

Town Cryer 18

Town Cryer 18 is now in the shops. Read what's in it before you rush out and buy a copy (and you will be doing won't you!)

FRONT COVER

The Mummies Return. Sounds vaguely familiar? This issue features the long awaited Tomb Guardian warband and so the front cover has a picture of a mummy warrior riding a Khemrian Chariot. Yes the warband can take a chariot and become more mobile - for undead.

Inside the front cover is a photo feature on a Mordheim Undead warband converted and painted by Golden Daemon winner Chris Blair. Apart from excellent converting and painting the warband features a number of nice humorous touches. The disembodied hand is surely tongue in cheek.



LETTERS

This issues letters debate how the warbands from the alternate settings may cross over between settings and asks how many players use the optional rules.

EDITORIAL

The editor, Steve Hambrook gives us his brief look back at 2001 and a forecast for 2002. He promises that the workings of the Mordheim Rules Committee will be published in the form of a Mordheim Annual. Hopefully this will clear up some of the irritating anomalies which have crept in since the game was published.

KHEMRI - LAND OF THE DEAD PART 3

Well part 2 just had to be followed by part 3. This time we are given some more equipment to use in exploring the desert. That water bag looks handy. There is a trading chart to determine the basic costs but beware. The price of many things vary depending on where you buy them.

It seems to have been a long time coming but here is the first new warband for the setting. The Tomb Guardians are the local team. They are lead by an awesome mummy but the henchmen are mostly weak skeletons. You have two extremes of quality. Furthermore you only get to start with 4 heroes and have no experience gaining henchmen. In compensation you always get an extra exploration dice to roll. For a player like myself who tends to lose a lot of men that is a good thing but it puts

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a cap on the better player who can get up to 6 heroes surviving. This is a warband for the enthusiast not the power player.

The warband also includes a new magic list based around Mortuary Scrolls. The spells will be familiar to Khemrian Warhammer players. Finally there are some notes on creating Khemrian sounding names by Tommy 'Punk' Muller and a page of Khemrian mail order opportunities.

THE WATCHTOWER

The latest listing of the status of past articles.

SECRET AGENDAS

This is an ingenious set of cards which are dealt to players in a multi-player game. Each gives them a secret objective such as kill the enemy leader or put five enemy out of action. If you achieve your objective there is a bonus over the normal victory results. These should be fun to play with in most straightforward games but could be difficult when special scenario rules already apply. Give them a try.

CRY OF THE BANSHEE

A Mordheim scenario using that most feared of undead the Banshee. It plays as a sort of monster hunt with the Banshee guarding a treasure chest. She will be difficult to kill but she can be pushed back by iron weapons. That gives the player a way of manipulating her but magical weapons and daemons (ie possessed) can hurt her directly.

MORDHEIM CATALOGUE

A listing of the current models available for Mordheim. Again it is just a list not a detailed catalogue.

BACK COVER

More pictures of the Studio Khemri army including a ice set piece of Reiklanders versus Tomb Guardians. The back cover has the usual amusing small ads. Take note of the Wanted poster for one Natasha Chrobokova self-styled 'Goddess of Servants'. If you recognise her then inform the authorities.

Next issue we are promised the Araby Nomad warband to go with the Tomb Guardians. Watch this space.

Terry Maltman