

Town Cryer



Published on the first Angestag of each Mannslich.

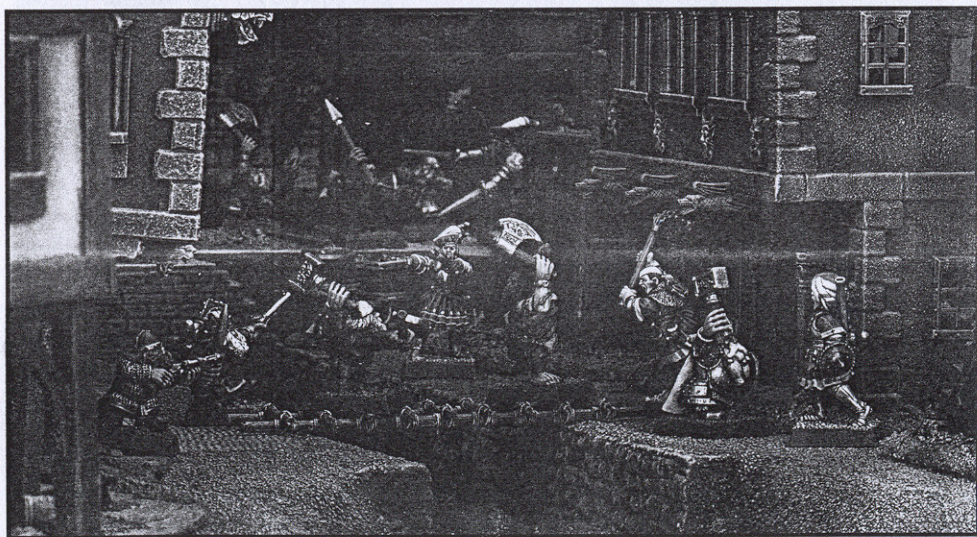
Mordheim 3 Groats

THE DWARFS ARE BACK IN TOWN

OF GRUFF KHAZALID FOLK...

From the mountains they come, the stunted, bearded folk. Driven from their ancient mountain dwellings by earthquake and invasion, this dour people have made a good living in the cities and towns of the Empire. The Dwarfs are without doubt the finest craftsmen in the entire world and amongst its finest warriors. It is not however their skill in stonemasonry or metallurgy that they bring to the dread city of Mordheim for the blacksmiths forges are long cold and there is no-one to pay their exorbitant fees to rebuild the ruined houses. Greed brings the Khazalid folk to Mordheim - the lust for Wyrdstone has poisoned their minds too...

Beware these Dwarfs for so possessed with greed are they that they would turn their axes against honest folk in their pursuit of the magical green rocks of the Cursed City. Stand not against the bearding in combat for they are as tough as Orcs and as fearless as Trolls. Attack not from a distance with bows for the Khazalid folk have many confounded contraptions and will outshoot their rivals. No, brave warrior, when confronted by the stunted ones run, just RUN...



Here
Within



The Empire in
Flames - more
dread reports of a
nation in peril.

Re-building ye
city - a note on
new and
improved designs.

A tactics
report on ye
bearded folk
new to the city.

**GAMES
WORKSHOP**

Dwarf Treasure Hunters

Here's just a small selection of the models available for the Dwarf Treasure Hunters warband. Models designed by Colin Dixon and Mark Bedford. Painted by Mark Latham.



NOBLE



ENGINEER



TROLL SLAYER



WARRIOR



BEARDLING



THUNDERER



BEARDLING

Ye Editor Speaks

A new year is upon us, oh denizens of the Cursed City, and the inevitable doom of our beloved Empire draws closer still. Lured by riches and horrors indescribable, the trickle of Khazalid folk has turned into a torrent. The ramshackle settlements around the City of the Damned have become swollen with the beardlings, all itching for a fight. Though they remain the finest craftsmen in the world, Sigmar-fearing folk are advised to avoid the stunted ones for they are a grim people, quick to anger and slow to forgive.

We appear to have lost contact with our raving reporter, Space McQuirk, who was until recently braving the dangers of the City of the Damned to bring you regular reports. No doubt we will locate our scurrilous scribe in time next issue for further exploration of the Cursed City.

And finally, ye scoundrels of swash, we have for your eager consumption the second part of ye enthralling Empire in Flames wilderness setting. Here our tireless scribes have collated all of the twisted rumour and dark taylor of the countryside of our once fair nation. So, beware the dark roads, for only slow death or worse await ye.

Until next time, my nefarious friends...

Steve

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New in Town...

Tayles and stories bold of ye newcomers to the City of the Damned

It's that grumpy, stumpy lot the Dwarfs this month. Yep, they're finally here (obviously it took them a while, what with having such short legs n'all!) but by Grungi what a fine sight they are. This is the Dwarf Treasure Hunter warband, the rules for which were originally featured in White Dwarf 241 and then reprinted in both The Best of Town Cryer and then updated for the Mordheim 2002 Annual. These models were originally designed by Colin Dixon with additional backpacks and weapons sculpted by Fanatic's very own Mark Bedford. I'm sure that you'll agree that between them they've really captured the image of Dwarf adventurers.



With these new Dwarf models we are continuing the theme of multi-part models. All of these models come as bodies accompanied by separate hand/weapon sprues.

First up we have the leader of the warband, the Dwarf Noble (below). This chap is resplendent in his ornate helm and cloak. The Dwarf Noble does not take a backpack – after all, isn't it his clansmen that carry his gear for him! This model utilises the left and right hand weapon sprues.



Noble armed with hammer and shield



Troll Slayer armed with axe and hammer



Engineer armed with sword and pistol

Next up we have the warband Champions (above). There is a choice of two models that require weapons from both the right and left hand character sprues. One of these is a very fierce looking Troll Slayer – an indispensable adage for any Dwarf warband. The other champion is equally indispensable – the Guild Engineer. Champions come with backpack, left and right hand weapon sprues.



Beardlings armed with axe and hammer

These rather skinny fellows are Dwarf Beardlings, young Dwarfs short in beard and thin of girth. Beardlings are less well armoured than their older brethren and have yet to prove their worth on the field of battle. Beardlings come with backpack, left and right hand weapon sprues.



Warrior armed with two-handed axe

Finally, we have the real workhorses of the warband – the Dwarf warriors (above). There are four different models for warriors. Two of these warriors can only be equipped with single handed weapons and/or shields whilst two of these models can only be equipped with two-handed weapons. You will note that on the two-handed weapon sprue there are also crossbows and handguns and so how you equip your two-handed weapons Dwarfs will dictate which you choose as warriors and which as Thunderers (those with handguns,



Beardlings armed with spear and shield

obviously!). Warriors come with backpack, two-handed, left and right hand weapon sprues.



Thunderer armed with handgun

All of these models are available as an eight figure boxed set comprising of one Noble, two Champions, two Beardlings and three warrior models. These models are also available in individual blister packs of one Noble, one Champion, three Beardlings and three Warriors. These packs will contain a random mix of the above models and enough hand/weapon sprues to equip all of the models.

These models can be purchased from your local direct sales centre (see the How to Order section on the Contacts page of this mag (page 31)).



Dwarf Treasure Hunters

Dwarfs are an avaricious race, stout, hardy and dour. Upon learning of a wondrous material found in the ruined city of Mordheim that can reputedly turn

base metal into gold, their natural lust for precious metals has led parties of brave Dwarfs toward that cursed city. The resilient and ferocious Dwarf Treasure Hunters have made quite an impact...

Collecting Dwarf Treasure Hunters

Dwarfs have been my favourite warband since their first appearance in White Dwarf 228 (Tuomas Pirinen's Mordheim playtest rules, for those with long enough memories). The current Citadel Dwarf range also boasts many of the oldest, most characterful models in the archives, which can lead to some great-looking warbands. I would heartily recommend looking through old catalogue pages, whether in your local GW store or in your own collection, or having a chat to Mail Order to find models that inspire you. A great resource is the Citadel Journal 44. This was a Dwarf special, and has some great old Dwarf models in it with suggestions for their use. It was looking through an old catalogue in this way that gave me the idea for Grimbold Gunleksson's Famous Adventurers. The model with the Estalian style helmet looked just like a wealthy Conquistador Dwarf, and so the background for my warband was born! I decided that I would go for an unusual-looking warband to represent the 'sea-Dwarfs' of Barak Varr. The background for this Dwarfhold has been hinted at, but never set in stone, so I was able to dream up my own take on the imagery and background of the warband. Of course, it's not just the character

and background of your warband that benefits from scouring the archive range, but also the composition of the warband. For example, there are some old models available with weapons rarely seen in the current range, such as spears, halberds and swords. Add to that the fantastic new weapon fits available through the latest Fanatic release, and your options for tooling up the warband increase considerably. For those of you who like to make 'dead' counters, there are even some dead/drunken Dwarfs available!

History and Concept of the Warband

Grimbold Gunleksson's Famous Adventurers hail from the Dwarf city-port of Barak Varr. Dwarfs of this Hold are strangely cosmopolitan (as Dwarfs go), and are held with a small degree of suspicion by more traditional Dwarfs due to their dealings with other races and lavish tastes. Dwarfs of Barak Varr can often be singled out by their rich dress and noble (arrogant, some might say...) bearing.

Grimbold's treasure hunters were originally part of a well-funded expedition to Lustria. A great steam-powered ship was commissioned by the Estalian noble Juan Salamanca to explore the jungles of that dangerous land and recover as much of the fabled lost gold as possible. Three Engineers, Snorri, Glirni and Sven, accompanied the expedition in order to maintain the ironclad ship and keep the Thunderer's weapons in good condition. Two of these Engineers, Sven and Glirni, were inseparable twin brothers. However, the expedition encountered a run of bad luck, losing half their supplies and having their numbers cut through both illness and the perils of the jungle. Their misfortune culminated in Glirni being eaten by a giant python whilst hunting for food! Sven was the only one who could save him, but his pistol misfired – a terrible and unforgivable sin by a member of the Engineer's Guild. Ashamed and sorrowful, Sven took the Slayer oath, and has been dubbed Sven the Mad ever since. On top of that, three sturdy Clansmen were lost

A tale of collecting, painting and using a Dwarf warband
By Markus Latham

to the fiendish Amazons, and one of the younger Beardlings, Bjirni, took ill and died from some strange, tropical disease.

Grimbold cut the expedition short, deciding that too many good Dwarfs had already fallen for the sake of a manling's quest. On his return to Barak Varr, however, he was immediately told of the twin-tailed comet that had desolated the city of Mordheim, and was sent by the King to claim as much wyrdstone as possible in the name of the Hold. Wyrdstone was reputed to be able to transmute base metals to gold, and this was all the incentive Grimbold required to make his way to the City of the Damned...

Using a Dwarf Warband

In my last Mordheim campaign, held in the Stoke Games Workshop store, my Dwarfs performed quite well, only being beaten once, and managing to beat one of the top two players. With my tactics and warband selection refined, Grimbold's Famous Adventurers were absolutely solid, taking out Elf Shadow Warriors, Orcs and Goblins, Undead and Marienburgers with impunity! My Halfling Scout was an absolute bargain, with his greatest shot wounding a Vampire at long range, which then ricocheted twice (using the Advanced Critical tables), taking the last wound off of the Vampire's Ogre Bodyguard! In my game against the top-ranked Orcs & Goblin warband, my Beardlings were the real stars. Two Beardlings were charged by six Goblins with spears, and survived for three turns, killing three of the greenskins between them, until the warband failed its Rout test and the Orcs took to the hills! Appropriately, I had two Trollslayers at that point who were charged by a Troll. The beast took Kimrik out of action, but was in turn killed by Sven. Kimrik came out of the encounter with an old battle wound, but I wasn't too worried – I thought he got off lightly after being clubbed over the head with half a tree!

Other highlights of the campaign included Grimbold passing an Initiative test to Diving Charge a Black Skaven, and continuing to cleave a bloody swathe through three Clanrats. The game against the Shadow

Warriors where I successfully out-shot a fully bow-armed warband, shooting the Shadow Master with a volley of pistol fire to clinch the game. The former incident is an example of how to play to the spirit of the warband – a Dwarf never says die! – while the latter shows just how effective a few tooled-up missile warriors can be, being able to outrange and out-strength the Elves!

After these successes, I managed to hire an Ogre Bodyguard and a Wardog (obviously a mountain rescue dog, with a flask of Bugman's XXXXXX tied around its neck. Woof!), as well as swelling my ranks with more Dwarfs. I concentrated on hiring the maximum number of warriors rather than buying fancy wargear. In campaigns like the one I was a part of, the warband rating is the most important factor, and the best way to increase this is to keep the number of warriors high, and to try to get everyone earning experience. Hired Swords are another good way of increasing the warband rating, but don't go overboard. Try to take Hired Swords that will compliment your warband, and help to counterbalance any weaknesses. For example, I chose the Ogre for a bit of added muscle, because I had started to tend towards missile fire. The Halfling Scout was chosen purely to allow me to take an extra man, and increase my rating by +5 at the same time! I finished fourth out of over a dozen players, which wasn't bad going!

When your Heroes increase in experience, it is well worth giving some serious thought to your choice of skills. I was lucky with my rolls, and gained on average more skills than stats during the campaign.

My Noble was armed with a brace of pistols and a sword, and so I decided to make him a whirling dervish of death. I chose the Eagle Eyes and Trick Shooter skills, and later gave him Pistolier. This meant that by the end of the game he could fire 18" every turn with his pistols (an extra 6" for the Engineer as well), ignoring modifiers for cover! When his Ballistic Skill increased as well, Grimbold Gunleksson became a monster at range as well as in combat! The Engineer chose Eagle Eyes and Hunter, allowing him to fire each

turn with a single pistol at 18" range, giving me two awesome pistol-wielding characters. I also chose the special Resource Hunter skill for the Engineer, which is actually much more effective than the description makes it seem. On average I gained an extra piece of Wyrdstone every game because of this useful skill! Of the other Dwarf special skills, Master of Blades and Hard Head are the most useful, particularly for Troll Slayers. Remember that every other Dwarf in the warband can benefit from helmets except Slayers, so it's worth taking the Hard Head skill for a little extra protection against all those Stunned results.

Tactics

Games of Mordheim can be won or lost at the planning stage of your warband. A good warband selection will give you a strong head start. Having played against and with Dwarf warbands, I have spotted a few common trends in people's warrior selection, that doesn't necessarily compliment the warband's abilities. It seems as though people almost feel obliged to use all the special Dwarf equipment and rules just because they're there! As a result I have come up with some personal 'do's and don'ts' when it comes to choosing the initial party that I always try to stick to.



Do take at least one of each Hero type (Engineers are especially great!), but don't be tempted to kit them out with Gromril weapons and armour. Even at the greatly reduced starting price, they will still prove too expensive. In Mordheim, weight of numbers really counts, and you're better off spending the Gold Crowns on more Dwarfs rather than fancy equipment.

Do take as many Beardlings as you can afford, organising them into different groups. I tend to take a few with crossbows, and a few with axes and shields. Even these little fellows have Toughness 4 and Leadership 8, so don't underestimate their staying power. Don't take too many Clansmen and Thunderers. On average, two Beardlings with crossbows will be just as effective as a single Thunderer with a Handgun. As soon as they start to gain advances, they will become an absolute bargain!

Do take a healthy number of ranged weapons. Remember that if you have an Engineer in the warband, then all of your Dwarfs' weapons gain +6" on their range. This means that any Heroes with pistols have a 12" range from the start! However, don't ignore combat specialists. Try to strike a balance between the two, because in Mordheim you'll usually kill more enemies in combat than with shooting (especially if you have an angry Slayer or two in the warband).

Do invest in good, functional weaponry for your Trollslayers. For this I mean don't be afraid of taking 'un-Dwarfy' weapons such as spears and halberds. An adventuring party is different from a regimented army, and Trollslayers in particular use any weapons that come to hand rather than standard axes and hammers. On the other hand, don't take expensive-but-cool options when a cheaper version is available. For example, a sword will do for now instead of a Dwarf Axe thanks to its Parry rule, and Crossbows will be just as good as Handguns for your first few games (not to mention more reliable if you are using the advanced Blackpowder rules).

These are just personal observations based on the games I've played, and I'm sure that there are many Dwarf players out there who would beg to differ. Why not write in to Town Cryer and let the Fanatic team know!

I tend to organise my warband into three or four groups on the tabletop in order to give them the best chance of surviving. Against opponents who deploy en masse, the groups

are able to punch through and deal out a lot of damage quite selectively, whereas if my opponent deploys piecemeal, then I can gang up on his overstretched fighters.

I tend to have a tough fighter leading each group, along with a Bearding or two. Ideally I use three groups, led by the Noble and Slayers, with Beardlings divided equally between them. The Engineer is added to the group that needs his firepower the most. I always have a fourth group made up entirely of crossbowmen, who find a good position and rarely move unless they absolutely have to. I am loath to deploy any models on their own, even missile troops who are positioned up on higher levels. This is because they are not only poorer fighters than the other members of the warband, but the Dwarf movement of 3 makes it harder for them to escape from enemies, so standing and fighting is often the only option. The exception to this is the indomitable Halfling Scout, who can move at normal rate and still fire. I use this plucky little fellow to harass the enemy and pick off stragglers. Remember to make good use of cover though, because his Toughness is lower than your Dwarfs, and he can easily get killed by an arrow himself!

Hired Swords

I have already briefly covered the reasons for choosing Hired Swords, and stated my preferences. However, it is worth considering other Hired Swords when preparing your warband. One favoured tactic of the more... ahem... astute Dwarf players is to hire a Troll Slayer. Having three Slayers in your warband is a scary prospect for any potential opponent. Other great choices include the Tilean Marksman to back up your missile-armed warriors (but remember that he doesn't benefit from the extra 6" range due to the Engineer), and the Imperial Assassin for that extra bit of speed and killing power. Any kind of magic user is right out, whether you are allowed to use them or not – it's just not Dwarfy!

Painting the Dwarf Noble

The new Dwarf models are particularly nice, and so I jumped at the chance to provide the painting guide for Town Cryer. I put a bit more time and effort into painting these lovely miniatures than usual, and tried to create a feeling of a 'traditional' Dwarf warband in Mordheim, as opposed to the rather flamboyant look of my own Dwarfs. The techniques described here focus on the

Noble, but I used the same methods on the rest of the warband as well, right down to the lowliest Beardling!

1. The Armour

I usually start by painting the flesh, because I like to work from the 'inside out'. However, the Noble is an exception, because there is hardly any flesh. Therefore I began by painting the armour, because it takes up a large proportion of the model, and will involve some drybrushing which can be very hard to do if other colours have been painted first.

I began by giving the armour a heavy drybrush of *Boltgun Metal*, followed by a lighter drybrush of *Chainmail*. Once dry, this was given a wash with a thinned down mix of Black, Brown and *Sky Blue* inks. *Mithril Silver* was painted on sparingly as a final highlight, focusing on sharp edges and studs.

The gold areas on the armour and weaponry were first painted in carefully with *Shining Gold*. They were given a dark shading wash of Brown and *Chestnut* ink. *Shining Gold* was painted over this on the raised areas only, and a tiny highlight of *Burnished Gold* was painted on to pick out any sharp details, such as the points on the crescent moon on the helmet.

2. The Beard

All the beards in the warband were painted using the same techniques, regardless of colour. The Noble's beard is white, as I wanted him and the Engineer to stand out as being the veterans of the party. Firstly, paint the entire beard with a mid-tone (in this case *Fortress Grey*), leaving the black undercoat showing through in the deepest recesses. Drybrush this with a lighter contrast colour. On the Noble this was pure *Skull White*, although for other colours you might like to build up your stages more gradually. Red beards in particular look great when drybrushed in stages, with a glaze of *Chestnut* Ink to flatten out the blending. Any decorative metal parts in the beard are painted afterwards in exactly the same way as described above.

3. Wood and leather

The leather parts of the helmet, and in fact all the leather throughout the warband, were painted with a base coat of *Bestial Brown*. *Fortress Grey* was added to this in increasingly larger quantities to give a smooth, natural-looking finish.

The wooden haft of the hammer was given a base coat of *Scorched Brown*. This was drybrushed first with *Bestial Brown*, and then with a *Bestial Brown* and *Fortress Grey* mix.

4. Flesh

The flesh was given a base coat of *Bestial Brown*. This was highlighted by adding *Dwarf Flesh* in increasingly greater quantities. The *Dwarf Flesh* was lightened for a final highlight stage by adding a little *Fortress Grey*. This gives a much more weathered and aged look to the skin – highly appropriate for the craggy Dwarfs. The Dwarfs in the warband without helmets were finished off by adding a little *Red Gore* to *Dwarf Flesh*, and painting it very sparingly onto their cheeks. This gives a ruddy (and almost alcoholic) look to the models.

5. The Shield

By painting all the shields in the warband the same, some unity was suggested without actually giving them a regimented uniform. The background of the shield was painted with *Red Gore*. This was highlighted by adding increasing quantities of *Dwarf Flesh*. To avoid a chalky effect, you might like to add a glaze of *Chestnut* ink to smooth out the highlights.

The stylised celtic fish was first painted with *Fortress Grey*. The raised areas were then carefully painted in with pure *Skull White*. The metal rim of the shield was painted in exactly the same way as the armour.

7. The Cloak

I chose dark blue as a kind of 'theme' colour, and tried to use the same shade of blue on all the models in the Warband, regardless of how small or large the area, as a way of visually tying the models together rather than regimenting them.

The blue was achieved by starting with a base mix of *Chaos Black* and *Regal Blue*. The

first highlights were painted on over most of the cloak's surface with *Regal Blue* alone. The base colour was left only in the deep recesses. *Bleached Bone* was added to *Regal Blue* for each subsequent highlight, and a glaze of *Blue* Ink was applied to mute the highlights a little and enrich the colour.

The fur collar was painted by drybrushing *Bubonic Brown* over a base coat of *Bestial Brown*. A final drybrush of *Bleached Bone* finished off the highlights.

The celtic knotwork on the cloak was quite tricky to paint, but was well worth the effort as it really helps distinguish the Noble as a character model. To begin with, I found some reference material on drawing knotwork accurately. Although there are lots of books available on the subject, I did a quick Internet search and found several useful websites. Following the instructions for four-cord knotwork, I first drew in the design with thinned-down *Chaos Black*. This guide was filled in with *Bubonic Brown*, leaving a fine keyline of black showing around the edges. The *Bubonic Brown* was highlighted first with *Bleached Bone*, and then with a *Bleached Bone* and *Skull White* mix. The dividing lines that make the distinctive celtic pattern were carefully painted in with *Chaos Black*. It is very easy to put these lines in the wrong places, so be sure to check your reference material as you go.

8. Eyes

The easiest way to paint eyes is to shade the socket and just leave them! However, sometimes painting eyes really finishes off a model's face. It was especially hard to paint eyes on the Noble, because his face-mask got in the way, so in this instance you might find it easier to paint the eyes before the mask. I did it this way round so that the armour wash wouldn't fill in the eye sockets and ruin all my hard work! The technique used for painting the eyes was the same on all the Dwarf Treasure Hunter models. First, shade the socket with a dark colour such as *Scorched Brown*. Paint a thin line of *Skull White* carefully across the eye. Finally, dot in a pupil with a spot of *Chaos Black*. Try not to leave an edge of white showing around the dot, or your model will look like it is staring.

9. The Base

The last thing to paint on the model is the base. To tie it in with the dark streets of Mordheim, I first stuck sand to the top surface with PVA glue. When this was dry, the sand was painted with *Brown Ink*, and the detail was picked out by dry-brushing the surface with a mix of *Snakebite Leather* and *Fortress Grey*. The rim of the base was painted with *Scorched Brown*.

Colour pictures of Mark's Dwarf warband can be found on the inside front cover.

Grimbold's Warband

WARBAND NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS WARRAND TYPE: DWARF

TREASURY: Gold coins: 2 Wythmire: 1000

WARBAND RATING: Total experience: 140 Members: 125 + 5 King: 235

STORIED EQUIPMENT: 1x SWORD

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: EYES, SHOULDER, HELMET SPECIAL RULES: None

NUMBER 2 TYPE: BEARINGS

M N S B S T W I A H
3 9 2 3 4 1 2 2 9

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: CLOAK, KNIFE SPECIAL RULES: None

NUMBER 3 TYPE: BEARINGS

M N S B S T W I A H
3 3 4 3 4 1 2 2 9

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: ROY, HELMET, SHIELD SPECIAL RULES: COOK

NUMBER 4 TYPE: HAWKING

M N S B S T W I A H
4 2 5 3 2 1 2 1 3

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: 2 HAND WEAPONS, CLOAK SPECIAL RULES: FEAR, URGE

NUMBER 5 TYPE: QUEEN

M N S B S T W I A H
6 3 2 4 4 3 3 2 9

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: TEETH + CLAWS! SPECIAL RULES: AWM

NUMBER 6 TYPE: WARRIOR

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

NAME: GRIMBOLD'S FANATICS ADEPT WARRIORS EQUIPMENT: HANDSPECIAL RULES: None

NUMBER 7 TYPE: WARRIOR

M N S B S T W I A H
3 4 3 3 4 1 2 1 9

Heroes

NAME: GRIMBOLD GUNNISON EQUIPMENT: BRACE OF PISTOLS, HELMET, SHIELD, KNIFE SKILLS: BOWMAN, ETC. LEADER, EAGLE EYES, TALK SHOOTER, FIGHTER

TYPE: NOBLE

M N S B S T W I A H
3 9 2 3 4 1 2 2 9

NAME: GRIMBOLD GUNNISON EQUIPMENT: PISTOL, KNIFE, HELMET, SWORD, BUCKLE, SHIELD SKILLS: BOWMAN, ETC. LEADER, EAGLE EYES, TALK SHOOTER, FIGHTER

TYPE: ENGINEER

M N S B S T W I A H
3 4 4 3 4 1 2 2 9

NAME: GRIMBOLD GUNNISON EQUIPMENT: HAWK, KNIFE SKILLS: BOWMAN, ETC. LEADER, EAGLE EYES, TALK SHOOTER, FIGHTER

TYPE: SLAYER

M N S B S T W I A H
3 6 3 4 3 1 2 1 9

NAME: GRIMBOLD GUNNISON EQUIPMENT: 2 SWORDS, KNIFE SKILLS: BOWMAN, ETC. LEADER, EAGLE EYES, TALK SHOOTER, FIGHTER

TYPE: SLAYER

M N S B S T W I A H
3 9 3 4 4 1 2 1 9

Grimbold Gurnisson looked down at the battered and broken body of Thordsvedt, and shook his head in despair. This was the third brave Clansmen to die at the hands of the cowardly Amazons this day, and he was sure now that the party was not strong enough to press on any further into the wilds of Lustria. Why had Thordsvedt run on ahead like that? He had been like a Bearding in his eagerness, not at all the veteran that he was.

His contemplation was shattered as the undergrowth before him moved. He drew his trusty pistol and prepared to fire, and sighed with relief as Sven appeared from the bushes. The Slayer was covered in blood, none of it his own.

"I took revenge for Thordsvedt." He growled. "And I found these."

Sven threw a bag onto the ground next to the dead clansman's body. Grimbold reached for it.

"Thordsvedt was after it." Continued Sven. "Said something about treachery, and he was away shouting grudge-oaths before I could blink. That's the attitude, by Grungni!"

Turning over the bag in his hands, Grimbold's eye was instantly drawn to the embroidered blazon on the front of it. Feeling sick to the pit of his ample stomach, he dived inside and pulled out a scroll. The seal was broken, but unmistakable. Reading the letter, not glancing upwards even as the rest of his warband arrived at the scene, his hands shook uncontrollably.

"We're going home." He said in a low voice. "Get back to camp and gather your supplies. By my father's beard, there will be hell to pay."

He turned and began to storm away, tossing the bag and the scroll aside. The others looked at each other in bewilderment. Snorri walked over to the sack. Taking one look at the blazon, he spat on the ground and swore in Khazalid.

It was the family heraldry of Salamanca. There was treachery to be avenged...

Mordheim Empire in Flames

Rules for the Wilderness

Games that take place in the Empire in Flames setting occur in the wilderness of the Empire. However, while they are in the wilderness, the warbands are never very far from civilisation. The warband simply travels to the nearest Empire settlement and re-equips there. This section details the new rules, Equipment and Exploration tables for use with the Empire in Flames setting.

Warbands

Any of the warbands published in either the Mordheim rulebook, the Mordheim annual or Town Cryer magazine are perfectly legal to use in games set in the Empire in Flames setting. Obviously however, some warbands are more suited to this setting than others. The following previously published warbands are the best suited to games set in the wilderness of the Empire: Witch Hunters, Orcs & Goblins, Dwarf Treasure Hunters, Beastmen, The Possessed, Undead, Kislevites, Skaven Warp Hunters and Human Mercenaries (any type).

In addition, new warbands have been written specifically for this setting.



Treasures

Games set in the Empire in Flames setting are all about collecting treasure. Treasure can be a variety of things – Wyrdstone shards, small items of art, jewellery made of precious metals and set with gems, or even merchant goods. Whatever their form, they act exactly as Wyrdstone shards in the basic game – they are found through Exploration (or sometimes as the objective in a scenario), and are sold using the same chart on page 134 of the Mordheim rulebook. Note that while the normal chart is used to calculate the number of Treasures found this setting uses a unique set of Exploration charts.

Lost!

While pit fighting does exist in other parts of the Empire, it is not nearly so popular as in Mordheim and certainly not that popular outside of relatively large settlements. Therefore, warriors are unlikely to get the 'Sold to the Pits' result from the Injury table; if that result is rolled for a Hero after a game, use the following result instead: 65 Lost!

The Hero has become lost. He suffered a blow to the head and wandered off in a daze, or tumbled down a hill during the battle when knocked unconscious and when he came to his senses he found that his mates had left him. Injured and confused, the Hero has some trouble finding his way back to camp. He must miss the next D3 games while he orientates himself. The Hero earns +1 Experience for the adventures he goes through while he makes his way back.

Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire – most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges. Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

New wilderness setting for Mordheim
By scribes Nicodemus Kyme, Marcus De Havener & Stephanus Harburgh

OPEN GROUND

No movement penalty.

Fallow fields (or fields which just haven't produced crops yet).

Low, open hills.

Bridges or fords in waterways.

Steps or ladders leading up or down.

DIFFICULT GROUND

Models move at 1/2 speed.

Small Streams (moving water less than 4" wide).

Rocky ground.

Fields filled with crops.

Abandoned ruins.

Marshy ground.

Woods.

VERY DIFFICULT GROUND

Models move at 1/4 speed and may not charge.

Rivers (moving water 4" or more wide).

Swamp or deeper marsh.

Hedges or thickets.

IMPASSABLE TERRAIN

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as Out of Action.

Tall rock outcroppings.

Deep rivers or lakes.

WOODS

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest darkest woods so only small copses and clumps of trees need be represented. The rules below reflect the effects of woods:

A stand of woods blocks line of sight to the other side, no matter how wide the stand is. This means that two models on either side of

even a 1" wide section of woods cannot see each other if neither has actually entered it.

A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules of course.

Woods are difficult ground, and reduce movement to half speed.



SWAMP OR DEEP MARSH

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness. Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found within a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs



out, a friendly model must move to within 2" of the trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next close combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in Close Combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!).

Swamp sections are always Very Difficult Ground.

RIVERS

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them.

To represent how models interact with water these basic rules apply:

Players should establish which way the river is flowing at the start of the game.

All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types above.

Models swimming with the current will double their base move.

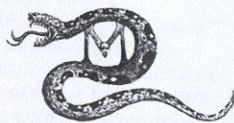
Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are literally! Each turn the model is in the water it must make a Strength test and if unsuccessful is taken out of action.

Aquatic models in water, either swamp, streams or rivers can elect to be hidden at the discretion of the player.

Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.



Fighting in Water

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

If a non-aquatic model is knocked down in a shallow river or stream they are swept down river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken out of action. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according to the standard Mordheim rules for Undead.

Any model fighting in a shallow stream whilst wearing light armour will be considered out of action if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.

Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames. These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!: First of all, unless the building is an Inn (Inn doors are only locked at night), the doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a locked door or shuttered window, the warrior has to first open it, which

requires a bit of force. The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract -1 turn from the total (down to a minimum of one turn). Rushing a door may be done at the end of any of the warrior's Movement Phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below). Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse!: A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn

attempting to quell the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be Difficult Terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (eg,

barn doors) may allow more models than this to get their licks in! As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the

door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such: Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing as outlined in the Mordheim rulebook. Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase. The model must start his move within 1" or the bottom of the ladder/stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.



New Equipment

While Empire in Flames is a new setting for Mordheim games, most of the equipment (including prices and rarities) remains the same... this is still within the Empire after all! However, there are a few new items of equipment to be had. These are detailed below.

Lock Picks Rare 8 Cost: 15 GC

A standard piece of kit for less scrupulous characters. A set of Lock Picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured. A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Torch Common Cost: 2 GC

Warriors lacking the funds for a lantern may have to make do with torches. Torches act exactly as lanterns, adding +4" to the range

the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing *Fear* in Animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a *Regeneration* special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire – see 'Let the Damned Burn' from Town Cryer 8).

Barding Rare 11 Cost: 30 GC

Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head. A model mounted on barded horse receives an additional +1 armour save) +2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action. (Warhorses only)

Horseman's Hammer Rare 10 Cost: 12 GC

This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a Horseman's

Hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range: Close Combat
Strength: As user +1
Special Rules: *Two-Handed, Cavalry Charge*

Special Rules

Two-handed: A model armed with a Horseman's Hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Cavalry Charge: A model armed with a Horseman's Hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a Horseman's Hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

Veicles of the Empire

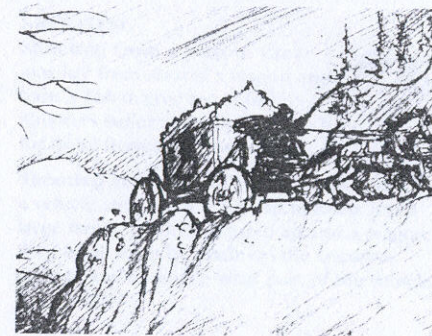
There are three principal modes of transport in the Empire: travel by boat, by riding animals such as horses and mules and travel by wagon or coach. Riding animals have already been covered in 'Blazing Saddles' which is featured in the Mordheim annual. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two and four wheeled forms of transport commonly found in the Empire.

MOVEMENT

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.



TURNS

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its midpoint.

APPLYING THE LASH!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

Applying The Lash

D6 Result

1-2 **Steeds Tiring** – The draft animals are growing tired – if the driver applies the lash! next turn you must halve the score rounding fractions up.

3-4 **Driver Shaken** – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.

5-6 **Out of control** – Make a roll on the Out of Control table.

Price Chart

The following chart gives the cost of additional items for sale that are specific to the Empire in Flames wilderness setting.

MISCELLANEOUS					
Item	Cost	Availability			
Torch	2gc	Common	Giant Spider	90gc	Rare 10 (Goblins only)
Lock Picks	15gc	Rare 8	Nightmare	95gc	Rare 10 (Vampires & Necromancers only)
Mule	30gc	Rare 7	Wagon	100gc	Rare 7 (without draft animals)
Riding/Draft Horse	40gc	Rare 8 (Humans only)	Stage coach	40gc	Rare 7
Warhorse	80gc	Rare 11 (Humans only)	Rowing Boat	100gc	Rare 8
Elven Steed	90gc	Rare 10 (Elves only)	River Boat	200gc	Rare 9
War Boar	90gc	Rare 11 (Orcs only)	River Barge		
Giant Wolf	85gc	Rare 10 (Goblins only)			
			ARMOUR		
			Barding	30gc	Rare 11 (Warhorses only)
			WEAPONS		
			Horseman's Hammer	30gc	Rare 10

Wagon Movement

No. of passengers or cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6

Out of Control

D6 Result

1-3 Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

- 1-3 – Swerves 45 degrees to the left.
- 4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5 Runaway – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

- 1-2 – Swerves 45 degrees to the left.
- 3-4 – Swerves 45 degrees to the right.
- 5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

- 1 – The wagon swerves to the right (see above)
- 2 – The wagon swerves to the left (see above)
- 3-4 – The wagon comes to an immediate halt

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jack-knives or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

TERRAIN

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

COLLISIONS

If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.



TRANSPORT

For the sake of simplicity all wagons and coaches may transport up to six human sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is *Knocked Down*, *Stunned* or taken *Out of Action* a crew member riding shotgun may take over the reins and become the new driver.

MOUNTING/DISMOUNTING

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.

LOSING CONTROL OF THE DRAFT ANIMALS

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.



SHOOTING

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table below to decide what part of the vehicle has been hit.



Wagon Location

D6 Result

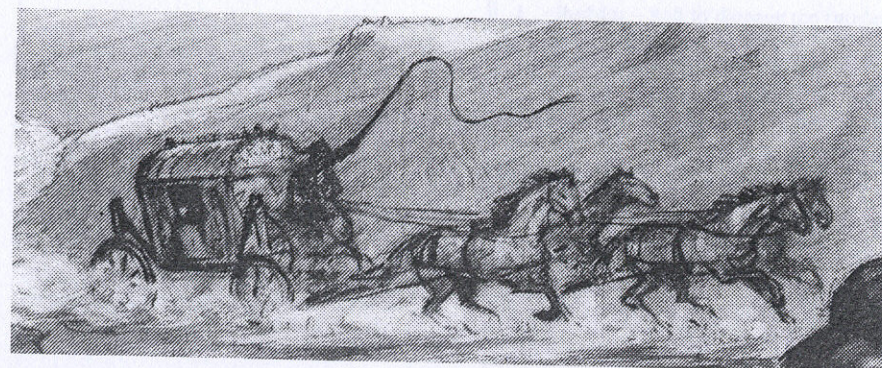
1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crewmember and roll to wound and injure as normal – see loss of driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat line below.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-



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D6 Result

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crewmember and roll to wound and injure as normal – see loss of driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat line below.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-



LOSS OF A DRAFT CREATURE

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is *Stunned* or *Knocked Down* it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not Apply the Lash! If the steed is taken *Out of Action* then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is *Stunned*, *Knocked Down* or taken *Out of Action* then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

WHEEL DAMAGE

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table below adding +1 to the result if the wheel has been damaged before:

Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

CHASSIS DAMAGE

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

COMBAT

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken *Out of Action*

an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as unled beasts (see Blazing Saddles).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is required to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.



Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

MOVEMENT

Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game). Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

TURNS

Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

TERRAIN

A boat can encounter natural terrain such as rocks or man made obstacles such as logjams specifically placed to obstruct its movement.

Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.



COLLISIONS

See page 26 as for wagons.

TRANSPORT

All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowing boat can transport up to six human sized warriors or smaller, or the equivalent in cargo.

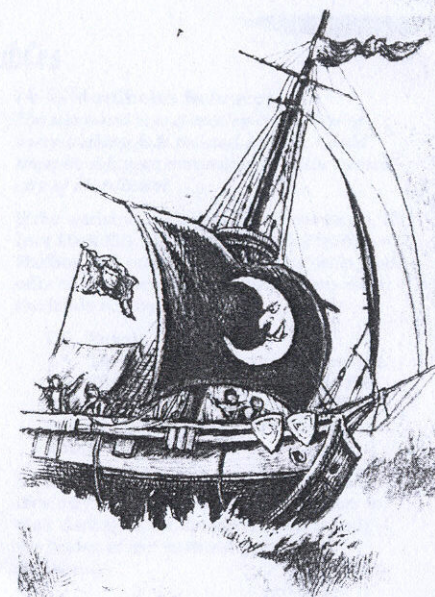
A river boat can transport up to eight human sized warriors or smaller, or the equivalent in cargo.



A barge can transport up to twelve human sized warriors or smaller, or the equivalent in cargo.

MOUNTING/DISMOUNTING

See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.



SHOOTING

See page 27 as for wagons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

Boat Location

D6 Result

1 Propulsion – Roll to damage the boat using the stat line above – if damaged roll again on the Propulsion table.

2 Rudder – Roll to damage the rudder using the stat line above – if damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boathooks.

3-4 Crew – Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.

5-6 Hull – Roll to damage the boat using the stat line above.

PROPULSION DAMAGE

Either the oars or the mast and rigging have been damaged. Roll a D6 and consult the table below:

Propulsion Damage

D6 Result

1-2 **Sail damaged/oars splintered** – The boat's speed is permanently reduced by -1".

4-5 **Rigging damaged/oars splintered** – The boat's speed is permanently reduced by -2".

6 **Mast falls!** – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.

HULL DAMAGE

When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

COMBAT

See wagons above. Note: Swimming warriors may not attack boats!



Exploration

Several of the encounters below allow a warband to take actions that result in different rewards or punishments. Warband members that were taken *Out of Action* in the game may not take part in any of the encounters below. This means that they may not gain experience, may not attack, etc. Of course, it also means that they will

not be taken *Out of Action* by an encounter either...

Note also that there may be additional consequences for attacking in any of the following encounters: Empire Huntsmen, Empire Patrol, Halfling Rangers, Holy Man, Large Farm, Lost Children, Merchants, Mordheim Refugees, Peddler, Pilgrims, Priests of Sigmar, Small Farm. If a warband attacks one of those encounters, roll a D6: on a roll of 1-3 the warband has been careless and left witnesses! If the warband rolls that exploration roll again, treat the encounter as 1 1 Abandoned Farmhouse' (word has got out about the warband and they are avoided like the plague!).



Doubles

(1 1) Abandoned Farmhouse

The warband stumbles upon the smoldering ruins of a burned-out farm.

Sifting through the ruins, the warband finds D6 gc.

(2 2) Raving Lunatic

The warband sees a wildly unkempt man staggering blindly through the forest. As the warband approaches, they notice that he seems to be whispering something about 'invisible archers killing everyone', though the exact words are garbled and hard to make out...

The warband may choose to either question the man or kill him. Undead warbands who kill him gain a Skeleton or Zombie for no cost. Chaotic or Lizardman warbands may sacrifice the poor unfortunate to their dark gods to gain 1 Experience point for their leader. Other warbands may question him to find out what he knows; roll a D6:

D6 Result

1-4 He knows nothing.

5-6 He knows a secret tunnel to untold riches (in the next battle the warband may start up to three warband members anywhere on the battlefield that is within cover and not within 10" of an enemy warrior. All three must start in the same general area (within 4" of one another).

(3 3) Lost Children

The sounds of a child crying nearby can be plainly heard. As the warband members track the sound to its source, they find two children huddled together beneath a massive oak.

If the player wishes, the warband can help these lost children find their parents. If this is done, the grateful parents give the warband all they have of value (D6 gc; if a 6 is rolled, they give the warband a single Treasure instead). Undead, Chaotic or Lizardman warbands may sacrifice the poor unfortunates to their dark gods (or simply feed on them!) to gain 1 Experience point for their leader.

(4 4) Mordheim Refugees

The warband sees a motley collection of sorry-looking folk dressed in rags. Could these be refugees streaming from the cursed city of Mordheim?

If the warband is Human (not Possessed!), Elf (not Dark Elf), Dwarf (not Chaos Dwarf), or Halfling, the refugees beg for their help, and offer to give the warband information about the lands nearby. Roll a D6:

D6 Result

1-3 The information is lies and useless.
4-6 The information is useful and the warband may roll one dice more than normal for Exploration after the next game.

If the warband is none of the above types, they may sacrifice the poor unfortunates to their dark gods (or simply feed on them!) – the leader of the warband gains +1 Experience.

(5 5) Burial Site

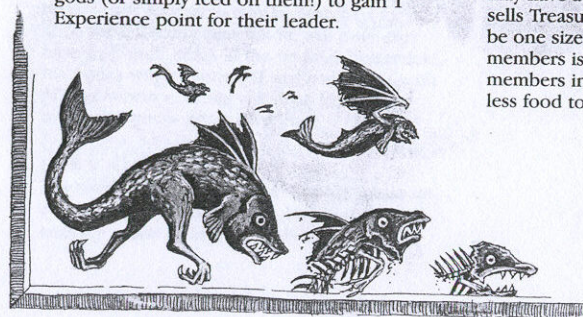
The warband has stumbled upon a small graveyard. Further inspection reveals what looks to be an open grave in the far corner. There is no body in the grave however, and in fact the only signs that someone has been here recently are the fresh dirt and a gold medallion lying on the ground that is speckled with what appears to be rust...

The medallion may be sold for D6 gc.

(6 6) Wild Stag

As the warband travels along, a rustling is heard in the brush. Suddenly a large stag appears in their path, and he appears as startled to see the warriors as they are to see him.

Any warband members with missile weapons may shoot at the stag. On a successful hit (at the warrior's base chance) and wound (Toughness 3), the stag falls and the warband may have a feast! The next time the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead), as they have to purchase less food to re-supply.



Triples

(1 1 1) Orc Encampment

The warband smells the smoke of half a dozen campfires. When they sneak up to the next clearing, they come upon an encampment of Orcs!

A greenskin warband may approach and attempt to trade. If this is done roll a D6 – on a result of a 1 the Orcs fail their Animosity test and attack (follow the rules for other warbands fighting the Orcs, below). If the Orcs do not attack, the greenskin warband may buy any equipment with a 25% discount (rolling for Rare items as normal), rounding down. They may also sell items to the Orcs for 10% more teef (gold) than normal, rounding up. If the warband is not comprised of greenskins, they may report the Orc Encampment to the local authorities for a 2D6 gc reward. Or they may attack the Orcs. Any warband that attacks the Orcs receives D6 Experience that may be divided among the warband's Heroes that did not go out of action, and 2D6 gc in loot. However, roll a D6 for each warband member; on a result of 1 or 2, that warrior was taken Out of Action and must roll for Serious Injuries as normal.

(2 2 2) Gypsies

The warband members see a small train of brightly coloured wagons ahead... gypsies!

Gypsies are well known for their generosity, but also have a reputation for thievery in lean times. The warband can either trade with the gypsies or attack them. A warband that attacks the gypsies gains D3 Experience that can be split among its Heroes, 2D6 gcs, and D3 Daggers. A warband that trades with the gypsies may buy any item of equipment (rare items must be rolled for as normal) at a 20% discount (figure the price as normal then subtract 20% from the total, rounding up to the nearest gc). However, at the end of trading, the player must roll a D6 – on a roll of 1-3 the gypsies have robbed the warband. Remove any unspent gcs and Treasures.

(3 3 3) Small Farm

The warband finds itself on a small farm. They note that the fields and the livestock are in good order. As the warband nears, the door opens and a young couple steps out.

If the warband is inclined towards good rather than evil, the young couple provides them a fine meal. When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (ie, 10-12 Warriors is considered 7-9 Warriors), as the

amount of money they need to spend on food is reduced. If the warband is evil or chaotic, they may kill the young couple and loot their farm, receiving 2D6 gc in money and may reduce their warband size by one as before.

(4 4 4) Pilgrims

The warband sees a group of robed humans coming up the road. They seem to be singing religious songs.

This is a small group of pilgrims. If the warband is inclined towards good rather than evil, the pilgrims show them a shortcut through the nearby marshes. In the next game, the warband may automatically choose sides and take the first turn; if two warbands in the game have this benefit, roll off to see which warband gets to enjoy the effect. In addition, their leader is an Elder of their congregation, and may remove a Curse placed on a member of the warband. If the warband is evil or chaotic, they may kill the pilgrims and take their measly possessions (D6 gc and a Holy Relic).

(5 5 5) Abandoned Orc Village

The warband comes upon a motley collection of huts, most of which are tumbled down and show signs of an old fire. This site looks abandoned...

If the warband searches, they find 2D6 gc and a few hundred teeth buried under one of the huts (the village treasury). If the warband is comprised of greenskins (Orcs and/or Goblins), the amount of money is tripled, as the teeth are actually worth something to them!

(6 6 6) Empire Patrol

The warband hears a strong voice call out "Halt!", and out of the trees step a dozen men, dressed in the local livery and carrying muskets and balberds.

If the warband is inclined towards good rather than evil, the patrol lets them pass by with only minor questions. The patrol also gives them the name of a fair merchant in the next town (the next time the warband equips, prices are reduced by 10%, rounded down). If the warband is evil or chaotic, the patrol attempts to arrest them! At the end of a short fight, the warband gains D6 Experience, D6 gc, D3 halberds, D3 swords, and D3 handguns. However, roll a D6 for each warband member – on a roll of 1-2, that warband member was also taken Out of Action during the fight and the player must roll for Serious Injuries as normal!

Four of a Kind

(1 1 1 1) Treasure Stash

The warriors are wandering through the woods when one of the Henchmen notices a pile of leaves that looks a bit odd. Investigation reveals that something was buried here recently. Digging up the area earns the warriors a small chest.

Inside the chest the warband finds D6x10 gc.

(2 2 2 2) Herdstone

The warband enters a clearing and finds an enormous standing stone, covered in crude glyphs and with what appears to be a small garbage heap at its base.

The warband has discovered a Beastman herdstone. If the warband is not Chaotic in nature, they may deface the herdstone and sift through the offerings at the base of the herdstone for valuables. The leader of the warband gains 1 Experience point and the warband finds D3 Treasures. If the warband is Chaotic, they may leave a small offering of 10 gc and worship at the altar and ask either for a curse to be removed (roll a D6 and on a 4-6 the curse is removed), or to gain knowledge. If knowledge is sought roll a D6 – 1-3: one of the warband's Heroes suddenly screams as his mind is filled with insight – he is immediately taken Out of Action; though if he survives the experience he gains a single Academic skill (regardless of whether he could normally take them); on a 4-6, D3 Experience points are awarded to the warband, to be distributed randomly among the warband's Heroes and Henchmen groups.

(3 3 3 3) Peddler

The warband sees a man leading a pair of mules packed with items. As he sees the warband members, his eyes light up and he begins moving rapidly toward the warband.

The warband may trade with the peddler. If they do so they may buy items at a 20% discount (round the price up to the nearest gc). He is also likely to have those hard-to-find items – any Rare item may be searched for at a -2 to the Difficulty (though he will only ever have one such item). If the peddler is attacked, his mules will be spooked and run off, though 3D6 gc worth of items will drop from their overladen packs when they leave.

(4 4 4 4) Gingerbread House

The warband sees a strange looking house up ahead. As they near it, they find that it is entirely made of iced gingerbread!

The warband may take some of the gingerbread to re-supply. If they do this they are considered to be two sizes lower when selling back Treasures (ie, a warband of 10-12 members is considered to be 4-6 members), and any hirelings only charge the warband half their normal upkeep. However, there is a chance that the old hag who lives in the house will see this and cast a powerful Curse at the warband. Roll a D6 – on a 1-2, the hag has cursed the warband. Until the curse is removed, members of the warband must re-roll all successful hits in close combat or shooting.

(5 5 5 5) Wounded Warband

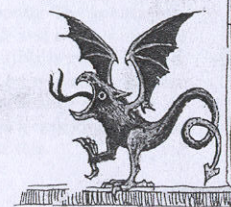
The warriors hear faint groans nearby and upon investigation find a small band of warriors like themselves, sprawled throughout a small clearing. The warriors are covered in blood and have numerous obvious wounds.

If the warband helps these men in need, the wounded warband will give them their stash (2D6 gc and D3 Treasures). If the warband decides to dispatch the wounded warriors instead, they gain D6 gc and the warband's leader gains 1 Experience point.

(6 6 6 6) Empire Huntsmen

Moving down a trail through some deep woods, the warband is surprised by a group of men in browns and greens stepping out from behind trees, arrows nocked and ready.

If the warband is Human (not Possessed!), Elf (not Dark Elf), Dwarf (not Chaos Dwarf), or Halfling, the Huntsmen offer to show them a secret way through the woods to an area reputed to be ripe with treasure (and danger). The warband may automatically pick the next scenario, get to choose the table edge and may automatically take the first turn. If two or more warbands have this bonus, roll to see who the Huntsmen showed the way to first.



Five of a Kind

(1 1 1 1 1) Large Farm

The warband finds a large farm. They note that the fields are in good order, and the livestock is numerous and healthy. As the warband nears, the door opens and a plump elderly man steps out.

If the warband is inclined towards good rather than evil, the farmer and his wife feed them a fine meal. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (ie, 10-12 Warriors is considered 4-6 Warriors), as the amount of money they need to spend on food is reduced. Also, the farmer gives the warband the name of an honest merchant (next time the warband buys equipment, prices are reduced by 20%, rounding the price up to the nearest gc). If the warband is evil or chaotic, they may kill the farmers and loot their farm, receiving 2D6 gc in money, D3 Experience to be distributed among the warband's Heroes, and may reduce their warband size by two as above. Also roll a D6 for every member of the warband if they attack the farmers – on a roll of 1, the warband member was taken *Out of Action* in the fight and must roll for Serious Injuries as normal.

(2 2 2 2 2) Halfling Rangers

"Halt!" yells a squeaky voice from the darkness. As the warband halts and looks around, a small figure steps out of the shadows – a Halfling!

If the warband is inclined towards good rather than evil, the Halflings share their travelling rations with the warriors. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (ie, 10-12 Warriors is considered 4-6 Warriors), as the amount of money they need to spend on food is reduced. If the warband is evil or chaotic, the brave little rangers attack! The warband receives D6 gc, D6 shortbows, D6 daggers, D3 Experience points that may be distributed amongst their Heroes, and may reduce their warband size by two by eating the Halflings' rations as above. In addition, roll a D6 for each member of the warband – on a roll of 1-2 that warband member is shot full of holes, taken *Out of Action* in the fight and must roll for Serious Injury as normal.

(3 3 3 3 3) The Hanging Tree

The warband comes upon a grisly scene – a large oak tree with dozens of bodies hanging from its branches. There are also a couple of

bodies in cages as well. As they near, the warriors can hear a weak plea for help from one of the cages.

If the warband frees him, the Assassin (see Mordheim annual) offers his services to the warband for free (no hiring cost, though they must pay his upkeep as normal after the first game). In addition, the warband finds the following among the bodies: D6 gc hidden in boots, etc, D3 Daggers, and a *Lucky Charm* (obviously not working properly!).

(4 4 4 4 4) Dark Priest

The warband sees a figure in dark robes approaching. As he gets closer they see a stalked eye appear from under the shadowed hood...

This is a dark priest. He may be killed (the warband leader gains 1 Experience point and an *Unholy Relic*), or an Undead or Chaotic warband may seek his blessing. The blessing of the Dark Priest will remove all curses plaguing the warband.

(5 5 5 5 5) Faerie Ring

The weary warriors come upon a small circle of mushrooms. Such places are reputed to be magical in nature, and possessed of powerful healing qualities.

If the warband is not Undead or Chaotic in nature, they may sleep in the faerie ring and gain a restful night's sleep. Any of the warriors in the warband that were taken *Out of Action* last game are automatically healed to full health – there is no need to roll for Serious Injury. An Undead or Chaotic warband may destroy the faerie ring and receive D6 Experience points that may be divided among their Heroes. However, such wanton destruction carries a price – the faeries will place a powerful Curse on the warband. From now on until the Curse is lifted, whenever any members of the warband are taken *Out of Action*, roll twice for serious injuries for each warrior and apply the lower result.

(6 6 6 6 6) Ambushed Warband

The warriors see bodies strewn all over this clearing, several arrows protruding from each one. That old hermit did warn you about the folk of the woods preferring their privacy...

If the warriors loot these bodies, they find the following items of value: D3 swords, 1 suit of light armour, D6 daggers, D3 spears, D6 shields, and 2D6 gc. In addition, roll a D6 – on a result of 5 or 6, the warband finds a Treasure on one of the bodies.

Six of a Kind

(1 1 1 1 1 1) Griffon Nest

The warband comes upon a rocky spire, lifted a couple dozen feet above the ground. At the top of the spire is an enormous nest, and inside the nest the warband members can see the tops of eggs!

A Hero may climb to the nest and bring down eggs, one at a time. The Hero must pass a successful Initiative test once to get up, and once to get back down, for each egg that he wishes to steal (the nest contains five eggs). If he fails a roll to get up nothing happens however, if the Hero fails a roll to climb down, he suffers D6 Strength 6 hits immediately, and any egg he is carrying down is lost. In addition, every time after the first that the warrior attempts the test, roll a D6 – on a 1, the parent Griffon has returned. If the warrior just passed a test to get up to the nest, he gets no more eggs and is immediately knocked off and suffers the falling damage above. If the warrior was on the ground when the Griffon appeared, he suffers no other ill effects. In either case however, no more eggs may be recovered. Each egg recovered may be sold for 50+2D6 gc.

(2 2 2 2 2 2) Sword in the Stone

The warband finds a sword imbedded in solid stone! There is an engraving on the stone... something to the effect that whoever draws the sword shall be the next king of Bretonnia/lead the next Great Waaagh/kill the uyrn Grackenfled the mighty... or something to that effect!

A Hero may draw the sword from the stone if he rolls equal to or under half his Strength (rounded down). Each Hero only gets one test, and only the Hero's base Strength is used for this test... no drugs or magical effects apply. If a Hero draws the sword from the stone, he receives a magical sword (in a campaign, ask the referee if he has a suitable nifty sword for you to carry... otherwise it is +1 to hit and +1 to Wound).

(3 3 3 3 3 3) Dead Drake

The warband comes upon a strange scene indeed – the foul-smelling remains of an enormous lizard that has been pierced by a long, slender lance, and the broken (and almost as smelly) body of a knight and his trusty steed, equally deceased (and smelly!).

There is no indication as to where the Dragon's lair is, and while Dragon parts are normally priceless, the only parts salvageable are shards of bone. The dead knight's



lance and sword are unbroken and will fetch a good price. All of this counts as D3+2 additional Treasures that the warband may add to their hoard.

(4 4 4 4 4 4) Chaos Icon

In a dried stream bed, one of the warband members sees the glint of something golden. It is a strange amulet, mostly buried in the silt and sand.

Choose a Hero to place the amulet around his neck (yes, one of them has to!). That Hero is affected by the rules for *Frenzy* from now on and this *Frenzy* is not removed if the Hero is Knocked Down or Stunned. At the start of each game roll a D6 for the Hero – on a roll of a 1, the Hero has heard the call of the dark gods working through the amulet and heads north for the Chaos Wastes (remove him from the warband roster). This amulet carries a powerful Curse, which must be lifted for the Hero to remove it from his neck (see earlier for removing Curses).

(5 5 5 5 5 5) Holy Man

The warband sees an ancient man leaning heavily on a gnarled staff moving slowly toward them...

If the warband is not Undead or Chaotic in nature, the old man reveals himself as a priest of Sigmar and offers to help the warband on their next adventure. He can either remove any curses afflicting the warband, or bestow upon them a powerful blessing – after the next battle, any injured warband members roll twice for Serious Injuries and the player may choose which result affects the warrior.

(6 6 6 6 6 6) Familiar

As the warriors travel through some particularly dense woods, they hear an eerie croaking. Just as the whole warband begins to shake with dread at the terrible noise, a large toad hops up on a nearby stump. He looks at the warriors with uncanny intelligence...

If the warband includes a spell caster, they may take the familiar as an item of equipment. The familiar acts as a power focus and whispers secrets into the spellcaster's ears as he sleeps, increasing his power greatly. The spellcaster gains an additional spell and a +1 to the roll when casting his spells (this is cumulative to the Sorcery skill) while he retains the familiar. A warband without a spellcaster does not interest the familiar, and it quickly hops away as soon as it determines this.

Building Nordheim

(Without breaking the bank)

I've always loved the GW skirmish games, like Necromunda and Gorkamorka, which allow you to have a warband that gains experience and treasure while acquiring individual personality. I'm also a big fan of the fantasy genre with swordplay and magic. When I read the first article about Mordheim by Tuomas Pirinen way back in WD 233, I knew I had to try it out. Here was a game that promised to combine fantasy with skirmish battles.

I wanted to make my own terrain for the game. I like building scenery for my gaming tables and I thought I could come up with some good burnt-out buildings with a macabre, haunted house feel. Initially, I made a couple of stand-alone buildings but the game seemed to demand something more. I didn't like the fact that my tabletop simply looked like a scattering of separate homesteads. What I needed was some

cohesion for the whole scene. Roads appeared to be what was missing so that's where I began.

At the time I commenced with my modelling undertaking I was a lowly grad student with no income. To achieve my vision I had to stick to cheap materials. I started building simple sections of cobblestone streets with piles of rubble to fill in the areas between the buildings. The main ingredients were: sand, toothpicks and scale railroad lumber, styrene, and cardboard from leftover boxes. The streets looked great when they were finished and they turned out to be quite simple to make as well as inexpensive.

Learning how to make cobblestone streets proved to be a jumping off point for my terrain making. I used the skills I picked up to expand my city and eventually took on larger projects. Nearly every piece I've added to my Mordheim set has used the simple street-making techniques. I feel that the streets really bind the scenery together and make it look like a coherent village.

I've only been into miniature gaming for the past five years. I was in my local games shop when I found a copy of the Warhammer fourth edition Orc & Goblin Army book. After looking at the pictures of the models I thought, "Cool, I'd like to try that." And the rest is history.

My main gaming interest is in the skirmish games Gorkamorka, Mordheim, and Necromunda. I like seeing the development of the individuals in a group throughout the course of a campaign. Accumulating skills, scars and injuries, new weapons, rivalries – who could ask for more! I also have a 3,000 point Lizardman army and a 1,500 point Wood Elf army for Warhammer. I build terrain for all of my games which is the aspect of the hobby that I love the most.

I'm a biologist by training and I went to graduate school in entomology studying population genetics of pest insects. I chucked it all to become a programmer, though, because I was tired of digging through my sofa for loose change to buy groceries. Of course, then the bottom fell out of the computer industry. C'est la vie! At least I'm still employed at a research company where I work as a computer programmer.

I do most of my gaming with my friends and at the local game store in Rockville, MD, Dream Wizards (www.dreamwizards.com). Recently the store has sponsored a well-organised hobby group and I'm excited by its potential. They had two tables at Games Day 2002 in Baltimore and they asked to use my Mordheim set for one of them. What a great time that was!

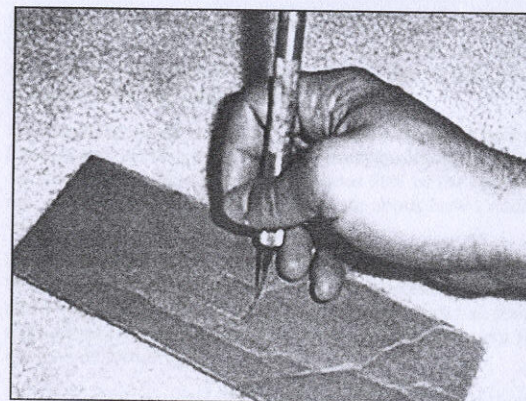
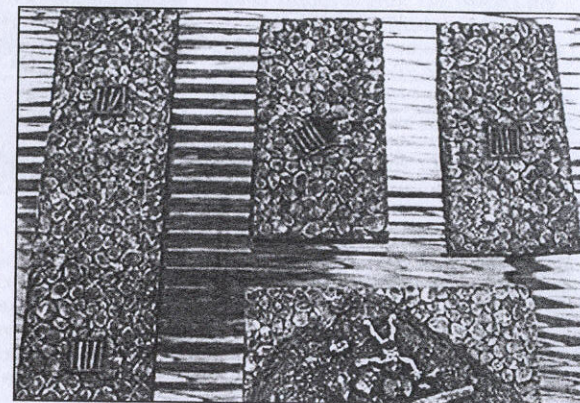
Part I - Cobblestone Streets

By Todd Peters

loligo@mindspring.com

Examples of street sections

To make the streets I first cut out a rectangular section from thick corrugated cardboard as a base. The cardboard tends to warp after adding glue and paint but it can easily be bent back into shape when dry. I also cut a shallow square section or two from the centre of the street so that I can later add a sewer grate. I didn't cut all the way through the cardboard for the sewers, just enough to give it some depth.

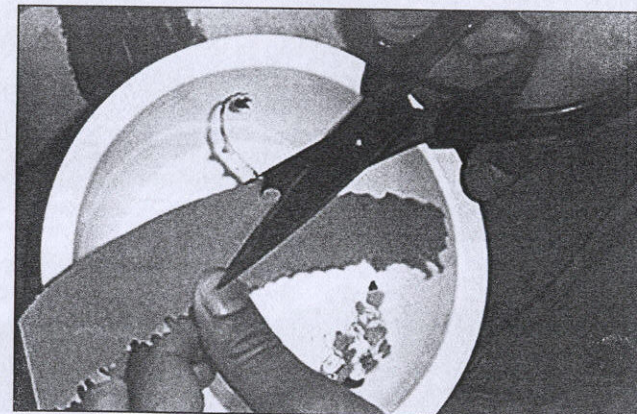


Cutting the grate

After the basic street section was cut I added the base of a rubble pile. Adding the rubble pile first cuts down on the area that you need to cover with cobblestones. I used a flattened half-hemisphere of styrene glued into place with PVA glue. The styrene works much better than trying to glue an entire pile of sand and gravel into place. For one, it's lighter but it also holds its shape better and dries faster than the large blob of glue you need to get all of the sand to stay in one place.

Rubble pile base

The cobblestones were then made by cutting small, roughly circular or ovoid pieces from thinner cardboard. I used empty (or nearly empty!) cereal and cracker boxes that were lying around the kitchen. At a pinch you can use GW miniature boxes but they're a bit thin and don't give as good a feeling of depth. Save those minis boxes for roof shingles.





Gluing the cobblestones

Cutting enough cobblestones to cover even a small section can be tedious. I ended up leaving my scissors and empty boxes next to the TV set so that every time I watched a show I could sit and cut the pieces into a bowl. Before I knew it I had a bowl full of cobblestones ready to glue. I even recruited my wife to cut with me a few times to make the work go more quickly.

Once enough cobblestones had been cut I started gluing. The easiest way I found was to spread a thin layer of PVA glue over a section of the street, pick up the cobblestones one by one on the tip of a blade and tap them into place. An alternate way would be to dump a bunch of the cobblestones onto a section of glue and sort them out so that they don't bunch up and/or overlap.

Making the rubble pile

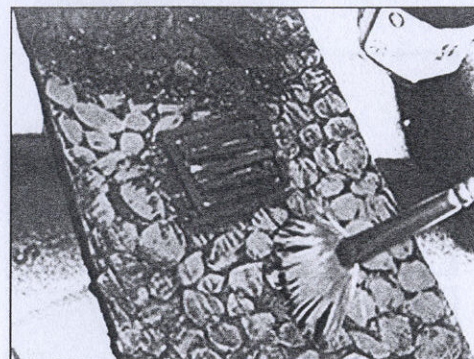
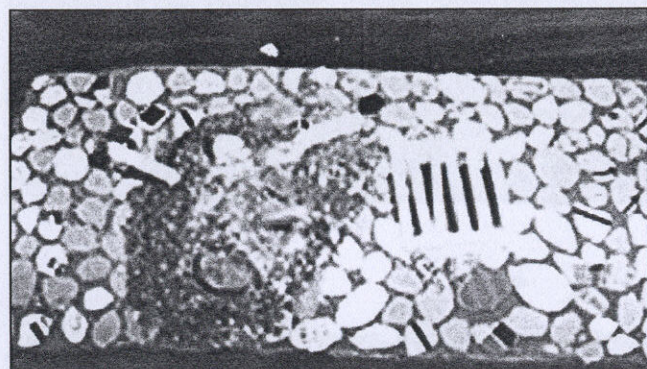
After the glue dries it was time for the rubble. I used sand to coat the styrene. Although GW and other companies sell rubble and sand, I prefer to get mine from my backyard. I panned a tray full of sand and then let it bake in the sun until dry. To ensure that I only got fine sand I poured the contents of the tray through a screen to separate out the bigger rocks.

I coated the styrene in PVA glue and sprinkled the fine sand on top. The glue protects the styrene from melting when it's sprayed. While this was drying I poked a few sticks into the pile and added a scattering of larger rocks. This is also a great time to add bits like skulls, shields, broken weapons, etc.



Making the Sewer Grate

The final modelling step was adding the sewer grate. I used scale lumber (bass wood) from the hobby shop cut into short segments to make a grill. I don't worry too much about all of the pieces lining up or being too long or short because that just adds to the authenticity of the city.



Dry Brushing

Finally, I sprayed the street section black. Spraying outside on a sunny day dramatically decreases the drying time. Once the paint was dry I dry brushed the cobblestones with successively lighter shades of grey. The wood I dry brushed with Dark Flesh and then lightened the paint with Bronzed Flesh and finally white. I dry brushed the rubble pile grey mixed with brown. For the grates I coated the whole thing with Tin Bitz and then dry brushed on Boltgun Metal. Finally, I painted the details on whatever bits were in the pile.

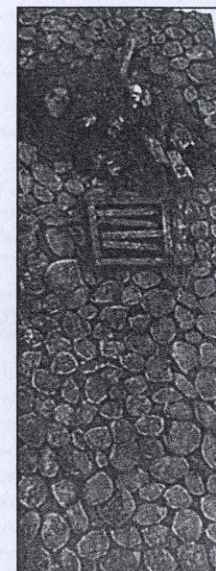
The Finished Street

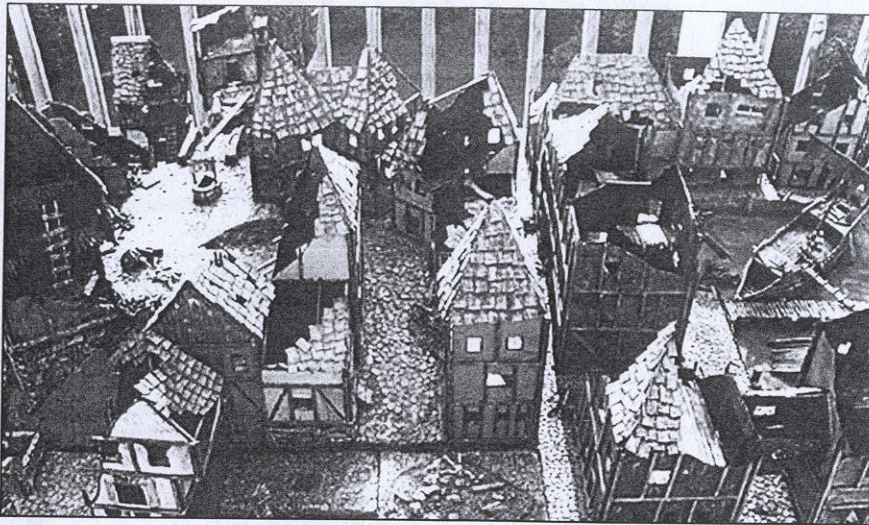
And that's it! I now have a complete section of cobblestone street to add to my Mordheim city at the cost of mere pennies (leaving me with more money to spend on models). This is certainly not a centerpiece for the table nor is it the best playable terrain. By using this technique, though, I have slowly added an entire maze of streets for the buildings to sit around and added to the overall appearance of the gaming board.

My philosophy on making terrain is – don't sweat it on the small stuff. Obsessing over little details just bogs you down. The visual impact of a completed terrain board is from all of the pieces together, so save the detail work for your miniatures.

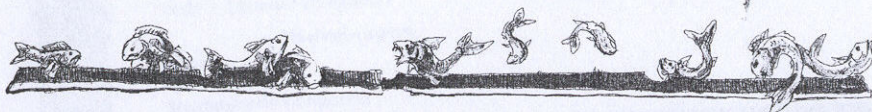
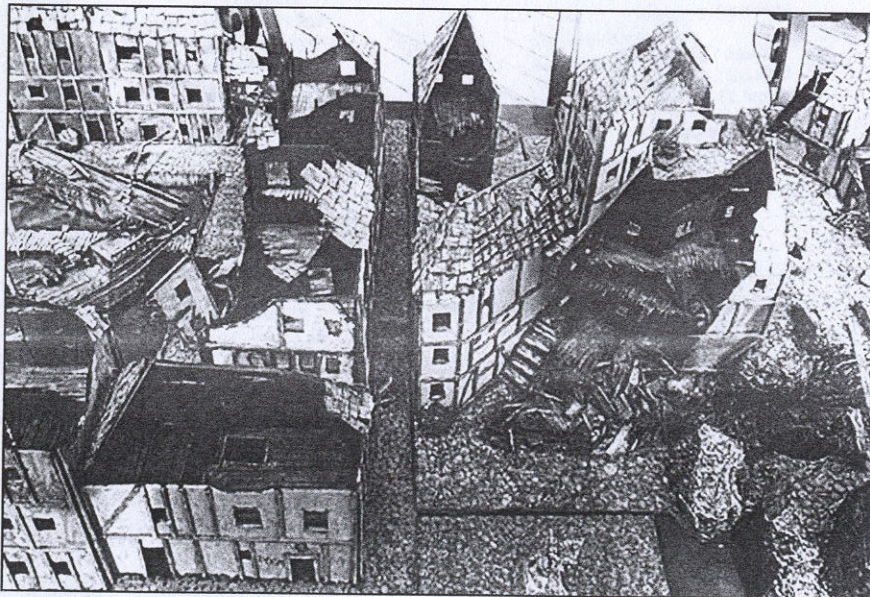
I rarely make single sections of street anymore but I do incorporate at least a small section on the base of every building I make. The effect on a large-scale table is dramatic. About 90% of the questions people ask me about my Mordheim scenery are about how I made the cobblestones. And now you know!

Hopefully this article has been helpful to terrain builders out there. You may not want to spend the time criss-crossing your entire gaming table with cobblestone streets but maybe you can use some of the techniques I've covered here to come up with your own ideas and make even better stuff.





Here's a couple of pictures of Todd's amazing Mordheim scenery that show just how effective the cobble streets are when used in conjunction with the rest of his terrain.



COMING SOON...

Mordheim Skaven Rat Ogre,
Inquisitor Navis Nobilitai, Boson
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EVENTS CALENDAR

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