

Town Crier



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SLING OUT SISTER!



Sisters of Sigmar on the streets of Mordheim

The number of patrols of those lovely ladies of the Order of Merciful Sisters of Sigmar has been markedly increasing in recent weeks. This is believed to be in direct response to the increase in wyrdstone hungry warbands infesting the ruins of the cursed City of the Damned. These much maligned and misunderstood maidens are not the heretics that foolish Witch Hunters would claim, eager as they are to burn anyone who would disagree with their insane, puritanical ways.

The beloved Sisters of Sigmar alone have taken the mantle as the protectors of Sigmar's faith in these dark times. Hundreds of dispossessed young maidens are drawn to Sigmar's sacred flame within the confines of the Abbey of the Rock and under the tutelage of the sisterhood will become fine daughters of the Empire. Though mere women, the chaste and pure Sisters are a force to be reckoned with and can wield their mighty warhammers, slings and a whole host of other weaponry in Sigmar's name. Death to the foul mutants and fell Undead is the message that the comely Sisters preach. The Sisters are here to cleanse the ruins of evil and let the blessings of Sigmar be upon them for we are in need of redemption.

Here
Within



Arabian Tomb
Robbers in
Khemri – Land
of the Dead.

A look at the
lives of the fair
Sisters of
Sigmar.

Letters to the
scribe – your
views from
around the
cursed city

**GAMES
WORKSHOP**

Brothers and Sisters



The Sisters of Sigmar bring the justice of Sigmar to some heathen Marienburgers.



Sisters battle it out against foul ratmen in a ruined temple.

The Editor Speaks

Greetings my mishapen friends to this the twentieth issue of our beloved Town Cryer magazine. We have a special treat in store for you in this issue, for we have some more Sisters of Sigmar to add to our existing range and what delectable maids they be. Akin to those Kisle ruffians we introduced you to in issue 16 these ladies can be equipped with a variety of different weapons (presumably to suit their mood!). Our scribe Nicodemus Kyme has just returned from a short sabbatical with these daughters of our Lord Sigmar at their Abbey on the Rock with an insight into their strange and pious practices.

Last issue we announced that this would be the final issue for the coverage of the alternate setting Khemri – The land of the Dead. But we are quite wrong! Yes, there is still more information to be gleaned and Dramatis Personae will be featured in our next issue of this fine publication. This issue however, our correspondents have been rubbing shoulders with the strange Arabian Nomads of the great Arabian desert. Much can be learned from these superstitious wanderers for few know the lay of the land quite like them.

So, what plans do we have for the future? Well, my merry band of cutthroats, we already have a brave cartographer working up a detailed mappe of the ruins of the cursed city to aid you in your search for Wyrðstone and already our correspondents are investigating the perils of the dark forests of our fair land.

Read on my nefarious children for the dark city awaits your unclean, scurrilous attention.

Steve

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The Brave and the Pure



Sommerzeit the 4th, in the year of our Lord Sigmar, two thousand



uidance for the petulant and the impious is a wearying and lamentable task. Yet my Lord Sigmar doth grant me the strength and resolve to overcome all obstacles and for my weariness in his service do I offer penance. Today a fresh induction of novices was brought from the darkness of the world into the light of Sigmar. For the most part they were of usual stock: obstinate, naive and requiring of discipline and tutorledge. Such is our role and our duty.

Yet there is one amongst their number the lyke of whom I hath never seen, such was her defiance and fury at our sense of order. Were it not for the fact that Sigmar hath granted me with foresight and temperateness I would hath thought she of a chaotic bent and smote her with my own steady hand. She will be a difficult rod to bend to His will, yet all must bend lest they be broke.



Sommerzeit the 11th, in the year of our Lord Sigmar, two thousand

Training hath begun in earnest. A morning dedication to our Lord Sigmar in order that our minds be purest and of equal divinity and purpose, revealed yet a greater petulance from our most difficult novice, Celandra. Her personal sister guardian divulged to me a most heinous escape attempt last night. Abhorred, I instructed she be given lashes and exempt from morning meals as a punishment. She accepted grimly without protest and bore the lash, which I administered personally, without a single cry of pain. For my own sins I confess my admiration for her courage and determination. If forged properly perhaps she could yet be a useful weapon in the service of our Lord Sigmar?


The afternoon began with initiate weapon disciplines; that of the sling and hammer. I hath been paying special interest in Celandra as her temperament doth vexes me so. She showed remarkable progress in both sling accuracy and hammer aggression, forced as I was to send three of her fellow novices to the infirmary such was her ferocity and fervour. For her wanton anger I chastised Celandra and supervised her in a stringent session of prayer in penitence for her rashness. Her will was steady in opposing this regime. The lash was broke and the hour late by the time she eventually relented...



igmar




An account of the lyfe and practyses of ye most holy order of Sigmar
Taken from the diary of Sister Superior Guinevieve Benedictine
By scribe Nicodemus Kyme

 Sommerzeit the 19th, in the year of our Lord Sigmar, two thousand

Cellandra wears down my resolve and patience. I pray to Sigmar daily now purely for the strength and will to see my course, to bend her to His ways. Matriarch Brunwelda has placed me in personal charge of her progress and tutoring. Her spiritual training continues, yet progress is slow. She shows little patience in learning the sermons of our order, rebelling constantly against practices of food deprivation and self-flagration for the inner most purity of the soul and body.

Yet it is martial training where she is adept and such prowess cannot be ignored even if it is to the detriment of my other charges. In keeping with the strict training regime of our order, more advanced weapon disciplines of the flail and steel whip began in earnest today. Novice Cellandra once again proves frighteningly adept. I know not of the cause of her fury but it manifests in her physical training, having reduced several props to broken timber.

Her spiritual teaching remains slow but she appears to have mastered the more simple liturgies of the Sigmarite faith and I supervised her in a ceremonial washing of the hands and feet for her fellow novices and was pleased.

 Sommerzeit the 21st, in the year of our Lord Sigmar, two thousand

A breakthrough today and I praise the will of Sigmar for its advent! After morning prayers and the cleansing rituals of our faith I began a lesson in the historical indoctrination of our order. Twas a lengthy and stirring lecture touching upon the great deeds of our most pious acquisitions; Augur Serephina the Devout, whose prescience and devotion was such that she could foresee an enemy's intentions before they had manifest in its foul consciousness and Sister Helga Haltersson, whose resolve shone like polished steel and bested an entire horde of foul Beastmen, before rescuing a group of new initiates in peril. These accounts of heroism and faith appeared to move my most difficult charge and praise the will of Sigmar I had her attention. But it was the gravest account of the excommunication of our order from the auspice of the Grand Theogonist, uttered as I did in the darkest tone, which had the greatest effect.

Even now my heart shrinks to think of the accusations levelled at our cause that day. Our portents of the great disaster were met with scorn and suspicion. We, who did not turn from our Lord in these, the darkest of times, were spared from annihilation when His wrath struck. Yet instead of 'Praise Sigmar!', the cry was that of heresy and corruption. Our excommunication was made official when summoned to a trial at Altdorf purveyed over by a cabal of damning Witch Hunters, Inquisitors, Electors and their foul ilk. Our representatives were sent naked and bleeding through the streets, their hair shaven and spirits broken, and so the Rock came to be our home and refuge from persecution.

These, the blackest of deeds I repeat now as I did in my lecture and such was the fury in my voice and the pain, etched indelibly upon my heart, that today I saw a marked change in Novice Cellandra.



Sommerzeit the 30th, in the year of our Lord Sigmar, two thousand

T

oday was the final day of Novice Cellandra's training. I tested her thoroughly in the spiritual doctrine of our faith and with resolve forged anew she was not found wanting. She bore the long period of fasting which endeth this day without complaint and has mastered the most complicated liturgies with an adeptness I had not thought possible. Her will it seems has relented and she has become a daughter of Sigmar good and true.

Her spirituality in equilibrium and her purpose sure, I tested her personally in the final weapon discipline, one that requires strength of faith as well as strength of arm: the Sigmarite warhammer. Her prowess was assured and her faith strong as she cut blazing arcs of silver into the air. Her temper blazes like an uncontrollable conflagration and her will shines like steel. I praise Sigmar for the patience he has granted me in my endeavours and for the great gift he has bestowed upon our order in Sister Cellandra.



Vorgheim the 2nd, in the year of our Lord Sigmar, two thousand

A great battle was fought today and I praise Sigmar that our cause was granted victory out of desperation. Within the bowels of that most accursed place over which our benevolence presides, the City of the Damned, a great many temples of our Lord lie in ruin but yet the relics of our order still remain, intact yet festering in their reliquaries surrounded by true corruption. 'Twas my order to send a petition into the darkness below to recover these artifacts with haste, lest they be defiled.

Engrossed in their duty, our most holy Sisters were attacked by a group of foul Witch Hunters, true Sigmar-haters and charlatans all, setting the temple aflame whilst attempting to put our Sisters to the sword. Sister Cellandra was amongst their ranks and although divided she rallied our Sisters together and fought furiously to freedom. Our Lord Sigmar would be pleased. Our relics have been recovered and the Witch Hunters dead or in flight.

My efforts with Sister Cellandra have proven wise and her faith is unbreakable now. In her eyes I see a latent fire and a nerve as ice. Today Sister Cellandra was reborn, a baptism of fire, a heroine emerging from the ashes...



igmar



Scenario: Burn the Witches

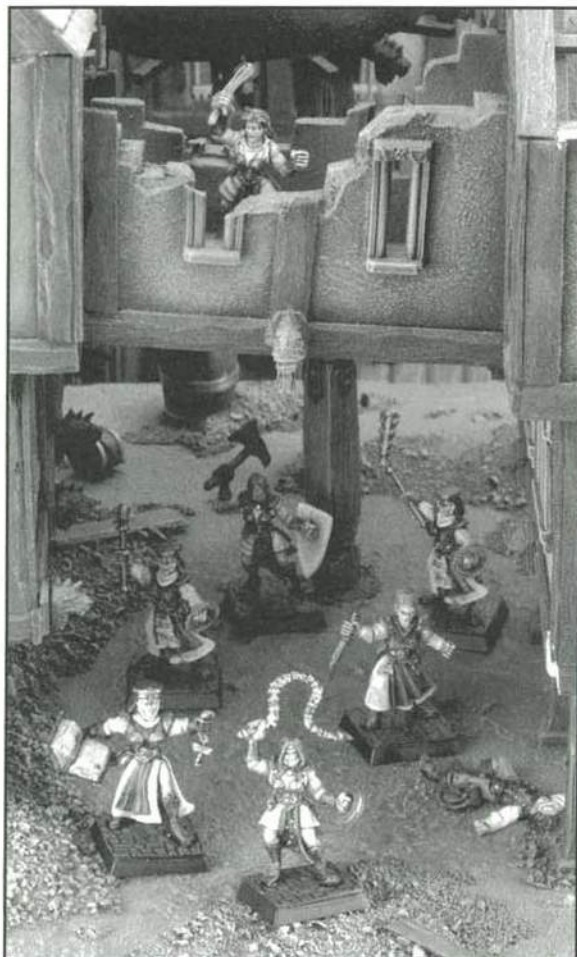
A warband is hunting amongst the ruins of a dilapidated temple of Sigmar, attempting to recover some valuable relics, when they are set upon by a rival warband intent on destroying them! Setting the temple aflame the ambushing warband advances. Escape is almost impossible as the warband within the temple is divided but it's that or burn amongst the ruins!

Terrain

The battle is fought inside the temple itself and the entire gaming area represents it. Set up within an area 3'x3' and use scenery such as broken columns, interior walls, benches, statues, altars, rubble, etc. Each player takes it in turn to place a piece of scenery.

Special Rules

Fire! The temple is on fire and at the start of each player's turn, after the first, roll on the table opposite to discover what effects the fire is having upon the battle. Roll 2D6 and add the number of turns already played, not including the first.



2D6	Fire Effects
+ no. turns	No Adverse effects
4-7	
8-9	<i>Seeping smoke</i> – Makes it difficult to see. Ranges for shooting are reduced by half and BS is at -1.
10-12	<i>Billowing smoke</i> – Visibility is reduced to 6", which will affect charging and shooting. Roll a D6 for each warband member. On a roll of 1 they are gripped by a coughing fit and cannot move this turn and in combat WS is reduced to 1.
13-15	<i>Lashing flames</i> – Each warband member must pass an Initiative test or take a Strength 2 hit from the lashing flames.
16-17	<i>Crumbling Masonry</i> – Each warband member must roll a D6. On a roll of 1 they are struck by crumbling masonry and take a Strength 4 hit.
18+	<i>Collapse!</i> The temple collapses and all warband members still fighting are taken out of action unless they are within 6" of the table edge.

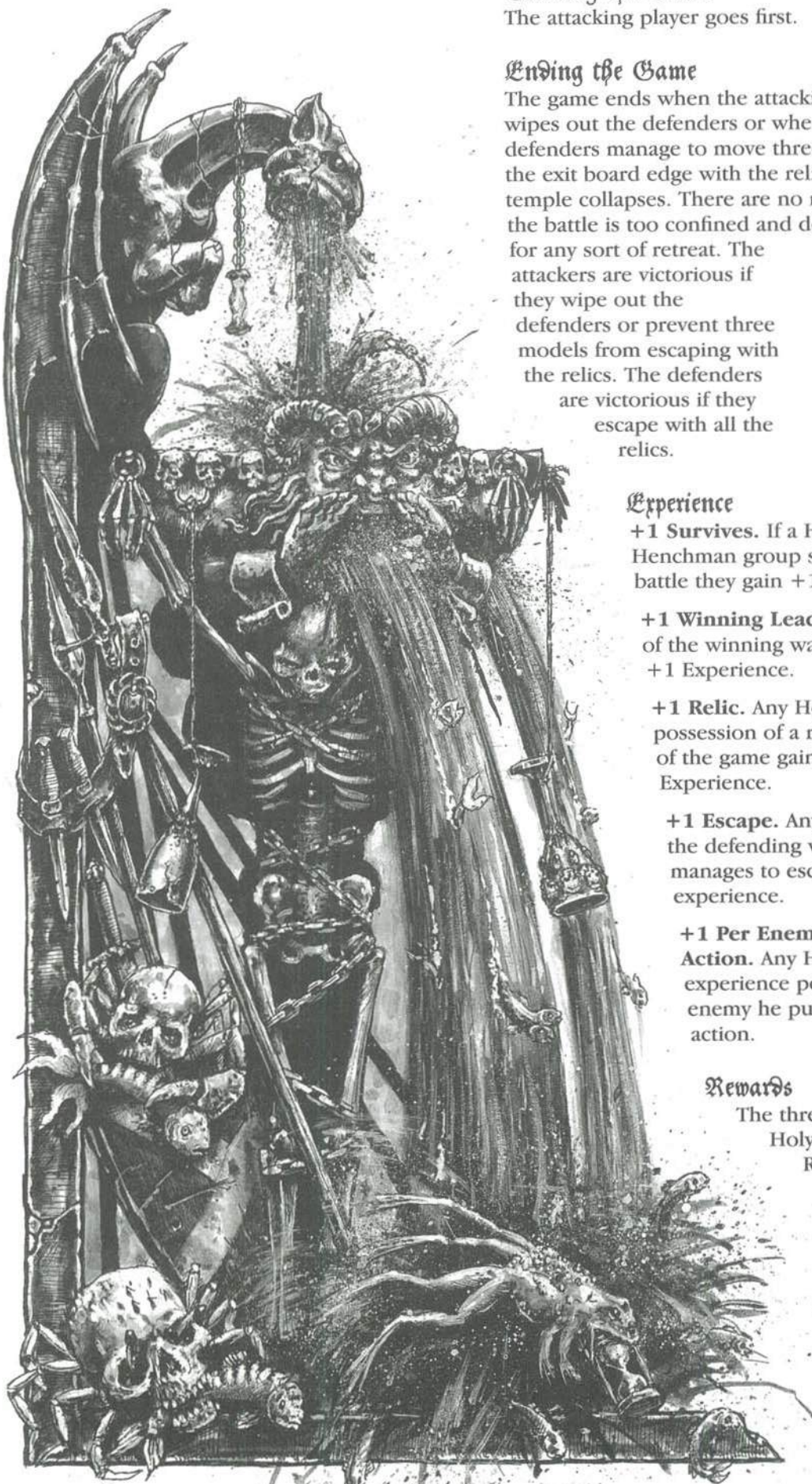
Inside the Temple: As the warbands are battling in the temple they may not flee from the board. If they reach any board edge other than the exit (see below) they merely cower and count as 'knocked down' if attacked.

The Relics: The relics salvaged by the defending warband are carried by three members of the player's choice. If a warrior carrying a relic is taken out of action the victorious warrior takes the relic. This is the only way that relics can pass from one warband member to another.

IMS

Warbands

The defending player sets up first in the same manner as point 2 in Surprise Attack. The attacker deploys his warband second within 6" of any single table edge. This is the exit to the temple.



Starting the Game

The attacking player goes first.

Ending the Game

The game ends when the attacking player wipes out the defenders or when the defenders manage to move three models off the exit board edge with the relics or if the temple collapses. There are no rout tests as the battle is too confined and deadly for any sort of retreat. The attackers are victorious if they wipe out the defenders or prevent three models from escaping with the relics. The defenders are victorious if they escape with all the relics.



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 Relic. Any Hero in possession of a relic at the end of the game gains +1 Experience.

+1 Escape. Any Hero from the defending warband who manages to escape gains +1 experience.

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

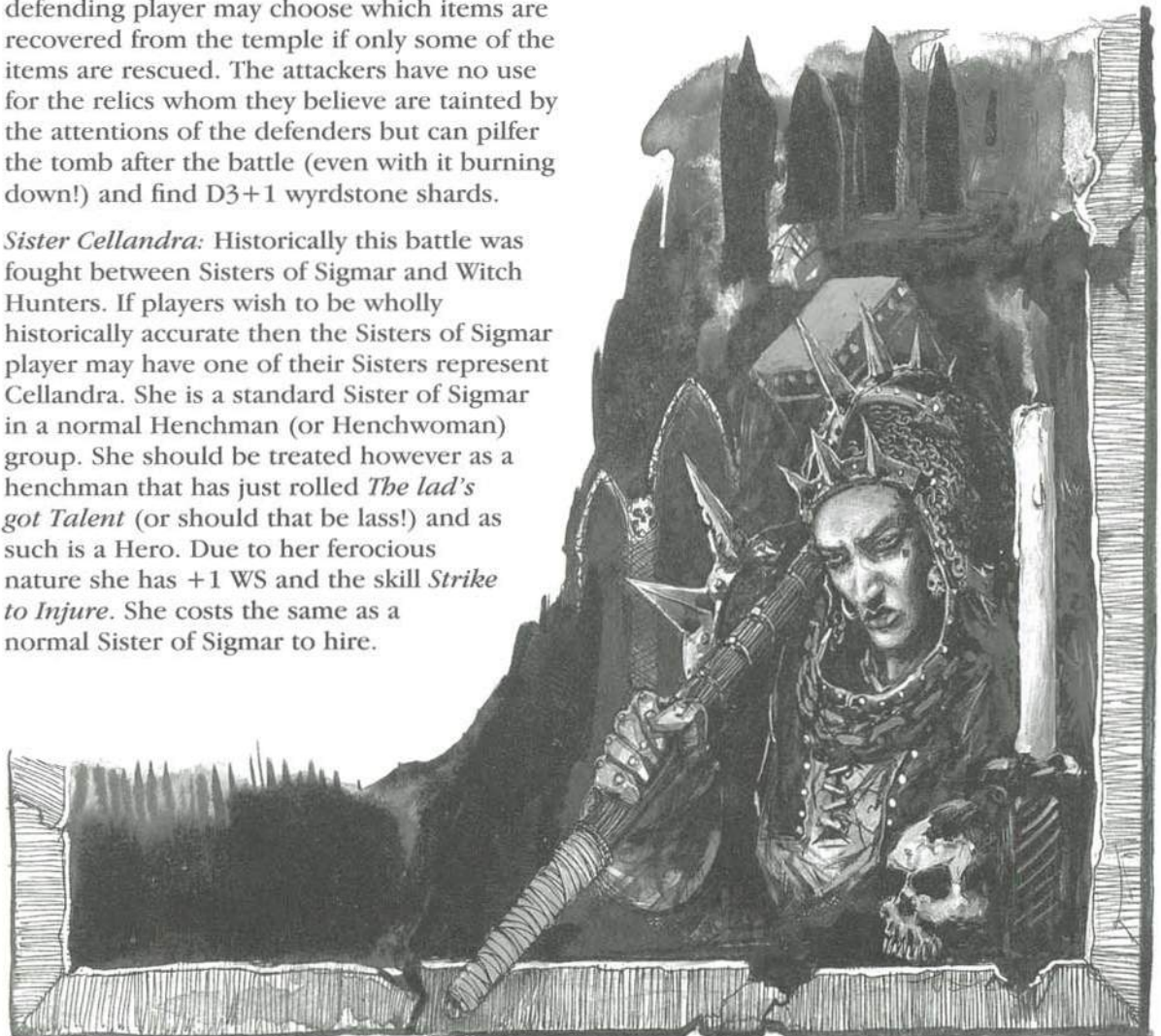
Rewards

The three relics are a Holy Tome, Holy Relic and Blessed Water. The



defending player may choose which items are recovered from the temple if only some of the items are rescued. The attackers have no use for the relics whom they believe are tainted by the attentions of the defenders but can pilfer the tomb after the battle (even with it burning down!) and find $D3+1$ wyrdstone shards.

Sister Cellandra: Historically this battle was fought between Sisters of Sigmar and Witch Hunters. If players wish to be wholly historically accurate then the Sisters of Sigmar player may have one of their Sisters represent Cellandra. She is a standard Sister of Sigmar in a normal Henchman (or Henchwoman) group. She should be treated however as a henchman that has just rolled *The lad's got Talent* (or should that be lass!) and as such is a Hero. Due to her ferocious nature she has $+1$ WS and the skill *Strike to Injure*. She costs the same as a normal Sister of Sigmar to hire.



New Sisters of Sigmar

These models are going to be incorporated into the main range to be bought in blister packs and as part of the Sister boxed set, but if you wish to order these models specifically contact Mail Order.



**Sister of Sigmar
Superior**
110204101



Sister of Sigmar
110204201A



Sister of Sigmar
110204201B



**Sister of Sigmar
Novice**
110204301A



**Sister of Sigmar
Novice**
110204301B

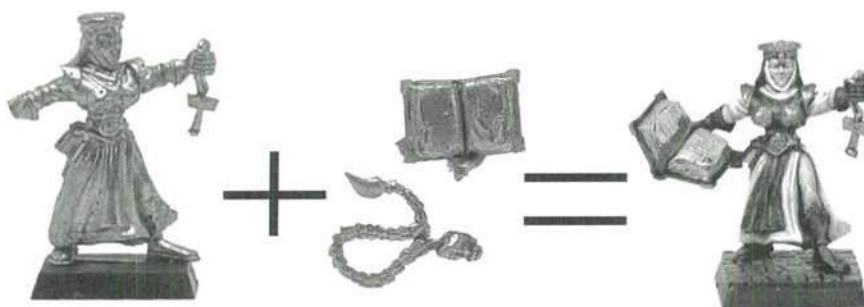
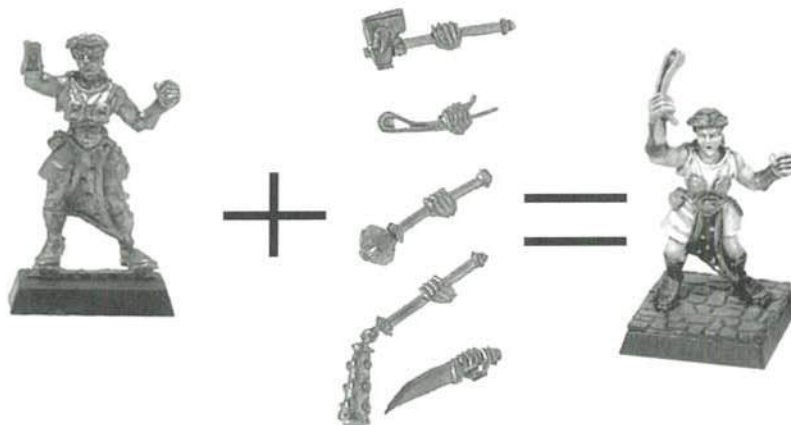


Sister Weapon sprue
110204102



**Tome and Whip
sprue**

The new Sister models are supplied without hands, but come with a weapon sprue. To arm them you simply choose the weapons you want from the weapons sprue and glue them in place as shown below. This system allows you to decide exactly how the models in your gang are armed, and also makes upgrading models with new weapons very easy. We hope to do all future releases this way.



Letters to the Scribe

Ed, Steve Hambrook presents us with more letters to ponder over.

House Rules Rule!

How often has a game of Mordheim erupted into an argument that seems to have no end? Even with the best of intentions, and between the best of friends, it seems that eventually there will come a time when parties simply cannot agree on how or why a rule should work. Sadly, these events can ruin a game or even a gaming group. House rules are a volatile topic in my gaming group and I have thought long and hard as to why and how to use them.

Of course, the rulebook cannot cover every situation that occurs in games of Mordheim. It is the nature of the game that players will come across unique situations that don't fit neatly into any pre-described category. The options are to roll a dice for the decision or to make a house rule. Seldom are either of these options acceptable to both parties.

Let me explain my philosophy behind the house rules that I like to use. Mordheim is a game of adventure and heroics, whether it be the lone Sister of Sigmar standing her ground against a horde of Skaven, or the ungodly Possessed giving every last ounce of strength to sacrifice his victim before his own death. We are not playing a game of merchants and schoolteachers. I live by the Inquisitor belief that heroic attempts are sometimes rewarded. As a result my group uses the house rule of shooting with a 7+. This means that if a shot is impossible, the character needs a 7 or higher, you can still attempt to eliminate your enemy. If you roll a 6, you need to roll again and get a 4+ to hit. This is a difficult effort, but is rewarding when successful. It becomes a difficult tactical decision to move your model into a better firing position, or take the long chance of an arrow finding its mark.

What I don't believe in is creating house rules that favour one or several warbands. The 7+ rule applies to all warbands, although perhaps not equally. It is dangerous to the balance of the game to change rules affecting only one or two groups. An example comes from a campaign I was playing in. The Sister of Sigmar and Skaven were dominating the campaign. Because of this the range of a sling was reduced and a sling's cost was increased. Using house rules to handicap a successful warband is not a fair use.

Another use of house rules that I have seen is an attempt to negate the weaknesses of armies, weapons or spells that have been built into the game. The 7+ rule applies to all missile weapons equally, and it does not seem to have changed the game except to add the occasional exciting dice roll. However, a house rule that allows pistols to be used in every round of hand-to-hand combat is only going to unbalance a rule created to avoid uber-powerful characters. The overall effects of a rule on the game must be considered, as well as its interaction with existing rules.

House rules are a fantastic way to tailor Mordheim to your gaming group. However, you must be careful in your choice of rules to ensure that you do not disrupt the balance of the game. It is important that you ask yourself why you want the rule in place. If it is only to help your warband win, then you are probably making a mistake. Look for house rules when a problem affects the entire group and not just your warband.

Brad Kwiatek

Brad.kwiatek@kiski.org

Fine words there from Brad. We would encourage players to use, develop and playtest their own house rules and not to be restricted to just the present game parameters. The game is constantly evolving and to add more spice to your games you need to experiment with new ideas, and who knows maybe one day they will become new official rules for the Mordheim annual – Ed.

Write in with your opinions to:

Mailbag

Town Cryer, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.
Or email: fanatic@games-workshop.co.uk

More Models

Hello Fanatic, I'm quite sure you get a lot of letters and suggestions like this. However in light of seeing the new Sisters of Sigmar models for Mordheim, which look really cool, I wanted to send in a few suggestions of my own for future Mordheim figures.

1. *Dark Elf Cold One Beast Hounds.* This is one of the big ones. Long ago the old Slann army had these guys (when everyone had a 'wardog' unit in the old Warhammer). I've actually seen the miniatures for them, and found it interesting they were included in the Dark Elf warband. Unfortunately, from what I've gathered the minis, like the old Slann models themselves, are completely unavailable. I could be wrong though, and would like to be proven wrong (I would like some). If the moulds are still around it would be nice if Archive can cast some up again and make them available to Mordheim players. If not, it would be cool if new ones were to be made. Maybe they and some new beastmaster models can also be a new Dark Elf and Lizardman unit for Warhammer as well as being available for Mordheim.

2. *Exclusive Mordheim Pirate and Norse Warband figures.* It would be cool to get some new, original, Norse figures that look more like Vikings than Chaos Marauders. A real good set of Pirate miniatures would be cool too. Maybe set them up also as a new Regiments of the Renown for Warhammer? Like the Kislev warband, have them completely designed to build off of the Norse and Pirate list, complete with weapons and equipment variations.

3. *New 'Puritan' style Witch Hunters.* This is a big one that I, and others, would really like to see. The 'Puritan' look is what really sets a Witch Hunter apart from everyone else. They give a sense of mystery, and of someone of authority.

4. *More Female models.* It would be rather cool to diversify the sexes in Mordheim warbands, if only a bit. Yes, it's understandable that warbands are made up of men (with exceptions), however the odd female character would be cool. A 'Puritan' style female Witch Hunter would really rock!

5. *More New Weapons, Treasure, Equipment, and Other Assorted Booty.* New weapons sprues would be really cool to have for warbands. Especially a plastic sprue of weird and unusual weapons like Hochland long rifles, and weird Ostlander weaponry. New equipment and add ons for models would be very helpful as well. Also, some new booty and spoils sprues would be cool to have. Chests, goods, barrels, crates, all would be great to have.

6. *Civilian models.* Not just any civilians, but ones that are designed to be used for scenarios. Undertakers, traders, the wandering prophet, and of course, the all too often captured lord/burgermeister's daughter. A set of these kind of figures would be really nifty to have. I'm sure that I'll come up with some more later. But that's it for now.

Anyhow, keep up the good work, and I look forward to seeing what you come up with in the future.

Ford Fitch

Yep, we do receive a lot of letters asking for more models and generally a lot of very good suggestions for models too. Well, we're bringing out new models as fast as we can have them sculpted! But, as everybody knows there's only a finite amount of releases that we can manage each year, so if we haven't made a model of the Slaughtered Sheep Tavern's barmaid or the one legged hunchbacked drunk from Stirland then chances are you may see them at some point in the future (please don't hold me to that!). We do however have Pit Fighters, new Amazons and some really cool new Hired Swords planned, so keep your eyes glued to our website for more details – Ed.

Khemri

The Land of the Dead

Heed well curious
fools the gems of
knowledge available
within this fell journal,
for they are not for
the unwise to misuse.

Here, discover the
guarded secrets of
those who dwell in the
deep and unforgiving
deserts of the Land of
the Dead. Believe their
strange tayles for who
else could survive the
borders of hell
for so long?

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman
www.grafxgibs.tripod.com/khemri/index.htm www.lustria.com

Khemri - The Land of the Dead

This is the fifth installment of Khemri - The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces the Arabian Tomb Raiders warband and the last of the special scenarios.

Scenario 11 - One Man's Rescue is Another Man's Kidnap

Throughout history, intelligent beings have always coveted one another's possessions - whether that's his gold, weapons or slaves; so it is in Khemri too. Kidnapping is not uncommon in the land of dunes and palms - whether for ransom, political advantage or use as raw materials! Many of these victims are subject to a 'rescue' attempt, either by the victim's family, hired mercenaries or by another group who also wants to ransom the victim.

This scenario is classically played out between Nomad warbands, but can be played by any warband.

Terrain

The defender first sets up a camp at least 18" from any table edge. The camp consists of at least one tent for every three members of the warband, excluding animals and Undead henchmen (who don't need tents). In any case the camp must have at least two tents. Also see Tents hereafter. Each player then takes it in turn to place other pieces of terrain - an oasis, sand dunes, ruins, etc, at least 4" away from any other piece of scenery.

Objective

The objective of the game is for the attacking warband to free the kidnap victim and escort him/her (preferably alive) from the table. The defenders must try to keep the victim on the table (and alive). If the victim dies, the game is considered a draw - neither side gets the win bonus - additional Experience points and gold.



Warband

The defender sets up the warband's models anywhere within the camp, including inside the tents. The kidnap victim model must be set up inside a tent - profile as a Young Blood. Models should be set up inside tents in secret - ask your opponent to look away as you place any of your models inside the tents.

The attacker sets up on any side, no more than 8" onto the table. The attacker goes first.

Special Rules

The victim is considered free if at the end of any turn there is an attacking warrior model within 2" and he is closer than a defender. The victim model may then move as normal.

Ending the Game

The game ends when the victim has been rescued, or when one warband fails a Rout test. The winning warband gains 5D6+10 GC as a ransom/reward.

Experience

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

+1 Per enemy out of action. Any Hero earns +1 Exp. for each enemy he puts out of action.

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

+1 Rescuer. The warrior who rescues the victim gains +1 Experience.*

*Note: The last two are not awarded if the kidnap victim dies.

Special Rules - Tents

Cost: 20+2D6GC

Those that travel the deserts require shelter from the freezing nights and often-fierce sandstorms. The inhabitants of Khemri have developed light, robust tents to protect them from the extremes of the desert. These are frequently quite lavish and opulent - displaying the owner's wealth with items such as embroidered wall hangings, silk pillows and rare rugs.

Tents normally have only one entrance and only one model may shoot from a tent each turn. If an attacking model is within 2" of the entrance to a tent he can see inside - remove the canopy, revealing the models within.

Because of the tent's narrow entrance, it is unusual for more than one model to be able to fight in hand-to-hand combat (depending on your model tent). If a model in the entrance to the tent (either immediately inside or outside) is stunned, then any standing model in base contact may move it outside. Either player may move the model, but the player controlling the model has the final decision if there is any dispute. Place the stunned model to one side of the tent entrance, but move it no more than 2". This will allow attackers to gain entrance by dragging enemies out or pushing injured warband members out of the way. A model may not be moved and then attacked in the

same turn (although he may be attacked then moved). Assume that the stunned model is moved at the end of the current player's turn.

Because of the cramped conditions, weapons that require two hands to use (including halberds and most missile weapons) cannot be used inside a tent.

Optional Rules

This adds a level of complexity, slowing down the game; it also allows for greater tactical flexibility and realism.

Damaging Tents: Tents are made of a tough, hard wearing material but can be slashed and cut open using natural claws, a dagger or other bladed weapon (but not a hammer, dogs' paws, camel hooves, etc). In game terms they have a Toughness of 2, 4 Wounds and count as flammable.

If a sharp weapon causes a 'wound', a hole has been opened. Place a marker to indicate where this improvised opening is. However, a successful Initiative test must be made to

enter, otherwise the warrior has become tangled in the tent's fabric and can do nothing else this turn. A warrior, thus entangled, may be attacked from inside or outside the tent, and the entangled warrior is at half WS when defending himself.

If reduced to 0 Wounds, the tent collapses. All inside must make a successful Initiative test to free themselves. They may do nothing else until freed, nor may they be attacked. The kidnap victim must be freed from a collapsed tent by a warrior- she is tied up and cannot free herself.

Tent Models

The tent models should be made with one entrance and so that no more than six models (20mm bases) can fit inside. They can be round or rectangular (rectangular is easier for game play) - both are appropriate for the setting. Make the tents such that the canvas can be lifted off to leave a floor area with some wall (about an inch or so) so that the entrance is clearly marked.

THE SHEIKH

"Where are we going, effendi?" asked Ben Ahrim.

"You will find out soon enough my friend", replied the tall bearded man at his side. "We are going to find gold and treasures beyond your wildest dreams". The Sheikh smiled, showing his gold tooth.

"Uncle, I know of only one place where treasures lie for the taking and I do not want to go there". Ben's swarthy skin looked pale. "They say that the princes of old walk the sands even though they have been dead for thousands of years. They say that they hate all living things and long only to kill them to raise in their own foul image".

"Ben Ahrim, you are my sister's son. You are my family. Since the thrice cursed greenskins came and killed my beloved son Ibn, you are my heir and successor."

"I know uncle. You have been like a father to me since my own father died. Tell me that you are not leading our tribe to its doom". Ben Ahrim trembled as he spoke, belying his years as a warrior.

"Do not fear. I know full well the monsters that await us in the Land of the Dead. I would not take us there unless I was sure that we could beat the cursed ones." The Sheikh turned making his robes rustle in the hot breeze. The silver chain that held his amulets and charms tinkled. Walking towards them was a short fat man with the brightest robes you could find in any bazaar. "Welcome", boomed the Sheikh, "The hospitality of my tent is yours. My water is your water".

The newcomer paused, out of breath. "My lord is most gracious. My water is yours also," he panted.

Ben Ahrim looked at him incredulously. "Is this a new warrior to help us defeat the dead princes? With respect he hardly looks able to hold a spear to defend himself."

"Please excuse my nephew." The Sheikh turned back to Ben. "The creatures of which we speak are creations of ancient evil magics. They will use it against us. To fight magic we must employ magic ourselves." Gesturing to the gaudily dressed little man, "This is Abu ben Baba. He is a powerful mage he assures me. With his help we will destroy the undead monsters."

Young Ben Ahrim looked again at the mage then turned back to the sheikh. "How much gold did you say?" A gleam appeared in his eye. "Uncle, forgive me for doubting you. Let us away immediately".

Arabian Tomb Raiders

The nomads of Araby live on the fringes of the great desert Araby, to the west of the Land of the Dead. There are a few scattered towns and settlements but the nomad tribesmen shun these places in favour of a wandering lifestyle. The nomad tribes of Araby have been living in the deep deserts for centuries, their realms dictated by the life-giving oases. There are hundreds of different tribes of nomads – the Tuareg, the Dervishes, the northern Fuzzy-wuzzies, the Al'Rahem and the near legendary Muktarhin to mention but a few. Although they have a very fastidious code of honour between them, which to many Old Worlders would appear almost ritualistic, many bitter rivalries and blood feuds often flare up between tribes over the slightest of things. These blood feuds are so brutal they can last for generations and make a Tilean vendetta seem like a child's argument over a broken toy! A strange people by all accounts and with many bizarre customs and superstitions they are difficult people to deal with, especially for Old Worlders whom they view with suspicion and dislike. They are, however, masters of desert survival and any Old Worlder explorer hoping to survive in the unforgiving deserts of their land will need a nomad guide just to stay alive. These hardy people can live in the deep desert for months travelling from oasis to oasis, navigating using the stars and knowing how to avoid the worst dangers of the desert. Nomads are also justly feared as raiders and bandits because in their culture stealing is a just and righteous thing to do so long as it is from a rival tribe. Theft within the tribe is most harshly dealt with.

Some nomadic tribes occasionally wander into the Lands of the Dead but this is rare and mainly because they have become lost in a freak sandstorm. Generally speaking, even Nomads will not travel for long within these dread lands, for theirs is an ancient people whose ancestors once traded with the Nehekharans before the catastrophe. Tales and songs are passed down through generations warning the tribe of the fall of the kingdoms of the west and of the curse of the one they call Nagash the Black. For this reason they seldom venture too close to the legendary cities of the Tomb Kings. Sometimes though, a young sheikh eager to prove his worth in the

tales of his people, will seek out knowledge of the Land of the Dead so that he may claim a name for himself and discover untold riches. Needless to say, many of these reckless individuals and their bands of loyal followers are never seen or heard of again...



Choice of Warriors

An Araby Nomad warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Heroes

Sheikh: Each Araby Nomad warband must have one Sheikh: no more, no less!

Champion: Your warband may include a single Champion.

Nomadic Mystic: Your warband may include a single Mystic.

Henchmen

Bedouins: Your warband may include up to two Bedouins.

Warriors: Your warband may include any number of warriors.

Slaves: Your warband may include up to five slaves.

Starting Experience

A **Sheikh** starts with 20 Experience.

A **Champion** starts with 8 Experience.

A **Mystic** starts with 8 Experience.

Henchmen start with 0 Experience.

Special Rules

Hate Undead: The men of Araby have suffered heavily at the hands (or should that be claws!) of the Tomb King's armies of the Land of the Dead. Therefore Arab Heroes hate all Undead.

Arabian Tomb Raiders Equipment List

The following lists are used by Arabian Tomb Raiders warbands to pick their weapons:

WARRIOR EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Mace	3 gc
Sword (Scimitar)	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Short Bow	5 gc
Bow	10 gc
Tufenk	15 gc
Hand Gun	35 gc

Armour

Shield5 gc
Buckler5 gc
Helmet10 gc
Light Armour	20 gc

SLAVE EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Club	3 gc
Katar	5 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

None

Armour

Shield5 gc
--------------	-------



Arabian Tomb Raiders skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Sheikh	✓	✓	✓	✓	✓	✓
Champion	✓	-	-	✓	✓	✓
Mystic	-	-	✓	-	✓	✓

Special Skills:

Arab Heroes may use the following skill table instead of any of the standard skill tables available to them.

Sand Worm

The warrior can bury himself in sand and become almost undetectable. The model can hide in open ground. Cannot be used inside buildings.

Hit and Run

The warrior can run and shoot but suffer -2 to

hit instead of the -1 to hit for moving.

Weather Tolerant

The warrior has grown so used to the weather it doesn't even affect him anymore. Weather conditions such as heat and such no longer effect this model.

Heroes

1 Sheikh

60 gold crowns to hire

The Sheikh is the undisputed leader of the warband. The Sheikh is a hardened warrior living in the burning hell of the desert and having to constantly fight off bandits, members of other rival tribes, and of course, the evil Undead. He is often also the head of the tribe, respected and trusted by his fellow tribesmen. To all the Nomads the Sheikh's word is law and they obey without question, such is their custom. Only very rarely will another member of the tribe, who is of noble birth, challenge the Sheikh's leadership and then single combat is fought to determine who has the divine right to lead the tribe.



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

Weapons and armour: A Sheikh may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Skills: Leader.



0-2 Champions

40 gold crowns to hire

Noble relatives of the Sheikh's family are fanatically loyal to him and give him the necessary support and muscle when needed. The Champion keeps the rest of the Warband in line, disciplines those who have offended the Sheikh, divides up the booty (after the Sheikh has taken his chosen share of course) and tells tall tales by the fireside to ensure the warband's morale and respect for him. Needless to say, the Champion needs to be a tough fighter if he is to lead by example.

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

Weapons and armour: A Champion may be equipped with weapons and armour chosen from the Warrior Equipment list.



0-1 Mystic

40 gold crowns to hire

In the distant past the Arabians were renowned for their studies in the magical arts, whether they were originally taught by the Elves, as were the men of the Old World is not known. The wisemen of Araby have mastered a strange aspect of colour magic, known as Elementalism, which is based on the four primary elements: earth, wind, fire and water. Unlike the flamboyant and fabulously wealthy sorcerers of the cities, the mystics of the nomadic tribes are more shamanic and are revered by their fellow tribesmen. These scholars are an integral part of the tribe and take a great part in guiding and motivating the tribe as a whole.

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

Weapons and armour: A Mystic may be equipped with weapons and armour chosen from the Warrior Equipment List.

SPECIAL RULES

Wizard: A Mystic is a Wizard. He uses spells from the Elemental Magic list. He starts with a single spell chosen at random from the list.

Henchmen (bought in groups of 1-5)



0-2 Bedouins

35 gold crowns to hire

Bedouins are nomadic tribesmen who live on the outskirts of tribal life as the tribesmen themselves do with the rest of civilisation. Loners by nature they are experts in desert craft and make excellent scouts and guides for their tribe or outsiders who are willing to pay enough for their services.

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

Weapons and armour: A Bedouin may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Desert Trader: Add +1 to your search for Equipping/Trading result. Note that you only get +1 even if you have two Bedouins.

Nomad Warriors

25 gold crowns to hire

All the males of the tribe are warriors first and foremost; some may be talented in the crafts of weaving or weapon smithing but all are brought up from an early age in the use of weapons, primarily the bow and the scimitar. These people are hardy, being used to living in the harsh conditions of the desert. They are also a very superstitious people and their trust is very hard to gain especially for outsiders. Many are members of the Sheikh's extended family and their loyalty is unquestioned.

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

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

0-5 Slaves

15 gold crowns to hire

Slavery is rife in Araby and indeed the slave markets of Al-Haikk or Lashiek are testament to this. Many Old Worlders look upon the Arabians with a great deal of contempt and see them as nothing more than barbarians. Nomads look upon slaves as nothing more than a commodity. Most slaves are those taken captive from other tribes and theirs is a short and often brutal existence. When it comes to battle they are unmotivated and make poor fighters.

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

Weapons and armour: Slaves may be equipped with weapons and armour chosen from the Slave Equipment List.

SPECIAL RULES

Life of Slavery: A Slave may gain experience but if he rolls *Lad's got Talent* the leader executes the Slave and he is removed from the roster. The rest of the group may then re-roll their advance.



Arabian Elemental Magic

The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.

D6 Result

1 Riding the Wind

Difficulty: 6

Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to 12+D6" anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with a -1 penalty for having moved).

2 Skin of Stone

Difficulty 7

Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a -1 penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

3 Burning Hand

Difficulty: 8

By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

4 Quicksand

Difficulty: 6

By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.

This spell is cast at any warrior within 6". The water floods the area for 3" around the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

5 Storm of Magic

Difficulty: 9

By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

6 Blessing of the Elements

Difficulty: 6

The caster calls on the elements of the desert and draws upon the fortune they can bestow.

In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.



Converting an Arab Warband



One of the trickiest parts of designing a new warband is making sure that players can actually build the models to play with. Settling down with my trusty Citadel Miniatures Annual and a blank Mail Order form, I set out to find what was available to build my Arab warband from.

In the Warhammer section I found Suliman the Saracen and Al Mukhtar's Desert Dogs. Not too promising as they are all mounted and Khemri warbands are on foot. Then I was reminded about the rules for mounts in Town Cryer 14. That would give me two or three possible models but I still needed a lot more. The answer came from the Warhammer 40,000 range. The Imperial Guard Tallarns are perfect Arabs. I managed to select several which could be easily converted by snipping away the 40K weaponry – some even came with scimitars. The finishing touches would come from the Desert Dog sword arms and the ever-useful Mordheim Mercenary and Accessory sprues.

In the end I used:

- Suliman the Saracen + shield
- Sheikh Yadosh (Dogs of War paymaster)
- Sheikh Shufti + shield
- Desert Dogs + sword arms + shields
- Tallarn Captain Al'Rahem
- Tallarn Desert Raider with lasgun 1
- Tallarn Desert Raider sergeant 1
- Tallarn Desert Raider missile firer
- Mordheim Human Mercenary sprue
- Mordheim Accessory sprue

You will find listings of these with pictures and numbers later in the magazine.

I won't go through all the tools and techniques to use as they have been covered previously. My main tip is that wherever possible, drill and pin the joints. Many a good model has fallen apart during the stress of battle due to relying on superglue alone. Secondly, take care. Knives and drills are sharp, 'Nuff said.'

Now down to the detail. Every warband must have a leader. Here I had two choices: Sheikh

Shufti or Al'Rahem. I plumped for the Sheikh as he was available mounted. The first model was built as intended. His unmounted twin was made by cutting him off at the waist and fitting him with a spare pair of Tallarn legs. In order to match the mounted model I extended his robe down to his ankles with Green Stuff. As you will see I am no Mark Bedford so that is about the limit of my sculpting!

I decided that Al'Rahem would serve as the Sheikh's champion. I carved away his goggles, leaving eyes to be painted in later. Then I cut the hand off a Desert Dog sword arm and replaced it with a handgun from the Mordheim sprue. I positioned it pointing upwards because you often see images of Arabs shooting skywards in celebration or warning. The handgun was originally a blunderbuss but I carved and filed away the trumpet end to make it look like an ordinary gun.

For the Street Mage I used Sheikh Yadosh the mercenary paymaster. He is a fat and slightly comical figure so I gave him a defensive weapon – a spear cut down from a Mordheim halberd.

The remainder of the Arabs were made from Tallarns equipped with a selection of scimitars, swords, bows, handguns and spears. The missile launcher Tallarn is the easiest as he has a free left hand and an interchangeable right arm. The Desert Dog's arms provided suitable sleeves and wrists to take Mordheim weapons. One arm was bent to look like it was drawing a bowstring. The Tallarn sergeants were also pretty simple. They have a scimitar in the left hand and a lasgun extended in the right. I carefully snipped the right hand away and replaced it with either a Desert Dog sword or a Mordheim weapon. Some of the figures required details like grenades clipping off. With care and a sharp pair of clippers they don't need any further finishing. My favourite is the one holding a handgun single-handed whilst looking along the barrel, 'Go on punk – make my day!'. The sergeant figures ended up better equipped and more imposing so I used them as the Bedouin Heroes and the missile launcher Tallarns as warrior henchmen.

Khemri - The Land of the Dead

The next task was painting. I took my theme from a Desert Dog unit I saw at a recent Warhammer tournament. The owner had given them dark skin and contrasting light robes. I used Bestial Brown to give a Moorish look and Bleached Bone for the robes. As a highlight I coloured the tassels and some small details in Blood Red. A small highlight like that can make a warband much more visually exiting and help tie it together. The trick is not to overdo it. I made the Street Mage a little different with Enchanted Blue inner garments whilst still keeping with the theme. Other details were a variety of drab browns to blend in with the Bleached Bone. The idea was to avoid the 'coat of many colours' look.

Finally, I painted the bases Snakebite Leather and coated

them with sand using PVA glue. The colour is a good match for the desert tables available at Warhammer World where I usually play. You can choose a colour to match your table.

I hope that I have given you some ideas of how to build your own Araby Nomad warband. I haven't given you a blow by blow account of every model because I'm sure you can come up with your own versions.

NEXT ISSUE

Not quite finished with the Land of the Dead as the Dramatis Personae will crop up in our final instalment next issue...



Terry's converted Arabian Tomb Raider warband

The models below are from the vast Warhammer and Warhammer 40,000 range of models and can be used to convert into your own warband of Tomb Raider warband.



Captain Al'Rahem's body
010501601



Sheikh Yadosh
021402209



Suliman's body
020304401



Sheik Shufti
021400608



**Tallarn Desert Raider
Sergeant 1**
010500506



**Desert Raider with
Lasgun 7**
010501317



**Desert Raider
Missile Firer**
010503423



Suliman's Shield
020304402



Desert Dog Shield
021400608



Desert Dog Sword Arm 2
021400607



Desert Dog Sword Arm
021402710

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The Watchtower



This section is designed to keep you up to date with what is going on with Mordheim. In regards to New Rules (NR) and Experimental Rules (ER). The New Rules have to be used where applicable, while the Experimental Rules are optional and can only be used with an opponent's consent. If the feedback on the Experimental Rules is positive enough we'll upgrade them to New Rules status in future issues of Town Crier.

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

New Rules

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

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

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

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

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

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

Beastmen Raiders
Rules for Beastmen warbands.
Town Crier 7.

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

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

Averlanders
A new warband. Town Crier 10.

Ostlander Mercenaries
A new warband. Town Crier 11.

Q & A

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Two new Dramatis Personae.
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Town Crier 13.
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Playing in Albion. Town Crier 15.

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Rules for extra weapons, equipment and skills. Town Crier 7.

Sewer Rats
Rules and scenarios for sewer fighting.
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Wolf Priest of Ulric
Wolf Priest characters.
Town Crier 8.

Let the Damned Burn!
Arson and fires in Mordheim.
Town Crier 8.

Bretonnian Warbands
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Sawbones
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Town Crier 8.

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

Shiver Me Timbers!
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New skills and abilities for Vampires.
Town Crier 11.

Priest of Morr
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Fortune Hunters
New hired swords. Town Crier 13.

Blazing Saddles
Expanded Mounted rules.
Town Crier 14.

Pit Fights
Fighting in the pit! Town Crier 14.

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

Wyrdstone Powers
Town Crier 15.

Khemri - The Land of the Dead
A new setting. Town Crier 16-20.

Kislevites
A new warband. Town Crier 16.

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

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

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

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

The Mine
A quick scenario by Paul Smith.
Town Crier 10.

The Caravan
Our scenario competition winner.
Town Crier 11.

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

Night of the Headless One
Scenario. Town Crier 12.

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Modelling buildings.
Town Crier 12.

Sword of the Herald
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The Mummy
Undead Scenario. Town Crier 15.

Death Stalks the city
Rules for using the Death Tarot Card in Mordheim. Town Crier 17.

Mission Objectives
Additional objectives for multi-player games. Town Crier 18.

The Story Teller
Mordheim campaigning. Town Crier 20.

The Brave and the Pure
Sisters of Battle Scenario. Town Crier 20.



Catalogue

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

Boxed Sets & Mags

Mordheim boxed game
Best of Town Cryer
Town Cryer 8
Town Cryer 11
Town Cryer 12
Town Cryer 13
Town Cryer 14
Town Cryer 15
Town Cryer 16
Town Cryer 17
Blood on the Streets (building pack)
Human Mercenaries (8 figures)
Skaven Warphunters (10 figures)
Undead Warband (9 figures)
Witch Hunter Warband (8 figures)
Possessed Warband (7 figures)
Sisters of Sigmar Warband (8 figures)

Kislevites

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

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Pit Fighter
Elf Ranger

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Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

Reiklanders

Captain
Champion
Youngbloods (2 figures)

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Matriarch
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Witch Hunter
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Warriors with swords (2 figures)

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Human Mercenaries with missile weapons (3 figures)

Dramatis Personae

Veskit, High Executioner
Bertha Bestraufung
Nicomemus
Ulli & Marquand (2 figures)
Johann the Knife

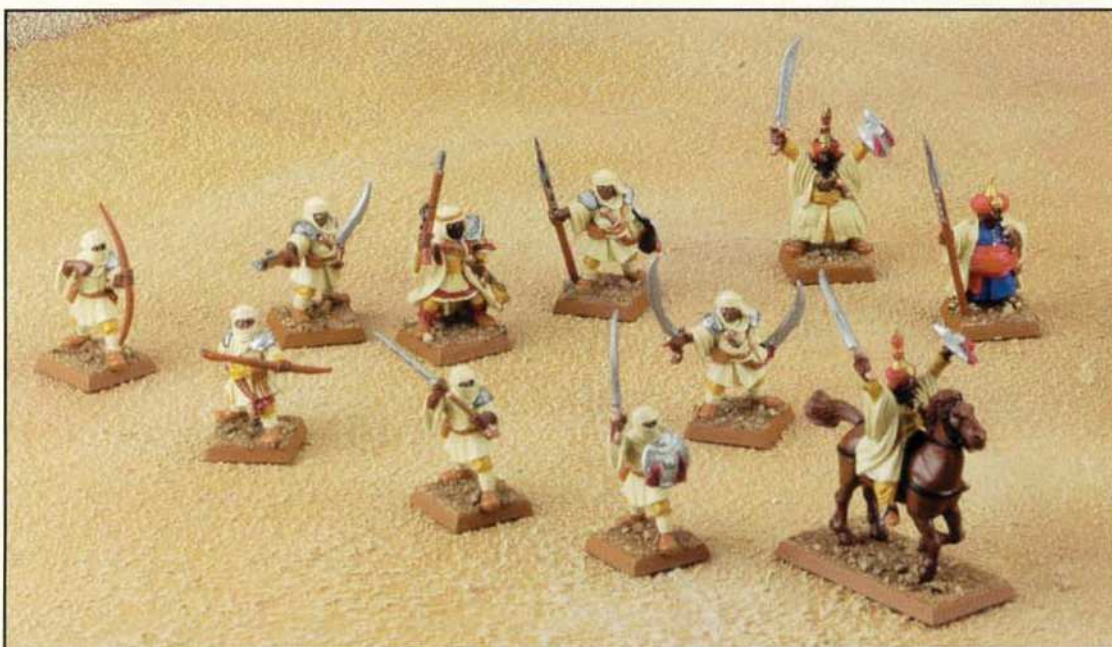
Amazons

Serpent Priestess
Piranha Warrior
Eagle Warrior
Warriors (3 figures)
Jaguar Warrior (3 figures)

Khemri - The Land of the Dead



A warband of Arabian Tomb Raiders emerge from a freshly plundered Khemrian tomb.



Arabian Tomb Raiders - lions of the desert...

NOTICE

This week's Halfling football match has been cancelled due to lack of Halflings.

FREAK WATCH

Tall, gangly freak seen in Jobsworth Strasse and definitely not near the tavern shouting 'I'm skint!' at a pig in underwear.

AVOID AT ALL COSTS – THOUGHT TO BE DANGEROUS AND VERY LOUD INDEED

WANTED

By order of ye public decency brigade



'Mean' Spencius

also knowyn as: 'Ye Bar Beast', 'No-Necked Nutter' and most frequently 'Bull's Pizzle'

For ye crimes of heretical inanity, blasphemous and foul language, outrageous drunkenness, lewd behaviour, destruction of private property and aggravated Halfling bothering.

Known associates:
Harburgh 'Ye Mead Monster'

200 gold crowns

*For information leading to capture.
Warning – this blaggard is considered a drunkard and is dangerous.*

For Sayle

New and used apple cores, a duck, three rusty daggers and one dented codpiece.

Contact 'Squeaky' Jeff at the Blue Fish Tavern

WEEKLY WEATHER PREDICTIONS

Hail and sleet early in the week leading to snow on Festag followed by a shower of frogs and dead fish on Bakertag.

Predictions by Freida Einmann



PUBLIC HANGINGS

Freida Einmann

For ye cryme of witchcraft

Arnold Strumpet

For ye cryme of counterfeiting

Ivan Pietr Friclie

For ye cryme of public indecency

In ye market place of Sigmarhaven at dawn.

SCRIBE'S HONOURABLE MENTION

Donato Ranzato
& Stephanus Harburgh



Ye famous Dancing Troupe of Lityl Piddling

Madame Charlotte's DANCING LOVELIES

Ye most comely wenches and exotic dancers to fulfil your every needs.

Featuring:

Catherine the Great, a most excellent juggler of melons.

'Ginger' Jazmina, the moody wench, she of the fiery tongue.

And finally, but by no means ye least, the Moot's most diminutive loveliness – Charlotte the Harlot – Halfling Ballerina.

Call ye at 'Grubby' Harburgh's silk pavilion, at Sigmarhaven after dusk.
10 Gold crowns for full show.

Position Vacant

Weather Forecaster for Town Cryer required. Competitive salary and free use of trough.

OBITUARIES

Erik Larson – Thought he could fly – he was wrong.

'Clumsy' Kurtz – Fell on own dagger seventeen times.

Ratman known as Skritch – He got scratched.

'One-shot' Enzo – He missed!



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