



Town Crier

Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

HOWL AT THE MOON!

BEWARE THE THING IN THE WOODS..

If ye go down to the woods today be sure of a chilling surprise! Several reports have come in from settlements and small farmsteads in Ostermark of a creature that stalks the dark woods. Tis reputed to be a beast of gargantuan size and supernatural vigour. A variety of tayles of equally varied reliability have given this beast as either a wolf, bear or beastman of monstrous proportions with huge razor-sharp talons and fangs like daggers. Whether these wild speculations are true no-one knows for sure, for those who have set out to quell the beast have never returned. The local watch have advised all travellers to only travel during daylight hours and if they are forced to make their journey after dark, not to stray off the paths. Beware, for more fearsome creatures than beastmen prowl the dark wilderness of the Empire.

TAYLES OF A MYSTERIOUS STRANGER..

Strangely coinciding with the fell stories of the 'Thing in the Woods', are the taylor surrounding a most peculiar fellow. A man, if indeed that is what he is, has been witnessed travelling from isolated farmstead and coaching inn, asking queer questions about disturbances amongst local cattle! Perhaps the most conspicuous article worthy of note is the man's attire, for it has been reported that this fellow dresses in similar manner to the rangers of the wilds - tattered cloak & sturdy boots. That's where the similarity ends, however, for the grim man adorns his face with a frightful horned mask and festoons his body with axes, pouches and strange icons. Is this stranger friend or foe? Sigmar-fearing folk would be well advised to stay away.



Here
Within



Details of ye
Encampments
around the City
of the Damned.

Tilcan Days - ye
tayles of
adventuring in
that far land.

The Empire in
Flames - The
much feared
Beastmaster.

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The Beast Hunter & Thing in the Woods

Models designed by Dave Thomas & Felix Paniagua, painted by Michael Anderson.



THING IN THE WOODS



BEAST HUNTER



The Beast Hunter makes a chilling discovery, deep in the depths of the Drakwald...

Ye Editor Speaks

Well met, my twisted brothers, to this the twenty eighth issue of our fair Town Cryer magazine. We've finished our report from the City of the Damned and near the end of our exploration of the dark, foreboding wilderness of the Empire. So what's next I hear you cry through misshapen lips? Well, this issue we commence with a new series of articles based on the ramshackle settlements and encampments that ring the cursed city like plague sores.

In the penultimate instalment of ye Empire in Flames, wilderness setting, we bring dark taylor tales of the mysterious stranger, the Beast Hunter. Also we try our best to quell the myths surrounding the dread Thing in the Woods.

Our friend and colleague, Aaron Ishmael, takes a trip to the southern land of Tilea, but it's not all been lazy days of wine and pasta. Read all about how our Tilean cousins live and fight in Tilean Days...

Read on and expand your knowledge of ye forbidden lore.

Steve

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It is with great sadness that we have to inform readers that the editorial above will be Steve's last for Town Cryer magazine. On the 22nd of September we learnt that Steve had died unexpectedly. We are, quite simply, devastated. The Fanatic design studio will simply not be the same place without Steve and we already miss him and his easy, self-deprecating humour more than words can say. Our thoughts are with Steve's family and close friends at this very difficult time. Readers who would like to send their condolences can do so at our website at www.specialist-games.com/cond.asp

STEVE HAMBROOK (1970-2003)
Editor, Town Cryer magazine 7-28

"Death is more universal than life; everyone dies but not everyone lives."

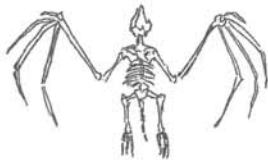
A. Sachs

New in Town...

This issue we have the third set of releases for the Empire in Flames wilderness setting. These models were designed by in-house Fanatic sculptor Felix Paniagua and GW miniatures designer Dave Thomas.

First up, we have a new Hired Sword for Empire in Flames who stands proudly alongside the Highwayman and Roadwarden. This the grim Beast Hunter. This model was sculpted by that GW miniatures designer of much repute, Dave Thomas. This is possibly one of the most characterful Hired Swords we've seen. Armed with two axes and dressed in the flayed skins of his chosen enemies – Beastmen – the Beast Hunter cuts a disturbing pose. Dave has given special attention to the almost feral attire of this Hired Sword. He wears a headdress, made from the leathery face of a slain Beastman, and upon his back is a trophy rack with the broken skulls of his most despised enemies. The Beast

Hunter comes as a single miniature and the rules can be found on page 6 of this magazine.



Next, we have the sometime target of the Beast Hunter's less than affectionate attention – the Thing in the Woods. This massive brute was crafted by the skilled hands of freelance sculptor Felix Paniagua. Felix was obviously inspired by that fine French werewolf film of recent years 'The Brotherhood of the Wolf' and the beastie of that tale. Felix's creation really is a beast that nightmares are made of – all serrated spines, claws and huge (real huge!) jaws this monster will be more than a match for even the most veteran of warbands. So, Mordheim players beware! The Thing in the Woods comes as a complete kit and the rules can be found on page 8 of this magazine.

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



The Thing in the Woods



Beast Hunter

COMING SOON...

Mordheim Beastmen warband
Inquisitor Tau Water Caste
Battlefleet Gothic Tau Fleet
Warmaster Stormvermin
Blood Bowl Zara the Slayer

EVENTS CALENDAR

Call to Arms 4-5th October 2003



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Write for Us We welcome submissions for our magazines – the majority of the articles are written by dedicated hobbyists like yourselves. Before you send us anything we recommend you read the submission guidelines. These can be found at our website www.specialist-games.com in the Fanatic Studio section.



MORDHEIM Empire in Flames

In this, the penultimate instalment of Empire in Flames, we have some new Hired Swords exclusive to the Empire in Flames wilderness setting. These new characters follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

The Devil of the Drakwald

The forest gloom was like a death shroud in the creeping silence of the Drakwald. The arboreal void held the promise of dark imaginings, of bestial torture and debauched acts of inhuman lust. Seldom were the calls of birds heard, or an errant shaft of sunlight that had lost its way seen; even the breeze held the stink of blood. A man would be foolish indeed to wander such paths in the dark, to traverse such belligerent terrain without armoured escort or even a guide. And in spite of that a figure wandered there, along darkened pathways, scorched bracken crunching loudly underfoot, a miasma of blackness before him, the eyes of devils at his back...

"Man-flesh," Boraash, an inhuman beastman growled in the murk of the undergrowth. Gorgoth snorted next to him, his bunched shoulders flexing at the prospect of battle, eyes narrowing with dark anticipation. A third, Kornak, licked the burgeoning saliva off his fangs and snout, raking the air impatiently with thick gnarled horns and uttered

"Encircle him!"

The forest was thickening, all the while the outside world becoming ever more remote, all but a faded memory. And yet the traveller continued, seemingly unaware of the creatures stalking him.

Boraash sped quickly through the black bracken, sweeping past low lying branches, moving rapidly through thick foliage. The rest of his foul horde was a blur as they too raced ahead of their human prey. Boraash felt his shaggy mane twitch in anticipation. He could almost taste the blood he would soon drink.

A red haze overlaid Gorgoth's vision. Sharp and whipping tree limbs lashed at his face but they did not deter him, a frenzy was upon his very soul and he plunged headlong full of blood fevered zeal. Fangs bared, he was about to spring out in the open to tear the man-thing's flesh and devour it whole when a thick, sharpened stake pierced his gut, flung upwards from the forest bed.

Tayles of ye legendary 'Thing in the Woods' and ye fearless Beast Hunter
By scribe Nicodemus Kyme

Kornak's instincts had warned him to stay back, to remain in the wake of Boraash and Gorgoth. His animal eyes widened when he saw Gorgoth pitched into the air, a thick fountain of blood issuing from his back like black rain. Boraash had stalled, poised to attack. Kornak watched him slow, acutely aware that their prey had suddenly and abruptly disappeared...

Boraash sniffed the air, ears twitching, fear creeping upon him at the grim sight of Gorgoth, but he could find no trace of the man-thing's stench. He would feast on his brethren's carcass after he had bled the man-thing, he would suck the flesh from his bones, he would...

A silver-grey blur and a whistling in the trees silenced Boraash's intent. He fell back; a heavy bladed throwing axe embedded deep in his skull, thick, oily matter oozing down the haft.

Kornak snorted in fear as Boraash was thrown off his feet. His eyes darted back to the prone shape of Gorgoth, fur matting with his own blood. When he looked back, a figure was silhouetted against the gloom. At first he

thought it was Boraash, somehow having survived the axe blade. But one of his horns was broken and he didn't smell right.

It was the traveller. He had come back.

"Man-thing!", Kornak roared in a feral rage, bursting through the branches and foliage as if they were nothing. He raised a crude, gore-splattered mace intent on pulping the man's skull like paste. He would eat the grey jelly within. But as Kornak swung for the killing blow the man-thing pulled a sharp axe as if from the forest air. Kornak felt his mace smash against the stout haft. There was a flash of silver in the man-thing's other hand. Like fire, something bit deep. Kornak felt warm blood flowing down his side and with dying bestial eyes looked upon the visage of his slayer and balked in terror. For there before him was a thing more bestial than his brethren, eyes burning with animal hatred, body swathed in the foul-smelling skins of his kin, daubed in unguents that burned Kornak's nose and mouth. He had encountered a devil, a devil of the woods, his nightmare; his scourge.

Vantigan allowed the foul body of the bestial spawn to slide like spoiled meat from his blade. Then, without pause he backed off the creature's head with a single, powerful blow. In moments he had stripped it of flesh and other matter and rammed it deep upon a stake. It would make a fine trophy for his rack. But he had other prey that yet eluded him in these woods. Night was close and that would bring it into the open. These beastmen had been lured and vanquished easily. The balewolf would not nearly be as straight forward...





Beast Hunter



The Beast Hunter is a dark wanderer, full of mystery and self-loathing. His is a woeful tale. Kith and kin slaughtered by the foul beastmen of the wild. He is one of many such men who have been driven to the very edge by their experiences, yearning only now for unquenchable revenge against those that destroyed their once normal lives. They bedeck themselves in the skins of their foes and take on a truly frightening aspect. It is a stout captain indeed who hires such 'wild men' of the forest but their hunter's skills are without equal and their raw strength in combat is too awesome to ignore. Dangerous and ferocious, ideal qualities for survival in the dark, unbridled wilds...

Hire Fee: 35 gold crowns to hire + 15 gold crowns upkeep

May be Hired: Any warband other than Skaven, Beastmen, Undead, Orcs & Goblins, Possessed and Carnival of Chaos may hire a Beast Hunter.

Rating: A Beast Hunter increases the warband's rating by +18 points, plus 1 point for each Experience point he has.

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

Equipment: Two axes, throwing axe (counts as a throwing knife with +1 Strength), light armour.

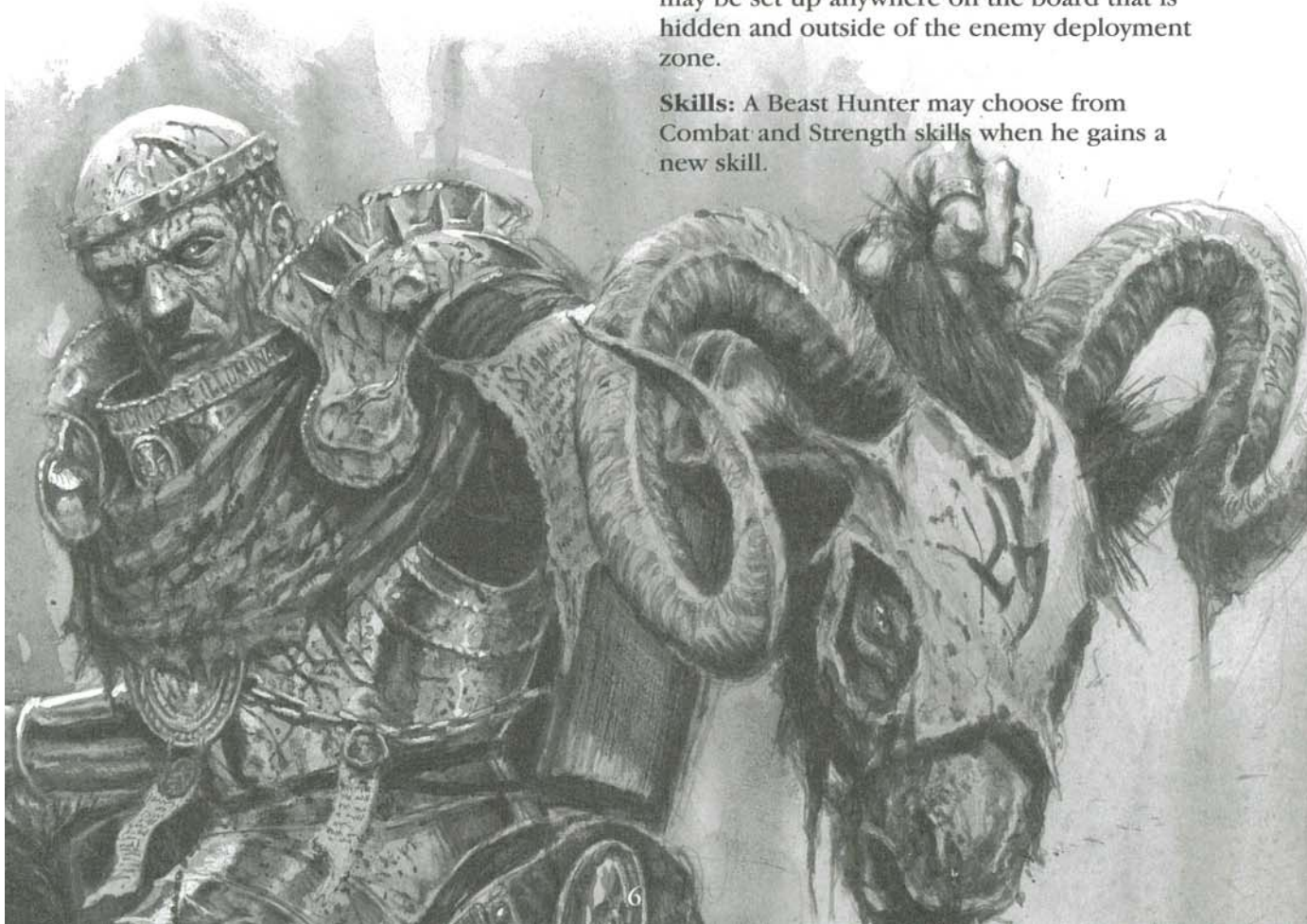
SPECIAL RULES

Beastmen Vengeance: The Beast Hunter hates all Beastmen (this includes Gors, Ungors, Centigors and Minotaurs) and will fight for no upkeep cost in battles against Beastmen.

Skull Rack: The Beast Hunter wears a grisly skull rack bedecked with bestial skulls. He causes *fear* in all Beastmen.

Predator: The Beast Hunter is a predator of all fell creatures but most especially Beastmen. In any battle that is set in the wilderness (ie. not within Mordheim) that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is hidden and outside of the enemy deployment zone.

Skills: A Beast Hunter may choose from Combat and Strength skills when he gains a new skill.



The Myth of the Balewolf

Lashing rain poured out of the blackness and lightning tore ragged strips in the sky as a lone traveller slowly wandered injured and dying to the little known village of Högenbath. A benevolent people, the villagers of Högenbath, rushed the stranger to the local apothecary, who tended to his wounds. Through cracked lips, with the last of his breath, he told the apothecary he was attacked on the road by a wolf but that it was no ordinary beast. A huge apparition as if from the depths of the pit itself, it held the gait of a man rather than a beast. In the frantic struggle that followed he had fought the creature off, piercing its heart with his broken sword but not before he had been badly wounded in return. Upon that remark he fell unconscious...

Regarding the ashen pallor of his charge, the apothecary feared the worst, convinced he would not last the night.

As daylight broke, the apothecary awoke and found to his amazement that miraculously the man's wounds had completely healed! The day passed without event as the traveller was welcomed by the entire village as he recovered his strength, but the following night the true horror of what had taken place was revealed and Sigmar's hand had no part in it...

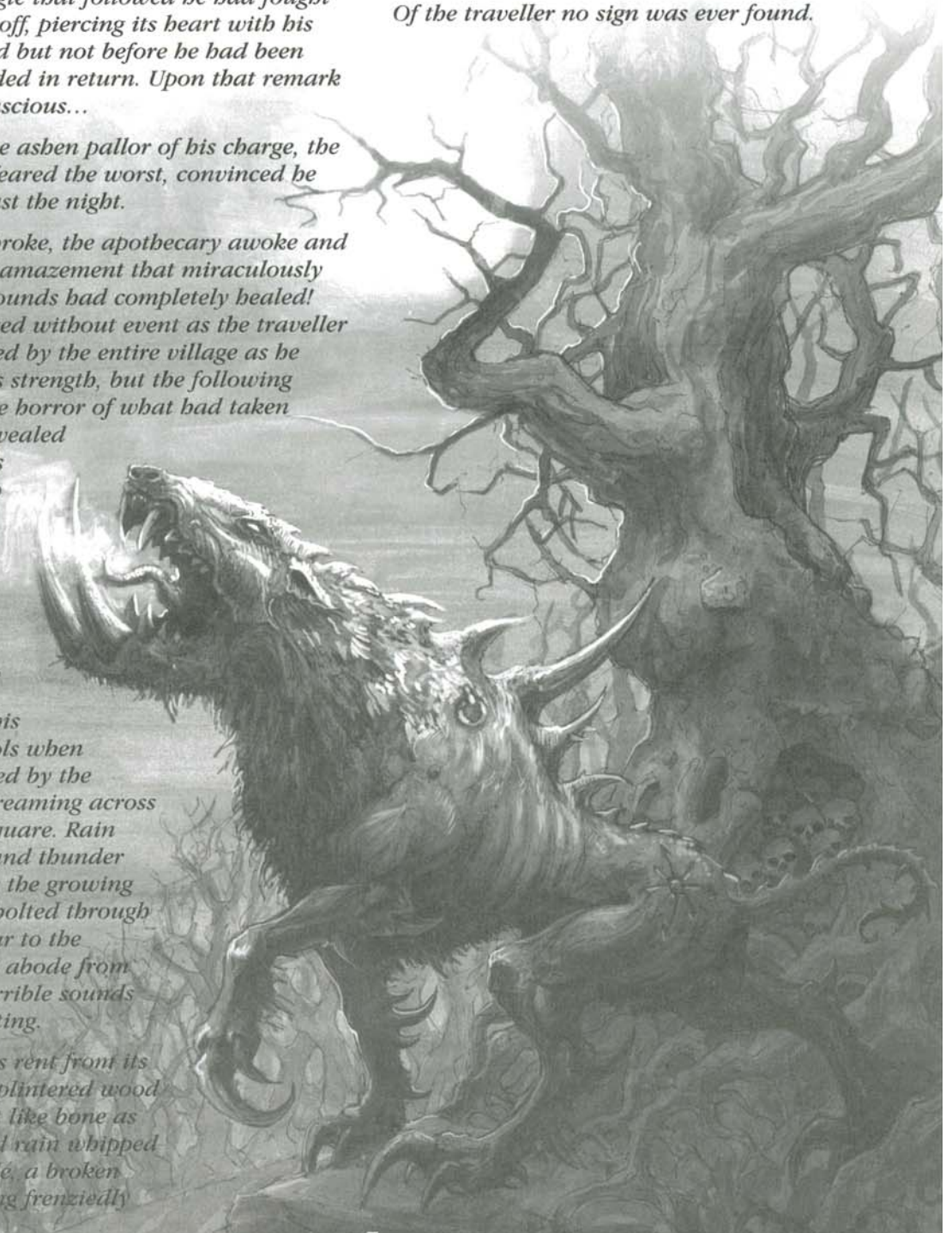
Once again, the moon waxed full. A watchman, was conducting his nightly patrols when he was alerted by the sounds of screaming across the village square. Rain was falling and thunder rolled across the growing cloud as he bolted through the downpour to the apothecary's abode from where the terrible sounds were emanating.

The door was rent from its hinges and splintered wood lay all about like bone as the wind and rain whipped within. Inside, a broken lantern swung frenziedly

from the ceiling. It illuminated a dark and terrible vista which the watchman would take to his grave. His blood splattered upon the walls, the village apothecary was little more than a partially devoured corpse, steaming in the night chill.

He had been slain by some terrible beast, a nightmare made flesh. As if in answer, a low, ululating howl rang out through the storm and dark silhouette was stark against the white slashes of lightning. The monster was huge, akin to a wolf and yet not so. As quickly as it was revealed it disappeared in the forest gloom beyond, lost into myth.

Of the traveller no sign was ever found.



The Thing in the Woods

The 'thing' is a creature encounter for the Empire in Flames setting as detailed in the scenario 'The Thing in the Woods' from Town Cryer 25.

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

SPECIAL RULES

Large beast: The Balewolf is a huge creature and counts as a large target for the purposes of shooting and may be targeted even if it isn't the closest model.

Fear: The Balewolf is a terrible and frightening creature that causes *fear*.

Forged by Chaos: A creation of Chaos; the Balewolf was born from some nefarious yet unknown origin. The power of Chaos knits its form together when it is wounded and as such the Balewolf has the ability to

supernaturally heal itself. At the start of each of its turns roll a D6 if the Balewolf is wounded. On a roll of 5+ one Wound is restored as its skin miraculously knits back together.

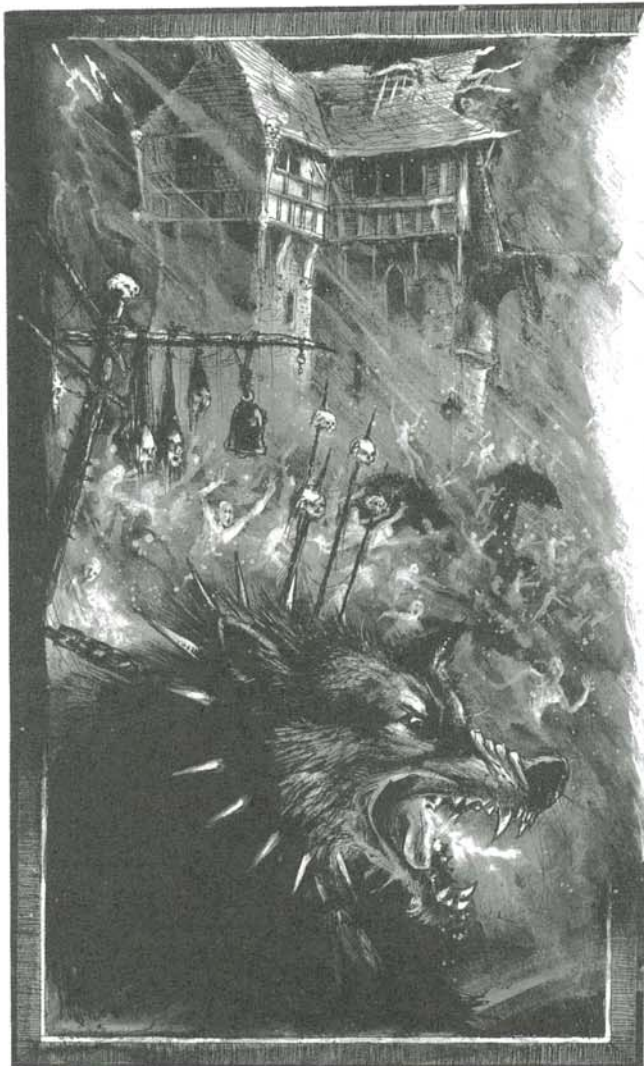
Flesh of Iron: The Balewolf's skin is thicker than toughened leather, wholly capable of turning aside blades and arrows alike. The Balewolf has an armour save of 4+ which is reduced by the Strength of the attack as normal.

Vicious Jaws: The Balewolf's massive jaws are capable of crushing a man's body in two. The Balewolf has an extra Attack from its jaws (as denoted in its profile) which is always its first attack. If this attack hits, it causes a critical hit on a roll of 5 or 6.

Lycanthrope: The blood of the Balewolf contains a terrible and powerful curse. Any model taken out of action from an attack from the Balewolf risks the taint of its dark blood (note that this only affects man-sized creatures and non-mutants). After the battle, if the model survives the attack roll a D6. On a roll of a 6 any injuries the model is currently suffering are cured but they are now cursed!

In each subsequent battle whenever the cursed model is wounded they must take a Leadership test. If they fail they transform horrifically before the eyes of their comrades into the Balewolf! The model now has the same stat line as the Balewolf. Any armour or equipment it was wearing is destroyed and any weapons the model was carrying are lost but may be recovered after the battle. The Balewolf will always charge the nearest model, friend or foe, if it can, otherwise it will move at maximum speed towards them. It may try and restrain itself from attacking a comrade by taking a test against his own Leadership (he may not use the leader's). If passed, the Balewolf will ignore friendly models.

Roll a D6 after the battle. On a roll of 2-6 the model returns to normal (albeit without attire...) but still carries the curse. On a roll of 1, the Balewolf takes hold completely and in his feral state disappears into the wilderness lost forever in myth and legend (remove from roster).





Encampments part 1

Introduction

These rules are designed to add a little more spice and background to your campaigns of Mordheim by allowing warbands to acquire their own base camp. In this and the following couple of articles, we will explain how warbands can take up residence in one of the encampments that surround the city and the benefits and hazards they face in doing so. These rules are purely experimental and although we would encourage players to use them they are as yet unofficial. For those players out there with an adventurous streak and who would like to give these rules a go we would love to hear your feedback – so send it to the usual place. In this, the first instalment, we will explain how a warband chooses their encampment and makes their camp. We will also cover the first of three encampments, Sigmarhaven, in detail describing income, places to visit and random events that may occur.



Encampments

Since the cataclysm that smashed the city of Mordheim, crude shantytowns have cropped up beyond the crumbling city walls. At first these pitiful settlements housed the sparse remnants of Mordheim's population. However, as soon as word reached the other towns and cities of the Empire of the magical Wyrdstone that could be found in the blackened shell of Mordheim, the treasure seekers came. The existing settlements were practically overrun by bands of mercenaries and bandits who would set up their camps in whatever tumbledown buildings were available or pitch their tents behind crude barricades. Soon there was a flood of greedy souls, many of which were not human as the stench of Wyrdstone tempted many from afar.

There are three main settlements in and around Mordheim. Sigmarhaven is inhabited mainly by the loyal followers of Sigmar and is a place of law and relative order. It also attracts a large following of Witch Hunters and their ilk, and understandably mutants and the Possessed are not tolerated there. Paid and equipped watchmen are maintained for the security of those who camp within it. There are, though, far more lawless settlements around Mordheim where scum



A new warband comes to town...

An exploration of the myriad camps and settlements around ye ruins of
olde Mordheim
by Steve Gibbs, Stephanus Harburgh & Nicodemus Kyme



such as Orcs and even the Possessed are known to walk freely. Nowhere is more infamous than thrice cursed Cutthroat's Den. Here life is cheap and the only law is that of the sword. Although a foul and dangerous place, there are many things that can be bought and sold here because of the shady sorts this place attracts. The last place even the toughest, most brutal of scum would think twice before making their camp there is within the haunted ruins of Mordheim itself. The dead are said to walk here and the foul servants of the Shadow Lord are everywhere, waiting to claim the souls of the unwary. There are those, however, that brave the mutant infested cursed city even after nightfall but then again they seem quite suited to it. Foul Ratmen scurry about the sewers, Necromancers make their homes, confident that the foolish righteous won't disturb their unholy practices and, of course, the children of the Shadow Lord, the Possessed, claim the ruins as their domain.

Experimental Rules

When starting a new campaign, all players must decide or not to use the encampment rules. Only after their first battle may each player then try to find a settlement and make

camp. First, they must decide which of the settlements they wish to set up camp in (obviously dependant upon which settlements will let them in!) or if they want to risk actually staying in the cursed city. When you decide where you want them to stay, roll on the appropriate Housing chart to see what type of abode they were able to afford, steal or win gambling. A warband may only have one camp at a time and may only roll for a new camp if they lose their original one. Any effects that a camp provides start after the warband's next battle. After each battle you may find out if you gain income, if other warriors join the warband, or if repairs need be made to the camp.

After each battle you may choose to visit locations within the settlement to procure goods and



entertainment. If you don't, you may use the Trading chart as normal. Roll a D3 to find out how many locations you may visit. Different locations can help you find items, receive healing, make money or other things. Between location visits, you must roll on the Events table to find out what happens to the warband as it carouses around the town.



Solace, if such a thing exists around the tortured ruins of Mordheim, can be found in Sigmarhaven. T'is the camp of those righteous enough not to stab you in the back for a sly glance nor offer up their virtue to the ruinous powers. Mercenaries of all states, grim Witch Hunters and their ilk are all welcome for a small fee. Though there is still division there, cliques exist unhidden, the camp splits into quarters where new arrivals can more readily find their kin. That belonging to the Witch Hunters is the largest quarter, known simply as 'The Cabal'. Entrance is only granted through secret symbols and clandestine ritual. They are a suspicious lot, ever vigilant of charlatans and find peace in isolation. No bawdy songs echo round the campfires, libations are quiet and ironically sober affairs. Not a place I've visited, nor would I wish to! The other quarters are less unwelcoming, yet mistrust around that place is as ubiquitous as the corpses that sway about the gibbet. Middenheimers rub broad shoulders with their haughtier Reikland brothers. Fights are scarce, so I'm told.

Sigmarhaven

Sigmarhaven, bastion of hope and goodwill, is located to the north-east of Mordheim where the River Stir still runs pure. It is not the largest of the settlements around Mordheim but is by far the safest. The settlement is surrounded by a wooden palisade and has a well-armed militia, which is paid for and maintained by tithes from all of the warbands that reside there.

Sigmarhaven was originally founded by the Sigmar-fearing folk who managed to flee the cursed city but has since become the refuge of Witch Hunters and Reiklanders alike. A makeshift wooden temple stands in the centre of this shanty of wooden shacks and canvas tents, and the priests of Sigmar preside over the settlement and deal with the day-to-day running of the place. The centre of the settlement is a bustling market place where

traders and merchants can buy and sell their wares – everything from food, ale and weapons to horses and even Wyrdstone. Most honest, decent folk are welcomed here from many of the Empire's outlying provinces, and even the odd Elf or Dwarf can be found wandering around the morass of camps.

Who may camp here: Mercenaries (Reiklanders, Marienburgers and Middenheimers), Ostlanders, Averlanders, Witch Hunters, Kislevites, Dwarf Treasure Hunters, Shadow Warriors and Amazons.

Special Rules: Any warband residing within Sigmarhaven is responsible for the upkeep and defence of the place – as a result a tithe of two shards of Wyrdstone must be paid after each battle.

Roll on the Housing chart below to find out what type of camp your warband has acquired.

Housing Chart

2D6	Camp	Effects
2-3	Drinking Den	You have somehow managed to acquire a deserted tavern or a makeshift drinking hole. This den is always a good place to attract new warriors. After each battle you may roll a D6: D6 Result 1 Bar Room Brawl – You must pay D6x20 gcs to repair the damage done. 2 Profits Down – Lose D6x10 gcs. 3 Nothing untoward happens. 4 A Hired Sword (select one at random) has overspent on ale and cannot afford his bar bill. He offers you his services for the next battle for free. 5 A Hero has overspent on ale and cannot afford his bar bill. He offers to join your warband for free (this cannot be over the maximum number of heroes or warriors in the warband though). 6 Business is good! You earn D6x20 gcs.
4-5	Old House	In your meandering you have found an old abandoned house. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop by to sell their wares. You may add +2 to your roll when searching for items on the Trading chart.
6-8	Tents	You have set up your tents in Sigmarhaven. This gives you a place to stay and keep your stash relatively safe. There are no benefits or adverse effects.
9-10	Ruined Farmhouse	In your meandering, you have found a deserted farmhouse, which is both spacious and dry. You may add +1 to the maximum size of your warband.
11	Old Shrine	You have set up camp near an old abandoned shrine. You may take a vial of Blessed Water for free before each battle.
12	Cellar	You have set up camp in an old long forgotten cellar. It even has some nice tunnels running off of it to who knows where! The sewer allows the player to set up for each battle using the infiltration rules with two of his warriors.



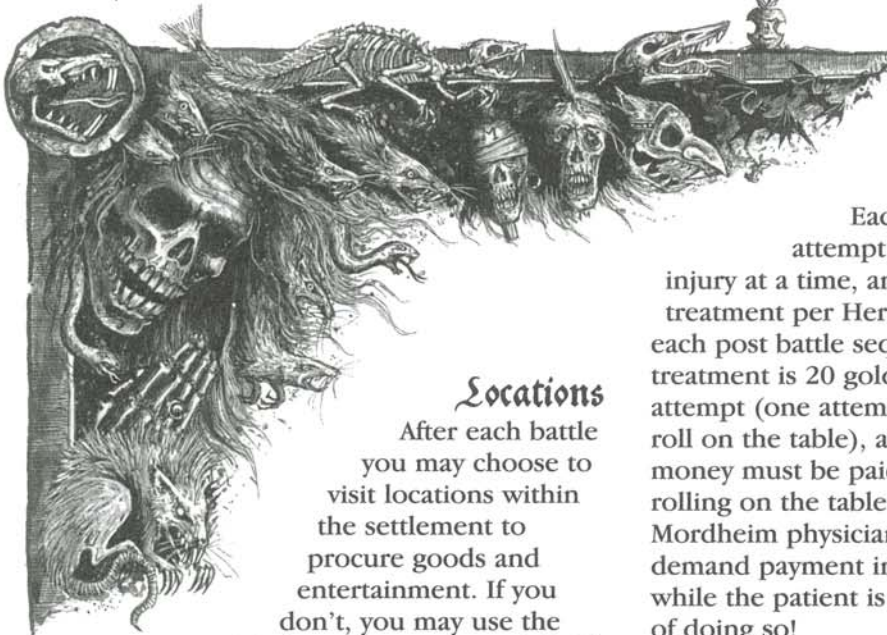
Sh, I've been there, mark that. Smelt the evening roast on warm fires, tasted the clearness of the Stir from its wells, clean of chaotic taint. A great wooden palisade looms around its border, t'is scant but wards off all but the most determined invaders. If you're a praying man, and Sigmar knows we all look to the gods in these lean times, a temple stands at the heart of Sigmarhaven. It's not much to look at, a cluster of shanties and worn tents but it's safe, patrolled at all hours by the Watch. By Sigmar they are grim of face and humour. Never have I seen any man among 'em smile, lest their faces crack I'll warrant! Diligent folk they are though, ever watchful, fierce and driven. There is a fire that burns in those eyes, and steel the like of which I've never seen. Madness or bravery I know not which, but suspect a union of both!

T'is the lot of the Watch to enforce order, and keep their gaze fixed on the bustling markets where most is up for trade if you have the coin or Wyrdstone. There are many who ply their wares and services: apothecaries, mystics, armourers and the like. I've seen 'em all. Honest folk they are, leastways as honest as any man can be in this age of darkness and uncertainty, and hard of face. Of course there are less salubrious establishments, where perhaps the scholars of Altdorf would fear to tread. A hive of gambling houses and drinking dens lie at the fringes of the market square, furthest from the lofty wooden towers of the Watch. Tis often used as a place to recruit new blood, swap stories or drink your nightmares to oblivion, at least till the next day... There are games of chance aplenty, dice, skulls, daggers, whatever your inclination. I'm no betting man; risk is a thing that leaves men for dead most oft! Less desirable elements have been known to frequent these places. They don't last long as I'm sure any witch fynder or bounty hunter will testify!

The only advice I'll give ycr is this. Haven it might be, heaven it is not. Watch your back and keep to your own. Mordheim isn't the only place where blood is shed on the streets!



Nothing beats a good brawl outside the boozer!



A VISIT TO THE APOTHECARY

(See TC 8 – ‘Sawbones’ by Daniel Carlson)

Each warrior may only attempt to get treatment for one injury at a time, and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns per attempt (one attempt = one roll on the table), and this money must be paid before rolling on the table – Mordheim physicians demand payment in advance, while the patient is still capable of doing so!



Locations

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Roll a D3 to find out how many locations you may visit. Different locations can help you find items, receive healing, make money or other things. Between location visits you must roll on the Events table to find out what happens to the warband as it carouses around the town.



The following injuries cannot be treated: Chest Wound, Blinded in One Eye, and Old Battle Wound. They are permanent damage the afflicted warrior will carry to his grave.

The following injuries use the Limb Surgery table: Leg Wound, Smashed Leg, and Hand Injury.

The following injuries use the Brain Surgery table: Madness and Nervous Condition.

Surgery table

2D6	Result
2-3	‘Someone fetch a priest!’ The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4	‘This has got to come off!’ The surgeon has felt the need to amputate, ostensibly to ‘keep the rot out’. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single-handed weapon from now on.
5-6	‘Sorry, lad! Done my best!’ The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.
7-8	‘No luck!’ The surgery was unsuccessful.
9-10	‘Mind you stay off it for a bit!’ The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	‘Shallaya be praised!’ The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Brain Surgery table

2D6	Result
2-3	'Someone fetch a priest!' The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4-5	'Erm... that's not right!' The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to <i>Stupidity</i> . If the warrior was being treated for <i>Stupidity</i> , there is no change in his condition (except perhaps, a bit more drooling than usual).
6	'A bit unhinged, that one!' The treatment has failed, and the warrior emerges from the treatment as something of a raving lunatic. The warrior suffers a -1 Initiative penalty (down to a minimum of 1). He is now so unsettling to behold that he causes <i>fear</i> .
7-8	'Sorry lad! Done my best!' The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.
9-10	'A bit of rest, and you'll be fine!' The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	'Shallaya be praised!' The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

From pristine quarters to back street butcher shops there are many places to find an apothecary. You risk your life and limb literally when you enter them. I've heard tales, they are grim listening, and I've known many who'd rather die of infection than leave this world on a butcher's slab. Oh they'll claim they can cure any malady: arms, legs, head, some even wager they can cure insanity. Stepping into those places you make sure you get the job done right then pay up, the surgeon's knife is always keener, his purpose clearer when he hasn't been paid. There are scant few apothecaries in Sigmarhaven, yet a good 'un is sought after with some zeal. Of course they all know old 'Sawbones', his reputation is dire, t'is a brave man who enters that surgery. Rumour has it, his apprentice, Jeremiah Hakem has set up shop in a small corner of the settlement. His practices are dubious. I've only heard tales mind, but there's talk that if yer can't pay in gold or Wyrdstone he'll accept a small body part in payment, a finger, nose, toe, yer know, anything expendable. His purpose is unknown as far as I can tell but I believe he is under close scrutiny of the 'Cabal'...



CARTOGRAPHER

A cartographer will help the band with their exploration. He also carries many different maps. You may purchase maps here without searching for them but the rules for maps from the Mordheim rulebook still apply. The cartographer is also a wealth of little tidbits of information that he is willing to sell. Most of it is useless but some isn't. If you pay him 5 gc

he will divulge some of this info to you. Roll a D6 on the following chart:

- 1 You may re-roll one of your Exploration dice after the next battle.
- 2-5 The information was interesting but utterly useless.
- 6 You may increase or decrease the result of one Exploration dice by 1 after the next battle.

Mordheim is a labyrinthine city. I know, I've been to almost ever nook and filth encrusted cranny. There are dark hollows, forgotten pitfalls, which spell death to the unwary or the ill prepared. Some claim to know the city; better than they know their own faces. They are mapmakers, cartographers if you will, old adventurers who've mapped out their routes with quill and parchment, turning their knowledge into a trade. Cartographers are rife in Sigmarhaven, strange given that most folk can neither read nor write. Treasure seekers often go to these men, eager for an edge, something to set them ahead of their rivals. Others who can afford it commission the scribing of maps and adventurers are paid in coin to provide accurate descriptions of the dark places that exist in this world. Mathias Blankk, he is the greatest known map smith in all of Stirland. He moved his business to Sigmarhaven, hoping to explore the city himself; such was the man's adventurous nature. No good with a sword though, he's a scholar through and through. He contents himself with making maps from the stories of others and frequents the many drinking dens in hope of loose lips providing a free source for his endeavours. It has been spoken, in whispers alone, that he's taken to drinking crushed Wyrystone with his evening libation. They say it grants 'im visions of the city and this is how he fashions the most detailed maps of Mordheim. They also say this addiction has driven him mad and at night he huddles in his quarters, terrified of the dark, bubbling froth on his lips. Insight has a cruel price and dementia an even greater one...

FLETCHER

The fletcher is a master at making bows and arrows, along with other missile weapons. He does not have the craft or know how to create Black Powder weapons though. When you

visit a fletcher you may add +2 to find the missile weapon you are looking for (this does not count towards Black Powder weapons though).

Lean and long-fingered are the fletchers of Sigmarhaven, shaped like the bows they fashion I'd fancy! Any type of bow or arrow is available from a fletcher. Some of the more extravagant captains order specific wood for their shafts, particular feathers and individual tips. T'is a precise art and secretive which many fletchers hold dear to their heart. Despising the soot and ash of the smithies, their tents bear the stench of oil and wood sap. A fletcher of some repute and dubious renown goes by the name of Hans Krogen. Was a fine targeteer in his day and could shoot a bulls eye from a thousand paces. I've never placed much faith in bows, the only sure way to see a man dead is face to face with a blade in your hands. Still, his skill was a marvel and his mastery of bow crafting was equal in its adeptness.

SMITHY

Hearty blacksmiths work at the smithy where they fashion all kinds of metals into a variety of useful items. Mainly though they create

weapons and armour. When visiting a blacksmith you may add +2 to your Search rolls when trying to find armour or close combat weapons.

Every warrior needs a sword; it's the bread and butter of this place. Strong steel and a stout heart are all you need in the darkness. Fashioned of stone, the smithies of Sigmarhaven billow gusts of smoke from their forges. Finding one is easy, as ubiquitous as the dead, just look for the ashen black pall in the air. The stink of leather and metal fills these places and the ring of steel on steel swells my heart! Weapons and armour of all descriptions can be found there for the right price of course! No fool would ever dream of robbing them, such is the bounty of arms they hold, the smithies are old warriors, or injured such that they cannot risk the City of the Damned any more. Skilled too, ah yes, no one would rob a smithy. They are strong men, hours spent by the forge moulding sinew and muscle to the hardness of anvils beneath tanned soot-soaked skin. Want a tip? The best smithy in Sigmarhaven goes by the name o' Roguehann. In times past he was the Captain of the Guard in the charge of the Elector of Middenheim. It sounds a tall tale but his fate led him to Sigmarhaven after a duel with a nobleman. No one knows the reason for their altercation, but after besting the whelp he was ambushed and beaten by the coward's stooges and has limped ever since. Poor Roguehann was disgraced and flung from his post, but no less proud and sets up his stall in Sigmarhaven now. He is as honest as any man there, quiet and brooding. He wields a sword of Estalian steel, t'is a wondrous blade, his finest and rumours abound that it will never break! One thing is certain; if Roguehann ever chances upon that nobleman again he will take his revenge in blood...

MULESKINNER

A beast master takes care of the animals. He feeds, houses and trains horses, ponies and

dogs. He reduces the difficulty of finding animals by adding +2 to your dice roll on the Trading chart.

Animals are unusual fare around the City of the Damned, and only the most affluent can afford them. If yer looking for any type of beast then you'd best find a muleskinner. They ply their trade within tented lodgings; a stout post is staked within, about which the beasts are tethered. But t'is the stench of the place you'll remember most! Those beast masters must be immune, for t'is potent and unpleasant. I'd wager The Pit has a similar odour! They care for many animals, horses and dogs in the main, personally I trust a man with a blade over a brutish beast any day but there are those who place their faith in such pets and leastways they cannot be bribed into treachery... Of all the traders in Sigmarhaven, muleskinners are the most reclusive, seems they are more comfortable in the presence of beasts over their fellow man. I'd fancy some even resemble the beasts in their care: hairy folk, wily and instinctive. Such men would be open to ridicule, but their demeanour is both sombre and threatening and providing hounds for the Watch guarantees their protection. One such muleskinner went by the name of Hurkram Shakram, he was a dark-skinned foreigner and never before have I seen his like! The man commanded respect though, a mute although t'was rumoured he could commune with the beasts in his care, making him the finest muleskinner I have known of!

MERCHANT

The merchant is a purveyor of a great variety of goods. He sells just about anything that's not nailed down. The merchant gives you +1 to find Rare items.

DRINKING DEN

This is a tavern where you may play a game of chance, look for new recruits or just get smashed! You may gamble at any time in the Dancing Pig. To find out what else you can do, roll a D6 and consult the chart over the page:

D6

Effects

1

Drugged

One of your Heroes (select randomly) partakes of a curious drink offered to him by a stranger. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a D6 on the following table:

1-3 Your Hero has been poisoned and is at -1 Toughness for the duration of the next battle.

4-6 The liquid in question is actually a very strong ale, and your hero quickly gains a taste for it. He wakes up the next morning with a pounding head.

2-3

Taken with the joys of hot food and a good too many bottles of Bugmans, your leader and his men overspend on such luxuries by D6x10 gcs.

4-5

Hireling

Whilst carousing in the bar you meet many different characters and warriors. You sit down to have a few drinks with some. Roll a D6 on the following chart:

1 You are drinking with a Halfling who, impressed with your propensity for ale, offers you his services at half the normal rate for the next battle.

2 An Ogre challenges you to a drinking contest. Roll a D6:

1-4 He drinks you under the table – you wake the next day with a terrible hangover.

5-6 You drink him under the table and he is in such awe that he offers you his services for the next battle for free.

3 You sit down with a mysterious Elven Ranger and start to tell tales of your exploits. One of your tales moves him so much, he offers you his services at half the cost for the next battle.

4 You sit down and share a drink with a Freelancer. As the night wears on you find that he and your father served in the same company together. He offers you his services for the next battle for free.

5 You find yourself drinking with a young fellow who is itching to test his metal in the Cursed City – you may add an extra henchman to your party (not above your warband's maximum number of warriors however).

6 You sit with a fellow who looks battle hardened. As you talk, you discover that the rest of his warband was slain searching the ruins. You may ask him to join your warband as a Hero. You may add a Hero to your warband for free, although only if you haven't got the maximum number of Heroes already.

6

Bar Room Brawl

Your leader gets into an argument with another patron in the tavern. The argument soon escalates quickly. Roll a D6 on the following table:

1 Your leader is thrashed and must make an immediate roll on the Injury table.

2 Your leader takes quite a beating and leaves D6 gcs poorer.

3 Your leader knocks the patron to the ground and takes D6x3 gcs from his purse for his impudence.

4 The patron is joined by his warband and an all-out brawl ensues. Roll a D6: 1-4 you send the warband fleeing and gain D6x5 gcs, for your trouble. 5-6 you are routed and lose D6x5 gcs (you may instead play a skirmish scenario vs a starting Middenheimer warband (500gp) if you so desire to determine the outcome).

5 The brawl attracts the attention of the watch, who arrive to throw the patron in the stocks.

6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay D6x10 gcs to get everyone out.

Gambling

Your leader gets involved in a rather dubious game of dice. Roll a D6 and consult the table below:

D6

Result

1

Your leader loses 3D6 gcs and comes away a little wiser.

2-5

Your leader manages to break even.

6

Your leader gambles away a fortune before Lady Luck smiles on him and he wins it all back with interest. Collect 3D6 gcs in winnings.



Scenario: Encampment Raid



Often warbands are jealous of the accomplishments of their rivals, and the more opulent a warband's camp is, the more successful they have been in scouring the ruins. Also, this is where they stash their loot.

Other players may challenge your warband and attack your camp in an attempt to take it over for themselves. Play a 'Defend the Find scenario' with the following exceptions:

- Set-up the camp in the centre of the battlefield.
- The defender cannot be routed except voluntarily and only if at least 50% of the warband are taken *out of action*.
- No member of the defender's warband need take an *All Alone* test.
- As long as a model stays within the encampment's boundaries, they may use the Leader's Leadership value to roll for tests – regardless of how far away from their leader they are.
- One Henchmen group may be set-up Hidden at the beginning of the game.

If the attacker succeeds in capturing the camp he may either destroy it or occupy it (provided he is allowed within Sigmarhaven). In addition, the attacker claims the defender's stash for his own. The defender must then roll for a new camp.

The defender may purchase any of the following items to fortify his encampment. Each of these must be represented by applicable models when using them while defending your camp.

Additional Equipment

Banner: See Mordheim 2002 annual.

Ladders: These are useful for assaulting another warband's encampment and negate the effects of barricades and palisades – 5gcs Common.

DEFENCES

Barricade: These cost 10 gcs for a strip that is 6" long by 1" high. A warrior defending a barricade can only be hit by his opponent on an unmodified D6 score of 6 – Common.

Palisade: These cost 15gcs for a strip that is 6" long by 2" high. A warrior defending a palisade can only be hit by his opponent on an unmodified D6 score of 6 – Common.

Watchtower: This gives the defender a high

platform to shoot from (this may be as tall as 8") – 20 gcs common.

The following may be combined with the above defences or as stand alone.

Heads on spikes: These cause *Fear* and may be attached to barricades or palisades (the enemy must pass a Leadership test if they wish to assault them) – 5 gcs Common.

Ditch: These cost 5 gcs for a strip that is 6" long by 1" deep. It counts as difficult terrain, reducing movement by half.

Stakes: These cost 10 gcs for a strip that is 6" long. It counts as difficult terrain, reducing movement by half. In addition, those attempting to cross must roll a D6 – on a 5+ the warrior takes a Strength 3 hit with no armour saves allowed – Common.

Tunnels: These allow one Henchmen group to be held in reserve at the start of the game and may be placed anywhere on the battlefield at the start of the defender's turn but no closer than within 8" of an enemy model, however – 15 gcs Common.

Traps: The defender may place up to three trap markers (per trap if you have more than one) anywhere within their encampment. Each marker is marked with either 'Trap' or 'Decoy' on the underside. When a model touches the marker, flip it over. If it says 'Decoy', nothing happens. If it says 'Trap' then that model takes a Strength 4 hit with no armour save – 30 gc Rare 6.

Sigmarhaven Watch

If a resident of Sigmarhaven's camp comes under attack, the watch may turn up and assist them against their aggressors. Roll a D6 each turn and on the score of 5+ the watch have arrived and will immediately do battle with the attackers.

The watch consists of a Captain, four Swordsmen, and two Marksmen (use standard Reikland mercenaries). They are all armed with swords, wear light armour and carry shields. The Marksmen are also armed with bows.



Encampments

Hired Sword – Warrior Priest of Sigmar

In the centre of Sigmarhaven is a wooden Temple of Sigmar and this attracts many fledgling warrior priests. To test their mettle against the horrors of the Cursed City, the priesthood hire out their acolytes and make careful observance of their faith, resilience and fervour.

Hire Fee: 40 gc to hire, 20 gcs upkeep.

May be Hired: Any warband may hire a Warrior Priest of Sigmar except Witch Hunters (they already have the warband choice!), Middenheim mercenaries, Possessed, Orcs & Goblins, Skaven and any other suitably 'evil' warbands.

Rating: A Warrior Priest of Sigmar increases the warband rating by +16 points plus 1 point for each Experience point he has.

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

Equipment: Hammer of Sigmar, light armour and shield.

SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.

Skills: Warrior-Priests may choose skills from the Academic skills list, or they may randomly determine a new Prayer from the Prayers of Sigmar list.



A Warrior Priest prepares to face off against a Marienburger warband.

Settlement Events Table (Roll D66)

- 11 THROWN OUT OF TOWN**
Your warband's wild behaviour in the many taverns and markets of the settlement attracts the attention of the Watch and they throw your warband out of town. Your warband must head back to their camp and prepare for the next battle. If your camp is in Sigmarhaven you must move to a different settlement.
- 12 UNEVENTFUL**
- 13 PICKPOCKET**
As your warband moves through the busy streets, your leader suddenly gets a feeling that something is wrong. He reaches for his crowns to find them gone, snatched by a rotten pickpocket. Immediately cross off half your gold crowns from your treasury.
- 14 HALFLING SCOUT**
Whilst travelling along a derelict street of the settlement, you stumble across a Halfling Scout being accosted by a gang of scum. Roll a D6 and consult the table below:
- 1-3 There are too many foes, and besides, you don't much like Halflings anyway! You leave the wretch to its fate and continue on your way.
 - 4-5 You decide to help the Halfling, and manage to save him from his fate. As thanks, the Halfling offers you a map, which you may add to your stash.
 - 6 Your gang charges into the scum and manages to beat them off, saving the Halfling who keeps on mumbling something about an honour debt to you. You gain a Halfling Scout Hired Sword. The scout will fight for free in your next battle, after which he demands the usual hire fee.
- 15 UNEVENTFUL**
- 16 STEAM BATHS**
Your warband stumbles upon a makeshift steam baths run by some shifty looking Arabians and spends the rest of the day recuperating. You may not visit any more locations. However, any warriors that previously had to miss the next battle no longer have to due to the healing effects of the baths.
- 21 FIGHT**
Your leader argues with a merchant who has tried to charge him too much for some cheap items. The argument grows into a brawl quickly. Roll a D6 on the following table:
- 1 Your leader is thrashed and loses D6x3 gc.
 - 2 Your leader takes a beating and leaves D6 gc poorer.
 - 3 Your leader knocks the merchant to the ground and takes D6x3 gc for his impudence.
 - 4 The merchant is joined by his bodyguard and an all-out brawl ensues. Roll a D6: 1-4 you send the merchant and his guard fleeing and gain D6x5 gc for your trouble. 5-6 you are routed and lose D6x5 gc. (You may also play a skirmish scenario vs a Middenheim warband (500 gc) instead if you desire).
 - 5 The brawl attracts the attention of the watch who arrive to throw the shady merchant in the stocks.
 - 6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You may not visit any more locations.
- 22 UNEVENTFUL**
- 23 A NICE LITTLE EARNER**
A couple of shifty looking scum approach your gang asking for help with their smuggling operation. If you decide to help roll a D6 and consult the table below:
- 1-3 You are unable to off-load the illegal contraband and make no money.
 - 4-6 You earn D6x10 gc by selling on the merchandise. Add this amount to your stash.
- 24 CHEATED**
A dishonest trader has fooled your leader. One item (decided randomly) that you purchase in this settlement is a fake and is useless. Discard the item in question.
- 25 UNEVENTFUL**
- 26 CONSCRIPTION**
One of the henchmen in your warband is conscripted into the local Count's army and is due to be shipped off in the next couple of days. Decide randomly who is conscripted and then roll a D6. On a 1, he fails to get out of his predicament and is never seen again. On a 2+, he manages to escape the barracks and returns to your camp. Your warband, however, must leave the settlement immediately otherwise the henchman risks getting re-captured. If your camp is in Sigmarhaven you must move to a new location.

31 AN HONEST DAYS WORK

Your warband is employed by a merchant to carry his wares around the settlement. Each henchman in your warband earns you D6 gc. Add this amount to your stash.

32 UNEVENTFUL

33 RIOTOUS LIVING

Taken with the joys of hot food and a good too many bottles of Bugmans, your warband overspends on such luxuries by half the gold in your stash (strike it from your treasury).

34 DRUGGED

Visiting a local tavern in a seedy part of town, one of your Heroes (chosen at random) partakes of a curious drink offered to him by the bartender. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a D6 on the following table:

1-3 Your Hero has been poisoned and is at a -1 Toughness for the duration of the next battle.

3-6 The liquid in question is actually a very strong ale, and your Hero quickly gains a taste for it. He wakes up the next morning with a pounding head.

35 UNEVENTFUL

36 MISTAKEN IDENTITY

The Watch has mistaken you for a band of rabble rousers (if you are the Watch ignore this result). Roll a D6 and consult the table below:

1-2 You hastily explain to the captain that you are not who they think you are. He believes you and lets you go.

3-5 You try to explain to the captain who you are but he doesn't seem to believe you. As you talk on you realise that a little money may help the situation. You pay the captain D6x3 gc (if another warband is the Watch pay them).

6 You try to talk your way out of this difficult situation but the captain doesn't buy it. He arrests your warband and throws them in jail. You may make no more location visits after this. He releases you after lightening your purse by D6x10 gc (remove this from your treasury). You may also chose to battle the Guard using the Sigmarhaven Watch or fighting the warband who is currently the watch. Play the Street Fight scenario.

41 GAMBLING

Your leader visits a local drinking hole and gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

1 Your leader loses 3D6 gc and comes away a little wiser.

2-5 Your leader manages to break even.

6 Your leader gambles away a fortune before Lady Luck smiles on him and he wins it all back with interest. Collect 3D6 gc in winnings.

42 UNEVENTFUL

43 JOIN THE WATCH

The captain of the Watch marks your warband as useful looking recruits for the Watch. Your warband is deputised by the captain of the guard and given the chance to become watchmen. If you accept, you gain an additional 25 gc. If any other warbands have to fight the guard before the next battle then they fight you.

44 ILLNESS

A terrible illness strikes one of the Heroes in your warband (decide randomly which one). That Hero must miss the next game recovering from the illness, after which they are fine to continue as normal

45 UNEVENTFUL

46 LUCKY FIND

Whilst wandering the streets of town, one of your fighters stumbles across a small sack lying on the ground. Upon opening the sack you find it stuffed with gems. Claim the moneybag and 5 gems worth 2D6x5 gc.

51 BEGGARS

Beggars accost your leader and, overwhelmed by their sadness, he gives each of the 2D6+2 pitiful wretches 2 gc. If your leader cannot pay he is a beggar himself, and you must roll a D6 and consult the table below:

1 Your leader is thrown out of town for begging (see Settlement Event roll of 11). The rest of your gang must leave town immediately so as not to risk the wrath of the guards (or their leader for that matter).

2-6 Your leader gains 2D6 gc from begging on the streets.

52 UNEVENTFUL**53 REWARD**

Whilst wandering through the settlement your leader sees a poster warning that a well known assassin is reputed to be in the area. Upon reading this, he realises that the description given matches that of a stranger he bumped into earlier. He rushes back to the spot where he last saw the assassin and manages to apprehend him just as he drags a merchant into a dark street. Roll a D6 and consult the table below:

- 1 The assassin laughs, slits the merchant's throat, throws the knife at your leader's feet and flees shouting "Help, murder!" Your leader is soon surrounded by the Watch and hauled off to the gaol. By the time he manages to protest his innocence many hours have passed and he decides it is unsafe to remain away from the warband's hideout for any longer period of time. Your warband may not visit any special locations.
- 2-5 Your leader saves the merchant's life, for which he receives D6x5 gc, but the assassin slips away.
- 6 Your leader saves the merchant and captures the assassin, turning him over to the Watch, for which he receives D6x5 gc. The merchant is so thankful for your leader's help that he offers his services as a go-between for selling useful scrap or items that your warband has. You may add a +1 when searching for items and sell items at three quarters of their cost.

54 PET DOG

As you walk around the streets you notice that a dog has started to follow you. It joins in the fray when you scuffle with the unsavoury elements of the city. You now have a new fighting companion. Add a wardog to your roster (even if you normally can't have one).

55 UNEVENTFUL**56 SHORTAGES**

Unexpected shortages in this settlement cause all local traders to increase their prices. For the duration of your stay in this town all weapons and equipment costs double the normal number of credits.

61 FORTUNE TELLER

One of your Heroes (chosen at random) visits a fortune teller. The teller attempts to divine the future and receives payment. Roll a D6 on the chart below:

- 1-4 The fortune teller is a hack and doesn't know what she is talking about. Lose D6x 3 gc.
- 5-6 The fortune teller has seen the future and gives you insight into your next battle. You may re-roll one missed hit next battle.

62 UNEVENTFUL**63 ILLEGAL CONTRABAND**

The Watch arrest a randomly determined warrior from your warband for possessing illegal contraband. The fighter is thrown in the gaol to await trial (often short and unfair by all accounts). Roll a D6 for the warrior. On a 5-6 he manages to escape from his cell and makes it back to the warband's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the warrior from the gang roster.

64 COUNTERFEIT

As your leader attempts to buy some equipment, the trader refuses to accept his gold crowns, pointing out that they are counterfeit. Looking through his stash, your leader finds that indeed some of his gold crowns are counterfeit. You must discard half the number of gold crowns in your treasury as a consequence.

65 UNEVENTFUL**66 CRIME**

Your leader is accused of murder and thrown into the gaol. The matter is eventually sorted out and bail must be paid. Pay D6x5 gc if you can't pay it then the leader is stuck in gaol until after the next battle.





Tilean Days...

For a long time Doug Buck and myself had wanted to create a Mordheim campaign with a bit of a twist, in a similar vein to the Necromunda campaign that we ran and featured in the Necromunda magazine. We always wanted to run something unlike that which had gone before. The Empire in Flames setting opened a lot of doors for us but we wanted to do something beyond the restrictive boundaries of the Empire. Therefore, I settled on the mercantile land of Tilea, not quite so far flung and alien as some of the settings that had gone before but different enough nonetheless. I soon got myself a crew of players together and even managed to include the elusive and mysterious editor of this fine mag, Steve Hambrook (well, all I had to do was show him my work in progress model of an Empire ship I'm building – but more about that later!). So, with a bunch of players and some mad ideas I got to work... In this first instalment I will deal with the background to the setting to build the flavour we're looking for in our games and detail the first of many scenarios.

This Mordheim campaign is designed for the more adventurous, veteran players who would like to seek their fortune in the city-states of Tilea and then the high seas and beyond. Unlike games set in Mordheim, which is restricted to battles in the ruins, this campaign can be set anywhere in Tilea or even the Old World if desired and encompasses battles underground, in the crowded city streets and the remote areas of wilderness that surround the great cities of old Tilea. Finally, of course, battles in this campaign will take to the high seas where the pirates of legend are born.

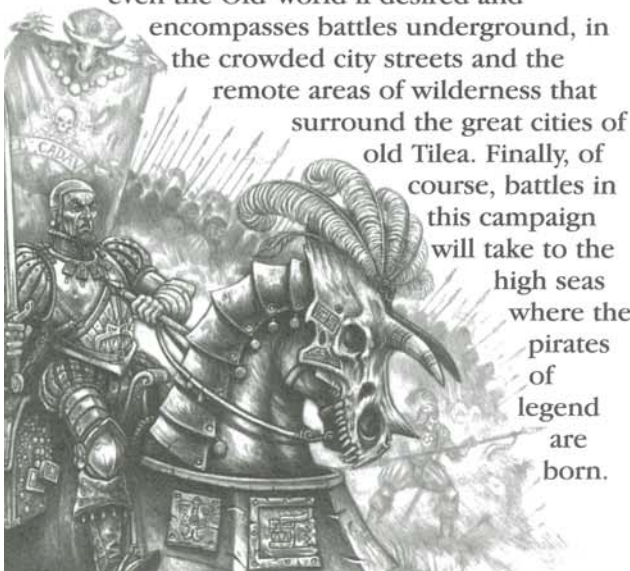
The manner in which the warbands arrive in the chosen city is not necessary to the campaign but it is great for character background and development. Players are encouraged to play games that detail their warbands travelling from the Empire to Tilea and they can choose scenarios from Empire in Flames to do this. However, once they finally get to Tilea they will probably need to search for employment as mercenaries or seek to earn money by one way or another so they can buy supplies, equipment, weapons and eventually maybe a vessel.



There are several ways of doing this; from working for the local governors or princes, guarding them in their realms or their precious merchandise in transit, to hunting down bandits or pirates who are pillaging from land and sea. These undesirables often have great prices on their heads and can make a warband turned bounty hunters incredibly rich. Local taverns are always a good place to meet prospective employers who are always eager to hire the right man, especially if he does not ask too many questions. This often turns out to be dangerous work, which always seems to draw the attention of the local authorities.



Becoming bandits could be one of the fastest ways to acquire enough gold to get a ship and crew, and sufficient weapons for the warband. But for a bloodthirsty leader, the stakes are high and with just one mistake they could find themselves at the end of a rope. If these cutthroats acquire a good ship and a blood curdling reputation is built, they could



City States of Tilea

Tobaro

This is the only great city on the western shore of the Tilean Sea, situated on a rugged coastline made up of dozens of small islands. There are strange birdlike creatures called Sirens that live amongst these islands. It is said they sing such a rapturous song that they lure unwary ships to their doom. These islands are also a favourite hiding place for pirates and smugglers as there are many hidden coves and inlets, perfect for them to hide up in and count their booty. The city itself is built upon old Elven ruins high up on large rocky outcrops and is nigh on impregnable. In 1563, the city was overrun by Skaven attacking through the network of tunnels that lie beneath the city and was only retaken years later with the help of Remasen mercenaries.

Miragliano

Miragliano is the most northerly of all Tilean cities and borders the dreaded Blighted Marshes. It is often plagued with vermin and is said to suffer the worst outbreaks of disease and pestilence than any other city known to man.

Many

mercenaries are paid as rat catchers by the authorities. As well as disposing of vermin, they fight ongoing battles against Skaven hordes that constantly threaten to take over the city. The city is famed for its network of canals, which the people use as streets, punting their small boats laden with wares from warehouse to warehouse.

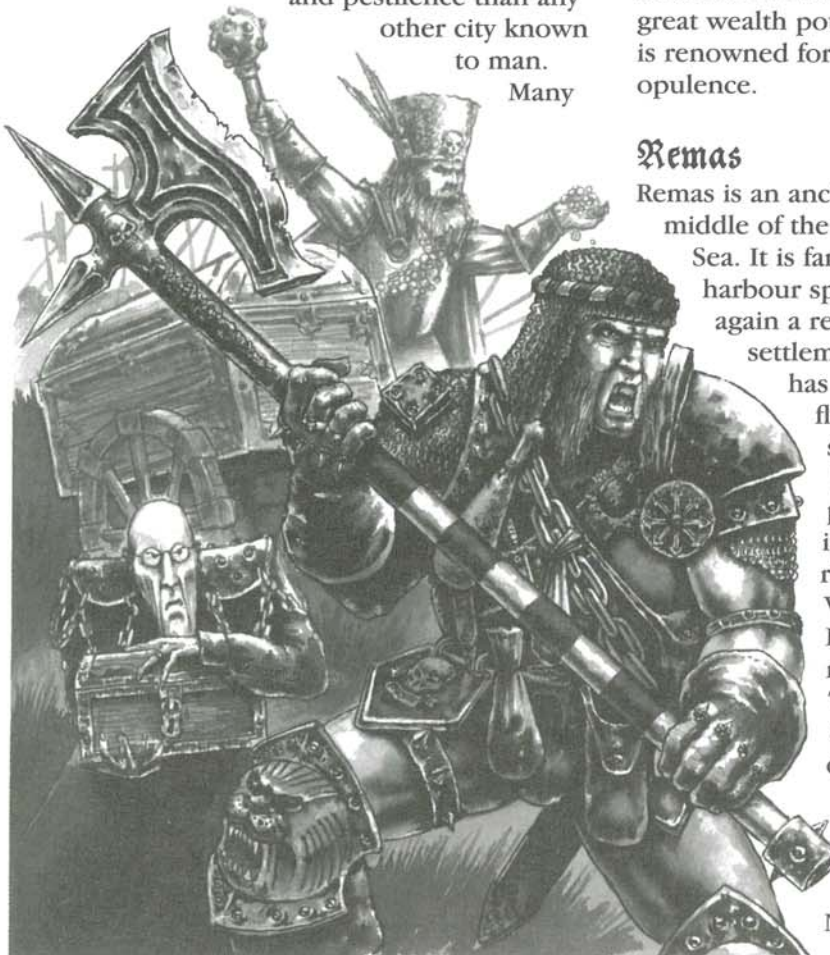


Trantio

Trantio is strange in being one of the few Tilean cities of note that is not built upon the coast and does not rely upon the sea for its trade. It is situated inland in a hilly area where most of its trade comes from the Apuccini Mountains to the east. Despite the trade it dominates with the Dwarfs of these mountains, Trantio used to be a bit of a backwater when compared to the mighty port-cities of Tilea until Marco Columbo returned from his Lustrian expeditions and great wealth poured into the city. Now the it is renowned for its lavish culture and opulence.

Remas

Remas is an ancient city situated near the middle of the eastern shores of the Tilean Sea. It is famed for its huge circular harbour spanned by a mighty bridge, again a remnant from the days of Elven settlement in the Old World. Remas has one of the most powerful fleets in all of Tilea so for sailors is never difficult to find. Because of its central position, Remas often finds itself at war with its trading rivals: Miragliano, Luccini and Verezzo. Due to this, the Remasens have struck up a rather solid allegiance with Tobaro, and the two cities have often come to each other's aid in times of need. Since the devastating Dark Elf raid of 1487, most Remasens have harboured a deep hatred of the Naggarothi.



Pavon

This is a small inland city located at the foothills of the Apuccini Mountains. Pavona has become a serious rival to its neighbour Trantio for the eastern trade routes to the Dwarf cities and mines. However, as soon as any other invader enters either territory, they join forces to defeat this new foe. Pavona is famed for its bridges that span the narrow streets and allow its nobles to move around freely, avoiding its bustling masses below.

Verezzo

This densely populated city lies inland, dominating the surrounding land with its high walls and towers. The city is very compact and crowded with people, and the streets are narrow and winding. There is good reason for this apparent discomfort for the sturdy walls and fortifications of this city occupy the only natural high ground for miles around, and its people would rather be safe than comfortable. As with Pavona, Verezzo lives pretty much in the shadow of its powerful rivals especially Remas and Luccini.

Luccini

Luccini sits on the southern tip of the Tilean Sea opposite the island of Sartosa and is constantly at war with this neighbouring city. Having a strong seafaring tradition it has a huge fleet of galleys, which makes it the strongest naval power in the region. This is where many mercenaries have learned their skills and indeed it is thought that Luccini has the most powerful armies in all of Tilea. Its ruling prince is known for his bizarre sense of humour, which is a family trait. It is said the Prince of Luccini is most dangerous when he is laughing!

Sartosa

The island of Sartosa has a rocky coastline and a rugged interior. This island has changed hands many times since it was originally settled by the Elves. The Tileans settled there shortly after but were defeated in battle by Dark Elves and carried away as slaves in 451. Then the island was settled by Norse raiders but they were eventually defeated and then hired as mercenaries by the armies of Luccini. Then the Corsairs of Araby invaded and occupied the island as a base for piracy for nigh on 250 years until they were finally driven out by another army of Luccini that settled and strengthened its defences considerably. Since then Sartosa has become a

haven for pirates who prey upon the rich pickings to be had in the Tilean Sea. It is ruled by a prince who is elected from the pirate captains of the island and whose only role is to settle the larger disputes on the island. He is usually elected for his cruelty and reputation. Most only rule for a while and come to a bloody end one way or another. This city is the most lawless of all the realms within Tilea and is not for the faint hearted. Filled with taverns and populated almost entirely by pirates there are always rumours of hidden treasure, and dubious treasure maps for sale.



Monte Castello

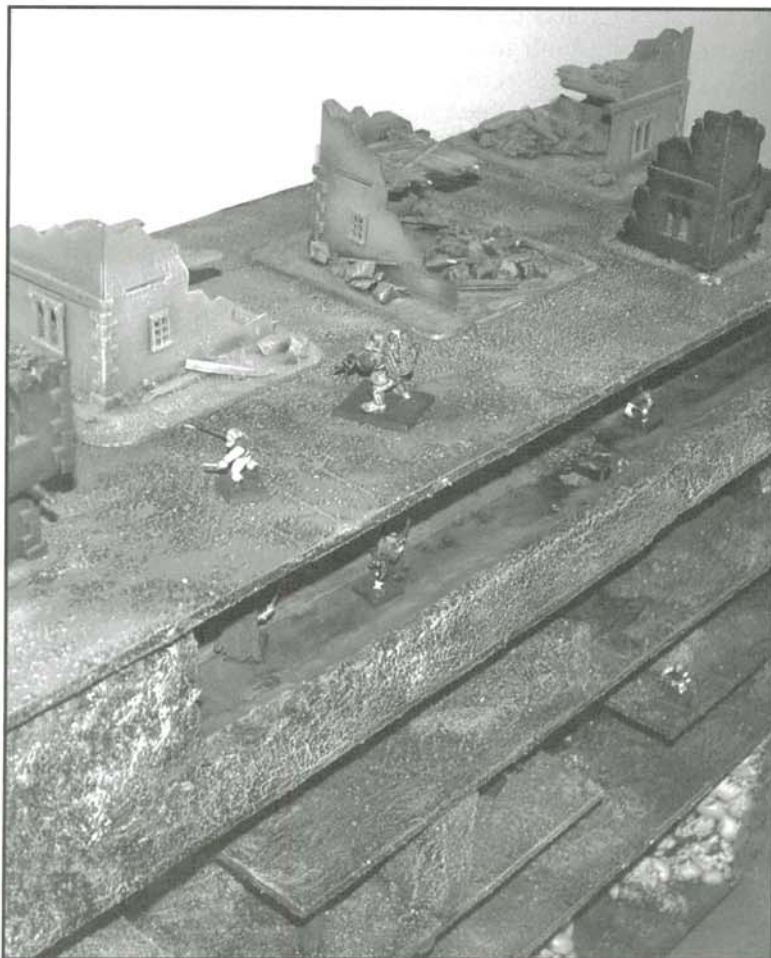
The fortress of Monte Castello is built on the ruins of an Elf citadel. It is the most easterly of all Tilean cities. To the west lies its old enemy Luccini and to the east the Black Gulf and the Badlands beyond. It was originally built to defend Tilea against the Orc hordes and to this day has very strong fortifications as it has been built and rebuilt over the years. Since all cities benefit from this fortress only the best mercenaries are required to offer their services.



Scenario 1 - The Rat's Lair

All ye freemen of Miragliano of great courage and skill are requested by Governor Maximo to attend a recruitment of such brave souls. Ye will be paid handsomely if ye act quickly and destroy this plague of vermin which blights this fair city once more

Your warband has found itself in need of employment in the Principality of Miragliano. The most profitable work in the city is to be hired as rat catchers. The pay is very good at five gold crowns per 'bag o' rats'. Your warband has proved its worth at vermin killing in the past few weeks. Because of this the Governor has requested your services, along with some other mercenaries, to clear a small area in downtown Miragliano which has recently been overrun by vermin. All of the citizens have fled or died in these diseased ridden streets and the Governor is anxious to rid the city of this of vile and diseased terror before it spreads to other districts throughout the city!



The darkness beneath the streets...

Terrain

A sewer network terrain board was especially constructed for this game (see the pictures). This terrain board was fairly narrow (approximately 6") and had six levels to it, with each level accessible at either end by holes. The top represented street level, where the warbands started out. The second level was the sewers and below that were the caverns and catacombs of the vermin.

Special Rules

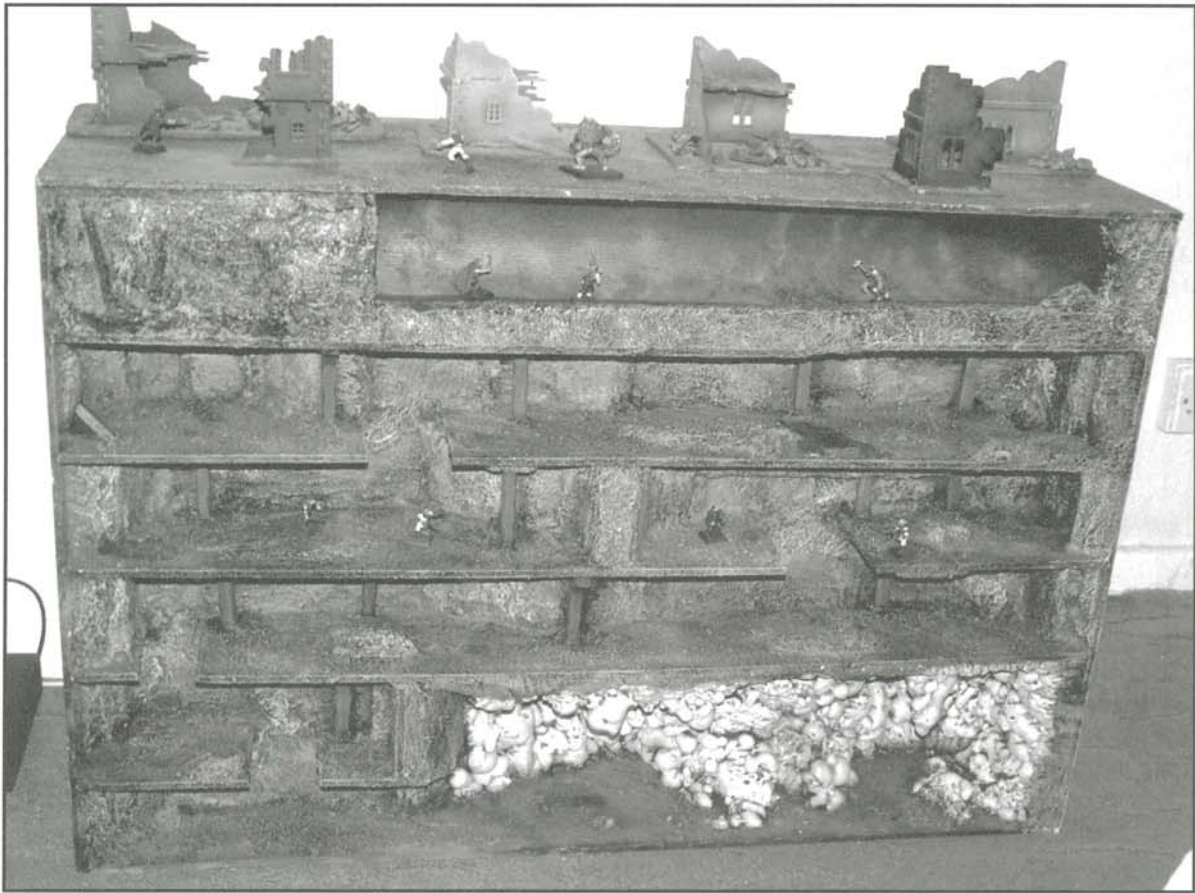
Multi-player: This scenario is specifically designed to be played by several players working together (come on now – you can do it!) against the games master who controls all of the bad guys.

Tunnel Fighters: Each warband taking part may have a maximum of three characters no more and no less! Animals are not counted towards this maximum so you may include a

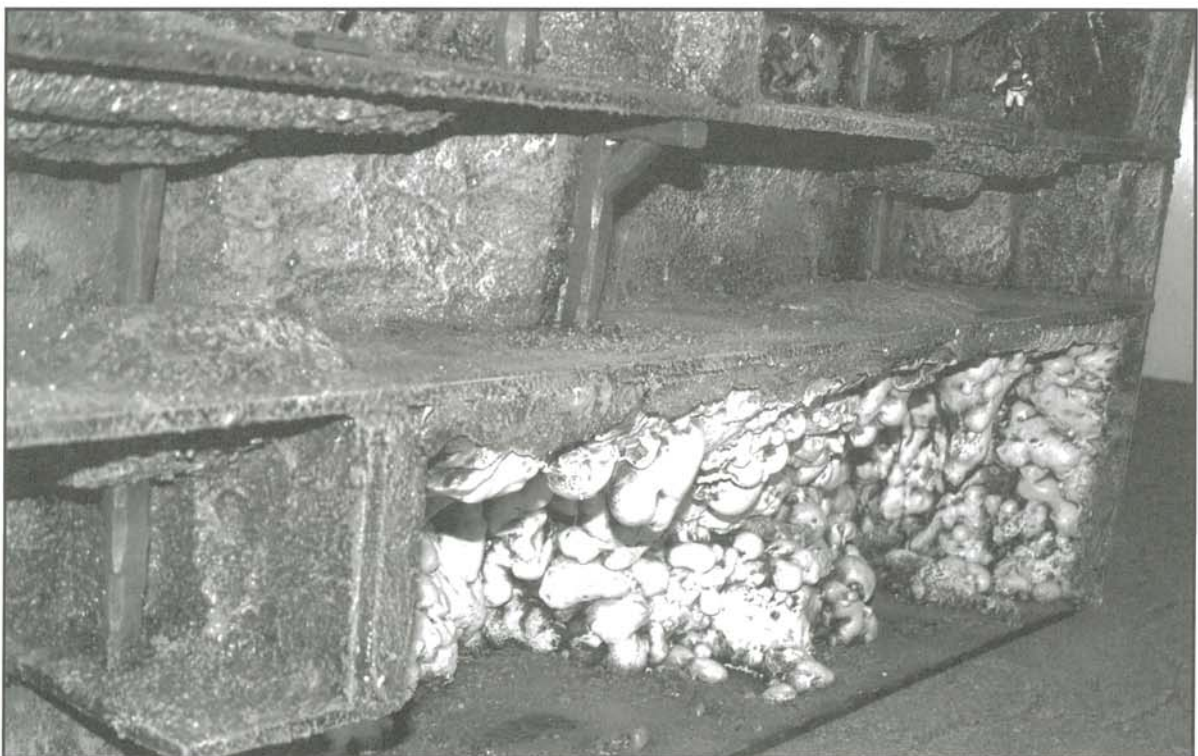
horse or a dog – even a fighting monkey if you so wish! Each warband may spend 300 gold pieces to hire characters and buy equipment. The optional rules for upgrading heroes can be used if you so wish. All characters must follow the rules of what you see is what you get unless they are carrying small items, of course.

The Dark Beneath the Streets: The sewers and catacombs beneath Miragliano are pitch dark and very dangerous. Warriors may see a distance of their own Initiative in inches when in the sewers. Being equipped with a torch or lantern will double the distance that characters may see.

Elves are able to see double their Initiative in inches and Dwarfs are able to see treble their Initiative in inches (this is multiplied by a lantern in the usual way). Players are advised to equip their characters with lanterns and grapples & rope if they intend on living through the scenario!



The Rat's Lair – modelled by Aaron Ishmail



The catacombs of the Skaven queen

Warbands

We started the campaign at Games Workshop with pretty much the usual crew from Direct Sales who I usually game with. The following guys turned up for games and should take a bow for their participation in what I hope develops into a successful and long-running campaign: Doug Buck, Nick Appleby, Richard Armstrong, Muir Murdoch and Steve Hambrook.



On this page are just a few of the warbands that are taking part in the campaign so far. As the campaign develops further, hopefully we'll showcase more warbands with pictures, background and even battle reports, but that's for another issue...

The Doomed TROLL SLAYER WARBAND

Player: John French Rating: 54

Gargan - Great Slayer

Cost: 125 gc Exp: 20

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	3	4	1	2	2	9

Equipment: two Dwarf Axes, Compass and Map.

Krux - Doom Knower

Cost: 73 gc Exp: 11

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

Equipment: Dwarf Axe, Mace.

Special: Doomed to a hydra.

Zorn - Troll Slayer

Cost: 80 Exp: 8

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

Equipment: two Dwarf Axes.

The Beezers PIT FIGHTER WARBAND

Player: Steve Hambrook Rating: ??

Don Logan - Pit King

Cost: 135 gc Exp: 20

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

Equipment: Chaos Fighting Style (Helmet, Dagger, Flail, Shield & Light Armour) and Rope & Hook.

Jack Carter - Troll Slayer

Cost: 78 gc Exp: 8

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

Equipment: Dwarf Axe, Hammer, Lantern and Rope & Hook.

'Bachet' Harry - Pit Veteran

Cost: 75 Exp: 8

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

Equipment: Undead Fighting Style (Helmet, Dagger, Sword & Spiked Gauntlet) and Rope & Hook.

The Wolf Slayers MIDDENHEIM WARBAND

Player: Doug Buck Rating: ??

Merc Captain - Beorn Svenson

Cost: 135 gc Exp: 20

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

Equipment: Light Armour, Sword, Duelling Pistol, Rope & Hook, Dagger, Ornate Norse Dagger and Wolfskin Cloak.

Champion - Hadrig Radrach

Cost: 90 gc Exp: 8

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

Equipment: Great Sword, Crossbow, Rope & Hook and Wolfskin Cloak.

Champion - Tordral Corder

Cost: 73 Exp: 8

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

Equipment: Axe, Hammer, Rope & Hook, Lantern, Bow and Wolfskin Cloak.

The First Steps into Darkness...

It is getting colder now. Here, in the deepest bones of the earth, we Dwarfs are born, here we thrive and here I will die. Oh you wonder if it worries me? No, it worries me no more than it has for the hundred and three full moons since I new that my doom would lead me here, to this cold hole beneath the pillars of the world. It is rich with gold down here, or that was the tale and that is what brought the others. I long ago forsook the love of gold for the search for death, in my shame exchanging one cold mistress for another.

Gold, that began it as well, drawing them down into the sewers. The scent of dampness and excrement wafting around us and the foul water washing over our boots as the dimming orb of lantern light floated ahead. Silence. Folk always talk of silence underground but there is no silence underground; the breath of twelve manlings and Dwarfs, the slosh of water and the skittering in the distance, clamoured softly at our ears, the noise losing itself in the echoing passages to return stranger, darker and colder.

The Rat Ogre hid its sloshing steps in the echoes and so appeared before us as if solidifying out of the fumes. Claw and fang flashed and blood spattered in the lantern light. Manlings shouted and the air filled with the reek of sulphur and the thunder of pistol shot. Massive rats began to flood the tunnel, their bodies spilling from between their huge mutated kin's legs. Then there was a roar, the flicker of a blade and the Rat Ogre was falling, the rats squealing as they were crushed beneath.

The narrow darkness, filled with the threat of vermin sucked us on and down through the ruins of man, layered one over the other, one fleeting existence after another. The lantern's oily glimmer illuminated our path until the light fell on hairless, surging flesh and the light opened a window into madness. It lay, its body twitching as it discharged young, its tiny head quivering within rolls of flesh. Blades hacked rough arcs through squealing bodies and screams rent the air, mingling with the blood of Dwarf, man and beast. For each vermin that died another came on... Blow after blow fell until we had made a road of corpses and the vermin mother lay undefended. It hissed and without a word my kin stepped forward, his axe swinging down and ended its life with a single blow. And with that blow we were set down the path to this place, where I sit alone by a candle's light at the roots of the world.

– Fiction by John French

Vermin: All of the bad guys are controlled by a games master for this scenario. He decides whereabouts the vermin are in the catacombs and deploys them when they can be seen by the players. The games master commands the following vermin taken from the Skaven Warp Hunters warband:

- 1 Assassin Adept, equipped with a pair of weeping blades
- 2 Night Runners, each equipped with a pair of weeping blades
- 10 Verminkin, equipped with swords and shields (four also have slings)
- 2 Black Skaven, equipped with swords and shields and wearing light armour
- 1 Rat Ogre.
- 20 Giant rats.
- 1 Skaven Breeder Queen
(cannot move – same stats as a Rat Ogre)

Tactical Note: Make this a fun adventure, lure the warbands down into the dark catacombs and give them a few vermin to contend with at each turn of the corridor. Don't just throw your lot in on the first level and try and massacre them – that just results in a boring battle of attrition!

Starting the Game

All players roll a D6, with the highest scoring player going first and then in descending order of players.

Ending the Game

The game ends when either all of the tunnel fighters taking part fail their Rout tests or all of the vermin have been killed.

Experience

+1 Survives. If a Hero survives the battle then they gain +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience point for each vermin that he puts *out of action*.

+2 Putting Skaven Breeder Queen Out of Action. Any Hero earns +2 Experience point for putting the Skaven Breeder Queen *out of action*.

Rewards: Each warband earns itself 5 gcs for each vermin it takes *out of action* (the head of each rat killed).

MORDHEIM

Catalogue

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

Boxed Sets & Mags

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

Amazons

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

Averlanders

Human Mercenaries (3 figures)

Carnival of Chaos

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

Dramatis Personae

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

Dwarf Treasure Hunters

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

Hired Swords

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

Kislevites

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

Marienburgers

Captain
Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

Ostlanders

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

The Possessed

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

Reiklanders

Captain
Champion
Youngbloods (2 figures)

Shadow Warriors

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

Sisters of Sigmar

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

Skaven Warphunters

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

Undead

Vampire
Necromancer
Human Dregs (2 figures)

Witch Hunters

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

Sigmarhaven – Sanctuary of the Righteous

Read the new experimental rules for encampments on pages 10–23.



A warband makes its encampment within the safety of Sigmarhaven.



A Warrior Priest of Sigmar comes up against a party of Marienburgers.

Town Cryer

Found

Dirty White Dog

Looks like a rat! It's been out quite a while. No collar. Likes to eat live rabbits and kittens.

Seek 'Tight' Harald at the Syphilitic halfling Inn

There'd better be a reward!

Ye Olde Carnival of Horrors

Featuring 'Dayve' ye miraculous laughing donkey & Iron Gudrun, boo-kacy beast of Albion.

At Cutthroat's Den, 5th Angestag.

Sale or Trade

Beautiful Engagement Ring
Yellow gold, wide band with eighteen diamonds set in three rows on each side of a large round-cut centre stone. Worn, sparingly - only nine days.

"It didn't mean a thing - it was just supposed to shut her up. It didn't."

Seek 'Bitter' Ali, due west of Sigmarhaven.



SCRIBE'S HONOURABLE MENTION

Matthias O'Keefe
& Stephanus Harburgh



OBITUARIES

'Arf-a-job' Roach - Died of shock upon fynding own watch.

Andreas Halle - This time the kitten slew him.

Sir Wrath 'The Gay Blade' - He was not quite the swordsman he made claim to be.

Guildmaster McNeil - Died from severe friction burns when his experimental 'Dancing pants' malfunctioned.

Fishlips - Drowned in own verbal feculence.

Cap'n Krelle - He ate one scutter too many n' ruined his innards.

The mysterious Bunyip - He was finally brought to ye gallows for his varied acts of indecency.

Erk's New SACKS

Erk Mirkinson

New in Town - Specialising in sacks of Quality

Is your sack starting to suffer a bit of wear and tear?

Lacking that one crucial fashion item in every adventurer's arsenal?

Need a new sack to impress your friends and neighbours?

Then visit Erk Mirkinson's Grande Sack Emporium to view today.



GOODS FOR SAYLE

One king size mattress, just like new. Slight urine smell - 20 gcs.

One pair hardly used dentures, only two teeth missing - 8 groats.

Cooked turkey, only eight days old. Both drumsticks still intact - 16 groats ono.

Tombstone, one careful owner. Perfect for a person called Ezekiel von Straub - 12 gcs.

Call in at ye olde gate keeper's cottage.



Fanatic Games,
Games Workshop Ltd,
Willow Road,
Nottingham,
NG7 2WS, UK
www.mordheim.com



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