

## Town Cryer Issue # 7

Review by CW

**Editorial:** Tuomas welcomes readers to the new *Town Cryer* after the previous six issues appearing within *White Dwarf*. He also discusses the problem of cowardly warbands voluntarily routing at the earliest opportunity and offers up a chart for minimum casualties for warbands of differing sizes before allowing a voluntary rout.

**Ye Olde Curiosity Shoppe:** Nicodemus Kyme offers up additional equipment and even a few new skills for Mordheim warbands. The equipment runs the gambit of weapons and armour to such miscellaneous goods as rabbit's feet and flash powder. The new equipment really fits in well, and some of the odds and end items like caltrops and fire bombs can really help to give a favorite hero that little extra to help him carry the day. Also offered are some suggestions for modeling all these new items on miniatures. The new skills add to the Academic skill list and really help add even more 'reliability' with spell-casters as well as a few very helpful skills for a warband's leader.

**Sewer Rats:** Christian Ellegaard offers rules for fighting beneath the streets of Mordheim, offering up modeling tips for creating this unique terrain, new 'sewer skills' and even a few new scenarios. The offering is quite well presented, however the mechanics for the actual sewer fighting are a bit more involved than normal Mordheim skirmishes and might not appeal to those looking to limit the complexity of their games.

**Mordheim - City of the Damned:** The continuing comic-book adventures of those renegade rogues Ulli and Marquand, written by Gordon Rennie and with art by Karl Kopinski. This time, the sell-swords have been hired to save a nobleman's daughter from a Chaos cult lurking in the ruins. The usual blend of violence and vicious humour that makes Ulli and Marquand so entertaining.

**Scourge and Purge:** Donato Ranzato presents a new scenario in which the warbands must contest not only with themselves but with a daemon possessed wizard hiding in the ruins. A very entertaining scenario, one that makes for an interesting diversion during a campaign, though its very uniqueness means that it probably should not be played with such regularity as more 'template' type scenarios like 'Take and Hold' or 'Ambush'.

**Mordheim by Night:** Michael Walker offers a rather flippant 'quick start' run-down on whipping together a game of Mordheim, from constructing ruins to gathering together friends to play. The article then rambles onward into a selection of assorted observations and rules interpretations. All in all a fairly unremarkable article and of very little use to a player. Most likely it was included as 'filler'.

**Beastmen Raiders:** Tuomas Pirenen presents a new warband for Mordheim - the feral, savage warherds of the Chaos Beastmen. The warband is very well presented, with a wide range of creatures offered for the beastman player to use and exploit. The beastman player can use gors for his heroes, ungors for his henchmen and Chaos hounds for a very powerful and brutal fast attack option. Most monstrous of all is the prospect of adding a minotaur to the roster, something sure to strike terror into an enemy. Several unique skills are given for beastman heroes to choose from when they advance, offering such things as the ability to gore an enemy with his horns or even gain a mutation. All in all, a very well balanced warband, the prodigious strength and vitality of the beastmen balanced by their utter lack of even the most rudimentary of missile weapons. The issue is rounded out with model suggestions from the Games Workshop catalog to represent each of your beastmen raiders.