

# Town Crier™



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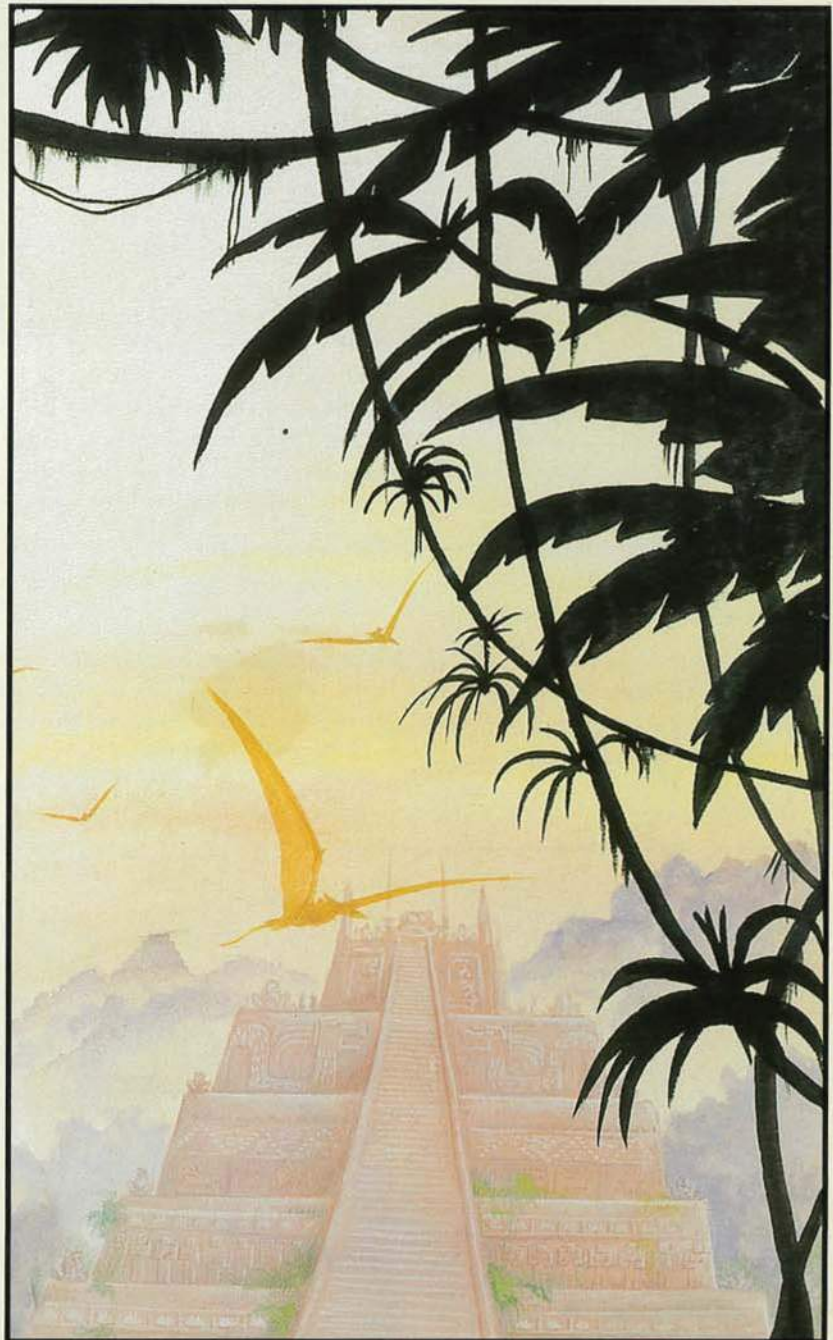
Mordheim 4 Groats/UK £3.50/US \$6.95

## CITIES OF GOLD DISCOVERED IN LUSTRIA

Brave explorers have brought back tales of lush, steaming jungles and lost cities of gold in far-off Lustria. Those willing to risk the rigours of sailing the angry seas of the Great Western Ocean and no doubt the predations of the High Elven sea patrols will find treasures and wyrdstone by the mountain in comparison to the City of the Damned.

These are not safe lands to explore however for the hot jungles are teeming with life most indescribable and many legendary beasts are thought to stalk this lost world.

One of our intrepid scribes has hitched a ride with an Elven trading expedition to the lost world of Lustria. There he will learn the truth about the rumours of rivers flowing with gold and gems. The opportunity to study this strange fey people from across the ocean and perhaps learn a few of their well-guided secrets is not to be missed although the Elves are not to be trusted and definitely not to be antagonised.



Here  
Within



Intrepid explorers  
bring back tales of  
wyrdstone and  
exotic treasures  
from far off  
Lustria.

Ye High Elven  
adventurers  
reveal a handful  
of their inten-  
tions.

There's money to  
be made in the  
fighting pits just  
make sure ye aren't  
the ones being  
wagered upon...

Well-dressed mer-  
cenaries from  
Averland have  
come to make  
their bid for  
riches.



## Ye Artist's Impression of Real Wyrdstone Shards...



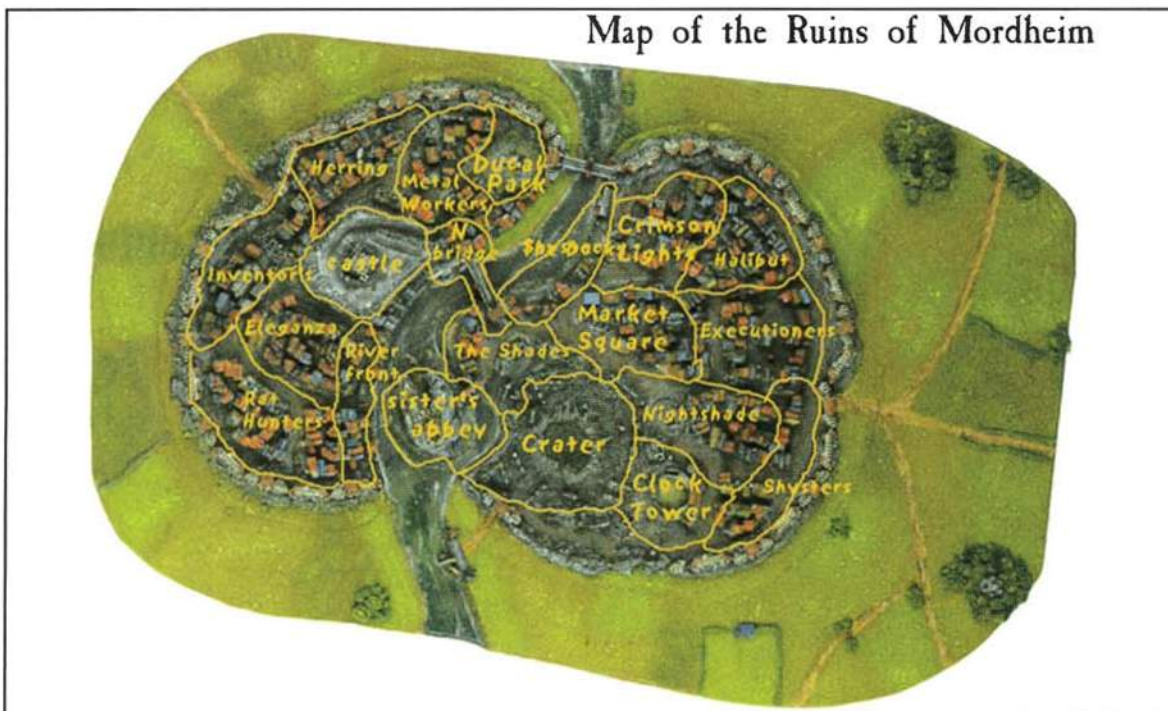
Actual Wyrdstone shards have been sighted in Bugman's Bar. One of the most fun elements of the GW Mordheim campaign Weekend (for more details, get ye to pages 4-6) was the appearance of actual shards of Wyrdstone. There's something about collecting huge, heavy chunks of green rock that make those battles in the ruins all the more worthwhile. For anyone interested in recreating the stone shards for themselves to liven up their own campaigns we'll take you through the incredibly cheap and easy process of how to make Wyrdstone.

Firstly take some reasonably sized pebbles and stones from your garden. After washing off the odd worm or ant, spray them with Chaos Black Spray. Once dry, paint jagged lines of Dark Angel green onto the surface, then high light these with Bad Moon Yellow.

We found it useful on the day to have larger chunks to represent two shards or even three for those huge boulders you've managed to drag into the house. Placing the stones in an old wooden chest or box adds a more realistic feel to the game. We would highly recommend that you keep this stone safely locked up, even fake Wyrdstone can have strange mutating effects on the unwary handler.

Scribe - Space Mcquirk

### Map of the Ruins of Mordheim







Welcome  
to issue  
10 of  
Town  
Cryer

magazine. I've hijacked the editorial from Steve this month, mainly so that I can tell you about all of the cool plans Fanatic has planned for Mordheim. As you probably know by now, things are changing at Fanatic (check out pages 32 and 33 for details), and nowhere will this be more apparent at first than in the pages of this magazine. The reason that Town Cryer is 'heading the charge', as it were, is mainly because Tuomas Pirinen did such a sterling job of building up a stable of really top-class 'out-of-house' writers when he was the editor of the magazine. The resource that Tuomas built up has made it much easier for us to step up the output of new material for Mordheim, compared to the other games that Fanatic is looking after.

However, there are a couple of other reasons that Mordheim players can look forward to a bumper harvest of cool new stuff over the next few months. The first of these can be seen in this issue in the form of the Shadow Warrior and Averlander warbands that we're releasing. Now I'd like to say that these models were specially commissioned by me when I joined Fanatic in June and produced in double-quick time, but that would be a lie. They are actually models produced by the Citadel design team for Warhammer, which, for one reason or another, were never released. Rather than let them go to waste, I managed to convince the 'powers that be' to let me release them as Mordheim Warbands. Hopefully you'll agree with me that

## The Editor Speaks

they make very fine additions to the range. Kudos must also go to Mark Havener and Tommy 'Punk', who put in a lot of hard work at very short notice in order to write up the rules for the warbands which appear in this issue. Thanks guys!

Last, but by no means least, the other thing that Mordheim players have to look forward too is 'Lustria - Cities of Gold'. This is an awesome project which over the coming months will tell you everything you need to know in order to lead parties of bold adventurers to the fabled land of Lustria... and relieve the inhabitants of said fabled land of all of their even more fabled treasure! Alternatively you'll be able to take the part of the native inhabitants of Lustria as they attempt to protect their homeland and their riches. Again, while I'd like to try and take the credit for the Lustrian project, this really belongs to Steve Cornette, Harry Golden and all of the rest of the contributors to the MH Lustria discussion group, who dreamed the whole thing up, and to Tuomas Pirinen, who encouraged them and gave the project his 'official' blessing in its early days. It really does make my life much easier when other people do all the hard work for me! Anyway, we'll be serialising 'Lustria - Cities of Gold' over the coming months in Town Cryer, with an eye to compiling the whole thing into a single supplement for Mordheim at some point in the future. Check out this issue for details of what's in store, or visit the web site at [www.fortunecity.com/rivendell/perilith/1148/id86.htm](http://www.fortunecity.com/rivendell/perilith/1148/id86.htm) to find out more.

Have fun!

*Steve L*



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Fanatic is the Black Library's on-going support for Game's Workshops secondary game systems. Even though White Dwarf may not be covering it, we know you still play it! So, in conjunction with the Citadel Journal, Fanatic will be bringing you irregular magazines for all our game systems. Just like the Journal, they're written by gamers for gamers.

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While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

## 1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
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- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

## 2. What we're looking for and what we're not!

The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a games system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

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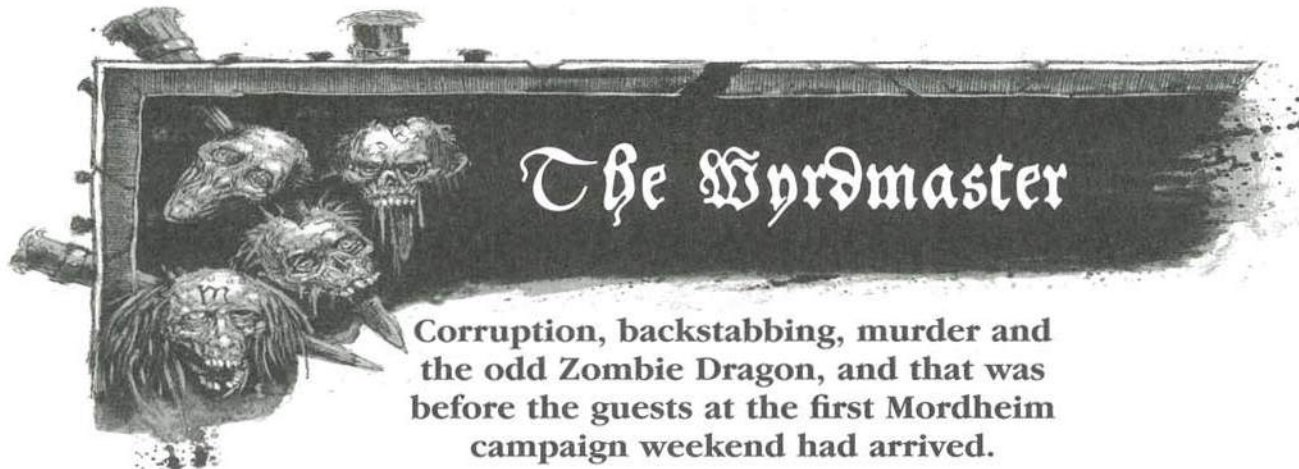
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## Corruption, backstabbing, murder and the odd Zombie Dragon, and that was before the guests at the first Mordheim campaign weekend had arrived.

A hot summer weekend in June heralded the arrival of the first ever GW Mordheim campaign weekend. Twenty lucky individuals walked through the doors at GW headquarters and were escorted to Bugman's Bar. Inside the legendary tavern the staff at Warhammer World had set up fourteen tables to represent the sinister districts of the City of the Damned. Not only had they done a fantastic job of recreating the dark streets of the cursed city, complete with pit fighting arena and graveyard, but even the bar itself had been decoratively themed. The scene was set, the players had gathered, blood would be flowing the gutters of Mordheim as, for two days, the warbands would fight to see whose gang of rogues would claim the title Masters of Mordheim.

The players were all split into five separate factions, each faction containing four warbands. Using special maps of Mordheim, the factions selected which districts they wanted to explore and set off in search of the mysterious wyrdstone. As they encountered enemy faction's warbands they would fight for possession of the stone, before returning back to their faction's base camp in order to pool their horde. Just in case non-stop murder was not enough to satiate the player's thirst for adventure, the guys at the studio had devised a theme to the weekend. A strange figure had been seen walking the streets and each warband had to gather information as to the whereabouts and nature of The Wyrdmaster as he had become known. They would do this through winning games and receiving special points which they could spend on collecting rumours.

With their intended destinations chosen the warbands scrambled through the ruined walls to explore the city. As rival warbands encountered each other the morning began with the splendid sound of steel on steel. Amongst the early casualties to fall to the blade of their opponents was a noble Questing Knight, leader of the "Champions of

Honour", whose armour failed to prevent the "Twisted Horns" BeastLord's foul blade slicing through to his heart. As the first round of battles came to a close those players fortunate enough to find wyrdstone were directed to a dark corner of the tavern where a nefarious looking stranger was handing out their reward in the form of great chunks of green coloured rock.



After returning to their base camps to scheme and plot devious and cunning plans the peace of the bar was disturbed by a raucous cry, "The market's open NOW!" Throughout the course of the weekend players could only acquire gold crowns through the sale of their faction's wyrdstone. This was done at a special market and the price fluctuated greatly dependant on supply and demand.

With their hard earned gold crowns the players approached the local trader. All of the warbands eagerly sought after the precious Gromril or the rare tome of magic. Unfortunately these rare items would not become available until long into the campaign. Whilst some warbands frantically traded for supplies, other players fought challenges at the Pit fighting arena. Gold Crowns were furiously exchanged as spectators bet on the outcome of the fights. One particular duel that shook up the bookmakers was the battle between a Halfling and a Vampire. The fight was to first blood, the first player to suffer a wound losing automatically. The cunning halfling took out his sling and wounded the Vampire, a real David and Goliath moment if ever there was one.

As the day passed Skaven fought Undead, whilst Dwarfs fought Orcs. A Mercenary warband who had been faring rather well due to an excessive combination of blackpowder



Darkness descended upon GW HQ during the 17-18th of June due to the Mordheim campaign weekend, your congenial guide is Space Mcquirk.



weaponry, suddenly found the skies above them darkening. A Zombie Dragon descended to devour one of the poor hapless heroes, punishment was swift and harsh. All the while the warbands were gathering their rumours of the strange and aloof Wyrdmaster.

As evening closed the players were treated to a rather momentous football match on the large screen in Bugman's. We'll not get into details save to say that it was only Euro 2000 match that England won. For a while the legendary Bugman's ales flowed fast, allowing the weary players to forget their sorrows of the day toasting their glorious victories.

Sunday morning's gaming began with more than one person regretting their celebrations of the previous night. The day opened with an auction for some of the rarer goods on the equipment list. The tome of magic fetched a staggering 1000GC over five times its going rate.

The backstabbing and intrigue really began to heat up as factions began to discover the whereabouts of the enemy bases and made plans for raids on their opponent's camps.

The warbands continued to fight amongst the ruins of Mordheim and a few bands found mysterious shards of an ancient Talisman. These four shards were won by separate warbands who as the day progressed fought or traded for possession of the complete set in the hope that it would confer some high and mystic power.

As the odd Minotaur Lord or Undead Giant took their toll on the warbands unfortunate enough to catch their deadly attentions, (They were used to punish particularly beardy play.) the factions began to slowly piece together the clues of the Wyrdmasters location. A shock announcement that the wyrdstone exchange had crashed sent panic throughout those factions who had been hoarding their stone. Unconfirmed rumours later circulated that the crash had been caused by corrupt officials taking bribes (an offer of a free beer will go along way in Mordheim).

With competition between the factions being very close tensions began to rise. One of the factions even began to tear itself apart, as

internal dispute came to a head. The Faction leader found his position of authority being challenged. The only solution was to prove his worth in gladiatorial combat at the Pit Fighting arena. Although he successfully defended his title, with the days fighting reaching its climax he would have to pull off some remarkable results to stand a chance of winning.

The two players who had thought themselves so fortunate to acquire two shards each of the mysterious talisman suddenly regretted ever picking them up. Four Bloodletters appeared to claim back their dark master's property. Had any player managed to get all four pieces then his leader would have released a Greater Daemon of Chaos on the streets. Little did any of the players realise how lucky they had been.

As the last battles began the players filled out their Rumour slips. Each guessed the location, profession and specific building in which they thought the Wyrdmaster to be. Many had come close to discovering his identity but as the day drew to a close only one player, Stephen Wainwright, had successfully gathered the correct rumours.

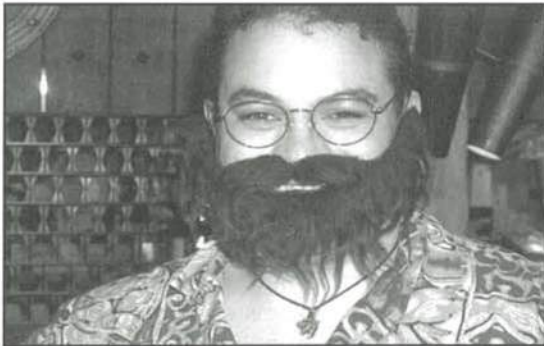


Whilst the players relaxed, safe in the knowledge that they would no longer have to summon up the courage to enter the dark city, the referees tallied the days results. The Slayer faction had won the day. Other prizes went to Michael Evans for being the most sporting player and to Chris Blair for the best painted warband. Tuomas Pirinen the game's creator was at hand to give out the prizes. The lucky winners went home clutching original Games Workshop framed artwork. Thanks go out to all those who attended. Special mention must go to the spirit in which everybody joined in the campaign. After recovering from the weekends mayhem the events organisers decided such was the success of the event that they will be running another later this year, so keep your eyes peeled as numbers will be limited and you can bet that tickets will sell out fast.





Frantic gaming begins as players enter Mordheim.



Proof that continued exposure to Wyrdestone can have devastating effects on your facial hair.



Luckily games were played in Bugman's bar so no one had far to go to drink!



Players gamble their precious gold and Wyrdestone at the local pit fights.



John Evans, leader of the victorious Slayer faction lets everyone know he won.







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## The Foulness Below Mordheim

### Background

Deep below the pestilent streets of Mordheim exists a prison. It has not been maintained for a number of years and yet there is but one prisoner left. The name of this prisoner is Marcus Einzelman, and long before Sigmar's Hammer struck Mordheim, he was a rich merchant in Delberz who was suspected of being a minion of Chaos. Marcus, however had an ace up his sleeve, his daughter was married to a renowned Witch Hunter. In deference to this relationship Marcus was packed off to the prison in distant Mordheim.

Marcus now embraced his chaos god with a renewed vigour. He formed a secret sect worshipping the Plague God Nurgle, whose power was now evident throughout the prison with all the inmates falling ill. Eventually, one of the warden's informants gave Marcus up, and he was sent to the deepest dungeon below. Marcus Einzelman then sent forth a fervent prayer to his unholy deity - if Nurgle would preserve his life, Marcus would give his lord a foothold in the city.



Nurgle was amused by his follower in this far flung prison, and in part granted his wish. Marcus was afflicted with three dreadful poxes which began eating his flesh away. The prison guards grew alarmed that these dreadful diseases might spread among them. The Warden's hands were somewhat tied, as he had been ordered not to kill the prisoner. He told his guards to shut down that part of the prison and never return.

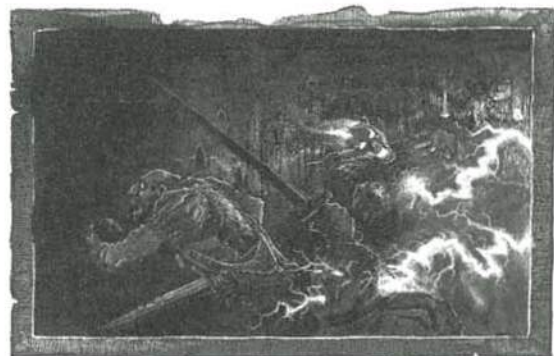
Marcus's body was being eaten by the pox and he had no food save the occasional mouse or rat he caught. Day after day Marcus became weaker, but still he did not die. A transformation was taking place in Marcus's body. First, his skin peeled off, then his nose, ears, and hair fell off. His bones became malleable and then jellied. He became a mass of pulsing goo, sustained by his own waste pile and the occasional insect that crawled across his adhesive mass. Yet, he did not die.

Then the comet hit the once proud city of Mordheim. Wyrldstone rained from the Heavens and seeped down into the earth. Deep below the city Marcus was hit by a very large piece of that strange green stone that had eaten through the earth and his body was transformed once more. He regained a bipedal shape and huge chitinous claws. With this new form he still had about six pounds of Wyrldstone remaining. He tunnelled his way to freedom.

Marcus realised once he was out, there was really no place to go. He decided that he would build up his forces and take over Mordheim, and from this decaying city launch the unholy war of the Great Unclean One.

The warp stone he carried quickly attracted a small band of Skaven that he enticed into service by providing them small slivers from the stone. The Skaven captured the occasional townsfolk or mercenary and Marcus learned that by keeping a man in a pit with the precious Wyrldstone they would eventually mutate. He used techniques of brainwashing and quite a few of his victims became his minions. Those that refused were given to a local Chaos cult.

Marcus has continued to use the dungeon beneath Mordheim as his base of operations. He continues to plot until he can overwhelm the forces of the Shadowlord in Mordheim. Unfortunately, his minions can wait no longer. Some of his mutant followers have found a way to the surface of Mordheim. Without Marcus's knowledge they have decided to raid the city. As they burst forth into the town, they have unwittingly revealed the dark world of Marcus below.







## Warbands

This short campaign is between one "good" warband and Marcus's warbands.

One player should create one 500 pt. Good warband (either Sisters of Sigmar, Witch Hunters, Dwarves or Human Mercenaries) the other player should create three 500 pt of evil warbands (Possessed, Skaven, and Beastmen).

During this campaign do not use the normal rules for playing campaigns. Although the warband's fighters earn experience as normal and the warband can find wyrdstone as usual. It cannot trade the wyrdstone for income, nor trade it for equipment or new fighters. Any fighter lost (11-15 on the Serious Injuries Chart) can only be replaced at the end of the campaign.

### 1. Start

*The warband is meandering through the Pedlar's Square in Mordheim, where a market is held once per week. Suddenly, a cry is heard across the square near the Roasted Boar Inn. A Middle-aged man runs to the warband's leader begging for protection. Before the warband can ask any questions monstrous beasts emerge from the alley besides the inn. Numerous bipedal human-like creatures, over six feet tall, with cloven feet and goat's horns, charge towards the warband.*

**Beastman warband** – 500 pt beastman warband.

Play Scenario 9: **Surprise Attack.**

*Assuming the warband overcomes the Beastman warband, the owner of the Roasted Boar Inn, Gunther Kramer, will introduce himself. He will calm down enough to explain that the last couple of days more of these beasts were seen in the neighbourhood of the inn. He thinks that they must have a hide-out somewhere nearby and he will quickly offer the party a reward to slay these beasts and discover where they came from. If pressed the owner will promise a reward of a minimum of 80 Gold Crowns for their service.*



### 2. Searching the Region

*The warband is searching the region of the Roasted Boar Inn for the entrance to the Beastmen's lair. The remaining Beastmen are determined to prevent the warband from discovering the entrance.*

**Beastman Warband** – 500 pt beastman warband.

Play Scenario 7: **Hidden Treasure.**

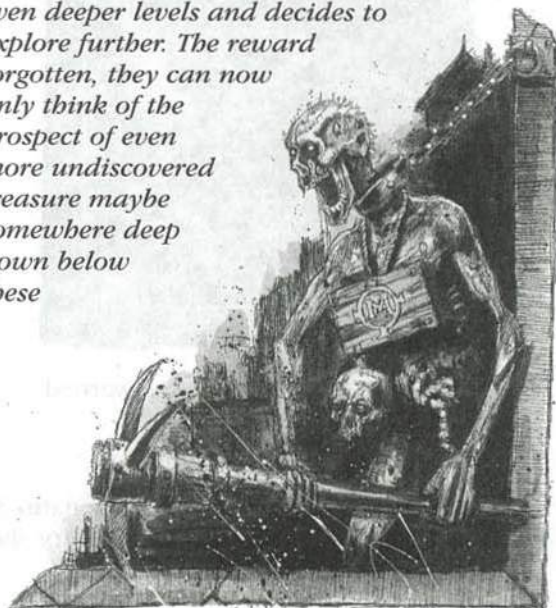
#### Special Rules

Only the Heroes in the Good warband may inspect the buildings to find the secret passage to the dungeon. Each time a Hero enters a building roll 2D6. On a score of 12 he has found the entrance. Add +1 to the dice roll for each building you have searched before. A Hero may not search buildings in his own deployment zone.

#### Ending the Game

When one of the Heroes finds the entrance to the dungeon, the game ends.

*The warband has found the entrance to the Beastmen's lair. When they enter through the opening in the wall they step into the room in which the Beastmen were stationed. The Beastmen had become bored with their duties and had dug there way up to the building above. Marcus Einzelman as yet is unaware of their acts. The warband can see that the lair extends further under-ground to even deeper levels and decides to explore further. The reward forgotten, they can now only think of the prospect of even more undiscovered treasure maybe somewhere deep down below these*





tunnels.

### 3. The Dungeon Level

While exploring the tunnels the warband enter what is almost an entire city district completely buried under the ground. The warband walks through the streets between the various prison blocks and in the distance they can hear the chilling sounds and cries of tortured souls. Somewhere in these cell blocks there are people being held captive. The warband rushes forward to the building where the screaming is coming from when suddenly they see in front of them hundreds of yellow eyes glowing in the darkness. Skaven!

This group of Skaven have made their lair here and act both as (very cruel) prison wardens and as a guard to the dungeon of Marcus.

**Skaven warband** – See page 90 of the Mordheim rulebook for rules to create a 500pt Skaven warband.

Play Scenario I: **Defend the Find.**

#### Special Rules

The Skaven warband is automatically the defender. If the game takes longer than six



turns then one of the Skaven has warned Marcus of the intruders.

### 4. The Cell Blocks

Assuming the Good warband wins scenario 3 they can search the various cell blocks for the human prisoners. Roll a D6 (if they have

rolled prison-encounters 1 and 3, then their next roll is automatically a 6)

1. *This cell appears to be empty. If anyone enters the cell, however, a ghostly apparition will appear. The ghost appears to be a cutlass wielding pirate complete with a wooden leg, a hook for a hand, and a hat cocked at a jaunty angle. He smiles with blackened teeth, and then says, "Aboy there land lubber. Come to find the treasure of Captain Hotblood, eh? You never will, I tell ya never!" He then glowers at the invaders of the cell. Characters must test versus Leadership, those who fail must flee from the cell.*

If the cell is carefully searched a loose stone will be found in the south wall. Behind this loose stone is a treasure map of Mordheim. Roll to see whether or not this map is legitimate (see page 55 of the rulebook). The ghost pirate will howl in laughter when the party discovers the map and fades away.

2. Nothing

3. *This room contains three men who have obviously endured days or even weeks of torture chained to the wall. They are guarded by an Ogre named Bolg.*

Bolg wields a club, and will exclaim, "More munchy prisoners!", when the party enters. The warband has to fight this Ogre before they can free the prisoners (see page 148 for rules for the Ogre).

*Two of the prisoners are beyond help due to the effects of the Wyrdestone. One has sprouted a tentacle from his chest which he caresses endlessly. The other mutters incomprehensibly to himself, his eyes dart back and forth as if expecting some undescrivable terror to attack him at any moment. The last prisoner, however, has recently been captured by Marcus's minions. A Pit Fighter by the name of Klaus Tyre, he is barely alive after receiving a most severe beating from the Ogre. He will be grateful if released and will seek to escape the dungeon at the earliest opportunity. He will fight only if he is armed and he sees n<sup>o</sup> way out. (see page 148 for rules for er). He has no equipment with him.*



4. Nothing

5. Nothing

6. *This is Marcus's cell, and it is dominated by a large pit that goes down into the darkness. The pit is very deep and has rough bewn edges. Those with the skill Scale Sheer*



Surface or Acrobat can make it to the bottom with ease. Others may climb to the bottom with the aid of a rope. If no rope is available, three Initiative checks must be made at 8", 6", and 4" respectively (see page 28 of the rulebook for rules for falling). There is a tunnel at the bottom of the pit leading into the lower dungeon level.



(As soon as the warband has found the entrance to Marcus's lair they can no longer search the other cells).

### 5. Marcus's Lair

There is a heinous smell of rotting death in this area. If Marcus has been warned there will be six Skaven Henchmen in addition to Marcus and his warband here. Whether Marcus has been warned or not he will greet the party, "Welcome young heroes! Come closer so that I may gaze upon the faces of those who are going to cast me back to the Void." He then gives the warband a hissing giggle.

The room has a large chair on the east wall where Marcus is reclining. Before the chair is a large oak table oval in shape. A platter sits on the table and on it is a large chunk of Wyrdstone. The Wyrdstone weighs about six pounds and absorbs all light around it. Before the table is a large pit where sacrificed bodies can be thrown into. The pit is 7 foot deep, characters charging at Marcus from the front must pass a Initiative check to avoid falling in.

Marcus is flanked by his Possessed warband. He will not command them to attack until the warband attacks. Once the good warband attacks, Marcus will order the warband to charge and his minions will attack.

Possessed warband – See page 72 of the

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	5	2	3	2	8

Mordheim rulebook for rules to create a 500pt Possessed warband. Marcus counts as the Magister of his Cult.

Play new Scenario: **Final Fight.**

### Terrain

The terrain should resemble a very large room or cavern. It is suggested that the terrain is set

up in an area roughly 2' by 2'. On one end of the table should be an oval table and chair with a large pit (roughly 4" in diameter) in front of it.

### Warbands

Marcus's warband is placed within 8" of the edge where the table and pit is located. Marcus is placed beside the chair at the edge of the pit. His opponent then sets up on the opposite side.

### Starting the Game

The player with the Good warband takes the first turn.

### Ending the Game

When Marcus is taken Out of Action the Good warband wins. If the Good warband failed its Rout test, Marcus's warband wins.

**Marcus Einzelman** – Magister and Mutant, 200 pt (see page 74 of the rulebook for rules for magisters).

**Equipment:** Hammer, Light armour

### Mutations

- Great Claw – +1 Attack with +1 Strength.
- Hideous – Causes Fear.
- Foul Stench – Fighters in close combat with Lerdson must pass a T check on a D6 or suffer -1 to WS and 1.

The only treasure that Marcus and his minions have is the huge Wyrdstone.

### Epilogue

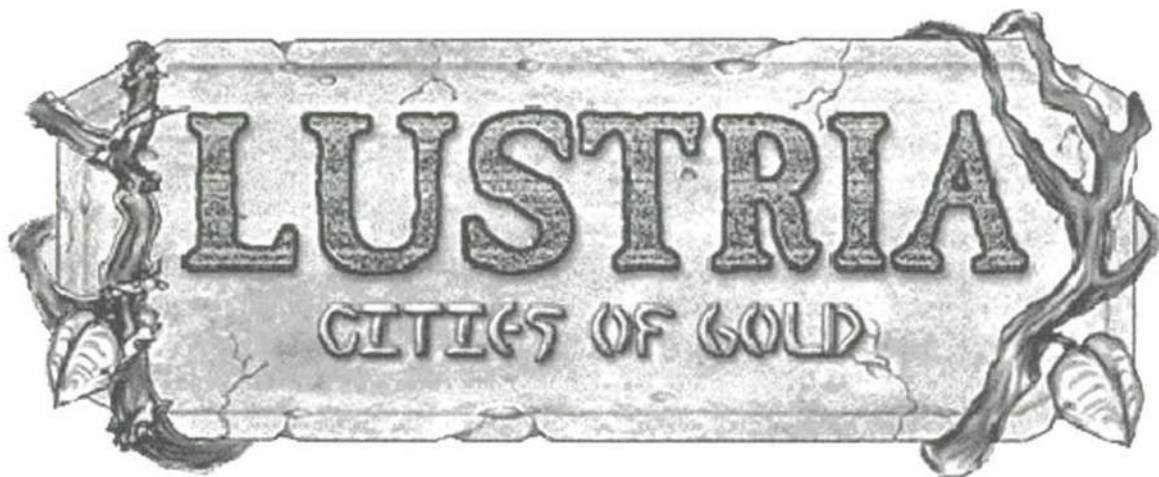
Assuming the party kills Marcus they find a secret entrance that leads out to a copse of scraggy woods outside of Mordheim. The owner of the Roasted Boar Inn will be both grateful and amazed at the warband's report.

The warband can sell the huge shard of Wyrdstone for 200 Gold Crowns.

### The End







**A new land of adventure for rogues and vagabonds brought to you by the famed explorer Stephanus Cornette and his most brave Trantios...**

### **GOLD...**

For thousands of years the races that were left behind by the Old Ones have sought its splendour – and died for it. The lure of gold has such an effect on the mind that brothers have come to blows over the possession of a mere handful. From the time the first Dwarf forges deep within the karags were built the greed for gold has been the reason for many battles. Never has the pursuit of this element been as great as it is now.

It is the lure of gold that brings the races of the world to the continent of Lustria. This is a place that is filled with steaming hot jungles, boiling lava pits and all manner of creatures too hideous to describe. Lustria is said to contain entire cities of gold and treasure. Braving the elements and untold dangers explorers toil endlessly through the jungle and amongst the ancient, ruined cities searching for gold to fill their coffers. For centuries these abandoned cities of the sun have been plundered. But, it is those who once dwelled in these ancient ziggurats that are the most mysterious – a strange reptilian race thought of by many as demons called Dragonkin, Lizardmen and worse. Why these creatures seem to take up and move no one knows but the amount of treasure they leave behind in those cities goes far beyond what any Tilean merchant can imagine.

To the sinister Lizardmen and their bloated Slann overseers gold means very little. It is a commonly worked metal in their society. They value things that provide sustenance. Like grub worms! It is not unusual for the Lizardmen to pack their belongings and move to another city completely abandoning the one they left. The ways of the Lizardmen are

indeed very mysterious! After these cities are vacated some brave Skinks and Sauruses will stay behind to watch over a spawning pool or a sacred tomb. These Temple Guardians as they are called are the elite warriors of the Lizardmen. They form scouting parties to search the jungles around the ruins guarding against any intrusions.

Yet not all of the races come to scour the ruins just for gold. Some come to Lustria in search of magic. For it is told in ancient Elven scrolls that the Slann Mage Priests, possess the greatest magical artifacts in the world. A small passage in an archaic text can make some people devote their entire lives to searching the ruins for the promise of magic. Many races have also come to the dark continent over the years seeking new lands to settle. The Norse were amongst the first to settle, seeking new lands away from the snow ravaged mountains of their homeland. Since Losteriksson first brought an expedition to Lustria the peoples of the Old World have begun to settle along the coasts despite many expeditions having mysteriously vanished with no trace.

The wise and ancient High Elves are the most prominent of the outsiders to settle Lustria, having explored the Known World in days long passed in their tall, graceful ships. High Elf traders have erected a huge stronghold on the southern tip of the continent and it is aptly named the Citadel of Dusk because the sun rarely rises above the horizon there. For whatever reason they come to Lustria most adventurers and explorers seen embarking upon the shore and are never seen again. Those that do return bring with them tales of treasure and peril and of the living jungle itself. For every turn in Lustria can bring death or it can bring the greatest wealth imaginable.

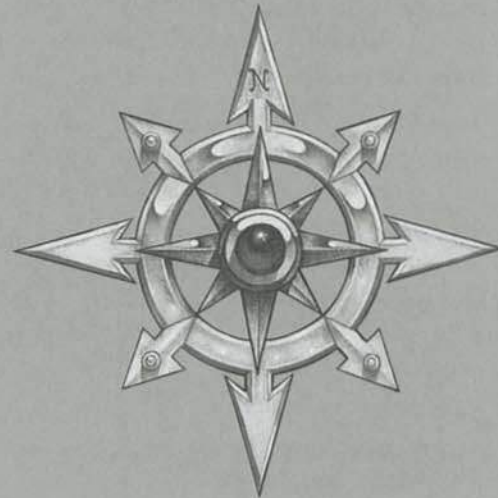
Over the coming issues our group will take you to this strange and foreboding world. We'll show you new rules that you can add to your existing Mordheim rulebook that will cover topics such as; swimming, climbing



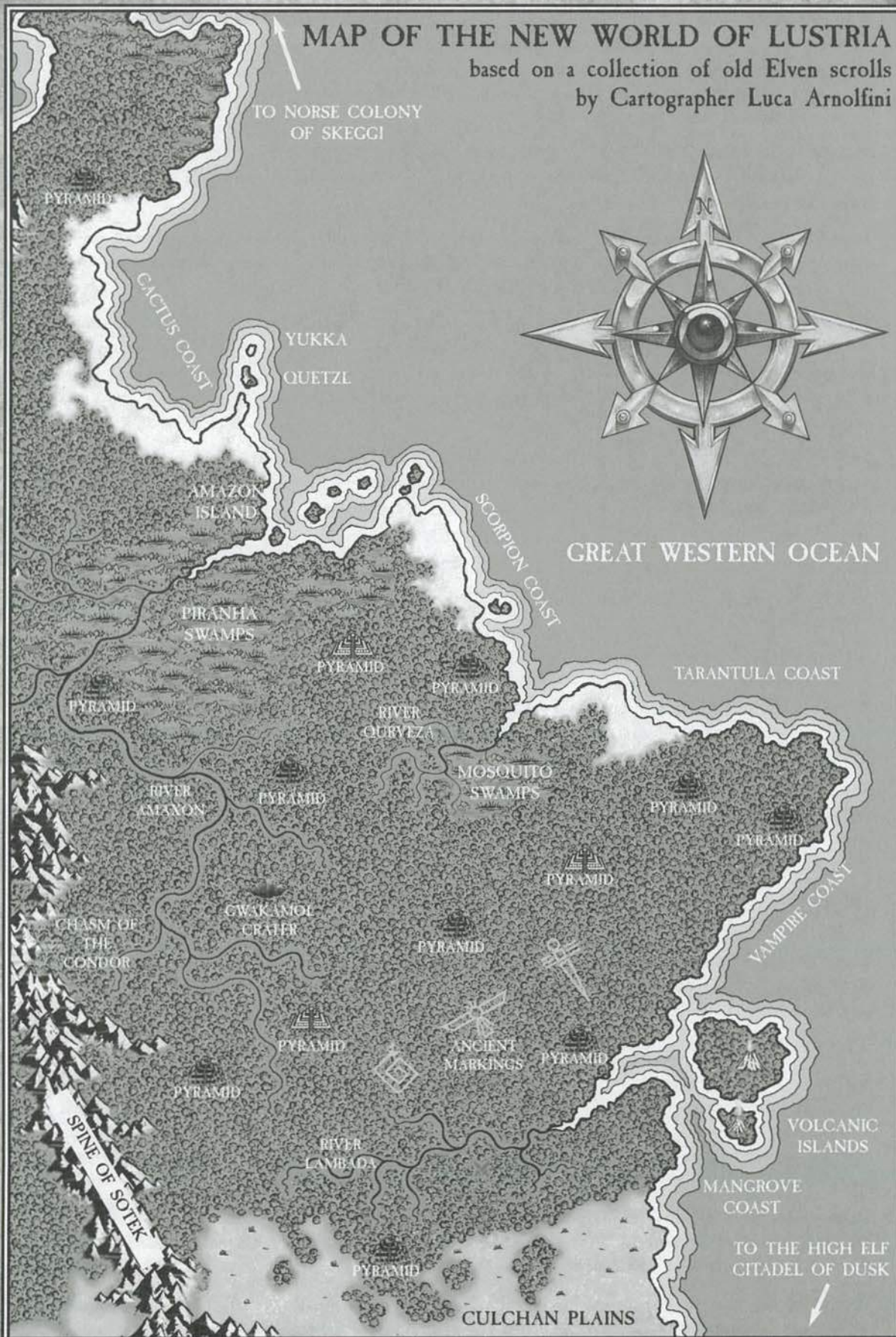
# MAP OF THE NEW WORLD OF LUSTRIA

based on a collection of old Elven scrolls  
by Cartographer Luca Arnolfini

TO NORSE COLONY  
OF SKEGGI



GREAT WESTERN OCEAN





The tropical heat had just started to build as Luigi came on-deck for his morning stroll. Fortunately for him, he had found his sea legs over the months of voyaging, and could actually walk about now, rather than merely hang from the rail disposing of the previous evening's dinner. He shielded his eyes and peered across the ship to the foredeck, where his comrade-in-arms, Juan Cornetto, sat poring over his oilskin pack of maps and notes.

Juan had collected it all with the help of an old Monk, a world away back in Trantio, and had been regaling Luigi with particularly gruesome excerpts for the entirety of their trip. As he approached his friend, Luigi called out.

'Juan! One would think you'd be brooding over the weevil infested hardtack we've been forced to endure these last weeks, rather than gruesome tales of what those so-called Lizard-Daemons may do with our water-logged hides!' Juan smiled up at his old friend.

'I spoke with the sailing master this morning, Luigi. The thrice-damned Remasens the lookout spotted on the horizon two days ago are almost certain to make landfall before we do. We still have another day's sailing ahead of us. And that's if we don't lose any more time avoiding those Elven sea patrols. After five hundred years, you'd think even they would admit that their monopoly on sea trade is well and truly broken.'

'Perhaps. So, Juan, what new atrocity awaits us when we finally reach the New World?' Luigi couldn't resist poking fun at his old friend, after years of fighting side-by-side. 'Giant spiders? Man-eating plants? Have you uncovered any more fairy tales about how that place means to end our miserable lives?'

'Fairy tales? Certainly, some of these accounts are embellished a bit, but this is the best information we have on what we'll be facing in the New World. Why, just now I was re-reading the account of Captain Blackheart's expedition...'

'Come now, Juan! Embellished a bit? You've had your head buried in those musty papers too long! Bands of warrior women, waiting in the jungles to prey on the unwary? Nonsense! How would a woman get about in the jungle? Why, their skirts would...'

'All right, Luigi. I admit that some of what I've read seems fantastic, but ask yourself this,' Juan fixed his friend with a serious gaze. 'The Norse have been here for centuries. The Elves even longer than them. Why haven't any of them penetrated the interior of the continent? Why are all the settlements confined to a few small footholds on the coast? Why has no one made good on their attempts to carve out an empire?' Luigi knitted his brows, and mulled this over for a moment. It was quite obvious that he hadn't given even his usually limited amount of thought to what they had gotten into.

'Umm... not enough soldiers, certainly,' he guessed. 'Diseases for which we have no names, let alone cures...'

'Luigi,' Juan said, sternly. 'What I have in this pack is the sum-total of what the Old World knows of the New. And the one thing I've learned during our months on this leaky tub is this - we know next to nothing!' Luigi grew serious. He asked his comrade, in a whisper.

'The gold, Juan. Tell me we haven't risked this for naught. Surely the gold is real?'

Juan threw his head back, and laughed aloud. 'On one thing, all the accounts agree. There are cities in the jungle littered with gold, merely waiting for strapping young men like us to come and take it. If we're careful and disciplined, we'll return to Tilea as rich men. Not even my lovely Kaddamia's old goat of a father will be able to keep us apart. We'll live like royalty, and she'll be showered in the finest jewels and perfumes.'

Luigi sighed, as if in relief. 'How bad can it really be, Juan? We've fought from one end of the Old World to the other. We've battled every kind of scum that could rally round a banner. Surely we're prepared for anything that could happen?'

'You watch my back, as you always have, while I keep an eye on yours. Of one thing I'm certain: nothing we have previously encountered will have prepared us for Lustria...'



trees, and any other rule that would put the Mordheim skirmish system in a jungle environment.

We will bring to you the unique warbands that will seek their fame and fortune among the ruins. The strange civilisation of the Lizardmen will unfold before you. How they guard the ruined cities for possible rebuilding and their constant conflict with the Skaven of Clan Pestilens. We'll introduce Norse, Tileans and Estalians who come to the New World to explore and seek treasure. The High Elves who seek to learn the arcane knowledge of the Old Ones and their dark brethren who seek to steal it. We've even developed warbands for those unheard of races, yes, even the mysterious Amazons (my favourite) who have been so popular with the fans at the US Games Day this year. There will be Jungle Goblins, perhaps the remnants of Grom the Paunch's Waaagh that fled Ulthuan centuries before. We'll also cover Luthor Harkon's vampire coast undead warband. Yes Luthor is alive, er... dead and still in Lustria! There will be other surprise warbands as well so keep your eyes peeled for some short stunty pirate fellows!

We'll have new scenarios for you to form your campaign on. New exploration and trading charts and loads of new miniature conversions to show you how the present line of Citadel Miniatures will make the ruins come alive!

All these rules and neat stuff comes from the average gamer just like you! And how did all this get started you ask? Simple – the Internet. It has truly made the Lustria – Cities of Gold project an international happening. Back in late February of this year I was surfing the net looking for new rules and Warbands for a Lustrian variant on Mordheim that I wanted to start. That's when I came across Tommy Punk's Pestilens website (*he's from Sweden, by the way – Ed.*). He and some other folk had some basic rules for Warbands already set up! What luck! So I approached Tommy with the idea of forming a discussion base on [www.egroups.com](http://www.egroups.com) and Tommy really liked the idea. So we set about creating the group. Within a month our membership had grown to well over forty members and we were all hard at work refining and playtesting the rules. But still something was lacking. We needed more exposure to get our ideas to the public. That's when I approached the Games Workshop US staff about doing a demo for the setting at this year's Games Day. We also needed a website to advertise the setting and

serve as an information hub to the rest of the Internet. I approached Harry Golden, a fellow Lizardmen player and he was all for it! After he sent several gaming sites a press release about the setting the hits started coming in! While all this was going on I provided a little nudging to the US staff and they finally agreed to bring us in. It would be an unprecedented event in US Games Day history. They have never had an outside group run a gaming table much less do a full-blown demonstration of an unofficial supplement! It was a smashing success! Our demo team was hopping all weekend! Many people came by and were pleasantly surprised by the demo.

I have to say that I have never worked with a better bunch of people! We really came together as a team! So here we are now, giving you the gamer a work that we are very proud of. It's a way of giving something back to a great gaming community that we sometimes take for granted. But most of all it's been a way to bring players from all over the world together in a team environment to bring to you (what we hope) is a very enjoyable game.

**Steve Cornette**

(No I'm not related to that Juan Cornetto guy in the Dogs of War handbook!)



## LUSTRIA CITIES OF GOLD RULES

### SKIRMISHES

The ruined cities and temples of the Lizardmen are protected by a number of traps. Numerous dead-end tunnels lead the explorers in circles and venomous serpents occasionally swarm through the tunnels, attacking anything that comes in their path. The plunderers are thus forced to camp in the cities, while they explore the depths of the temples and plan how to overcome the numerous traps. As most cities host less than half a dozen temples both small and large, many skirmishes are fought for possession of a temple so that it can be explored without interruption. Many plunderers are shrewd and wait for a rival Warband to retrieve the treasure and then ambush them. However, they still need to be present in the city to keep an eye on the other warband so that they don't escape into the jungle unseen.



## LUSTRIA CITIES OF GOLD

The Warbands guard their accumulated treasure jealously and will fight anyone who strays too close. Most of the fighting erupts while the Warband makes their way into the city or tries to set up a new camp closer to a temple. On top of all that, many Warbands are often forced out of their camps by Lizardmen artefact recovery groups.

### WARBANDS

There are quite a few new Warbands that have been written for this setting. These can be used in your regular Mordheim games and campaign, if you wish. Similarly, you can use any of the Mordheim Warbands in Lustria - Cities of Gold as well.

### TERRAIN

Many players will want to establish house rules when it comes to terrain and this is encouraged. We have provided the following rules for jungle battles based in Lustria for your convenience. All rules follow the Mordheim Rulebook except as noted otherwise.

#### OPEN GROUND

Models move without penalty.

1. Clear underground passages.
2. Unobstructed ruined city streets.
3. Vines and ladders leading up or down.
4. Bridges with no gaps or gaps less than 1" in length.
5. Steps leading up or down.

#### DIFFICULT GROUND

Models move at 1/2 speed.

1. Steps that are higher than 1".
2. Rubble or light shrub.
3. Shallow swamp or marsh.
4. Jungles.
5. Shallow rivers.

#### VERY DIFFICULT GROUND

Models move at 1/4 speed.

1. Dense rubble.
2. Muddy swamp or marsh.
3. Thorny or dense shrub.
4. Going against the current of a slow moving river. (Open ground for aquatic models.)

### IMPASSABLE TERRAIN

No movement allowed.

1. Deep rivers or lakes. (Difficult ground for aquatic models.)
2. Quicksand or deep mud.
3. Going against the current of a fast moving river.

### LINE OF SIGHT

A stand of jungle trees can be either a group of trees clumped together on a base or two or more freestanding trees standing near each other. As you want to be able to place your models in the jungle, there should be enough space on the base for this. It is important that players work their way through all the jungle terrain on the board to determine if it is a jungle or simply some trees that happen to be near each other.

1. A jungle stand of any width blocks L.O.S to the other side, even a stand 1" wide blocks line of sight to the other side.
2. A model must be within 2" of edge of the jungle stand in order to fire out, charge, be fired upon, or be charged from outside the jungle.
3. Models inside the jungle stand may see 4" for purposes of shooting and declaring charges.
4. Models fighting while in difficult terrain, other than on steps, suffer a -1 penalty to hit.





## SWIMMING

Much of Lustria is rain forest like the Amazon Jungle in South America, as such it gets plenty of rain. Seven to ten months out of the year rivers and lakes stay at peak levels. Most jungle battles and some ruined city battles will occur around some kind of waterway. Players should establish which way the river is flowing at the start of the game. To represent how models interact with water these basic rules apply:

1. All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types above.
2. Models swimming with the current will double their base move.
3. Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.
4. Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.
5. Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped on the backs.

Aquatic models in water, either swamp, streams or rivers can elect to be *Hidden* at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

## TREES AND VINES

The ruined buildings of the temple cities are often covered in vines, while others have trees bursting through their walls. These vines and trees count as ladders for the purpose of moving up and down the buildings. Jungle trees can provide both a haven and a hazard to explorers. A model can climb a tree with a bonus of +1 to their Initiative value, but a 6 is still a failure. In Lustria a model does not have to be placed at the base of a tree before it can attempt to climb. As long as there is sufficient movement left to get to a safe place within the tree the model can be 1 inch away and still climb 3 inches into the tree provided it passes the required initiative test.

A model placed in a tree is can be declared as *Hidden* as described on page 29 in the Mordheim Rulebook. A *Hidden* model that is

discovered or gives it position away is no longer *Hidden* but is still afforded cover. If a model is knocked down or stunned while in a tree it has to take an Initiative test with a penalty of -1 or fall out of the tree and take falling damage as described in the Mordheim Rulebook.

## A BRIEF WORD ON TREES

Many players will find very creative ways to make trees in Lustria that are both functional from a game standpoint and attractive to put on the table. Our suggestions for such trees are:

1. If a tree, or similar nasty place, should house a sniper, place the structure that you want him standing on no higher than 4" off the table top. This way the miniature can climb to it in one movement phase.
2. Make sure the structure is large enough for a 25mm base. We don't usually see Kroxigors and Rat Ogres climbing trees!
3. It's a good idea to make the bases so that several trees can be placed together to form a clump or tree stand. Tree bases made in a 'jigsaw puzzle pattern' work very well this way. This helps to avoid confusion during the battle.



## FIGHTING IN WATER

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

1. If a non-aquatic model is *Knocked Down* in a shallow river or stream they are swept down river one D6 inches. Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.
2. If any model is *Stunned* while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be *Out of Action*. The player will need to roll for survival at the end of the game. This doesn't mean that the model is gone for good but just a bit water-logged!
3. Any undead model that is knocked down in



## LUSTRIA CITIES OF GOLD

shallow water will recover as normal according the standard Mordheim rules for Undead.

4. Any model fighting in a shallow stream while wearing light armour will be considered out of action if it is *Stunned*. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour. I.e. Amazons skins and charms and the toughened hide of Lizardmen.

### CARNIVOROUS PLANTS

The jungles of Lustria are home to a wide variety of carnivorous plants. A typical plant's profile is shown below. These plants make an appearance in a few of the scenarios. You can include these in your games if all the players agree.

Profile	M	WS	BS	S	T	W	I	A	Ld
	0	2	0	4	2	2	1	2	7

Fighting against a carnivorous plant is handled much the same way as two warriors would do battle. The plant will attack any model that stops within a 3" radius of it and the attacks are made during the combat phase, as normal. The plant always strikes first in the initial round of combat unless the model it is fighting has been outfitted with a pike. The pikeman will go first.

If the plant suffers a Wound in any round, roll against its Leadership. If the check is failed, the plant will attempt to defend itself. If this occurs, its Toughness and Leadership will

increase by +1 point and its attacks will decrease by -1 point until it is left alone or wins a round of combat.

If a model is put *Out of Action* by a plant, the player must roll for casualties as normal, however both Heroes and Henchmen roll a single D6. On a roll of 1, the model is eaten by the plant and is removed from the campaign. Of course, these are only basic rules and stats for any carnivorous vegetation. We encourage players to create different varieties and interesting rules for these nasties.

Any model that kills a carnivorous plant will automatically be awarded 1D6 gc due to finding all the loot from the plant's past victims.



### SCENARIOS

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios as this setting works very well with these games. As usual, the winner of a scenario may roll one extra dice in the exploration phase. Roll 2D6 to work out which scenario to play: .

Please note that in future issues of Town Cryer we will present all the rules for each scenario where applicable.

#### 2D6 Two-player scenarios

- |    |   |
|----|---|
| 2  | The warband with the lower rating picks the scenario. |
| 3  | The Hunters become the hunted.                        |
| 4  | The Secrets of Beujuntae. •                           |
| 5  | Skirmish..  |
| 6  | Jungle Skirmish. •                                    |
| 7  | Dem's My Gubbinz!                                     |
| 8  | Island Hopping. •                                     |
| 9  | Defend the Find. •                                    |
| 10 | Hidden Treasure. •                                    |
| 11 | Chance Encounter. •                                   |
| 12 | The warband with the lower rating picks the scenario. |





**2D6 Multi-player Scenarios**

- 2 The warband with the lower rating picks the scenario.
- 3 The Hunters become the hunted.
- 4 The Secrets of Beujuntae.
- 5 Lost Temple of Slann.
- 6 Jungle Skirmish.
- 7 Treasure Hunt (WD 242).
- 8 Street Brawl (WD 242).
- 9 Island Hopping.
- 10 The Pool (WD 242).
- 11 Ambush (WD 242).
- 12 The warband with the lower rating picks the scenario.

An interesting scenario to try is 'kidnapped' from WD 234, where a Lizardmen player takes over the role of the Possessed in sacrificing a captive. If the Lizardmen manages to sacrifice the captive the Warband earn 3D3 exp to distribute among their heroes.

**NEW SKILLS**

Add this skill to the Academic skill list.

**Tomb Raider.** The hero is experienced in traversing the underground tunnels to locate the hidden chambers. If the hero was not taken out of action and is free to explore in the Exploration phase, you may re-roll one dice on the Exploration chart. Note that this skill replaces the Wyrdstone Hunter skill in the Mordheim Rulebook.

**SERIOUS INJURY CHART**

Use the Serious Injury chart on page 119. As there are no Fighting Pits in Lustria treat 'Sold to the pits' as 'Animal Attack'.

**ANIMAL ATTACK**

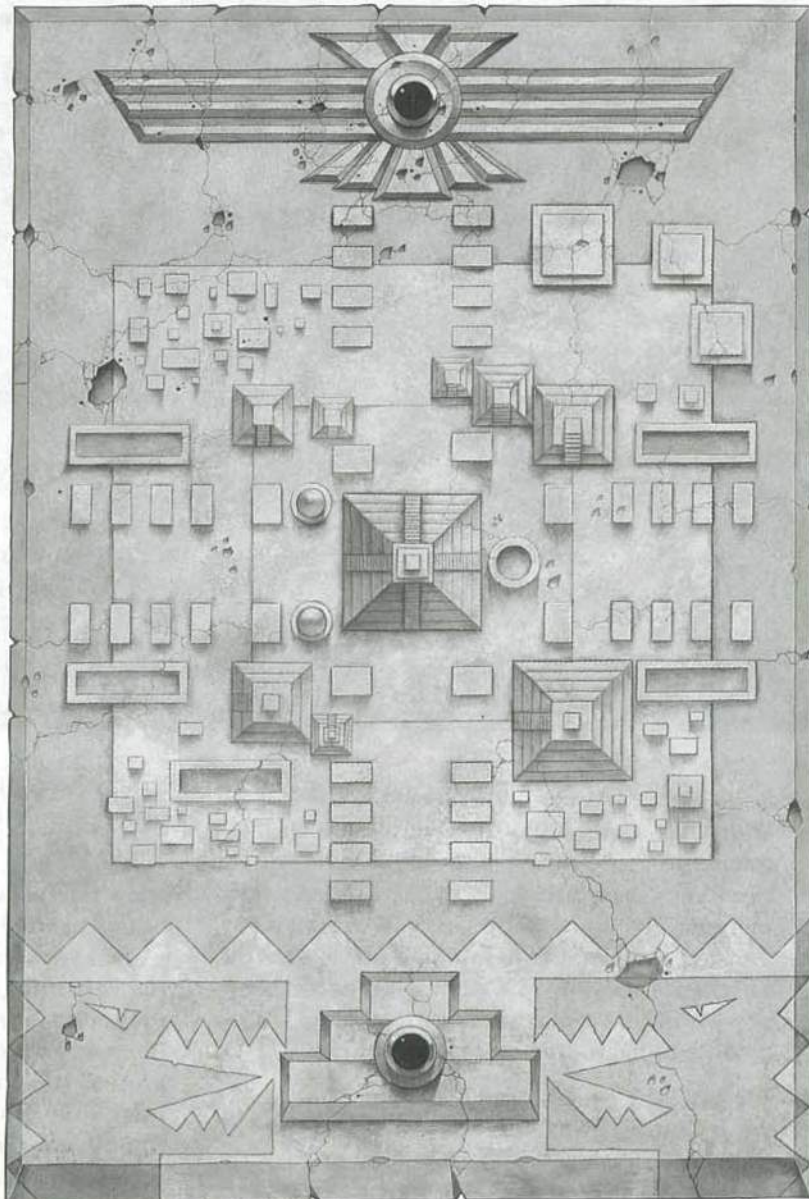
The Hero stumbles upon a nest and finds a baby Cold One. Unfortunately for the

hero, the mother has returned from an unsuccessful hunt. The Hero must fight the beast to escape. Place the Hero and the Cold One 6" away from each other, roll off to determine who gains the initiative and takes the first turn. If the hero wins the fight, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One. In addition, the hide will be worth 50 gold. If the hero loses the fight the mother won't have to worry about feeding its young come dinner time!

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	1	1	2	3

**Special Rules**

Cause *Fear*, in addition, the mother is subject to *Frenzy*.





Kalhordis sat, as always, in quiet meditation in his private quarters. He found the rhythmic rising and falling of the ship upon the waves to be strangely soothing and the calls of sea-birds and the voices of whales danced as a sweet musician's song upon his keen Elven senses.

The peace and discipline aboard the Elven ship had allowed him more meditation time than he had since they left Saphery nearly a year prior. Kalhordis Whitemane was one of a dozen students of the great mage Hothar the Fey, and had trained both at the White Tower and, more recently, in Hothar's own magnificent floating mansion. Kalhordis had reached the stage of his training that Hothar had referred to as 'Harathoi-reign' in which a student must walk on his own, apart from his teacher, and conquer his youthful, hot-bloodedness before greater secrets of sorcery are revealed to him.

Many times past Harathoi-reign was played out in the forests of Avelorn, the Empire of Men, even the bleak shores of foul Naggaroth, but Hothar had sent Kalhordis to wilds of the Golden Continent for his. This troubled Kalhordis a bit. Alazar and Nyrthe had both been given missions to dangerous places full of adventure and excitement, while Kalhordis was dispatched on a long and arduous journey to a remote, back-water trading post on a primitive land.

Kalhordis had addressed this with Hothar the night before he was to leave and Hothar's response was naught but a stoic silence and a knowing nod, as if his notions had been confirmed. Kalhordis was further intrigued when the morning revealed he was to be accompanied by not the standard one, but two of the most skilled Swordmasters from the White Tower.

Kalhordis had spent the bulk of this journey meditating in his chambers, concentrating on expanding his senses, both physical and mystic. Out on the open sea a mage is able to let his guard down somewhat, save a few passing ships one is not likely to encounter any sentient life. Kalhordis had grown accustomed to pushing his awareness to its limits, if only to pass the time.

Suddenly something changed. It was faint at first but quickly grew out of control. Kalhordis as assailed by power the likes of which he had never encountered before, even in the presence of Hothar. It was such that it threatened to overwhelm him. Kalhordis threw himself to the floor in agony, grasping at his white hair with both hands. With supreme concentration he slowly drew his awareness back to normal levels.

After some time had passed there came a knock at his chamber door. Kalhordis, still a sweaty heap on the floor, weakly lifted his head to listen.

'Whitemane we make landfall within the hour', came the muffled voice of the ship's captain through the wooden door.

'Perhaps...' thought the young mage, 'there's more to this Lustria than one would first suspect.' And with that he stood on still shaky legs and strapped on his sword for the first time in a year...

## US GAMES DAY DISPLAY

Well folks, Games Day 2000 has come and gone and those of us on the mh-lustria discussion base are really excited. The interest exhibited by convention goers, GW Staff and Outriders was overwhelming. Each of the two Lustria - Cities of Gold demonstration tables was swamped and several people came back again and again to play our scenarios.

Rick Priestly even stopped by for a chat as did John Conner, Dave Taylor, Go Go and the GW Web Guys, Jason Buyaki and many many others. We also talked with Andy Chambers,

Paul Sawyer and John Harris about Lustria. All expressed an interest in the project and said that it had potential.

Glen Harris did an excellent job of keeping us out of trouble and on track, as well as making us feel very welcome. I got to tell you, being the very first outside gaming group to run a demonstration at the U.S. Games Day is really intense. Especially after you just took a stroll around the convention floor and observed the incredible GW produced terrain tables, and then you go back to your tables and unpack terrain that was made on the kitchen table.





Harry Golden, Derek Whitman, Jeff Visgaitis, Steve Cornette and John Herrington

Not that it didn't look good, but... ya know what I mean... it was rather intimidating.

#### THE SPONSORS

The Lustria web site is owned and maintained by Harry T. Golden, Brattleboro, Vermont, USA.

All content is the result of work done by the mh-lustria egroups discussion base.

We are simply a group of gamers who are expounding upon Tuomas Pirinen's Mordheim for the enjoyment of ourselves and other gamers because we just love this game and would like to see it thrive!



The sign – putting Lustria on the map

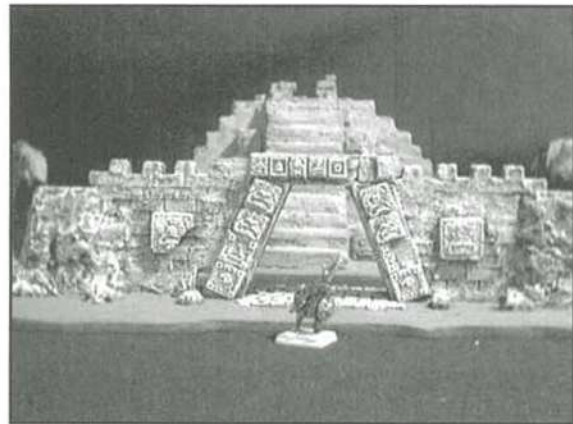


Lustrian jungle scenery





**Tilean mercenary Warband**



**Ruined Lizardman archway**



**Estalian mercenary Warband**



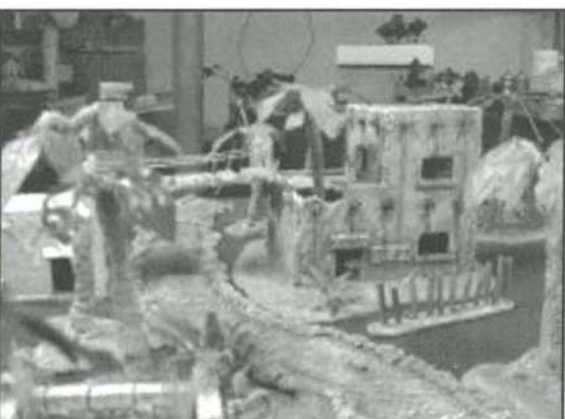
**Lizardman spawning pool**



**A Warband searches for treasure**



**The impressive tabletop**



**Lustrian ruins**



**A man-eating plant having its dinner...**



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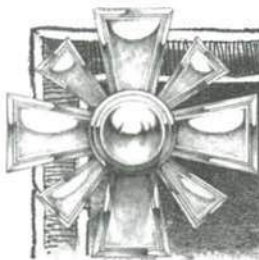
The Warp

Portent

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May you always have a warm rock to lay on and your spawning pool never stagnate. You folks rock... thanks a bunch!





# The Sons of Nagarythe

## Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos Gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee with his followers, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves, for these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

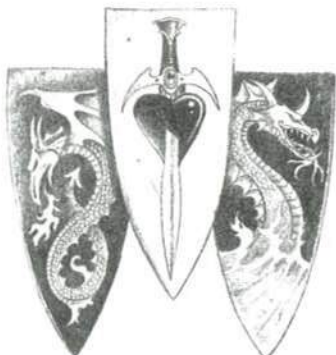
Some of the Elves of Nagarythe have been driven mad by this condition, but most have

accepted their existence, and are driven on by a desire for revenge against the arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix king, acting as scouts and trackers for his armies. Sometimes small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or sabotage of a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World to exploring the steamy jungles of Lustria.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right in in your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced for the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

## Special Rules

**Hate Dark Elves:** All warriors in a Shadow Warrior Warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.





A story of that ancient and fey race, the Elves of Ulthuan, as translated here by the renowned scholar and wit Markus De Havener

**Excellent Sight:** Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior Warband can spot *Hidden* enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

**Distaste for Poison:** The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior Warband may not use poisons of any type.

**Unforgiving:** In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).

**Tolerant:** Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specialising in the use of poison (so no Assassins).

### Choice of Warriors

A Shadow Warrior Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

### Heroes

**Shadow Master:** Each Shadow Warrior Warband must have one Shadow Master: no more, no less!

**Shadow Walkers:** Your Warband may include up to 3 Shadow Walkers.

**Shadow Weaver:** Your Warband may include one Shadow Weaver.

### Henchmen

**Shadow Warriors:** Any number of models may be Shadow Warriors.

**Shadow Novices:** Any number of models may be Shadow Novices.

### Starting Experience

**Shadow Master** starts with 20 experience.

**Shadow Walkers** start with 12 experience.

**Shadow Weavers** start with 12 experience.

**All Henchmen** start with 0 experience.





## Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓		✓		✓	✓



## Shadow Warrior equipment lists

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

### SHADOW WARRIOR EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

#### Missile Weapons

Bow	10 gc
Longbow	15 gc
Elf Bow	35 gc

#### Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Ithilmar armour*	60 gc

#### Miscellaneous

Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	50 gc
Elven Runestones*	50 gc

\* – *Heroes only*. These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim (or Lustria), Shadow Warriors pay the same prices as other Warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior Warband.



### New Equipment

#### Elven Wine (50+3D6 gc / Rare 10):

High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

(Shadow Warriors Only.)

#### Elven Runestones (50+2D6 gc / Rare 11):

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-

precious stones, which can help strengthen an Elven Mage's magical defenses. A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

(Shadow Weavers Only.)

#### Standard of Nagarythe (75 + 3D6 gc / Rare 9):

While many Shadow Warrior Warbands are simply wandering, some represent groups that have been sent from Ulthuan on some special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their



unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning, particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (model holding the standard is Taken Out of Action), all members of the Warband will be subject to *Frenzy* for the remainder of the game, and may not voluntarily Rout. Note that these effects (Leadership 10 and *Frenzy*) do not affect any Hired Swords in the Warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc. may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls). Shadow Warriors Only.



**War Horn of Nagarythe (25+1D6 gc / Rare 6):** Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the Warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before

the warband takes a Rout test. Shadow Warriors only.

**Elven Cloak (75 + D6x10 gc / Rare 12):** Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

**Familiar (20+1D6 gc / Rare 8):** Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily--ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.





## 1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves... it is given to one who has fought in the shadow war for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior Warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

**Weapons and Armour:** Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.



## 03 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the Warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

**Weapons and Armour:** Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

## 01 Shadow Weaver

45 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons and Armour:** Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list, but they may not cast spells if wearing armour.

### SPECIAL RULES

**Wizard:** The Shadow Weaver is a wizard and may use the Shadow Magic list.





## Henchmen (Bought in groups of 1-5)



### Shadow Warriors

#### 35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior Warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

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

### Shadow Warrior Novices

#### 25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from Novice to full Warrior, however.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

**Weapons and Armour:** Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

## Shadow Warrior Special Skills

Shadow Warrior Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

### Infiltration

This skill is exactly the same as the Skaven skill of the same name.

### See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4"). In addition, the range the warrior can detect *Hidden* opponents is doubled.



### Hide in Shadows

Over time Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

### Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*.

### Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers.

### Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones, below) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his dispel roll. In addition, the mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the Warband may reroll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.



## Shadow Warrior Magic

*Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.*

*Author's note: Several of the following spells mention that the target must be within a certain distance of 'a wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.*

### D6 Result

#### 1 Pool of Shadow

Difficulty 7

*The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.*

This spell allows the mage and all within 6" to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Shadow Weaver's next turn.

#### 2 The Living Shadows

Difficulty 7

*Shadows around the target suddenly writhe as if alive and move to strike the victim.*

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

#### 3 Wings of Night

Difficulty 6

*Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.*

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

#### 4 Cloak of Darkness

Difficulty 7

*The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.*

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

#### 5 Shadowbind

Difficulty 9

*Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.*

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

#### 6 Shield of Shadow

Difficulty 7

*Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.*

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.



The smell of this place is more noisome than the pleasure pits of the fallen ones, Lirenar thought to himself irritably. Everywhere the landscape was covered in a lush, almost too healthy, green. Vines draped from the trees, and strange animals scampered or flew about from tree to tree. The jungle was filled with strange sounds as well, hoots and howls that reminded the young Elf of the stories he'd been told of the tortures the damned were forced to endure after they died and their dark masters took their souls to be the playthings of daemons. Lirenar shuddered at the thought, and consciously steeled his mind, using techniques all the Shadow Elves learned as young children. He had almost reached a state of relative calm when his concentration was broken by thoughts of the sweltering heat of this place. It was impossible! There were too many distractions in this strange, uncomfortable land for the Shadow Novice to remain focussed.

Lirenar realised that he had been unconsciously slowing, and now could no longer see the rest of his warband down the trail. Damn, have to catch up, he thought to himself. Wouldn't want to be left alone here in this strange land of Lustria. If only they hadn't had to travel so far, but that scabrous human fellow, Morgan, had told them that Durnath 'The Despised' had fled here but only after the rumour-mongering manling had sold them out to the foul creature. It had taken time, as Morgan was unwilling to give information without pay, but eventually the traitorous fool had told the Elves everything, right before Rathevar gutted him, to serve as a warning to all who aided the Druchii. It was the first killing Lirenar had seen, and it had sickened him, but he understood the necessity - their foul kin must have no sanctuary anywhere...

Lost in thought, Lirenar didn't see the movement in the trees above, and in fact the first indication that something was amiss was a sharp prick at his throat. His hand automatically went to the source of the pain and he felt something small and hard. Taking his hand away, he pulled something out of his neck which tugged at his flesh as if unwilling to give up its resting place. Holding it up to his eyes, Lirenar saw that he held a small dart. How strange, thought the young Elf, just before the world went black...

'Brother Lirenar was right behind me, I know it!' exclaimed Thrindal, 'I turned around and he was gone.'

The whole warband was in a small group, looking up and down the trail and in the nearby jungle for their youngest member, near the place he'd last been seen. There were tracks everywhere - strange tracks, made by something in bare feet with clawed toes. The tracks were small as well, approximately the size of goblin feet. But goblins weren't indigenous to this area, and though they had very poor toenail hygiene, they didn't have actual claws like these.

'Over here my brothers' yelled Yirithin, one of the other Shadow Warriors. Rathevar walked over to where the other Elf stood, something held in the fingers of one hand. As the Elf leader got closer, he saw that what Yirithin held was a small dart.

'Servants of the Old Ones... reptilian Skinks most likely,' stated the Shadow Master calmly. 'Lirenar is gone.' He turned to the other Elves. 'We will avenge his passing on the flesh of Durnath the Despised!'

Rathevar turned back down the trail and resumed the trek. 'Come, we must continue to track our quarry. He will learn that even the terrors of Lustria are no protection for him from the wrath of the Shadow Warriors. Be vigilant... there are likely to be more of the lizard-people about. The sooner we run Durnath to ground, the sooner the spirits of our family can rest, and we can return to more civilised lands...'







# Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our first set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our web site and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us - we'd love to hear from you.



## TOWN CRYER 10

In line with all of the other official Fanatic releases, Town Crier has now reached the approved 'official' status. This issue features a move away from the City of the Damned and follows the exploits of treasure hunters in the mysterious jungles and temples of distant Lustria - in 'Cities of Gold'. New rules, warbands and a setting with a distinctly 'lost world' feel.

TOWN CRYER 10 £3.50/ \$6.95

## NECROMUNDA MAGAZINE 1

Following on from the phenomenal success of the Gang War series comes the first official Necromunda magazine. In this 48 page magazine you'll find new rules, scenarios and details of the new Fanatic miniatures range. You can also find out about our plans to start taking GW's premier 40K skirmish game out of the Hive.

NECROMUNDA MAGAZINE 1 £3.50/ \$6.95



Also available Warmaster 1, Epic 1, Battlefleet 1, WHQ Pits & Traps. Ring for details.



## New Mercenary Warband for Mordheim - Averlanders

Averland lies to the south-west of Ostermark and the dreaded City of the Damned. It is a land of thick pine forests and few cities and is only sparsely populated at best. Nevertheless, the men of Averland are a very hardy breed indeed, for to the south lies the Black Fire Pass, the favoured invasion route of the Greenskins. These men have been hardened from a lifetime of fighting the savage Orcs and Goblins of the Black Mountains and their outlandish dress sense - huge floppy hats and baggy sleeves and trousers. It is often commented that Averlanders really stand out in a crowd and that's just the way they like it when looking for hire as mercenaries. Rules for using an Averland warband in Mordheim can be found in Town Crier issue 10. They also make great characters and champions for a Warhammer Empire army!



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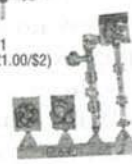
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## Averlander Mercenary Warbands

Averland lies in the south of the Empire, between the rivers Aver and Upper Reik and borders upon the Black Mountains and the huge range that is the World's Edge Mountains. It's a prosperous province, though it's neither one of the largest or most influential in the Empire. The Black Mountains and the World's Edge Mountains harbour plenty of mines, many are in Dwarf possession. The metal ore is sold at a good profit in Averheim, the provincial capital, to merchants from Nuln, who transport it on barges down the river Aver. The mountains contain several ancient Dwarf strongholds but



Night Goblins or Skaven has overrun several of them, while others have been lost in violent volcanic eruptions.

The Black Fire Pass guards an important trade route between the Borderlands and the Empire, it divides the World's Edge Mountains from the Black Mountains. The route is an old Dwarf road and extends past Averheim and further north into the Empire. Goods from the Black Fire pass are usually shipped along the Aver River to Nuln. The pass is the only place to cross the mountains, as the mountainsides are extremely steep and almost impossible to pass. Not to mention that the weather is notoriously unpredictable and few dare risk being caught in a snow blizzard or avalanche. As if things weren't bad enough the mountains are home to fierce tribes of Night Goblins, Trolls, Skaven and legendary monsters. Some daring adventurers have made a living off stealing eggs from the tallest peaks and selling them to the Imperial Zoo. These beasts will be brought up to become mounts for famous generals.

Averland is a rich province and as a result exorbitant sums of money are spent on

the uniforms of the state soldiers. Seasoned veterans prefer flamboyant uniforms to make them stand out compared to the peasant, but also to reflect their seniority. This tradition has seeped down through the ranks to a point where even the militia and mercenary bands strive to have as flamboyant clothing as they can afford. The Averlander army is said to employ enough tailors to supply a small city! Outsiders joke that the Averlanders are such great archers because they do not want to get up close and personal as they risk tearing or bloodying their clothes. Such remarks are hushed down in the presence of a veteran of the Black Fire Pass though, or else the jester will soon find himself in the gutter with a few missing teeth. The practice of wearing outrageous clothing has certainly appealed to the diminutive race of Halflings and tailors are constantly being asked to shorten sleeves and add a little extra width to the waist. Many Young recruits are disheartened to learn that they are disallowed from wearing the stunning uniform until they have served at least a year in the army. These 'Youngbloods' are by no means regarded as professional soldiers yet and have to make do with more simple clothing.





The Bergjaeger are a special detachment of the Black Fire Pass guard that is made up of trappers and rangers from the surrounding mountains. They are experts at moving silently through rocky terrain and are often used as scouts. The background of a ranger is as varied as there are rangers, and most of them have a story to tell. Some were gamekeepers who have lost their job or found it too uninspiring. Some were poachers press-ganged into the army to avoid serving prison time. Some might have been rustlers who decided to flee to the militia when the angry farmers came too close to catching him. Whatever their background they are expert marksmen and well suited to a life in the bleak mountain wilderness.

### Choice of Warriors

An Averlander warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

**Captain:** Your warband must have one Captain, no more no less!

**Sergeant:** Your warband may include a single Sergeant.

**Bergjaegers:** Your warband may include up to two Bergjaegers.

**Youngblood:** Your warband may include a single Youngblood.

**Mountainguards:** Your warband may include any number of Mountainguards.

**Marksmen:** Your warband may include any number of Marksmen.

**Halfling Scouts:** Your warband may include no more than three Halfling Scouts.

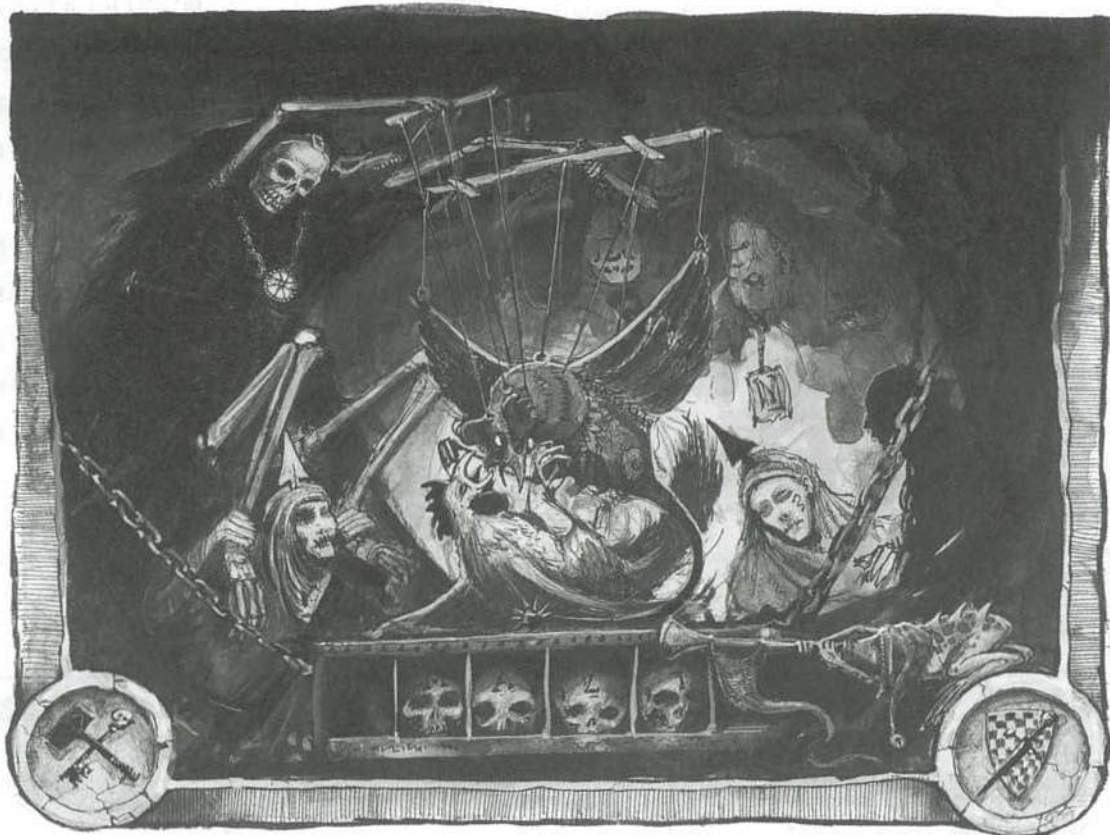
### Starting Experience

The **Captain** starts with 20 experience.

The **Sergeant** starts with 8 experience.

**Bergjaegers** start with 4 experience.

The **Youngblood** starts with 0 experience.





## Averlander equipment lists

The following lists are used by Averlander Warbands to pick their weapons:

### Scout Equipment List Hand-to-hand Combat Weapons

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

### Missile Weapons

Bow	.10 gc
Longbow	.15 gc (Bergjaeger only)

### Armour

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

### Miscellaneous

Hunting arrows	.35 gc (Bergjaeger only)
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### Marksman Equipment List Hand-to-hand Combat Weapons

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

### Missile Weapons

Crossbow	.25 gc
Pistol	.15 gc (30 for a brace)
Bow	.10 gc
Longbow	.15 gc
Handgun	.35 gc

Blunderbuss	.30 gc
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Hunting rifle	.200 gc
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### Armour

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

### Mountainguard Equipment List Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Mace/hammer	.3 gc
Axe	.5 gc
Sword	.10 gc
Spear	.10 gc

Halberd	.10 gc
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Double-handed weapon	.15 gc
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Morning star	.15 gc
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### Missile Weapons

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

### Armour

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



## Averlander skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	✓	✓	✓	✓	✓	
Sergeant	✓			✓	✓	
Bergjaegers		✓			✓	
Youngblood	✓	✓			✓	





# Heroes

## 1 Captain

60 gold crowns to hire

The Captain of a mercenary warband is typically a middleaged veteran soldier of the Imperial army, most likely he was a sergeant or other petty officer. The survival of a mercenary warband relies more on the wit and experience of its captain, than on how good a fighter he is. It's all too common that an inexperienced captain will lead his men into an ambush, or lead them on a long journey with no food or supplies. Being a successful captain means that your men will follow you to hell and back, and plenty of gold crowns and feasting. A captain that fails in his duty to keep his men alive and well fed will at best find himself deserted and worst end up with a knife in his back.

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

**Weapons/Armour:** A Captain may be equipped with weapons and armour chosen from the Mountanguard Equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Captain may use his Leadership characteristic when taking Leadership test.

## 0.1 Sergeant

35 gold crowns to hire

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decision to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

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

**Weapons/Armour:** A Sergeant may be equipped with weapons and armour chosen from the Mountanguard Equipment list.

## 0.2 Bergjaeger

35 gold crowns to hire

The Bergjaeger are trappers and rangers from the mountains that surround the Black Fire pass. They are experts at moving silently through terrain and are used as scouts. In addition they make good use of animal traps to delay or divide a group of enemies. Bergjaeger are not professional soldiers and

rely more on stealth and cunning than a strong sword-arm to survive.

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

**Weapons/Armour:** Bergjaeger may be equipped with weapons and armour chosen from the Scout Equipment list.

### SPECIAL RULES

**Set Traps:** Bergjaeger are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim. A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *Knocked Down*). Place a marker in base contact with the Bergjaeger. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Bergjaeger won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed *knocked Down* or *Stunned 2"* from the marker. Regardless whether the trap was triggered or not, the marker is removed.

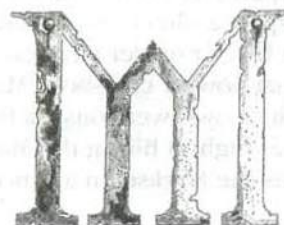
## 0.1 Youngblood

15 gold crowns to hire

Although Empire armies are comprised of mature men there are plenty of jobs for youths as there is always a demand for extra help in the kitchens or as fetchers. Some of these youths actually join a band of mercenaries or regiment in pursuit of a romantic dream of fame and adventure. Some are herdsmen who hoped to find an easier way of filling their belly than the hard and uncertain business of looking after animals, not to mention that its quite dull!

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

**Weapons/Armour:** A Youngblood may be equipped with weapons and armour chosen from the Mountanguard Equipment list.







# Benchman

(Brought in groups of 1-5)



## Mountainguards

30 gold crowns to hire

The Mountainguard is the famous garrison of the Black Fire Pass that has repelled countless greenskin invasion attempts. Their traditional uniform is yellow and black and it's a merit in the Averland army to have served a few years at the mountain-pass. The Mountain guard train both with the traditional Imperial weapons, the halberd and the sword, and with the crossbow and bow. Veterans are often employed by mercenary warbands who know that their presence will certainly boost their chances in the battles to come. Some of these veterans advance to become sergeants or even captains themselves. There are a few warbands that consists solely of Mountainguard veterans, often from the same regiment or the survivors of a great battle.

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

**Weapons/Armour:** Mountainguards may be equipped with weapons and armour chosen from the Mountainguard Equipment list.



## Marksmen

25 gold crowns to hire

Being a Marksman is not as simple as picking up a bow and try to hit your enemies. A Marksman has to train for years to master his chosen weapon, Imperial enlists often visit archery competitions to try and enlist a couple of expert archers. Some Marksmen are trained with black powder weapons instead of the traditional bow or crossbow. Marksmen often own their own weapons, as the cost of a handgun is as high as hiring the Marksman himself! Thus the Marksmen are not forced to

do as much hard labour as the militia.

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

**Weapons/Armour:** Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

## 03 Halflings Scouts

20 gold crowns to hire

Averland is neighbour to the Moot, the Halfling province. In 1707 the Orc Warlord Gorbad Ironclaw invaded through the Black Fire pass and the Moot was devastated. Ever since then the Moot urge their gamekeepers to serve at least a few years in the garrison that guard the pass. If another warlord tries to invade the Moot, they will meet the fierce resistance of the Halflings in the mountain Pass.

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

**Weapons/Armour:** Halfling Scouts may be equipped with weapons and armour chosen from the Scout Equipment list.

## SPECIAL RULES

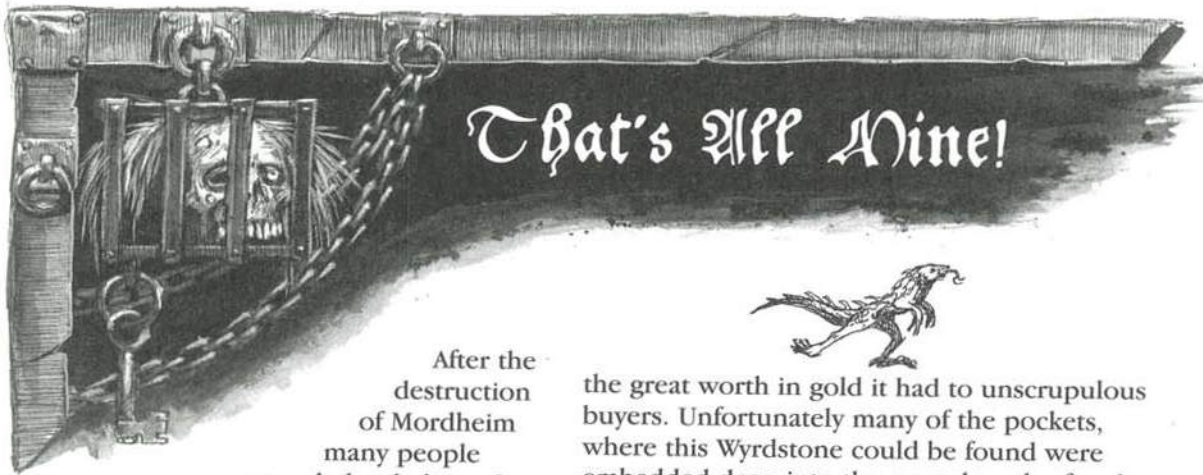
**Promotion:** A Halfling that is promoted to hero through the "The lad's got talent" advance may not choose Strength skills as one of his two skill lists. Halflings are not known for their great strength!











# That's All Mine!



After the destruction of Mordheim many people were led to believe that the comet that was the cause of it was made of the stuff of pure Chaos – Wyrdstone. Whether this is true or not is unknown but it is oft claimed to be the wrath of Sigmar that destroyed the city. Much Wyrdstone has been found in and around the city of Mordheim since the fall of Sigmar's hammer.

Whenever shards were stumbled upon the Chaos rock would either be destroyed by god fearing folk, although many others would covert it for

the great worth in gold it had to unscrupulous buyers. Unfortunately many of the pockets, where this Wyrdstone could be found were embedded deep into the cursed earth of and attracted the likes of flesh eating, chaos-mutated Zombies.

## Setup

Place a mine entrance towards the centre of the table with as many buildings as you can scrounge together. There should be a clearing of about 8 inches by 8 inches around the mine to represent the Skaven/Chaos cult clearing the area to enable the shaft to be sunk.

## Forces

Attacker – whoever you want

Defender – Skaven, Chaos or Possessed Zombies!

## Mission

The Skaven/Chaos/Possessed force have discovered a source of pure wyrdstone and have proceeded to mine it for their own nefarious purposes. The Attackers must blow up the entrance to the mine and the Zombies, whose purpose remains unknown.

## Special Rules

**Defenders** – Half of the defender's force is considered to be down in the mines at the start of the game mining the Wyrdstone. As soon as the first sighting of the attackers or Zombies is made then they may exit the mine at a rate of 2 per turn. The rest of the defenders must be set up within the clearing around the mine.

**Attackers** – The attackers deploy along one table edge as per normal. They are supplied with two barrels of gunpowder to try to close off the mine for good. Use the normal rules for this as included in the Gunpowder weapons rules.

The Zombies start to arrive after the







second turn at a rate of D4 per turn and may come on at any table edge. After turn 4 the amount of new Zombies goes up to D6 per turn. The only way to stop the influx of Zombies is to take out all those on the table, once this has been achieved then no more will enter.

### Winning conditions

**Defenders** — prevent the capture/destruction of the mine

**Attackers** — destroy the mine and escape off the board

### Extra Points

**Attackers**

+1 for destroying the mine

+1 for surviving

+1 for stopping the zombies

+1 for each wounding hit.

### Defenders

+1 for preventing the capture/destruction of the mine

+1 for stopping the zombies

+1 for each wounding hit caused

+1 for surviving

### Suggestions

It has been suggested that the Zombies should be replaced with Ghouls so the choice is up to you.

Heinrich swung his band axe in a wild arc catching the Zombie in the lower left side of its neck. The wound would have put any normal man on the ground, in most cases fatally, but the Zombie did not seem to even notice the open gash that even now oozed pungent blood and pus down its gangrenous arm. Heinrich backed away he cursed the Goddess of luck for his current predicament. He was in a dilapidated building being backed into a corner, with no clear escape route, by foul undead Zombies who seem to be attracted to the area by the mine just outside.

Heinrich had a powder keg tied to his back with which he was going to blow up the Chaos infested pit. He ducked as the Zombie made another swipe for him. Heinrich bit out with his axe aiming at the wound he had already caused. This time the blow severed the things head from its body but as it dropped to the floor another two pushed past to take its place.

He needed a plan to get out of this, he thought, as he was still being backed into the corner of the room and fast running out of space.

A grim smile played across his face as

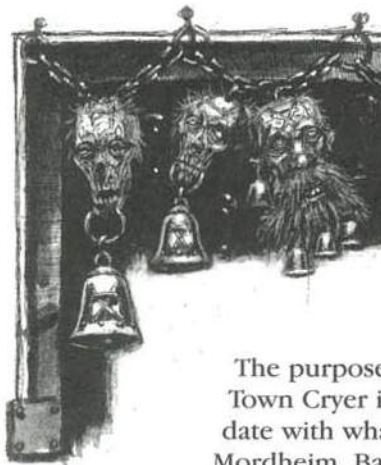
he suddenly thought what to do. He quickly put his plan into action, as he only had seconds left. He untied the seventy pound powder keg that was tied to his back, placed it on its side and cracked a large gash into it with his axe. Black powder spilled out the barrel and onto the floor.

The Zombies were literally feet away as Heinrich kicked the barrel with his powerful legs, sending the undead sprawling and covering them with the powder. The barrel crashed through the building out of the door and down into the wyrdstone pit that lay opposite the building in the street. The Zombies withered as they tried to get back up but it was too late, Heinrich lit the taper in his hand and placed it to the trail of black powder.

Sparks flew as the flame followed the black powder trail, igniting the Zombies and disappearing into the Wyrdstone mine. A second barley went by then an explosion of green flame and ash mushroomed from the pit into the air.

Heinrich walked over the burning Zombies and out into the street, he was covered in dust and stank of foul smoke but his job was done.





# Community Section

The purpose of this section of Town Cryer is to keep you up to date with what is going on with Mordheim. Basically, what we'll be doing is publishing 'New Rules' (NR) and 'Experimental Rules' (ER). The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to New Rules status in future issues of Town Cryer.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Town Cryer from now on will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Mordheim Skirmish System. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Mordheim, and when we do this section will refer you to the relevant supplement.

## New Rules

### Opulent Goods

*New rules for buying luxurious wares.* WD239 (Town Cryer 2).

### Random Happenings

*Events tables for Mordheim.* WD240 (Town Cryer 3).

### Dwarf Treasure Hunters

*Rules and warband lists for Dwarfs in Mordheim.* WD241 (Town Cryer 4).

### Chaos on the Streets

*Rules for multi-player games.* WD242 (Town Cryer 5).

### Da Mob Roolz

*Orcs in Mordheim.* WD243 (Town Cryer 6).

### Show me the Money

*New hired swords; the Imperial Assassin and the Tilean Marksman.* WD243 (Town Cryer 6).

### Beastmen Raiders

*Rules for Beastmen by the Shadow Lord, Tuomas himself.* Town Cryer 7.

### Designer's Cut

*Tuomas Pirinen adds a few more choice rules to the mix.* Town Cryer 8.

### Cites of Gold

*A new setting for Mordheim by the Lustria e-group.* Town Cryer 10.

### Sons of Nagarythe

*The Shadow Warriors in Lustria.* Town Cryer 10.

### Averlanders

*A new Warband.* Town Cryer 10.

## Experimental Rules

### Ye Olde Curiosity Shop

*Rules for extra weapons, equipment and even skills.* Town Cryer 7.



### Sewer Rats

*Rules and scenarios for sewer fighting.* Town Cryer 7.

### Wolf Priest of Ulric

*Wolf Priest's in Mordheim.* Town Cryer 8.

### Let the Damned Burn!

*Arson and fires in Mordheim.* Town Cryer 8.

### Bretonnian Warbands

*Yes Bretonnians!! In the chaos infested city.* Town Cryer 8.

### Sawbones

*A trip to the Apothecary.* Town Cryer 8.

### In the Mouth of Madness

*Rules for insanity!* Town Cryer 8.

### Shiver Me Timbers!

*Rules for Pirates by Tim Huckelbery.* Town Cryer 9.



## Miscellaneous

City of Nightmares

Mark Bedford's Skaven take on Alessio's Reiklanders. WD238 (Town Cryer 1).

Before the Comet

Introductory fiction. WD239 (Town Cryer 2).

Mordheim Architecture

Nigel Stillman lends us his expertise in scenery building. WD239 (Town Cryer 2).

Witch Hunt

Battle report by Paul Sawyer's Possessed and John-Paul Bisigotti's Witch Hunters. WD242 (Town Cryer 5).

Kidnapped!

New Scenario by Tuomas. WD243 (Town Cryer 6).

Scourge and Purge

A scenario by Donato Ranzato. Town Cryer 7.

Mordheim by Night

Michael Walker chats about Mordheim. Town Cryer 7.

The Forbidden Square

A scenario by Christian Ellegaard. Town Cryer 8.

Stake Out

Gav Thorpe sets out an interesting scenario. Town Cryer 8.

The Script of Sigmar

A scenario by Paul Smith. Town Cryer 9.

Customising Ye Warband

Notes on giving your Warband that Latino flavour. Town Cryer 9.

The Architects Guide

More tips on building scenery. Town Cryer 9.

The Lair of the Snake

Another scenario by Christian Ellegaard. Town Cryer 9.

Narrative Campaigns

Dylan Owen talks us through his narrative campaign. Town Cryer 9.

The Foulness below Mordheim

A narrative campaign by Donato. Town Cryer 10.

The Mine

A quick scenario by Paul Smith. Town Cryer 10.



## Best Of Town Cryer

Stolen from Paulus the Fat, we present the Best Of Town Cryer in this single bumper volume. It includes 96 pages of the very best material from the first six issues of Town Cryer, which appeared in White Dwarfs 238-243.



Best Of Town Cryer  
£10.00/\$17.50



# Mordheim Questionnaire

You're probably now aware about the changes and aims of Fanatic. If you haven't, what are you waiting for, read them now, on our Website at [www.fanatic-games.com](http://www.fanatic-games.com). To help us decide what miniatures, rules and stuff we should make for Mordheim, we've put together this questionnaire for you to fill in and return to us. Alternatively you can email your answers to us at [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk). We thought about having a prize draw for people that filled in the

questionnaire and sent it back to us, but decided in the end that would be cheesy – we see this a chance for all you serious Mordheim players to let us know the way that you want the game to develop in the future, and we don't want the feedback corrupted by people that just filled in the questionnaire to get a free prize. All of which is a long-winded way of saying, please fill in the questionnaire and send it back, as we really want to know what you think!

1. What sort of new miniatures do you want to see?

(Please tick as appropriate)

- ☐ a. New Warbands for Mordheim.
- ☐ b. New Warbands for Lustria.
- ☐ c. New Models for existing warbands.

Please specify which Warband most needs the new models.

- ☐ c. New 'non-warband' miniatures (i.e. Peasants, Merchants, Healers, etc)

Please specify which non-warband models you'd most like to see

- ☐ d. New Hired Sword miniatures.
- ☐ e. New monsters and creatures.

2. If we could only do one of the above, which should it be? (i.e. if you think that the most important thing to make were

new Warbands you should write down 'a'.)

3. Should we make new cardboard terrain pieces for Mordheim (i.e. like the ones you get in the game itself).

Yes / No

If yes, write down anything you would specifically like made below:

4. Should we make new resin terrain pieces for Mordheim? (i.e. like the ones ForgeWorld make).

Yes / No

If yes, write down anything you would specifically like made below:

5. Are there any rules or scenarios from Town Cryer 7 upwards that should be made official?

Yes / No

If yes please specify which one below

6. Are there any rules or scenarios from Town Cryer 7 upwards that should NOT be made official?

Yes / No

If yes please specify which one below

7. Which of the following new game settings/rules would you like to see?

(Please tick as appropriate)

- ☐ a. The ruins of Karak Eight Peaks.
- ☐ b. The Necropoli of Khemri.
- ☐ c. Rules for flyers.
- ☐ d. Advanced rules for mounted combat.
- ☐ e. Rules for water-borne combat.

8. If we could do only one of the above, which should it be? (i.e. if you think the most important setting to cover was Khemri you should write down 'b')

9. If you have any other suggestions for new miniatures, rules, terrain, or anything else for Mordheim, please write them below.

(If you cannot fit all of your replies on this form then feel free to use a separate piece of paper.)

Return to: Fanatic Games,  
Games Workshop, Willow Rd,  
Lenton, Nottingham, NG7 2WS, UK.  
Or e-mail your answers to  
[Fanatic@games-workshop.co.uk](mailto:Fanatic@games-workshop.co.uk)



# MORDHEIM

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Once more we delve into the dark depths of the Mail Order Troll caves to bring you the complete Mordheim Catalogue. First of all are this months new releases from Fanatic. These are the flamboyant Averlanders and the mysterious High Elf Shadow Warriors.

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*Marienburger Champions*

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*Reiklander Captains*

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*Clan Eshin Rat Ogre*

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*Hired Sword - Ogre Bodyguard*

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*Johann the Knife*

## Coming Soon The Ostlander Warband in Town Cryer 11



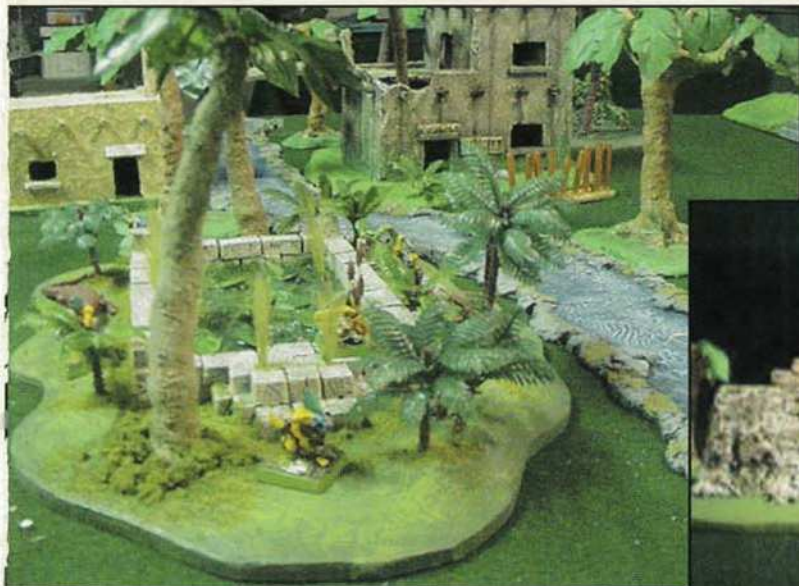
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# Pictures from the Lustria - Cities of Gold project & the Display from US Games Day (held in the New World) (get ye to pages 12-23)



Above - Lustrian jungle and buildings.



Below - Ruined Lizardman gateway.

Right - Lizardman spawning pool.



Left - A game commences in the depths of the Lustrian jungle..



## APPRENTICE REQUIRED

*If ye are interested in learning the secrets of the magic arts, wiping floors and fetching slippers...*

Then contact Lazarus 'The Mad' behind the Twisted Goat Inn. Applicants should bring own soul and heart.

Lazarus, specialist in flaming swords and magic wings.

## Wanted

Dwarf by the name of Smelly One-eyed Norritt – preferably dead! For the unspeakable crime of not buying his round when it were his shout. The person, body or appropriate identifiable parts to be delivered to Balik the Tolerant at the Twisted Goat.

Reward highly unlikely

## Information Wanted

Any information resulting in clues as to the whereabouts of the Druchii known, to lesser races, as 'Durnath The Despised' will be handsomely rewarded in gold and jewels.

See Rathevar at the beached ship on the coast.



Those attempting to deceive, blackmail or mislead will be used as target practice!

## WANTED

**NATHANIEL LOCKE**

Notorious pirate

*Wanted for drunk and disorderly, assault, murder and moving violations*



150 Crowns for information leading to his capture.

## FOR SALE

Superior shield of Averheim design, a bargain at only 3gc.

One careless owner, minor hole that's easy to plug.



Contact Tommaso Punko at the Salty Scadog Inn

## OBITUARIES

Dwarf spice merchant Ubri Peppersnout killed in unfortunate wagon accident involving a drunken Ogre. He died before his thyme...

Father Hans Makheim, priest of Sigmar, after eating some unsavoury mushrooms.

Brugash, greenskin warboss, eaten by own Squigs.

Franz Mecklespetz, crushed by collapsing one-legged Ogre.

## Creepy Crawlez Spidaz

Buy heer pay heer, youz ride fer less. Lasts longa than an orse or ponee but needz ta be shown sum disipline. Show uz any betta price an wez beat it wiv a stikk.

Contact Uggob at da old stables an mind da cobwebs.

## PATHE FYNDER FOR HIRE

The Famed Roberto de Fortuna

Have blade will travel.

Teeming jungles a speciality.

Fortune and glory always guaranteed.

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Stephanus Cornette, Tommaso Punko & Donato Ranzato



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