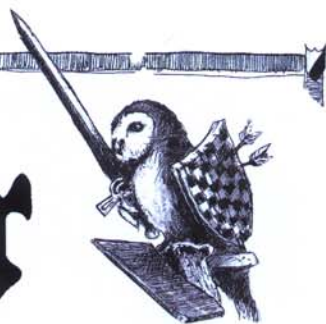


Issue 1

MORDHEIM

Town Cryer



Published on the first Angestag of each Mannslich.

2 Groats



The Citizens of Once-Fair Mordheim are Beset by Bands of Roving Mercenaries and Sell-Swords.

The End of the World is Nigh!

The great Catastrophe has laid ruin to our once magnificent port. Are we the first to suffer this Fate? What hope is there for the great cities of the West? Will Middenheim, Nuln, Marienburg, or even splendid Altdorf succumb to this Horror? What have the dread Fates in store for all Mankind?

Has Sigmar Deserted Us?

More details of the Catastrophe inside.



HUGE ROCK HITS CITY

Burghers blame Agents of Chaos. The Old Town in Turmoil.

The proudest city of the Old World has been reduced to an infernal hell of smoldering craters and desolated buildings.

The ancient architecture of our grandest mansions, that once played host to the greatest nobles of our time, is now inhabited by foul and putrid followers of Dark Gods. Where once stood bustling markets and streets of commerce now reigns only banditry and murder. The shadows of the deathly ruins hide only cutpurses and fell monstrosities.

Here Within



Gareth of Hamilton investigates growing rumors that Ratmen have made our once-fine city their home.

Tactics and combat techniques of the famous fighting men of the Reikland.

A first-hand report of ye recent hoo-hah between the vile Skaven and a warband of Reiklanders.



The Editor Speaks

Greetings, wyrdstone hunters, and welcome to the first issue of Town Cryer! I write from the scriptorium and printing press of Greiss the Younger. I have wrestled control of this venerable institution from the burghermeister Paulus the Fat. He has now been banished into the Pits of Eternal Hunger, where no loaf of bread with bacon is ever served.

As each moon waxes full, I shall deliver a new issue of this illustrious publication for your wonderment and delight, discoursing such bizarre things

as tactics, new rules, scenarios, painting tips, and strange artwork.

To begin with, the first Town Cryer will include a treatise on the verminous ratmen known as Skaven, as well as a description of the writing, illustration and compiling of the game of Mordheim. Finally we will tell the tale of a great struggle between Skaven and warriors of Reikland (though the author, Luthor Wolfenbaum, has a reputation for being a rake and agitator, and his stories are without doubt exaggerated

and fanciful).

Should you have any comments or contributions, or if you are in need of a hired sword or a good suit of armor, or want to advertise the fame of your warband, Town Cryer welcomes your submissions and queries. Write to the following address:

Town Cryer,
Games Workshop,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS.

Thomas

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In the Dark

After months of development, Mordheim, City of the Damned is here. Tuomas Pirinen explains just what the game is all about.

Who goes there? Cover up that lantern, it hurts my eyes! Who am I, you ask? I fear I know not. A long, long time ago I was known as a 'Games Developer' but that was long before my imprisonment. Now I am but a nameless scribe, locked in this cold tomb, spending untold days in the darkness, writing down bizarre rules and describing the diverse and foul inhabitants of the Cursed City. The moon, which never seems to change, is my only source of light. And the rats, which sometimes stray too close, are my only food.

But enough of me and my fate. Why have you come here? A seeker of knowledge, are you? Ah, so you would like to know the tale of Mordheim, City of the Damned...

Mordheim

From its humble beginnings in White Dwarf, Mordheim has grown into a full-blown skirmish game, detailing a period of time in the history of the Empire when hundreds of small warbands fought in the streets and alleys of Mordheim.

The concept of publishing rules in progress in the pages of this illustrious magazine was immediately very popular, with countless warbands springing up in gaming clubs around the world. Many, many players wrote to me with their own ideas and suggestions, and many of these have found their way into the manuscript. The most prominent contributors are credited in the rulebook itself. Thanks to all of you out there – without your encouragement and help, this game would never have seen the light of day.

It was a difficult task to import the atmosphere and evocative feel into the rules and background text, but I hope that we



An Ogre bodyguard accompanies his client through the ruins.

A fierce battle ensues when the Skaven encounter a Mercenary warband searching for wyrdstone.



have done the idea justice. Of course this task was not solely on the shoulders of the GW games designers and writers.

The Games Workshop artists, stalwartly led by John Blanche, created a equally unique atmosphere and style for the artwork and layout of the Mordheim rulebook. The results are nothing if not stunning, as I am sure you will agree. Every single page of the Mordheim book literally oozes with detail, depth and character, thanks to this brilliant artwork.

Warbands

The Mordheim game details eight unique and varied Warbands for you to command. Each has its own strengths and weaknesses, its unique warriors and special equipment. All have their own motivation to be in the city, but many covet the wyrdstone – shards of strange rock that are scattered amongst the ruins, whose allegedly magical properties have made it more precious than gold.

The proud Reiklanders, the mighty Middenheimers, and the rich men of Marienburg have come to the city to claim the wyrdstone on behalf of their own candidates for the Imperial throne, while the Witch Hunters of Sigmar have come to the city to cleanse it from the filth of the heretics and Chaos worshippers and gain temporal power for their leader, the Grand Theogonist.

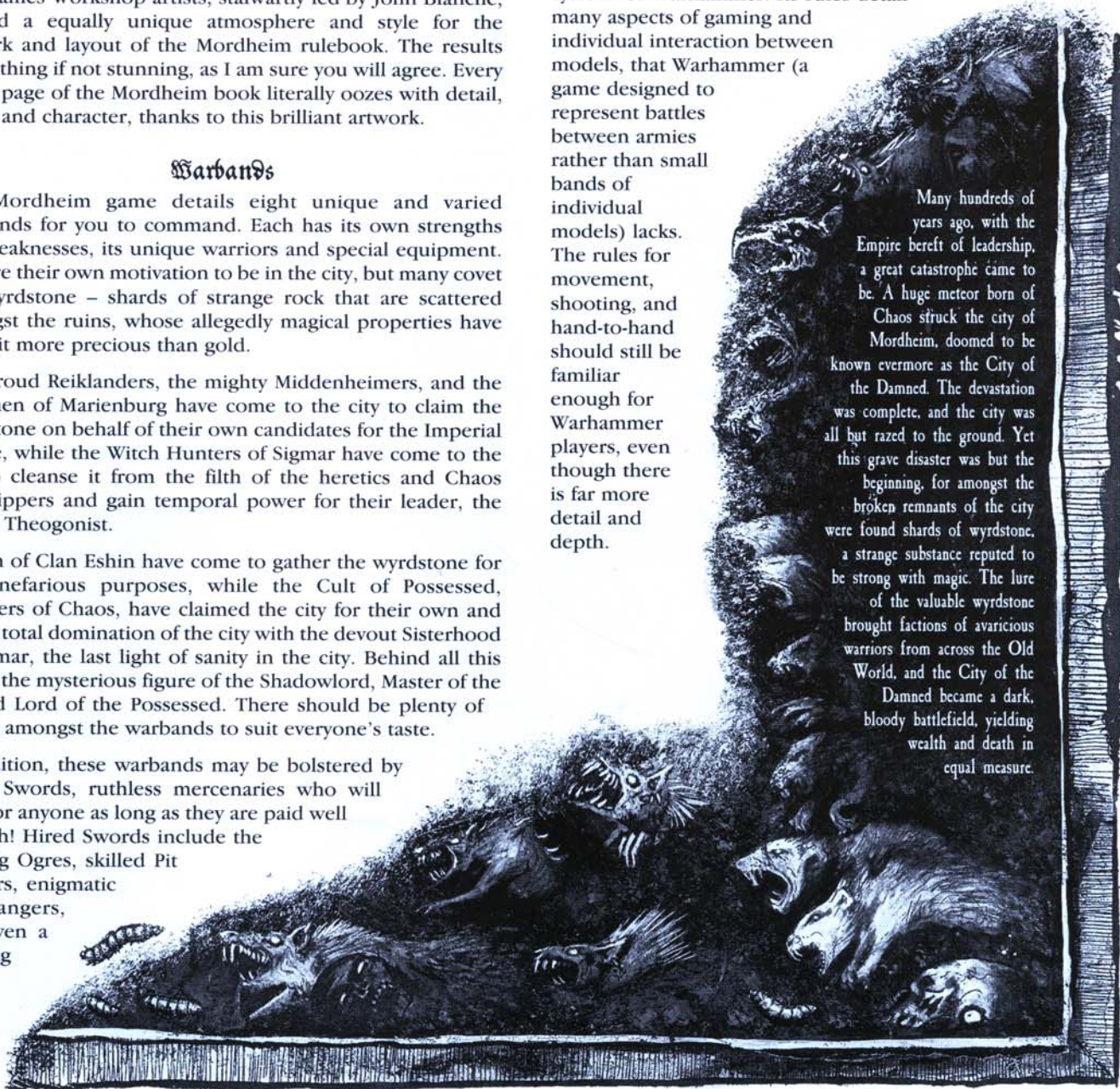
Skaven of Clan Eshin have come to gather the wyrdstone for their nefarious purposes, while the Cult of Possessed, followers of Chaos, have claimed the city for their own and vie for total domination of the city with the devout Sisterhood of Sigmar, the last light of sanity in the city. Behind all this looms the mysterious figure of the Shadowlord, Master of the Pit and Lord of the Possessed. There should be plenty of choice amongst the warbands to suit everyone's taste.

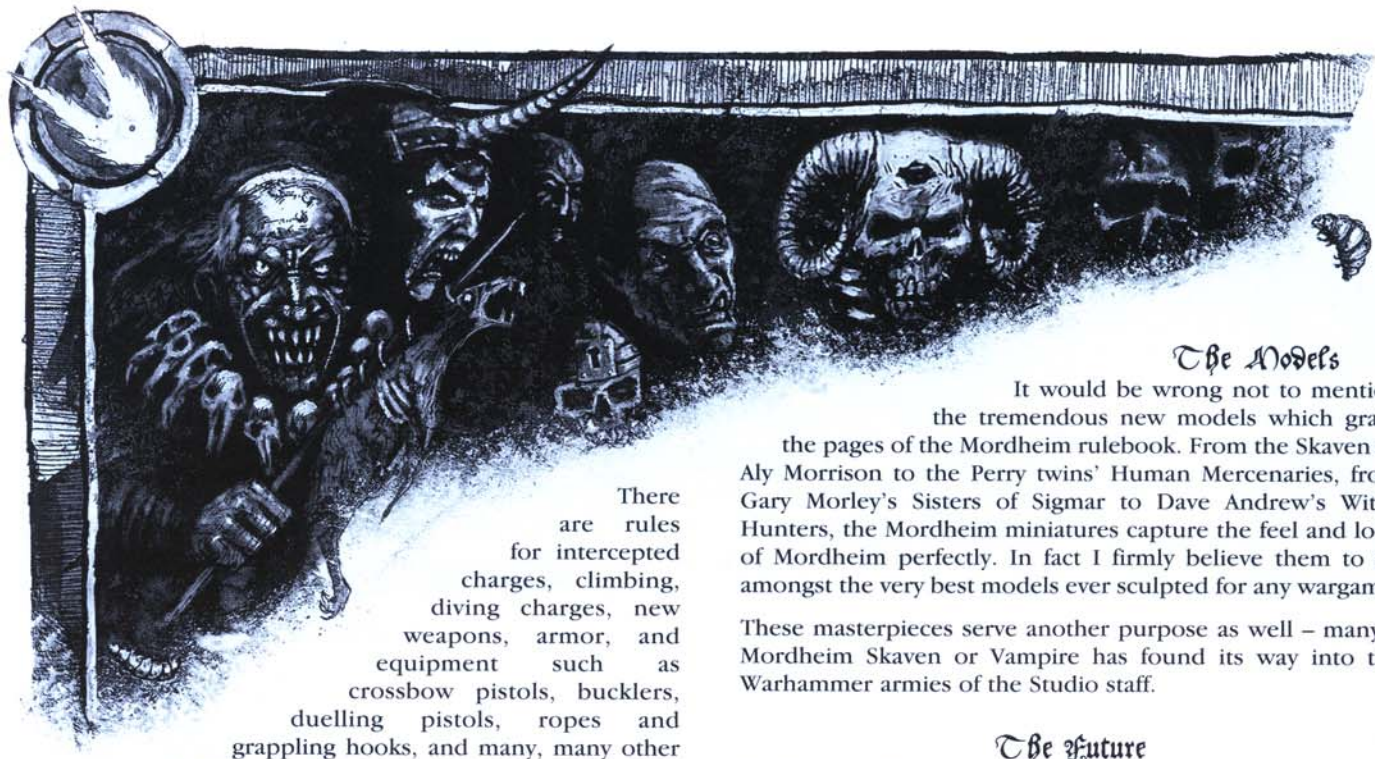
In addition, these warbands may be bolstered by Hired Swords, ruthless mercenaries who will fight for anyone as long as they are paid well enough! Hired Swords include the hulking Ogres, skilled Pit Fighters, enigmatic Elf Rangers, and even a Halfling Cook!

The Rules

Mordheim has been designed as a skirmish system for Warhammer. Its rules detail many aspects of gaming and individual interaction between models, that Warhammer (a game designed to represent battles between armies rather than small bands of individual models) lacks. The rules for movement, shooting, and hand-to-hand should still be familiar enough for Warhammer players, even though there is far more detail and depth.

Many hundreds of years ago, with the Empire bereft of leadership, a great catastrophe came to be. A huge meteor born of Chaos struck the city of Mordheim, doomed to be known evermore as the City of the Damned. The devastation was complete, and the city was all but razed to the ground. Yet this grave disaster was but the beginning, for amongst the broken remnants of the city were found shards of wyrdstone, a strange substance reputed to be strong with magic. The lure of the valuable wyrdstone brought factions of avaricious warriors from across the Old World, and the City of the Damned became a dark, bloody battlefield, yielding wealth and death in equal measure.





The Models

It would be wrong not to mention the tremendous new models which grace the pages of the Mordheim rulebook. From the Skaven by Aly Morrison to the Perry twins' Human Mercenaries, from Gary Morley's Sisters of Sigmar to Dave Andrew's Witch Hunters, the Mordheim miniatures capture the feel and look of Mordheim perfectly. In fact I firmly believe them to be amongst the very best models ever sculpted for any wargame!

These masterpieces serve another purpose as well – many a Mordheim Skaven or Vampire has found its way into the Warhammer armies of the Studio staff.

The Future

Forthcoming Town Cryers will feature plenty of new material for Mordheim. Without going into too much detail, I can reveal that there will be tactics articles for all the warbands, new warbands, scenarios, and equipment, as well as new stories from the twisting streets of Mordheim. All in all, Mordheim is set to be one of the most strongly supported games we have released. In fact many players amongst you have already promised to contribute in this, and you will see many articles written by people besides your humble scribe.

Go now. The light hurts my eyes, and I hear my captors approaching. Blow out your lantern quickly, lest they see you and bind you with chains as well, writing insane babble for all eternity. Believe me, you do not want to share my grim fate. Can you hear their blood-curdling roar echoing through the catacombs?

"Why isn't the next manuscript finished yet!?!?"



There are rules for intercepted charges, climbing, diving charges, new weapons, armor, and equipment such as crossbow pistols, bucklers, duelling pistols, ropes and grappling hooks, and many, many other things. The book also includes a section of optional rules, which should serve as an inspiration to those who like to create their own rules and add-ons for games.

The Campaign section details the procedure for exploring the ruins of Mordheim, gathering wyrdstone and looking for rare items at the traders and merchants. It gives details of serious injuries your warriors can suffer, plus advances and skills your Heroes can earn as they gain experience.

While the Campaign section of the Mordheim rulebook details the cursed city and its surroundings in great detail, the game system itself is flexible enough to be imported into almost any setting. Those who play Warhammer should find it relatively easy to use the Mordheim system for staging skirmish games all over the Old World and beyond. So if you want to play skirmishes with Lizardmen or Wood Elves, Mordheim should have plenty to offer to you.

A Freelance Knight cautiously leads a Middenheim warband into the ruins of a house.





In the Box

Obviously you'll have spotted by now that there's a new game out this month, and of course there'll be dozens of awesome new models and loads of articles, battle reports, and other interesting stuff in *White Dwarf*. But what exactly do you get in the box? Graham Davey tears off the shrink-wrap...

The first thing that strikes you about Mordheim, City of the Damned, before you've even opened the box, is the artwork on the lid. Just take a moment to look at all the weird little details – like the warrior with a cat's head, or the pig in a glass box, or the tarot cards... Geoff Taylor has really outdone himself this time! But let's see what's inside.

The Rulebook

One hundred and seventy-six pages, packed with rules, background, and more amazing artwork. Here's how it breaks down:

Rules: This bit covers all you need to know to play a game of Mordheim – Movement, Shooting, and Close Combat, plus Leadership and Psychology, using different weapons, armor and other equipment, and finally Magic (look out for some tasty spells!).

Warbands: How to go about hiring, arming and equipping your own band of cut-throat warriors. You can choose from Human Mercenaries, the Cult of the Possessed, Witch Hunters, the Sisters of Sigmar, Undead, and Skaven, and each warband has Heroes and Henchmen with their own special abilities and skills.

Campaigns: This part of the book details how to run a series of linked games, involving a number of players, in which your warbands will gain experience from fighting battles, earn income, recruit extra warriors, and learn new skills and spells. There are nine challenging scenarios in which to test your skill and the might of your warband, plus rules for Hired Swords and special characters who may fight on your side – for a price.



Matt Nicholls and Nick Davis enjoy a game of Mordheim on Nick's newly built ruined buildings. See page 20 to find out more about assembling the card terrain you get in the box.



The turn

...the turn of the game is up and the turn sequence begins. The turn sequence is a series of steps that determine what happens during a turn. It is a series of steps that determine what happens during a turn.

Turn sequence

1. Movement
2. Shooting
3. Melee combat
4. Magic
5. Turn ends

Movement

During the movement phase, each player moves their models in the direction they wish to go. Movement is measured in inches. Models can move up to 12 inches in any direction. Models can also move up to 6 inches in any direction if they are carrying a banner. Models can also move up to 3 inches in any direction if they are carrying a banner.

Shooting

During the shooting phase, each player shoots their weapons. Shooting is measured in inches. Models can shoot up to 12 inches in any direction. Models can also shoot up to 6 inches in any direction if they are carrying a banner. Models can also shoot up to 3 inches in any direction if they are carrying a banner.

Melee combat

During the melee combat phase, each player fights their models. Melee combat is measured in inches. Models can fight up to 12 inches in any direction. Models can also fight up to 6 inches in any direction if they are carrying a banner. Models can also fight up to 3 inches in any direction if they are carrying a banner.

Magic

During the magic phase, each player casts their spells. Magic is measured in inches. Models can cast up to 12 inches in any direction. Models can also cast up to 6 inches in any direction if they are carrying a banner. Models can also cast up to 3 inches in any direction if they are carrying a banner.

Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

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Magic

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Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

Warrior

...the turn of the game is up and the turn sequence begins. The turn sequence is a series of steps that determine what happens during a turn. It is a series of steps that determine what happens during a turn.

Warrior

During the warrior phase, each player fights their models. Warrior is measured in inches. Models can fight up to 12 inches in any direction. Models can also fight up to 6 inches in any direction if they are carrying a banner. Models can also fight up to 3 inches in any direction if they are carrying a banner.

Magic

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Turn ends

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Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

Modelling and Converting

...the turn of the game is up and the turn sequence begins. The turn sequence is a series of steps that determine what happens during a turn. It is a series of steps that determine what happens during a turn.

Modelling and Converting

During the modelling and converting phase, each player models and converts their models. Modelling and converting is measured in inches. Models can model and convert up to 12 inches in any direction. Models can also model and convert up to 6 inches in any direction if they are carrying a banner. Models can also model and convert up to 3 inches in any direction if they are carrying a banner.

Magic

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Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

Heroes' serious injuries Part two

...the turn of the game is up and the turn sequence begins. The turn sequence is a series of steps that determine what happens during a turn. It is a series of steps that determine what happens during a turn.

Heroes' serious injuries Part two

During the heroes' serious injuries part two phase, each player treats their heroes' serious injuries. Heroes' serious injuries part two is measured in inches. Models can treat their heroes' serious injuries up to 12 inches in any direction. Models can also treat their heroes' serious injuries up to 6 inches in any direction if they are carrying a banner. Models can also treat their heroes' serious injuries up to 3 inches in any direction if they are carrying a banner.

Magic

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Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

Warrior

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Warrior

During the warrior phase, each player fights their models. Warrior is measured in inches. Models can fight up to 12 inches in any direction. Models can also fight up to 6 inches in any direction if they are carrying a banner. Models can also fight up to 3 inches in any direction if they are carrying a banner.

Magic

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Turn ends

The turn ends when all players have finished their actions. The turn sequence then begins again.

Optional Rules: These introduce some slightly more complex rules, which you can use to add an extra level of detail into your games. There are different Critical Hit tables for different weapons, rules for mounted warriors, blackpowder weapons and plenty more.

Color Section: This bit contains useful advice on choosing, assembling, and painting your warband, plus loads of ideas for converting your models. And of course there are dozens of gorgeous photographs of warbands battling through the ruins of Mordheim.

Warband Kits

The box contains enough sprues to build eight tough human Mercenaries (sculpted by Alan and Michael Perry) and ten vicious Skaven (sculpted by Aly Morrison). These are detailed, multi-part plastic kits, giving you a huge variety of modeling options, and are just what you need to get you playing with two starting warbands. There is also a 'hairy head' sprue, which contains (surprise, surprise) hairy, bearded heads, which can be used to replace the normal Mercenary heads to represent Middenheim Mercenaries (it's got warhammers and fur cloaks, too), and finally an equipment sprue with loads of useful bits that your warband can actually purchase when you play a campaign - rope, a lantern, extra weapons, and a spell book, to name just a few.





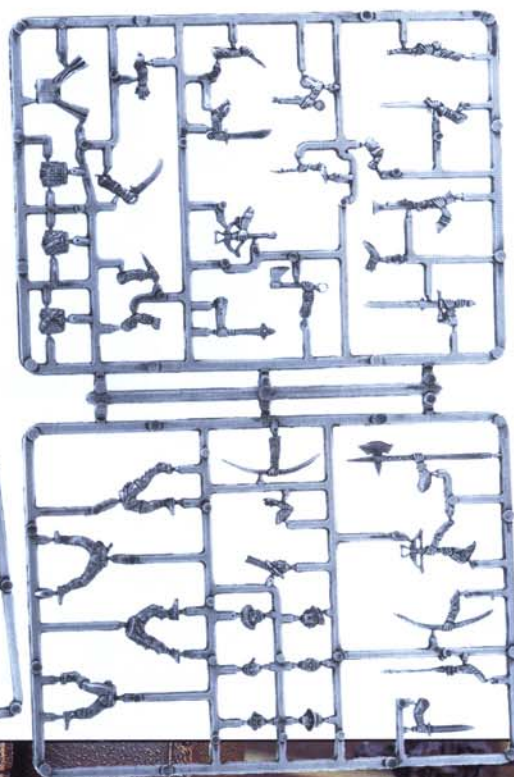
As you can see, Alan and Michael really have excelled themselves with their Mordheim plastics.



Alan and Michael:

We designed the Mercenaries to look like pirates and brigands. These men are hardbitten cut-throats, unlike the proud regimental troops of the Empire

armies. We also made a second sprue with wild, bearded heads, wolf-skin cloaks, and arms wielding warhammers, which are ideal to represent Mercenaries from Middenheim (although they mix into other warbands just as well). Between the two sprues there are twelve different heads to choose from, and of course the Mercenary kits are fully compatible with the plastic Soldiers of the Empire, so it is easy to swap bits between the two kits.



Sprues shown at approximately 40% actual size.

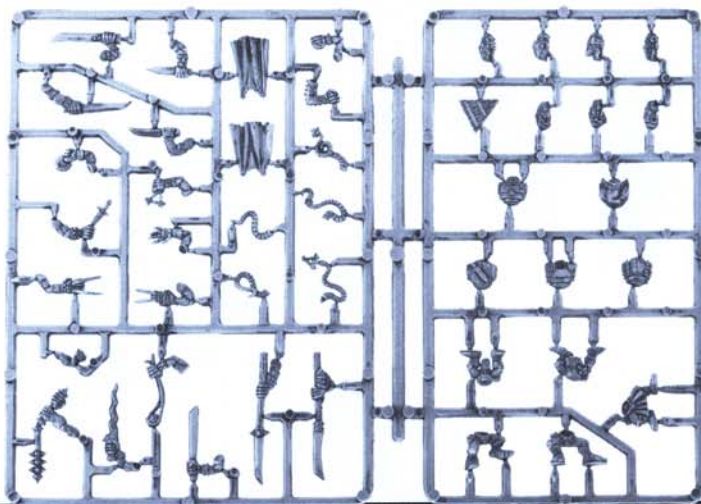


The 'bairy head' sprue adds a whole new range of options to the Mercenary warband.



Aly: The plastic Skaven for the Mordheim game are designed so they look like they belong to the sinister Clan Eshin, with cloaks and hoods and evil, razor-sharp blades. I've also included plenty of the weapons that you can purchase and equip

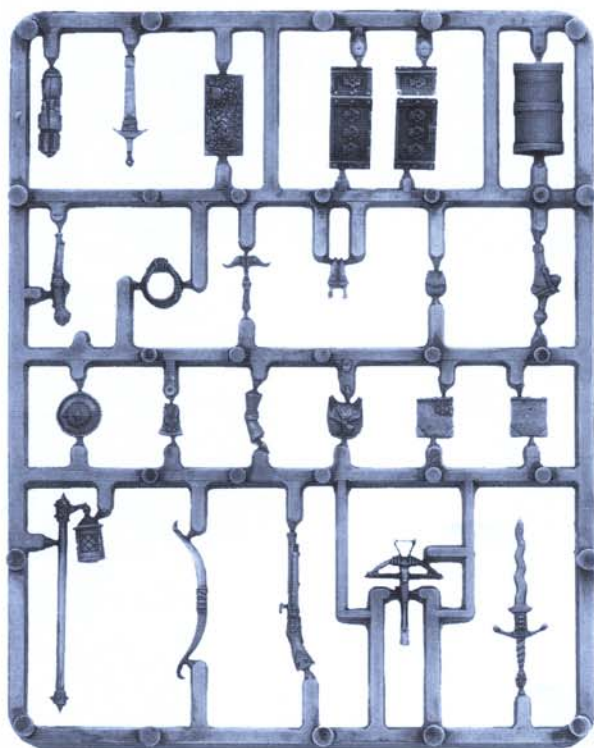
your warband with, like throwing stars and fighting claws. Like the plastic humans, all the components on the Skaven sprue are interchangeable with the Warhammer Regiment of the same race, so you could make literally thousands of models without using the same combination of parts twice!



Sprue shown at approximately 40% actual size.



The Skaven can be armed with a huge variety of weapons and accessories (and are completely interchangeable with the plastic Skaven Clanrats Warhammer Regiment).



Accessory sprue shown at approximately 70% actual size.

City Ruins

The game is set amidst the devastated city of Mordheim, so there are some superb ruined buildings for your warbands to fight through. The buildings have full color card walls and floors, with plastic corner pieces, roofing, windows and doorways, a ladder and gargoyles! Also hidden among the card bits are useful Hidden markers and Wyrdstone counters. Take a look at page 20 where Nick Davis describes how to get the most from your Mordheim buildings.

Other Stuff

There is a getting started leaflet which gives you a basic run-through of the most fundamental rules, along with construction diagrams for the card buildings and plastic models that come in the box.

And finally, of course, there are the essential dice and range rulers.

So that's what you get in the box. Now check out the battle report later in this Town Cryer to see how the game actually works!

MORDHAM™

City of the Damned



A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.





Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.

Mordheim is a tabletop skirmish game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 Skaven
- 8 Human Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers

Available now for
\$59.99 U.S. \$85.00 CAN.



Warp Hunters

So you have bought the game, read the rules and drooled over the stunning plastics in the box and now you can't wait to get started building up your Mordheim warband.

The first thing you will need to consider is which of the eight warbands listed in the game you would like to play.

For me the choice was easy; over the past two years I have been steadily collecting and building up a Skaven army for Warhammer, and I have grown somewhat attached to these vile, plague infested ratmen. The chance to expand the under-empire of the Skaven into the streets of Mordheim could not be missed. If, due to some particularly unfortunate genetic defect, you don't fancy a Skaven warband (who wouldn't, with their cute, curly tails and sharp but appealing teeth), you might want to try a different warband. The human models included with the game can be used to make either an eagle-eyed, professional band of Reiklanders or a strong-as-an-ox band of Middenheimers. If you are still not satisfied you also have the choice of fanatical Witch Hunters, pious Sisters of Sigmar, restless Undead, deformed Possessed, or the wealthy Marienburgers. Whichever warband you decide

to use, you will stand no chance against the Skaven and the might of the Horned Rat. After all, finding wyrdstone is what the Skaven do best.

Now that you have wisely chosen to fight with a Skaven warband, you need to assemble it. I hope the following advice will help you in your efforts.

Planning

Before you start to assemble your warriors, you need to plan out your warband on paper. This applies to all warbands, not just Skaven. It is important because you need to know what weapons and equipment are to be shown on the models. It will also allow you to develop an effective, cohesive force. If you assemble your models first and then try to work out your warband to fit those models, you can be sure you will not have the funds to buy the equipment you will have assembled models with weapons and equipment totally unsuitable for your tactical preferences. This will result in time-consuming alterations, that could so easily have been avoided if you had only put a little bit of planning into the warband before picking up your modeling knife and glue.



Cutthroat's Cut-throats

Being a Treatise on the Presence of the Skittering Hordes of Ratmen within the ruins of the Damned City.

By noted scribe of this province, Gareth Hamilton.

I have found there are three points you need to consider when planning the type of warband you would like:

The tactics you intend to employ.

The models and 'bits' you have available.

How you wish your warband to develop in the future.

Tactics

As the main thrust of this article is how to model your warband, I will leave advice on tactics for your warband to others. I do, however, have a couple of observations to make. Firstly, 500 Gold Crowns is never enough to buy all that you would like. Secondly, equipment is very expensive (especially so for Skaven warbands as they pay premium rates for those rare but powerful weapons when first starting out).

The Models

One of the best things about choosing a Skaven warband is the range of models you have at your disposal. Not only do you have those wonderful new plastic Skaven that come with the game, you also have the plastic Warhammer Clanrat Regiment boxed set – the designers have cleverly made both these totally interchangeable with each other. And of course you also have a huge range of new and old metal miniatures from the Warhammer Skaven range to draw from.

The new plastics are bristling with weapons and equipment ideal for use by your heroes. As an established Skaven player I had a few unused sprues of Skaven from the Clanrat Regiment boxed set, so I decided to use the new Mordheim plastics for my Heroes and use the Skaven Clanrats for my Henchmen. This had the added benefit of contrasting those warriors in charge (the Heroes) with those following orders (the Henchmen), and left me a few extra models for when my warband develops and changes with newly acquired skills and weapons and, The Horned One forbid, deaths.

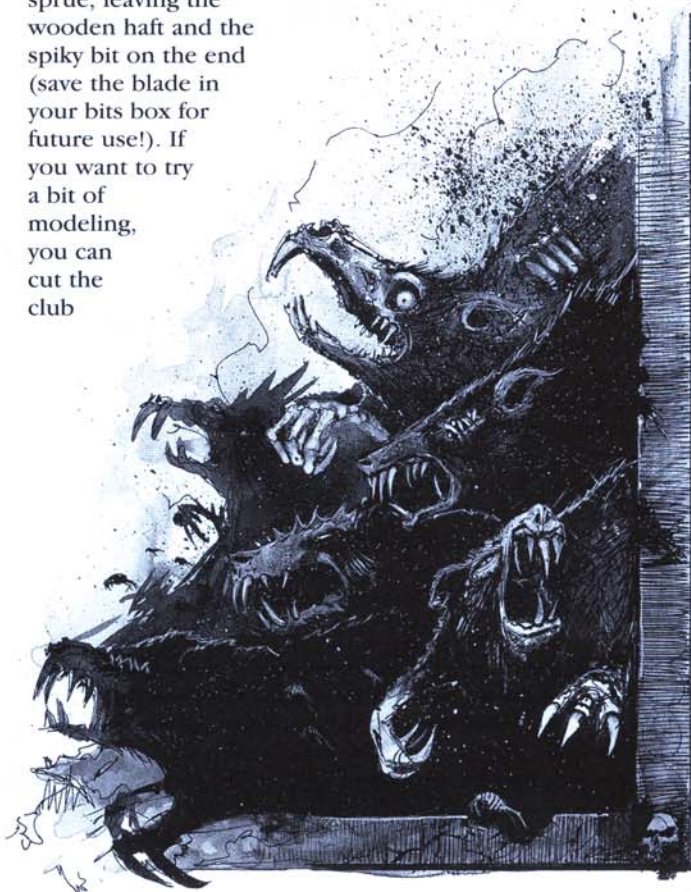
Example: After much saving and searching you finally manage to equip your Warlock with a brace of warlock pistols – now a powerful rat indeed. The pistols are lovingly modeled on to your Warlock. But then disaster – your Warlock gets himself killed! Do you, in a fit of despair and anger, rip off those warlock pistols you worked so hard to get? No! You put aside your loved, but unfortunately deceased, rat in a suitably reverential place and assemble and paint a new one. Now you must once more save and search, but this time you have your model ready for resurrection when you finally roll that elusive 11.

As I mentioned earlier, having one or two Clanrat sprues will come in very useful for assembling your Verminkin. It means you will be able to equip your warband with extra spears and swords simply by using the Clanrat arms! However, sooner or later, as your warband grows and acquires more equipment, you will probably want to use different weapons. Two that I think players are most likely to need are clubs and some extra

slings, so here are a few ideas as to what you can do about it...

Slings: The new Skaven sprue in the Mordheim game includes a sling. This means you can field two slingers in your start-up warband. If you want more slingers then finding mates that have unused slings is one solution. If your friends also have good taste and are collecting Skaven warbands themselves, then a simple option is to use a metal Skavenslave with sling as a Verminkin (or just buy more Mordheim Skaven! – *Fat Bloke*). Although the models are a slightly different size, this is fine as the Skaven are notoriously varied in physique, and Verminkin are no different.

Clubs: The easiest thing to do if you want clubs for your Verminkin is simply to clip the blade off one of the spears on the sprue, leaving the wooden haft and the spiky bit on the end (save the blade in your bits box for future use!). If you want to try a bit of modeling, you can cut the club



Quick Tip: Cloaks and tails do not always mix. Make sure when you attach the tail you also leave room for the cloak. It is also a good idea not to attach the cloak until the model is painted. It makes the painting a lot easier.

I chose the body and legs with the robes to be my Warlock, as to me this looked the most 'wizard-like'. By raising his left arm I have left room to attach a warlock pistol to his belt when funds and fortune allow.

For my Verminkin I have mostly used parts from the Skaven Clanrat boxed set, although I have attached the slings from the new Mordheim Skaven sprue and used clubs from some spare Skavenslaves.

Painting

How I paint Skaven can be found in an earlier edition of White Dwarf (#230) so I shall not repeat it here. The models for my Mordheim warband were painted in just the same way, except the color scheme has been slightly changed. To represent Skaven from Clan Eshin I have chosen a black and brown color scheme. The only exception is the Warlock Magikarmi. He was painted in a dirty crimson and brown scheme, to differentiate him from the other, non-magic using members of the warband.

One of the advantages of painting a warband with only a few figures is the time you can spend on each one. I suggest painting the models one at a time, as opposed to groups of 4-5 as you would in a Warhammer army. It is also worthwhile spending a little more time than you would normally on getting your figures just right. Each figure must stand alone. Those little blotches and splashes can't be hidden in the massed ranks of a regiment.

The final consideration is the base. Don't make the mistake of painting your bases in the traditional green, Warhammer style. (I made this mistake with my Necromunda gang and it looked terrible amongst the Necromunda terrain). Mordheim is set in the ruins of a city destroyed by an apocalyptic event

and the bases should reflect this. As the warbands will be fighting in the ruined streets of Mordheim I suggest bases painted to look like rubble or the broken flagstones of the street. This was the effect I have used on my models and is very easy to achieve. The paving stones are simply thick card cut to the desired shape and size and then glued onto the base. For the rubble I just put some PVA glue onto the desired areas of the base and dipped the model into a mixture of fine sand and coarse grit. Once dry, I first painted the base with a thin wash of a Chaos Black/Bestial Brown mix. Then picked out the stones in Codex Grey, highlighted by drybrushing with Elf grey.

Exactly how you decide to model the bases of your warband will depend a great deal on the type of terrain you will be fighting over and the color of your gaming board. But as has been mentioned many times, good bases can do wonders to your figures' appearances, so don't ignore them.

Now my warband is complete, it is time to enter the perilous streets of Mordheim and find that wyrdstone. Other warbands don't stand a chance. Remember – finding wyrdstone is what the Skaven do best. The wyrdstone is mine, do you hear?! MINE, ALL MINE!



Cutthroato leads his warband through the ruins.



Mordheim Architecture

By Nick Davis

Mordheim – a once proud city, now nothing but ruins and rubble. In the first of our features on **Mordheim** architecture, we take a look at the first sight greeting a newcomer to the City of the Damned – the Mordheim City Ruins within the boxed game itself...

Nick: Well, I have finally managed to get my hands on the fantastic Mordheim City Ruin buildings along with the Mordheim building sprues. Let's see what I can do with them. Now as you may know I spend a lot of my spare time building wargaming scenery for my Lizardmen army (WD#232) and WH40K ruined settlement (WD#234) battlefields. This is all made out of cardboard, bits of polystyrene, plastic Gothic Ruins, garden wire, and sticky tape, all held together by a large amount of PVA glue! Now I have the chance to build some pre-cut buildings that come with their own supports in the form of the Mordheim building sprues. This should be fun...

Now the basic Mordheim ruins, once built, look great by themselves, but if you just add a few little touches you can make them hard wearing, durable and that little bit more of an extra special terrain piece. The first thing I will be doing with my buildings, as with all my scenery, is basing them. This will help protect them from the knocks and unfortunate crunches that befall all wargaming scenery. Plus, I have taken a few little ideas from my Ruined article (WD#234) – I will be adding extra pieces of rubble and paving slabs to the bases, so check out the hints and tips scattered around this article.

A word of advice though before you go ahead and glue your buildings together – test fit them first! You may find that you need to do some extra trimming here and there, with a modeling knife or scissors, to ensure a snug fit with the plastic building components.

Well I have a lot to do, so here goes...

Sprue rubble

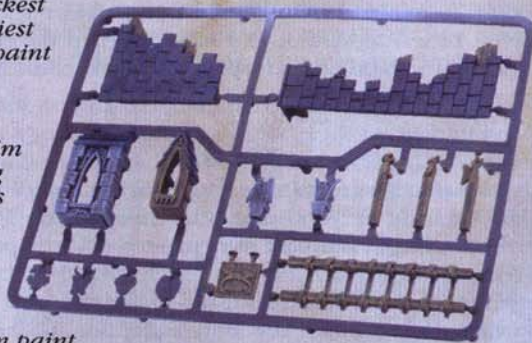
Here's a quick tip straight from Design Manager Alan Merrett, not glory-bogging GW Modelmaker Mark Jones as we said in WD #234 (sorry Alan, he didn't tell us, honest!). If you clip up the plastic frame pieces, it makes great rubble. You can also keep any interesting bits of plastic frame to make broken support beams.



Above: A spare WH40K Gothic Ruin rubble piece fits in perfectly with the Mordheim sprue rubble.

Painting your plastics

The quickest and easiest way to paint all the pieces on the Mordheim building sprues is to spray the whole sprue black and then paint the pieces whilst still on the sprue.



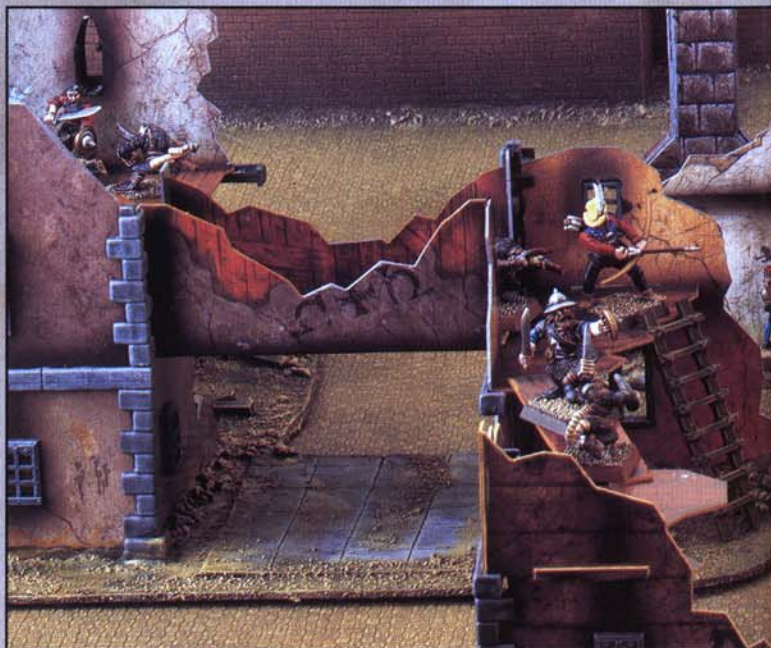
Before you glue the pieces onto the card buildings. Just touch up the areas of chipped paint that are caused by cutting the pieces off the sprue.

Paving slabs



The paving slabs are made out of pieces of thin cardboard from cereal packets, cut into 2x2cm squares.

These squares were then cut up and rearranged to give a broken look.

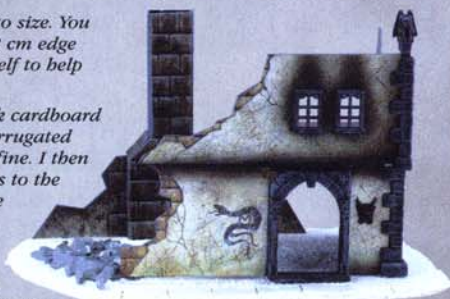


Building and basing a Nordheim ruin

Put together your card buildings by following the instructions in the Getting Started leaflet. If you want your buildings to last longer, I suggest you glue the plastic pieces to the card buildings – I used PVA glue for this. I also added a base for additional stability and because I wanted to add some extra rubble to the model. This is what I did...

1 First cut your base to size. You want about a 1 to 2 cm edge around the building itself to help protect it from knocks.

For the base I used thick cardboard called artboard, but corrugated cardboard will do just fine. I then glued some paving slabs to the front. I covered the base with coarse textured paint, and whilst the paint was wet I added some sprue rubble and small pieces of gravel. Do not glue the building to the base yet.



2 Paint or spray the base black. Then once this is dry, attach the building to the base using PVA glue. I also attached the chimney piece, to give the building a back wall.

You may find that you have some small gaps between the bottom of the building and the base. I filled in these gaps with textured paint, and when this was dry I painted it black as well.

3 When the black paint is dry, you can start painting your base. The first color I used was Codex Grey, which I drybrushed over the sprue rubble and paving slabs.

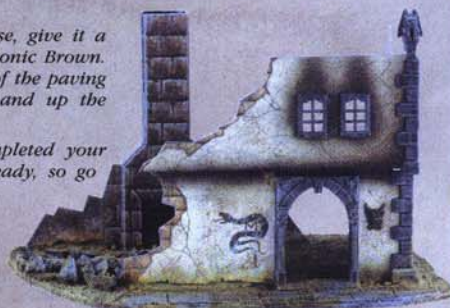
Painting tip: A quick and easy way to add paint to a raised, textured area such as our base is to drybrush it. First, get the paint on your brush and then wipe most of it off onto a tissue. Then lightly brush over the area you want to add color to. The paint will come off on the raised detail, leaving black in the recesses to provide shading.



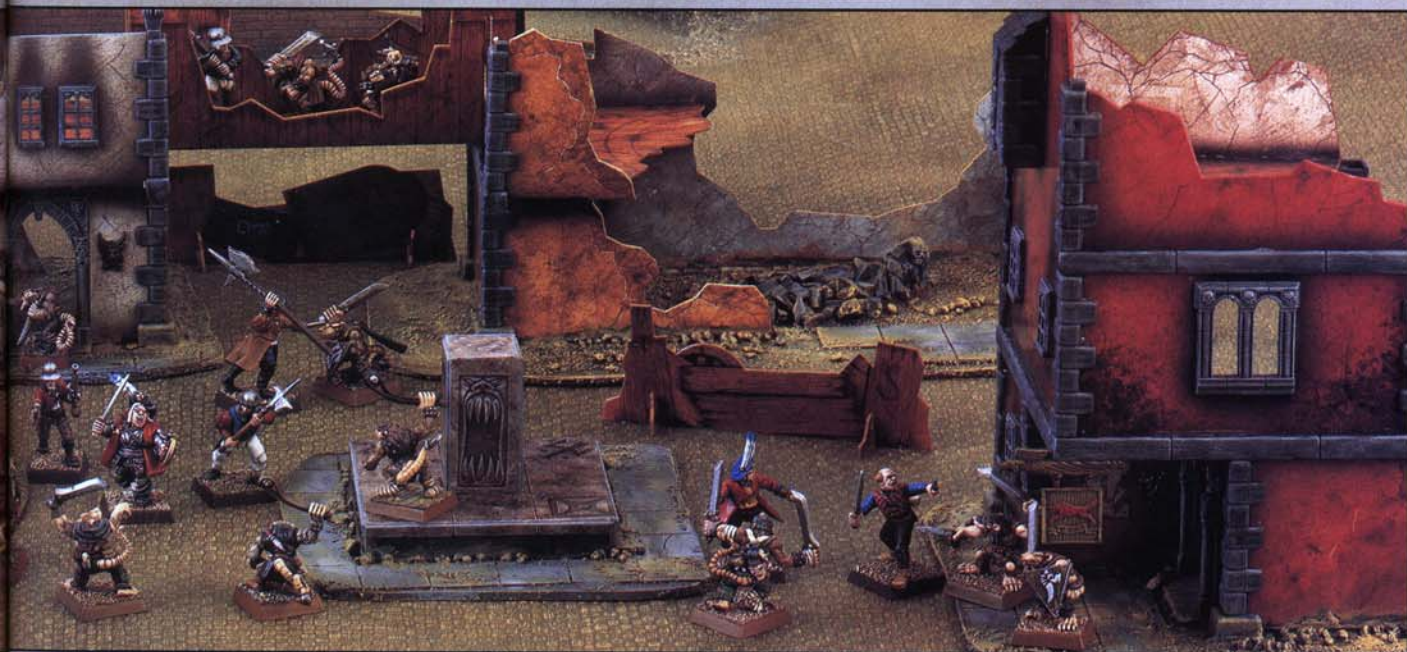
4 Now drybrush the entire base with Snakebite Leather. Go over the edges of the paving slabs, the sprue rubble and up the sides of the building. Don't worry too much about keeping this neat and tidy. Nordheim was hit by a big rock so it is going to be a little bit dusty...

5 To finish off your base, give it a final drybrush of Bubonic Brown. Again go over the edges of the paving slabs, the sprue rubble and up the sides of the building.

Excellent, you have completed your base. Your building is ready, so go play some games!



Right: To add a finishing touch to your ruins, paint the edges and folds of the card in grey or light brown. This helps to tidy up the piece and gives it a more solid appearance.





Finest of Men

Brave and disciplined, the soldiers of Reikland are are well versed in the arts of war. Alessio Cavatore discusses how to assemble a warband of these loyal warriors and the tactics he uses in the ruins of Mordheim.

It's hard to be a Human warrior in the Warhammer World. You will have to face opponents that are physically superior like Beastmen, and supernatural creatures like the Undead, which attack your mind with horrifying visions of death. And

that's when you're lucky and don't run into something that is both powerful and scary, like the Possessed. Experienced Heroes may become a challenge for such monstrous foes, but at the start you will have to rely on your equipment to save the day.

Mercenaries have the widest and best selection of weapons, especially missile weapons. This, in my opinion, is the answer: hit them from afar, before they can get their hands (claws, pincers, tentacles, whatever...) on you.

When preparing a starting warband for a campaign, it is always best to begin by buying all the Heroes you can.



A warband of Reiklanders

A warband searches the ruins for the rare and valuable wyrdstone.



Heroes are vital in a campaign, because they directly influence the number of dice you roll for exploration; therefore the more Heroes you have, the more wyrdstone and treasures you will find. They are also useful in locating rare items and special characters, they get a better selection of equipment and definitely make better use of their experience, developing new skills as well as improving their statistics. On top of all this, there is one more point that makes them better than Henchmen in a campaign; they are much more resilient. The point is, you see, that a Henchman who is 'taken out' will be permanently out of the campaign on a result of a 1 or 2, while a Hero will die only if you roll a 1 on the first dice of your D66. So a Hero has double a Henchman's chance of survival...

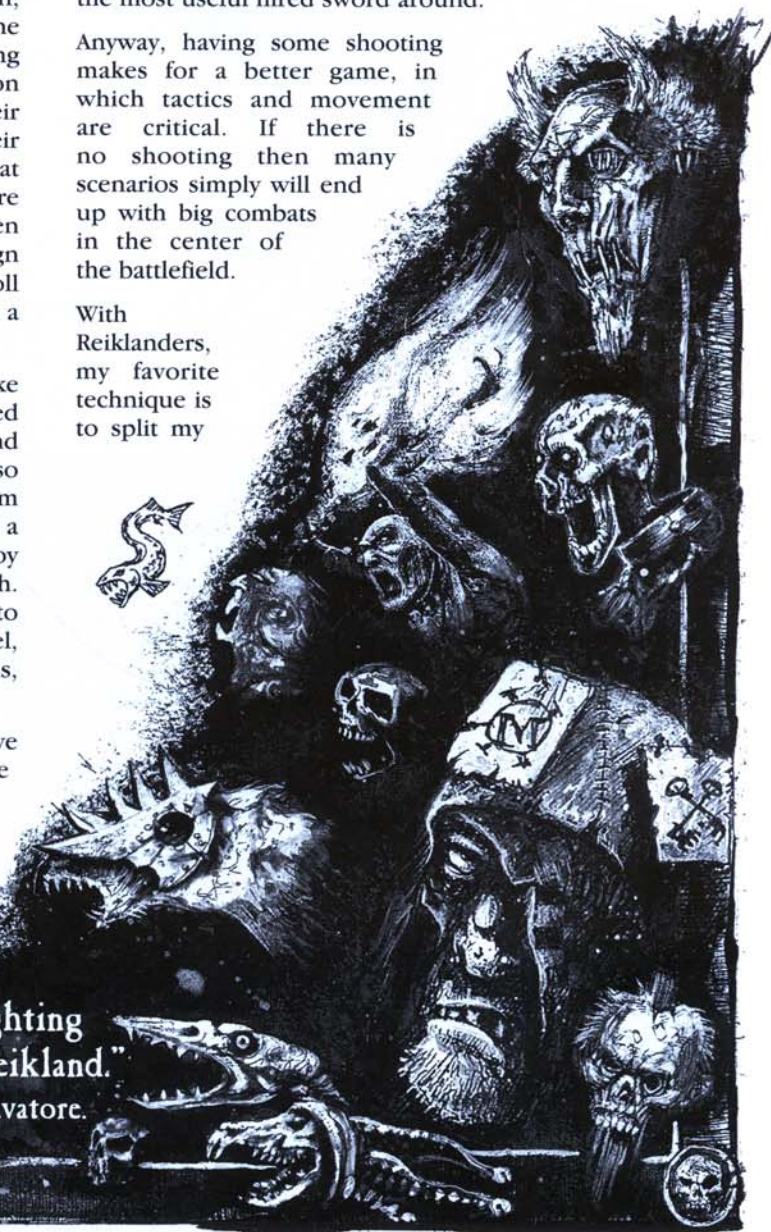
A Reiklander warband is the best choice if you want to take advantage of the Mercenaries' great choice of long-ranged weapons. Your Marksmen's BS of 4 is quite impressive and will allow you to out-shoot any other starting warband, so buy all the Marksmen you can afford! I normally arm them with a mixture of crossbows and longbows. If you have a good line of sight (from an elevated position is best), deploy your crossbows there and don't move them too much. Longbow-armed models have the advantage of being able to move and shoot, so I normally deploy them on ground level, where they can move freely and get into better positions, reacting to the enemy's movement.

With a bit of luck, your Marksmen will soon get to improve their BS to 5, and that will make a big difference! For the same reasons, employing an Elf Ranger is normally a good idea, because he will contribute to your hail of arrows and will also help you greatly in the

exploration phase. I really think this pointy-eared fellow is the most useful hired sword around.

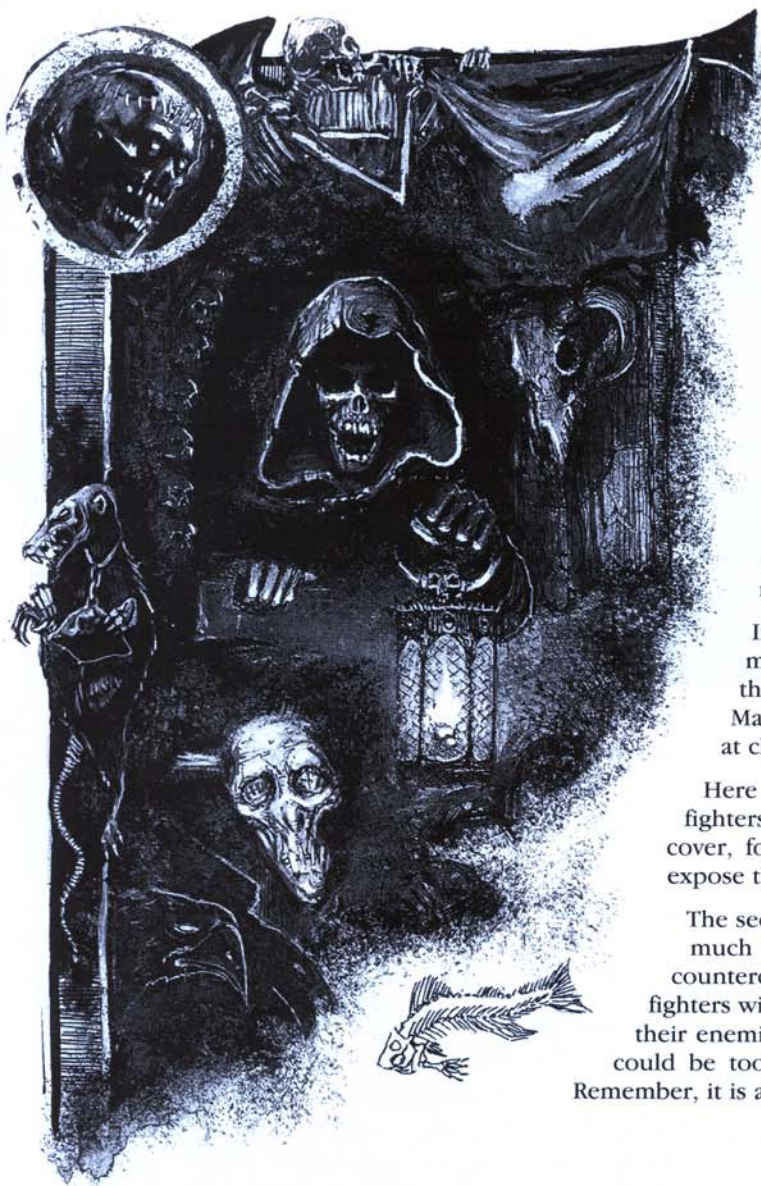
Anyway, having some shooting makes for a better game, in which tactics and movement are critical. If there is no shooting then many scenarios simply will end up with big combats in the center of the battlefield.

With Reiklanders, my favorite technique is to split my



An Extract from "The Fighting Techniques of the Men of Reikland."

By master tactician, Alessio Cavatore.



warband into two groups. The first consists of all the Marksmen I can afford, led by my Captain. They will deploy in elevated positions and stay at the back, moving as little as possible and making good use of their missile weapons and their high Ballistic Skill.

Under their covering fire, the second group will advance. This group will be made of my hand-to-hand specialists, like my Champions, Youngbloods, and Swordsmen – I will call them the 'fighters'. I normally use them to fulfill the victory conditions if the scenario involves searching or capturing an area. In a Skirmish or in any other scenario where victory is achieved by routing the enemy, I don't push the fighters too far away from my Marksmen. In this way the fighters will engage the enemy under the covering fire of the Marksmen and they can also use the amazing Leadership of their Captain. With Reiklanders the Captain's influence extends to 12" around him – double the normal range!

If the enemy is clever, his warriors will be advancing towards my warband staying hidden and using every inch of cover they can find, until they are in charge distance. And if my Marksmen are charged, I'm in trouble. They are not too good at close quarters!

Here I have two alternative tactics. The first one is to keep my fighters in front of my Marksmen, trying to flush the enemy out of cover, forcing them to come out to engage me, and as a result expose themselves to my missile fire.

The second alternative is to keep the Marksmen in front, cause as much damage as possible before they are charged and then countercharge with my second line. The advantage is that my fighters will get to charge and will stand a better chance of taking out their enemies. Of course if all my Marksmen have been butchered, it could be too late and I may have to take a Rout test...

Remember, it is always a good idea to look for Holy Relics!



A small party of Reiklanders fights the evil Skaven in the ruins of the city



Painting your models

Here are a few hints and tips that should help you to put together and paint your Mordheim models. Of course, this isn't an exhaustive list and we'll be bringing you even more painting ideas in coming issues.

Preparing to paint

To start with you'll need to glue your models together. Before you can assemble them, you'll have to remove the plastic models from their frames with a modeling knife or pair of clippers. Metal and plastic miniatures may have mould lines which you should gently remove with a modeling knife or file.

It's worth taking a bit of time preparing your miniatures as the end result will always look better if you do.



The undercoat

Before you start painting you must give your model an undercoat. This is a thin coat of paint onto which you can easily apply your colors. If you want your models to have lots of bright color it's best to use a white undercoat and if you want to use darker tones then use a black undercoat. The quickest and simplest way to undercoat a model is to use spray paint.



The Skaven on the right was undercoated black first, then dark colors were painted on top. The Mercenary on the left was undercoated white, which suits the brighter, more lustrous color scheme.

Where to start

Mordheim warbands are made up of warriors who flock to the city in search of wealth and glory, so your rag tag band of warriors are unlikely to be wearing uniforms. The models in your warband don't all have to be painted in exactly the same

way, so you can vary the color scheme on each model. For instance you can paint your first model with red trousers, the second with a red tunic, the third a red hat, etc. Next paint a blue tunic on the first followed by blue trousers on the second, and so on. This means that all your models will appear to be from the same warband but their clothes will look less like a uniform. A great example of this is the Reikland warband shown on the right. What looks to be a fairly random color scheme is simply three colors painted on different areas of each model.

Top Tip: Thin down the paint

If you use paint straight from the pot, it may obscure some of the detail on the model, so it's a good idea to thin down your paint with a little water first. If the first coat doesn't cover the model completely, wait for it to dry and then paint on a second coat.

Some gamers like to thin down their paint with a matching color ink, such as Red Ink for Blood Red, as this makes the original color brighter.

Shading

Many painters like to add extra depth to a painted model by adding a bit of shading. One way to do this is to paint the areas you've chosen a dark color, such as Vomit Brown, then paint a lighter tone of that color by mixing in some Skull White. Make sure you leave the original darker color showing in the recesses of the model, as the shading. Another way to add shading is to wash over the color you've chosen with a suitable colored ink, such as Chestnut Ink over Vermin Fur or Flesh Ink over Bronzed Flesh. The ink flows into the recesses of the miniature providing the shading.



Highlighting

As well as shading the recesses, you can highlight the raised areas of the model to bring out even more detail. Simply mix a lighter tone of the color you want to highlight and apply it to the raised areas of detail on the model. Another way to highlight is to drybrush the lighter color onto the model. This technique is described opposite.

Adding the detail

The final areas of the model to paint are the weapons, belts, armor plates, and extra equipment such as lanterns and rope. It's usually easier to paint belts and straps a dark color like Bestial Brown or Chaos Black. Alternatively you could paint them a contrasting color. Metallics such as Mithril Silver and Boltgun Metal look best when painted over a black undercoat. Metal objects can be made to appear rusty by giving them a wash of Brown Ink. Highlight Boltgun Metal with Chainmail or Mithril Silver to create keen razor edges to axes and blades.





This fur cloak was painted with Snakebite Leather and shaded with Chestnut Ink. The shaded fur cloak was then drybrushed with Vomit Brown.

Drybrushing

A quick way to paint textures and raised detail such as fur, beards, and hair is to drybrush them. Pick a lighter shade of the base color and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the area you want to highlight. The color in the brush will come off onto the raised detail. This leaves the darker color in the recesses, providing shading. The more you drybrush over the model, the lighter the model will look. You can also paint armor, weapons, cloth, faces, and hands in this way.

Dirt and grime

Battles in Mordheim are normally fought in dirty, burned out buildings and muddy streets, so most warriors are usually covered in a layer of grime and dirt. This means you don't actually need to be too neat when painting your models – a little roughness helps! Use Vermin Fur or Bestial Brown to apply streaks and splashes of mud to the boots and feet of your troops.



Boltgun Metal was painted over Chaos Black to make the metalwork on these Skaven stand out. The teeth on the throwing star were picked out with Chainmail and a wash of Brown Ink was used to make the metal look really rusty.

Top Tip: Smooth ink washes

Inks can sometimes dry in a blotchy way, but if you add a drop of dish washing liquid to your ink before painting it on, it will flow much better.

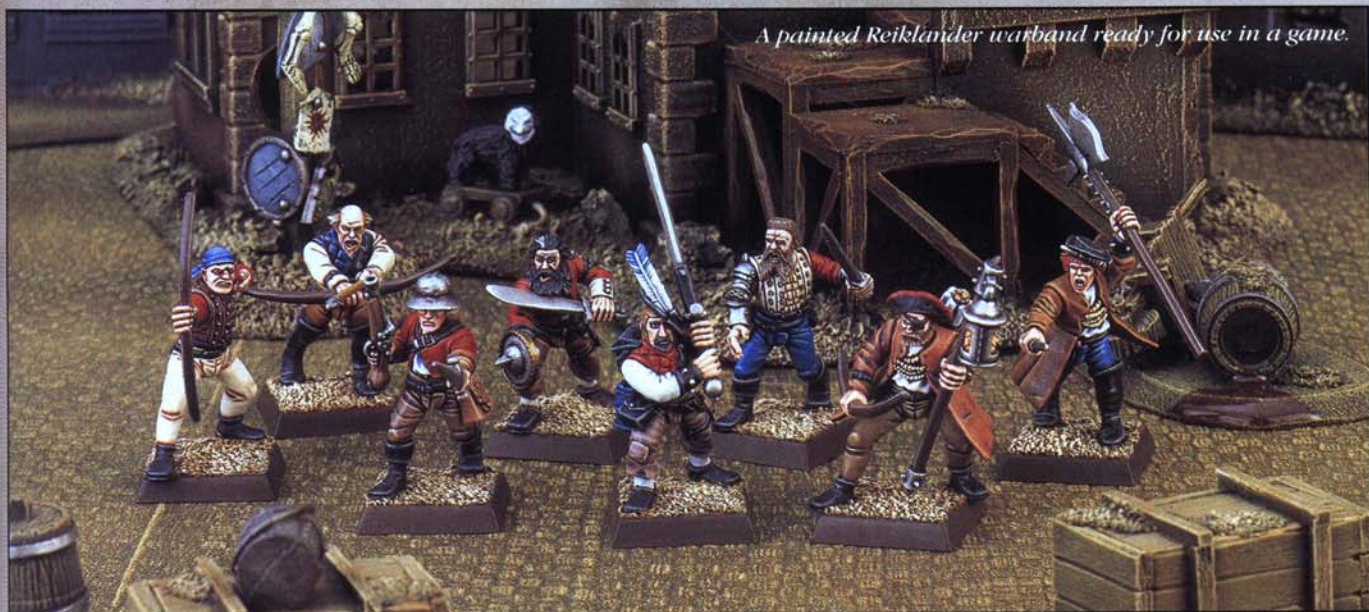
Bases

If you paint your warband's bases all the same way, it helps to make them look more coherent on the battleground. The simplest way to finish a base is to paint it a suitable color, such as Vermin Fur, Shadow Grey, or Chaos Black. Bases also look more impressive if they have some surface texture. Gluing sand to the top of a base is a quick and easy way to do this but for Mordheim, cobblestones, and flagstones would look even more effective. For example, small blobs of modeling putty pressed onto the base make great stonework. If you are feeling adventurous you could use textured plasticard (available from model shops) or even wallpaper that has a suitable raised pattern on it. Paint and drybrush the texture to really finish the bases off. Why not add extra detail to the base such as grass, gravel, rats, skulls, etc.?



Choosing your colors

If you look through the different warbands shown in Town Cryer, you'll soon have lots of ideas for different color schemes. Feel free to mix and match any of the ideas you see. Remember, because you have only a few models to paint, you can really go to town on the detail! Experiment, take some chances and most importantly, have fun!



A painted Reiklander warband ready for use in a game.

City of Nightmares



Have I told you the story of my first battle? No? Great! Sit down then and listen. It was two

years ago. I was young then, and stupid. I had just come from Reikland with a couple of lads, our minds filled with stories about Mordheim. We were convinced that we would be rich. A quick trip to the city, load up with hoards of wyrdstone, get out. How wrong we were! But let me tell you the whole story of my first venture into that city of nightmares...

A True Account of the recent skirmish between the Skaven Manflayers, commanded by the vile Mark of Bedford, and the Reiklander warband Luthor's Looters, captained by Alessio Cavatore. Penned by the scribe Tuomas Pirinen under commission from Luthor Wolfenbaum.

The Reiklanders



Alessio Cavatore

Well, when it came to choosing how to spend my 500 gold crowns, I was mainly influenced by one important factor – the models available...

Normally you prepare your warband and then build the models, but in this case I had to adapt my warband to the models that the 'Eavy Metal team had painted at the time. First, I picked my five Heroes and then I started to look for Marksmen.

Shooting really is the greatest strength of

Reiklanders and I think it's better to build on your strengths than try to compensate for your weaknesses. Therefore I made sure that every model with BS4 had a missile weapon, and I went over the top on my Captain, whose equipment reached an impressive total cost of 120 crowns! The problem was that the model was obviously wearing heavy armor and

that's really expensive. Having a helmet is great to avoid being stunned and taken out while you lie on the floor, while duelling pistols are simply awesome (better to buy them now when the warband is starting out, so that I don't have to roll to find them at the trading post).

The plan for the fight is simple: stay back, find a good sniping position for my Marksmen and advance just enough to flush those rats out of cover and into the open, where I can (hopefully) shoot them to bits... may Sigmar be with me!



Reiklander Captain Luthor

The Skaven



Mark Bedford

Having just finished the design work on my last Mordheim figure, a Beastman, I was asked by Paul Sawyer if I would like to fight a Mordheim 'Skirmish' scenario for a battle report in White Dwarf. I would be using the Skaven, Alessio Cavatore the Reiklanders, and we would be fighting over the superb Studio Mordheim terrain. Well, who could refuse an offer like that – time to put down my sculpting tools and pick up a Mordheim warband roster and pen.

I have played a few games of Mordheim before, while the game was going through the rigors of playtesting, and I have recently put together a Skaven warband of my own, 'The Black Shields', for the Studio Mordheim campaign.

The first thing I did was to get together the Studio's Mordheim Skaven figures and try to come up with a strategy to fight against Alessio's Reiklanders. The superbly painted Studio models included the plastic Skaven that you get in the game, sculpted by Aly Morrison, and the fantastic metal Skaven, by Colin Dixon. In the end I went for a mix of metal and plastic models. You could quite easily make an entire warband from just the plastic Skaven, but the metal figures were far too tempting.

Having sent out my Eshin spies, they returned with information on the enemy. Reiklanders are disciplined and

brave and are all greatly skilled at shooting. This is reflected in the special rules of testing on their Captain's Leadership within 12" rather than 6", and having +1 to their standard BS. With this in mind I went for quantity not quality. I needed a warband with more troops than the Reiklanders so they could soak up missile fire before taking a Rout test, using Skaven speed to get into combat quickly. If this worked, I could hopefully force Alessio's warband to take a Rout test early on in the game.

My warband included an Assassin Adept with fighting claws, who could mix it up with the best of the Reiklanders. Next, two Black Skaven armed with flails (if these guys got into combat it would be messy!), then a couple of Night Runners and seven Verminkin armed with various weapons.

I would use the Verminkin as a bodyguard for my Adept and to take the brunt of the enemy fire, and use the high movement rate of the Skaven to close the gap. There would be no point trying to outshoot the Reiklander warband – I wouldn't stand a chance. So that was my plan and I intended to stick to it...



Assassin Adept Klawful

Gensmen

WARBAND NAME: Luthor's Looters		WARBAND TYPE: Reiklanders	
TREASURY: Gold crowns: 0gc Wydstone shards:		WARBAND RATING: Total experience: +38 Members x 3 (9) = 45 Rating: 81	
STORIED EQUIPMENT			

NAME: Altdorf Archers		EQUIPMENT: Long bow		SPECIAL RULES	
NUMBER: 2 TYPE: Marksmen					
M WS BS ST W I A Ld				Group experience:	
4 3 3 3 3 1 4 1 7					

NAME: Altdorf Crossbowmen		EQUIPMENT: Crossbow		SPECIAL RULES	
NUMBER: 2 TYPE: Marksmen					
M WS BS ST W I A Ld				Group experience:	
4 3 3 3 3 1 4 1 7					

NAME		EQUIPMENT		SPECIAL RULES	
NUMBER TYPE					
M WS BS ST W I A Ld				Group experience:	

NAME		EQUIPMENT		SPECIAL RULES	
NUMBER TYPE					
M WS BS ST W I A Ld				Group experience:	

NAME		EQUIPMENT		SPECIAL RULES	
NUMBER TYPE					
M WS BS ST W I A Ld				Group experience:	

Heroes

NAME: Luthor		EQUIPMENT: Heavy armor, sword, helmet, brace of duelling pistols		SKILLS, INJURIES, ETC.	
TYPE: Mercenary Captain					
M WS BS ST W I A Ld					
4 4 4 3 3 1 4 1 8					
Experience:					

NAME: Hans		EQUIPMENT: Halberd		SKILLS, INJURIES, ETC.	
TYPE: Champion					
M WS BS ST W I A Ld					
6 4 4 4 3 1 5 1 7					
Experience:					

NAME: Karl		EQUIPMENT: Sword		SKILLS, INJURIES, ETC.	
TYPE: Champion					
M WS BS ST W I A Ld					
4 4 3 3 3 1 4 1 7					
Experience:					

NAME: Franz		EQUIPMENT: Spear		SKILLS, INJURIES, ETC.	
TYPE: Youngblood					
M WS BS ST W I A Ld					
4 2 2 3 3 1 3 1 6					
Experience:					


NAME: Klaus		EQUIPMENT: Sword		SKILLS, INJURIES, ETC.	
TYPE: Youngblood					
M WS BS ST W I A Ld					
4 2 2 3 3 1 3 1 6					
Experience:					



Heroes

NAME **Klawful**
TYPE **Assassin Adept**

M	W	S	B	S	T	W	I	A	L
6	4	4	4	3	1	5	1	7	


Experience: 

EQUIPMENT
Fighting claws, light armor

SKILLS, INJURIES, ETC.

NAME **Skritt**
TYPE **Black Skaven**

M	W	S	B	S	T	W	I	A	L
6	4	4	4	3	1	5	1	7	


Experience: 

EQUIPMENT
Flail, light armor

SKILLS, INJURIES, ETC.

NAME **Skratch**
TYPE **Black Skaven**

M	W	S	B	S	T	W	I	A	L
6	4	3	4	3	1	5	1	6	


Experience: 

EQUIPMENT
Flail, light armor

SKILLS, INJURIES, ETC.

NAME **Nikkitt**
TYPE **Night Runner**

M	W	S	B	S	T	W	I	A	L
6	2	3	3	3	1	4	1	4	


Experience: 

EQUIPMENT
Throwing stars, sword, shield

SKILLS, INJURIES, ETC.

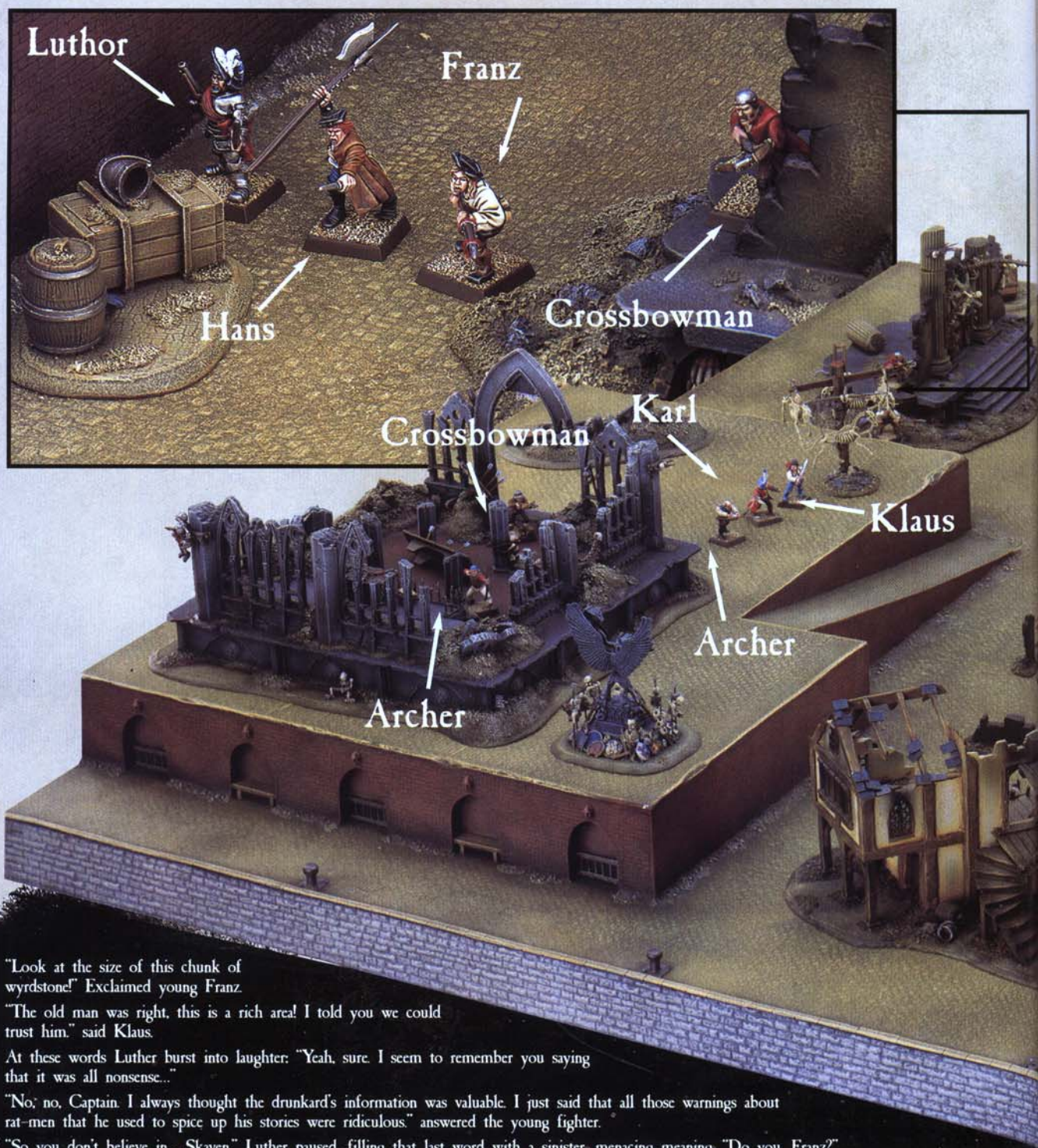
NAME **Skarpur**
TYPE **Night Runner**

M	W	S	B	S	T	W	I	A	L
6	2	3	3	3	1	4	1	4	

Experience: 

EQUIPMENT
Throwing stars, sword

SKILLS, INJURIES, ETC.



"Look at the size of this chunk of wyrdstone!" Exclaimed young Franz.

"The old man was right, this is a rich area! I told you we could trust him," said Klaus.

At these words Luther burst into laughter. "Yeah, sure. I seem to remember you saying that it was all nonsense..."

"No, no, Captain. I always thought the drunkard's information was valuable. I just said that all those warnings about rat-men that he used to spice up his stories were ridiculous," answered the young fighter.

"So you don't believe in... Skaven." Luther paused, filling that last word with a sinister, menacing meaning. "Do you, Franz?"

In the dark alleys of the city, the tales about those evil denizens of the underground seemed much more real than they did in front of the tavern's fireplace - but the soldier could not show any sign of fear in front of his comrades, so he straightened up and replied, "Of course not! Everybody knows that those are all legends, tales to scare children and superstitious old wom..."

Ssshhtukkk

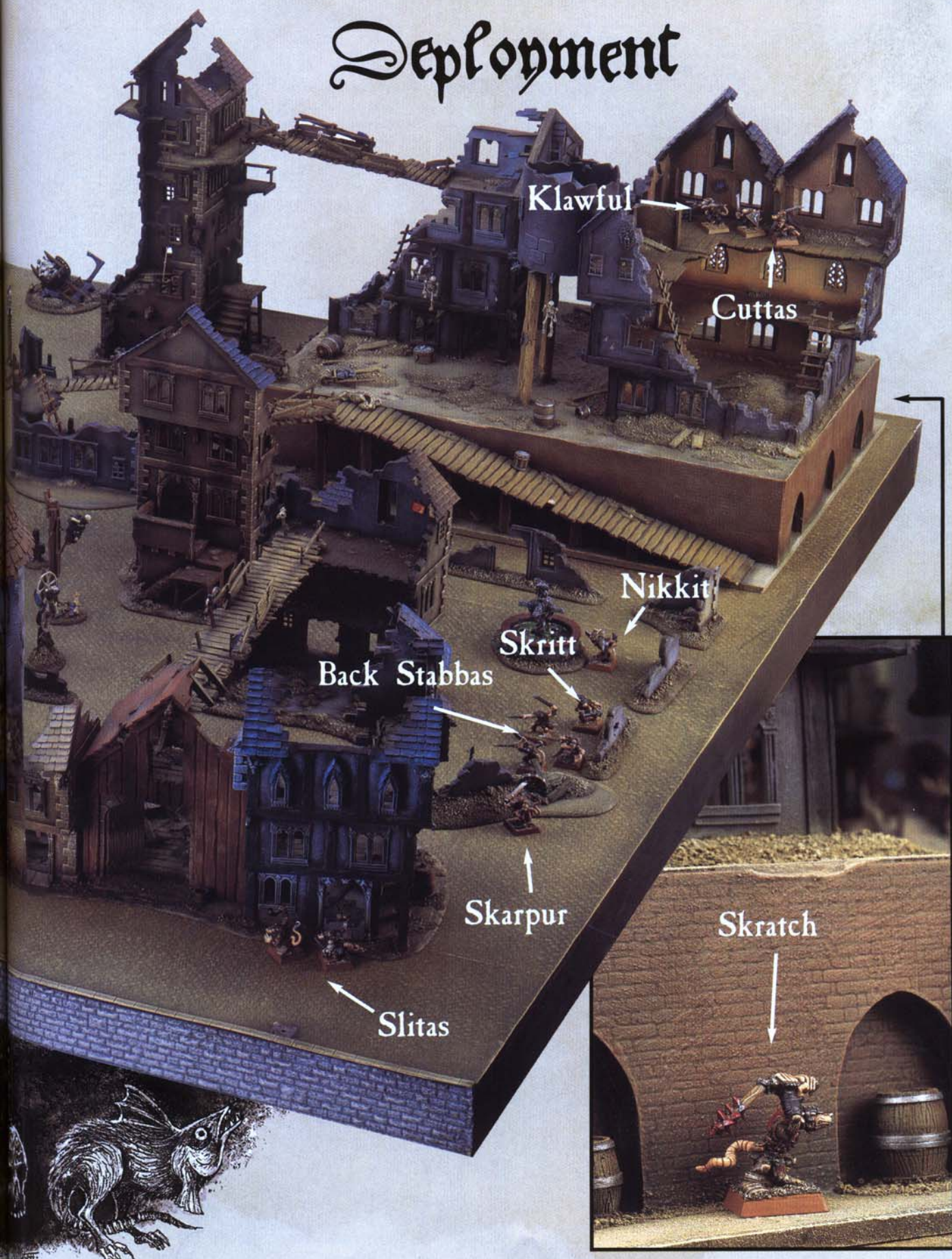
The man's words were interrupted as a barbed, steel throwing star flew a few inches in front of his astonished face and stuck into the wooden wall of a ruined house.

The Reiklanders turned, drawing their weapons, but all they saw was a dark, cloaked figure, scuttling away at blinding speed and disappearing into the shadows.

"Did... did you see that?! It had a... a..." gasped Franz.

"Tail is the word," said Luther, grim-faced, "and Morr take me if it didn't look exactly like a rat's tail. The only problem is that the rat was six feet tall, armed and rather unfriendly... Get ready, men. I think we have company!"

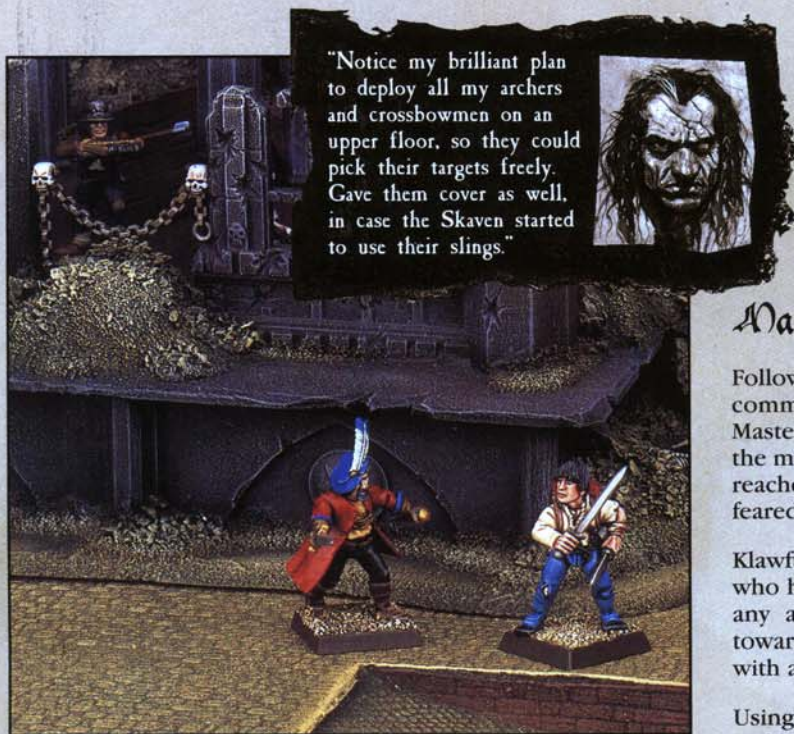
Deployment



Luthor's Looters One

Captain Luthor looked out across the ruins, trying to catch a glimpse of the Skaven scum. Ordering his men to move forward deeper into the ruins, he signalled the Marksmen to take up positions with good lines of sight. Luthor himself led his second in command, Hans Krieg, and the newest of his recruits, Franz, toward the nearest of the derelict houses.

With none of the Reiklanders able to see the Skaven, they were unable to fire upon them and their first turn ended rather quickly.



Karl and Klaus move forward, while a Marksman covers their advance.

Manflayers One

Following the chittering commands of the Master Assassin Klawful, the Skaven prepared to close in on the man-things as quickly as possible. The sooner the Skaven reached the humans, the better. Reiklanders were rightfully feared for the accuracy and deadliness of their Marksmen.

Klawful himself advanced, protected by two of his Verminkin, who he had promised to cut to shreds if they tried to dodge any arrows. The Skaven leader and his bodyguards ran towards the bridge which connected the ruined building with a tall, blasted tower.

Using every nook and cranny for cover, the rest of the Back Stabbas and Night Runner Nikkit, led by Black Skaven Skrirt, made their way towards the Reiklanders in the middle.

Black Skaven Skratch silently ran headlong towards the enemy, hidden from view by the largest of the ruins. The massive Skaven had set his eyes on the Bowman hiding behind a ruined gate. Licking the spikes of his wicked flail, the Skaven made certain that any wounds he caused would become infected.

Meanwhile on the left, the Slitas, eager to get into range with their slings, headed towards the Reiklanders who held positions in the temple ruins above.



The Slita slingers advance through cover.



Klawful and his bodyguard creep through the derelict building.



A Marksman takes cover in the ruins.

Luthor's Looters Two

Seeing that he was outnumbered, Luthor told his men to seek cover and get ready to greet the Skaven with a hail of arrows and crossbow bolts.

Captain Luthor himself, followed by the Champion Hans and Youngblood Franz, took cover in a ruined town house. Reading the anxiety and fear in the youngster's eyes, Luthor decided to give the boy a bit of encouragement. "Watch me and learn," said Luthor, grinning at the trembling youngster, "And if you are hard pressed, just throw them a bit of cheese – they'll forget all about you in an instant!" Gripping his spear tightly, the Youngblood smiled weakly and nodded.



Skritt, Nikkit and the Back Stabbas stalk toward the Reiklanders.

The Marksmen took up positions in cover, taking higher ground where possible to get a clear line of sight to the enemy with their bows and crossbows. At the end of the turn the Reiklanders were in excellent positions to snipe at the advancing Skaven. Now it remained to be seen if that would be enough to stop them.

One of the Marksmen drew a bead to a Skaven, and fired at the distant Night Runner, Skarpur. The bolt hit its target, but it had lost most of its force, and only knocked down the Skaven.

The Marksman standing near the carousel of skeletal horses whispered a prayer to Sigmar, and took aim at one of the Skaven shielding Clawful. His aim was true, and the pitifully shrieking Skaven fell, skewered by an arrow through its thigh. Scornfully Clawful trampled and kicked the fallen Skaven, disgusted that it had only stopped one arrow before going down.



Clawful watches over the Reiklanders as they make their way into the ruins.

"We took cover in the ruins of an old town house, and that was when we saw the Skaven up close for the first time."



Captain Luthor readies his men to face the oncoming Skaven.

Manflayers Two

At the beginning of the turn, a slightly embarrassed Skarpur clambered to his feet, and climbed up the makeshift ladder to gain a better vantage point.

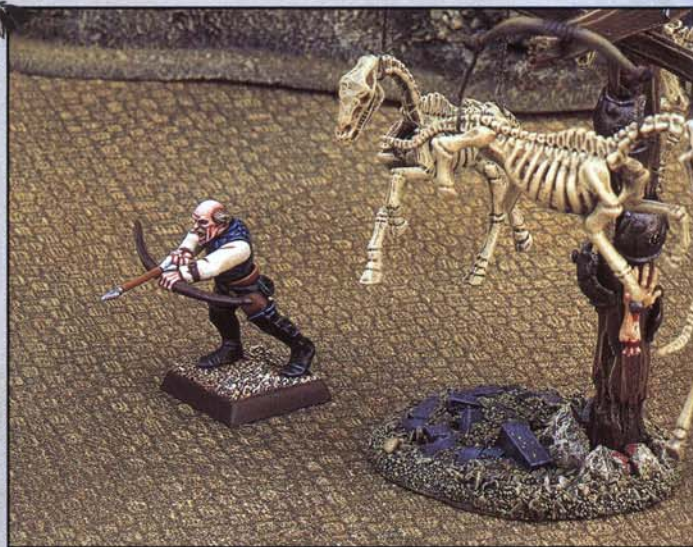
Skratch, continuing his relentless advance, dashed behind a corner of the building. Soon the massive Skaven would be in position to attack the hated man-things.

The great mass of Verminkin, led by Black Skaven Skritt, scuttled forward in the center, taking shelter in the shattered ruin in the middle of the table.

Klawful and his remaining Verminkin jumped down a level in the ruined building, and headed towards Captain Luthor and his two men. Klawful felt confident. In the hidden arena of the

Clan Eshin in Cathay he had defeated six armed slaves in one combat. With fighting claws on he knew he had no equal.

Meanwhile on the Skaven left, the wily slingers of the Slitas henchman group ducked into the cover of a ruined building, and advanced stealthily towards the bowmen sheltering in the ruins above. One of the Slitas slingers sent two stones towards the Bowman hiding behind the statue, but the shots clattered against the gruesome sculpture and bounced off harmlessly. The other slinger moved closer to the humans, in hope of getting within short range for his weapon (slings can shoot twice per turn if within 9").



One of the Reiklander archers skillfully picks off a Skaven.



Klawful continues his advance on the humans, despite the loss of one of his bodyguards.



"I have to hand it to the Skaven scum - they know how to attack. They used every possible scrap of cover, and closed in on my lads as quickly as they could."



The Back Stabbas Verminkin use all the available cover as they approach the Reiklanders.

Luthor's Looters Three

Captain Luthor, followed by Hans and Franz, hurried up a ladder to stop the advance of Klawful. "Now is our chance, boy," said Luthor to the Youngblood and pointed at Klawful, "See that rat prancing around with iron claws? I bet he's the leader. If we take him out, the rest will run!"

After assessing the battlefield situation, Karl ran toward his Captain's position while ordering Klaus to go and back up the Marksman on the far side of the temple.



Skratz spies his intended victim, the crossbowman at the ruined gateway.



Skarpur clammers up the ladder to gain a better view of the Reiklanders' positions.

Luthor drew his exquisite duelling pistol, and took aim at the Verminkin shielding Klawful, but despite his skill with the weapon and the gun's excellent construction, the shot missed, and the lead bullet whizzed past the Skaven.

The Marksman huddling behind the statue took a deep breath and aimed towards the ratmen. His aim was true, but the arrow only grazed the shoulder of a Skaven slinger. The other Marksmen fared no better, and actually failed to hit a single Skaven! Alessio shook his head in disbelief; his much-vaunted Marksmen, the pride of Reikland, had let him down. Now the Skaven were getting dangerously close.



"That young Franz was a brave lad, facing off against the Skaven leader like that."



Franz readies himself for the oncoming Skaven attack.

Manflayers Three

Bounding forward with incredible speed, Clawful the Assassin closed in on the hapless Youngblood Franz, eager to cut the human to shreds. Skritt and Nikkit ran toward the Reiklander Captain and his companions, ready to attack next turn.

Meanwhile, below, Black Skaven Skritt ran up the ladder, ready to smash the life from the Mercenary Captain with his fearsome flail. Behind him the Verminkin fanned out, taking cover where they could, heading towards the scattered Reiklander Marksmen all around the table.

Once in range, the Slita slingers let fly with their slingshots, and one of the missiles hit a bowman hiding behind the statue. He went down screaming, his ribs cracked by the stone.

In the middle of the bridge, the Youngblood and Assassin met. Easily avoiding the clumsy thrust of Franz's spear, Clawful jumped high into the air and descended with a hail of blows, his fighting claws glinting in the darkness. "You are mine-mine!" skittered the Assassin. The Youngblood stood his ground on the bridge for a moment, and then, with dozens of cuts criss-crossing his chest, he fell down to the street below, flailing his arms miserably. Clawful turned his glance towards the remaining man-things, and took up a fighting stance.



After just missing the Slita slinger, the archer takes a shot full in the chest.



From the safety of cover, the crossbowman selects his next target.



Franz is taken out and falls from the walkway to the floor below.

Luthor's Looters Four

Shouting a warning, Champion Hans, his halberd raised high, charged the Black Skaven who was about to attack the Reiklander Captain from behind.

Fearing that the approaching Skaven would overrun the Reiklander positions, Youngblood Klaus moved to lend support to the Marksmen, hard-pressed as they were by the Skaven slingers. The Champion Karl ran into the melee raging around the building where his Captain was.

All the Marksmen of the warband shot at the fast-closing Skaven, but not a single arrow hit. Luthor muttered something about cutting the wages of his men if their accuracy did not improve. Determined to show his incompetent men how it should be done, Luthor drew his duelling pistol, and took careful aim at the approaching Clawful...



The Reiklander Captain's lead shot struck home with savage force and Klawful was duly pitched from the bridge into the streets below. (At this point Alessio had rolled 6 to hit and 6 to wound, which meant he had caused a critical hit. A further roll of 6 meant he had caused 2 Wounds with no armor saves allowed)

In the hand-to-hand combat phase, Champion Hans, brought his halberd down on the Black Skaven. Skritt tried to dodge, but the heavy blade struck him on the chest, stunning him.



Nanflayers Hour

Groaning, the Black Skaven Skritt started to recover his senses, and rolled over, but the Champion Hans was poised above him, ready to take him out with his halberd.

Seeing the Assassin shot down, and his mind filled with visions of taking over the warband, one of the Verminkin of the Cuttas charged Captain Luthor.

Skratch saw his chance and with a bounding leap he charged the Marksman huddling behind the ruined gateway. Now was time to exact vengeance for all those arrows the man had shot towards him.

Night Runner Nikkit raced ahead of the Verminkin, and drawing his sword he prepared to take on the sword-armed Champion Klaus, who had interposed himself between his leader and the approaching Skaven.

Night Runner Skarpur did not fare as well. Trying to impress his fellow Skaven he jumped down from the bridge, only to stumble and fall, managing to stun himself, much to the amusement of his fellow Skaven.

In the hand-to-hand combat phase, Hans hacked at the fallen Skritt with his halberd, taking the Skaven out of the game (a warrior attacking an opponent who is knocked down only needs to wound his opponent in order to take him out).



After shooting down the Skaven leader, Luthor readies himself for combat.



Skratch sneaks up on the Marksman from behind and...

Meanwhile Luthor parried the clumsy blow of the Verminkin, and attacked, duelling pistol blazing. It was to no avail however, as Luthor completely missed his opponent.

The combat between Skratch and the Marksman did not last as long. The Skaven's whirling flail drew a blurred arc in the air, and before the hapless Marksman had a chance to react, it hit him full in the face. The Reiklander went down, his face covered in blood, with the Black Skaven standing triumphantly over him, spinning his weapon in the air.



"Always keep an eye on where the enemy is. Sometimes you forget and the next thing you know you're bleeding all over the place."



...batters him senseless.



Luthor's Looters Five

The Champion Hans, having finished the Black Skaven Skritt, fearlessly jumped from the bridge to help his struggling companion Karl.

Klaus moved back towards the closing Skaven, but despite his eagerness he was not close enough to attack.

The Marksmen let loose once again. The first Bowman managed to hit one of the Slitas, but failed to wound. However his companion shot dead the Black Skaven Skritch who had taken down a Crossbowman in the previous turn.

Screaming the battlecry of Reikland, Hans made a successful diving charge (Alessio made his Initiative test, and gained +1 Strength and +1 to hit for this turn). The pole of his halberd struck hard as he descended, and the Skaven was knocked down. Klaus and the Verminkin were more equally matched. Both of them managed to hit their opponent, only to have their blows parried.

On the bridge the Verminkin and Captain Luthor continued their struggle. Despite the best efforts of both warriors, neither side managed to even hit their opponent. Sweating, each warrior sought to find an opening in the defense of his opponent, and they circled each other warily.

In the big melee under the bridge where Luthor and the Verminkin fought, things were going the way of the Reiklanders for the moment – the fight was now between Hans, Klaus, and Night Runner Nikkit. But the sword-armed Vermin were closing in fast.



The fighting around the derelict town house becomes even more frantic.



Klaus readies himself to face a Skaven warrior in vicious close combat.



One of the Slita slingers moves through the building's ruins to get in close enough to use his weapon.

Manflayers Five

All over the battlefield, the last of the Verminkin raced to join the melee. One of the Verminkin drew his curved blade and crashed through a rotten windowframe to charge Hans Krieg, who was desperately fending off another Skaven.

The Slitas slingers, now in ideal range for their weapons, sent four stones at the Bowman standing by the skeletal carousel. One of them hit the poor man full in the face and took him out of the game.

In the battle between Champion Hans and the Night Runner, and Verminkin, Hans was struck by a sword and knocked down, leaving Karl to face the Skaven alone. His sword stroke gutted the Night Runner Nikkit, taking out the Skaven, but things were looking bad for the Reiklanders.





The Skaven Backstabbas close in on the Reiklanders.

Luthor's Looters Six

Alessio began his sixth turn by taking his Rout test, which he proceeded to fail...

Seeing that his warband had taken quite a pounding, and that there were still plenty of Skaven left, Luthor recalled the words of his old fencing instructor: "Discretion is the better part of valor." With these words of wisdom in his mind, Luthor bellowed "Retreat!" at the top of his lungs. Dragging their wounded with them, the Reiklanders fled, leaving this section of Mordheim for the victorious Skaven to plunder. The skirmish was over.



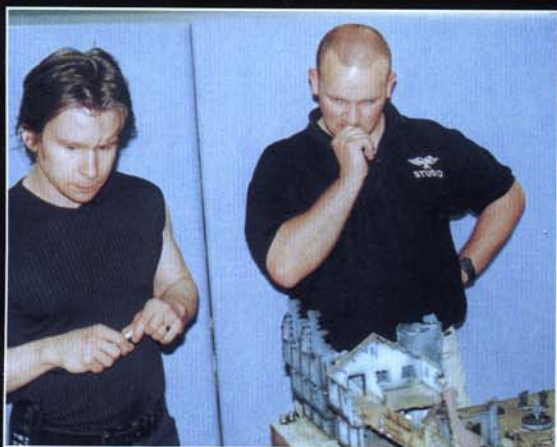
"I've never forgotten that Skaven on the bridge. No matter how hard I tried, I just couldn't land a single blow. I'm sure he must have become the leader amongst his murderous kin, if he was not poisoned, stabbed from behind, or strangled by one of his rivals. In the end, it was better to retreat while my warband was more or less intact. Forget pride in Mordheim, boy. The streets are strewn with the corpses of proud men."



Counting the Cost

Unlike Warhammer, if you are playing a campaign a game of Mordheim is not over after the battle itself. You need to find out what long-term injuries your warriors have suffered, whether they have gained enough experience to warrant an advance in their characteristics or a new skill, and finally you determine what the warbands find in the ruins of Mordheim.

The first thing to work out was what injuries the warbands had suffered. Any warrior who is taken out must roll on a Serious Injury table to see the extent of damage he has suffered. In the case of Heroes a player must roll D66, and consult a table which tells whether they have suffered a serious injury, are dead or have luckily survived without scratch.



Difficult decisions to be made.

Mark's Night Runner Nikkit suffered horrible scars, and would cause Fear from now on, and his Black Skaven Skritt had been hit in the head rather hard – from now on this Skaven would be affected by Frenzy. The other Black Skaven had suffered a hand injury, which would reduce his WS, by 1. Klawful himself escaped without an injury.

Of Alessio's Heroes, only the brave Youngblood Franz, who had faced Klawful, had been taken out. He suffered a leg injury which would reduced his Movement by 1 from now on.



"I can see you!"

With Henchmen, things are simpler. Simply roll D6 for each one taken out of action, and on a roll of 1-2, they are either dead, critically wounded, or fed up with the warband and leave. As it turned out, all of Alessio's men survived without an injury, and only one of Mark's Verminkin was lost.

Only one of Alessio's Champions, Hans, had earned enough experience to gain an advance. Alessio rolled 11, which meant that his Champion had gained a skill. After much deliberation, Alessio chose the Crushing Blow skill for his Champion, giving him +1 Strength in close combat.

Then it was time to explore the city. This meant that each player could roll a D6 for each of his heroes that survived the battle and was not taken out. Only one of Mark's Heroes had survived, but as winner of the game, Mark's Skaven were allowed to roll an extra dice. Even so the Skaven only managed to find one shard of wyrdstone!

The Reiklanders fared better. Alessio still had four of his heroes at the end of the game, which meant that he could roll four dice. He rolled 2, 2, 2, and 3, which meant that he found 2 shards of wyrdstone – but this was not all. Any time you roll doubles, triples, etc., in the exploration phase, your warriors have stumbled across something interesting in the ruins. In this case Alessio had found a ruined smithy, and after a further roll he discovered two halberds in the rubble. Even though he had lost the game, Alessio had probably gained more from the battle!

"Luthor's consolation..."



Alessio Cavatore

I'd lost, but what a great game it was! It was very entertaining and full of little episodes which ranged in tone from epic to comic. I particularly loved the duel on the bridge. At first there was the tragic scene when my Youngblood Franz was chopped to pieces by the Assassin and his broken body fell from the bridge. Then there was

the slow motion movement of Captain Luthor aiming his duelling pistol at the black-clad Adept, with both warbands holding their breath... and finally the detonation: 6 to hit, followed by a 6 to wound and a 6 on the Critical table... Taken out! It was a master shot! Got him right between the eyes!

I also liked the diving charge of my deadly Champion Hans, but that wasn't as good as the perfect sneak attack performed by the flail-armed Black Skaven against my crossbowman. What a blow! That triggered an amusing chain reaction, with my archer avenging his comrade and taking out the Black Skaven, only to be hit in the face by a deadly slingshot. At that point it would have been great to eliminate the slinger, but the game ended and it was time to determine the outcome.

I found two shards of wyrdstone and an abandoned smithy (and among the scrap metal there were two halberds in perfect condition!), and also gained a lot of experience (and a new skill for my Champion!). The only drawback was that the Youngblood who fell from the bridge obviously broke his leg very badly and from now on will move about as fast as a Dwarf!

Pity, but the overall result saw my warband quite improved by the tough experience of this fight. Not too bad for a lost game, but that's one of the best points in Mordheim – often, even if you lose, you end up quite happy. What more can you ask from a game?!

"Warpstone mine mine"



Mark Bedford

What a great game! Victory was mine and the Reiklanders ran from the battlefield to tend their wounds. The battle had a little of everything. It was a very close game that could have gone either way – Alessio is a good general and it is a hard thing to beat him. My Assassin Adept was overeager to get to grips

with the enemy – he dispatched the Youngblood on the bridge with ease, only to be left in a very vulnerable position with all the enemy's firepower trained on him. With areas of terrain that restrict movement in some way, you should have a plan in your head as to who moves first. I could have sent the Verminkin across the bridge first, but if he had failed to take out the Youngblood, or even worse got himself killed, then my Adept would still have been shot at by the Reikland Captain, one of the Reiklanders would not have been taken out and I would not have gained the experience points.

Another part of the battle that made me smile was when the Black Skaven managed to work his way around to where the Reikland crossbowman was hidden, and introduce him to the blunt end of Mr. Flail, only to be shot down by a longbowman who was then removed from action by a hail of rocks from my Verminkin slinger (what goes around comes around, eh?).

After the battle, we rolled to see if our warbands had gained any new skills, what injuries had been received and the number of wyrdstone shards that had been found. Even though I won the battle Alessio found more wyrdstone, gained more experience and even found a smithy – so no one went home disappointed!

Plans for my warband include adding a Rat Ogre and an extra Verminkin, but to afford to hire them, my Skaven will have to go back into the city...





SIGMAR IS STILL WITH US!

Fear not, for the Sisters of Sigmar survive. At this very moment our High Matriarch, Bertha Bestraufung is organizing our Sisters so that they may cleanse our beloved city of the foul followers of dark gods.

FINEST HALFLING COOK SOUGHT

Lord Smythe is looking to employ a Halfling Cook for appetizers during his journey through the wastes of Mordheim. Culinary trials will be held at the Headless Hog tavern on Backertag.



Madam Archeossi

Reader of the mystical Tarot. Speaker with the dead. Meet me when Morrslieb is full, at the sign of the Fish.

YE BOOK SALE

Captain Kurt Whitebeard of the Middenheim warband the White Wolves offers you the chance to own a unique collection of tomes, manuscripts and books. Come visit our stall at Griffon Gate.

SEEKING EMPLOYMENT

One Eyed Teddy M'gruc, ex-pit fighter, looking for work. Highly experienced. Own weapons. Anything considered. Contact me behind the Red Wolf tavern.

SCRIBE REQUIRED

Needed to record the heroic feats of Baron Hal Kreiglitz, on his imminent arrival in Mordheim. The ability to use a sword and pen an advantage.

FOR SALE OR TRADE

Johann's Emporium has the following goods for sale or trade.

Large iron kettle, big sword, Dwarf blunderbuss, glass eye, pike, rusty axe, cod, pick, anvil, jewelled dagger, lucky charm, bucket, and spade.

Why not call in at ye olde gate keeper's cottage.

FOR HIRE

Mandred the Jester. 10 years experience. Expert Juggler. Trickster. Joke Teller, and Tracker. Registered at the Fools Guild.



COFFIN

Sylvanian Merchant requires coffin for family bereavement. Must be durable and made of the finest rosewood. Contact Boris Badenov at the Inn of the Red Moon.

'BLACK ARROW' Marksman of the highest quality.



'One shot - one kill'
Lodged at the
Red Wolf tavern.

URGENTLY NEEDED

The Inn of the Red Moon requires an inflatable Pig's Bladder for recreational sport.

'The Heralds of Free Trade'

warband from the fair city state of Marienburg, are currently seeking new Henchmen. Good rates of pay.

Trials to be held at the Lord Forte Royal Tavern on Bezahltag.



YOU'RE END IS UPON YOU!

Your pitiful lives are at an end. Mordheim is but the first to suffer at our will. Soon more of your so called Great Cities of the West shall fall. The weak Princes of your pitiful Empire are no match against the awesome power of our Lords.

OBITUARIES

Eric Leferve. Killed by a Huge Rock from the heavens.

Kurt Wilhelm, loyal friend and henchman. Will be greatly missed by the lads of the White Wolves warband.

Arturo Martini. Wasn't afraid of heights. Should have been.

Margeritte Marcoussis of the Sisterhood. Split in two by a Dwarf Axe.

Ludwig von Hausen, formally of 'The Arisen'. Died from blood poisoning.

Eva Liebermann. Killed by falling masonry.

Unidentified Skaven corpse found by Luthor's Looters in the ruins.

Count Gruber welcomes his new henchman Kurt Wilhelm to his retinue.