

Town Cryer 20

Reviewed by Terry Maltman

FRONT COVER

Sling Out Sister. A Sisters of Sigmar theme this time to tie in with the lead article inside. If memory serves me right the title is taken from a 70s or 80s group called Swing Out Sister (don't ask me why).

Inside the front cover there more Sisters doing it for themselves.

EDITORIAL

For the future we are promised a map of the city. Whether this will be an aid to setting games in Mordheim or a restriction I don't know.



THE BRAVE AND THE PURE

As the subheading says it is an account of the life and practises of the order of Sigmar. In the form of a diary it occupies 3 pages of the magazine. I confess to being a bit neurotic about the content of Town Cryer these days. With the restricted space I want to see every column inch earn its keep. The diary is a nice scene setter and an insight into a relatively unknown part of the Old World but it doesn't contribute anything directly to the game. By way of compensation it is followed by a nice scenario: Burn the Witches. It is basically a dash to retrieve relics from a burning temple. Sisters suit it well but any warbands can play. Like in the Warhammer rule book, there are notes on the historic battle in case you want to reproduce that.

A full page advert gives details of the new Sisters of Sigmar models. They comprise one Sister Superior, two Sisters, two Novices, a weapon sprue and a Tome & Whip sprue. Nice to see some more whips.

LETTERS

Again two lengthy letters. One is about house rules and why they are necessary and the other makes a number of suggestions for new models. I am surprised at them choosing to print a 'new models' letter but this one is well thought out with reasons for each.

KHEMRI - LAND OF THE DEAD PART 5

The penultimate part of the setting. We have another scenario and a little background story setting the scene for the warband. At long last we have another Khemri specific warband to play with. These are the long awaited Arabian Tomb Raiders. The bad news is what the studio have done to them. Wielding the editorial red pencil they have moved the two Bedouins from the hero section to be henchmen. This means that they can only now start with a maximum of

4 heroes. When the setting is compiled into it's own book I will be campaigning for an increase.

To support the warband is an article on how to convert Arabs from standard Citadel miniatures. One of the things the authors of new warbands should try to do is ensure that the warband can be made. I won't say much about the article as it is another of mine. I admit that I did not cover slaves as I was stuck for those. Since then I have tried using Scavvies from Necromunda .

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. Didn't I say that last issue too?

MORDHEIM CATALOGUE

A listing of the current models available for Mordheim. The same comment applies here as with the Watchtower. The new Sisters are not yet included here.

BACK COVER

Inside, the Arabian Tomb Raiders are shown in colour, raiding the tombs of the er... Tomb Kings. I wonder if the photographer noticed that the Sheikh is present both on horseback and on foot?

The back cover has the usual small ads. They are always the first part most readers turn to.