



Re-building the Tower

After last edition's excursion of talking with Mark Havener about Mordheim, Christian goes back to pursuing his attempts to provide an optimal overview of the game's material.

One of the many things I enjoyed in the old Town Cryer magazine was the Watchtower, a listing of Mordheim articles and scenarios. The rules therein were classified as either official or experimental and it would provide a great overview of the Mordheim material.

The listing made its first appearance in TC 10 under the name of "Community Section". It was always combined with a catalogue of available Mordheim miniatures. The next issue was in TC 14 and from TC 15 on it was called "The Watchtower". It then appeared regularly until in TC 20 it was printed for the last time while the miniatures catalogue was kept in.

The last overview of what is officially allowed in Mordheim was the 2005 Rules Review. I believe a more comprehensive list is in order, a list that includes not only the official rules but also all of the other useful and playable rules produced by so many enthusiastic contributors.

Starting with this issue the Watchtower will be printed in each issue of the Letters of the Damned. We will be updating it each month, including not only the new contents of the LOD magazine but also other material from fan-related settings that can be found on the world wide web.

The Watchtower is a service for all Mordheim gamers that is valuable in several ways. Firstly, you can see how trustworthy some of the fan-related rules are. All entries in the list have been graded by the rules grading system presented two issues of Cianty's Heresy ago in the article "Maintaining Law and Order" (see LOD 3).

Secondly, if you are looking for a specific set of rules you can look it up in the Watchtower and check if it has been published before. Imagine you want to play an Arabian-style human warband. You search the warband list for an entry with a fitting name and you will find that an Arabian Tomb Raiders warband list actually exists and has been published in Town Cryer 20 as part of the alternative Khemri setting. So before writing your own warband rules, have a look at what is out there already.

You can also use the list to simply find out where to look for a specific article. Not all of the Town Cryer articles have been compiled in an Annual or Best of so it is helpful to check the Watchtower for the

exact issue that the sought article has been published in.

Note that scenarios are not included in the Watchtower. There are so many (good!) scenarios out there, it would make no sense to fill a couple of pages with scenario names. Instead, I suggest you go to www.mordheimer.com and check out his huge collection of scenarios.

An explanation on how and why I distributed the grades must be given. For convenience the rules grading system is re-printed overleaf.

All official rules are graded 1a (official). This includes the rulebook, the 2002 Annual, the Empire in Flames supplement and a few other warbands and hired swords as described in the rules review. Everything that is not official but has been published in the Town Cryer or Fanatic Magazine is graded 1b (unofficial). Following the popularity of previous summer campaigns, Ian Davies and Mark Havener were commissioned with the task of producing material for Mordheim as part of the Nemesis Crown summer campaign and although the supplement appeared in Fanatic Online magazine only, it can also be considered "unofficial" (ie, not "fan-based").

All publications from the Letters of the Damned ezine get a level 2 grade since they go through playtesting before seeing print.

Finally all Fanatic Online publications are graded with a 3. Some of them do deserve better, but in general I had to go with 3 as there is no playtesting prior to publication.

Note that none of these grades is set in stone. Especially some of the rules that are currently labeled 3 – which is most of the Fanatic Online stuff – can easily be raised to level 2. All it takes is a group of people that can vouch for their playability and fairness. However, the same goes the other way for level 1b material, that has been published in the Town Cryer. It can, and probably should, be discussed whether such a high grade is really appropriate for all of these rules.

I hope you all find the Watchtower as useful as I do and maybe it brings back some memories of the glorious days of the Town Cryer magazine. As usual you are welcome to leave comments and critique in the Mordheim forum. See you there!

--Chris



The Watchtower

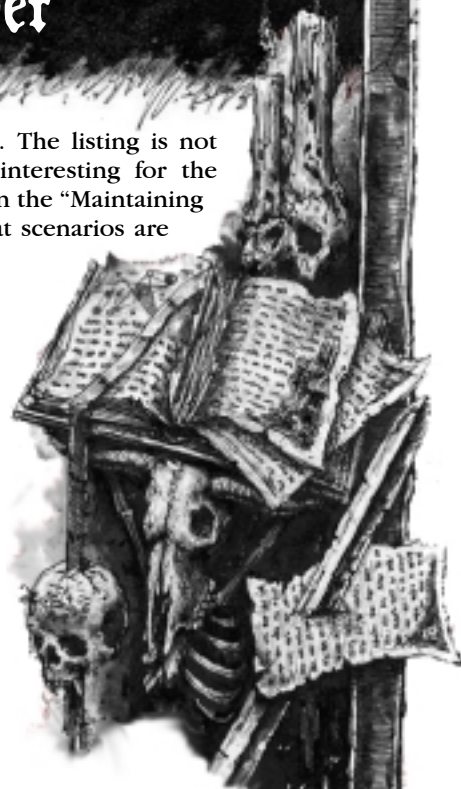
The Watchtower is an extensive list of rules material for Mordheim. The listing is not restricted to official rules and contains everything that could be interesting for the players. The entries are classified using the grading system presented in the "Maintaining Law and Order" article (see *Letters of the Damned* issue 3). Note that scenarios are not included since this would go beyond the scope of this overview.

For a detailed list of scenarios go to www.mordheimer.com.

Further note that this list is, of course, by no means exhaustive. We will be adding new rules to the list bit by bit.

Keys

ALB	Albion setting (in Town Cryer 15)
BTB	Border Town Burning Supplement www.bordertownburning.de.vu
EIF	Empire in Flames Supplement www.specialist-games.com/mordheim/rulebook.asp
FAN	Fanatic Magazine www.specialist-games.com/mordheim/articles.asp
FO	Fanatic Ondine www.specialist-games.com/back.asp
LOD	Letters of the Damned ezine redclawgaming.com/cs/files/11/letters_of_the_damned/default.aspx
LUS	Lustria – Cities of Gold Supplement (TC 10-15) www.icirclegames.com/lustria/ www.specialist-games.com/mordheim/articles.asp
KHE	Khemri – The Land of the Dead Supplement (TC 16-21) www.specialist-games.com/mordheim/articles.asp
MHA	Mordheim Annual 2002
MHR	Mordheim Rulebook www.specialist-games.com/mordheim/rulebook.asp
NC	Mordheim Nemesis Crown Supplement www.mordheim-nemesis-crown.de.vu
REL	Relics of the Crusades www.specialist-games.com/back.asp?issue=96&Submit=Submit
TC	Town Cryer Magazine www.specialist-games.com/mordheim/articles.asp



The Rules Grading System

- 1a **Official** Games Workshop rules.
- 1b **Unofficial**, but released through GW. Otherwise professional quality.
- 1c **Experimental**, not released through GW. Approved of by people who have previously submitted level 1a or 1b material and who vouch for its professional quality.
- 2 **Reliable**, created and tested by fans. Approved of by their gaming group.
- 3 **Draft**. New rules that are written down clearly but have not yet been tested properly.

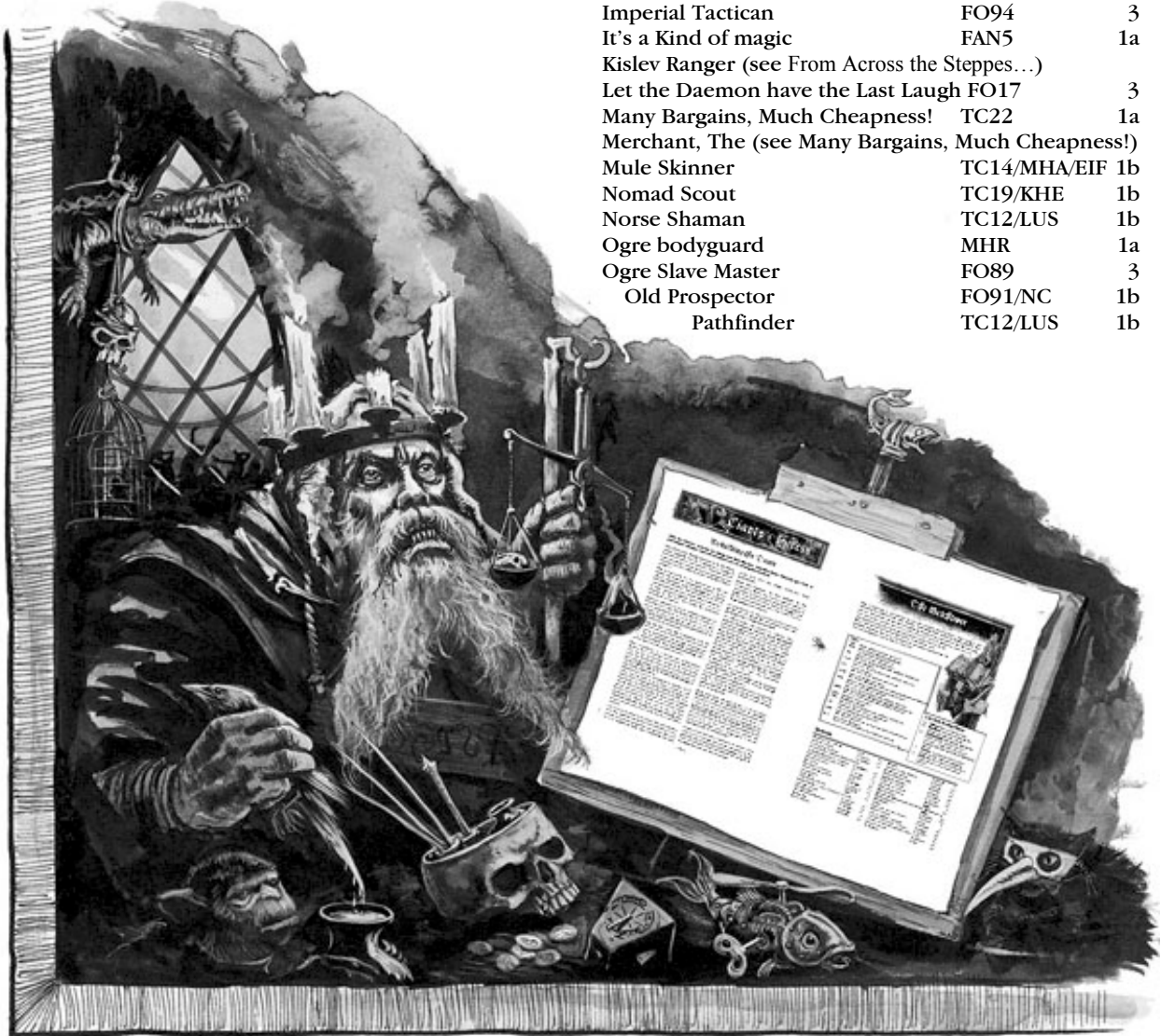
Warbands

Amazons (new version)	TC23	1b	Ghutani	FO97/REL	3
Amazon Warband	TC15/LUS	1b	Gunnery School of Nuln	FO91/NC	1b
Arabian Tomb Raiders	TC20/KHE	1b	Hochland Bandits	FO91/NC	1b
Arabian Tribes (Ghutani, Muzil, Turjuk)			Horned Hunters, The	FO91/NC	1b
Averlander Mercenary Warbands	TC10/MHA	1a	Imperial Outriders	FO91/NC	1b
Beastmen Raiders (old version)	TC7	1b	Kislevite Warband	TC16/MHA	1a
Beastmen Raiders	TC29/EIF	1a	Lizardman Warband	TC11/LUS	1b
Black Orcs	FO91/NC	1b	Marauders of Chaos	BTB, LOD2	2
Bretonnian Warbands	TC8	1b	Marienburgers	MHR	1a
Carnival of Chaos, The	TC27/EIF	1a	Mercenaries (Marienburgers, Reiklanders, Middenheimers)		
Clan Pestilens	TC29/FO32	1b	Middenheimers	MHR	1a
Clan Skryre	FO97/REL	3	Miragleans	TC14/LUS	1b
Cult of the Possessed	MHR	1a	Muzil	FO97/REL	3
Da Mob Roolz (see Orcs & Goblins Warband)			Necrarchs, the Soul Stealers	LOD1	2
Dark Elf Warband	TC12/LUS	1b	Norse Warband	TC13/LUS	1b
Dwarf Rangers	FO91/NC	1b	Orcs & Goblins Warband	TC6/MHA	1a
Dwarf Treasure Hunters	TC04/MHA	1a	Ostlander Mercenary Warbands	TC11/MHA	1a
Fallen, The	FO97/REL	3	Outlaws Of the Stirwood Forest, The	TC29	1b
Forest Goblins	FO91/NC	1b	Pirates (see Shiver me Timbers !)		
			Pit Fighters	TC14	1b

Pit Fighters (new version)	TC21	1b	Chameleon Skink	TC12/LUS	1b
Protectorate of Sigmar	LOD3	2	Clan Skryre rat Ogre	TC25	1b
Reiklanders	MHR	1a	Crimashin	FO97/REL	3
Remasens	TC14/LUS	1b	Cursed Hillman	FO49	2
Shadow Warriors (see Sons of Nagarythe)			Dark Elf Assassin	TC12/LUS	1b
Shiver me Timbers!	TC9/FO65	1b	Duelist	TC13	1b
Sisters of Sigmar, The	MHR	1a	Dwarf Pathfinder	FO91/NC	1b
Skaven	MHR	1a	Dark Jester (see Let the Daemon have the Last Laugh)		
Sons of Nagarythe, The	TC10/MHA	1b	Dark Mage	LOD6	2
Sorcerous Society Warband	LOD4	2	Dwarf Slayer Pirate	FO45	3
Tilean Warband (see Miragleans, Remasens, Trantios)			Dwarf Treasure Hunter	FAN8	1a
Tomb Guardians	TC18/KHE	1b	Dwarf troll slayer	MHR	1a
Trantios	TC14/LUS	1b	Elf Mage (see It's a Kind of magic)		
Turjuk	FO97/REL	3	Elf ranger	MHR	1a
Undead, The	MHR	1a	Emissary of Chaos	FO94	3
Vampire Hunters of Sylvania	LOD5	2	Estalian Diestro	LOD2	2
Witch Hunters	MHR	1a	Fallen Sister	FO25	2

Hired Swords

Arabian Merchant (see Many Bargains, Much Cheapness!)			Fortune Hunters (see Duelist, Bard, Bounty Hunter, Witch)		
Bard	TC13	1b	Freelancer	MHR	1a
Beast Hunter	EIF/28	1a	From Across the Steppes...	FAN6	1a
Beggar	FO94	3	Goblin Lantern Bearer	FO89	3
Big Game Hunter	TC13/LUS	1b	Gravesman	LOD5	2
Black Orc Overseer	FO91/NC	1b	Halfling Knight	FO94	3
Bounty Hunter	TC13	1b	Halfling scout	MHR	1a
			Halfling thief	FAN7	1a
			Highwayman	TC26/EIF	1a
			Holy Man	FO97/REL	3
			Human Scout	FO91/NC	1b
			Imperial Assassin	TC6/MHA	1a
			Imperial Tactican	FO94	3
			It's a Kind of magic	FAN5	1a
			Kislev Ranger (see From Across the Steppes...)		
			Let the Daemon have the Last Laugh	FO17	3
			Many Bargains, Much Cheapness!	TC22	1a
			Merchant, The (see Many Bargains, Much Cheapness!)		
			Mule Skinner	TC14/MHA/EIF	1b
			Nomad Scout	TC19/KHE	1b
			Norse Shaman	TC12/LUS	1b
			Ogre bodyguard	MHR	1a
			Ogre Slave Master	FO89	3
			Old Prospector	FO91/NC	1b
			Pathfinder	TC12/LUS	1b



Pit fighter	MHR	1a	Pit Fights	TC14	1b
Priest of Morr	TC12	1b	Power in the Stones	TC15	1b
Roadwarden	TC26/EIF	1a	Priest of Morr	TC12	1b
Runesmith Journeyman	FO91/NC	1b	Raining Fishe	FO16	3
Shadow Warrior	TC13/LUS	1b	Random Happenings	TC3/MHA	1a
Show me the Money			Relics of Battle	FO96/REL	3
(see Imperial Assassin, Tilean Marksman)			Sawbones	TC8	1b
Slavers	FO97/REL	3	Settlements	TC15/KHE	1b
Snake Charmer	TC19/KHE	1b	Subplots	TC13/MHA	1a
Swashbuckler	FO94	3	Town Cryer	TC22	1b
Thief	TC19/KHE	1b	Vehicles of the Empire	TC24/MHA	1a
Tilean Marksman	TC6/MHA	1a	Water Terrain Effects	TC15/LUS	1b
Tomb Robber	TC19/KHE	1b	Weather	TC15/ALB	1b
Warlock	MHR	1a	Weather Conditions	TC16/KHE	1b
Warrior Priest of Sigmar	TC28	1b	Wilderness Rules	TC24/EIF	1a
Witch	TC13	1b	Wyrdstone Inventor	FO22	3
Witch Hunter	FO91/NC	1	Ye Olde Curiosity Shoppe	TC7/MHA	1a
Wolf Priest	TC8	1b			
Wood Elf Hunter	LOD2	2			

Dramatis Personae

Abdul Alhazred, the Mad Sorcerer	TC21/KHE	1b
Aenur, the sword of twilight	MHR	1a
Armen Abbas, master scholar...	FO97/REL	3
Bertha Bestraufung	MHR	1a
"Busty" Gwen	FO89	3
Countess Marianna Chevaux	TC22	1a
Crow Master, The	TC25	1b
Dijin Katal, The Renegade Assassin	TC15/LUS	1b
Drenok Johansen	TC15/LUS	1b
Heinrich 'Aldorf' Schmidt	TC21/KHE	1b
Johann the knife	MHR	1a
Khar-mel the Djinn	TC21/KHE	1b
Maurice Schleige	FO89	3
Nicodemus, the cursed pilgrim	MHA	1a
Penthesilea, Mark of the Serpent	TC15/LUS	1b
Revenge is Eternal... (see Marianna Chevaux)		
Twisted Tale of the Foole, Maurice Schleige, The		
(see Maurice Schleige)		
Ulli & Marquand	TC13/MHA	1a
Marianna Chevaux	TC22	1a
Maximilian the Mad	FO91/NC	1b
Veskit, high executioner	MHR	1a
William Schäkestange	LOD4	2

Miscellaneous

At the Mouth of Madness	TC8	1b
Blazing Saddles	TC14/MHA/EIF	1a
Boats	TC24/EIF	1a
Chaos on the Streets	TC5/MHA	1a
Cutthroat's Den (Encampments pt. 2)	TC29	1b
Dark Rituals of the Chaos Gods	TC14	1b
Encampments pt1.	TC28	1b
Equipment	TC17/KHE	1b
Expanded Campaign Rules	FO87	3
If you go down to the woods today	FO91/NC	1b
Lords of the Night	TC12	1b
Lustrian Artifacts	TC14/LUS	1b
Mounted Warriors (see Blazing Saddles)	EIF	1a
New Equipment	EIF	1a
New equipment	FO96/REL	3
New skills & spells	FO96/REL	3
Opulent Goods	TC2/MHA	1a
Out of the Mists	TC15/ALB	1b

Watch out for an updated version of the Watchtower in the next issue of the Letters of the Damned!

