



Town Crier

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MOUNTED MERCENARIES TAKE TO THE STREETS OF MORDHEIM

It has beene qyte a rare but rousing sight of late, hat of gallant Reiklanders and Marienburgers traversing the treacherous streets of Mordheim on horseback. Equipped as these gentlemen warriors are from the stables and farriers setting up in the encampments surrounding this dread city they have proved more than a match in battel for the foul denizens of this fallen place.

It has been noticed that the creatures who serve the dark are also obtaining their own mounts to further their ill agendas. Pale, deathly hill Vampire-spawn have been reported wandering through the streets upon decaying steeds bringing terror to mortals.



The notorious Tilean merchant, slave trader and fighting pit owner, 'Filthy' Lorenzo has announced a full week of violence and entertainment at his pit, the Death Hole, in Cutthroat's Haven. It is said that there has been no expense spared in planning the most grandiose of affairs. Pit Fighter entouragees from encampments for miles around have been gathering and training long into the night.

It is believed that these 'games' to which they are referred and indeed which flout the laws of our once most civilised Empire have been so blatantly expressed recently is because of the capture of rare chaotic beasts by mercenaries in the pay of Lorenzo.

Here
Within



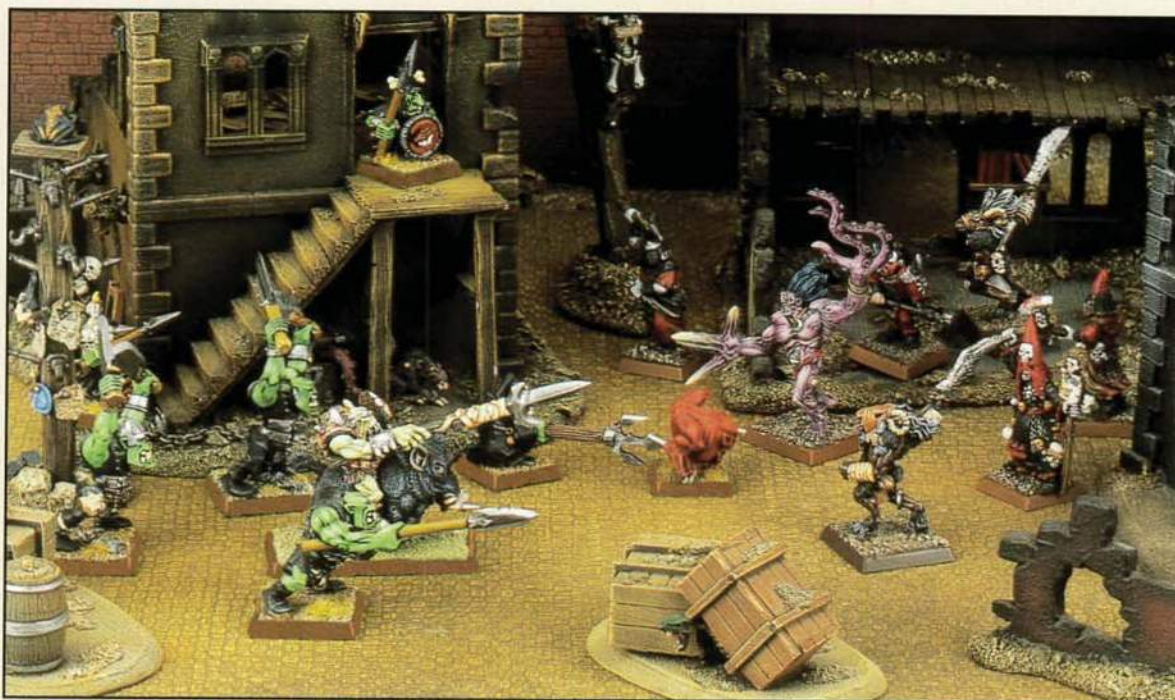
Gambling on the illegal fights that occur in the pits – an insider view.

A focus on ye beasts and mounts available to those with enough crowns to hand.

Much thoughtful and learned correspondence from ye readers.

More tayls of daring do from ye adventurers from far flung lands.

'Rabid Riders and Malevolent Mounts'



An Orc warband lead by a Boss on a ravenous Warboar encounter the Possessed amongst the ruins of Mordheim (turn to 'Blazing Saddles' on pages 3-12 for full rules on riders and mounts)



Arabian tribesmen prepare to fight the forces of Undeath under the burning desert sun whilst caught searching the tombs of Khemri, the Land of the Dead (new setting sneaky-peak - watch this space!)



The Editor Speaks

Another edition of Town Cryer hot off the press, another exhausted editor, another aching and well-beaten scribe (sorry Andy...) and another horde of odious vagabonds desperate to get their sticky claws upon this fine tome and drink from the cup of knowledge therein.

So, what do we have for you in this issue my inglorious and disreputable minions? Well, there's good news in that you can now purchase and train your warband in the use of all manner of riding beasts from horses to Cold Ones and you can also hire a Muleskinner to help in these endeavours.

There's news from Cutthroat's Haven and the Black Pit that the Pit Fights are open and the games ready to commence. Get your hard-earned gold down to the fights and lay a wager, it matters not if you win, just enjoy the glorified bloodshed and carnage it's

all good clean fun. Because of the popularity of the Pits whole bands of battle-hardened Pit Fighters have been seen gathering at the encampments and looking for work in the dread city.

And what news from our correspondents across the ocean in far flung Lustria – it seems the Tileans are coming. Yes, bands of gritty, pasta-chomping Tilean mercenaries have been patronised by the Princes and merchant guilds of Remas, Miragliano and Trantio (in more ways than one that's for sure!) to plunder the riches of the New World. I certainly hope that these veterans are prepared for the dangers they are about to face in the hot, lush jungles of that mystical land.

And finally, our scribes have collated your letters, no easy task I can tell you, considering the strange scrawl and varied dialects we have had to translate! So read on, digest and enjoy.

Steve

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Chief Fanatic
Jervis Johnson

Production and Design
Steve Hambrook, & Andy Hall

Proof Reading
Richard Williams

Blazing Saddles

Rules for Mounted Beasts in Mordheim

by Robert J. Walker and Roger Latham

As well as being populated by the various humanoid races, the Warhammer world also contains many species of animals, some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (e.g. horses, giant wolves, cold ones) and those that can't (e.g. warbonds, giant rats). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals you will need to have models to represent them. For mounted warriors you will need both a mounted minitature and a model on foot. It is advised not to glue the rider on but to use 'blue-tack' or something similar so that he may be removed when on foot and his mount is unriden.

Animal Handling Skills

Many Warbands employ unriden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

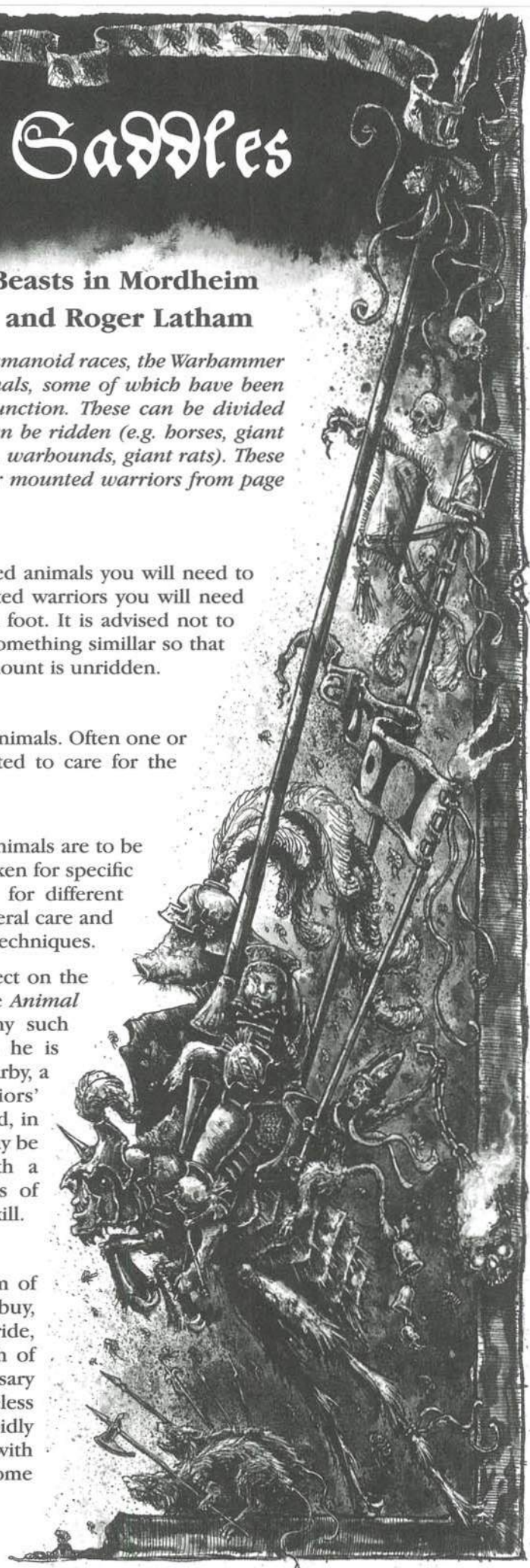
Beast Handler (e.g. Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the *Animal Handling* skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the Warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is stupid, in which case only the handler's Leadership may be used. In addition, stubborn animals with a handler in base contact ignore the effects of stubbornness. This counts as an academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.



Mounting Animals. It requires a full move to mount or dismount a riding creature and the rider may not shoot or cast magic whilst doing so. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding Skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields in the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill *Ride* has been gained; warriors which come provided with a riding animal are assumed to possess the *Ride*

skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile and at the beginning of any combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! Table (see below). Note if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.



Armour Bonus. All riding animals give their riders a +1 armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an artillery scatter dice. If you do not have one, then roll 2D6 and use the clock-face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock-face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (e.g. when attacked by a fear causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Unled Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.



Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (e.g. Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with *Ride Horse* would need to gain the skill *Ride Warhorse* if he wanted to be able to ride such a spirited mount.

Special Riding Skills

Cavalry Commander. Mounted heroes are an impressive sight. With a good vantage point, they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an initiative test and if successful may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! Table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without Ride may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also

entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater experience strikes first. Warriors without Ride may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a Diving Charge from a height of 2" – all usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without *Ride* may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is aboard, the mount may make a run or charge move as normal. The warrior must be within 2" of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without Ride may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! Table. Warriors without Ride may not use this skill.



Losing Control

If a mounted warrior is wounded, then the player must roll on the Whoa Boy! Table. This replaces the normal injuries chart. If critical hits are suffered then roll as many times as are required, taking the most serious result.

Whoa Boy! Table

- 1-2** The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.
- 3-4** The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no armour save. In addition, roll 1D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unriden or unled in this instance.
- 5-6** The rider and his mount crash to the ground together. The rider and mount are automatically out of action. In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens the warrior must roll twice on the serious injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and removed from the warband roster.



Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Black Hounds for Lahmian (watch this space!). Whatever the differences between the species, that a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar



Cost: 90gc

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisy beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

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

SPECIAL RULES

Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's armour save (making +2 total).

Giant Wolf

Cost: 85gc

Availability: Rare 10 (Goblins only)

The giant wolf is common in most of the mountain ranges of the known world. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider



Cost: 100gc

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.

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

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30gc

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

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

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! Table. If an unriden mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40gc

Availability: Rare 8 (Humans only)

Riding horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the site of a battle.

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

Warhorse

Cost: 80gc

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by human warbands.

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

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90gc

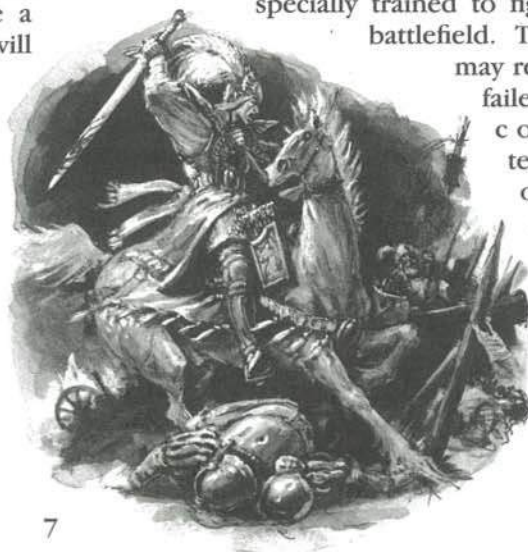
Availability: Rare 10 (Elves only)

Elven steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.



Nightmare

Cost: 95gc

Availability: Rare 11 (Vampires and Necromancers only)

The Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to make Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! Table as normal.



Chaos Steed

Cost: 90gc

Availability: Rare 11 (Possessed warbands only)

Chaos Steeds are malformed, debased parodies of the magnificent warhorses of the Empire. They are used by Possessed and other Chaos warbands.

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

SPECIAL RULES

May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.



Cold One

Cost: 100gc

Availability: Rare 11 (Dark Elves and Skinks only)

Scaly, mean and stupid, these native creatures of the New World make excellent mounts upon which to fight.

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

SPECIAL RULES

Fear: Cold Ones cause *fear*.

Stupid: Roll against the rider's Leadership each turn; if the rider fails the test then usual stupidity applies, otherwise move as normal.

Scaly: Cold ones give an additional +1 armour save bonus (making +2 total).





Mule Skinner

A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a muleskinner.

Rating: A Mule Skinner increases the warband's rating by 20 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both academic skills).

SPECIAL RULES

Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip Rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL

Whip Master: The hero is so skilled with his whip that he may re-roll all to-hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.

NEW EQUIPMENT

Whip

Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special

Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a Whip may try to strike his opponent's weapon making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon, as long as he is not put out of action. Disarmed opponents put out of action lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.



Scenario: Finders Keepers



A Scenario by Roger Latham

Whilst the richest pickings in Mordheim are to be found within the shattered remains of the city itself, it sometimes happens that treasures are to be found elsewhere. A stray word in a tavern or around the campfire may let slip where a rival warband has hidden its stash of wyrdstone. In such situations there is usually a mad scramble as every warrior within earshot takes to his steed (if he's lucky enough to have one) in order to beat the others to the easy loot. After all, Chaos takes the hindmost and last one there's a halfling's dishrag!

This scenario is written with the new animal rules in mind, and therefore assumes that warbands will have some riding and possibly pack animals, but it will work just as well for dismounted warbands – especially Skaven.

Terrain

The scenario takes place on the outskirts of Mordheim. Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table. 8" in from the opposite table edge place a small ruined building on a hill. This is an isolated building where a rival warband has hidden its stash. Inside the building place 1D3 wyrdstone counters. The rest of the table should be lightly covered with

Blazing Saddles

suitable rural terrain (low hills, hedges, fences, abandoned carts, craters from comet fragments, etc.). If your warbands are dismounted you will want to use more terrain to give cover, less if you are using mounts and riders. A standard 4'x4' table will be large enough, but to make it more interesting you could have a 4'x6' or even 4'x8' with the objective building at the far end from the edge of the city.

Setup

Both players roll a D6 and the highest scoring player sets up within 8" of one corner of the edge opposite the objective building. The other player then sets up within 8" of the opposite corner on the same edge.

Starting the Game

Roll a D6. The highest scoring player goes first.

Special Rules

The objective of the game is to capture the stash of wyrdstone and exit the table within 8" of the warband's starting corner. One warrior from the first warband to reach the stash must spend one full turn searching for it before the wyrdstone can be moved, after which it can be picked up simply by moving into contact with it. A single warrior can carry any amount, but

wyrdstone cannot be transferred between warriors. If the warrior carrying a counter is taken out of action, place the counter on the table where he fell.

Ending the Game

The game ends when one warband succeeds in taking at least half of the stash off the table within 8" of its starting corner, thereby winning the game, or when one warband fails a rout test. Routing warbands lose automatically.

Experience

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

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

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for any enemy he puts out of action.

Wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.





Scenario: Mule Train



A Mordheim Scenario by Robert J Walker

They come from far and wide; mule-trains are still the most economical way of transporting goods to Mordheim. The hardy mules make excellent time over the gorse-laden hills surrounding the Damned City. This route has the additional advantage of avoiding the many bandits that roam the roads leading to Mordheim, at least until recently...

Now, traders have to hire warbands to defend their mule-trains, to run the gauntlet against the increasingly bold thieves and opportunistic warbands.

Terrain

Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table, 8" in from the opposite table edge. The rest of the table should be covered by hills, woods and hedges with a road down the centre; each player takes it in turn to place a piece of terrain in a 4'x4' playing area.

Warbands

The warband with the lowest rating is automatically defending the mule train. If both sides are equal, the warband with the fewer warriors is the defender.

The mule-train should consist of between 3 and 6 mules and no more than one mule for every two defending warriors (use normal horse models if you have no models of mules). The mules should be set up within 4" of the road up to 12" onto the table. The attackers can set up anywhere more than 24" away from the closest enemy model.

Starting the Game

The attacker has the first turn.

Ending the Game

The game ends when all the mules have left the opposite table edge from where they started. Alternatively, the game ends when one of the warbands fails its rout test. Note: any model that leaves the table cannot return.

Experience

+1 Survives. If a Hero or Henchmen group survives the battle, they gain +1 Experience.

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

+1 Per Enemy Out of Action. Any Hero gains +1 Experience for each enemy he puts out of action.

+1 Led Mule off the Table. If a Hero leads one or more mules off the table, he gains +1 Experience.

Special Rules

Riding

In this scenario, the mules are laden with goods and cannot be ridden. There are otherwise no restrictions on riding animals.

Rewards

If the attackers recover one or more mules, they may keep it or it may be sold. In addition, the goods on the back of the mule(s) should be determined as if the warband found a Slaughtered Warband in the exploration phase (4 4 4 4 4 4). Add +1 to the dice roll for every mule recovered over the first. Recovered mounts are those being led by a member of the attacking warband as they leave the table.

The defenders gain 2D6GC for each mule they lead off the table.

Routing

If a warband routs, it abandons any mules in its possession. The opposing warband can only lead mules off the table it has in its possession as the enemy routs; abandoned mules are assumed to wander off and get eaten (probably).

Exploration.

At the end of this scenario, both warbands may explore as normal.



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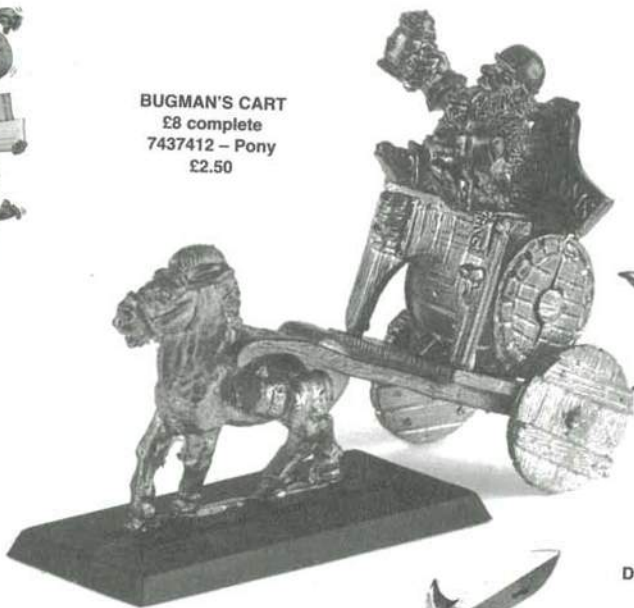


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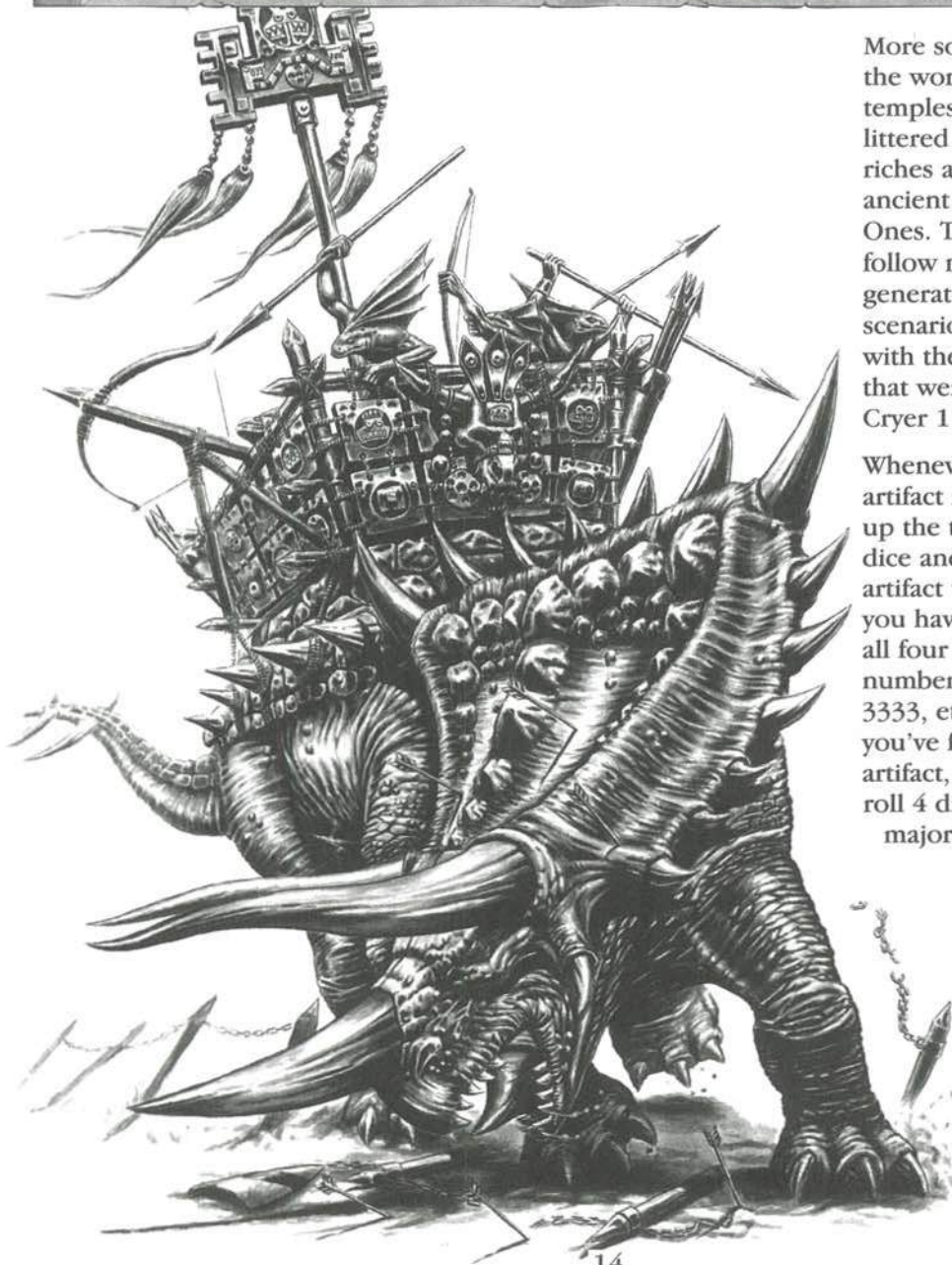
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Further exploration of the fabled New World brought to you by the famed explorers from the Lustria – Cities of Gold e-group. Check out the website above or issues 10-13 for more details of the Lustrian setting.

LUSTRIAN ARTIFACTS



More so than anywhere in the world the jungles and temples of Lustria are littered with priceless riches and powerful ancient artifacts of the Old Ones. The tables that follow may be used to generate items for scenarios or be integrated with the Exploration tables that were featured in Town Cryer 11.

Whenever you find an artifact roll 4D6. You add up the total of the four dice and check the minor artifact table to see what you have found. If you roll all four of the same number, e.g. 1111, 2222, 3333, etc. this means you've found the minor artifact, PLUS you get to roll 4 dice and consult the major artifact table.

MINOR ARTIFACTS (Roll 4D6)

4 Sacrificial Heart Cloth of Chotec

The heart used in this artifact was of a ruthless Saurus Hero that was blessed with intelligence (to a degree). He turned on his fellow Lizardmen and went off into the jungle, only to be caught in a clever trap, setup by Priest of Chotec, Tinci-Winci. He was sacrificed, as the Priest feared he was possessed.

This cloth may be used as a sling that has a +1 Strength modifier.

5 Jaguar Mace

This bronze club was enchanted by a powerful Mage-Priest to grant its wielder the quickness of the totem animal. It seems to dart out with preternatural speed, blocking incoming attacks.

This weapon counts as a mace but can Parry like a sword.



6-8 Magic Arrows

The Mage-Priests often give their most important Skinks magical arrows that will help them protect their temples. Sometimes, the Skinks are slaughtered before they have a chance to use them.

Roll a D6 and check the following chart:

- | | |
|---|----------------------|
| 1 | D3 Ice Arrows |
| 2 | D3 Explosive Arrows |
| 3 | D6+1 Ice Arrows |
| 4 | D3+1 Thunder Arrows |
| 5 | 2D6 Explosive Arrows |
| 6 | 2D6 Lightning Arrows |

Any of the arrows may be shot from a short bow, a bow, a long bow, or an Elven bow. Look below to see what each does.

Ice Arrows When fired, these arrows freeze anything they hit. Any enemy wounded by an Ice Arrow cannot move in their next movement phase.

Explosive Arrows These arrows explode in a bright light of magic once they hit something. They count as having Strength 5 and anyone within 2" of the model will be hit at Strength 3.

Lightning Arrows These arrows call down a huge bolt of lightning to hit the target. These arrows have a Strength of 3, but once they hit they do an additional strength 4 hit, with +1 Strength if the model is carrying a shield, buckler, or is wearing light armour, and +2 Strength if the model is wearing heavy armour.

9 Shield of Feather Iron

This shield is made out an ore called Feather Iron that is only found in the middle of the jungle. It was actually a meteorite that fell from the sky. It's as hard as iron, while as light as a feather.

This shield counts as a buckler but gives +1 armour save. In addition, you do not have to roll for drowning if the Hero falls into the water for this shield.

10-11 Armour of the Swamp Drake

This suit of armour is made of the hide of an elusive Swamp Drake. Some explorers make it their life's work to hunt these rare beasts down for their skins. It is so light that it actually makes the wearer float in water.

This suit of armour counts as heavy armour but doesn't suffer from penalties for being in Lustria. In addition, if the warrior wearing the armour falls into water, he doesn't have to test to see if he drowns for wearing armour.

11-12 Chameleon Skink Skin

Chameleon Skinks are a dying race that are about the same size as Skinks but have skin like a chameleon which changes to match its surroundings. The skins of dead Chameleon Skinks are very valuable as they offer protection as well as camouflage.

This skin can be worn by a Hero and gives him a 6+ unmodified armour save. The armour still offers no save from weapons that allow no save. Also the Hero has the *Infiltration* skill. In addition, enemies may only spot *Hidden* models wearing a Chameleon Skink Skin at half their Initiative value.

MINOR ARTIFACTS (continued)

13 Staff of Sotec

This staff is shaped like a snake and at the end branches off into two beads. After a bit of work, most magic users learn to channel excess magic into powerful enchanted poison that can destroy even to the toughest opponents.

This staff counts as a club and may be used by a magic user. In addition to normal club rules, it may be shot in the shooting phase. It has a range of 6" and hits on the D6 roll of 3+. It has a strength of 5, but if the target is immune to poison then the Strength is only 2.

14-15: Water of Eternal Youth

In a small pouch on a dead Amazon's body you find some Water of Eternal Youth. This rare item can cure even the most powerful illness: time.

This vial of water may be drunk by a Hero who went out of action at the end of a battle. That Hero doesn't have to roll on the serious injury table. One use only.

16 Statue of Sotec

This is one of a few very rare statues of Sotek, that were hand crafted from gold, and encrusted with many gems. The Lizardmen see this as a type of Holy Icon.

This statue may be carried by any Hero. It makes all Skinks enraged with jealousy that the Hero has such a holy artifact, although they will be extra careful not to destroy it. All Skinks strike last against the bearer of the Statue of Sotec, and no Skink Shaman will cast an offensive spell that will affect the bearer. All Skinks in an enemy warband hate all members of the warband other than the bearer of the statue. If the bearer gets taken out of action by an enemy Skink, the Statue of Sotec will be lost. Lizardmen warbands may re-roll this artifact.

17-18 Blood Blade

Witch Elves often carry blades that have been dipped in special blood cauldrons. These magical blades have the power to drain the very life force of a victim and transfer it to the person wielding the sword.

This sword can be wielded by any Hero except for any of the High Elf race. If the

Hero wounds an enemy who fails his armour save, the Hero gains a wound. If this brings the Hero to more wounds than his maximum number, roll a D6. On a 4+, the Hero still gains a wound.

19 Cold One Armour

This cloak is made of the skin of a large Cold One. Although Cold Ones are very common in the jungles of Lustria, Cold One armour is rare because the Cold One that supplies the skin must be enormous to provide the appropriate protection.

This suit of heavy armour may be worn by any Hero who can normally wear heavy armour. It provides a 5+ save. In addition, the save can never be worse than 6+.

20 Stegadon Armour

Lizardmen are very adept at using the exceptionally tough leathery hide of the massive Stegadon and fashioning armour from it.

This armour counts as a suit of heavy armour and a helmet and may be worn by any Hero who can normally wear armour and has at least 4 Strength. It gives its the model a 4+ save and a 4+ save against being stunned, just like a normal helmet. It can be used with a shield.

21-23 Elven Greatsword

Only the best Swordsmen of Hoeth are given these majestic weapons. These weapons are so well balanced that they can even be used to parry attacks effectively.

This sword may be carried by any Hero with a Strength of at least 3. It is a double handed sword that may Parry.

24 Spider Amulet

While searching the remains of a group of Forest Goblin warband, the Hero notices a small, black jewel in a necklace on a Goblin Shaman. This amulet gifts the wearer with uncanny abilities making him immune to almost all poisons.

This amulet may be worn by any Hero. It makes its bearer immune to all poisons.

MAJOR ARTIFACTS (Roll 4D6)

4 Dagger of Sotec

This dagger was found surrounded by rat skulls and severed tails. When it is near Skaven, it starts to glow.

Wounds on a 2+. Does critical hits against Skaven on a 5 or a 6. The bearer does not have to make *All Alone* tests against Skaven.

5 The Ring of Undeath

This ring was created by one of Luthor Harkon's most powerful Necromancers from the Vampire Coast in order to protect himself from the furious Lizardmen. The ring has the power to mend the worst damage, even otherwise fatal wounds.

Any Hero can wear the Ring of Undeath except High Elves. Any Hero that goes Out-of-Action in a game may re-roll his injury after the battle if he wishes, but the second counts, even if it's worse.

6 Boots of the Golden Terradon

There once was an giant golden Terradon that terrorised an ancient Lizardman city. Eventually the Terradon was killed by a Skink Hero and a Mage-Priest immediately cast a spell to preserve the skin between the wings, which were given to the Skink. The Skink made boots out of the skin which seem to make whoever wears them feel lighter than air.

These boots may be worn by any Hero and allows him to move over any terrain without penalty. In addition, the warrior gains the leap skill.



7 Star Tablet

This ancient map was created by one of the ancient Slann to navigate Lustria. It uses the stars to help guide anyone through the dense undergrowth of the continent.

Although it may be difficult for warriors of today, it can help show a warrior where they might find some very important locations.

The Hero with the Star Tablet never rolls on exploration when he stays in action after a

battle. Instead, he may duplicate one of the other rolls made by one of the other Heroes. For example, if you have 4 Heroes who didn't go out of action last game, and one has a star map, and you won last game, roll 4D6. If you rolled a 1, a 2, and two 4's, then you may get another 1, 2, or 4. If he is the only hero that didn't go out of action last battle, he rolls as normal.

8 Helmet of the Anvil

A Dwarf Smith who often lost bar fights created this diamond hard helmet. It was a very successful creation, as he didn't have a lump on his head for years, but he eventually died when he got his head (and helmet) stuck in a beer barrel and drowned.

This helmet may be worn by any Hero allowed to wear armour. It offers the normal benefits of wearing a helmet as well as a special save of 2+ against bludgeoning weapons.

9 Plaque of Xoloc

This plaque is dedicated to the Lizardman god Xoloc and has powerful runes on it that allow wizards to store power that can be unleashed later, when they need it the most.

This plaque may be carried by a wizard. Once during a battle, the magic user may cast one of his spells automatically.

10 Plaque of Tepec

The Plaque of Tepec has special Slann writing on it that teaches anyone who can read it how to intercept hostile magic and dispell it.

This plaque may be carried by a wizard. Each time that your opponent casts a spell, roll a D6. If you roll a 5 or a 6, then your opponent's spell has been dispelled and has no effect.

11 Circlet of the Slann

This Circlet imbues the user with the amphibious nature of the Slann.

This circlet may be carried by any Hero. The Hero gains the aquatic ability and may move double through water. In addition, any opponent who wants to charge or shoot at the hero while he is in water must roll a 4+ on a D6 to perform the action. Lizardmen may re-roll this result.

MAJOR ARTIFACTS (Continued)

12 Plaque of Fate

On this plaque is written all that has happened and all that is yet to come. A warrior with this plaque has a large advantage as he can see what will happen and plan for it, allowing him to be extra careful during a battle.

This plaque may be carried by any Hero. During the battle, the Hero may re-roll one roll per turn.

13 Cloak of Feathers

This cloak is made of beautiful feathers from many of the tropical birds that inhabit Lustria. It gives the person wearing it extra quick reflexes, allowing him to escape possibly fatal confrontations.

This cloak may be worn by any Hero and allows him to leave combat automatically during his movement phase. Treat him as not being in combat.

He may not leave combat and charge the same model that he was fighting at the beginning of the turn. It also gives a +1 armour save against missile weapons. May be worn with other armour.

14 Shield of Teeth

A powerful Dwarf Runesmith created this shield, but the Dwarf was touched by the power of Chaos and went insane while making it. He took it to a powerful warlock who cast a curse on it which made it living. Now it can bite at enemies and has a seemingly unlimited appetite.

This shield may be used by any Hero. It gives its bearer a +2 armour save.

On the armour save roll of 6, roll to hit with a special shield attack. If the attack hits, the shield eats the weapon your opponent was using. It is lost permanently.

15 Sword of Rage

This is a famed Norse-forged weapon that was part of Losterikkson's entourage that got lost in Lustria all those years ago.

This sword may be used by any Hero. The user is effected by the rules for Frenzy. When in hand-to-hand combat, if a 6 is rolled to hit, you get an extra attack. You may continue to do this until a 6 is not rolled. If a 1 is rolled to hit, then the sword strikes its bearer. Roll to wound as normal.

16 Star Ruby

The origins of this enigmatic magic artifact have been lost over the centuries, suffice to say that it is extremely old and very valuable. The stone was blessed with great insight from the gods.

This jewel may be carried by any Hero and lets the Hero find *bidden* models at double normal range. In addition, the warrior may re-roll any roll before, during or after every battle, and on a 4+, he may re-roll another and on a 5+, etc he may keep going till he fails.

17 Pendant of the Old Ones

With the arrival of the Old Ones to the world they gave many gifts. One of these gifts was a pendant in the shape of terradon, blessed with the power of teleportation.

This pendant may be worn by any Hero and allows the Hero to teleport anywhere on the battle field once during each game during his movement phase. If he teleports into contact with an enemy, he counts as charging.

**18 Plaque of the Old Ones**

This is one of many plaques that depict the ways of the Old Ones, and how to invoke their powers.

This plaque may be used by any Hero with the Arcane Lore skill. It allows him to use Lizardmen magic with a +1 difficulty penalty. The Hero starts with one spell and may gain new ones, or upgrade old ones, just like a normal wizard.

19 Spider Staff

This is a wooden staff with a spider skeleton strapped to the end. Spiders seem to be afraid of this seemingly weak stick.

This staff, which counts as a club, can be carried by any Hero. When the bearer is wielding it no spiders will charge him and if he charges any spiders they will automatically flee as if they failed an *All Alone* test. Also the bearer may reroll all failed climb rolls once.

MAJOR ARTIFACTS (Continued)

20 Emerald of the Moon

While searching a long dead corpse of a Dark Elf adventurer your hero found a small yellow gem. When placed on a weapon, it makes that weapon much sharper and more dangerous.

This gem may be placed in any of the following hand-to-hand weapons, but once placed, it will not be able to be removed. It may be placed on: a dagger, an axe, a spear, a sword, a halberd, or a double-handed weapon. The weapon is permanently covered in Black Lotus poison.

21 Plague Sword

Found on the body of a dead Skaven Plague Monk, this sword oozes with disease.

This double-handed sword may be carried by any Hero except for High Elves. If an enemy receives a wound from the Plague Sword he must make a disease roll after the battle. For every other wound to the same enemy, he must -1 to his disease roll. For example, if an enemy takes 3 wounds from the plague sword, he must make a disease roll, even if he doesn't search for treasure, and suffers a -2 penalty to that roll.

22 The Spell Crown of Dusk

These delicate silver bead bands are made by powerful High Elf Mages at the Tower of Hoeth, to help lesser mages remember the spells they have been taught.

It grants the wearer the use of a randomly

determined High Elf spell once per game and successfully cast with a straight roll against the Leadership of the wearer. If the bearer is a wizard, they may cast their spell in addition to this one.

23 Berserker Helm

This helmet was once a great Norse Berserk's. This Berserk's unreasoning rage was so powerful that some of it seeped into the helmet, giving the wearer of the helmet some of that rage.

This helmet may be worn by any Hero who can wear armour. The Hero becomes *Frenzied* and immune to being *Stunned*. In addition, if the Hero gets *knocked down*, he continues to be *Frenzied* for D6 more turns.

24 Crimson Armour of the Blood Dragon

This is a suit of heavy armour that was made for one of the Vampire Luthor Harkon's thralls and was lost in a great battle many years ago in the southern part of the continent. This potent weapon was forged in the fires of an ancient lava bed that lies in the centre of one of the Marks of the Old Ones. It gets its power from the lay lines that permeate the continent.

This heavy armour may be worn by any Hero. The armour gives a 5+ save, movement is not modified for having a shield and this armour, and spell casters may still cast spells while wearing it.



TILEAN WARBAND

From the Alcatani Fellowship to the Venators of Volland, the Tileans have scoured the Warhammer world for centuries in search of riches. Hiring themselves out for any job that will bring a gold ducat and doesn't offend their handful of morals, the Tilean adventurer seeks fame, fortune and to satisfy his lust for battle.



The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire for financial status that drives each and every Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artifacts that can often bring a hefty price in any market of the world.

Marco Columbo discovered Lustria in 1492, and since that time many great explorers and merchants have travelled to Lustria to seek their fortunes. In Lustria - Cities of Gold, the Tileans have made their claim to the New World. They seek the treasures of the ruined Lizardmen cities.

A Tilean warband is unlike any other warband that is present in Lustria. A player can theme a Tilean war band to suit the needs of his campaign.

Tilean warbands are often hired to explore the steamy jungles either by their patron city-state

or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands of Mordheim but there are subtle differences that reflect the rich Tilean history.

Due to the historical nature of the Tilean rules a conversion chart will be published in the future to convert your Tilean warband for exploring the ruins of Mordheim.

SPECIAL RULES

MIRAGLEANS

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksmen get a +1 to hit with any missile weapon they use (this is included in the marksmen's profile). All Miragleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miraglean warband will be affected by the rules for *Hatred* towards them. Hired swords are not affected by the *Hatred* rule.

REMASENS

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband from Remas will fight to the death against any Dark Elf warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

TRANTIOS

A warband hailing from Trantio will be the best-equipped and most experienced human

warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 gc and in a Lustrian campaign they will start with an extra 20% gc added to their total.



CHOICE OF WARRIORS

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary war band.

HEROES

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

HENCHMEN

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksmen: Your Warband may include up to seven Marksmen.

STARTING EXPERIENCE

A Captain starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

HIRE SWORDS

A Tilean warband can use any Hired Sword available to the Mercenary warbands in the Mordheim rulebook including the following:

Shadow Warrior (Town Cryer 13).

Big Game Hunter (Town Cryer 13).

Expert Marksman (The Best of Town Cryer as the 'Tilean Marksmen').

Unless noted otherwise, Hired Swords cannot benefit from individual city-state rules given to each warband.

TILEAN SKILL TABLES

MIRAGLEANS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	

REMASENS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓		✓	✓	
Youngblood	✓		✓		✓

TRANTIOS

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓		✓	



TILEAN EQUIPMENT LISTS

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

EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Pike	12 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Rapier (Town Cryer 7)	15 gc

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Bow	10 gc
Crossbow	25 gc

Armour

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

MARKSMAN EQUIPMENT LIST Hand-to-hand Combat Weapons

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

Missile Weapons

Pistol (30 for brace)	15 gc
Duelling Pistol (50 for brace)	25 gc
Long Bow	15 gc
Crossbow	25 gc
Handgun	35 gc
Hunting Rifle	200 gc

Armour

Helmet	10 gc
Light armour	20 gc



SPECIAL EQUIPMENT**Pike (12 gcs Rare 7)**

The Pike is a special weapon in Lustria – Cities of Gold. It is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees and underbrush that is so common in the jungle.

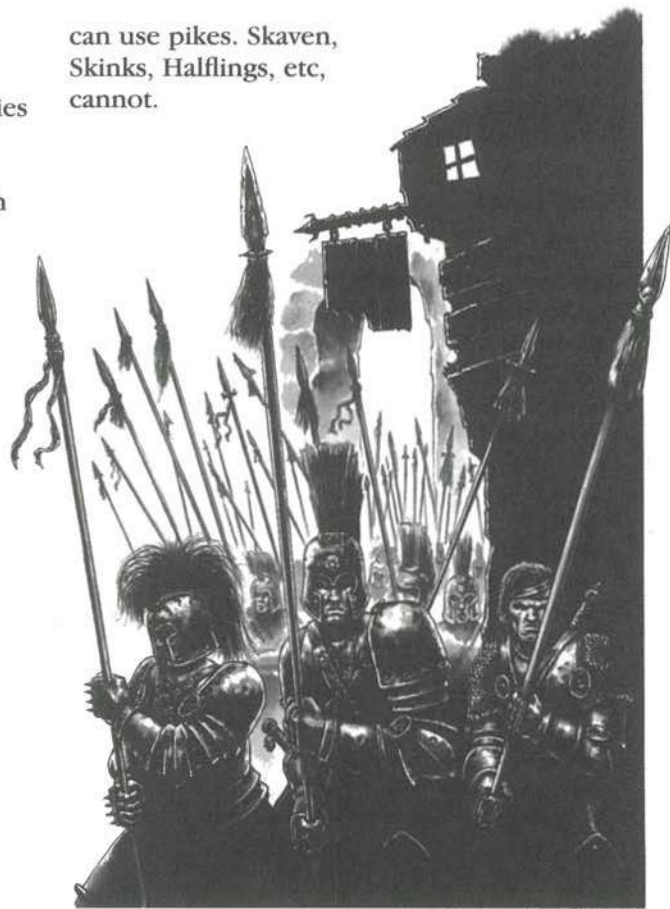
A model wielding a pike can strike first in the first round of combat even when charged by a model wielding a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Due to its considerable length, a model that has a pike can attack another model from up to 3" away without being a part of a hand-to-hand melee.

Pikes have to be used with both hands therefore only 1 attack is allowed. The model also cannot take advantage of a shield or buckler while using a pike.

Only man-sized or larger creatures

can use pikes. Skaven, Skinks, Halflings, etc, cannot.



HEROES

I CAPTAIN**60 Gold Crowns to hire**

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

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

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

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

◆-2 CHAMPIONS**35 Gold Crowns to hire**

Champions are often the trusted sergeants of

the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

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

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

◆-2 YOUNGBLOODS**15 Gold Crowns to hire**

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

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

Weapons/Armour: Youngbloods may be equipped with weapons and armour from the Tilean Equipment list.

HENCHMEN (MAY BE BOUGHT IN GROUPS OF 1-5 MODELS)

WARRIORS

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

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

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Tilean Equipment list.

◇-5 DUELLISTS

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling their unique killing abilities to the mercenary companies.

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

Weapons/Armour: Duellists can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

◇-7 MARKSMEN

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Marksmen Equipment list.



Tilean Trantios



Tilean warriors armed with Pikes

CONVERTING YOUR TILEAN WARBAND

By Steve Cornette

In this article I will deal with the invading Tileans and the 'home team' (as I like to call them) Lizardmen.

Of the three types of Tileans the Miraglians were perhaps the toughest to tackle. I will have a go at them first. With the +1 Ballistic Skill and the crossbow being what I would call the state weapon, the Marksmen of Miragliano would fit nicely into the picture. The leader model for these guys is Maximillian Damark and makes an excellent warband leader. With the addition of the miniatures from the boxed set, his crossbowmen would start our henchmen groups. But what about Heroes, Youngbloods and Henchmen? Here I turned to the older line of citadel miniatures for some easy conversions using the old Empire crossbowmen miniatures. The ones with the 'pillbox' style hats work very well. And I might add, are still available through mail order. Using the sprues from the Mordheim boxed set you can mix in swords and bucklers. Using any of the pikemen regiments it's very easy to substitute the crossbows in the Marksmen boxed set for pikes. So one of the hardest warbands to tackle has been.



Tilean Youngbloods - work in progress

The Remasens are combat specialists in Lustria and I virtually drew every miniature in my Remasen warband from the Alcatani fellowship. Trading out pikes for halberds, using the leader model again and even adding a large mace for hard-hitting effect! The background history of Remas is highlighted here as well with the Alcatani Fellowship hailing from that City-State. A storyline is present in all my warbands and the Tileans are rich with history to draw from.



Tilean warriors of Remas

One of my favourite-looking warbands has to be the Trantios. But why do they look like Estalians? Why would any Tilean want to look like an Estalian? According to legend, when Fernando Pirazzo recruited his army in Tobaro he sailed to Remas to barter for armour and weapons for his men. He bartered with a merchant who had made a deal with an Estalian blacksmith for some cheap armour. Many of the men disliked wearing the black-wrought metal and decided to 'bronze' it into the colours that Pirazzo flew on his flag. After returning home from the New World a rich man Pirazzo soon started to trade for this armour and in time it became the style that the Trantio Militia would wear into battle. How does all this relate to converting miniatures? Simple. I used the Pirazzo's lost legion miniatures for most of the warband. I also got stuck-in with the idea and got the Old Empire handgunners and swordsmen. Get the ones with the banana-style helmets! They look really great on the table.

Now when someone says your Trantios look like Estalians tell them that their armour is bought and paid for in Tilea! There are a host of other miniatures old and new that fit well into a Tilean theme. You can use some of the figures from Vespero's Vendetta for Duelists and the cannon crew from Bronzino's Galloper Gun make perfect Youngbloods.

Oops, we did it again!

Here's some errata for last issue's Norse warband: all Heroes should have access to Strength skills and not just the Berserker. We also forgot to credit Teale Fristoe and James Humpries for their contributions to this warband.

Tilean Warbands

Using a mix of Tilean Dogs of War miniatures from the Warhammer range and the plastic Mordheim human sprue you can quite easily make a Tilean warband. Here's a small selection of miniatures available:

Captains & Champions



RODERIGO DELMONTE
£4.00



MAXIMILLIAN DAMARK
£4.00



PIRAZZO'S ARM
021403113 - £0.50



PIRAZZO
021403112 - £3.00

Henchmen



MARKSMAN OF
MIRAGLIANO - £2.50



ALCATANI PIKEMAN
£2.00



PIRAZZO'S LOST
LEGIONNAIRE - £2.00



LEGIONNAIRE CROSSBOW
021403110 - £0.50

TILEAN WARBAND DEAL

1 Rodrigo Delmonte, 1 Maximilian Damark, 1 Pirazzo, 2 Vespero's Duellists, 6 Pirazzo's Legionnaires, 3 crossbows & 3 Pikes for:

£26.00

You can use the Pirazzo's Lost Legionnaire (above) in conjunction with many different plug-in weapons from the Empire range - just call the Trolls for more details.



VESPERO'S DUELLIST
£2.00



VESPERO'S DUELLIST
£2.00

Duellists



LEGIONNAIRE PIKE
021403109 - £0.50

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Pit Fights

'So I ask ye, why do all Pit Fighters carry a morning star and a spiked gauntlet, eh? And what did he used to be before selling his life to the pit slavers? And most importantly – why can't I hire out some of these fighters and journey from arena to arena across this great nation? Whilst they're slugging it out with man and beast, I could sit in the stands drinking Bugmans making a princely sum on the outcome...'

Jebediah Jensen, Money Lender and businessman


'Those who are about to die, salute you...'


The fighting pits of the outlying settlements around Mordheim such as Cutthroat's Haven or Black Pit attract a whole host of deviants and gamblers. These illegal fights make a lot of money for the crooks that run them and 'volunteers' for the pits are always plentiful. Most Pit Fighters start off as either captured criminals or slaves sold to the Pit Bosses who run teams of fighters. Because of their unscrupulous nature the Pit Bosses will buy just about anyone for their team and so often the unwary, gullible or just plain unlucky fall into their dishonest, uncaring hands. Only the very best, those with previous battle experience, mercenaries, army deserters and bandits usually live past the first few, mercifully short, fighting bouts and make a name for themselves. When a fighter starts to get some renown the money really begins to roll in and often he will go into partnership with his 'owner' training new fighters and putting on spectacular displays in the arena. Some, most notably Ogres, willingly offer themselves up for what they consider easy money as a Pit Fighter and are amongst the most dramatic to watch in the pits.

These rules were inspired by the gladiatorial duels of ancient Rome. Of course, the fans at the Coliseum never had the opportunity to watch six men battle a Dragon or be amazed as a lowly Goblin led two foul-smelling Trolls to a victory over an enraged Giant.

The core rules for this game are basically the same as Mordheim with only a few modifications to represent fighting in an arena or pit (compared to fighting in a ruined city). There are also certain weapon restrictions because gladiator fans want to see a good brawl, not a duel between archers.

These rules can be used as a stand-alone game or integrated into an ongoing Mordheim campaign.





Commentary on the Cutthroat's Haven Pit Fights brought to ye
by our ringside scribe Judd Jensen

The Rules

In Pit Fighter, the rules are the same as for Mordheim except that obviously there will be no cover or hiding as all combat in the arena is in the open.

HITTING WITH THROWN WEAPONS

Some Pit Fighter weapons, like spears and warhammers, are specially designed to throw at your opponent. These weapons each have their own range. Rolling to hit with a thrown weapon is the same as hitting with a missile weapon in Mordheim. However once a weapon is thrown it must be retrieved before it can be used again. If a warrior misses the enemy their weapon scatters D6 inches in a random direction from their target. This may cause it to hit someone else in the arena. If the weapon hits the target or lands in a square with another warrior, roll to penetrate armour as normal. Place a weapon counter in the square the weapon ends up in, whether it penetrates the target's armour or not. Any Pit Fighter may pick up this weapon upon a successful Initiative check. Thrown weapons are returned to their rightful owner after each match.

PARRYING

Parrying attacks works the same as in Mordheim with one distinct difference. A Pit Fighter may use any weapon to *Parry* in his opponent's turn, but unless that weapon is a sword or has the *Parry* ability, then it cannot be used to attack in the warrior's next turn as it is out of position. A warrior may *Parry* only once with each of his weapons per turn. A warrior cannot *Parry* thrown weapons.

PRE-MATCH SEQUENCE

1. Set up the arena.
2. Work out each team odds.
3. Make Wagers.
4. Roll for Old Battle Wounds.
5. Roll for Scenario.



POST-MATCH SEQUENCE

1. Work out each teams winnings.
2. Roll on the Serious Injury Chart.
3. Roll on the Advances Table.
4. Make any new purchases.
5. Work out new Team Ratings.



Arena Set-up

Most major cities in the Old World have at least one fighting arena hidden away in the poorest or most dangerous quarters and many have several that compete for business by having bigger and more fantastic matches. The usual shape of an arena is an oval or a rectangle 30 squares (inches) by 20 squares (inches), although circles, octagons and hexagons are also quite common. The outside wall of the arena has four evenly spaced gates to allow teams of Pit Fighters to enter and it is

lined with spikes to keep the various monsters and Pit Fighters from leaving the arena and having 'fun' with the spectators whilst the match is in progress.

Various dangerous pits and walls can be randomly scattered about the arena to ensure each match is unique. Arena owners like to fill

these pits with new and exciting dangers to keep the crowds entertained and ensure that the Pit Fighters die in unique and amusing ways.

GATES

Each gate is usually two or three squares (inches) wide. Each team of Pit Fighters must start the match within two squares of a randomly selected gate. No two teams can share the same gate (unless there are more teams competing than there are gates). The gates are locked after teams enter the arena so that warriors may not exit the arena whilst a match is in progress.

WALLS

The arena may be filled with walls of various different materials, shapes and sizes. Most are built one square thick so that warriors can stand on top of them. Decide during set-up how tall each wall is going to be. Climbing walls works in the same manner as climbing buildings in Mordheim except that Pit Fighters may not climb out of the arena!

PITS

Without a doubt the most dangerous obstacles in an arena are the pits. Warriors can climb into or out of a pit upon a successful Initiative test. A warrior who falls into a pit or fails an Initiative check when jumping suffers a Strength hit equal to the depth of the pit in inches.

Example: a pit that was 3 inches deep would cause a Strength 3 hit on anyone who fell in.

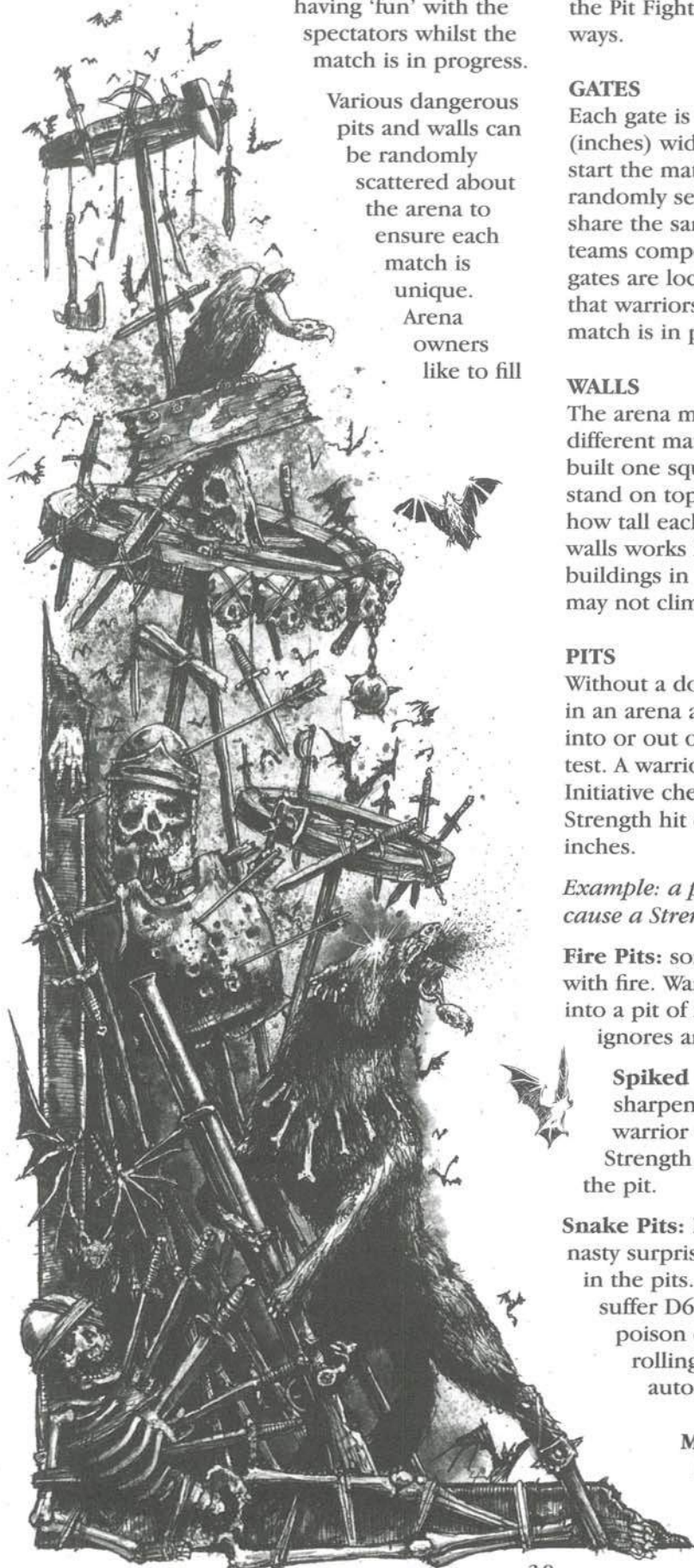
Fire Pits: sometimes arena owners fill the pits with fire. Warriors who fall or get knocked into a pit of fire suffer a Strength 4 hit that ignores armour saves.

Spiked Pits: Arena owners often put sharpened stakes at the bottom of a pit. A warrior who falls into such a pit suffers a Strength hit equal to twice the depth of the pit.

Snake Pits: Poisonous serpents are another nasty surprise that Pit Fighters often discover in the pits. Warriors who fall into such a pit suffer D6 Strength 3 hits. Also, due to the poison of the serpents' bites, when rolling to hit any 6 that is rolled automatically causes a wound.

MODELLING YOUR ARENA

Modelling a pit fighting arena couldn't be simpler. Just chose the shape and size you want it



to be (the easiest is a square, 30" by 30") and using stiff card or polystyrene make a base. Make some surrounding walls for your arena, again using stiff card or polystyrene (make these about 4-5" inches tall – don't want to let anyone escape now!). You can then line your wall with sharpened cocktail sticks facing inwards to further deter any escape. Then cut a gateway in the middle of each of the four walls and bingo! You have a fighting arena. Those accomplished modellers out there will, no doubt, model their own internal walls, public galleries, portcullises for each of the gateways – maybe even a replica coliseum but for the rest of us mere mortals, let's keep it simple, eh.

Running a Team of Pit Fighters

You may fight with any Warband from Mordheim in the Pit Fights if you wish although it is more advisable to use the Pit Fighters warband that follows this article.

In the Pit Fights warriors fight as 'teams' and not warbands. Basically, the only difference is that the maximum number of Pit Fighters that may fight in the pits is ten although the team itself may comprise as many as the warband allows. At first you will probably want to play individual games rather than a campaign. This will allow you to learn the rules, and also give you the opportunity to decide what type of warriors most suits your particular style of play.

If you are playing in a campaign, you will have the chance to expand and improve your team after each game. By betting wisely and winning matches your team will gain riches and experience, allowing them to become a feared and respected adversary in the arena. In a campaign, every time your team fights it will gain in skill and experience. Rookies quickly progress to become full-fledged Pit Fighters and you, as their owner will learn new tricks to help your team fight more effectively.

Each Pit Fighter has his own objective and motivation for fighting, be it a chance for fortune, fame or even redemption. As their owner, you can help them to achieve their ambitions and emerge victorious from the arena.



Wagers

The reason that Pit Fights are so popular is not just for the thrill of watching the fight one of the oldest of man's vices comes into play – gambling. Shrewd men can make vast sums of money betting on the pits.

DETERMINING THE ODDS

Use the Odds chart (next page) to determine the odds for people placing wagers on the match. The team with the highest Team Rating is considered the High Man. All other teams competing are considered the Low Man. The point difference between the High Man and each Low Man determines the odds for the Low Man to win. The point difference between the High Man and the Low Man with the highest Team Rating is used to determine the High Man's odds of winning. This is important for determining how much a player wins when betting.



Example: Three teams, A (Team Rating of 500pts), B (Team Rating of 650pts) and C (Team Rating of 1000pts) are all competing. Team C is the High Man because it is worth the most points. Since team A is 500pts weaker its odds of winning are 1-20. Team B is only 350pts weaker so its odds of winning are 1-15. Since Team C is 350 pts greater than team B, its toughest competitor, team C's odds of winning are 3-4.



MAKING A WAGER

Unlike modern athletics, the owners of all Pit Fighter teams involved in the match are required to make at least a 5gc bet on the match. There is no maximum bid, but owners are advised to bet wisely. This is because owners who cannot afford this minimum bid must sell off weapons and/or armour to get the money. If they have no weapons or armour to sell, they sacrifice their Match winnings.

Spectators who have teams in the campaign or gangs in Mordheim, but are not competing in the match, are allowed to bet between 0-50gc on any match.

TEAM WINNINGS

Team owners earn money for bringing their Pit Fighters to compete at an arena because this attracts fans. They can also earn money from bets if their team wins.

Team Winnings =
Match Winnings + Bet Winnings



Match Winnings: Each team rolls D6 (+1 if they won the match) x 10gc. This is their income for attracting fans to the stadium.

Bet Winnings: If the team you bet on won the competition, then you collect gold from your bet. Multiply the amount bet (B) by the second number (S) in the team's odds of winning and divide the total by the first number (F) in the teams odds of winning. This gives your total winnings (W). Round down if you end up with a fraction.

Equation: $(B \times S)/F = W$

Example 1: If you bet 10gc (B) and the team's odds of winning were 1(F)-4(S), your equation would be: $(10 \times 4)/1 = W$. You would win 40gc.

Example 2 - If you bet 25gc (B) and the teams odds of winning were 3(F)-4(S), your equation would be: $(25 \times 4)/3 = W$. You would win 33gc. (Note $W=33 \frac{1}{3}$, but you round down to 33.)



Odds Chart		
Low Man Odds	Difference in Team Rating	High Man Odds
1-5	0-50pts difference	1-5
1-6	51-100pts	1-4
1-8	101-150pts	1-3
1-10	151-200pts	1-2
1-12	201-300pts	2-3
1-15	301-400pts	3-4
1-20	401-600pts	5-6
1-25	601+	7-8

Scenarios

Sometimes the arena owner will place special conditions on a match to make it more interesting. Roll on the Scenario Table below before each match to see which scenario to play.

Scenario Table

2D6	Result
2	Battle of the Champions. Each owner selects his available warrior with the most experience to fight in the upcoming battle. They are the only ones who can compete. Add +1 to each team roll when determining the gate winnings.
3	Monster Slayers. This scenario is played exactly the same as scenario 7: Monster Hunt from p37 of Best of Town Cryer except that it is obviously played in the arena and there will be no treasure hoard. There will be one monster in play for every two teams taking part. If there is one monster it will be placed centrally. If there are more, they are placed either in each corner of the arena or along opposing edges.
4-10	One-on-one fight.
11	Revolving Doors. No Pit Fighters start in the arena. Each player rolls a D6 at the beginning of their turn. On a 3+, one randomly determined warrior from the team is released into the arena out of a random gate. On a 1-2, the player doesn't get any warriors this turn. This continues until all the designated warriors have been released into the arena from each team.
12	Even the Odds. Roll 1D6+2. This is the number of members from each team who may fight in this battle.

EXPERIENCE AND SKILLS

Warriors gain experience when competing in the arena. Pit Fighters gain advances just like Heroes and Henchmen in Mordheim.

Competing in a Match	+1
Winning a Match	+1
Wounding an Opponent	+1

Campaigns

Each year teams of Pit Fighters travel from city to city, fighting in dozens of matches in arenas all over the Old World. They are drawn from

many races and fight for many different reasons but ultimately they must all face the danger of the arena. Although fighting individual battles has benefits, part of the challenge of Pit Fighter is to build your team into a force to be reckoned with. A campaign gives your team the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as the team's fame and fortune increases.

STARTING A CAMPAIGN

To start a campaign you'll need at least two players, preferably three or more.

Players may have more than one team, but most prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing their favourite Pit Fighters. You can start a campaign as soon as two players have recruited their teams. New players can join the campaign any time after that. Although the new teams will be less experienced they will soon learn new skills. Fighting other, more powerful teams will allow them to develop more quickly.

To start a campaign, two or more players must go through the Pre-game sequence, play their match, and go through the Post-game sequence. Make sure to record all the information on your roster so you can keep track of your team's progress.

If playing a campaign remember to save at least 5gc, as you will need it to make your minimum bid for your first match (see betting).



Pit Fighters

All across the world you can find gladiatorial pit fights, here you can find hardy fighters taking up arms against each other. From the vicious pits of Cutthroat's Haven to the Black Pits surrounding Mordheim there can be heard the clash of steel. In most places local law itself bans these fights, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant conmen and bribes to local officials ensures that this brutal sport continues unabated.

There are as many different type of fight as there are venues, from small fistfights in an old barn or a back alley to huge conflicts with many heavily armed combatants. Most fighters are slaves who work for the so-called 'circuit'. They try to earn their freedom by paying off their owners with a large cut of the winnings. Most successful Pit Fighters live for the sport (and of course often die for it also!) because they know of little else.

The men in this Warband consist solely of professional Pit Fighters who were either able to buy their freedom or have escaped. Now they roam the streets of

Mordheim in search for the Wyrdstone that would bring them wealth faster than anyone can imagine.

The Pit Fighters are used to fighting in streets and small corridors and this makes them a much-feared opponent. The Pit King is the most skilled and cunning Pit Fighter of them all who leads his band with an iron fist.

Appearance: Pit Fighters are grizzled veteran warriors covered with many scars of battle, they are armed with special Pit Weapons and Armour, their bodies well developed and muscular. They wear little clothing and only partial armour known as Pit Armour.

Choice of Warriors

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

Pit King: Each Pit Fighter Warband must have one Pit King: no more, no less!

Pit Fighter Troll Slayer: Your Warband may include a single Pit Fighter Troll Slayer.

Pit Fighter Veterans: Your Warband may include up to two Veterans.

Ogre Pit Fighter: Your Warband may include a single Ogre Pit Fighter.

Pit Fighter Initiates: Your Warband may include up to two Initiates.

Pursuers: Your Warband may include up to seven Pursuers.

Pit Fighters: Your Warband may include any number of Pit Fighters.

SPECIAL NOTE: A Pit Fighter Warband can start with 6 heroes.

Starting Experience

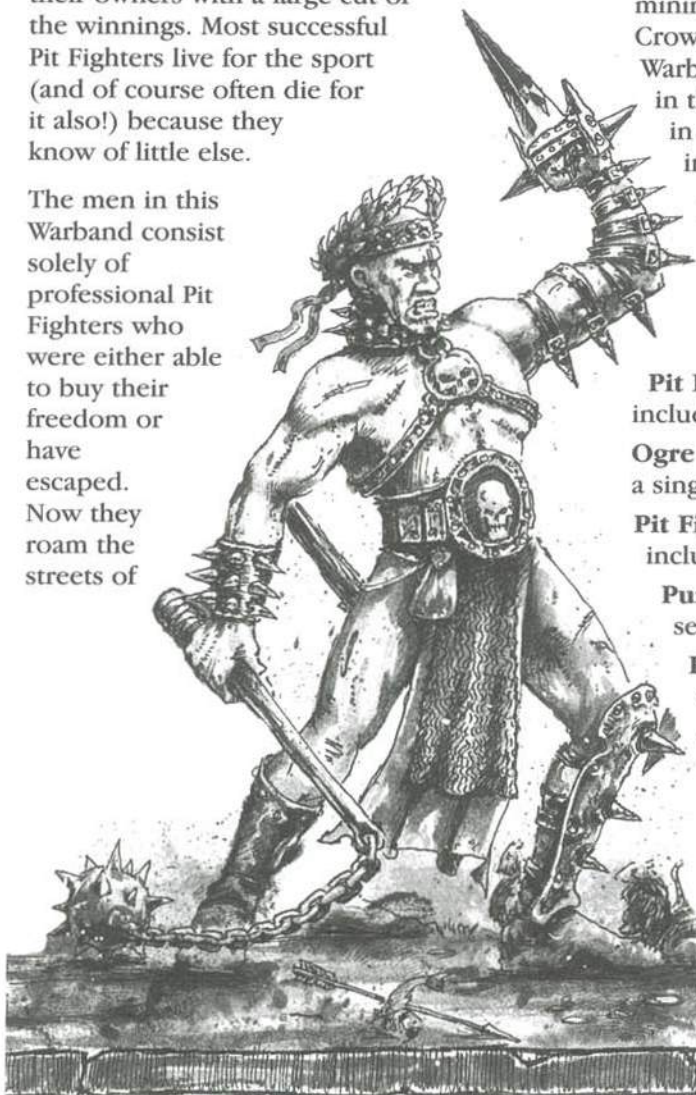
A Pit King starts with 20 experience.

Pit Fighter Veterans start with 8 experience.

A Pit Fighter Troll Slayer starts with 8 experience.

Initiates start with 0 experience

Henchmen start with 0 experience



By Scribe of Ill repute and twisted rumour Gert Joris

Pit Fighter Equipment List

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

PIT FIGHTERS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	.5 gc
Dwarf Axe*	15 gc
Sword	10 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Halberd	10 gc
Spear	10 gc
Flail	15 gc
War Chain	20 gc
Fist Spike	15 gc
Brass Knuckles	20 gc
Gromril Weapon*	.3 times the cost

Armour

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

PURSUER EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Trident	15 gc



Missile Weapons

Throwing Knives	15 gc
Javelin	10 gc
Net	.5 gc

Armour

Hardened Leather	10 gc
Light armour	20 gc
Helmet	10 gc
Shield	.5 gc
Buckler	.5 gc

**Only Available to the Dwarf Trollslayer*



Pit Fighter skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Pit King	✓		✓	✓	✓	✓
Veteran	✓			✓		✓
Troll Slayer	✓			✓		✓
Initiate	✓			✓		✓



Heroes

1 Pit King

80 gold crowns to hire

A Pit King is the leader of the Warband. A Pit King is a very renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow Pit Fighters to start a Warband of his own. He's the smartest and toughest Pit Fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe and fear by his fellows and his loyalty to his men is

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

Weapons/Armour: A Pit King may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the King may use his leadership instead of their own.

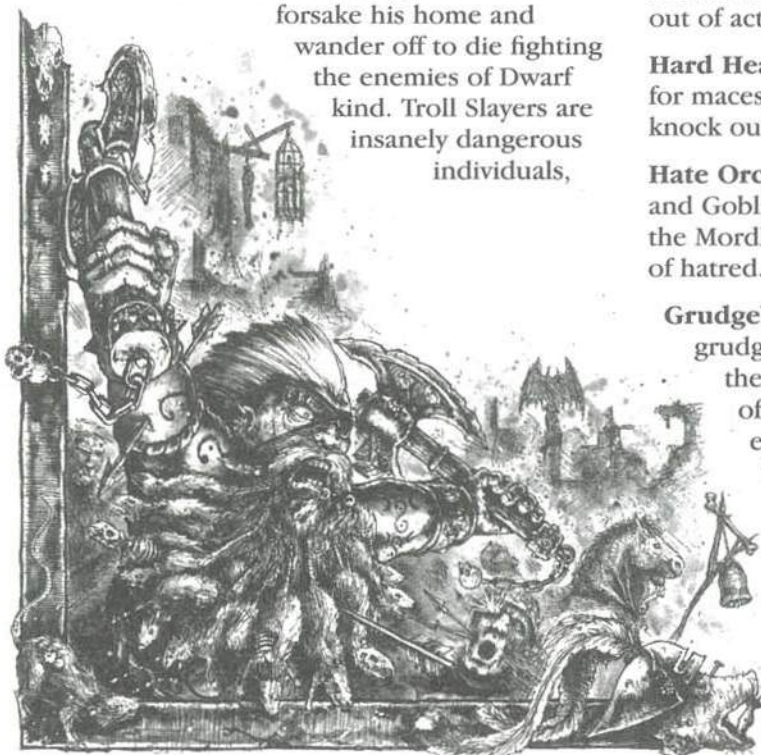
Pit Fighter: See Strength Skill section.

0.1 Dwarf Troll Slayer

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will

forsake his home and wander off to die fighting the enemies of Dwarf kind. Troll Slayers are insanely dangerous individuals,



psychopathic and violent. There are, however, few better fighters in the Known World, so which place would be more fitting for them than the dangerous fighting pits then! Battling against the most hardened veterans and monsters known in the Old World, it seems that they have found themselves a second place, to call home.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Troll Slayer may be equipped with weapons and armour chosen from the Pit Fighter Equipment list. Slayers may never carry or use missile weapons or any form of armour.



SPECIAL RULES

Pit Fighter: See Strength Skill section.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Hate Orcs and Goblins: All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers: Dwarfs hold an ancient grudge against Elves from the days when the two races fought for the supremacy of the Old World. If the Pit Fighters ever hire any kind of Elven Hired Sword he will leave the Warband immediately, he refuses to fight alongside these pansy Elves!

Death Wish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

0.2 Pit Veterans

35 gold crowns

Pit Fighter Veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the Warband is held together with iron-hard discipline.

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

Weapons/Armour: A Pit Fighter Veteran may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

0.2 Pit Fighter Initiates

15 gold crowns to hire

Pit Fighter Initiates, are young men have just picked up their arms in the Pit, and they will have to prove themselves in the heat of the battle.

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

Weapons/Armour: A Pit Fighter Initiate may be equipped with weapons and armour, chosen from the Pit Fighter Equipment list.



Benchmen



0.1 Ogre Pit Fighter

165 gold crowns to hire

The Ogre Pit Fighter is one of the most brutal and feared of all Pit Fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.

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

Weapons/Armour: An Ogre Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Fear: Ogre Pit Fighters are large, threatening creatures that cause Fear. See the Psychology section for details.

Large: Ogre Pit Fighters are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at the Ogre Pit Fighter, even if he is not the closest target.

Skills: An Ogre Pit Fighter who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat, Strength and Pit Fighter Special Skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest 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).

0.7 Pursuers

25 gold crowns to hire

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with tridents, nets, javelins or war chains with which they pursue and harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas.

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

Weapons/Armour: A Pit Fighter Pursuer may be equipped with weapons and armour chosen from the Pit Fighter Pursuer Equipment list.

SPECIAL RULE

Pit Fighter: See Strength Skill section.

Pit Fighters

35 gold crowns to hire

Pit Fighters are the Close Combat specialists of the Warband, armed with a variety of weapons and armour.

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

Weapons/Armour: A Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Arms master: See Pit Fighter Skill section.

Pit Fighters

Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger, who feels working with such dirty and brutish individuals would just not do.

Warband Special Rules

All Pit Fighters have the *Pit Fighter* skill as described in the Strength Skill List except the Pit Fighter Initiates. (**Pit Fighter** Skill: +1 WS, +1 A when fighting in ruins, buildings and The Pit.)

Free the Slaves!

Pit Fighters hate all Slavers. The Pit Fighters will never sell their captured opponents to the slavers.

In the Pit!

Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven (use the rules that appeared earlier in this magazine).

The Pit Fighter Warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the Warband gets all the Captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives Against the Odds), he will not lose his armour or weapons, the Captive will get the 50 gc and the +2 Experience when he wins. If the Captive wins the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters Captive and may be fielded in the pits after future games.

Troll Slayer Special Skills List

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to the Dwarfs.

Ferocious Charge: The Slayer may double his attacks on the turn that he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc.) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn which he charges. (may not be used with *Ferocious Charge*).

Pit Fighter Weapons

War Chain

Cost: 20 gold crowns

Availability: Common (Pit Fighters only)

The War Chain is a heavy metal chain up to twelve feet in length often weighted on the end. This is a difficult weapon to use and only after months of practice can a Pit Fighter become adept with this weapon. The War Chain is often used at a distance to entangle a foe so that the wielder may then close with a sword or dagger and finish off the prone foe.

Weapon	Range	Strength
War Chain	4"	As User

SPECIAL RULES

Cannot be Parried: As Steel Whip

Reach: As Steel Whip

Entangle: Whenever you hit an opponent on a natural score of a 6 he becomes entangled. Whilst entangled an enemy cannot do anything and can be treated as stunned, in his phase he must make a successful Initiative test to free himself or stay down. Roll to wound as normal. As long as the opponent is entangled the chain cannot be used, and the Pit Fighter must use his secondary weapon.

Trident

Cost: 15 gold crowns

Availability: Rare 7 (Pit Fighters only)

The Trident as a Pit Fighter weapon originates in Tilea from the ancient days when gladiators, as the Tileans called them, would fight in the massive public arenas. This weapon is similar to a spear and has all of its advantages in length but it has three spear points allowing an adept user to catch blades between them and turn them aside. Traditionally the trident is a weapon that is combined with a net and used by a lightly armoured Pit Fighter against the more heavily armed swordsmen.

Weapon	Range	Strength
Trident	8"	As User

SPECIAL RULES

Strike first, Parry

Spiked Gauntlet

Same as Brass Knuckles from TC 7.



Javelins

Cost: 10 gold crowns

Weapon	Range	Strength
Javelin	8"	As User

SPECIAL RULES

Thrown Weapon: Does not suffer from to hit penalties for moving and shooting. May not be used in Close Combat.

Pit Fighter Skills

Bulging Biceps: The Pit Fighter may ignore the entire 'heavy' weapons special rule penalty. The Strength bonus will now apply to all rounds in CC. So a Morning Star will give +1 Strength in all turns not only the first one.

Force of Will: When the Pit Fighter loses his last wound and is taken OOA, he must roll a D6 equal or under his Toughness, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out -of-Action a second time he'll be removed as normal.

Arms master: The Pit Fighter may now ignore all 'difficult to use' rules for all weapons, this enables him to combine certain types of weapons, he can combine a Morning Star with buckler, or even a Morning Star with a Morning Star.

Body Slam: Instead of making a normal charge the Pit Fighter may attempt to slam his opponent to the ground, he burrows his shoulder deep into his opponent's stomach. Instead of making his normal attacks the Pit fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.

Grizzled Veteran: The Pit Fighter is used to fighting fearsome monsters and being cornered in the Pit when there's no escape. He has been close to death so many times that he has made his peace and the thought of Death no longer bothers him. The Pit Fighter is immune to all psychology.

Ogre maximum limits

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

Pit Fighters



Pit Fighter
079901601 – £4.00



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Letters to the Scribe

Overwatched

Dear Fanatic Crew,

We have encountered a problem in some of our games. The alternate turn sequence combined with randomly determining who goes first turn by turn or multipart battles sometimes makes shooting very hard. Your archer has a clear shot but the model moves away before it's your turn or there is no other way for some models to go but into your line-of-sight but it's your turn now and he hasn't moved his models yet. The answer is of course overwatch, just like in 40K version 2 but not quite.

In 40K the problem with overwatch was that it let you shoot in the opponent's phase and could wait to pick the most dangerous target once you know how he moved his vehicles or how he chose to split his forces. My idea for Mordheim takes away part of this problem.

The rules are simple: a model may go into overwatch at the start of your movement phase, the model may not move and may not fire in the shooting phase. In your opponents movement phase the archer will fire at the first enemy model that moves in or into his LOS. He will shoot at the moving model as soon as the player declares that he is moving and where he is moving to. If no models moved at all the archers shot is wasted as he waited too long for a perfect shot and missed it. This works the same in multipart battles but at the end of the movement phase when all players have moved the overwatch archers fires at the closest model from a warband of your choosing. Some players may enter into deals or non-aggression pacts and this is intended to encourage that.

Now alot of players will use this to shoot at models that they know will come around a corner, come out from a barricade or will charge them. If you shoot at a model that emerged from, declared that he moves into cover or declares a charge against your archer then the model is at -1 to hit. Now if the enemy model survives standing up he is placed where he intended to move. If he survived but is on the ground he is placed halfway between where he started and where he wanted to go.

If no models moved you can always shoot at the closest large target in sight, in multiplayer games you can always shoot at any large target in sight. This also applies to a model armed with a Hochland Rifle or a Skaven Jezzail.

Tommy Punk, Via email

It's a game Jim, but not as we know it...

Warriors, treasure hunters, outlaws, fanatics ...

Are you tired of mindless violence? Ruthless killing? Bored of just searching for Wyrdestone? Is the life in Mordheim getting pointless?

Well, here you have some tips for re-gaining the enthusiasm!

Always use background music while gaming! And, no - not Aqua or Backstreet Boys or Spice Girls - but rather some good, scary soundtrack! Why a soundtrack? 'Cause, you see, soundtracks are specially written for movies, to establish and bring up special feelings during a movie such as love, fear, loneliness etc.

Actually your Mordheim games **are** movies! (Did you get that?!)

I can recommend the soundtrack from Bram Stoker's Dracula... AAARGH!! You'll abandon the game after the first turn!! Ve-e-ery s-scary!!

'Nostradamus' has some good tracks too, combining monotonous, spiritual Gregorian songs with large symphoniorchestras and synths and electronic effects to provide a very special and very ideal background music for Mordheim.

Other tracks can be used too... try Bartok, that's "classical horror"! Just visit your local library, and you'll find plenty of good stuff!

Do not use the cardboard buildings from the boxed set. Make your own! It's very easy, and YOU do not have to invent the techniques - they are already invented. Go ahead... and look forward to fighting in your own, 3D ruins rather than some namby-pamby cardboard buildings!

Do not play on the floor! Kid's do that (OK, being only 16 I'm a kid too, but who cares!). Make your own gaming table... exactly 4' x 4'. Cover it with flock or fine sand, and spray it all black. Drybrush it with Bestial Brown, Snakebite Leather and Bleached Bone. Looks great!

Do not play because you want to win, make more money or just to make your warriors recover. Play because you want great fun, and you **will** have great fun!

Do not play every day. Play once every week or every second week. Now you can have time for petting the girlfriend, taking care of the family etc., and you will look forward to playing Mordheim. That makes your gaming much better.

Always play narrative campaigns. Write up roughly a page of backgrounds before you play, and give your opponent a copy a few days before the game. Then you will both be 'in the spirit' at 'the big day'!

Tell your mum, wife, cat, sister etc. to stay away while you play. Just to keep the concentration and intensity!

Drink hot chocolate and eat sweets while gaming. You might find Cola a bit... cold... mmm ... try with chocolate cakes too!

"Raving" Christian Ellegaard, via email

Ideas

Dear Town Cryer,

Just a short letter to tell you how much I enjoy your esteemed publication, and more importantly to tell you of some ideas for Mordheim we use at our gaming club (the Arcane Order). These ideas are just small tit-bits, not worthy of an article by themselves.

Firstly, we like to liven up our skirmishes with a Terrain Generator. Based on the Exploration Chart, each player rolls a number of dice for a total of six (i.e. two players roll three each, or three players roll two, etc.) and on a roll of doubles, triples, and so on, we take that feature and place it in the centre of the skirmish. The first player to send a model (not including animals) to the feature gets to resolve that encounter immediately. These encounters make great opportunities for modelling terrain, and most can be represented by the basic buildings from Mordheim or Blood on the Streets with little modification. Any items found can be used straight away (or simply carried if the model is using a cumbersome weapon). You may even make counters for these items and treat them like Wyrdstone Counters if you wish. Imagine fighting for a suit of Gromril Armor found in an abandoned Dwarf Smithy.

Secondly, the Dispel Magic Spell, which may be learnt by any warband instead of a spell from their normal lists. Dispel Magic can be cast after an opponent casts a spell and successfully counters it on a difficulty of 7+. Dispel Magic can only be cast once per enemy Shooting Phase, and cannot be taken as the initial spell for any wizard or priest, except the Warlock who may take it instead of one of their Lesser Magic Spells.

Lastly, the use of Spell Scrolls in Mordheim. They are Rare 9 for the purposes of Rare Items checks, and cost D6x25 GC. The Spell Scroll contains a random spell from the list of the players choice (either their own, or Lesser Magic) which can be cast as normal by any Wizard or Priest. Any warband can buy a Spell Scroll, including Witch Hunters and Sisters of Sigmar, in which case it is a Prayer Scroll. Once the spell has been cast successfully, the scroll is useless and must be discarded. There is also a Dispel Scroll, which is identical to the Spell Scroll but has Dispel Magic on it instead.

All of the above ideas have been playtested in our campaign for the past few months, but are not foolproof. Combined with the many other rules and scenarios will help make your games unique.

Thanks for listening,
Chris Freeman, Dagenham



Dark Rituals of the Chaos Gods

Being a long time devotee of the Prince of Chaos (and a part time Inquisitor, mind you) I have wanted to see Magisters casting spells associated with the four Chaotic Powers in addition to the more generic incantations available to the leaders of the Possessed. Sure, the Shadowlord lurking in the Pit is a mighty entity, but in the end he is just an insect buzzing in Tzeentch's ear.

Daemons were also present in the early preview articles of Mordheim in White Dwarf but they apparently lost out during the playtesting and never ended up in the book. This article aims to correct that, at the end of the day Daemons are one of the most characterful creatures in the Warhammer mythos and one of the main reasons I find Chaos intriguing.

Chaos Magisters and the Four Great Gods of Chaos

Gather around me, children of the night, and hear the wisdom of Slaanesh, the bold Prince of



Chaos, and the Lord of Pleasure in Pain. His attention can be drawn by orgies celebrating the joys of the flesh; nothing is too debauched for those who seek his divine scrutiny. The rare ones he gazes upon with favour will grow fit of body, beautiful of face and strong of mind.

But the Prince of Chaos is not the sole ruler of the Realm of Chaos. There is Tzeentch, the Lord of Change and patron god of wizards, for the winds of magic always in motion are. He is the great mutator, for



he revels in twisting both spirit and body of mortals into new, fascinating shapes. His followers are sorcerers and manipulators, conspirators beyond compare, shaping the world under their master's guidance.

Tzeentch is forever at war with Nurgle, the Lord of Decay. Nurgle sends plagues and contagions into the world to kill the subjects of Tzeentch's manipulations so that the world might grow anew.



He sends forth his creations through humans and Skaven alike, for there is nothing he enjoys more than the long twilight of life, the flame of disease lingering on the dying embers of sentient beings. Nurgle is the god of stagnation and decay, whereas Tzeentch enjoys the spark of life and the sudden changes it brings to the world.

Then there is Khorne, the angry god of bloodletting and slaughter. Blinded by his rage as he is, he despises the sorcerous ways and he is of no concern to us.

Come, Daemon, for I summon thee!

As the good reader might remember, Daemons were in the White Dwarf Possessed preview article in issue 225. The Sigmarite Sisters fighting their war in the Studio fared better in their endeavours than I would have believed and the vile creatures were banished from the whole rulebook back into the Realm of Chaos!

But as it is, Chaos has its tendrils everywhere. So I will now teach your Magister how to summon these magical creatures and bind them to his will.

Drawing Daemons from the Realm of Chaos to the battlefield requires both magical incantations and suitable sacrifice of precious items especially blood. In the game this is represented by a Spell invoked by the Magister to actually summon the Daemon, and a hiring cost in the fashion of Hired Swords to represent the sacrifice.

An investigation into the dark and depraved practices of ye possessed occult in the City
of the Damned By ye dark preacher Tuomas Lahdeoja

Magisters have a web of dark contacts with others of their kind. The summoning spell is assumed to be available to all Magisters through their contacts if they are mad enough to use it. It does not need to be learned in the fashion of other Chaos Rituals.

Incantation of Daemonic Bridge

Difficulty: 6

First the Magister must draw a summoning circle in which the Daemon will appear. This is done in the movement phase. To draw the circle the Magister may not move and must not be engaged in close combat, knocked down or stunned or otherwise hampered. One turn is enough to draw the circle, place a marker – or a modelled round base! – on the tabletop beside the Magister to represent the ready summoning circle.

Once the circle has been drawn the actual summoning can begin. This is handled just like a normal spell. If the Magister fails the spell roll he can try again on later turns. The summoning circle stays where it is and is good for subsequent attempts (during the same battle...). If the spell succeeds a Daemon appears inside the circle, ready to do the Magister's bidding. The Daemon will stay for a number of full Possessed turns the spell roll succeeded by, counting from the one following the summoning. I.e. if you rolled an 8 on the 2D6 the Daemon will hang around for one turn but if you were lucky enough to roll a 12, the Daemon will wreak havoc for six full turns(!). The Chaos player may decide the facing of the Daemon within the circle and the Daemon is free to move, charge and so on its next turn. It will fight normally if attacked on the enemy's turn following the summoning.

Chaos Daemons

While no Daemon places any value on the gleaming gold, the money is spent on acquiring candles made from wax mixed with blood, chalk made of powdered Beastman horns and similar materials required for proper drawing of the summoning circle. Daemons must also be appeased with sacrifice, which can be bought with worldly money. There is no upkeep; Daemons must be summoned to each battle separately.

Payment: The summoning materials cost 30 GC and are a common item for Possessed warbands. The materials are destroyed when the Daemon appears and are only good for one summoning. The materials required for the summoning do not get used up if the Daemon never appears and can be carried over from battle to battle in this fashion.

Control: This is a difficult affair and drains the Magister's willpower. A Magister can only summon one Daemon per battle.

Possessed Magister Only: Only the Magisters of the Cult of the Possessed are crazed enough and well enough versed in the arcane arts to attempt a daemonic summoning.

Rating: The capability to summon a Daemon increases the warband's rating by 30 points. Note that the capability to summon one – i.e. the ownership of the summoning materials – is enough, regardless of whether the spell actually is attempted or succeeds.

Daemons are beings of raw magic, drawn and bound to the material world by spells, sacrifice or the extremes of human emotion. Unless nourished somehow they can only stay for a while, for maintaining a material form requires constant struggle from the Daemon. It is said that there are as many different daemons as there are droplets of water in the Sea of Chaos, and akin to the droplets the Daemons are constantly merging and splitting, forming a maelstrom of semi-sentient beings into the Realm of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Plaguebearer	4	5	5	4	3	1	6	2	10
Pink Horror	4	6	5	4	3	1	6	3	10
Blue Horror	4	3	3	3	3	1	7	1	10

Weapons/Armour: See special rules.

SPECIAL RULES

Fear: All Lesser Daemons are horrifying supernatural creatures with mind-wrenching visages, be it the perverse beauty of Daemonettes, the myriad, continuously twisting forms of Horrors or disgusting visage of Plaguebearers.

Daemonic Flesh: Due to the magical, intangible nature of these creatures they have a basic armour save of 4+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. The Daemons' attacks also count as magical.

Daemon Mind: Daemons don't think as mortals do, for they are emotions and mortal passions made manifest. Therefore they do not have the same fears and ambitions as mortals. Daemons are completely immune to all psychology and need not make tests. If the Possessed warband routs, the Daemon will dissolve back into the void whence it came.

Daemon Magic: Daemons summoned by Chaos Magisters are innately able to manipulate the winds of magic around them. They have one spell determined randomly from either the Chaos Rituals (1-3) or the Lesser Magic (4-6) table. First roll the table, then the spell.



**DAEMONETTE,
LESSER DAEMON OF SLAANESH**

Daemonettes may only be summoned by Magisters possessing Slaanesh's special spell (see above). Vice versa, Magisters who have dedicated themselves to Slaanesh can only summon Daemonettes.

Claws: The Daemonette's arms end in huge, razor-sharp, crab-like claws easily capable of cutting a man in half. When making injury rolls always add +1 to the dice score.

**PINK HORROR,
LESSER DAEMON OF TZEENTCH**

Horrors may only be summoned by Magisters possessing Tzeentch's special spell (see above). Vice versa, Magisters who have dedicated themselves to Tzeentch can only summon Horrors.

Split: When the Pink Horror is taken Out of Action it splits into two Blue Horrors. Replace the model with two Blue Horror models.

No save: Due to the unique nature of the Horrors, neither variety has the normal Daemonic Save.

**PLAGUEBEARER
LESSER DAEMON OF NURGLE**

Plaguebearers may only be summoned by Magisters possessing Nurgle's special spell (see above). Vice versa, Magisters who have dedicated themselves to Nurgle can only summon Plaguebearers.

Cloud of Flies: The Plaguebearer's festering sores attract and give birth to tiny daemonic flies. The flies fly into the ears, eyes and mouth of any living being nearby, granting a -1 to hit penalty for all models fighting the Plaguebearer.

Plaguesword: The Plaguesword carried by the lesser daemon of Nurgle constantly drips venomous ichor, which will poison any living creature wounded by it. Treat every wound caused by the Plaguesword as if the opponent has lost its last one, resulting in an injury roll.

Daemons of Khorne are intentionally left out of this treatise. Khorne hates all kinds of dabblers in magic, if a Magister were to summon a Daemon of the Blood God, the Daemon would probably begin by ripping the Magister's heart out of his chest! For the same reason there is obviously no Khornate spell. I do trust, however, that rules for Khorne's followers in Mordheim are bound to appear in a form or another sooner or later.

Power specific spells for Chaos Magisters

Should you roll a spell the Magister already has when generating a new spell for your wizard, instead of re-rolling, you may choose to take a spell of one of the Great Gods of Chaos. You must choose one of the Gods and his associated spell (opposite), after that you may never have the other two. It's assumed that the Magister has been vying for his God's attention all along but for the ease of game play you do not have to decide on allegiance to a specific God until you get the chance to learn the spell – unless you want to dedicate your warband to one of the gods right from the start, of course.

It might be worth mentioning that the ability to cast these spells is by no means the true Mark of Chaos. Real Marked Sorcerers and Champions of Chaos are far more powerful beings than a devoted but simple Magister dwelling in Mordheim.



Specific Rituals of the Chaos Gods

Seduction of Slaanesh

Difficulty: Target's Leadership

Followers of Slaanesh are often unnaturally beautiful and alluring, and a gifted Magister can use his or her charms and magic to subvert the unwary. A daemonic command word whispered in a warrior's ear has been known to cause men to jump to their deaths or momentarily turn on their friends, the madness of jealousy burning in their eyes.

This spell has range of 10" and requires line of sight (the target may be in cover, though). Casting difficulty is the target's basic Leadership, no modifiers for being close to the Warband's Leader apply. If cast successfully the target is controlled by the Possessed player for the enemy's next turn and the warrior moves before the rest of his friends. The model can make charges (even against his comrades), jump off buildings and perform similar acts of madness at the whim of the Possessed player. The seduced warrior's comrades in arms do not have to fight back in close combat should the player so wish.

The spell works only on living, sentient beings including Vampires. It has no effect on Dogs, Rats or other beings with animal intelligence. Daemons, Undead, constructs or other similar animated bits of dead matter or raw magic are also immune to this spell. The effect of the spell ends at the beginning of the Possessed player's turn.

Fires of Tzeentch

Difficulty: 8

Tzeentch's power often manifests in magical, multicoloured flames, a Magister favoured by the Lord of Change gains a halo composed of this Witch-fire around his body. With practice the aspiring sorcerer can learn to control these flames, even to the point of engulfing his enemies in their searing heat.

The Magister can direct the living fire around him at one target up to 12" away. The target takes D3 S4 hits with no armour saves. Alternatively the Magister can intensify the fires around him, engulfing all models (friend or foe!) within 1" of the Magister. Each target takes an automatic S4 hit with no armour saves.

If a Hero is taken Out of Action by the fires and subsequently survives roll 1D6. On a 5+ he gains a random mutation from the exposure to the raw magic of the Fires of Tzeentch. Generate the mutation randomly from the Possessed Mutation Chart (page 76). The model also becomes subject to special rules affecting the Possessed (effects of Sigmarite Prayers and Sigmarite Warhammers, for example).

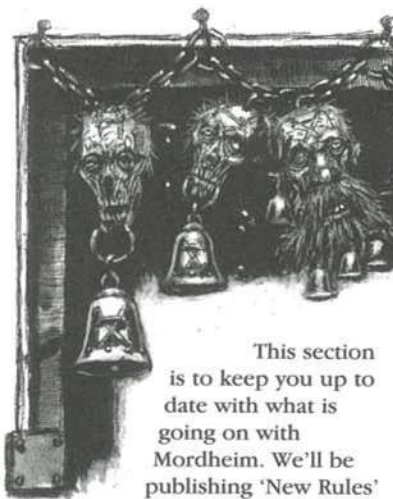
Father Nurgle's Pestilence

Difficulty: Automatic

Nurgle has indeed smiled upon his follower. The Magister is covered in blistering sores, yellow pus oozing through his clothing, filling the air around him with a horrible, nauseating stench. The pus also attracts flies and other disgusting insects of Mordheim, creating a cloud of stinging, blood-hungry insects around the Magister.

Any enemy model attacking the Magister suffers a -1 to all to hit rolls because of the cloud of flies (shooting too!) and any models in base to base contact suffer a -1 penalty to his Strength due to the nauseating smell. The latter does not affect Daemons or the animated dead, but does work against the living, the Possessed and Vampires. Alas, the cloud and the smell tend to give out the Magister's location – the Magister may never hide.

In addition, should a warrior be wounded (and fail his saves) by the Magister, make a note. If the wound is not healed by magical or other means during the battle and the warrior survives, roll a 1D6. On a 5+ the unlucky fellow has contracted an illness from the Nurgle's favoured and must miss the next battle. He may not take part in Campaign Phase activities either, just as if the warrior had suffered a serious injury. Now, roll a further 1D6. If that is a 6+ a second, randomly chosen member of the warband has contracted the same ailment and must miss the next game. Continue rolling in this fashion until a 5 or less rolled.



Community Section

This section is to keep you up to date with what is going on with Mordheim. We'll be publishing 'New Rules' (NR) and 'Experimental Rules' (ER). The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Town Crier. Every issue of Town Crier will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Mordheim Skirmish System. More importantly it will tell you where you can find this information, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Mordheim.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Crier 2/Best of TC).
Random Happenings
Events tables for Mordheim.
WD240 (Town Crier 3/Best of TC).
Dwarf Treasure Hunters
Dwarf warbands.
WD241 (Town Crier 4/Best of TC).
Chaos on the Streets
Rules for multi-player games.
WD242 (Town Crier 5/Best of TC).
Da Mob Roolz
Orcs in Mordheim.
WD243 (Town Crier 6/Best of TC).
Show me the Money
New hired swords.
WD243 (Town Crier 6).
Beastmen Raiders
Rules for Beastmen warbands.

Town Crier 7.
Designer's Cut
Tuomas Pirinen adds more choice rules to the mix. Town Crier 8.
Lustria – Cites of Gold
A new setting for Mordheim by the Lustria e-group. Town Cryers 10-15.
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The Shadow Warrior Warband.
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Official errata and answers
Town Cryers 11-13.
Ulli & Marquand
Two new Dramatis Personnae.
Town Crier 13.
Subplots
A new Warband. Town Crier 13.

Experimental Rules

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Rules for extra weapons, equipment and skills. Town Crier 7.
Sewer Rats
Rules and scenarios for sewer fighting. Town Crier 7.
Wolf Priest of Ulric
Wolf Priest characters.
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Let the Damned Burn!
Arson and fires in Mordheim.
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A trip to the Apothecary.
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Priest of Morr
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New hired swords. Town Crier 13.

Miscellaneous

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

Introductory fiction.
WD239 (Town Crier 2/Best of TC).
Mordheim Architecture
Nigel Stillman's scenery.
WD239 (Town Crier 2/Best of TC).
Witch Hunt
Battle report between Possessed and Witch Hunters.
WD242 (Town Crier 5/Best of TC).
Kidnapped!
New Scenario by Tuomas.
WD243 (Town Crier 6/Best of TC).
Scourge and Purge
A scenario by Donato Ranzato.
Town Crier 7.
Mordheim by Night
Michael Walker chats about Mordheim. Town Crier 7.
The Forbidden Square
A scenario by Christian Ellegaard.
Town Crier 8.
Stake Out
Gav Thorpe sets out an interesting scenario. Town Crier 8.
The Script of Sigmar
A scenario by Paul Smith.
Town Crier 9.
Customising Ye Warband
Notes on giving your Warband that Latino flavour. Town Crier 9.
The Architects Guide
More tips on building scenery.
Town Crier 9.
The Lair of the Snake
Another scenario by Christian Ellegaard. Town Crier 9.
Narrative Campaigns
Dylan Owen talks us through his narrative campaign. Town Crier 9.
The Foulness below Mordheim
A narrative campaign by Donato.
Town Crier 10.
The Mine
A quick scenario by Paul Smith.
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The Caravan
Our scenario competition winner.
Town Crier 11.
Rivers of Blood
Scenario with special rules.
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Scenario. Town Crier 12.
Arcane Architecture
Modelling buildings.
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Sword of the Herald
Scenario. Town Crier 13.





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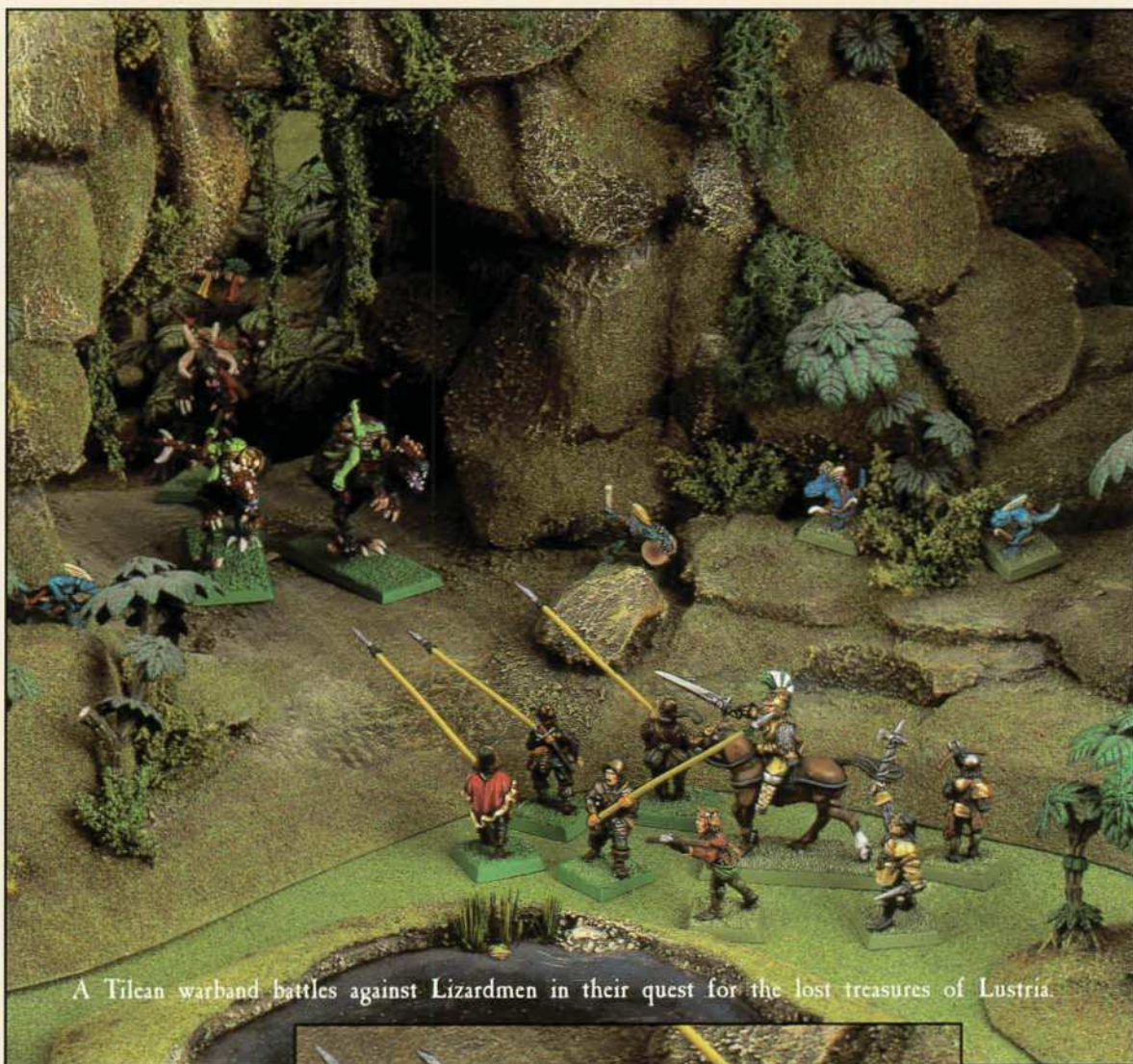
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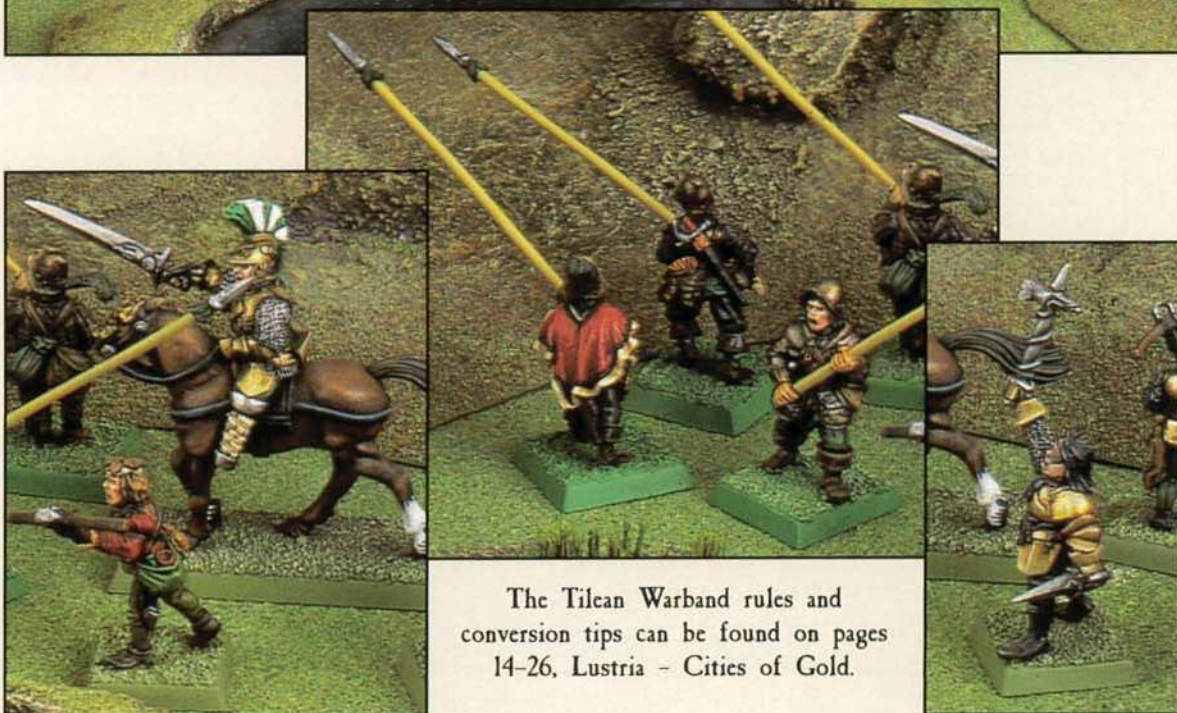
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Tilcan Warband



A Tilcan warband battles against Lizardmen in their quest for the lost treasures of Lustria.



The Tilcan Warband rules and conversion tips can be found on pages 14-26, Lustria - Cities of Gold.

Town Cryer

Heinrich Lager EQUESTRIAN SUPPLIER

Why walk when you can ride? We supply the very best in horse and mule stock.

First hand, second hand, every hand. No mutations guaranteed.

Lager livestock and farrier at the west gate encampment.



LOST

One cat o' nine tails.
Inquire at Henrietta's bawdy house
lavish reward promised.

MULESKINNER FOR HIRE

Proficient in the keeping and handling of animals ranging from horses and mules to dogs and asses. Can feed, water and control.

Will fight for no extra fee.

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Contact Markus Vanheim at the
Twisted Goat Inn

Calling all Pit Fighter
entourages

CUTTHROAT'S HAVEN PIT FIGHTS

Features the exclusive return of
the unbeaten champion
Marachev 'Spleen-eater'.

All contenders welcome.

*Ale and refreshments
available.*

Westside arena at dusk.
Sponsored by Filthy Lorenzo enterprises

OBITUARIES

Luca Pissipotti of Renco's
Remasens, suffered a burst head.

Gorak 'Gore-splasher' Jansen, Pit
Fighter of Shylack's school
decapitated in the pits.

Werner Meyer, died of plague.

Matthias Manfeld, disembowelled
in the privy.

Unidentified rat creature, skull
crushed by horse's hooves.

SCRIBE'S HONOURABLE MENTION

Donato Ranzato



MONEY LENDER

Reasonable rates.

No amount too large.

Deposit required (arm or leg).

Contact Shylack at the back room
of the Silent Parrot Inn

OLD MYSTIC

With regret, this week's fortune
tellings are cancelled due to
unforeseen circumstances.

Sister Agnetha



Meeting Place

Daemon Prince, Male, 3268,
seeks host for fun nights out and
carnage. Must be sick and twisted
and delight in pain and torture.
Must supply own pentagram.

**Furry Rat-like man-man, Male,
13 months,** seeks kind,
subservient, hairless breeder with
a penchant for the arts. A
fondness for rats is a must-must.

LOST

Dark Tome, bound in skin with
Wyrdestone symbol adorning ye
front cover. If found return to
Arnor the Faceless in the cellar of
the ruined Town Hall.



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www.fanatic-games.com



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