 4. Reptile Swarm

A deadly nest of vipers or lizards has been awoke by the warrior's careless misstep. Roll D6+2 for the number of cold-blooded menaces.

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

### 5. Giant Spider

Stumbling into the rope-like strands of web has alerted the deadly occupant. The giant arachnid will attack any models within 3" of its lair as well as the initial offender.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	4	4	3	1	2	10

#### Special Rules

Causes *Fear*, Natural armour save 4+ and *Venomous* – any wounds of 5 or 6 are treated as critical.

### 6. Coatl

The warrior has surprised one of Lustria's most enigmatic inhabitants, the Coatl. Possessing a snake-like body measuring up to ten feet in length and brightly coloured feathery wings Coatl are often worshiped by the Lizardmen as a living embodiment of Sotek.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	4	3	3	5	2	10

#### Special Rules

Causes *Fear*, *Venomous* – any wounds of 5 or 6 are treated as critical, *Flight* – As flying creatures Coatl are able to traverse the jungles with ease and *Magic Aura* – being part magical, the Coatl has a natural save against hostile magic of 4+.

### 7. Cold Ones

A dreadful pair of the reptilian beasts have set their bloody-thirsty sights on the warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	2	1	2	6

#### Special Rules

*Scaly skin* – Natural armour save 5+ and causes *Fear*.

### 8. River Troll

Attracted by the promise of fresh meat, a loathsome Troll has attacked the hapless warrior. Consider the Troll having charged for the purpose of combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

#### Special Rules

Causes *Fear*, *Regeneration* – any wound suffered is automatically ignored on a 4+. Only fire based attacks cannot be regenerated, *Vomit attack* – A single, Strength 5 hit may be used in place of the Troll's other attacks. This



## LUSTRIA CITIES OF GOLD

hits automatically and is subject to *Stupidity*.

### 9. Quicksand

The jungle floor is full of surprises, but none as subtle as quicksand. The same rules govern this hazard as the tar pit, except that the model has D6 turns in which to be saved.



### 10 Giant Constrictor

Tales of snakes reaching gargantuan proportions have not been exaggerated! This predator will attack any additional models within 2" of the victim using its constricting coils.

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

#### Special Rules

Causes *Fear*, *Constricting coils* – The snake may sacrifice its normal attacks in an attempt to engulf its prey within its massive coils. Though its attack has a -1 'to hit', it gains +1S, and may wrap up to 3 models consecutively. Anyone so held by the snake is unable to move and suffers a -2 'to hit' in close combat.

### 11. Giant Frog

A most unusual carnivorous predator, the giant frog possesses razor sharp teeth and can grow as long as five feet.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	4	3	2	4	2	4

#### Special Rules

Causes *Fear*, *Tongue Strike* – The Giant Frog may lash out at a model up to 6" away with its tongue for a single Strength 3 hit.

### 12. Swamp Flies

A cloud of Lustria's most common inhabitants has found its mark. The unfortunate warrior is immobilised for one turn and thereafter suffers a -1 to any rolls involving combat, and initiative for the rest of the game.

### 13. Pygmies

The diminutive jungle tribesmen have taken a sudden and unhealthy interest in the warriors! Roll D3+1 to determine the number.

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

#### Equipment

Blowpipe, spear, dagger and shield.

### 14. Salamander Nest

The warband has regrettably disturbed the nest of a giant Salamander who sees all models within 8" as a potential meal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	5	3	4	2	7

#### Special Rules

Causes *Fear*, *Venom Spray* – The creature may issue forth a cone of poison mist up to 6" away hitting all models within 2" of target area with Strength 4.

### 15. Vampire Bats

A swarm of ravenous bats has set upon the warrior from out of nowhere. D6+2 bats will attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	2	2	1	6	1	4

#### Special Rules

*Fly*, *Erratic* – Due to their strange pattern of flight bats are a challenging target. All rolls to hit them suffer -1.

### 16. Sabre-toothed Tiger

As the warband stalks the jungle, so too does the jungle stalk the warband. The primeval predator has found its prey! Consider the sabre-tooth charging for the purpose of combat.

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

#### Special Rules

Causes *Fear*, *Ferocious Bite* – One of the attacks of the Sabre-toothed tiger comes in the form of a flesh rending bite, which adds +1 to the injury roll with no armour save.

### 17. Amazon Scouts

Lithe, athletic and mesmerisingly beautiful, Amazons do not take kindly to intruders – especially male ones! D3+1 scouts are encountered.

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

#### Equipment

Spear, dagger, sling/bow and light armour.

### 18 Carnivorous Plant

The jungle does indeed come alive, often in



the strangest of forms! (See page 18 of Town Cryer 10 for the rules.)

### EQUIPMENT

The Tilean noble family of Di Ranza was forced out of Magritta after bloody family feuds. They were involved in trading exotic goods and decided to move their business to the source. They built a fortified trading post on Lustria's Scorpion coast. This post is used as a staging base for many of the smaller warbands exploring Lustria's jungles. Their younger sons, Marius and Donato, adopted the name Ranzato and travelled to the Empire to sell their services to the three Emperors. As it happened, Marius has participated in several successful expeditions that were sent to Mordheim while Donato offered his service to anyone that could afford him in Mordheim. Rumour has it that Donato is more interested in chasing after girls than duelling while his brother Marius is a master pistolier and highly sought after by the Reiklander captains.

The High Elves have had a fortress on the southern tip of Lustria for a very long time. It is called the Citadel of Dusk and guards the western sea route to Cathay. The High Elves rule the seas and are constantly opposing the Estalian and Tilean trading fleets but they also despatch expeditions into Lustria's jungles for their own secretive reasons. Skeggi, the Norse colony is easily accessible for most Old Worlders coming to Lustria for the first time. Whilst the Norse are not known to be friendly to outsiders they are always interested in trade. Although at a high price, a warband can buy enough supplies and weapons to make it back to their ship. The Lizardmen and Skaven trade at their ruined temple cities and never venture near the other posts, save for the occasional scouting parties.

You will notice that the availability rolls differ from those in the Mordheim book, e.g. black powder weapons are more rare but Elven weapons and armour are more readily accessible. This represents that Elven items are more numerous due to the number of Elf warbands in Lustria. All rules from the rulebook apply but use this equipment table instead of the one in the rulebook.

### VIAL OF PESTILENS

This small crystal vial contains an extremely potent and rapid disease. A single sniff is enough to melt the airways and leave the victim drowning in its own blood. It is, however, short lived and only remains dangerous for a few seconds before it is

neutralised in the air.

The vial may be opened and shoved in the face of the model in base contact that just took the Skaven Out of Action. The opponent must roll equal to or under its Toughness or automatically be taken Out of Action, no save is allowed. If the opponent succumbs to the disease, he didn't manage to go through with the attack and the Skaven is only Stunned not Out of Action. The vial may be used once.

### JAVELINS

Javelins are throwing spears and are used by young Norse warriors who can't afford better weapons and Skink and Forest Goblin hunters.

**Range:** 8"

**Strength:** As user

#### Special Rules

*Thrown Weapon:* The Javelins are thrown weapons and the warrior suffer no penalty for moving and shooting.



### BOLAS

Bolas are a set of three bronze balls on strings tied together. They are thrown similar to a sling and are rotated around the head for speed. The bolas is a hunting weapon and doesn't harm the animal. It immobilises it and allows the hunter to either subdue it or put it out with his spear. The bolas has a range of 16" and can only be used once per battle. They are automatically recovered after each battle.

#### Special Rules

*Dangerous:* If the to hit roll is a natural 1, the bolas brains the caster with a S3 hit.

*Entangle:* A model hit by a bolas isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.

### BLOWPIPE

Skinks and Forest Goblins make use of a blowpipe similar to the one used by Skaven Clan Eshin (see page 92 of the Mordheim rulebook).



## PRICE CHART

## HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Dagger	2 gc	Common
Club, Mace, Hammer or Staff	3 gc	Common
Double-handed Weapon	15 gc	Common
Flail	15 gc	Common
Halberd	10 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common
Ithilmar Weapon	3 x price	Rare 8



## MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 10
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 11
Elf Bow	35+3D5 gc	Rare 11
Handgun	35 gc	Rare 9
Long Bow	15 gc	Common
Pistol/Brace	15 gc/30 gc	Rare 9
Repeater Crossbow	40 gc	Rare 7
Sling	2 gc	Common
Throwing knives	15 gc	Rare 5
Warplock Pistol (Skaven only)	35/70 gc	Rare 11
Javelins	5 gc	Common
Bolas (Lizardmen only)	5 gc	Common
Blowpipe (Lizardmen and Forest Goblins only)	25 gc	Rare 7

## ARMOUR

Item	Cost	Availability
Buckler	5 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 10
Light Armour	20 gc	Common
Shield	5 gc	Common

## MISCELLANEOUS

Vial of Pestilens (Skaven only)	25+2D6 gc	Rare 9
Black Lotus (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Lizardmen and Forest Goblins Rare 7)	10+D6 gc	Rare 9
Blessed Water (May not be bought by Undead)	10+3D6 gc	Rare 7
Crimson Shade	35+D6 gc	Rare 8
Dark Venom (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Dark Elves and Lizardmen Rare 6)	30+2D6 gc	Rare 8
Elven Cloak	100+D6x10 gc	Rare 11
Elven Boots	75+D6x10 gc	Rare 11
Healing Herbs	20+2D6 gc	Rare 8
Holy (Unholy) Relic	15+3D6 gc	Rare 8
Hunting Arrows	25+D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushroom	30+3D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5 gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya (Not available to Possessed or Undead)	10+2D6 gc	Rare 12
Tome of Magic (Not available to Witch Hunters or Sisters of Sigmar)	200+D6x25 gc	Rare 12
Wardog (Not available to Skaven)	25+2D6 gc	Rare 10





**WEATHER VARIABLES**

By Steven 'Grafix' Gibbs

*'The day was wet as we started out into the jungle. Visibility was poor. My men and I cautiously backed our way through the under-growth listening and watching for those accursed Lizardmen. Through the drizzle we saw a clearing up ahead and decided to take a rest there, that was when they attacked. Skinks leaped from the undergrowth, a third of our pistols didn't fire due to the dampness and our crossbowmen couldn't see far enough to get a good shot. We drew our swords and axes and fought for our lives.'*

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play.

2D6	Hazard
2-6	Nice and dry – normal play
7	Windy
8-9	Raining
10	Heavy Rain
11	Mist
12	Hot and Humid

**7. Windy:** The mystical jungle has thrown up a howling gale making it difficult to shoot and leap across buildings/terrain features. Roll

1D6 – 1-3 = -1 to hit with missile weapons and to leap across buildings, 4-6 = -2 for shooting and leaping.

**8-9. Raining:** Rain is very common in the lush 'rain' forest of Lustria. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

**10. Heavy Rain:** The tropical monsoon beats down upon the warriors making movement through the jungle slow and hazardous. There is -1 to all movement. All missile weapons ranges are halved. Black Powder weapons may not fire at all.

**11. Mist:** A thick mist has rolled in from the coast. Roll 1D6. A roll of 1-5 results in all shooting reduced to half range due to poor visibility. On a '6' warriors can't see where they are going and are disoriented.

Using a random move dice (40k) roll for each character/Henchmen unit. They may move (walking) in that direction. If they run into another warrior they may attack them, if they are friendly roll 1D6, on a 5+ they attack them thinking they are the enemy.

**12. Hot and Humid:** Part of the reason that Lustria remains largely unexplored is because of the extreme heat because of the tropical climate. All warriors except Undead are at -1 to WS, BS and I for the duration of the game.

## LIZARDMAN WAR BAND

**SERVANTS OF THE OLD ONES**

The Lizardmen and indeed their bloated toad-like masters, the Slann, were once the servants of the divine 'Old Ones'. Ever since the great catastrophe and the departure of the Old Ones from the world the Lizardmen have been closely observing the rituals and plans laid down by the Old Ones as closely as possible. But the tranquil peace of this once hidden race has been shattered forever since the coming of the dreaded 'Dry Skins'!

Many of the Temple cities of the Lizardmen have been raided and plundered by the likes of Human explorers and other more sinister races. But the plunder is not over as more and more adventurers arrive at the shores of Lustria, drawn by the tall tales told in taverns – tales of cities filled with gold!

The ruined temple cities of Huatl, Tlax and Xahutec are the most frequently raided due to

their location near the coast. In recent years, more and more Norse, Elven and Tilean explorers have arrived seeking treasure and arcane knowledge. With the arrival of these intruders the indigenous Lizardmen have been hard-pressed to keep what is rightfully theirs. It is by guerrilla style hit and run attacks by war-parties of Skink and Saurus warriors that somewhat stems the tide of the foreign plunderers. The beaches, the jungle and parts of the ruined cities themselves are home to numerous small bands of these lone defenders against the ravages of the 'dry-skinned ones'.

Not only do the Lizardmen keep watch over the ruins they are also protected by a fiendish variety of traps and mazes of tunnels that lead would-be-robbers around in circles. The plunderers are thus forced to camp outside the ruins while they explore the depths of the temples and try to overcome the traps.



## LIZARDMEN EQUIPMENT LISTS

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

### SAURUS EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

#### Missile Weapons

None

#### Armour

Bone Helmet	10 gc
Light armour	50 gc
Shield	5 gc

### SKINKS EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Stone Axe (counts as a club)	3 gc
Axe	5 gc
Sword (Heroes only)	10 gc
Spear	10 gc

#### Missile Weapons

Shortbow	5gc
Bolas	5gc
Javelins	10gc
Throwing Knives	15gc
Blowpipe	25gc

#### Armour

Bone Helmet (Skink Priest only)	10 gc
Buckler	5 gc
Shield	5 gc



## LIZARDMEN SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			✓		✓	✓
Totem Warriors	✓			✓		✓
Skink Great Crests		✓			✓	✓



A player who chooses The Temple Guard to play will find them to be both rewarding and challenging to play. The Lizardmen are the 'home team' as it were and enjoy some unique benefits. But they also will have some weaknesses that astute players will enjoy 'hiding' from their opponents.

### SPECIAL RULES

**Scaly Skin:** All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of a shield.

**Armour:** Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

**Bite Attack:** Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

**Cold Blooded:** All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.



**Aquatic:** Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

**Jungle born:** All Skinks can move through jungle terrain without penalty

**Saurus Rarity:** The Slann Mage-Priests would never include more Saurus braves in a Warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

### CHOICE OF WARRIORS

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 gcs (or the Lizardmen equivalent) to assemble your Warband with.

### HEROES

**Skink Priest:** Your Warband must be lead by a Skink Priest.

**Saurus Totem Warriors:** Your Warband may include one Saurus Totem Warrior.

**Skink Great Crests:** Your Warband may include up to 2 Skink Great Crests.

### HENCHMEN

**Skink Braves:** Your Warband may include any number of Skink Braves.

**Saurus Braves:** Your warband may include up to 4 Saurus Braves.

**Kroxigor:** Your Warband may include a single Kroxigor.

### STARTING EXPERIENCE

**Skink Priest** starts with 20 exp

**Totem Warrior** starts with 11 exp

**Skink Great Crests** start with 8 exp

**Henchmen** start with 0 exp

### The Making of a River Bender.

Qocbotl, Skink Shaman of the 13th spawning of the three thousandth cycle of the sun in the era of Sotek walked slowly up the steps of the Great Pyramid of the venerated Slann Lord Teheqela. Today had been a great day of feasting and ritual. Today was his day of testing. This day, Sotek willing, would be Qocbotl's chance to join the ranks of the High Shaman. His spawn-brothers would become warriors, engineers, and leaders.

'We go to the second level now, initiate.' Croaked the gray-green Ullotl. Many cycles of service as the High Shaman had taken their toll on the old Skink. Soon, Qocbotl would inherit Ullotl's mantle and his old tutor would soon join his ancestor's to bask in the eternal grace of Sotek.

'How long must we wait my master?' Qocbotl enquired.

'Until the Sun reaches the second point of its ascension. It is important to wait to reach the top until Sotek shines glory down upon us, so that you may receive his gift.' came the croaking reply. Hours passed, and Qocbotl surveyed the great city below him. Saurus, Kroxigor, and thousands of Skinks busied themselves, scuttling around the Lizardman city, whilst the High Skinks began to crowd around the base of the pyramid. Soon it would be Qocbotl's job to protect them from their merciless enemies: the thrice cursed Ratmen, the ignorant Humans, the cruel Dark Ones, the beasts of Chaos, and even the fierce Warrior-women all preyed upon them without seeming rhyme or reason. Qocbotl had watched seven of his spawn-brothers already fall to the weapons of raiders. He had sworn no more hatchlings would be killed under his watchful unblinking eyes.

'Now young Shaman, we ascend the path of honour so you may receive this task from me.' Ullotl began walking up the last of the steps, stopping at each one and waving towards a glyph carved upon the step.

'This is the path of glory, these plaques honour those of our race who have served us.' He waved to a small plaque that seemed to shift colours as he pointed at it.

'The great guardian Oxyotl, the Chameleon Skink. As High Shaman you must be cunning and strike our foe where he does not expect it.'

Qocbotl responded, 'I will do so.' He took a step. Ullotl waved to his left, to the plaque of a crocodile. 'You must be brave and strong, as the great crocodile. Pride swelled in Qocbotl's chest, for here was the plaque of his namesake. 'I will do so!' Ullotl moved up a step and spoke again. 'You must be quick and strong, like Ichi-Uichi the master of Cold Ones.'

'I will do so,' Qocbotl said sternly. The final stage was about to begin...

Ullotl stopped. He pointed at the pavilion above him, which housed the Great Slann Lord Teheqela. '...And you must serve all that is good and true in the world, and protect it as the Old Ones have taught our fathers.'

'L...' and suddenly, as if magical arms squeezed his throat, he could barely utter the next words, 'will... do... so!' Qocbotl gasped. This was not part of the training he had expected. His oath seemed scared upon his mind. He could see the words in flame. Ullotl took off his feathered headdress, and made Qocbotl kneel. The crown of feathers was placed upon his head. Ullotl looked at the new High Shaman, and directed him to the Slann Lord.



## HEROES

### I SKINK PRIEST

60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognisable as they paint their skins with colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	4	3	3	1	5	1	7

**Weapons and armour:** The Skink Priest may be equipped from the Skinks Equipment list.

#### SPECIAL RULES

**Leader:** The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership tests. If the Skink Priest is killed you may recruit a new Skink Priest but you must play at least one game without the leader to give him time to join up.

**Wizard:** The Skink Priest is a Wizard and may use Lizardmen magic.



*Skink Priest (above)  
Saurus Totem Warrior  
(right) and Skink Great  
Crest (extreme right).*

### Q-1 SAURUS TOTEM WARRIOR

60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems, Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior he is recruited by the Skink Priests to join in forays into the ruined temples.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	1+1	8

**Weapons and equipment:** A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

### Q-2 SKINK GREAT CRESTS

30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

**Weapons and armour:** Skink Great Crests are equipped from the Skinks Equipment list.





## HENCHMEN

### SKINK BRAVES

20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink Braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

**Weapons and Armour:** Skink Braves may be equipped from the Skinks Equipment list.

### ◊-4 SAURUS BRAVES

40 Gold Crowns to hire

Saurus have thick, horny, scaly hides which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	4	1	1	1+1	7

**Weapons and Armour:** Saurus Braves may be equipped from the Saurus Equipment list.

### ◊-1 KROXIGOR

200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction goaded into working by the nimble Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	3	1	3	8

**Weapons and Armour:** The Kroxigor is equipped with a halberd.

### SPECIAL RULES

**Scaly skin:** Kroxigor has a natural save of 4+.

**Aquatic:** Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

**Cause Fear:** Kroxigor are large and frightening monsters that cause *Fear*.

**Large:** Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

**Animal:** Kroxigor are slow-witted creatures that never learn from their mistakes. The Kroxigor doesn't gain experience.



*Saurus Brave (above), Skink Braves (centre & right) and Kroxigor (above right).*



**NEW EQUIPMENT**

**Poisoned Weapons:** Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 pts and *Black Lotus* at a cost of 10 pts, both of these items are treated as a common item however the poison may only be used on missile weapons. Only Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons, and they have to buy it as normal from the Trading chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 pts per weapon. This poison is a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

**SACRED MARKINGS**

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

**Oversized Jaws 40 points**

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack with +1 Strength. (Saurus Only)

**Poison Glands 40 points**

The Skink has been gifted with glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks at +1 save modifier, regardless of the Strength of the Skinks, in addition add +1 to the roll on the Injury table as well. (Skinks only)

**Mark of the Old Ones at 50 points**

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Qocbotl was in awe, he could not believe the size and majesty of the Slann Lord. It was easily ten times as big as Qocbotl, and its huge unblinking eyes seemed to burn into his own even though the stare seemed so distant. The Slann had not moved since before Qocbotl had hatched. And now, suddenly, the Slann started to move...

...The crowd below gasped. Qocbotl felt his arm being grasped by the Slann and his whole body was lifted up towards the sun. His arm felt like it had been ripped from its socket, as he dangled in the air in front of the Slann.

**LIZARDMEN SPECIAL SKILLS & SACRED MARKINGS**

Lizardmen Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

**SKINKS ONLY****INFILTRATION**

The Skink is a great hunter and is an expert at sneaking upon his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

**GREAT HUNTER**

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover, IE a -2 to hit penalty.

**SAURUS ONLY**

*Skills list prohibitions:* Saurus cannot receive the Academic skill and can never use missile weapons.

**BELLOWING BATTLE ROAR**

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

**TOUGHENED HIDE**

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.



## LIZARDMAN MAGIC

*Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.*

### D6 Result

#### 1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

#### 2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

#### D6 Effect

1-2 - +1 BS or +1 to hit in close combat.

3-4 - Toughness +1.

5-6 - Movement and Initiative +1.

#### 3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

#### 4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

#### 5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

#### 6 Itzl's Speed

Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

'Great Sotek, mark this, your new chosen agent, as servant of the Old Ones, and grant him gifts to protect your people.' The Slann sounded as if he was speaking a ritual, yet strangely it was very conversational in tone. Qocbotl felt the sun beating upon him. For what seemed like an eternity he swayed in the arm of the Slann. And then he felt a burning sensation start from his head, and stretch down his chest. He screamed. And then he fell to the platform. He felt truly powerful. He finally understood why elder Shaman could do what he could not. And then he passed out.

Qocbotl had seen, for one brief moment, a tiny glimpse of the impossibly complex plans of the Old Ones. And he knew how to use that knowledge to wield great power. But the moment was quickly over, fleeing from his mind as mists. He grasped to remember parts of it, but only slivers remained when he regained consciousness of how to move waters and direct bolts of power.

'Rise, Qocbotl, Bender of Rivers,' said the mighty Slann. Qocbotl rose, staring at the waving river symbols scarred on his chest and the crowd raised much noise in jubilation. He was ready to lead his people. And though he could not remember the whole plan, he finally knew why he must lead his people, and what they must do.



# Call to Arms - Scenario Winner 'The Caravan'

## Hear Ye! Hear Ye!

Our small office on the outskirts of thrice-cursed Mordheim where this splendiforous tome is mayde has recently been bombarded with correspondence. This loyal response to his excellency - Ye Grand Duke of Ostermark's 'Call to Arms' has been most overwhelming and we have received over sixty submissions. Fear ye not faithful servants for if ye failed to win the grand prize of our most generous lord your hard work will not go unnoticed for the best of your submissions will no doubt make the pages of a future issue and other treasures are sure to be yours.

Our Kislev friends have even downloaded their winning scenario on that accursed magical device the internet. See it and much more here:

<http://www.espace.cz/People/Honza/Gaming/Mordheim/Caravan.zip>.

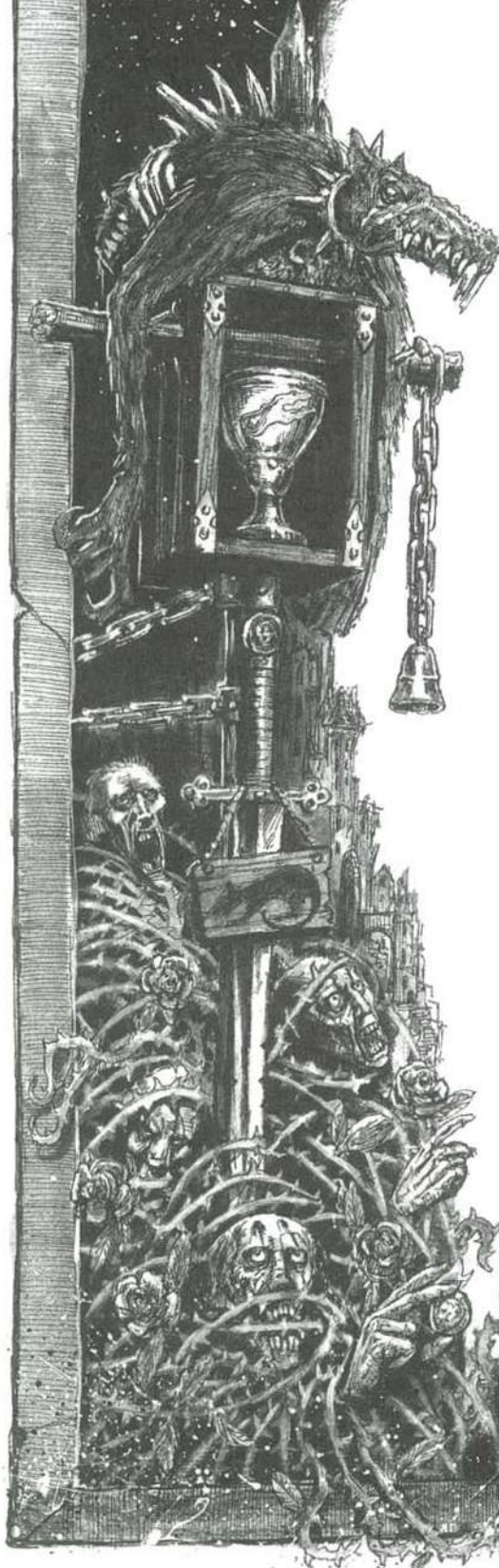
## Scenario: The Caravan

Mordheim is a dark and cruel place, where only the strongest survive. Most of the surviving inhabitants have already left the cursed city, although some of them - too weak, mutated or stupid still remain amongst the ruins. This scenario represents the attempt of one such family to leave the city or an attempt by greedy merchant to escape from the city with all the goods he can carry.

The small caravan consists of three wagons and is escorted by the defender's warband. Defenders may only be Human Mercenaries, Witch Hunters, Sisters of Sigmar or Bretonnians. Attackers may belong to any warband.

## Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower or other similar item. Note that players must place the terrain pieces in a manner to create at least three 4" wide streets leading from one table edge to other, crossing each other at will. Do not





A fyne report on an ambush of heavily layden wagons by bandit chief Honza Skypala and partner in crime Stepan Stepanov

clutter the table with too many ruins as there needs to be enough room for the wagons to move. We suggest that the terrain is set up within an area at least 4' x 4'.

### Set-up

Place three wagons in a column roughly to the middle of the table edge. The Defender sets up first, within 8" of the caravan. The Attacker sets up second within 20" of the opposite table edge. All the Attacker's models start the game *Hidden*.

### Special Rules

**Wagons:** Each wagon is crewed by one man and is pulled by two horses. The wagon has the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	4	3	-	-	-
Horse	8	-	-	3	3	1	2	-	-
Driver	4	2	2	3	3	1	2	1	6

Wagons are moved during the Compulsory Move phase. Each of them must move their full movement allowance of 8" towards the opposite table edge. Note that this does not mean that the wagons must move in a straight line, they may try to avoid conflict by choosing a different street and so on, but they cannot move towards their own table edge. Their only aim is to leave the city as fast as possible via the opposite table edge to the edge where they started the game.

Wagons cannot charge, climb, hide, run or flee. In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending Warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal their Initiative or suffer a S3 hit with all of the consequences.

If a wagon is charged then it must stop until all of the foes are Knocked Down, Stunned or Taken-Out-of-Action or it is destroyed. A wagon cannot be Knocked Down or Stunned although the driver or the horses may be. If a wagon loses its

last Wound, then it is destroyed, looted, overturned and removed from the table followed by the war cries of the attacking warband.

If the driver fails a *Fear* test he must do exactly as is explained in the rules. However, he does not need to take a *Man Alone* and never breaks from the combat or flees.

Wagons are counted as large targets for the purpose of shooting.

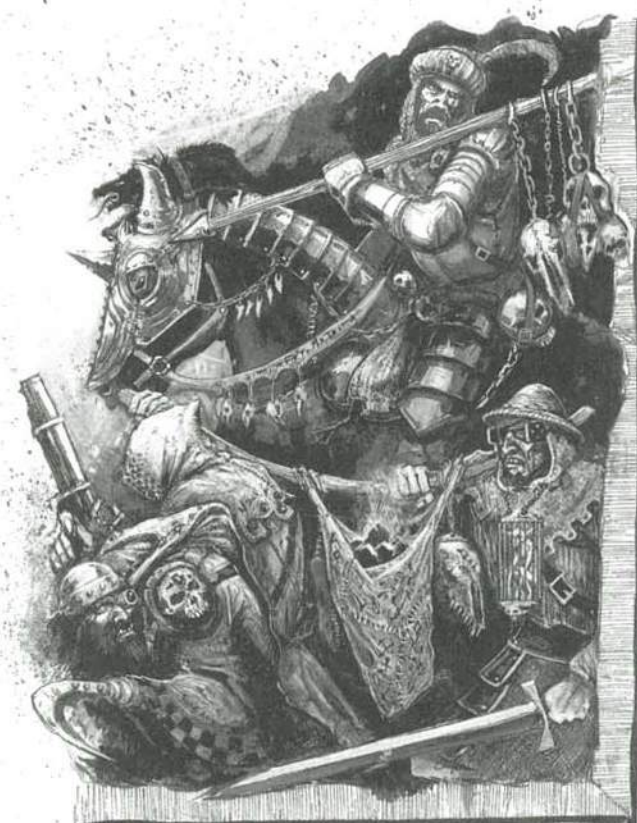
Wagons never suffer from critical hits.

Wagons that move through their opponent's table edge are removed and count as escaped.

### Rout Tests

The Defender does not need to take Rout tests, but he can *Rout* voluntarily if he wishes to after suffering enough casualties. After all, he will receive his payment only after his escort duty is done.

The Attacker is pumped up with greed and anger seeing his prey is leaving the city. He must take Rout tests only after





## The Caravan

suffering 50% casualties. If the Attacking Warband is routed, then all of the survived wagons successfully escape.

### Payment and Looting

The Defender receives 5D6gc as a starting payment and 5D6gc for each wagon that escapes. If all three wagons escape, the defender receives an additional bonus of 5D6gc.

The Attacker receives 3D6gc for each wagon that he loots. The Defender receives more money for each wagon because he receives his payment from the merchant or the family members after the battle and not all of the goods can be looted immediately or can be sold (some of them have personal meaning for the owner, but nobody else will be willing to pay a single gold crown for them).

### Banditry

The Defender may treacherously attack the caravan he was hired to protect. In this case the wagons still try to escape through the opponent's table edge but are moved by the attacker. For each wagon looted the Defender receives 3D6gc. If the Defender deliberately attacks the caravan, then continue to play the scenario as a Skirmish with normal Rout tests.

In addition, the traitorous Defender can never escort a caravan again (in this campaign), nobody will trust them enough to feel in need of their service. The Warband suffers a -1 modifier when attempting to find rare items for the next D6 games, because nobody likes to trade with the one who is so untrustworthy.



### Starting the Game

The Defender takes the first turn.

### Ending the Game

The battle continues until all of the wagons escape, are destroyed or one of the Warbands is routed.

### Experience

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

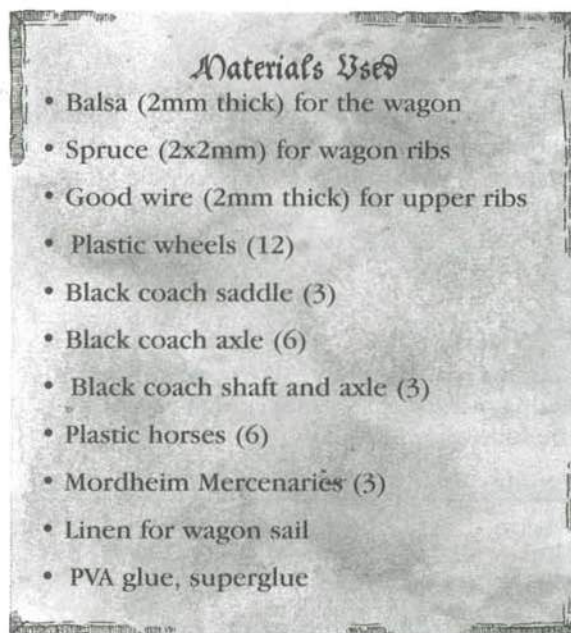
**+1 Per Enemy or Wagon Out of Action.** Any Hero earns +1 Experience for each enemy he puts out of action.

**+1 Winning Leader.** If at least 2 wagons escape then the defender wins the game otherwise attacker wins. Note that the bonus does not depend on routing from the game.

## Paint per Wagons

*(Check out the inside cover for a view of this superb model)*

This scenario requires three wagon models to represent the caravan itself – so there is something that can be looted on the table! I decided to make the caravan look as much like those wagon trains from western movies.



### Materials Used

- Balsa (2mm thick) for the wagon
- Spruce (2x2mm) for wagon ribs
- Good wire (2mm thick) for upper ribs
- Plastic wheels (12)
- Black coach saddle (3)
- Black coach axle (6)
- Black coach shaft and axle (3)
- Plastic horses (6)
- Mordheim Mercenaries (3)
- Linen for wagon sail
- PVA glue, superglue

### The Wagon Chassis

I made the wagon chassis out of balsa wood. First cut out of balsa rectangle that will make the bottom of the wagon chassis. I made it slightly narrower than the axle so it would fit in between. Finally I have found that by adding the sides and ribs it wouldn't fit in between the wheels and the wagon chassis had to be positioned over the wheels.

Ok, as I said, cut out the bottom of the wagon chassis, now you have to cut the sides and glue it to the bottom so it makes a nice bottom of a box. To make it look better make the front and back side a trapezium – bottom edge slightly smaller than the top one.

For gluing I used PVA glue, as it glues balsa nicely. So now we have the bottom of the wagon and we want to make it look cool! If you watch any western movie take a good look at the wagons! Yes, they have nice ribs on their side to hold up the canvass roof. So to make the ribs I have bought thin sprue stick (they sell them in hobby shops), I bought one that is 2x2mm thin, 1m long. I cut out parts that would make good ribs on the sides of the wagon body and glued it (using PVA glue) on that part I already had.



Now we need to put the chassis on wheels! Glue the wheels to the axle and the shaft to the axle. Now we want to glue the front wheels to the chassis of the wagon. Well, you will realise that it doesn't touch as there is space in between. So you have to put something there – cut small rectangles out of balsa and glue the front wheels to the body.

Well, now we want to glue the back wheels to the chassis. We need to make the part holding the wheels from balsa – cut out two small trapeziums and a few rectangles (that you will put in between the trapeziums) and glue it all together. Then glue it to the body and the wheels to it. Take the saddle from the Black Coach model and glue it to the front side of wagon so that the coachman has something to sit on.

Now we want to make the upper ribs holding the canvas roof. We'll make it from wire – cut pieces (measure on the chassis how long), bend them and glue them to the wagon. OK, that's it, you have the wagon ready for painting.

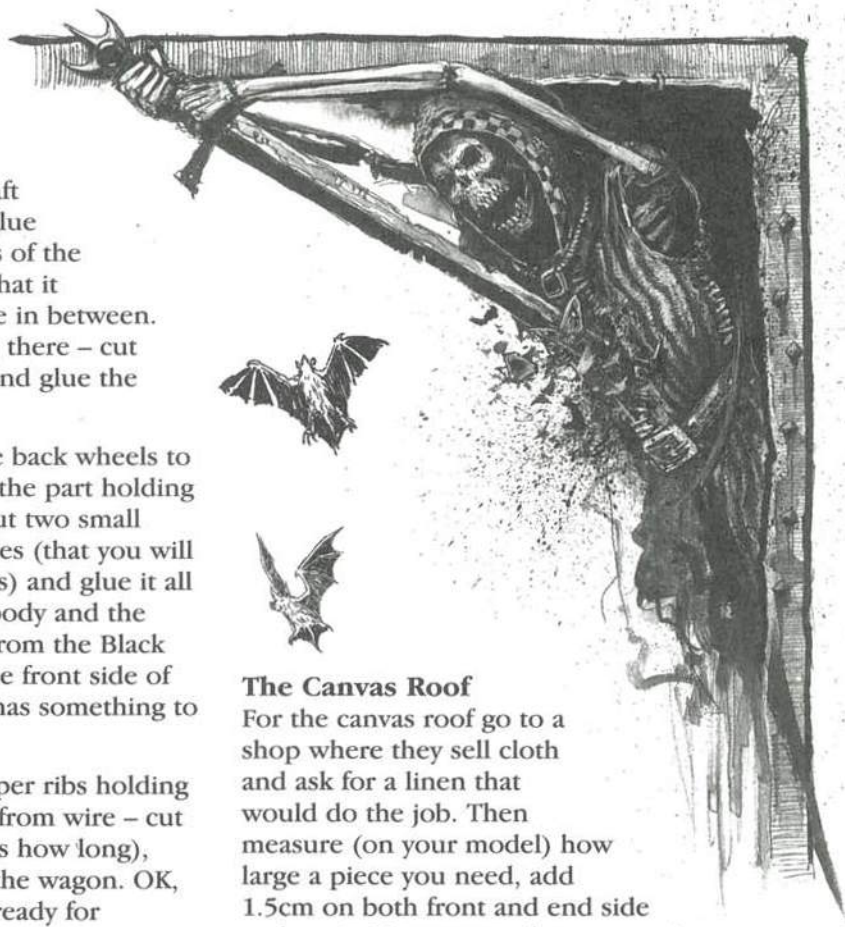
### The Horses

I used standard unbarded GW horses but I didn't want them to have saddles. So I took the needle file, design knife and removed the saddles from the horses. Then I modelled a simple yoke from greenstuff and added the rest of the harness, so the wagon gets more of a realistic look.

### Driver

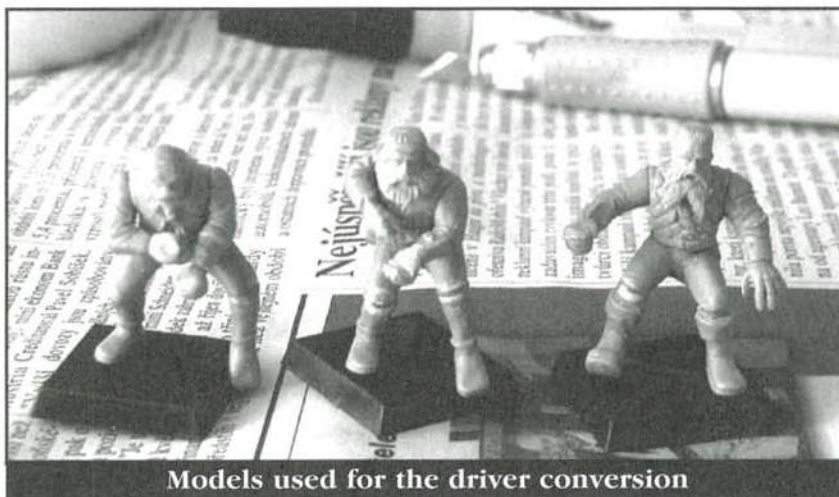
For the driver I used mercenaries miniatures from Mordheim. They are perfect for doing such a conversion – they are made of several parts that you can glue together in different ways and because they are made from plastic they are easy to cut.

So I cut the legs at the knees and bent the plastic here and there to get the correct sitting position. I tried to choose the hands that would hold the reins after cutting off the weapons first. I filled the holes with green stuff, glued the mini to a base (just for painting), painted it, cut off the bases and glued the mini to the wagon.



### The Canvas Roof

For the canvas roof go to a shop where they sell cloth and ask for a linen that would do the job. Then measure (on your model) how large a piece you need, add 1.5cm on both front and end side and cut it. Now comes the needlework! On the front and end side of the linen piece stretch thread through several points. Glue the canvass to the wires that form the ribs on the wagon. Now pull the ends of the thread so the sail will wrap around the front and end wire.



Models used for the driver conversion

### Finishing

OK, we're near the end. Make a base, paint the base, glue wagon and horses on the base, optionally add rein and there you have it. And of course, if you didn't work on all three models at once, now you have to repeat this for two more wagons.



## Designer Notes

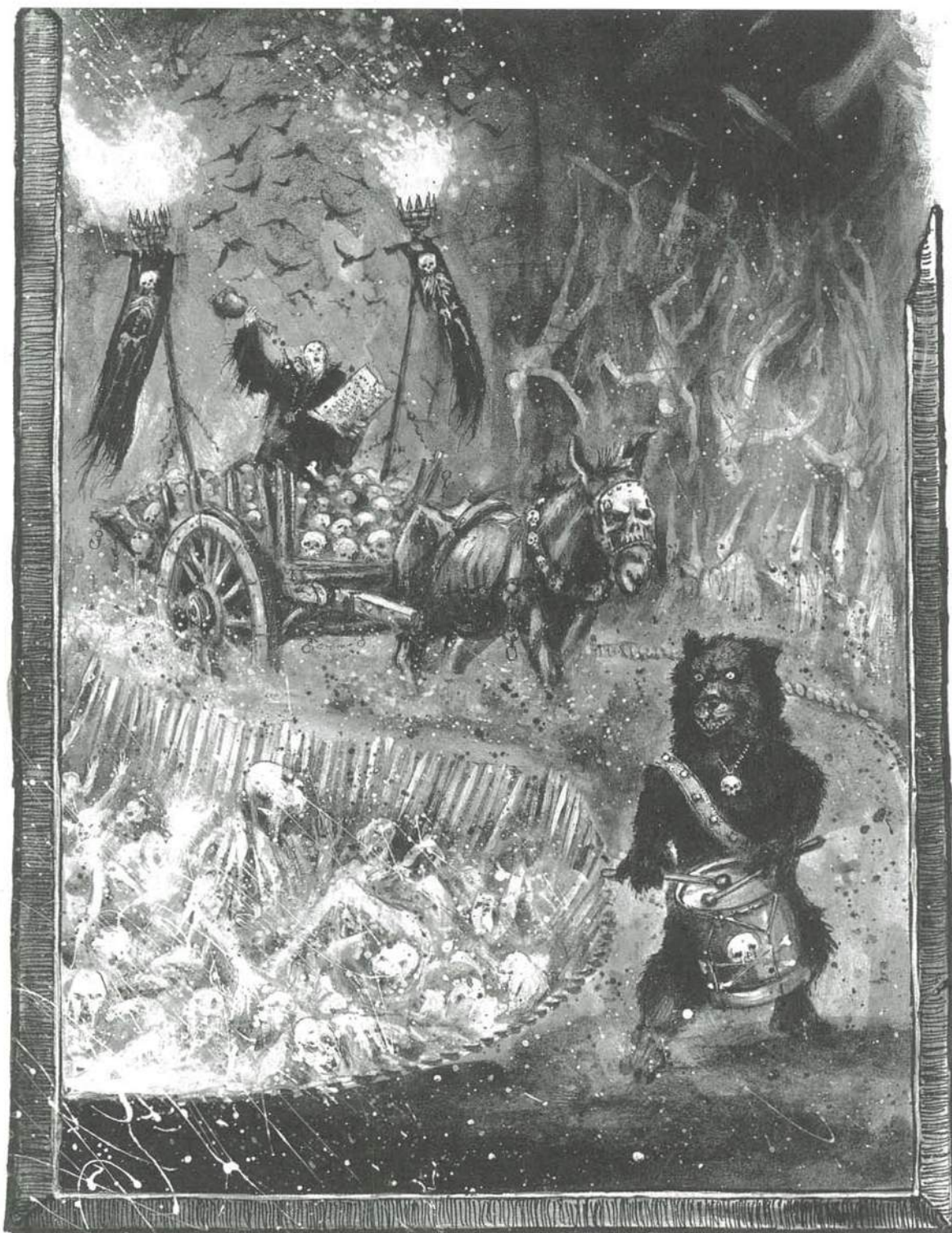
As dedicated gamers of Necromunda we loved the Caravan scenario that is in the Necromunda campaign rules. We just missed something that would represent the caravan itself. When Mordheim came out, we expected to find a similar scenario but there wasn't one. So we had the impulse to create one.

But, we were still missing something that would represent the caravan itself. In Mordheim we immediately thought of wagons like the ones from western-movies. These

would be excellent for the caravan in our scenario. But how many wagons? With What profiles?

After a few days of brainstorming Stepan started to playtest the scenario in our club (using proxies for the wagons temporarily) and Honza started to plan on how to build the wagon models. It took two weeks to make them at which point we had the scenario finely tuned.

We use the scenario as choose-only option in

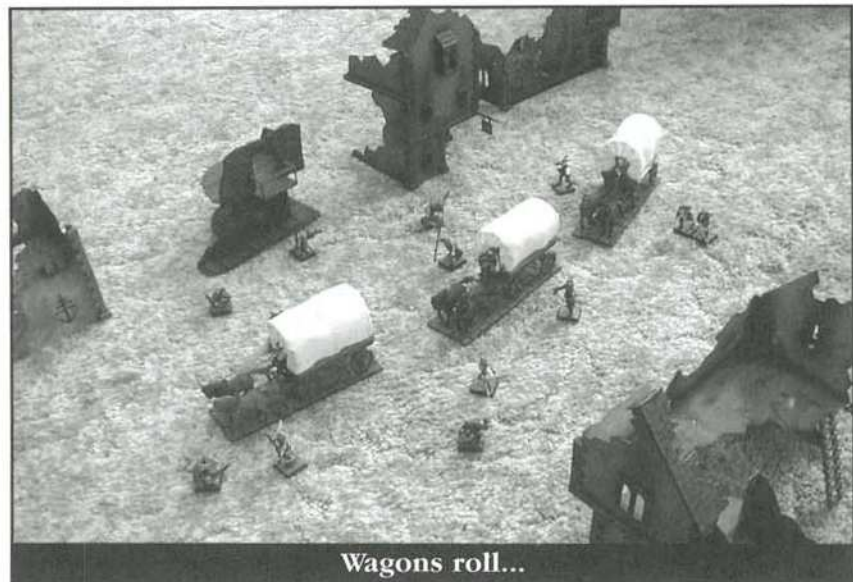




our campaign (i.e. if the scenario roll ends in 2 or 12 and one of the players is permitted to choose the scenario, he can choose the Caravan scenario in addition to other scenarios.)

From playing the scenario you'll discover that there is a slightly higher chance of the attacker winning, which is compensated by the fact that the attacker usually has higher losses. We think that this makes up for the advantage.

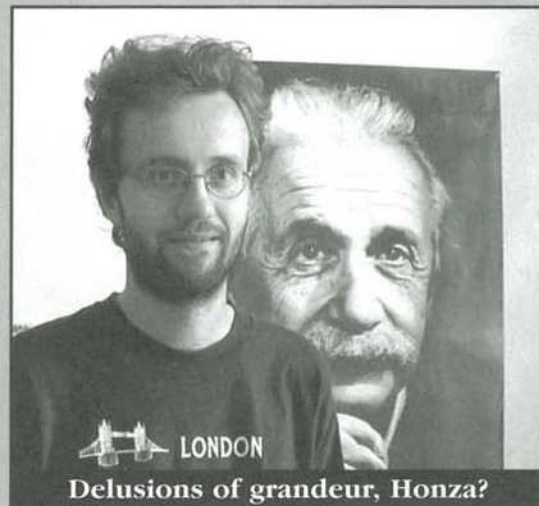
So take care and enjoy the scenario.



### A Bit About The Scribes...

**Honza:** I'm 27 years old and work as a computer analyst and programmer at small company developing GIS solutions. I started playing GW games in 1991 (Advanced Heroquest), in 1996, with my brother. I started a Warhammer club in my hometown and in 1999, with Stepan. I started club in the city where I live now, Olomouc, playing Necromunda and Mordheim and preparing boys for big games of Warhammer and Warhammer 40,000.

I met Stepan in 1997 at University, during my last year of studies. Over the school mailing list he asked if there was anybody playing Warhammer and I answered him. From that time on we have been good friends.



**Stepan:** As my name suggests I have something to do with Russia – yes, I was born there! But now I study computer science in Olomouc, Czech Republic. I'm 22, male, single... Also a fanatical High Elf in the world of Warhammer, Orlock in Necromunda, Eldar in Gothic and Witch Hunter in Mordheim. Honza didn't tell you, but this was how we met at University: I asked him in e-mail 'How do I recognise you?' And he answered: 'Easy, I have green hair!' Ah well, it was a long time ago and now, at least, he looks more human.

While Honza is a big fan of painting miniatures, converting this and that, I prefer to play the games. This was reflected whilst developing the scenario, I was doing the large part of scenario design (Honza helped me with a lot of ideas!), he did the models of wagons and then we playtested the scenario at our club.

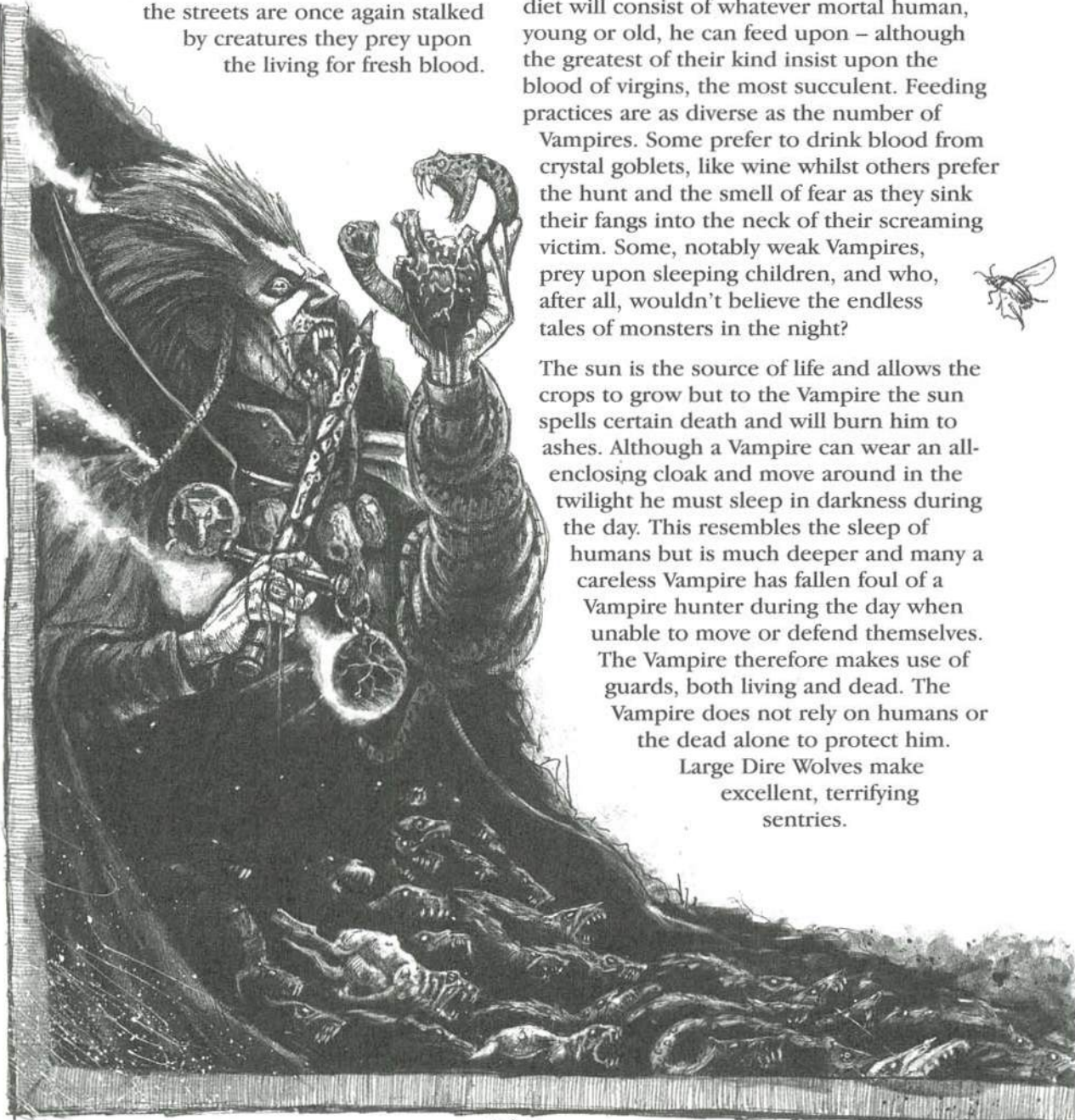


# Lords of the Night

## Curse of the Vampire

Many believe that the Vampiric curse has been wiped out amongst the noble houses of the Empire and that only foreign lands have to deal with this evil. This couldn't be further from the truth as many of these lords of the night have spent centuries sleeping in coffins in the basements of a merchant or craftsman. There exists a Dark Brotherhood that guards these Vampires in their sleep and who await the time to awaken their masters. In

Mordheim that time has come and the streets are once again stalked by creatures they prey upon the living for fresh blood.



Vampires appear, outwardly at least, to be human which is the greatest weapon in their arsenal when it comes to avoiding roving bands of Witch Hunters or catching their prey – mortal humans. It is speculated that they draw the life force from their victims in order to sustain their own dying life force. If a Vampire is prohibited from feeding he will lapse into a state of death, although being fed warm blood can revive him. Despite the tales of handsome Vampires seducing princesses and daughters of burgomeisters a Vampire's diet will consist of whatever mortal human, young or old, he can feed upon – although the greatest of their kind insist upon the blood of virgins, the most succulent. Feeding practices are as diverse as the number of Vampires. Some prefer to drink blood from crystal goblets, like wine whilst others prefer the hunt and the smell of fear as they sink their fangs into the neck of their screaming victim. Some, notably weak Vampires, prey upon sleeping children, and who, after all, wouldn't believe the endless tales of monsters in the night?

The sun is the source of life and allows the crops to grow but to the Vampire the sun spells certain death and will burn him to ashes. Although a Vampire can wear an all-enclosing cloak and move around in the twilight he must sleep in darkness during the day. This resembles the sleep of humans but is much deeper and many a careless Vampire has fallen foul of a Vampire hunter during the day when unable to move or defend themselves. The Vampire therefore makes use of guards, both living and dead. The Vampire does not rely on humans or the dead alone to protect him.

Large Dire Wolves make excellent, terrifying sentries.



Ghouls are naturally attracted to the presence of Vampires as they are descendants from degenerated cannibals. Their skin is pale and filthy, their eyes bestial and insane and their snarling lips reveal sharp-pointed teeth and slavering mouths. Many carry bones that they use as clubs but with their long claws and sharp teeth they don't really need any weapons. The Ghouls and the Vampire get along well, the Vampire will drain a human of blood and let the Ghouls feed upon the flesh.

## Book of the Dead

200+D6x25 gc

Rare 12

This is a book that contain transcripts from the famous books of Nagash, the Great Necromancer. A Vampire can learn Necromantic magic with the *Arcane Lore* skill and this book and a Necromancer will gain a new spell permanently.



## Vampire Special Skills



(Note that only Vampires can pick from this list and no henchmen can choose this skill list as they advance to become heroes.)

### Transfixing Glare

The Vampire is able to hypnotise a victim using his glowing red eyes, the victim will remain passive and wait for the Vampire to close. The Glare may be used on any living model in base contact that is not Immune to Psychology. The victim must pass a Leadership test on 2D6 or be transfixed. A transfixed



model may not attack in close combat and is treated as being *knocked Down* for purpose of being attacked. Roll for the Glare at the start of the combat phase.

### Mist Form

A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to hit rolls against the Vampire need a natural '6' to hit and all to wound rolls need a natural '6'. Note that this may not be modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is knocked down he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice.

### Ratswarm Form

Some Vampires hold a sway over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless of whether the Vampire is *Knocked Down* or *Stunned* but he suffers all penalties for standing up for example. The Vampire may change back to Vampire form at the start of any subsequent recovery phase.

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

\* Use the same characteristics as the Vampire.

While in Ratswarm form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented by a Ratswarm base but treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus move through walls as most have a small holes in them.

### Bat form

Many Vampires can transform into giant bats. A Vampire can change form in exactly the same manner as detailed above.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	2	*	*	1	*

\* Use the same characteristics as the Vampire.



Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and a charge move is also doubled. The Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

## Giant Wolf Form

Many Vampires can transform into Giant

Wolves. A Vampire can change form in exactly the same manner as described above.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	4	3	*	*	2	*

\* Use the same characteristics as the Vampire.

Whilst in Wolf form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

*'Hello? Is there anybody there?'*

No response. A scuttle, perhaps of vermin, perhaps not. Karl shivered. This was definitely the room. His instructions had been minutely detailed. Perhaps, he mused, this was a trap. He had enemies – they were easy to find in Mordheim. Maybe he was being watched right now. Karl's thoughts were interrupted by scratching and by what he thought was a squeaking sound. Something moved in the shadows before him. Trap! With a cry, Karl drew his sword and lunged forward. There was a flicker, a brief gleam of steel, and the blade was wrenched from his grip and sent, clattering to the floor.

*'Peace, peace. Karl Falheim? Well met, well met indeed.'* The voice was calm yet commanding.

*'I... I'm sorry Sir.'* Karl stuttered, *'You surprised me. How did you get in?'*

A quick gleam as the figure in the shadows smiled. There was a brief flare as a candle was lit. *'There are ways and means.'* The man said glancing over at an apparently blank wall.

Karl stared at the man facing him. His skin was pallid and his jet-black hair, thin and wispy, fell about his shoulders, brushing against the worn steel plates of the ornate suit of armour. There were no visible weapons though the man was wearing battered gauntlets – which he now proceeded to strip off, revealing pale hands, slim and muscular. The man was handsome, yet there was something wrong that Karl couldn't quite put his finger on.

Karl was startled once again when the man clapped suddenly, causing the door behind him to open, admitting a small hunched man with a tray. It contained two drinks, a tiny golden chalice full of a rich, red liquid and a pint glass of Bugman's finest. The tall, pale man took the chalice, while Karl gingerly lifted the beer, never once taking his eyes off the little servant.

*'Thank you Hans, that will be all.'* The little man nodded, and left.

*'Karl?'*

Karl jumped again. *'Who... I mean... Sir, with respect, who are you?'*

*'To you, I will be... Frick Volstein, will that do? I have a great many names, titles, so cumbersome.'* A sigh, followed by a wolfish grin.

Karl Couldn't help noticing the man's incisors. They were long... abnormally long.

*'I... I... Are you... a... v-vam... a v?'*

Another grin. *'Vampire? Yes. Is it that obvious? I like not to mention it immediately, it does tend to freeze conversation.'*

*'And... you... your servant?'*

*'Hans? A Dreg. Tiresome creatures, but useful. Ghouls, however, I cannot abide.'* Holding the golden vessel delicately between his thumb and forefinger, he sipped at it, and sighed. Karl gulped down some Bugman's to calm his nerves. Flight was pointless, he knew. These things could outrun deer.

*'So... a vampire. You serve Von Carstein?'* Karl could feel confidence returning. If the man – vampire – wanted him dead, he would be cooling already.

*'Me, a Thrall of the Carsteins? Those soft, pontificating whelps... No. You must not believe all that you hear, young man. My lord is Count Von Haas, Captain under Walach, true to Abhorash of the Blood.'*

*'Von Haas?'*

*'You have not heard of him? Andreich Von Haas, Captain of Blood Keep. Abh! He is a fine Lord of my kind. Like a father to me, literally.'* Frick Von Haas grinned again. He drained his little golden chalice, and delicately wiped a trickle of blood from the corner of his mouth. *'Ah well, I could talk for hours of his long and bloody history. But... to business.'*

*'You wish to hire me?'*

*'Let us say, I can use a man of your talents.'*

*'I'm not cheap... what's in it for me?'* Karl was horrified at himself, his outburst had been unthinking and reckless.

*'Ah, bravery. I can sense your fear. Why do you fear me? You need not. I assure you, you are safe. As for pay, you are welcome to as much gold as you wish.'*



Karl was surprised. This was not in the script... so unlike the usual bartering and arguments.

'I can foresee your next question... and the answer is: what use is money? Why should I be concerned with it? I already have so much, so very much, and no use for it. It is rare indeed for a vampire of the Ordo to require material goods. You may take your pick of the spoils.'

'Wyrdstone...?'

'Ah yes, the delightful little baubles that so many crave. I am afraid that you will have to speak to Girakb about those trinkets. Girakb is a Necromancer... he has uses for the power trapped within those pretty shards.'

Both stood in silence for a time, Karl digesting this news, Von Haas regarding him keenly.

'Err...?' was all that Karl could muster.

'You have a question? Ask it!'

'You speak of all this, this bellish city, and the treasures within, as shadows. Like a background to some greater goal.'

'The goal? Of course... is it not obvious?' The vampire grinned in the half-light. 'I seek to learn. To hone my skills, to fight, and feel the impact of my blade, to feel the delicious purity of close combat. To stretch myself. To improve. To perhaps, one day in the distant future, become worthy of True Immortality, with no Hunger. Is there a greater goal?'

As Karl left the building, his hand still aching from the powerful handshake, he could hear the hollow laughter of the vampire echo around the ruins. Karl too would learn. Of that, he was sure.





# Questions & Answers



'Here are some of the most common questions that have been raised about the cursed City of Mordheim. We have compiled these Q & A from a number of different sources including the internet. The answers printed here may be considered official rules and interpretations and if you don't like them - cast yourself into the pit!'

## Characteristics

**Q** How do multiple Wounds work? When a guy has a Wounds attribute of 2 or more how does it work? I understand that he can't get Knocked Down/Stunned/Out of Action until his wounds are reduced to zero. But when (if ever) does he regain both Wounds?

**A** *A model will regain all wounds automatically after the battle, he starts his new battle with his full wounds. During a battle if he has healing herbs, he may use them to regain wounds.*

## Movement

**Q** Can a model run past an enemy model without engaging in HTH? (presuming of course that the enemy model was more than 8" away at the start of the turn). I would presume not for the same reasons as the

intercept rule but unless I am blind the rule book does not specify and I was wondering how you played it.

**A** *No, it's quite legal to do so. But since the moving model has to start more than 8" away from all enemy models (even ones he can't see) chances are he will be setting himself up to be charged by the enemy. He can't run so close to the enemy that he would be in base-to-base, though, as that would be a charge.*

**Q** If you can see an enemy through the windows of a house, can you then charge him by: a) going through the windows? b) going around the house?

**A** *a) Yes, if window is big enough. (things like Rat Ogres won't fit through most!); b) If the window is too small, yes. Remember you charge via the MOST DIRECT ROUTE.*

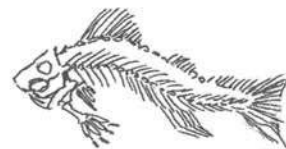
**Q** If a warrior declares a charge and an opposing model can intercept him, does the model that can intercept actually move or does the fact that my charge could be intercepted simply prevent me from charging?

**A** *In bare essence it means that you cannot charge THAT model (i.e. check before moving the charger whether he can charge or not). However, many players move the intercepting model and let the charge be targeted against that model.*

**Q** Can you really climb up a wall and then charge someone? We made a house rule that said you can't, but is there something official?

**A** *You can, as otherwise buildings would be too good positions.*

**Q** Can a model climb up a wall and slip into a window or hole in the wall rather than continue onto the next floor/roof?



**A** *Yes.*



## Hiding

**Q** If an enemy model moves so that he can see a hidden warrior, the model is no longer hidden and the counter is removed. How much must he see to end the other model hiding? In Necromunda he had to see the whole model. In Mordheim it is not specified. Does he need to see all the model, or is any part of the model (even a finger) enough?

**A** *If the players don't agree on a reasonable result, he must see whole model.*

## Terrain

**Q** Given the dramatic, yet unfortunately static, poses of the models, what is the rule regarding moving through doors and windows? Can it be assumed:

- a) Any model may pass through any portal (door, window, hole, etc)?
- b) The model must be able to reasonably fit through the portal?
- c) It's really up to those playing to agree on how that is to be handled.

**A** *C is the only sensible answer it's not possible to foresee every single conversion done by players. B is also a good guideline.*

**Q** In regards to ladders (and other small terrain, actually), is it within reason to assume that they can be knocked down or pulled up or even carried around by models?

**A** *Strictly speaking by rules no, but what a great article that would make! I have to scribble something...*

## Shooting

**Q** During the shooting phase you have several models armed with missile weapons and all targeting the same enemy model. The first shot knocks the enemy model out of line of sight to your other missile weapon-armed troops. Can you still fire on them with other models?

**A** *Yes, but you don't have to.*

**Q** It doesn't state whether a Troll (Ork Warband, Town Cryer 6) or Minotaur

(Beastmen Warband) are large targets. Are they? Also, is a rider on horse large target?

**A** *The rules say: Any model higher than 2" or longer than 2" is large target, so yes, all of them, Troll, Minotaur and rider mounted on horse are large targets.*

## Weapons & Armour

**Q** Can captured race specific weapons be used by models not of that race? If so, do they gain any of the special rules of said weapons?

**A** *Yes, but obviously you need a suitable skill to use the weapon.*

**Q** Does the 'free dagger' count as a close combat weapon against the 'No more than 2 Close Combat Weapons' limit?

**A** *We play that it doesn't. Models are supposed to have the dagger no matter what.*

**Q** If a warrior armed with a spear and a sword (or any other one-handed weapon) gets charged by an enemy model, does the spear-wielder get both of his attacks to strike first or does he get an attack with the spear, the enemy strikes and then an attack with his sword?

**A** *Refer to page 35 of the rulebook.*

**Q** Can a model armed with two spears 'strike first' twice (get 2 attacks) against a charging enemy?

**A** *Technically yes. I'd punch anyone who tried to pull that one, though - Tuomas.*

**Q** Is it legal to arm warriors with a longbow and a crossbow, so they can fire the heavy crossbow when they didn't move and fire the longbow whenever they did move... is that legal?

**A** *Yes, it is legal, but it is expensive. If you lose a marksman and he leaves the warband after the battle, it will cost you the cost of the marksman (25gc) plus the cost of the Longbow and the Crossbow (15gc + 25 gc). This is 65 gc plus twice the henchmen group's experience to replace that marksman. You'd be better off just buying extra marksman, equipping all of them with crossbows, moving*



*them into position and pounding your enemy.*

**Q** How do you define a brace of pistols? Must I purchase a brace or can I buy one pistol and later buy a second one and use them as brace?

**A** *You can buy one now and the second one later and use them as brace.*

**Q** Does the crossbow pistol count as a pistol in the case of the Pistolier skill?

**A** *Yes. All weapons with name pistol (Warlock, duelling, Crossbow) are pistols.*

**Q** The rulebook states that you can arm a warrior 'with up to two close combat weapons, up to two different missile weapons and any armour chosen from the appropriate list.' How do pistols count?

**A** *Pistols are listed under blackpowder weapons (which is a special kind of shooting weapon), in the price list they are listed under missile weapons. According to rules, pistol is a missile weapon, brace of pistols counts as two missile weapons (although some clubs play it that brace counts as one missile weapon only). It doesn't take 'slots' for your hand-to-hand weapons.*

**Q** Can a pistol be parried in hand-to-hand combat?

**A** *Yes. Do not imagine it as stopping the bullet, but as pushing the pistol out of direction at the last moment.*

**Q** Can I reload a pistol (or handgun or whatever else) while running? Is it possible to fire from it one turn, next to run, and the third turn to fire it again?

**A** *Yes, this is permitted. You reload it no matter what else you do that second turn.*

## Miscellaneous Equipment

**Q** With regards to blessed weapons, which wound Undead and Possessed on a 2+. Do the list members here think that this would refer to all members of an Undead or Possessed Warband (excluding Hired Swords) or just Undead like Vampires, Zombies, Dire Wolves,



and maybe Ghouls but not Necromancers and Dregs? And with Possessed, just Possessed models, not Beastmen, Mutants, or Magisters etc. (which would seem odd)?

**A** *Blessed water and weapons only effect Undead that are dead! Since Dregs and Necromancers are human, they are not affected. The manual actually states that Zombies and Dire Wolves are undead, and therefore can be wounded. However it doesn't say in the book that Vampires are Undead but naturally they are. As for Possessed – Magister, The Possessed, Dark Souls and Mutants are all affected.*

**Q** When you buy Hunting Arrows, are they for one battle, for a campaign or are there a number of arrows (like say 20).



**A** *They last for the whole campaign.*

**Q** If I buy a Tome of Magic and my wizard learns a spell from it, can I give it then to another model so he can learn magic later using Arcane Lore skill? I mean will my wizard forget the spell he learned from Tome of Magic or not?

**A** *The Tome of Magic gives a one-off affect when it is found – you may transfer it to another character but it will have no added effect.*

**Q** Who can wear the Toughened Leathers from the Opulent Goods chart in White Dwarf #239?

**A** *Since they are purchased as equipment, all Heroes can wear them. Henchmen cannot wear Toughened Leathers.*

**Q** Can each Hero have a Halfling Cookbook and thus have 6 more Henchman?

**A** *No you can only get a single extra member, multiple cookbooks are not cumulative. However it does prevent you from losing that extra member when the Hero carrying a cookbook dies.*

## Magic

**Q** Regarding spells which have a Range, is the 'area of affect' a plane or a sphere? (eg, does Soulfire affect enemy models above the caster (or below) if they fall within the spells radius).



**A** It affects models above and below.  
(The wording is *WITHIN* the range).

**Q** If in the spell description there is written nothing about how long the spell lasts, well, how long does it last? To the end of game?

**A** The spell lasts until the model that cast it is taken out of action. Taking him out of action removes all effects of all spells he cast in the game.

**Q** Is it possible to cast *Hearts of Steel* several times to add several +1s to Rout test? If yes, what's the maximum for Rout test.

**A** No, even when cast several times, the bonus for rout test is only +1.

*Rulebook errata: Hearts of Steel, remove reference to Terror tests.*

## Warbands

**Q** The Wolf Priest for Middenheimers from Town Cryer #8 – is he an additional Hero to your Warband, is he Hired Sword or what?

**A** On page 10 of TC 8 it states that the Wolf Priest replaces one of the Champions.

**Q** Can you take a multiple of the same mutation so that each one gives you a benefit? For example: Tentacle twice for -1 Attack per tentacle.

**A** Yes.

**Q** Can the Steel Whip be used to attack an enemy model in close combat from a distance?

**A** Yes. Also, there is no need to randomise the hit, only the enemy model is attacked.

**Q** If a model has Righteous Fury, does he have a hatred of Orcs? The skill was made before Orcs were added I just figured I'd run it by you guys.

**A** The fluff says that the fury is toward 'evil that pollutes the soil of the holy Empire', so I agree yes as well. You can add Beastmen, Dark Elves and any other 'evil' race as well. Non-chaos humans who just like to kill, loot etc should not be included.

**Q** If a model has steel whips and is *Frenzied* does she have to charge into base to base contact, or can she stop within 4" and whip to her crazy heart's content?

**A** Yes, she has to charge, as per the *Frenzy* rules (Give the crazy bitch some hammers).

**Q** Under the Henchmen listing for Ghouls, it says that they can never carry equipment. However, if your Ghoul gets the 'That Lad's Got Talent' advancement and you make him a Ghoul Hero, he can get Combat Skills for one of his choices. If he gets the chance to learn a new skill, can you give him Weapons Training to allow him to use weapons or is the listing about Ghoul Henchmen never using weapons final?

**A** The letter of the rule is that Ghouls can have NO equipment. However, so many people enjoy equipping their Ghouls that I (Tuomas) rarely point this out. I hate seeing all of those Ghoul conversions going to waste!

**Q** The Blowpipe is 30 gc in the Skaven Equipment list and 25gc in its description on the next page. Which one is it?

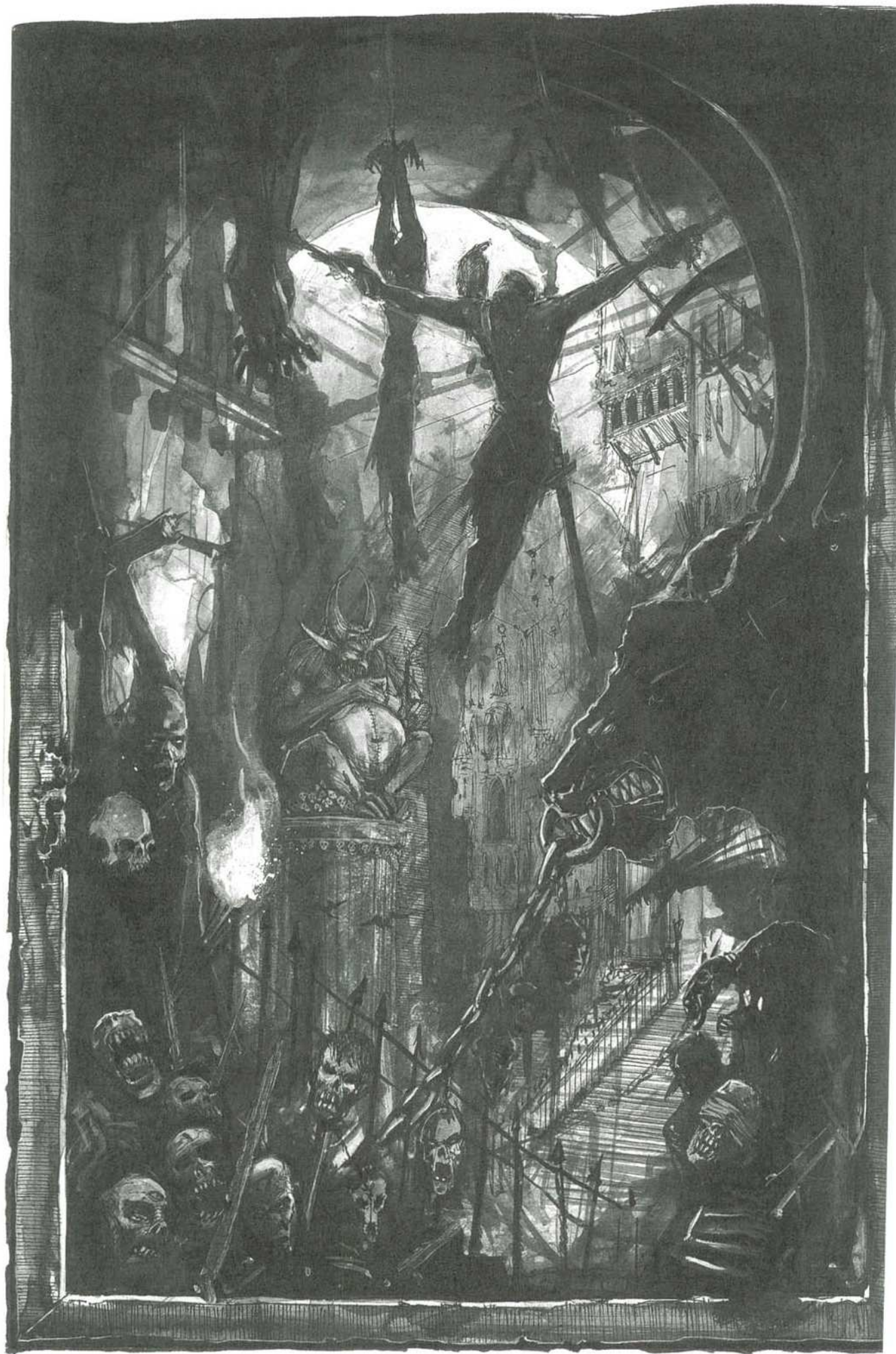
**A** 25gc.

**Q** Under Giant Rats (p.95) 'Pack Size; You can recruit as many Giant Rats as you wish.' What does this mean? Can I have more than 20? No other answer seems to make sense. Since rats cannot get experience, there is no special benefit to having large groups of them. If it really just means that the Henchmen Group does not have to be 1-5 models, then why make this a special rule at all? Is there a benefit, beyond experience, to having large Henchmen Groups?

**A** It takes up less room on the warband roster sheet. Pragmatic and simple!











While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

## 1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

## 2. What we're looking for and what we're not!

The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a games system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

## 3. Sending your work to us

Send your ideas to the following address along with the permission form:

Fanatic Games,  
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New material for Blood Bowl,  
Mordheim, Necromunda, Battlefleet  
Gothic, Warhammer Quest,  
Warmaster & Epic 40,000

# FANATIC



## Great NEW stuff for these great games!

One of the things we're trying to do at Fanatic is to make sure that it's easy for players to get hold of the new rules and amendments which have been published for their favourite games. One of the ways we'll be doing this is by putting together compilations like Best Of Town Crier (see below). However, all of Fanatic's magazines include a full listing of the new rules that apply to the game the magazine covers. More importantly, they 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 photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. So, if you want to make sure you're completely up to date with the rules that apply to any of the games that Fanatic supports, then all you have to do is visit the web site or buy the relevant magazine!



## FANATIC MAGAZINES

**TOWN CRYER 11:** Town Crier continues its exotic theme with a further exploration of the jungle infested lands of Lustria with new rules and scenarios galore. This issue also features the rules for the Ostland Warband plus all of the usual scenarios and gothic stuff.

**NECROMUNDA MAGAZINE 2:** The second thrilling instalment of the official Necromunda magazine features three new Hired Guns who will work for any gang that can afford him. Plus all your other favourite regular features.

All magazines £3.50 each

### BEST OF TOWN CRYER

Stolen from Paulus the Fat, we present the Best of Town Crier in this single bumper volume. It includes 96 pages of the very best material from the first six issues of Town Crier, which appeared in White Dwarf 238 - 243.

Best of Town Crier £10.00

## NEW FOR MORDHEIM – OSTLANDER WARBAND

Ostland is the northernmost of the Empire's provinces comprising of the mysterious Middle Mountains and the dreaded Forest of Shadows. Ostland folk are a very dour people, used to the hardships of living in a dangerous land that is riddled with bandits and Chaos Warbands. Ostlanders are also renowned as expert woodsmen, hunters and trappers and are well attuned to living in the vast trackless forests of this land. Rules for this Warband can be found in Town Crier 11. They also make great characters and Champions to use in the Warhammer Empire army.



Ostlander 1  
FMDM022



Ostlander 2  
FMDM023



Ostlander 3  
FMDM024



Ostlander 4  
FMDM025



Ostlander 5  
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Ostlander 6  
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Ostlander 7  
FMDM028



Ostlander 8  
FMDM029



Ostlander 9  
FMDM030

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## NEW FOR NECROMUNDA – THREE NEW HIRED GUNS

A strange and sinister Eldar Farseer has come to the crumbling Hive Primus of Necromunda on a secret mission for his alien race. He is accompanied by two warriors of the Fire Dragon Aspect and for reasons known only to themselves are hiring themselves to those gangs that can afford their services

From the desolate and forbidding Ash Wastes comes a Wyrd of awesome power. This Shaman brings the wrath of the howling Ash wastes into the Hive and can be seen working for a number of gangs for his own selfish reasons.

Known simply as 'Deadeye', this sniper hired gun is the best in the business. Reputed to be a wanted deserter from the Imperial Guard his aim is second to none as many a foe has discovered to his detriment. Rules for these Hired Guns can be found in issue 2 of the Necromunda magazine. They also make great characters for use in the 40K Eldar and Imperial guard armies.

**HIRED GUNS  
£2.00 EACH**



Fire Dragon 1  
FNCM003



Fire Dragon 2  
FNCM003



Farseer  
FNCM003



Sniper  
FNCM002

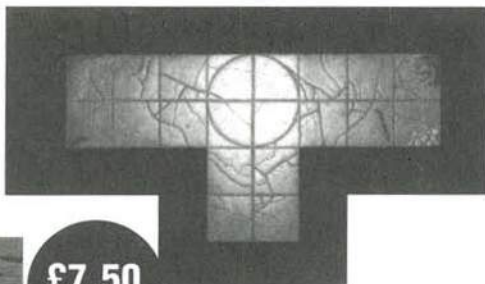
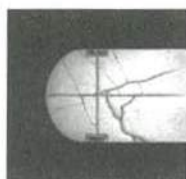


Shaman  
FNCM0034

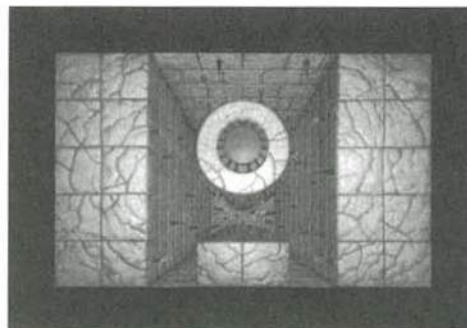
**RULES IN  
NECROMUNDA  
MAGAZINE 2**

## WARHAMMER QUEST PITS AND TRAPS

What with all the excitement of our initial months worths of releases we managed to miss out a proper explanation of what's in our first Fanatic supplement, namely 'Pits and Traps' for Warhammer Quest. The pack was released in August, and contains floor plans that allow any party of adventurers that is bold enough to add two new board sections to any dungeon they explore. The supplement is made up of a rules sheet and two sheets of new Warhammer Quest floor plans, and is only available direct from Fanatic. We still have plenty of copies available, but they are selling fast, and when they're gone they're gone, so if you want to make sure of copy you'd better place an order soon.



**£7.50**



**ALSO AVAILABLE:** Warmaster siege equipment and Kislevite army, Epic 40K Warmonger class Emperor Titan, Battlefleet Gothic Tyrannid Hive Fleet, Rapier cannon and Events cards for Necromunda, and Blood Bowl Amazon team, plus new Averlander and Shadow Warrior Mordheim sets (full warband & rules). Ring for details or see our web site.

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# MORDHEIM

## Hot from the Jungle

We've gone Lizardman-tastic this issue so that all of you unblinking cold-blooded lot can hire your Lizardmen warbands to protect your temples.

### LIZARDMAN Warband



**SKINK SHAMAN**  
020803701/2 - £3.00 Complete



**SAURUS CHAMPION**  
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WITH BOW 1**  
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for 3



**A COMPLETE SAURUS WARRIOR**  
Body 020800401 - £1.50  
Spear 020800805 - 50p

## SAURUS BRAVES

Please note that this is just a small selection of the Lizardmen miniatures that are available to use for your Warband. Give the Mail Order Trolls a ring for more details.



**SAURUS SHIELD SPRUE 2**  
102811 - 50p

## KROXIGOR



**KROXIGOR 1**  
020800902 / 020800901 / 020800904 / 020800903

£8.00  
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**KROXIGOR 2**  
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## LUSTRIAN HAZARDS

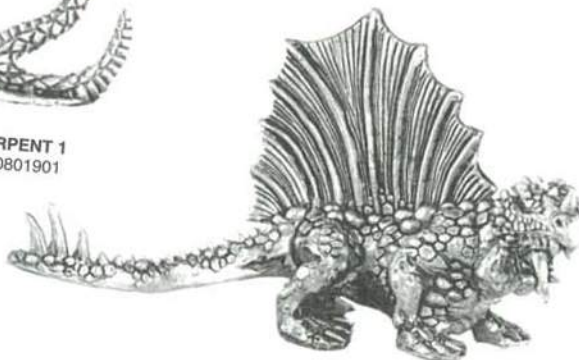
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per swarm



**LIZARD SWARM**



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**SALAMANDER**  
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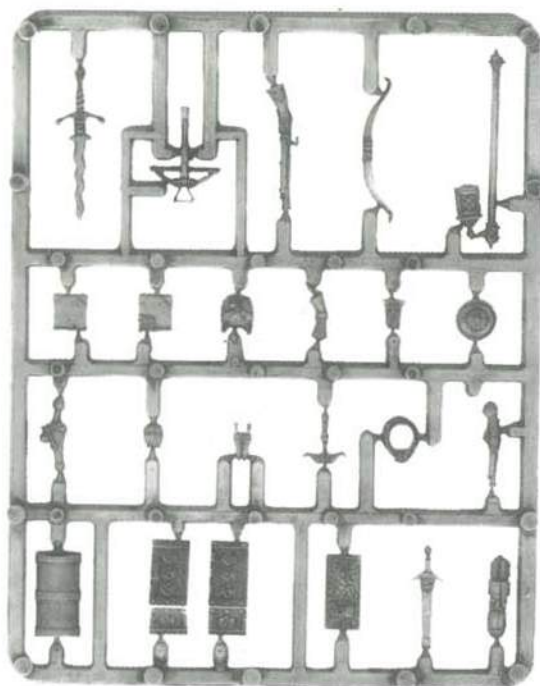
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**MORDHEIM EQUIPMENT SPRUE**  
(SHOWN AT 60% OF ACTUAL SIZE)  
99391199001 - £3.00

See the Fanatic Advertisement on Page 44 for the Ostlander codes and miniatures.



**MORDHEIM OGRE**  
For use with your Ostlander Warbands.  
991102005 - £6

## Vampires

To go with our *Lords of the Night* article here is a selection of Vampires you could use in your games.



**VAMPIRE BODY**  
020700901 - £3.00



**VAMPIRE CLOAK**  
020700902 - £1.50



**BLOOD DRAGON SHIELD 1**  
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**ISABELLA VON CARSTEIN**  
020701601 - £4.00



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020701602 - £4.00



**BLOOD DRAGON 3**  
020708602 - £4.00



# Lizardman Warband

By Steve Cornette, Harry Golden and Glenn Harris



Skink Priest



Saurus Totem Warrior



Skink Brave with Bolas!



Saurus Braves



Skink Brave



Skink Brave



## RAINER THE JOINER

Lost a leg?  
Need a peg?  
No need to beg!  
Get a wooden leg...  
Contact Rainer  
at the Hung Mule inn.

## OBITUARIES

Franz 'The Fingers' Untermensch, notorious thief found drained of blood.

Blood Brother Paul Bockner of Von Tiel's 'Mountain Men', died from drinking bad rotgut.

Unidentified pile of ashes found with snapped peg-leg nearby, thought to be Vampyre remains.

Smelly One-Eyed Norritt, hammered to death outside the Twisted Goat Inn.

## WAGONEER

Experienced guide and wagoneer needed desperately to help merchant family move from the ruins to make a better life. Men skilled at arms, loyal and Sigmar fearing are most welcome.

Reward in gold available only after the contract has been completed.

Liars, thieves and blaggards need not apply.

*Marcus Van Den Sant,  
the old Guilder building in the  
north quarter.*

## Expert Services Required

The services of an expert procurer of others valuables is required to fulfil a contract of undemanding proportions. Much lifting work involved, must be agile and light on feet, ability to traverse consecrated ground a distinct advantage and must have loose faith and a mercenary attitude.

Contact Frich Volstein at the old boathouse after dusk. Those of a sensitive disposition need not apply.



Successful applicants will be handsomely rewarded, unsuccessful ones will be taken to dinner.

## Sword for Hire

Bad eyesight but deadly in a fight.

'Squinty' One-Eye

30gcs a day.

Roughest pit-fighter in Mordheim. No job too hard no foe too fierce-some. Bloody results guaranteed.



## SCRIBE'S HONOURABLE MENTION

Joris Gert, Tommaso Punko & Donato Ranzato



Madam Renards Sheeps Innard  
Ye finest meals around.  
Spiced haggis only 2 Groats, free mug of strong mead to ease yer burning!

## SALAMANCA STEEL

Ye finest smithy in all Ostermark. Estalian made weapons to the highest quality. Weapons and armour repaired. Custom items available.

Estaban Cortez, Master Smith, the forge at the east gate.

## WANTED

Firearms of the highest quality, preferably of Hochland design. Trade or gold considered.

Contact Von Tiel at the Ostlander encampment

## KARL FALHEIM WANTED



*For robbery, cat burglary and theft from the church.*

100 Crowns for information leading to his capture.



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