

# Town Cryer 19

Reviewed by Terry Maltman

Town Cryer 19 has been in the shops for a little while now. Your scribe has been duly flogged by the Server Goddess to get up to date. So what do we have in this issue?

## FRONT COVER

Bring Out Your Dead. A spooky graveyard photo hints at the theme for the lead article inside. More on that below.

Inside the front cover we have more undead rampaging through Mordheim. One picture is new whilst the other looks straight out of the rulebook. A bit of a waste since almost all readers will already have it.



## EDITORIAL

Steve doesn't have a lot new to say this time. He does promise a feature on Sisters of Sigmar to come.

## THE STORYTELLER

Jason Kahler gives us some guidance on running a Mordheim campaign. He relates his experiences in Rider's Hobby Store fighting for the 'Gilded Poisson' trophy. A lot of people are looking for this sort of help running their own campaigns so it should go down very well. He also includes two new scenarios - Night in the Graveyard (hence the front cover) and Bar Room Brawl. The object of the graveyard scenario is to loot a mausoleum whilst being harassed by zombies. It sounds like a fun and frantic game. The Bar Room Brawl takes place in the Lucky Griffon Inn. Glasses and furniture are available for bashing your drinking partners. There was a similar game for Orks in White Dwarf a couple of years ago. Scenery could be a problem but you are not going to play this one too often so just improvise.

## LETTERS

Just two lengthy letters this time. One addresses the diminished proportions of Town Cryer (a subject close to my heart) and the other covers several subjects including Kislevites, whips and charge reactions.

## KHEMRI - LAND OF THE DEAD PART 4

The setting is progressing steadily. This instalment brings you the Exploration chart, several scenarios and Hired Swords. I must note a personal triumph here as the Snake Charmer was the first Hired Sword I wrote way back.

## THE WATCHTOWER

The latest listing of the status of past articles. It has been suggested that this feature is relegated to alternate issues. Whilst an important resource for campaign organisers it does get very repetitious.

## MORDHEIM CATALOGUE

A listing of the current models available for Mordheim. The same comment applies here as with the Watchtower.

## BACK COVER

More pictures of the Studio Khemri army. This time Witch Hunters try their luck against the ancient ones.

The back cover has the more small ads. I suspect that some readers buy the magazine for these alone.

We were promised the Araby Nomad warband in this issue but it has been relegated to TC #15. More in the next review.