

After the Cataclysm

The Future of Mordheim, by Jake Thornton

HEALTH WARNING! I can't call these "J-Files", as Jervis has pinched that name, but I'll still caution you in advance that there's a similar danger of rambling here. If you're after rules, then you'd best turn away now; the following pages are prone to ranting...

At every convention and tournament I've been to, the most common questions are always about what's going to come out next and what the plans are for the future? Well I don't think for a moment this article will stop you asking those questions, but what I'm going to try and do is explain the broad shape of my plan for Mordheim.

Into the Depths

For some years now, Mordheim has been rumbling along its merry way, producing cool models and fearsome warbands to lure the unwary into hunting for wyrdstone. Now this has all been fine, but it was really a strategy based on the old Fanatic, when it was a barely noticeable tentacle on the great Chaos Spawn that was the main studio. Mostly this was shorter term planning as there was rarely any time to do anything grander. This might have continued, but for the loss of Steve Hambrook which was a catalyst that forced a reassessment of the way that Fanatic worked.

It was increasingly obvious that Fanatic needed to grow in size and complexity if it was to adequately cope with seven games. Part of this resulted in the magazine you hold in your hands: a replacement for the many smaller magazines that were often hard to come by. Another part was the reorganisation of who was in charge of what, and my joining the team as Head of System for Mordheim, among others. Finally, it was a good opportunity to look once more at what made the Specialist Games great, and where we wanted to go with them in the future.

A Change of Emphasis

So there I was, with Jervis' high-level master strategy document in my hand, working on a slightly less "god's eye view" level of plan to fill in all the nitty-gritty about how we were actually going to achieve these lofty objectives. The main point I had to keep in mind was what Mordheim was for, in the sense of where it sat compared to Warhammer battles, Warmaster, Warhammer Skirmish and so on. "And where did it sit?", I hear you ask. Right in the middle of the details, that's where.

One of the real opportunities that Mordheim offers is to dig deep into the Warhammer background and shine a flickering torch into the dark corners that nobody's ever explored before. Sure, there'll be rats and nasty gribbly things aplenty, but it'll be fun! Like the Roadwarden and the Highwayman, there's loads of people and places in the Warhammer world that are simply glossed over by the battles game because they don't matter in a war. What's a

single highwayman going to do in the face of thousands of foes? Run away and hide, that's what. But when it comes to games of Mordheim, that's a different matter entirely. Then we positively want to ferret out those odd corners of the world and bring them kicking and screaming into the daylight (so we can capture their souls and make little pewter idols of them... muahahahahaaa!).

Ahem.

Anyway, whilst this objective seemed to be really cool, it did have an obvious downside, and that's what I needed to address in my plan. With a limited amount of resources, how was I going to get all this detail into the game? It's all very well wanting to add detail everywhere, but that's simply not realistic. There are only so many hours in the day, only so many models I can get made and so on. Clearly I would have to cut my cloth very carefully here.

So I pondered this for a bit, and in the end came down to a simple conclusion. I could either cover one area well, or several badly. If I chose to try and deal with Khemri, Lustria and all the rest of the alternative backgrounds as well as the Empire and the Cursed City itself, then I'd never be able to do any of them the justice they deserved. I had to pick one.



Choosing was difficult in some ways because I really like the alternative settings, and would love to do some more new ones of my own. However, in reality there was only one realistic option: I'd focus on the Empire and the smouldering city of the damned that lurked within it. This is the core of the Mordheim background because that's where the city itself lies. It's also the core of the Warhammer world as it lies at the heart of the Old World. For all these reasons, it was the place for me to focus.

The Playing Field

So, let's refocus Mordheim not just on the city itself, but on the Empire that surrounds it. We'll take as our borders the mountains that surround the Empire, including them in our 'playing field' as they too are full of abandoned Dwarf holds, dank Goblin tunnels and other intriguing possibilities for adventure and loot.

The Empire itself isn't all smiles either, it's a divided Empire, an Empire that wars amongst itself. There are several claimants to the Imperial throne, and they aren't shy about coming forward. Battles between rival factions are both open and covert, with spies and assassins lurking in many a shadow. Skirmishes break out regularly between rival mercenary bands, sometimes in the name of their patron, other times just for loot, for this Empire is an increasingly lawless place. Let's bring this to the fore, let's make this lawlessness and anarchy really part of the games.

Into this political soup of intrigue and treachery we drop the millennium – a time of uncertainty and dire portents, of raving doomsayers bent on stirring up the darkest fears among the population as they pause to consider the fate of their immortal souls (clearly we need more frothing loons and fanatics).

And what happens next? Of course, the sign of the god Sigmar himself, the portent of his triumphant return smashes into one of the cities of the Empire, wiping out thousands in the blink of an eye and turning the bustling hive of industry into a blasted wasteland. One of the Empire's cities has been destroyed, and not by the actions of a mortal foe, but by the hands of the gods themselves. What does it all mean? How does this change the balance of power? Is this a portent of the end of the world? The second coming of Sigmar? What do the gods mean by it? What is it punishment for? And with the deadly, but valuable, warpstone cluttering the streets and scattered across the eastern provinces of the Empire, who will profit by it? It's all these questions, and more like them, that I think can form an increasingly vibrant backdrop for our games of Mordheim if we take the game to be about the Empire in the time of the cataclysm rather than just about the city itself.

The plan is to go through the Empire, describing all the provinces in turn. Once that's done we've got our basics covered. Then we can revisit them, picking up on small details, on haunted woods and ruined farmsteads and expanding upon them. Who lives there, what's going on, who are those shadowy figures in the woods? Each time we go through an area we add more detail, digging deeper down. At some point we'll look at doing what amount to adventure packs: linked scenarios that form mini-

Core and Splash Releases

One slightly separate notion that's worth discussing is the idea of Core and Splash releases. Note that this isn't anything to do with official and unofficial warbands or characters, it's all to do with availability. Also note that this is the way we'll be approaching the figure ranges for all of the Specialist Games ranges. Before we start though, don't panic. It's a good thing...

For a while we've been releasing anything we could find that we thought was cool. That was fine, but did cause something of a headache for the guys that have to actually cast the models and keep track of them all: it's just getting to be too many! So rather than having things go out of stock all the time we sat down and agreed a principle so that we all know where we stand, you included. The idea is that we define a certain number of warbands, say, as being Core. What that means for you is that we guarantee they'll be available. For example, if Skaven are Core, then they're always available. The particular models might change over the years, but you'll always be able to get your hands on a Skaven warband.

Splash releases, on the other hand, may be around for years, but we don't guarantee it. And that's the only difference – no guarantee. Of course, knowing Mail Order, they're quite likely to hoard the moulds for decades, but this way they don't have to. Splash releases will come and go in the range, and the Core will remain. Simple really.

One final thing to note about Core and Splash releases is that the availability or otherwise of models has no bearing on their rules. If we release a warband then their rules come out too. If they subsequently are removed from sale then their rules are still just as usable as they always were. So, if you happen to have the models already, or convert some of your own, then you can continue to use them in your games.

campaigns with their own objectives and characters. Not just yet though, we must learn to walk before we run.

If and when we come to producing a second edition of Mordheim, this change of emphasis, and this extra background would probably be included in the main book itself. However, that's a long way off for the moment, so don't get too excited just yet. Nonetheless, the concept is a sound one and that will be the underlying background assumption when you're reading more stuff by me. What this means for you guys is that the rulebook and Empire in Flames background are melded together to become the 'official' one. If you play in Khemri, Lustria or another variant, then you might have to make some house rules to ensure that everything dovetails perfectly. I don't foresee any major difficulties though.

Alternative Settings

So where does this leave Lustria, Khemri et al? Well, it leaves them in the capable hands of the keen fans that started those projects off in the first place. One of the really great things about the particular bit of the GW hobby known as Mordheim is the immense creativity of you lot: the fans. There's loads of alternative settings being worked on, and what I'd like to do is encourage this, rather than try to absorb it as was done before. Making things quasi-official just confuses things, and, in my view, actually stifles the creativity which makes them so much fun in the first place. To this end, I'll be inviting people to contribute articles that discuss their alternative setting in a broad sense, but I don't want to print the whole thing en masse. Why not just point people at the sites that started them all and let them join in the creative process there?

On top of these magazine features, I've already sorted out a section on the official forums where people can post and discuss fan rules, and this is perfectly suited to discussing any alternative settings that you dream up. All of which brings me neatly to the website itself.



Floating In The Ether

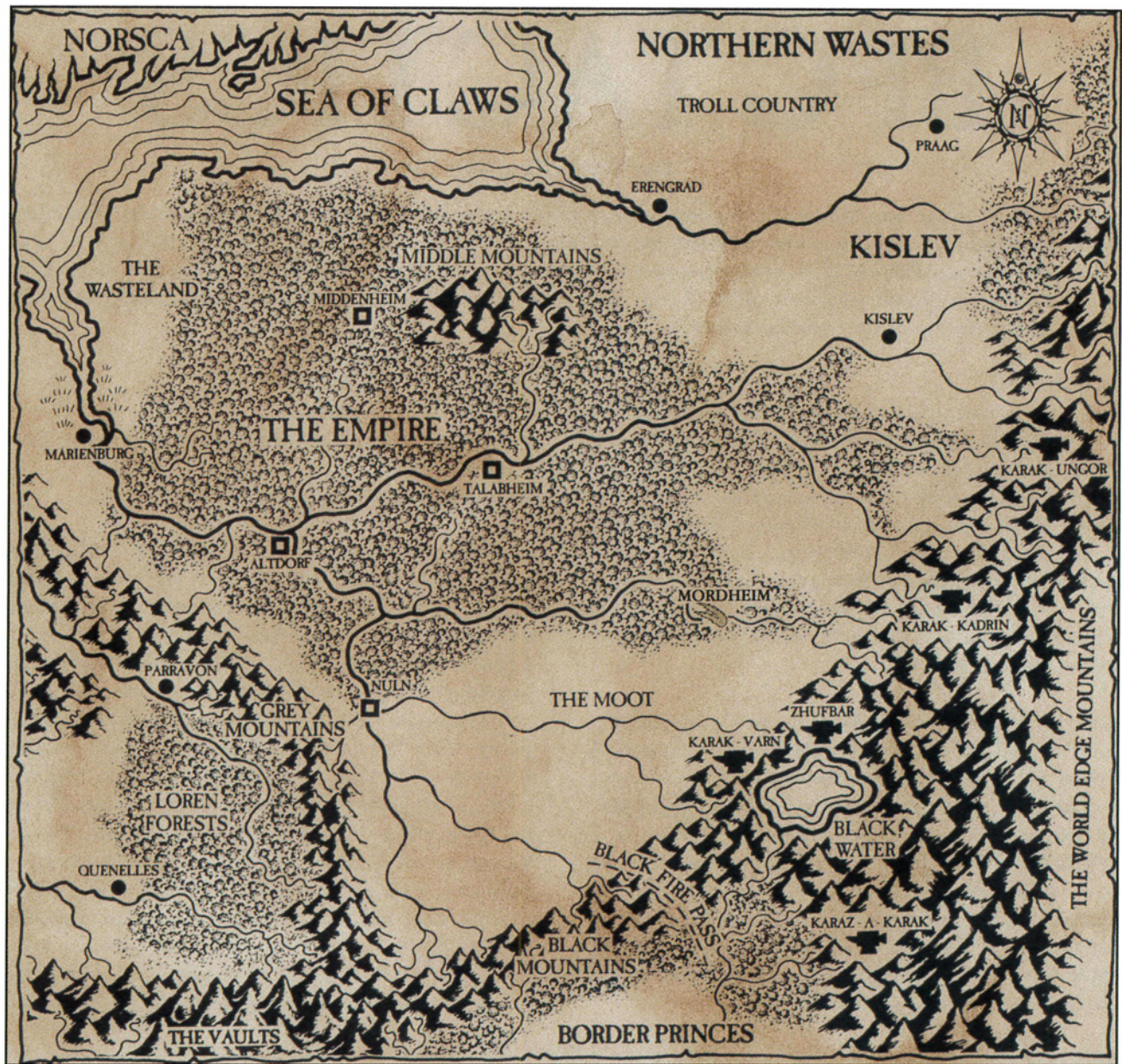
The 'new' Mordheim website will have been up for almost six months by the time you read this, so it's not so new, but as I write this it's still early days. Websites are funny things – there's always something else to add, or to tweak. However, the basics are in place.

Perhaps the most exciting part of the website is the Playtest Vault and the associated section of the forum. The Playtest Vault is where I can post new Hired Swords, Warbands or any other rules and the Official New Rules bit of the forum is where they get debated. This is very useful for me as I get lots of keen Mordheim players checking through and (hopefully) playing the early versions of a rule before it gets into print. It also means that you guys can have the fun of participating in the evolution of your favourite game and having a say in how it progresses. In the light of your comments and everyone's games I then modify the rules and put a new version in the Playtest Vault, and so on, round and round until it's finished. At best, this means that we'll be able to catch all the mistakes before they get printed, thus avoiding embarrassing errata. At worst, we all have a fun time playing with the new rules before they're generally available. Either way I think we're all winning.

One further thing that I'll be adding to the website is a complete list of official Warbands, Hired Swords and Dramatis Personae so you can keep up with where we are. It should also be a handy reference for those of you that might have missed the odd issue of Town Cryer, or even Fanatic magazine.

The Devil In The Details

Of course, even within a rules set as clean as Mordheim generally is, there are still some niggles that cause debate. Steel whips, braces of pistols and intercepting charges are a few that spring to mind. Well, we've got a plan for that too. Blood Bowl has had annual reviews for a while now, and it seems like such a sensible idea that we're pinching it for the other Specialist Games as well. This means I've appointed a small group of people to the Mordheim Rules Committee to help me sort out the review. If you're not familiar with the principle of the Rules Review, every July (in the case of Mordheim) we set aside a month to have a serious look at what's been niggling everyone about the rules. If bits are broken we try to fix them. If they're unclear, then we try to move away the mists. It starts with asking the forums what's bugging everyone and ends up with a cleaner, better set of rules for everyone to use. The errata is posted on the website together with a Living Rulebook (an 'LRB'). It's also printed in the magazine. Living Rulebooks, by the way, are another idea pinched from Blood Bowl. They're a free PDF that's available from the website and which is a copy of the rules containing the



updates from the latest Rules Review. These are only changed once per year, as a result of the review, so you won't have to worry about needing to check back every five minutes.



Also, as part of the Rules Review, we also look at the various Warbands, Hired Swords and Dramatis Personae in the game. From time to time, sometimes as the result of changes in the rules, these may become a little unbalanced and we aim to keep these core elements as close to being as fair as possible.

Onward and Upward

I, for one, think it's going to be an exciting time for Mordheim. Although I might look wistfully at the possibility of doing a Cathayan alternative setting now and again, I know that I'm not going to get round to that for many years. In the meantime I want to bring the dark and the cataclysmic back to the ruined streets and the abandoned fields. After all, the end of the world really is nigh.

Author

Jake Thornton is the Head of System for Mordheim, and is currently finalising his long term plans.

Keep an eye on the Fanatic Magazine for more J(ake) Files!

Further Information

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More Mordheim Website

www.Mordheim.com



The Province of Reikland

By Nicodemus Kyme



"Ah, Reiklanders, the finest of men! Disciplined, magnificent archers and good, solid warriors! Reiklanders need the best leaders, so you'd better shape up boy! For these warriors are good at almost all the skills of war, and they are more likely to hold their nerve than others in Mordheim..."

Luthor Wolfenbaum.

Personal log of General Claus Steinbad of Reikland

2nd Kaldezeit

"Winter still holds us in its grip, the roads through Reikland beset with drifts and icy hail. With the onset of the heavy weather many of our provincial troops have been sent home. What few remain garrison our watchtowers and barrack houses. Despite the terrible

weather there is still no respite from the running battles in which our great province, the noble land of our Count Siegfried, is embroiled.

At Carroburg a small force of Middenland raiders persist with their attempted incursions into the Reikland. From here, at the fortress of Helmgart, I heard reports of their savagery. They are madmen, more akin to the cursed Kurgan tribes beyond Kislev than true men of the Empire. Barbarians and curs, they were put to flight. A force of Carroburg Greatswords, their ancestral hatred of the Middenlanders still strong, and a commission of fifty Wissenland spearmen paid for from the Imperial treasury, bolstered our own troops at the border to repulse an attack by a bandit of some repute – Wulgan and his so-called, Red-scar raiders. That lap-dog of

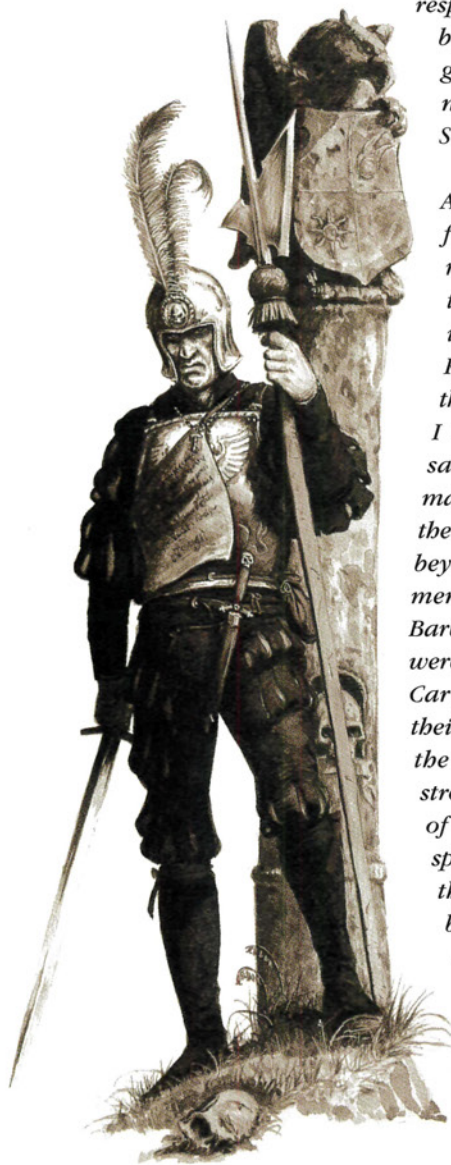
Ulric, Mannfred Todbringer will find his lackeys bloodied and beaten when next they return to Middenheim.

Upon the same day, and to the west, the false Empress of Marienburg sent her pompous rogues to barry trade upon the Reik. Captain Steingart of the Reikland Swordsmen is detailed in his description of these whoreson dogs, who hide their true cunning and viciousness beneath foppish finery and fancy tailoring. But death is death, whether it is by a jewelled sabre or rusty broadsword. I find myself with grudging respect for these villains. Upon this news, I doubled patrols there, sending a group of militia hired from the Border Princes to expel the merchant fops decisively. There were some casualties; the Reikland Swordsmen were reduced to a third of their original number. I visited the site personally, the earth churned with Imperial blood, and for a moment it seemed like madness, but when I noted the tattoo of the Freetraders upon one of the fallen attackers, my anger was renewed. Despite the efforts of these Marienburg scum, trade is flowing upon the Reik once more."



5th Kaldezeit

"We are beset on all sides. I heard four days ago, upon travelling back to my garrison at Helmgart, that a group of our own finest Reikland marksmen and local militia, with conscripts from Grunberg and Kemperbad, repelled a force of Stirland swordsmen and halberdiers. The arm of von Carstein has grown long indeed, as has the lord's ambition. A dark cloud hangs over that realm. Such devotion he commands in his troops! Or is it fear. As I read the death records, I was dismayed to see we took heavy losses with the Stirlanders' attempts at widening their own provincial lands to establish a foothold in eastern Reikland. Their march was stopped at Kemperbad but at some cost. I have a requisition order for troops to bolster those already stationed there, and the town's defences are currently under repair in case of future attacks. I may have to send out messengers to recall our troops to arms from their winter quarters.

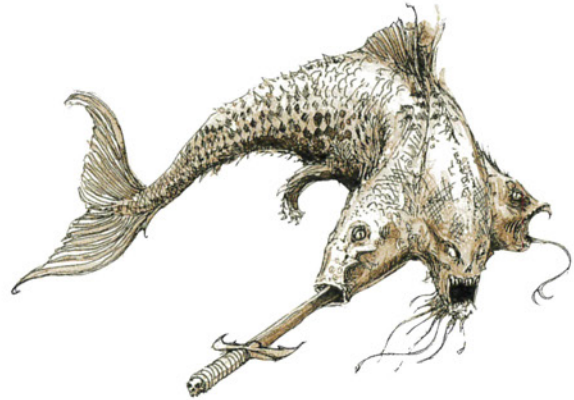


Retaliatory strikes must be made against Stirland. We are Reiklanders, the greatest and most disciplined military force in the Empire and will not be pressured by a backwater like Stirland! Letters were dispatched this very day seeking a council with the Grand Theogonist himself. I feel certain his interests in Altdorf and the Temple of Sigmar will implore him to respond; especially when he reads the transcript I have included pertaining to Captain Grunwald's account of the battle, which arrived today along with the death records. A disturbing incident; he swore he had fought and killed the self-same men at Kemperbad in an earlier sortie at the fringe of the Great Forest no less than five days earlier. I fully expect the Grand Theogonist to despatch Witch Hunters within days. Such an ally will prove useful in the coming conflicts, of this I am certain. For although, thus far, only skirmishes have broken out along the Reikland border, I fear the situation is tenuous and we are mere footsteps from open civil war. Upon Count Siegfried's approval and signature I will have notaries draft treaties to both Wissenland and Carroburg, our closest neighbours, petitioning them to support our claim to the throne and the debunking of the others."

11th Kaldezeit

"A problem has arisen upon the Old Forest road through the Reikwald. The numbers of bandits and rogues dwelling there grows daily and I am forced to take action. Several merchant caravans have been ambushed en route to Altdorf. Three such beleaguered travellers entered these very gates but yesterday, bloody but unbowed. I admired their courage, though as men of Reikland I would expect no less. Merely three days ago I was reviewing the watch records at Altdorf. There have been an alarming number of disturbances in the city of late, and a consequent rise in the number of outlaws ejected from the city. These men flock to the forest seeking a haven from our law. Rumours have even reached me of a sort of bandit-king, going by the name of Hans Hood. I can find no record of such a man and find the notion preposterous; the Reikwald is like no other hive of villainy in the eclectic nature of the scum cowering there. To think one man could unite the disparate bandit groups of Man, Dwarf and mutant... But even still, I will support the fine work done by the Roadwardens there, who are now hard-pressed to tackle this growing problem and break up the bandit borders. I myself led a party into the forest but could find no sign of the rogues. Doubtless, they were deterred by the halberdiers in my charge. But the forest is vast and a more thorough and expansive purging is required whilst I attend to provincial matters and orchestrate the operation from here. To add to the existing state troops, commissioned forces should have already begun their first raids into the Reikwald; thirty halberdiers from Grunberg wearing half-plate, a

regiment of twenty demi-lancers from Bogenhafen and forty free company huntsmen from Ubersreik. There has been talk of Dwarfs and Ogres as well as men of all races cowering there, but with such a commitment of troops to this endeavour, I fully expect the roads to be clear by the time the week is out."



15th Kaldezeit

"The candle is almost spent as I write this entry. Looking out over the snow-kissed peaks of the Grey Mountains I feel a chill in the wind and a profound weariness. The day has been long with much fighting reported throughout the province. I feel the inadequacy of our funds and our provincial forces like a heavy burden. Mercenary units are spread across the Reikland, bolstering state troops and conscripts alike. They exact a heavy toll upon the treasury and I doubt it will be enough to last the winter. A sickness grips many of the camps and now almost all of the provincial levies have been recalled. Never have I seen forces spread so thin. Such is the banditry and lawlessness that I find it almost impossible to police it. This, combined with the ambitions of Middenland, Marienburg and Sylvania, has meant state troops are at breaking point. A strong, solid military defence must be affected; it is our way as Reiklanders, the very backbone of our society. I will have notaries scribe papers come the morn for the drafting of further mercenary contingents from Wissenland and Carroburg to relieve our beleaguered army."

16th Kaldezeit

"Demand for these dogs of war is high. I had not bargained with the spiralling costs of sell-swords. And still I have heard nothing from Fernandez pertaining to the commissioning of thirty free company militia to reinforce the river patrols along the Reik, although Reikland pikes and crossbows are in place at the northern and eastern borders. Clearly Fernandez was not to be trusted, the cur. With the waning funds at my disposal I have sent bounty hunters, known as the Daggermen, to recover the gold he stole and exact punishment for the promised free company's failure to

materialise. As well as the loss of the free company militia, casualties continue to blight our state levies. The barrack houses of Altdorf and Grunberg are scarce half-full and guards are eating their meals at their posts as there are none spare to relieve them."

20th Kaldezeit

"Mercenaries flock to the cities and prices continue to rise. For the love of Sigmar, these are meant to be professional men! Nothing I have seen so far convinces me of that. I sincerely doubt the quality of some troops but I am over a barrel with the state forces so hard-pressed and undermanned – our numbers are the lowest I have ever seen. I suspect the mercenary captains have been press-ganging local villagers into service, that, or promising false fortune and glory.

Yet, my hands are tied. Even in our great capital I have been forced to employ additional watchmen. Hordes flock to the Temple of Sigmar. Men and woman from throughout the Empire come in search of salvation. These throngs are choking the city. The elite Reiksguard, accompanied by a regiment of mounted freelancers, had to disperse a mob converging in the centre of the city. A riot threatened as they demanded sanctuary. Our own watchmen have been overrun and doomsayers roam the streets, spreading panic and discord."

25th Kaldezeit

"Today, an attack, was made on Helmgart by Orcs and Goblins moving through Axe Bite Pass. By Sigmar, our men fought with a bravery and discipline that would make any Reiklander proud. I stood with the Reiksguard at our gates to repel the greenskin hordes. As I write this entry my blood is still up although the Orcs have been long since despatched and sent fleeing into the mountains. Could I spare them, I would have sent to give chase and break up the horde, but there are pressing matters here. Considerable damage was done to the western wall and the gatehouse is in need of re-fortification. I await Nuln engineers to affect permanent repairs as soon as possible, but in the meantime have the men working on a makeshift alternative. Many of our remaining state troops are now barracked here, and at Blood Keep. Ostland trappers and sell-swords from Averland have been commissioned to scour the mountains around Helmgart for any greenskins still lingering there but by the time they arrive I believe the horde will have moved on. I have requisitioned a contingent of fifty Reikland pike to Helmgart from Blood Keep to bolster the army here directly, along with a regiment of Tilean crossbows. With the western wall so badly damaged and so many wounded or incapable, the guards must be redoubled."

29th Kaldezeit

"I despair at the quality of these curs! Mercenary captains continue to produce numbers short of that paid for, and what does arrive is little better than half-trained rabble. These men, little better than town militia, are a disgrace. They know nothing of tactics, cannot even follow simple orders and are poorly equipped. I could find little use for them but to patrol the ferryways of the Reik in the vain hope that their presence will deter pirates and ensure that traders enjoy safe passage. I had originally petitioned a force of Stir River Patrol, to bolster the Reikland pikes and crossbows thinned out by sickness. These men are well experienced in marine defence, but they have doubled their prices, claiming to be part of a 'union' and replying that "union men come at union prices". I know not the strength of this rogue's guild, but I recently received a substantiating report, dated two weeks since, of a Sergeant commanding the Grunberg Pike company spotting bands of recruiters around all the mercenary encampments, soliciting their membership."

31st Kaldezeit

"Snow continues to fall and great blizzards are blown in from the south across the mountains. Helmgart is engulfed by it and I am painfully reminded that Reikland is stretched across all fronts. In my heart I know our soldiery is by far the best trained and equipped in the entire Empire and our tactical discipline and superiority are second to no one. Alas, I fear that this may not be enough. Our borders have been kept safe so far but we are pressed and in need of reinforcement. I cannot keep relying upon mercenaries – their costs are exorbitant, but I fear it is only a matter of time before victory may be bought and won by simple numbers. I feel it will be a long and cold winter."

Fighting Battles In Reikland

Reikland is a highly populous area, especially given its size. The major townships of Grunberg and Bogenhafen are teeming with people from across the Old World and full of mercenaries, adventurers and sell-swords. Bogenhafen is a key market town in this area and as such attracts numerous traders and marketeers eager to benefit from Reikland's relatively stable economy. The third major township, Ubersreik, is less so but its proximity to the Grey Mountains ensures a strong Dwarf population as well as its fair share of hunters, rangers and trappers. By far its most influential and important city is Altdorf. This sprawling metropolis, although still a mere shadow of what it is to become, is a hive of varying nationalities from across the globe. Elves, Dwarfs, Tileans, Bretonnians and men of a multitude of other subcultures all have roots here, along with specific quarters of the city dedicated to their gods and customs. Altdorf is highly cosmopolitan in



nature, quick to embrace new ideas and well protected; its thick walls designed to be defensible in a siege, something which the city has endured several times in the past.

Situated on the western border of the Empire, the Reikland is largely flat with a small group of low-lying hills to the north of Ubersreik. The Reikland was once entirely covered by forest, but its fertile land has encouraged farmers to clear spaces and plant fields full of crops. Now the forest is broken up by farmsteads, roads and towns, though there are still plenty of dark woods for undesirables to lurk in. Small farmsteads nestled within the forest make great places to fight over.

Various tributaries make their way down to the Reik from the Grey Mountains, crossing the province east to west. The Reik itself is an awesome river: a mile or more wide in parts, hugely powerful and dangerous in flood, with heavy ferry traffic in the peak of trading season even in these lean times. Altdorf itself is built upon a series of islands that rise slightly from the mud flats at the confluence of the Reik and Talabec.

Fighting Mordheim battles in the Reikland is much like fighting Warhammer battles when it comes to general appearance, though the nature of the game means that you'll want a more densely packed tabletop. Even so, Warhammer scenery can generally be 'borrowed'. Low lying hills are quite commonplace, as are streams and rivers. As the Reikland is relatively highly populated, roads often have toll-houses and/or coaching inns, whilst navigable waterways may have docks and waterside hostleries. Watercourses also need bridges if navigable so you can move across them, or fords if not passable to boats.

The Reikland is also a state at war, much like the rest of the Empire. However, such is its importance and strength as a claimant to the Imperial throne that the threat of internal conflict is treated more seriously. Keeps and watchtowers are commonplace throughout the land, particularly at its borders and in close proximity to the mountains.

Of the areas to fight battles in Reikland there are two of particular notoriety that provide an interesting narrative. The Reikwald is notorious as a haven for bandits, brigands, rogues and all manner of outlaw, cast out from the cities. The Reikland is quite heavily forested as a whole, but the Reikwald is especially dense, dark and foreboding and makes for an ideal setting for your games. The other area is Axe Bite Pass. Cloaked by the Reikwald, like many passes through the mountains, it is plagued by ambush and the constant threat of Orcs, Goblins and other creatures that dwell there. Since it winds through the mountains, these battles will benefit from numerous crags, rocks and cliffs, with perhaps the occasional ruin to evoke the right kind of atmosphere for your games. Remember though that the great castle of Helmgart blocks one end of this pass, so necromancers, Beastmen and other undesirables will have to use cunning to get past.

Games in Reikland are played in exactly the same way as games set within Mordheim, but with scenery more in keeping with the lawless wilds of the anarchic Empire of the twentieth century. Whilst the scenarios and warbands in the Mordheim rulebook are excellent for fighting battles in Reikland, the Empire in Flames rulebook offers some cool alternative scenarios, warbands and campaign ideas for battles in this setting.

Reikland Warbands

The Reikland is a heavily populated area with many autonomous cities and townships, and warbands could be affiliated with any one of them. The state colour for Reikland is white. As Reiklanders are so militaristic and disciplined in nature, their equipment is well kept and ordered. They tend to favour traditional soldier's weapons like swords and halberds and are excellent marksmen. Of the other townships and cities in Reikland, two of particular import are Altdorf and Bogenhafen. Mercenaries affiliated with Altdorf wear blue and red, whilst men hailing from Bogenhafen sport white and purple. Warriors of this area tend to wear functional and practical clothing and equipment, so feathers, plumes and associated finery are at a minimum. Motifs associated with Reikland warbands are highly militaristic in nature. A crowned skull, sword or iron cross are common insignia wrought up shields and armour plate equally.

Scenario: Brigands in the Wasturelands

A warband has been commissioned by a wealthy Reikwald Baron to enter the Reikwald Forest and hunt down the brigands and outlaws dwelling there. Bolstered by the Baron's own men and the local Roadwardens, the warriors should have no problem bringing the thugs to justice. But when those outlaws are hardened men, mercenaries like the warriors sent to capture them, the hunt may not be quite so straightforward...

Terrain

As this battle is staged within the Reikwald forest the vast majority of the battlefield should be covered by trees. A strip, around 4" wide, should wind from one end of the battlefield to the other to represent the path that leads through the forest and onto Axe Bite Pass. The woods should be considered open ground for the most part, but players may also wish to include some particularly dense areas of thick forest, barbed bracken or rocky outcrops which count as difficult ground. Besides this stipulation players may place terrain in any mutually agreeable manner.

Warbands

The warband with the lowest number of warriors is the defender. This warband is the outlaws and are being hunted by the other.

The attacking warband is placed first, at one end of the path. They may be set up within 12" of the table edge and anywhere within 2" of the path.

The defenders are placed second and may be set up anywhere on the board that is out of line of sight and at least 10" away from the attackers. The entire defending warband counts as being 'hidden' at the start of the game.

Special rules

Hirelings: Both warbands are bolstered by hired swords, either those that have been hired to hunt down outlaws in the forest or the outlaws themselves who dwell there.

The attacker adds two Roadwardens (see Empire in Flames p.80) a Freelancer on foot and a Bounty Hunter (see Town Cryer 13) to their warband for this battle only, to represent the hired muscle the Baron has brought in. Furthermore the attacking warband may equip three of its warriors with lanterns and wardogs for free, to help them spot the bandits amidst the forest gloom.

The defender adds a Highwayman (see Empire in Flames p.79), Warlock and a Pit Fighter to their warband to represent the other outlaws hiding in the forest with them.



Surrounded by the forest gloom: The attackers are very cautious as they search the forest and may not run or charge, until one of the defenders has been discovered.

Shadows in the depths: The defenders are well accustomed to moving around the Reikwald undetected. They are immune to All Alone tests for this scenario. Furthermore, as they are shrouded by the thick shadows cast from the overhanging forest canopy, the actual models for the defending warband are not placed on the board at the start of the game. Instead, use the Hidden counters to represent the position of the model. The defender should number all of his models on his roster in secret along with the hired swords, and indicate their position by placing a dice with the corresponding number next to the Hidden counter. Once the model is no longer hidden, replace the counter with the appropriate model.



Starting the game

The defender automatically gets the first turn.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience if they were among the attackers, and +2 Experience if they were among the defenders.

+1 Winning Leader: The leader of the winning warband gains +1 Experience if he was an attacker, and +2 Experience if he was a defender.

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

Gold

If the attackers win they gain D6 gold crowns for each Henchman they put *out of action* and D6x5 gold crowns for each Hero put *out of action*. If you are playing as part of a campaign and a Hero rolls a 'Captured' result on the Serious Injuries chart the Baron will pay an additional D6x10 gold crowns for that Hero.

If the defender wins, the outlaws who have fought alongside them are so impressed that one of them offers to join the warband free of charge. The defender may choose one of the hired swords still standing to join his band. This hired sword joins the warband for free (even if it is a hired sword not normally allowed to the warband) but his upkeep must be paid for as normal if the warband wishes to retain him.



Scenario: The Watchtower

As a land in anarchy, the Empire offers up many opportunities for mercenaries. One band has been charged with a border patrol, centred around one of the many watchtowers that dot the countryside, whilst another warband has been sent to raid the area.

Terrain

A watchtower, stationed upon a hill, should be placed 12" in from the defender's board edge and in the middle of the battlefield. This is a well-defended position and as such may include sections of low walls up to 6" in front of the tower itself. The area around the watchtower has been cleared of random trees and debris and so scenery that isn't part of its defences should not be placed within 12" of it. The rest of the battlefield may be set up in any mutually agreeable manner with trees, hills, ruins, small buildings, etc.

Warbands

The warband with the lowest number of warriors is the defender. They have been charged with the task of patrolling the border for raiders. The defender's warband is spread thinly across the area and do not all start the battle on the tabletop. A beacon in the watchtower must be lit to alert the other members of the warband.

Half (rounding fractions up) of the defender's henchmen and heroes do not start the battle with the rest of the warband (the player may decide which). Those that do

start on the tabletop must be set up within 6" of the watchtower.

The attacker is set up a variable distance from the board edge opposite the watchtower with his entire warband (see special rules below).

Special rules

The Beacon: The other members of the defending warband can only be alerted by lighting the beacon atop the watchtower. This may only be attempted once the attackers have been spotted. Any model which begins its turn next to the beacon may try and light it. Roll a D6 at the start of the turn. On the first turn he tries, a model needs a 6 to light the beacon; on the second, he needs a 5 or 6; on the third, a 4, 5 or 6, and so on. If a model is hit or wounded, or moves away for any reason whilst trying to light the beacon, they are interrupted and must start from scratch (needing a 6+) next turn. In this way the attackers can harry the warrior trying to light the beacon to prevent the rest of the defenders arriving.

As soon as the beacon is lit the rest of the warband arrives. They may move on from any table edge, charging or running if they wish and may shoot, attack and act normally from then on.



Arsenal: The watchtower also has a well-stocked arsenal in its base and the defender has the following list of additional free weapons to equip his warriors with for this battle only: 3 crossbows, 1 hunting rifle, 2 longbows, 3 halberds and 2 spears. Each model may be given one free weapon each, and the normal maxima for weapons apply (see 'Weapons and Armour' on page 65 of the rulebook).

Resolute: The defenders are determined to hold the tower until help arrives and will not have to take a Rout test until 50% of the warband are *out of action*.

Sneak Attack: The raiders are well aware of the guards at the watchtower and are using stealth to creep up on them. The raiders automatically begin 8" from the board edge. Instead of moving normally they may try to sneak further up the board in their Movement phase. If they are sneaking the attackers all move the distance rolled on a D6 and, as long as they don't attack, shoot, cast magic, etc, the defenders may not attack them or try to light the beacon. At the start of the defender's turn roll a D6. If this matches the roll of the attacker then they have been spotted and may be shot at or attacked as normal and they may attempt to light the beacon. The attackers will also be spotted as soon as they are within 8" of the watchtower or within hiding spotting distance, as described on page 27 of the Mordheim rulebook. Otherwise the attacker may continue to sneak until they choose to launch their attack. Note: if a model is moving through terrain that hides it from the enemy they may move their normal move distance instead if they wish, whilst the rest of the warband sneaks. Once the attackers have been spotted they can no longer sneak.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

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

+1 per Enemy Out of Action. Any Hero earns +1 Experience for each enemy put *out of action*.

+1 Lights the Beacon. Any Hero who successfully lights the beacon gains +1 Experience.

Gold

The winning warband gains D6x15 gold crowns from their employer for a successful raid/defence. If the raiders won the battle they also gain any of the weapons from the watchtower's stock that were unused by the defender in the battle.

Author

Nick Kyme is never tired of writing about Mordheim! Here in the Fanatic Studio we are wondering what does he do during the weekend...



Further Information

The rules for Reiklanders bands can be found on the Mordheim rulebook.

More Mordheim Website

Page 24 for Future of Mordheim.
www.Mordheim.com



Town Cryer

Town Cryer



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

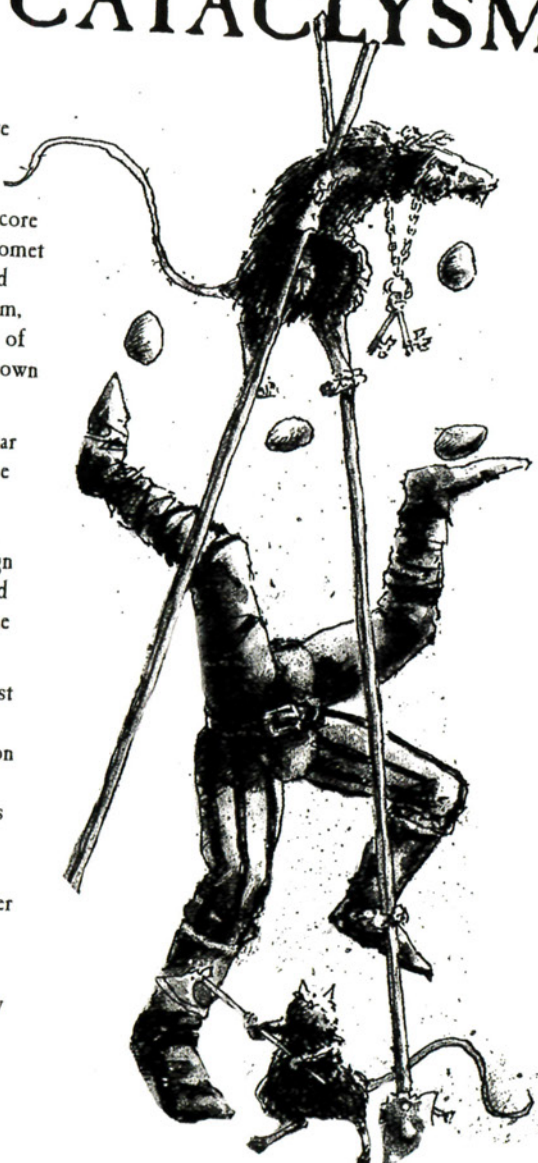
AFTER THE CATACLYSM

Fellows of Mordheim, it has now been some thirteen score cycles of Morrslieb since the skies above our great and blossoming city were illuminated with that most prophetic symbols of Sigmar. And it has been those same thirteen score cycles of Morrslieb since that same great and twin-tailed comet did come down amidst us and forever shatter our land. And now, thirteen score cycles of Morrslieb beyond the cataclysm, what now does Sigmar's benevolence hold for our fine city of Mordheim? I ask thee brothers, but first I shall speak my own vision...

It is your most behumped Editor's opinion that while Sigmar will always be our protector, his benevolence will never shine upon the depraved and wretched kinds who have come to populate Mordheim. So it is that in striking down our city, wise Sigmar has shown us the path. He has given us his sign that the time is now to leave Mordheim, to look beyond and abroad from this city of the damned and to step out into the great and magnificent Empire of Sigmar at large.

And for the wise who go, they will not go alone. This august publication is dedicated to bringing you news of all the Children of Sigmar. It is clear now that our mission lies upon the open road, and so, oh reader, where once were filthy, derelict offices to confine our unrivalled reportage, you find us now corresponding from the back of nought more than a simple journeyman's wagon, upon which we have furnished portable press and all else that might be needed as Town Cryer now goes forth as the chronicle of Averland, Reikland, distant Marienburg and beyond.

Come with us now, oh reader, into this great and glorious new dawn!



Here
Within



Further
exploration of ye
dread ruins of
Mordheim.

The Empire in
Flames - read all
about it within...

Ferocious she-
devils - the
Amazons of
Lustria have
arrived.

For Sayle

Ye Wondrous Lustrian Sap
Tapped from the richest veins of
New World timber
A finer wood polish or carpet
cleaner you couldn't find

Seek Erk Mirkinson at the Sign of the
Flame

Parkie's Firewood

Finest quality logs, delivered straight to
your doorstep

STOLEN!

40,000 Hammers of War!
Taken from the Dwarfs by a man
in the guise of friend
Great reward offered for their
safe return.

MISSING



The Jay's Cock

Escaped from the rocky city
before being stung by a wasp.

*Great reward guaranteed, ask for
Marcus the Gibbon at the Tavern of
the Red and Blue Dwarf.*

OBITUARIES

The Sander's Son
Would not relinquish his harpoon
and was dragged beneath the
waves in his hunt for the Great
White Whale

Cap'n Krell
Did drown when attempting to
save the Sander's Son

Stephan the Fox
Infamous poacher, long sought
for his crimes.
Tracked, captured and slain when
too near to his own lair he did
soil

Johan Cashe
Was caught within a burning ring
of fire

The Merchant Hammond
Was hurled from overloaded
camel unto her doom



COME TO
The Stricken Land
Place of Horror and Unnature

Find within
THE MAN OF BONE
Lord of this Stricken Land
And his twisted apprentice
KOCHS, OF THE LOWLAND
And witness, all the horrors of the world
Guided tours available
Ideal for family holidays
Just 20 leagues from Mordheim
On the Crooked Bough junction of
the Old Cinder Road.

**SCRIBE'S HONOURABLE
MENTION**

Matheus The Corpulent and
the Shameless Tilean

