



Town Cryer

Published on the first Angestag of each Mannslich.

Mordheim 3 Goats

OUR LAND IN FLAMES!

FALL NOT INTO THIS MADNESS AND STRIFE!

Times have never been easy in Mordheim, but it chills our hearts to hear of our fair Empire itself in flames. daily now we hear of fighting in the barren and wild places of brave Sigmar's Realm, so much so that it now seems that no traveller, no lone rider and certainly no stage might travel free of harassment or the fear of ambush. Dark are these times.

OF BEAST & MAN

As warriors and fools alike descend upon Mordheim in search of gold and glory, we are used to hearing their tales of terrors found within the cities bound, but are greatly concerned to hear of terrors from without. New arrivals speak of hideous half-man, half-livestock abominations waylaying them, slaughtering their companions and making their bodies into little more than ingredients and playthings. Most vile.



Here
Within



Details of ye
Cutthroat's Den
Encampment.

The Outlaws of
Stirwood Forest -
Vagabonds and
rogues.

Clan Pestilens -
A new plague
upon the
Empire.

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EMPIRE IN FLAMES

With Empire in Flames soon to appear as a new supplement for Mordheim, we take a look at some of the book's new Warbands, Hired Swords and other peculiarities.



A Frenzied Mob (yes, four people, two of them children, really is a mob).



The Beast Hunter finds new prey – a Centigor from the soon to be released Beastman Warband.

GUEST EDITORIAL

By now most of you will have heard that this is the last issue of Town Cryer (and if you haven't, then check out the news on page 32). In some ways this is a sad day, because over the years, especially under the late Steve Hambrook's expert guidance, Town Cryer has moved steadily from strength to strength. I have not the slightest doubt that in years to come we'll look back on Town Cryer and say "What a great magazine that was..." or words to that effect.

Fortunately, I think... no, I know that the support we can provide for Mordheim is going to get even better with the advent of Fanatic magazine. For a start every issue will have at least one Mordheim article in it, and in full-colour no less. And we plan to carry on the tradition Steve created with the Town Cryer magazine cover by having a Town Cryer page in every issue of Fanatic with news from the City of the Damned, and (of course!) the ever popular Town Cryer small adds page.

Aside from the material that will be appearing in Fanatic, we are planning to bring out a steady stream of new miniatures for Mordheim, as well as 're-sculpts' of several of the warbands. Many of you will have seen pictures on the internet of the new Zombie models sculpted by Daniel Pacey, and work is underway on doing new versions of the Human Mercenary and Skaven Warbands. The Empire In Flames project will carry on - we plan to work our way through every province in the Empire before we're done! Our overall plan is to progress Mordheim so that rather than just concentrating on the goings on in Mordheim itself, it will allow players to take part in really interesting skirmish games and campaigns that are set anywhere in the Empire.

All in all, then, we are at the start of an exciting new era in the history of Mordheim. Life is no longer just limited to the City of the Damned, there is a whole Empire in Flames out there to plunder!

Best regards,

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Jervis

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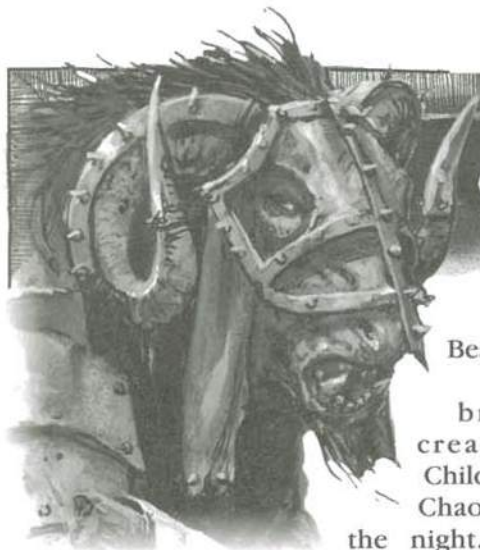
The full catalogue of Mordheim supplements and miniatures available from Mail Order.

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Beastmen Raiders

Beastmen
are
brutish
creatures,
Children of
Chaos and
the night. They
roam the great

forests of the Old World, and are amongst the most bitter enemies of Mankind. The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Bestigors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Bestigors in strength and power. They may have one horn or many, but these won't be recognised as those of goat.

Bray Shaman are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers. Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes.

Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim. From there, the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors.

For the tribes of Beastmen, the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilisation of Man

which offends the Chaos gods. After the taint of Man has been wiped from the face of the earth, then the Beastmen shall inherit.

Appearance: Beastmen Bestigor stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser beastmen, no larger than humans, but their tough bodies and vicious tempers easily make them a match for any human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown.

Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration.

Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

Choice of Warriors

A Beastman Warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Beastman Chief: Each Beastman warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastman Shaman.

Bestigors: Your warband may include up to two Bestigors.

Centigors: Your warband may include a single Centigor.

Gor: Your warband may include up to five Gor.

Ungor: Your Warband may include any number of Ungor.

Minotaur: Your warband may include a single Minotaur.

Warhounds of Chaos: Your warband may include up to five Warhounds of Chaos.

Original Mordheim Warband by Tuomas Pirinen Updates by Steve Hambrook

Starting Experience

Beastman Chief starts with 20 experience.

Beastman Shaman starts with 11 experience.

Bestigors start with 8 experience.

Centigors start with 8 experience.

All **Henchmen** start with 0 experience.

Animals

Beastmen are fearsome creatures of Chaos that do not interact with other races other than in war. A Beastman warband may never hire any Hired Swords unless specifically stated with the Hired Sword.



Beastman skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	✓	-	-	✓	✓	✓
Shaman	✓	-	-	-	✓	✓
Bestigor	✓	-	-	✓	-	✓
Centigors	✓	-	-	✓	-	✓



Beastman equipment lists

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

BEASTMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc

Missile Weapons

None

Armour

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

UNGOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battle Axe	5 gc
Spear	10 gc

Missile Weapons

None



Armour

Shield	5 gc
--------	------





Heroes



1 Beastman Chieftain

65 gold crowns to hire

Beastman chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	4	1	7

Weapons/Armour: The Beastman Chieftain may be equipped with weapons and armour chosen from the Beastman Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Beastman Shaman

45 gold crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

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

Weapons/Armour: Beastman Shamans may be equipped with weapons chosen from the Beastman Equipment list except that they never wear armour.

SPECIAL RULES

Wizard: A Beastman Shaman is a Wizard and may use Chaos Rituals as detailed in the Magic section.

0-2 Bestigors

45 gold crowns to hire

Bestigors are the largest type of Beastmen, the great horned warriors of the Beastman warbands. They are massive creatures with an inhuman resistance to pain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	3	1	7

Weapons/Armour: Bestigors may be equipped with weapons chosen from the Beastman Equipment list.

0-1 Centigors

80 gold crowns to hire

A Centigor is a disturbing cross between a horse or oxen and Beastman. Being quadruped grants them great strength and speed whilst their humanoid upper torsos allow them to wield weapons. These beast-centaurs are powerful creatures but they are not particularly agile or dexterous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	3	4	4	1	2	1(2)	7

Weapons/Armour: Centigors may be armed with weapons and armour chosen from the Gor Equipment list

SPECIAL RULES

Drunken: Centigor are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll a D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to Frenzy for that turn. Whilst subject to both Stupidity and Frenzy they are immune to all other forms of psychology.

Woodland Dwelling:

Centigors are creatures of the deep, dark forests. They suffer no penalties for moving through wooded areas.

Trample: As well as their weapons, Centigors use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties...





Beastmen

(Brought in groups of 1-5)



Ungor

25 gold crowns to hire

Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large numbers.

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

Weapons/Armour: Ungor may be armed with weapons and armour chosen from the Ungor Equipment list.

SPECIAL RULES

Lowest of the Low: Ungor are on the lowest rung of Beastman society and regardless of how much experience they accrue, they will never acquire a position of authority. If an Ungor rolls 'That lad's got talent' it must be re-rolled.



0-5 Gor

35 gold crowns to hire

Gor are nearly as numerous as Ungor but are larger and more brutish...

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

Weapons/Armour: Gor may be armed with weapons and armour chosen from the Beastman Equipment list.

Warhounds of Chaos

15 gold crowns to hire

Chaos Hounds are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	0	4	3	1	3	1	5

Weapons/Armour: None! Apart from their fangs and nasty tempers the Chaos Hounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Chaos Hounds are animals and never gain experience.



0-1 Minotaur

200 gold crowns to hire

Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastman Chief will try to recruit a Minotaur into his warband if possible.

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

Weapons/Armour: Minotaurs may be armed with weapons and armour chosen from the Beastman Equipment list.

SPECIAL RULES

Fear: Minotaurs are huge, bellowing monsters and cause *fear*. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes *frenzied* on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and although it may gain experience it may never become a Hero.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.



Beastman Special Skill

Shaggy Hide

The bestial hero is titanic in size and may use a double-handed weapon in one hand.

Mutant

The Beastman may buy one mutation. See the Mutants section on special rules.

Fearless

Immune to *fear* and *terror* and *All Alone* tests.

Horned One

The Beastman has mighty horns, and can make an additional attack with its basic Strength on a turn it charges.

Howling Roar

Only the Beastman Chief may have this skill. He may re-roll any failed Rout tests.

Manhater

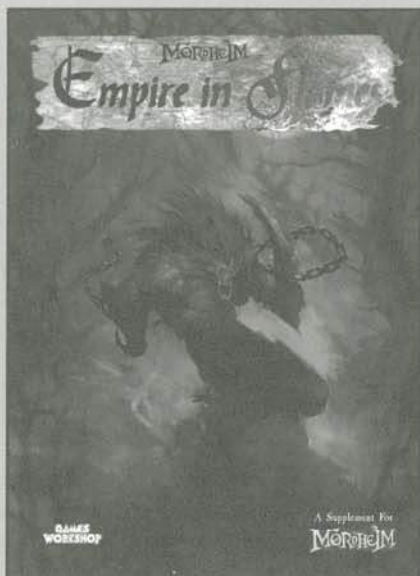
Will be affected by the rules of *Hatred* when fighting any Human warbands.





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Inquisitor

Imperial Citizens

Battlefleet Gothic

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Clan Pestilens

Jarod glanced down the street... All seemed clear. He could not immediately tell why, but he was sure someone, or something was there. Maybe it was just that strange odour hanging around the ruins here. He shivered, although Mordheim seemed to have its own special smell, this made him think of death.

A sudden noise made him jump up and bring his crossbow to bear on the still empty street. A strange mist started to creep in and soft squeaks could be made out. As Jarod sounded the alarm, two figures rushed towards him. Dressed in tattered cloaks, they wielded what looked like a spiked censer. Almost suffocating in the bellowing smoke, he fired his crossbow. Then, just before the spiked smoking ball smashed his skull, he saw two red gleaming eyes in a disease ridden skaven face.

In the Old World
sickness and
plague are a
fact of life and
many people
b l a m e
rats for
spreading
contagion.
They are
more right
than they
k n o w.

The Skaven of Clan Pestilens revel in filth and foulness. Hardened by exposure to diseases not even imagined by mankind, they use their disgusting knowledge against their enemies.

Choice of Warriors

A Clan Pestilens band must include a minimum of 3 models. You start with 500 warp tokens to form your warband with. The warband can have a maximum of 15 models.

Plague Priest: The warband must include a single Plague Priest as the leader.

Pestilens Sorcerer: The warband may include a single Pestilens Sorcerer.

Plague Monks: The warband may include up to two Plague Monks.

Monk Initiates: The warband may include up to two Monk Initiates.

Plague Novices: The warband may include any number of Plague Novices.

Giant Rats: The warband may include any number of Giant Rats.

Rat Ogre: The warband may include a single Rat Ogre.



Starting Experience

Plague Priest starts with 20 experience.

Pestilens Sorcerer and Plague Monks starts with 8 experience.

Monk Initiates and Plague Novices start with 8 experience.

Clan Pestilens Mordheim Warband by The Magician

Clan Pestilens equipment lists

The following lists are used by Clan Pestilens warbands to pick their weapons:

HEROES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1" free/2 gc
Club	3 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Disease Dagger	15 gc
Censer	40 gc

Missile Weapons

Sling	2 gc
-------	------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1" free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	2 gc
-------	------



Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



Maximum Profile for Clan Pestilens Skaven

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	5	3	7	4	7



Beastman skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Plague Priest	✓	✓	✓	✓	✓	✓
Plague Monk	✓	✓		✓	✓	✓

Clan Pestilens Special Weapons

Disease Dagger

15 Warp Tokens

Availability: Rare 8 (Skaven Only)

This dagger is permanently covered with a disgusting and moulderish layer of green ooze that may infect those that are hit with terrible diseases.

Range: Close combat; **Strenght:** -

Special Rules: +1 Armour Save, Infecting

+1 Armour Save: A model wounded by a dagger has a +1 Armour Save bonus, or an Armour Save of 6+ if he has no armour.

Infecting: A natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a +1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6 on the hit rolls are higher.

Censer

40 Warp Tokens

Availability: Rare 9 (Skaven Only)

The censer is an hollow spiked metal ball attached to a long chain and is swung like a flail. A plague infested shard of warpstone burns inside the ball and emits pestilential fumes that nauseate the opponents and may turn the wielder of the censer into a difficult target to shoot at.

Range: Close combat; **Strenght:** +2

Special Rules: Heavy, Two-Handed, Fog of Death

Heavy: The +2 Strenght bonus applies only to the first turn of hand to hand combat.

Two-handed: A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Fog of Death: A model hit by the censer must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. Also the model wielding the censer must take the test and will suffer a wound with a result of 6. Models of undead and possessed are immune to the fog of death and do not take the test. If the model wielding the censer also has the fog-enhancing warpstone shards, he becomes a difficult target to shoot at, and models targetting him with missile weapons suffer a -1 penalty to hit.

Clan Pestilens Special Skills

Members of the Clan Pestilens may choose these skills instead of the standard ones.

Black Hunger

See Skaven Warband

Censer Bearer

Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule *Frenzy* and the only weapon he may use in close combat is a censer.

Rotten Body

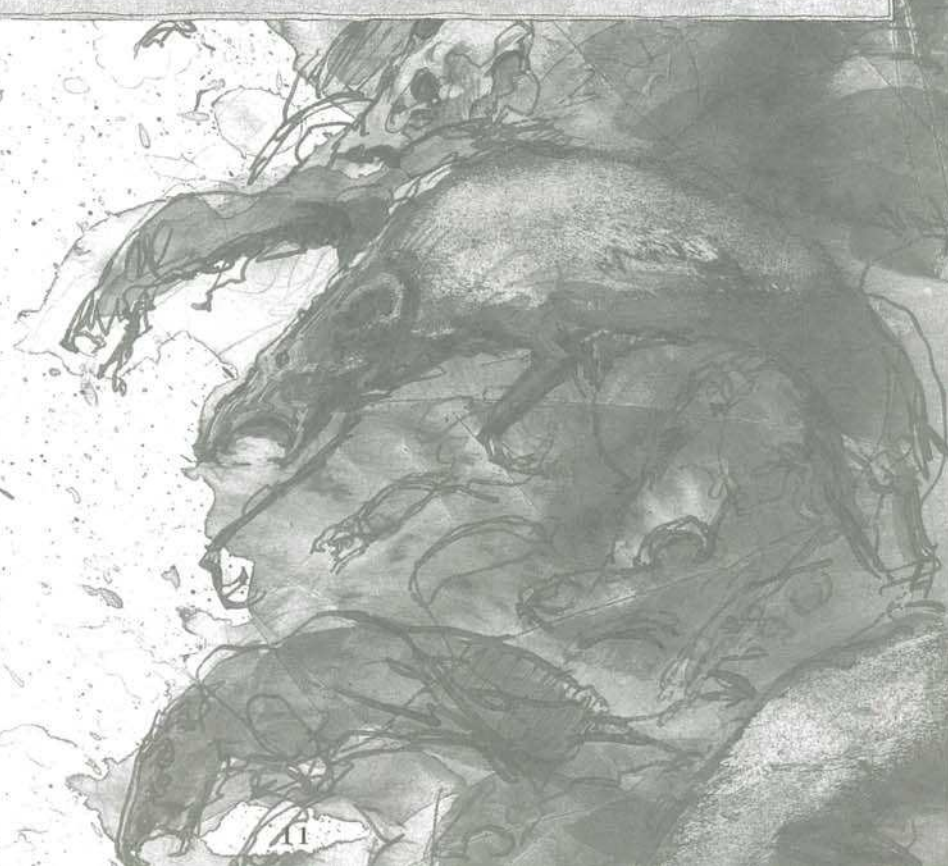
A Clan Pestilens member with this skill has grown accustomed to poisons, diseases and the fog of death emanated by censers. He is now immune to poisons and diseases and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.

Contagious

Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.

Ignore Pain

Only a Clan Pestilens member with the Resilient strenght skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats "Stunned" injuries as "Knocked Down".



Heroes

1 Plague Priest

85 Warp Tokens to hire

The Plague Priest is one of the most disgusting disciples of the corrupted Clan Pestilens brotherhood. As leader of a small band of devoted to the Clan, the contagion and the widespreading of diseases are his main goals in the streets of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	4	4	1	5	1	7

Weapons/Armour: The Plague Priest may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Pestilens Sorcerer

45 Warp Tokens to hire

The Pestilens Sorcerer is a twisted alchemist, always looking for new and more terrible forms of contagion, under the vigilant supervision of his dreadful master, the Horned Rat.

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

Weapons/Armour: The Pestilens Sorcerer may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Spellcaster: The Pestilens Sorcerer is a spellcaster and may cast spells from the Horned Rat spell list.

0-2 Plague Monks

45 Warp Tokens to hire

The Plague Monks are among the most fanatic and dangerous members of Clan Pestilens, to them is usually given the honour to chant the Liturgicus Infecticus in combat.

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

Weapons/Armour: Plague Monks may be equipped as desired from the Clan Pestilens equipment list.

0-2 Monk Initiates

20 Warp Tokens to hire

The Monk Initiates are young skavens devoted to the Clan Pestilens discipline, waiting to be promoted as true Plague Monks.

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

Weapons/Armour: Monk Initiates may be equipped as desired from the Clan Pestilens equipment list.



Henchmen

(Brought in groups of 1-5)



Plague Novices

20 Warp Tokens to hire

They are the lower rank of Clan Pestilens. They infest the Mordheim streets, coming just before the terrible Plague Monks and their clouds of pestilential fumes. Dream of every Plague Novice is to be chosen someday to be a Monk, and to be given the privilege of chanting the Liturgicus Infecticus.

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

Weapons/Armour: Plague Novices may be equipped as desired from the Henchmen equipment list.

Giant Rats

15 Warp Tokens to hire

Giant contagious rats follow the Clan Pestilens during its battles.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None.

SPECIAL RULES

Animals: They are animals, therefore they couldn't gain any experience.

0-1 Rat Ogre

210 Warp Tokens to hire

These terrible monsters are often chosen as personal bodyguards by Skaven of higher ranks

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

Weapons/Armour: Claws and ferocity.

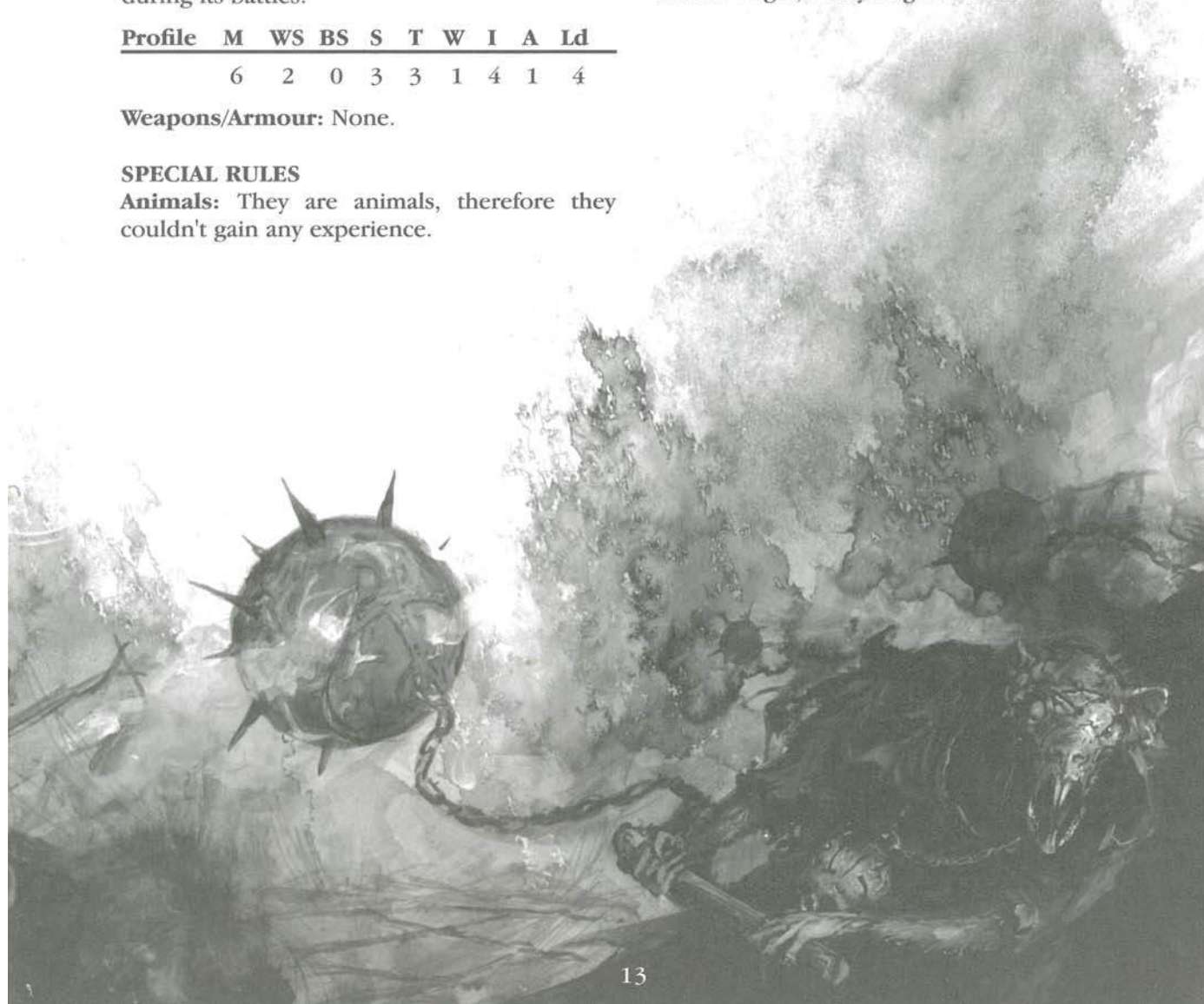
SPECIAL RULES

Fear: The Rat Ogre causes *fear*.

Stupidity: The Rat Ogre is subject to the *Stupidity* rules, unless within 6" of an allied Skaven hero.

No Experience: The Rat Ogre couldn't gain any experience.

Large Target: You can always target a Rat Ogre with missile weapons, even if it's not the closest target, and you get +1 to hit it.



Additional Equipment

Item	Cost	Availability
Warpstone Amulet	10 wt	Rare 5
Fog-enhancing warpstone shards	100+D6 x 10 wt	Rare 9
Liber Bubonicus	200+D6 x 25 wt	Rare 12
Liturgicus Infecticus	30+2d6 wt	Rare 8
Scroll of the Rat Familiar	25+1d6 wt	Rare 8
Clan Pestilens Banner	10 wt	Rare 5

Warpstone Amulet

The owner of a warpstone amulet may reroll a single die during the battle or, if not out of combat at the end of the game, a single die when looking for wyrdstone shards (Clan Pestilens members use this item instead of the Rabbit's Foot).

Fog-enhancing warpstone shards

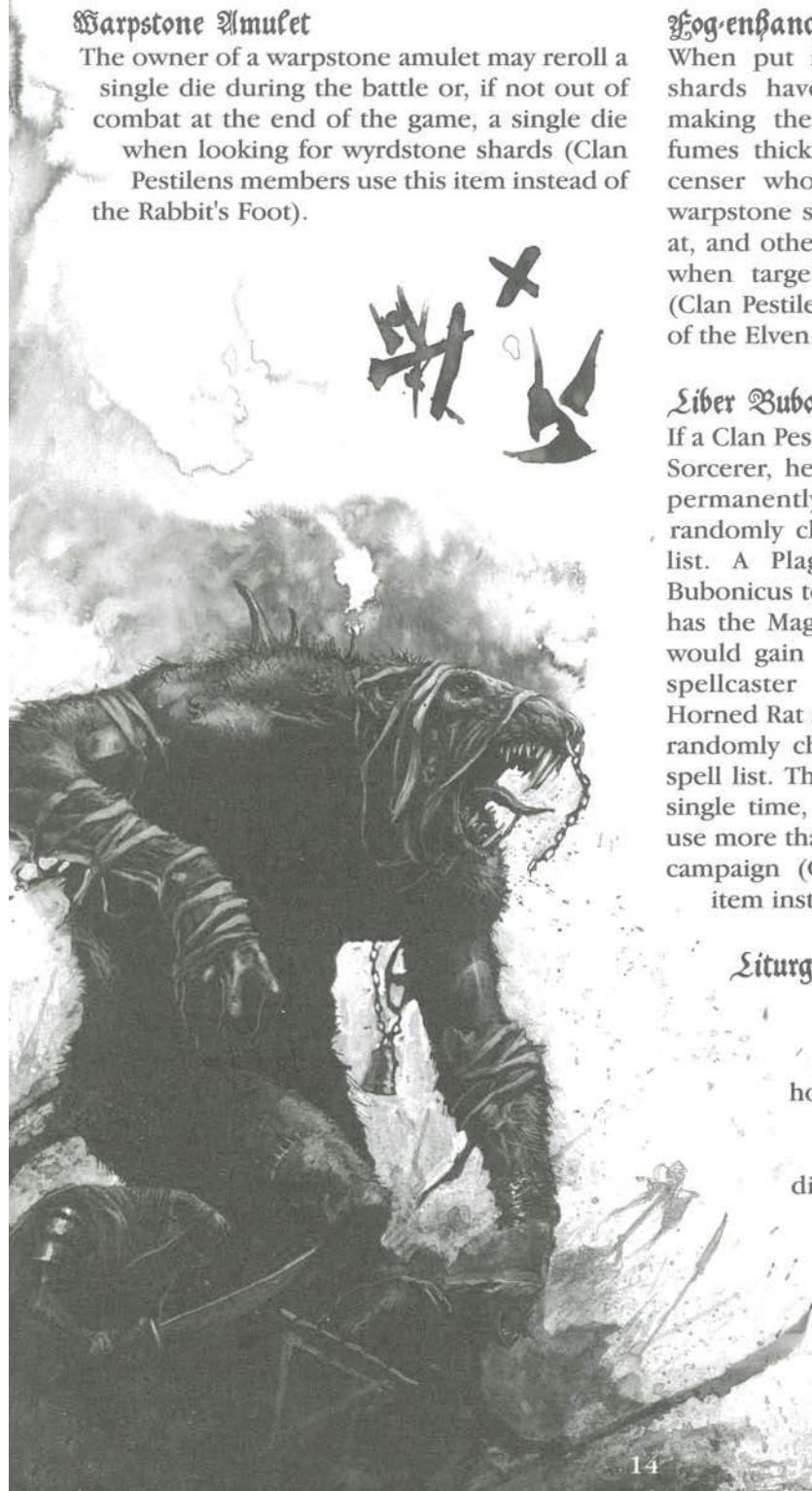
When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual. The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targetting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

Liber Bubonicus

If a Clan Pestilens warband includes a Pestilens Sorcerer, he may use the Liber Bubonicus to permanently learn an additional spell randomly chosen from the Horned Rat spell list. A Plague Priest may use the Liber Bubonicus to learn the Horned Rat magic if he has the Magical Aptitude skill: that means he would gain the special rule "Spellcaster: is a spellcaster and may cast spells from the Horned Rat spell list." and permanently learn a randomly chosen spell from the Horned Rat spell list. The Liber Bubonicus may be used a single time, and a warband cannot have and use more than one Liber Bubonicus in a given campaign (Clan Pestilens members use this item instead of the Tome of Magic).

Liturgicus Infecticus

A Clan Pestilens member, usually a Plague Monk, may carry with him a scroll with the holy Liturgicus Infecticus inscribed on it. This is the Clan Pestilens chant in favour of diseases and contagion. At the beginning of a turn, or just before taking a Route Test, the warband may



chant the Liturgicus Infecticus, and benefit of a +1 Leadership bonus until the end of the turn. (Clan Pestilens members use this item instead of the Warhorn).

Scroll of the Rat Familiar

The Scroll of Familiar Rat has a spell inscribed on it, usable by a Pestilens Sorcerer as many times as he wants. If the warband includes at least a Giant Rat, the spell may be cast on it before the combat begins, transforming it in a Rat Familiar. If his Rat Familiar is within 6", the sorcerer may reroll once in a game the dice to overcome the difficulty of a spell. A sorcerer may only have one Rat Familiar at any one time, it is an henchman and it counts normally toward the maximum number of models permitted to the warband. If the sorcerer dies, his Rat Familiar turns back to Giant Rat form. (Clan Pestilens members use this item instead of the normal Familiar).

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Rat Familiar

The Rat Familiar is a Giant Rat enchanted with the Scroll of the Rat Familiar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None.



SPECIAL RULES

Enchanted Animal: The Rat Familiar earns experience as an henchman. A result of 10 - 12 on the henchmen advancement table, instead of the promotion to hero status gives as a result "Improved spellcasting: if the sorcerer is within 6" of the Rat Familiar, he gain a +1



bonus when rolling dice to overcome the difficulty of a spell. This ability is cumulative."

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Cutthroat's Den

Encampments part 2

Like an ugly wound, Cutthroat's Den seeps with the worst virulent filth that is attracted to the City of the Damned. It lies to the west of Mordheim and tis easy to find. All a man needs do is follow the stench of that place, so rank is it with corruption and dark dealings or pursue the rich vein of sewer stink that eventually bisects the encampment.



Cutthroat's Den as its foreboding name suggests, is a hive of iniquity and villainy. All of the foulest scum you might ever encounter in a lifetime make their camp in the filthy, ramshackle shanties that pass for a settlement, boarded up in weather-beaten tents streaked with filth or dilapidated huts, worn beyond repair.

Law and order are dirty words here oft muttered with a foul oath or curse. No body of order exists. It is merely the survival of the fittest that dictates the outcome of any disputes and the cultivation of fear in one's enemies born out of ruthlessness and reputation that ensures any semblance of safety. Indeed, only the strongest or most cunning will survive in this place, where tis as sure as the sun rising you'll find a dagger in your back should you take your eye off it but for a moment.

Shunned by the pious daughters of Sigmar, zealous Witch Hunters and all good, honest folk, Cutthroat's Den attracts a rare breed of pure scum. Mercenaries, thieves, outlaws, pit fighters and their ilk are all admitted here. There are even rumours of cloaked figures shambling amidst the tents and shanties affiliated with the dark lord of the Pit and those that travel only by night with the slow, wavering gait of the restless dead. It seems no filth, no matter how debase, is denied entrance.

And yet, despite this swelling mass of dangerous men, there are traders. They are the deadly, unscrupulous types, ex-professionals thrown out of legal service for bad practice or dubious religious leanings. Cutthroat's Den offers all these men and women a home and the means to ply their wares. Armourers, weapon smiths, muleskinners, indeed even the more esoteric professions such as cartographers, are based here. These establishments are often seedy, dark parodies of those encountered in say, Sigmarhaven, their proprietors as tough and menacing as the mercenaries they provide for.

As well as the more common traders, Cutthroat's Den also harbours its own breed of particular marketers, offering specialist services unique to their patrons. Grim alchemists brew foul smelling potions in the thick and heady confines of a darkened shack, with only flaps of tarnished leather barring the entrance. Their trade attracts all manner of weak and unsavoury characters. Those addled by the corrosive addictions to drugs peddled by these amoral merchants, or Assassins seeking poisons with which to debilitate and kill their chosen quarry.

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



Rumours are rife of a cadre of grave robbers and body snatchers operating within the fringe of the city walls and beyond. They peddle their ill-gotten wares to the most insidious of traders. Known in some circles as cadaver merchants these morbid men sell these, oft times fresh, bodies to a very particular clientele; secretive men in thick, dark cloaks. Who can tell the purposes of such men, some believe they are foul practitioners of the black arts, Necromancers pursued by the zealous knights of Sigmar, or scientists driven mad by their experiences of the dark city. These snatched bodies are valuable commodities to these dark scholars, risen as slaves to their master's will, undying servants immune to pain and human needs or forced to tell secrets from beyond the grave, perhaps the location of a hidden treasure vault or the identity of their murderers. Some dark apothecaries even sell spare body parts which they sow in place of destroyed limbs with eager relish. These limbs must be taken from the recent dead, fresh and oft robbed directly from the surgeon's slab. It has been known for such limbs to come alive and attack their new owners as if possessed by their former bodies. All such things are for sale in this bleak and debased settlement. There are also those that openly refute the true gods and worship the foul benefactors of Chaos. These men are collectors and sellers of dark, unholy items, ancient arcana dredged from deep within the pit and nefarious texts describing forbidden rituals penned in blood by their own hand. Such men also possess the necessary skill to corrupt a once holy item and turn it to the cause of evil. Only the most dire and malfeasant of individuals seek out the services of these dark acolytes but alas tis all a too common practice in Cuttbroat's Den. The night is seldom quiet in Cuttbroat's Den. Screams rent the gloom with desperate futility and the clatter of steel oft merged with the deep, throbbing bellow of a hundred cheers rings out an unnerving and bloodthirsty chorus.

This is the din of the fighting pits where men fight and die alone and unmourned to the hungry, blood slaked cheers of a lusting mob. The fighting pits are dark and harrowing places. They are filled with the stink of dried

blood and fearful sweat. Thick iron grates seal the unwilling participants within cages only to be forced out, half-blinded into the burning torch light, deafened by gruesome cries; bones, blood and all manner of bodily appendages strewn about the floor as grisly trophies. Thick stone walls are punctuated by cruel iron spikes to add to the sport for the baying mob and they are sharpened daily to ensure they split armour, flesh and bone with ease. A number of the more notorious pits are underground and their owners use the seclusion to house deadly beasts which they pit against the hapless fighters dwelling miserably in their dungeons. The fighting pits are indeed the central attraction for the hordes of Cuttbroat's Den much to the debased delight of the Slavers. A powerful coven of cruel and greedy men, the Slavers are ever on the lookout for willing and unwilling participants for their gruesome blood sports. Prisoners, captured by the vile scum that make their camp in Cuttbroat's Den, are often dragged, screaming or fatalistically silent, into the throbbing merciless half-light of the dreaded arenas where they face almost certain death at the hands of a pit fighter, ogre or worse. Some men, the lucky ones survive their experiences in the pits and become mighty pit fighters in their own right, but such a feat is seldom, resident champions putting down any would be usurper in an uneven and oft bloody contest. In any case they are still nought but a slave, and only postpone the dire end that will inexorably claim their lives.

All the fighting pits in Cuttbroat's Den are owned by the Slavers, their coffers swelled fat with the gold of their bloodthirsty patrons. Much is to be learned about the art of survival from the fighting pits. Pit Fighters come in their droves to train and fight there, although such schooling is brutal and not without fatalities.

A throng of thieves and evil men, bent on violence and suckled on gruesome blood sports, a culture of depravity pervades Cuttbroat's Den. Expect no welcome here, expect no mercy, the only truth is in death, oft faced in a cold and unforgiving night if you drop your guard, even for but a moment...

Encampments

Different warbands set up camps in and around Mordheim. Mercs and Witchhunters tend to set up camps with tents and crude barriers outside of town or find a tavern and take it over. The undead and possessed tend to be a little less scrupulous and take up residence in abandoned buildings or graveyards located in town.



The Sisters have their monastery and a number of "safe houses" (for some mysterious reason still standing after the cataclysm) scattered throughout Mordheim. The Skaven of course tend to stay to the sewers, but have found that old cisterns and basements are a great place to stash their goods.

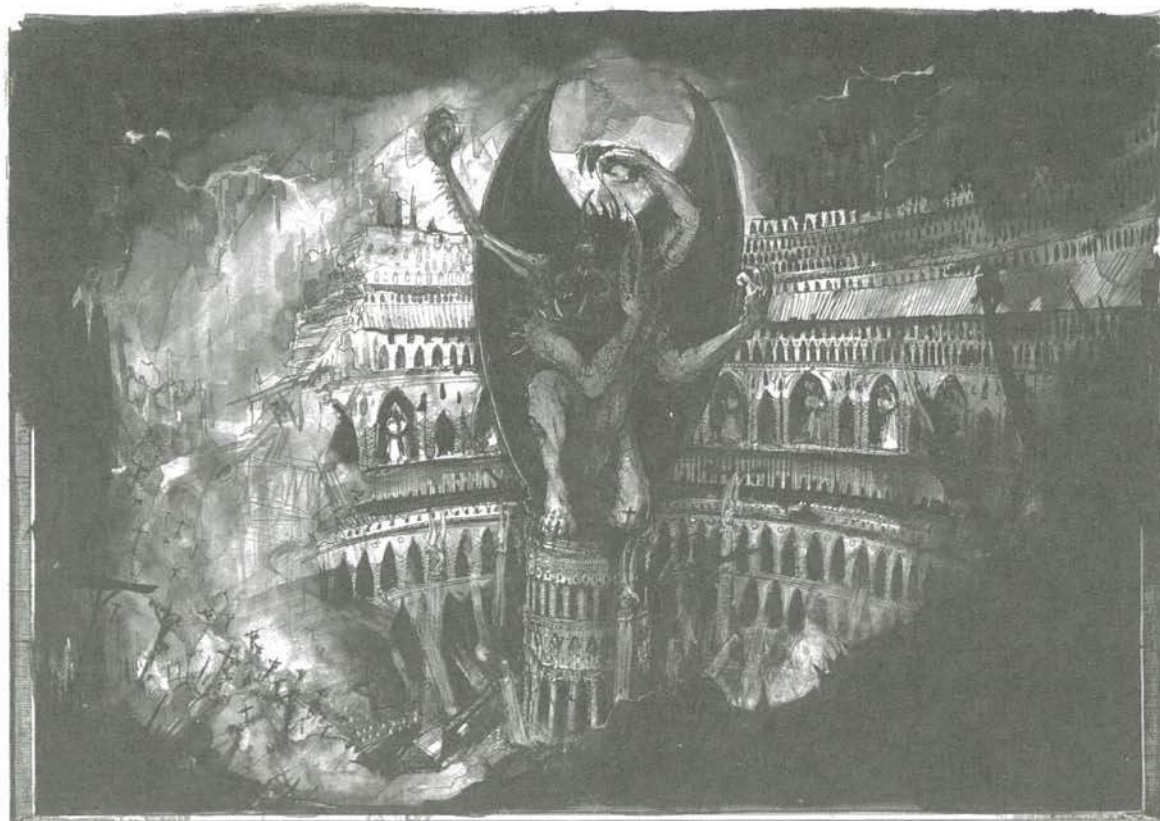
There are three major settlements around Mordheim. The safest is Sigmarhaven, the next safest is Brigandsburg (if you can call it safe) and the most infamous is Cutthroat's Haven. Each of these settlements has markets and traders in them. They tend to be made up of smaller encampments of the different adventurers who arrive to search Mordheim. There are other settlements springing up all around and encampments that are outside of the towns.



Cutthroat's Haven

Cutthroat's Haven is a den of villainy and evil. It is located on the south side of Mordheim where the Stir runs black with the filth of Mordheim. Anyone with gold is allowed in and those without tend to find their hands in other people's pockets. In Cutthroat's Haven (if you can call it a haven) possessed walking the streets is a common site, as are undead and even Skaven. Fights break out routinely and only the most daring or stupid of merchants sell there wares here. It is said, "Anything can be bought for a price in the Cutthroat's Haven". All goods are at a +2 to find but cost twice what they would normally.

There are a few brave souls (or fools as some have said) that stay in Cutthroat to make money. The famous Twisted Goat is located here. Despite being in a bad town the owner keeps it clean and safe as brawls are at a minimum. The infamous Pit resides in the center of town. Many have lost their lives here and many have made their fortunes. The slaver Ashen Pettyflesh has a thriving business here. He sales any humanoid for a price to anyone with the right amount of money. Roll on the encampment chart to find out what type of living space your warband has. When visiting Sigmarhaven roll a d3 to find out how many special locations you may visit. You may choose to skip visiting locations and use the trading chart to get equipment.



Housing Chart

2D6	Camp	Effects
2	Tavern	<p>You have gotten your warband a deed to a Tavern. You get to earn extra cash for renting out rooms and selling food, you may also pick up a hired sword for free for a game or a hero (You may not add more than 1 extra this way, it is also above racial limits).</p> <p>Roll a D6, on a 1-4 You may add one hero to a group. 5-6 an hs has out spent himself and offers you his services for your next exploration in payment.</p> <ul style="list-style-type: none"> - D6 gc every game - Each game roll a D6 on a 5 or 6 there has been a brawl in the tavern causing D6x5 gc in damage. All money you have and receive must go to fix the tavern before you may make other purchases
3-4	House	<p>In your meandering you have found a House. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop by to sell their wares.</p> <ul style="list-style-type: none"> - Add +2 too find items roll on the trading chart. - Each game roll a D6 on a 5 or 6 you must spend D6x2 gc on repairs to your house
5-7	Tent	<p>You have set up your tents near Sigmarhaven. This gives you a place to stay and stash your goods. You also attract lots of beggars.</p> <p>Roll a every other game D6. 1-2 you may add a beggar to a henchman group (2 above the maximum must be the same level if none are at o level start a new group) 3-6 you feel sorry for the beggars and give them d6 gc.</p>
8-10	Ruins	<p>In your meandering you have found some ruins that you convert into a camp.</p> <ul style="list-style-type: none"> - Every other turn roll a D6 - 1-4 you have found a stash of D3 gc hidden under some of the rubble - 5-6 part of the ruins collapses injuring one of your men. They have to miss the next combat as they recover from their wound. Roll a d6 to find out if it was a hero or a henchman - 1-4 - henchman - 5-6 hero
11	Graveyard	<p>You have found a graveyard to your liking. With nice mausoleums and plenty of corpses.</p> <p>Staying in the graveyard you run the risk of being attacked by some of the restless dead. Roll a 2d6 on doubles that many zombies attack you. Use the stats for zombies from the MH rule book.</p> <p>Undead The grave corpses tend to be better preserved and good for reanimating. After every game 2 models that were not in Mordheim may dig up corpses. Having been BURIED rather than simply LEFT where they died, the corpses available in a Graveyard are better quality for animation and MAY have grave goods buried with them. Roll 2D6 and subtract 9. If the number is positive, THAT is the number of Zombies you may add to your Warband for free. On a roll of doubles the grave has collapsed on the diggers. Roll on the serious injury charts (treat like they had been taken OOA). On a roll of 12+, the gravediggers find ONE corpse suitable to become a Zombie and 2D6gc worth of grave goods. (The gravediggers do NOT get caught in a collapsed grave.)</p>
12	Cellar / Sewer (Skaven only)	<p>Cellar You have found cellar to set up camp in. It even has some nice tunnels running off of it to who knows where.</p> <ul style="list-style-type: none"> -The cellar allows the player to set up using infiltration rules with 2 of his people. -Roll a d6 on a 6 you are attacked by a swarm of giant rats and d6 of your henchmen fall ill from the bites they receive. They have to miss the next game as they recover <p>Sewer You have found a lovely section of sewer to set up camp in. It even has some nice tunnels running off of it to who knows where and diseases run rampant. The sewer allows the player to set up using infiltration rules with 2 of his people. Skaven roll 2d6 and on a 12 they are sick and can't fight in the next game.</p>

Locations

SURGEON:

You may visit a surgeon to help heal or take care of battle wounds. The surgeons of Cutthroat's Haven are mere hacks at best and only the most brave or foolish allow themselves to be worked on by them. If you roll a serious injury on the serious injury chart you may visit the surgeon to fix you up as good as new, if you're lucky. The surgeon cost 5 gc per hero you want to try to have repaired. Roll on the chart below to find out if surgery was successful. He also has contacts to procure drugs and potions more easily. Add +1 to your die roll when searching for them while at the surgeons.



Necromancers often visit the surgeon looking for body parts and bodies for their creations and zombies. A necromancer may stop by the surgeon to find bodies for zombies and reanimate them. Roll a d6 if you roll a 6 you may add a zombie to your warband at 1/2 the cost.



Surgery table

2D6	Result
1-4	'Uh Oh' The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
5	'Which one was it?' The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
6	'Successful Surgery' The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

Uh Oh table

2D6	Result
1	'Dead' The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 gc for the body which will provide him with a useful supply cadavers to practice on. This amount is added directly to the warbands stash.
2	'Complications' There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.
3-4	'Duuuuhh' Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now stupid (follow the stupidity rules from the Mordheim rulebook)
5-6	'Not too bad' Even though the surgeon made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the surgeon was meant to have operated on.

SMITHY

A smithy works metals into items that are useful. They create many weapons and armor. When visiting a black smith you may add a +2 to your search rolls when trying to find Armor or close combat weapons.

MULESKINNER

A beast master takes care of the animals. He re-shoes and feeds the horses, feeds the dogs, trains them and cleans up after them. He reduces the difficulty of finding animals by adding a +2 to your dice roll on the trading chart.

MERCHANT

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

Special Locations

ASHEN PETTYFLESH THE SLAVER:

You may visit the slaver to add to your warband. Ashen sells just about anyone he can get a hold of and to anyone that wants to buy. If you are searching for a new recruit to add to your warband stop by he may have what you're looking for. Roll 2d6 on the following chart. If you like what he offers you may purchase them at 2x the regular cost and above your racial maximum. You may only purchase one slave at a time this way)

D6	
2	Hero
3-5	Henchman (not including large creatures or animals)
6	Large creature (ie Rat ogre)
7-9	Henchman (not including large creatures or animals)
10	Hero
11	Animal
12	Large creature (ie Rat ogre)



THE PIT:

Enter a fight: (Same as sold to the pits on pg 119 of MH rule book).

You may nominate a hero to fight in the pits versus a pit fighter or another player that is visiting the Pit.

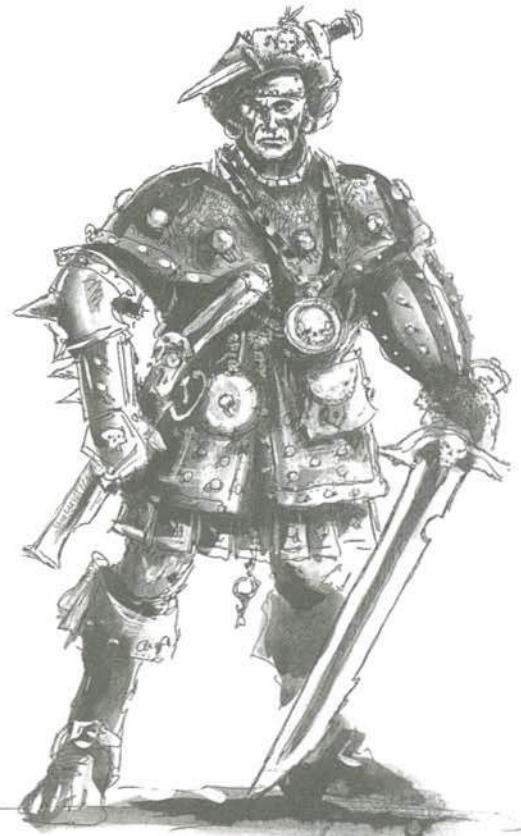
Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a d66 roll of 11-35). If he is not dead, he is thrown out of the pits and may re-join his warband.

If the warrior wins he gains 50gc, +2 experience and is free to rejoin his warband with all his weapons and equipment.

Gamble on the fights: You come on a night when the bar is open for pitfighting. You may enter one of your heroes in (per the serious injury chart) or bet on the fights. Roll a d6 to bet

D6

1-2	The fighter you bet on puts up a good fight but not good enough. He is dispatched and you are out d6x5 gc
3-4	The fighter you bet on puts up a good fight and wins but the odds were for him you only win d6gc
5-6	The fighter you place your money on is a long shot which pays off in the end you win d6x5 gc



THE TWISTED GOAT

This is a tavern where you may play a game of chance, look for new recruits or just get smashed. You may gamble at any time in the Twisted Goat. To find out what else you can do roll a d6 and consult the chart below.



GAMBLING

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

1	Your leader loses 3D6 gc and comes away a little wiser.
2-5	Your leader manages to break-even.
6	Your leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 gc in winnings.

D6 Result

1

Drugged

One of your heroes (choose randomly) partakes of a curious drink offered to him by stranger. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a d6 on the following table:

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

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

2

Pickpocket

As your warband jostles through the crowded bar, your leader suddenly gets a feeling that something is wrong. He reaches for his crowns to find them gone, snatched by a lousy pickpocket. Count the loss of half your gold crowns.

3

Pit fight

You come on a night when the bar is open for pitfighting. You may enter one of your heroes in (per the serious injury chart) or bet on the fights. Roll a d6 to bet:

1-2. The fighter you bet on puts up a good fight but not good enough. He is dispatched and you are out d6x5 gc.

3-4. The fighter you bet on puts up a good fight and wins but the odds were for him you only win d6gc

5-6. The fighter you place your money on is a long shot which pays off in the end you win d6x5 gc.



4-5 Hireling

Whilst carousing in the bar you meet many different characters and fighters. You sit down to have a few drinks with some. Roll a d6 on the following chart:

1. You are drinking with a warlock who offers you his services at half the normal rate.
2. An ogre challenges you to a drinking contest. Roll a d6 on the appropriate table
3. You sit down with an halfling scout and start to exchange recipes. One of your recipes he has never heard of, he offers you his services at half the cost.
4. You sit down and share a drink with a freelancer. As the night wears on you find that he and your father were in the same company. He offers you his services for the next battle for free.
5. You find yourself drinking with a young fellow who is itching to test his metal in Mordheim you may add an extra henchman to your party. (This is above your racial maximum)
6. You sit with a fellow who looks battle hardened. As you talk you discover the rest of his warband was slain searching the ruins in Mordheim. You may offer to have him join your warband as a hero. Add one hero to your warband if you don't have room for one of your regular heroes (ie you already have 2 champions or 2 youngbloods) you may use the stats of a henchman (like lads got talent).

6 Bar Room Brawl

Your leader gets into an argument with another patron in the tavern. The argument grows into a brawl quickly. Roll a d6 on the following table:

1. Your leader is thrashed and loses d6x3 gp
2. Your leader is beat pretty bad and leaves d6 gp poorer
3. Your leader knocks the Patron to the ground and take d6x3 gp for his impudence.
4. The patron is joined by his warband and an all out brawl ensues. Roll a d6 1-4 you send the warband fleeing and gain d6x5 gp for your trouble. 5-6 you are routed and loose d6x5 gp. (you may also play a skirmish scenario vs. middemhiemers (500gp) to find out how the outcome happens)
5. The brawl attracts the attention of the watch who arrive to throw the patron in the stocks
6. The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay d6x10 gc to get everyone out.



Drinking Contest Table

- | | |
|-----|--|
| 1-3 | He drinks you under the table. |
| 4-6 | You drink him under the table and he is in such awe he offers you his services for the next battle for free. |





To the north of the River Stir lies the Great Forest, a vast expanse of woodland that fills the very heart of the Empire. Bounded along its southern edge by the river, this, the largest forest of the known world, extends league upon league as far as any man can see. Just at its southernmost, the River Stir separates a small part of the forest from the main bulk of the woodland and this smaller area of forest is known locally as Stirwood. Small though Stirwood may be – indeed, this part of the forest is not even on the same scale as the sacred Forest of Loren, but, as many say, size isn't everything – Stirwood Forest is nevertheless still large enough to get lost in, and many have done so, some by accident and some by design.

Stirwood lies just north of the noble city of Nuln and to the west of Wurtbad, where law and order are strictly enforced, at least they are strictly enforced once the City Guards have finally managed to catch up with those who break the Count's law. The Elector Count of Stirland was well known as a man that one should not cross. Those that did so were inevitably declared as 'outlaws' and were pursued from the cities. Even the most petty of criminals, some still quite young, could be declared 'outlaw' and had little option but to flee to the countryside. Many perished, both young and old, but some made it to Stirwood where they could lay low.

During their time in Stirwood, some would band together and become groups of outlaws, rather than just attempting to survive on their own. The forest was a perfect training ground to develop their skills, particularly in archery, where even the hunting of the wild deer, the Count's deer, was a crime in itself. Illicit deer-hunting was not their only past-time as many an unwary traveller, passing unsuspectingly through the forest, would find themselves ambushed and relieved of their goods.

Clerics also lived in these parts, holy men who spent their time in devotion to the blessed Sigmar. Usually they dwelt alone in contemplation, but were often trusted by the local groups of outlaws that they came into contact with and attended to their spiritual needs, and, when the occasion arose, also attended to their wounds.

In the years that followed the sighting of the twin-tailed star in the sky, it was inevitable that tales of Mordheim would have travelled down the waters of the River Stir. Tales of strange sights and great riches would easily have reached the inhabitants of Stirwood Forest. Temptations of this enormous wealth that was rumoured to be in the shattered city would have been hard for any group of outlaws to resist.

Special Rules

All warriors in an Outlaws warband may be equipped with only one missile weapon at any time. All warriors must carry a type of bow, but not crossbows, as part of their equipment. So, even if an Outlaw acquires skills that allow him to use additional ballistic weaponry, he cannot do so. The only exception to this is the Cleric who may choose to carry a bow, but is not compelled to do so.

Hired Swords

The following Hired Swords are not available to the Outlaws: Bounty Hunter, Wolf-Priest of Ulric, Norse Shaman, Dark Elf Assassin.

Choice of Warriors

An Outlaw warband must include a minimum of three models. You have 500 gold crowns that you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Bandit Leader: Each Outlaw warband must have one Bandit Leader: no more, no less!

Champion: Your warband may include up to two Champions.

Petty Thieves: Your warband may include up to two Petty Thieves.

Cleric: Your warband may include up to one Cleric, but he can only be taken instead of either a Champion or a Petty Thief.



An Alternative Mordheim Warband by Jon Davis

Henchwomen

Marksmen: Your warband may include up to a maximum of seven Marksmen.

Outlaws: Your warband may include any number of Outlaws.



Starting Experience

The **Bandit Leader** starts with 20 experience.

Champions start with 8 experience.

A **Cleric** start with 8 experience.

Petty Thieves start with 0 experience.

Henchmens start with 0 experience.

Outlaws equipment lists

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

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Staff/Clubb/Mace	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	30 gc

Missile Weapons

Shortbow	5 gc
Bow	10 gc
Longbow*	15 gc

* Available to Heroes only

Armour

Light armour*	20 gc
Helmet	10 gc
Shield	5 gc

Special Equipment

Hunting arrows*	30gc
Forest cloak*	50gc



Outlaws skill tables

	Combat	Shooting	Academic	Strength	Speed
Bandit Leader	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Cleric			✓		
Petty Thieves	✓	✓			✓



Heroes

1 Bandit Leader

60 Gold Crowns to hire

A Bandit Leader is a professional cutthroat, a hardened criminal. His presence along the shadowy forest tracks of Stirwood has often meant the untimely demise of many a passing traveller. Other Outlaws will follow him, inspired as much by his ruthlessness as by his prowess.

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

Weapons/Armour: The Bandit Leader may be equipped with weapons chosen from the Outlaws equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Priestess may use her Leadership instead of their own.

0.2 Champions

35 Gold Crowns to hire

All groups of Outlaws will often have a few who are more experienced than others. Loyal to their Leader they are usually rewarded with the choicest pickings of any loot.

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

Weapons/Armour: Champions may be equipped with weapons chosen from the Outlaws equipment lists.

0.1 Cleric

35 Gold Crowns to hire

A Cleric would usually spend most of his time alone in the forest in contemplation of his devotion to Sigmar. However, some will see that Sigmar's work can also be achieved by the purging of all that is corrupt from the Empire. Many will, therefore, willingly join in the activities of groups of outlaws. Their knowledge of healing is often valued by other members.

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

Weapons/Armour: Can be chosen from the Outlaws equipment list. As Prayers are not considered to be Spells, a Cleric may wear armour, if he wishes.

Disciple of Sigmar: The Cleric has devoted his life in the constant service to Sigmar and as such he would start a campaign knowing one of the Prayers of Sigmar (see Mordheim rulebook page 57). As with a Witch-Hunter's Warrior Priest, he is also subject to some of the restrictions of being a follower of the Lord Sigmar and may learn neither Sorcery nor Arcane Lore..

0.2 Petty Thieves

20 Gold Crowns to hire

Many youths who are caught by the City Guards in the act of thieving are compelled to flee the city and take up a place among the trees of Stirwood Forest. Although young, they are still keen enough to prove their worth to their fellow outlaws.

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

Weapons/Armour: Petty Thieves may be equipped with weapons chosen from the Outlaws equipment list.



Henchwomen

0.7 Marksmen

25 Gold Crowns to hire

These are the best archers in the group and their skill with the bow is legendary. They are more than capable of picking off any enemy before they get too close.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Outlaws Equipment list.



Outlaws

25 Gold Crowns to hire

These warriors form the basis of any group of bandits. Ruthless to the core, any of these would be more than happy to slip a sharp knife between somebody's ribs for the promise of just a few groats.

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

Weapons/Armour: Outlaws can be armed with weapons and armour chosen from the Outlaws Equipment list.

Outlaws Special equipment

Hunting Arrows: These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Forest Cloak: Some Outlaws use Forest Cloaks to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen.

So long as the wearer is beside a tree, bush or hedge, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Forest Cloaks are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Availability: 50gc, Rare 10, Outlaws only.



Creating your Outlaw Warband

Most warbands start out with the writing of a roster. Unless you are just fighting a one-off skirmish (in which case make sure you take all of your seven Marksmen), you will probably want to take all your Hero choices from the start of your new campaign. Personally, I would include the Cleric instead of one of my Petty Thieves as a long-term investment so that I could make use of his Prayers in the campaign. The other four Outlaws, all equipped with longbows, hunting arrows and swords, would cost 370gc and the Cleric with a double-handed weapon would add an additional 50gc. My five Heroes could, therefore, enter the fray for a total of 420gc. Two additional Marksmen with bows would be another 70gc. A total of 490gc spent and a starting warband of seven Outlaws is ready.

Like most warbands, there are strengths and weaknesses here, but I am hoping that the extra BS will help me to dispatch any approaching enemies before I have to engage them in combat. With some good shooting there is a fair possibility of reducing the opposition by their 25% and forcing them into taking Rout Tests early on. Unfortunately, with only seven members in the warband, I am also vulnerable to this and so I will need to increase my numbers to at least nine as soon as possible. In order to generate sufficient income for this, I will have to roll well in the post-battle sequence. Success at this stage will depend in the number of Heroes that are available to go exploring for Wyrdestone or Treasure, which is why I have chosen the maximum number of Heroes right from the start.

Having written my roster I now have get the pieces ready. Some I already have in my possession, some will have to be specifically purchased. Human mercenaries will provide excellent Outlaw Henchmen with plenty of variation to keep them all individual. But for my Heroes I wanted something a little extra. The old Bretonnian character Bertrand the Brigand and his companions, Hugo Le Petit and Gui Le Gros, were considered for a while. Looking around, I decided that a Bretonnian Squire could be easily used for my Petty Thief, as they do seem to have a slightly youthful look about them. The Witch Hunter, Wilhelm, would be a fine Cleric with his prayer book in one hand and his mighty staff in the other. The Champions and the Bandit Leader would be the most difficult. I wanted them to be the most experienced of the group and that their appearance should somehow reflect this. My

search was completed when a friend suggested that I look at the Wood Elf Waywatchers. So long as I could hide their pointy ears, they could be excellent as forest dwelling, ambushing Outlaws. I finally decided to include Hugo as one of my Champions when I realised that I could still afford to change his combat weapon to a double-handed staff instead of a sword.



When painting them, I decided to stick with the fact that these would be coloured in natural greens, browns and greys. My Cleric, Brother Matheus, would not need to feel restricted by this and so I painted him with a Scab Red cloak, highlighted with both Red Gore and Blood Red. My Petty Thief, Dodger (sometimes known as Artful, and a former pickpocket, no doubt), would be predominately in Scorched Brown, highlighted with Bestial Brown. My Champions, Big Johann and Red Wilhelm, would also be in greens and browns. The Waywatchers cloaks (soon to be Forest Cloaks) were based in Dark Angel Green, highlighted with Snot Green and finished with a gentle dusting of Scorpion Green. Red Wilhelm had the edges of his sleeves, etc. coloured to live up to his name. Their Leader, Robin Nudd, was again painted using the same greens. Some of the Waywatchers have hoods on their cloaks so that their elvish, pointy ears are hidden, but some do not. I deliberately chose those with their ears covered, otherwise I would have had to add a small amount of greenstuff to their hair and sculpt it over their ears. Although the Waywatchers also have nice fancy elven bows, I decided to leave these alone as I might want to upgrade their longbows at a later stage. A nice additional touch on some models is the coil of rope that some of the figures already have.

Outlaw Tactics

Outlaws will work best where they can make the most use their additional BS. If you are lucky, you might be able to get them into position where they can get a good clear view of the ground before them where they can pick off the advancing enemy, preferably before they have to get into combat. With my starting roster, five out of the seven have a BS

of 4 and this should be extended still further when I can get hold of some extra Marksmen. This consideration is very important because most opposing warbands may well have nine or ten members and it will be necessary to get at least three Out of Action in order to force a Rout Test.

However, even if they get beaten in their early games, this is a warband that can make some serious improvements. Except for the Cleric, all the other Heroes can take Skill advances in Shooting. Any of Quick Shot, Trick Shooter and Eagle Eyes would significantly enhance their abilities. I would definitely try and take all these skills as soon as possible.



Into Battle!

Their first engagement put the Outlaws up against a Cult of the Possessed warband. By an excellent stroke of good fortune – Sigmar be praised! – Brother Matheus rolled ‘Soulfire’ as his first Prayer, and the stage was set for a Skirmish scenario. As there were seven models in each warband, both players knew that just two had to be taken out of action before the Rout Test would come into play. The setting was a small village, interspersed with a few trees and hedges; but although there was more cover present than the Outlaws would have liked, they still performed admirably. Their extra BS value definitely allowed them to hit many of their chosen targets. Also, Brother Matheus succeeded (at the second attempt) in devoutly praying to Sigmar and was rewarded with two approaching Darksouls being stunned to the ground, but before he could charge in and finish them off, Robin Nudd himself managed to drop a hideous Mutant, while Big Johann’s arrows also struck true and another Darksoul bit the village dust. Unfortunately for him, the Magister failed his Rout Test at the first opportunity – the Outlaws were victorious!

The first post-battle sequence allowed the heroic Robin to acquire +1S and enough funds to hire an additional Marksman. Suitable trading conditions also allowed four of the Heroes, with the unfortunate Brother Matheus missing out, to purchase some lucky Rabbit’s Feet. The only downside occurred when they raided a graveyard and will now be Hated the next time that they come across



either a warband of Witch-Hunters or Sisters of Sigmar.

Their second battle did not go so well. A marauding band of Orcs and Goblins raided the area. This was going to be tough. All of the Orcs start with T4, so causing wounds was not going to be easy, but avoiding combat was essential. Da Boyz used a cunning plan of hugging all of the available terrain and even shielding the Gobbos (easier to wound with only T3). Only one Orc went out of action before they got into combat, but, in quick succession, Robin Nudd, Big Johann and Brother Matheus all went down and out. Red Wilhelm gave the order to retreat and the Outlaws voluntarily routed before the damage became too serious.

In the post-battle sequence Big Johann discovered that he suffered a broken leg (-1M), but also managed to increase his BS to 5!

Brother Matheus lost his staff, but bought a replacement. In Exploration, he also managed to get a lucky Rabbit’s Foot, whilst two Lucky Charms were also obtained. The Petty Thief, Dodger, managed to learn a new skill of Trick Shooter.



Since then, the Outlaws have lost to some Tomb Kings and won against some Skaven. As each battle is fought, they continue to develop. Red Wilhelm has now also acquired Trick Shooter, Brother Matheus has learned an additional spell – Armour of Righteousness – and Robin Nudd has finally got his hands on a Forest Cloak. A fourth Marksman has also been signed up, which takes their overall number to nine. This simple addition should have a significant effect in that from now on at least three Outlaws will have to be taken out before having to take any Rout Tests. After my next battle I am considering strengthening their combat possibilities by hiring an Ogre Bodyguard, as a little extra muscle should be more than useful to have around. Woe betide the next lot who will have to face the Outlaws of Stirwood Forest!





Heroes

[illegible][illegible][illegible][illegible][illegible]

The Future

By now, most of you will probably have heard that this is the last ever issue of Town Cryer magazine (well, sort of), and since this is the last page of the last issue, it seems look the ideal place to talk about the future.

Fanatic Magazine

Yes, you read the last bit right – no more Town Cryer. Let me make this clear from the start – the game of Mordheim is not going away – in fact it's going to get a lot better. For a while now we have been wanting to increase the quality of the products we produce at Fanatic and so, rather than the small black & white magazines that we currently publish, we are switching formats to a larger page size, full colour and on a monthly release. What's more this new magazine will be available all over the world on the same day. So, if you live in America, Canada or even Australia, you'll no longer have to wait 3-6 months from the day of the UK release.



The new publication has been christened Fanatic Magazine because it will contain new

rules, background and articles for all of Fanatic's games (that's Mordheim, Warmaster, Necromunda, Inquisitor, Blood Bowl, Epic and Battlefleet Gothic). The magazine will have a minimum of 80 pages every month but we estimate most issues will be around 96 pages and with every page bigger and in colour you'll tend to find that the amount of good quality material in each issue is a lot higher than in the current comic format black and white magazines.

But I only play Mordheim...

Well, the Mordheim Annual will collect all the material so you've got it in one handy volume. Also, all of the Fanatic Magazine articles will be available as free downloads on the Fanatic website, so you'll be able to get hold of any Mordheim articles you wish without having to buy Fanatic magazine.

Having one magazine also means it will be a lot easier to manage than trying to sell seven different publications. I'm sure many of you

will be able to tell me tales of how getting each issue of Town Cryer is an uphill struggle! Well no more! With one magazine released at the same time across the globe, it will be much simpler to get it into the hands of the people that matter – you!

What about my Subscription!

If you have a subscription to Town Cryer then you should have already received a letter with this issue explaining your options, if not then please give your local Games Workshop Direct Sales a call.

If you have any questions or comments then you can email them to the usual address or leave a message on the forum at www.mordheim.com where the Fanatic staff will do their absolute best to answer your questions.

Empire in Flames

In the meantime (since there's going to be a couple of months gap between this final issue and the first issue of Fanatic magazine), we'll be releasing a brand new Mordheim supplement – Empire in Flames. Empire in Flames collects together all the rules, background and new equipment which you'll need in order to take your games of Mordheim outside the stuffy confines of the City of the Damned and into the dangerous wilderness of the Empire. Empire in flames is a complete, 80-page supplement with a stunning new piece of cover art by Paul Jeacock, which you can see below.



EMPIRE IN FLAMES

A Recap on Some of the Great New Releases Over the Past Few Months



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Ambush!

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+++
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+++
rouser of a thousand tired
pilgrims
+++
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+++
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evenings
+++
conspirator to a thousand plots
+++
utterer of a thousand raucous
guffaws

*all be praising and offer up the
most respectful twin-tailed
salute of Sigmar to ye Editor*

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