

## ERRATA FOR TOWN CRYER 29

The tragic and untimely death of Town Cryer editor Steve Hambrook has meant that issue 29 of the magazine includes more than its fair share of errors and mistakes. The following errata covers all the errors that may cause the reader some confusion, but does not include any of the minor typos or grammatical errors in the magazine. Please accept our sincere apologies for any confusion caused by the mistakes we made in this issue of Town Cryer magazine.

Jervis Johnson

Head Fanatic

13/1/2004

### Page 1 – Contents

The table of contents refers to a catalogue appearing on pages 7 and 32. In fact no catalogue appears in this issue of the magazine (page 7 is the contacts page and page 32 has a preview of future plans).

### General Note On The New Warbands

All three Warbands in this issue of Town Cryer are experimental (or trail) rules, which can be used in either the Mordheim or Empire in Flames settings as long as you have your opponent's consent.

### Beastman Raider Warband Maximum Profiles

The maximum profiles for the Beastmen Gors and Centigors are as follows. Please note that the values for the Centigors movement and leadership should be 9, as listed below. Also note that the (+1) for the Centigor's attacks refers to its trample attack.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	5	7	6	4	5	4	6	4	9
Centigor	9	7	6	5	5	4	5	4(+1)	9

### Page 8 – Starting Experience

Monk Initiates and Plague Novices should have a starting experience value of 0 (zero), not 8 as printed.

### Page 9 – Clan Pestilens Skill Table

First of all, this is the Clan Pestilens skill table, not the Beastman skill table! Secondly it should include the Monk Initiate and Plague Sorcerer, as described below:

	Combat	Shooting	Academic	Strength	Speed
Special					
Monk Initiate	Yes	Yes	No	Yes	Yes
Plague Sorcerer	No	No	Yes	No	Yes

### Page 12 – Monk Initiates

Please note that Monk Initiates are meant to have S2 and T2. The aim is to give access to cheap but very weedy Skaven for the Warband.

## **Page 12 – Plague Priest Special Rules**

Replace the reference to a “Beastman Chieftain” with “Plague Priest”.

## **Page 14-15 – Additional Equipment Table**

Ignore the repeated entries for the Liturgicus Infecticus and Scroll of the Rat Familiar. Please note that the profile for the Rat Familiar is meant to be the same as that of a Giant Rat, and is included simply for reference. Add the following entry for the Clan Pestilens Banner:

### **Clan Pestilens Banner**

A model within 12" of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).

## **Page 18 – Encampments Part 2**

The Encampment is known as Cutthroat’s Den and lies to the west of Mordheim. Ignore any references that say otherwise!

Please note that a Warband must stay in Cutthroat’s Den in order to take advantage of special locations. Having rolled on the Housing Chart, a Warband must stay at the given location for at least one battle. After having fought a battle they can either stay at the same place, or roll again on the Housing Chart if they prefer.

## **Page 19 – Housing Chart**

Tavern: “above the racial limits” refers to the total number of Warriors in a Warband. For example, a Skaven Warband is normally allowed a maximum of 20 members, but would be allowed 21 in this case.

Tent: “2 above the maximum,” refers to the total number of Warriors in the Warband, as above. Ignore “must be the same level if none are at 0 level start a new group”. Instead the beggars always form their own group, even if there is only one of them!

## **Cutthroat’s Den Settlement Events**

Roll on the Settlement Events Table printed in Town Cryer 28 in between visiting locations in Cutthroat’s Den. Although the description’s for some of the events may seem slightly out of place for Cutthroat’s Den, the results should still be applied as written.

## **Page 25 – Outlaws Equipment**

The list states that only Heroes can have longbows and hunting arrows. It should say that Heroes and Marksmen may have them. Please note that the Forest Cloak is only available to Heroes. The reference to the cloak being available to “Outlaws only” on page 27 should read “Outlaw Heroes only”.

## **Page 26 – Bandit Leader Special Rules**

Replace the reference to a “Priestess” with “Bandit Leader”.

## **Page 31 – Warband Rating**

The Warband Rating for the Warband on this page should be 82.

Best regards,

Jervis Johnson

Head Fanatic