

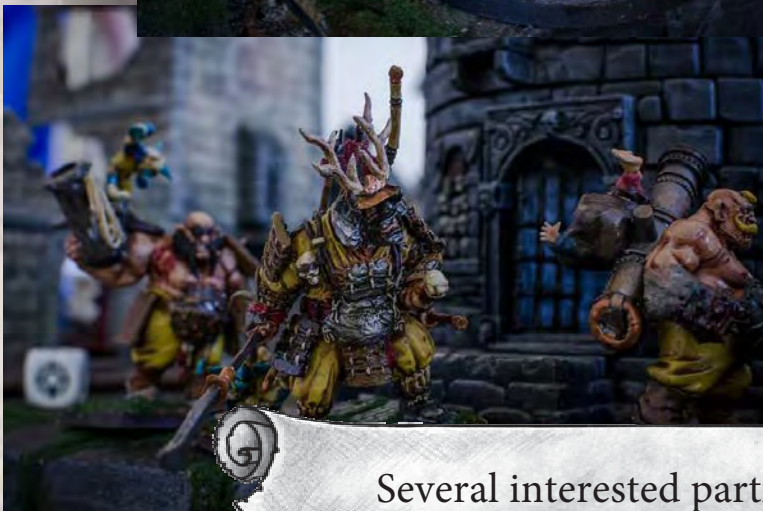


Mutiny in Marienburg

City of Secret Deals

A new Supplement for

MÖRDHEIM



Several interested parties battle in the Suidock over Dead Freight. only time will tell whose plans will come to fruition and whose body will be found floating in the Reik

Mutiny in Marienburg

Battles in the River City
a setting for Nordheim

Version 7.0

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A Mutiny In Marienburg

Whilst the Merchant Council would like to boast that the moment the Undead horde fell to the ground Marienburg returned to business as normal, the truth is a lot more complicated than the official history they put out states.

The moment that Farrak was defeated, the majority of the horde dissipated, his hold broken over the more powerful wraiths and wights and the spell binding the lesser undead and his own creations dispelled. Across the nearly by then conquered Marienburg the Undead disappeared or collapsed to the ground; except for small groups located here and there, held together by a powerful will or desire, who were either cut down quickly or retreated into the shadows. When the Black Ship on Riddra's Isle left that night, it was widely believed that all of these errant undead went with it.

And that with the destruction of the Undead the docks immediately re-opened and the populace returned, goods and people flooding back to their homes and businesses. To anyone amongst the population that fled Marienburg (admittedly many of them who lived in the northern half of the city), it was turned into a mini-break, a holiday of sorts as they waited for all the little people – all of those who lived in the southern half of Marienburg, to go first.

It didn't take long for those puffed-up merchants in the Stadsraad to realise that as many of the dockworkers lived in the more devastated and hard hit districts and that they had been forced to endure barricades and blockades just to reach the rest of the city, it was extremely likely that many wouldn't want to go back or simply hadn't survived. Feelers were put out for those individuals who held the reins of power – Lea-Jan Cobbius and Albert Loodemans – respective masters of the Guild of Stevedores and Teamsters and the Brotherhood of Seamen & Pilots – as well as surreptitiously looking for Adalbert Henschmann (Leader of the 'Guild We Do Not Talk About'), to get the flow of merchandise and men to the docks by the end of the week – by any and all means.

These three men, having broken free and survived the massacre by their own wiles, made a pact amongst themselves. Cobbius, sick of seeing his men used and abused by the merchants and then thrown aside to protect said merchants, wanted a place on the Stadsraad and better provisions for the dockers put into place, whereas Loodemans sought to increase the prestige of his Brotherhood and to increase the size of the docks. Henschmann only wanted

legitimacy, but from a place of political power. Safe as he physically was from the Black Caps, Henschmann knew it was only a matter of time before someone smarter, more cold-blooded, would come up from the streets and knife Henschmann in his sleep to take his position. By becoming more legitimate in the eyes of Marienburg, Henschmann realised that he could effectively retain both his position, control and be above the law. If he played his cards right Henschmann could be the one writing the law. Their pact was simple, they each watched the other's back and help each other where they could, but through their dealings with the Stadsraad and the Ten, the trio would boost the dock and the different workers wherever possible, making demands and changes. Henschmann's products would continue to pass through the docks in the usual manner, but it would become clearer to those in power that the gangster dealt with, that it could very easily become common knowledge amidst those had a taste for exotic drugs, slaves of both sexes, forbidden tomes and other unusualities that passed through his hands – unless they acted in accordance with the trio's provisions.

From that, the next step was to procure enough survivors to open the docks. Cobbius still had his cadre of workhorses that had stayed close to him during the escape and these he sent to the different refugee areas to find or dig up stevedores and pilots. If there were any high hopes that his enforcers find enough to fully open the docks, these were quashed as the numbers that were brought back were barely over three hundred and only an eighth of those were pilots. That simply wasn't enough to open a large enough stretch of the dock on either side of the river and keep it running, let alone bringing in enough ships to do so. Conscious that time was ticking away, that ships would go to other ports or push their way through the largely empty city and on down the Reik, Cobbius demanded that the Stadsraad enable him to press-gang any and every available citizen of workable age to work on the docks for a month, barring any citizen doing essential or necessary work for the betterment of Marienburg.

The wording of the request was very clever, devised as it was by Henschmann, and was passed very quickly by a panicky, half gathered City Council who feared further loss of wealth and prestige, for every day Marienburg remained closed was millions of Guilders lost that could never be recovered. The edict for a

press-gang went swiftly through the refugees at the different camps and a more mismatched group it would be hard to picture, as rough peasant stood beside dandy and the scabrous next to the beautified, rich and poor alike.

Naturally there were quite a few complaints that first day, but within 48 hours of the departure of the Black Ship, Cobbius and his men frog-marched the assortment back into the city and put them to work. They were divided into two groups, the larger dock-workers' group comprised of anyone who looked capable of hefting crates. A smaller gathering for skippers and navigators made up of those who could pilot a boat in any capable fashion. The work was long and hard for both groups and vastly humorous for those more experienced at a day's hard work. More than one fop who loudly declared that he was the best pilot in Marienburg ended up in the water after misjudging the transfer from skiff to ship.

Even with all the extra help from the press gang, Cobbius and Loodemans realised that it was only a short-term gain. As life settled back to normal, the draft they had put into place would expire and they would end up short-handed again, so to combat this, they had barges and boats going upriver to Carroburg, Altdorf and beyond spread the word that hard work with good pay was going to anyone wanting it. They also made sure the Stadsraad would pay good rates to those who had been press-ganged in the hope of both guilds keeping anyone competent motivated.

Side-by-side with this, the merchants started drifting back into the city, firstly checking that their houses were still there, secondly that their businesses were and finally that their goods were. Day by day requests for quicker transfer of goods passed into the docks, alongside bribes for preference. To his credit Cobbius remained immured to these bribes, recognising that once he started taking them, his credibility at that time would never recover and he made sure that any merchant found trying to bribe either him or his members went to the back of the queue, at the same time reassuring said merchant that once the emergency was over and there were enough men to adequately keep the docks open and running at the old levels, the odd guildster here and there would keep the wheels of commerce running smoothly.

Merchants are a wily bunch though and Cobbius' threat was seen by the Stadsraad, themselves wealthy merchants. As the first signs of dissent manifested amongst the dockers they threatened to cut off the draft and allow the press-ganged workforce to return to their original business. Never minding the fact that many of them had no real occupations (the poor

had mostly been beggars and the rich idle), this threat was seen by Cobbius as a sign that money came before manpower. With Marienburg still needing the unloading and moving of goods just to survive, Cobbius made damned sure that the Stadsraad got his message – leave us to do our jobs or we'll leave you to do them.

The Stadsraad was in a bit of a jam with that piece of blackmail. It still hadn't officially returned to Marienburg and opened the doors and there weren't enough Watchmen to try and break the strike. Finding anyone willing to don a Black Cap after the Massacre was harder than finding someone to work the docks. Sending in the militias was foremost on their minds, until they realised that they still had a little problem a lot closer to home.

What clenched the deal was when Loodemans spoke up. Till then he had remained silent, letting the Stadsraad believe that he was perfectly happy with the situation concerning the numbers of pilots. They thought he would side with him, but it took two minutes and a pre-written statement to convince them otherwise. Simply put – either the merchants shut up and let them do their job or there wouldn't be any ships entering or leaving Marienburg for the foreseeable future. And behind both men, Henschmann sat and rubbed his hands together, waiting to step in and play the peacemaker.

Yet he missed his chance. Perhaps realising that this matter should best be debated before a full assembly of the Stadsraad (and to give the Ten time to reconvene properly and decide the best course), one of the Stadsraad took the stage and ran with the ball, making an eloquent speech about the future of their fair city, about how important it was to rebuild with the right steps, about how they were simply trying to survive at that time and that there were more important demands on their time. This was Alderman Johus Brenchwyk of Temple District, a young man of quiet, but thoughtful disposition who had only escaped the death of his district due to being on a boat coming up the Reik from Carroburg where he had been doing business. With these words Brenchwyk unknowingly earned the wrath of Henschmann, who vowed to destroy 'the lad' (as Henschmann calls Brenchwyk), and the thanks of both Cobbius and Loodemans.

This splinter into the very heart of the trio quickly started to cause problems. The two Guild masters both see Brenchwyk as a local boy, albeit removed a step or two, and Brenchwyk, after a lifetime of hard work building up his father's business in Temple District only to see it go up in smoke in the Massacre and lose his constituency, sees this as a chance to improve the lives of everyone who lives in the southern

half of Marienburg. Henschmann, finding himself increasingly on the outside looking in, is already making plans to destroy both Brenchwyk's reputation and life.

With the month long edict nearly over and the sighs and complaints from the richer press-ganged longshoremen softening, all four men are working hard to keep Suiddock and the neighbouring districts alive, even if one of the four is readying himself to stab another in the back at the earliest opportunity. And that is just around the docks.

The Watch, already at the forefront of the fighting in the Massacre, are finding themselves stretched thinly on the ground across the northern districts of Marienburg and practically non-existent in the southern. The loss of Black Caps in Temple District, Dead Canal, South Dock, Craftsmarket, Porter's Wall and Old Money Ward represents a near 60% loss of manpower for the Marienburg Watch and the fact that many of the survivors from those areas saw the Watchmen there sell their lives dearly to save others has not fostered a spirit of co-operation. In districts where being a Watchman was tantamount to being found with a knife in your back on any night of the week, the thought of joining and then being hacked down by hordes of monstrosities has given anyone thinking of enlisting second, third and even fourth thoughts. Even hiring for the northern districts is at a low, though this is partially as many of the people who would have signed on to the Watch are currently earning a crust working down the docks and partially as the rich are keeping their militias handy in case the threat returns.

So it is a rare sight to see any Black Caps operating south of the Reik and the criminal and the deviant are already moving there, finding ruins or hidey-holes to lurk in and continue their work. Even though Cobbius has stated that his men will fully help any of the Watch sent to work there, years of his distaste for such men still remain fresh memories for both sides.

And the matter of the Hoogbrug is a thorn in the Watch's side. Blown up during the Massacre, the Hoogbrug was the largest bridge in Marienburg connecting north to south, and money with goods. Now all a criminal has to do to escape capture is to reach a boat and get a good head start to escape the Watch, fleeing to any number of little islets or hidden lagoons. With near total loss of the River Watch, there simply isn't anyone who can stop them. And some of the smarter ones are already turning to piracy! When a vessel, the Heart of Talabheim, sailed into Marienburg bearing a haul from Lustria, they never suspected that the pilot who came out to greet them and guide them to a safe harbour was an impostor, who took the ship into

anchorage, past the docks and then grounded it against the remains of one of the Hoogbrug's arches. Before the Heart's crew could react, they had been boarded and were forced to remove as much cargo as they could to a small number of waiting boats. Thousands of guilders worth of merchandise was lost, from exotic spices to unusual fauna and gold and silver, and what was left on board then sunk to the bottom of the Reik. The stonework pierced the Heart of Talabheim below the waterline and the pirates had their ships tow it a little way off of the rock. By the time anyone managed to get a boat out to that location, only the crow's nest remained above water. The culprits remain uncaught and seem likely to elude capture whilst the matter is held up in committee amongst the Stadsraad.

Their list of problems seems to grow daily and the aldermen almost paralysed by inactivity. The Stadsraad desperately needs to fully reconvene to debate and plan for the future, but with pressure mounting from all sides, decisions are being made outside of the committee rather than risk expanding escalations as time passes. Financial houses are trying to push mandatory payment bills through the lower house, demands that Marienburg herself pay from city coffers for the damage caused by the Necromancer, coupled with bills for legal fees and time spent that business remain inactive and closed. The law is being kept by the Watch's Commander, who is also using the vacuum to pursue his own ends and create his own brand of justice, having declared Marienburg is under Martial Law. Theoretically this gives him total control over the City Watch, Marsh-Watch, militias and the military, but in reality the militias belong solely to the merchants who pay them, the Watch is at less than half strength, the jurisdiction of the Marsh-Watch belonging to the Lord Justicar falls outside of the city walls anyway, and the army is non-existent being as it's encamped elsewhere at this moment in time. His word is law only so long as anyone is listening and whilst the Commander has stated that this situation is only until the Stadsraad reconvene in Marienburg, he is making shadowy political movements to ensure that that does not happen for some time to come.

Then there is the little matter of the walking dead. With the departure of the Black Ship, Marienburg believed that their threat was over, and to an extent it was, but it has also become clear that an unspeakable violation against Morr has been committed and remains a stain upon the city. The first most knew about this was when night fell in the poorer districts. Every night more and more people are disappearing off the streets, sometimes quietly, sometimes in a very noisy fashion. So far the

unrest is restricted to the streets, but everyone who lives south of the river is beginning to wonder how long will it be before a house or dwelling is broken into and the occupants taken. In protecting the people, Cobbius has reported this to the Stadsraad, who took it under advisement.

What Cobbius doesn't realise it that the Stadsraad have known the Undead are still active across Marienburg since people started returning home. This was learned when those who were rich enough to have family crypts in their houses, crypts that spilled out their Undead during the Massacre and stemmed by the work of family militias, found their relatives returning to unlife when the sunset every night. The families have made every effort to keep this infestation down, keeping their militias fighting off the threat, until something can be permanently done to stop the dead rising. They are keeping it quiet to stop a new panic rising from the populace and hoping that the measures they are quietly putting into effect will have a dramatic influence. So far finding enough Priests of Morr to quell the dead is proving more difficult than the Stadsraad had first realised; many of them perished at the mind tricks of the Necromancer and those who remain are diminished or injured. The hope is that the Brotherhood of Morr will send out more priests and acolytes to help the city.

And it will be quite a job for them, since Doodkanal seems to be literally crawling with the dead come nightfall. The fires from the crematoriums were extinguished during the last day, as there remained no one alive to feed the fires nor bodies to be burned, but this did not mean that there weren't any dead left, rather that they were up and about finding fresh victims. When Farrak was defeated and the dead fell about, those that did not escape Marienburg on the Black Ship fled to Doodkanal and carved out a small home for themselves. As the people of Marienburg returned to their homes, so the Walking Dead set out to 'recruit' new members and to simply feed.

Unlife is not quite as easy as that, for Doodkanal had always been a washing up ground for deviants, cultists and all manner of unsavoury individuals and many of these have moved back in and fought for their own ground, turning the district into a charnel house between these factions, an unseen war of attrition between Undeath and Chaos going unnoticed by the ordinary folk of Marienburg.

What doesn't go unnoticed are the actions of the Elf Folk, whose reputation with the general populace was always a little low before the Massacre, whose actions during it left it in tatters and who now seem to be trying to expand their operations. What little goodwill that

remains is kept strictly in the Stadsraad now, for the Sea Elves are operating their own docks at full capacity, flooding the market with merchandise brought in and seemingly unaffected by the Massacre.

In truth, the Sea Elves paid a high price for defending their district, both in terms of lives and reputation and they know it. The spells they cast to defend their district also helped the fleeing Marienburgers in ways they would never know and also penned in some of Farrak's abilities to boot and certainly crimped Farrak's necromancers to a decree, but the lives of the mages used to combat Farrak were lost in that struggle or left highly weakened and the Elves believe that if Farrak had pushed into Elfstown, they simply would not have been able to stop him or his hordes.

Their view is also that the humans of Marienburg brought it upon themselves, storing an artefact of such power in their very midst was asking for trouble in the end. Though not entirely sure what the artefact was, the Elves have made a number of intelligent guesses and sent word for their naval forces to track down and eliminate the Necromancer's Black Ship as soon as possible. Whether they hope to capture the artefact or simply send it to the bottom of the Great Ocean is known only to them.

But to the humans of Marienburg, the Elves turned in to protect their own and therefore sold out Marienburg as surely as if they had sided with the Necromancer. Whilst Cobbius was no great fan of the Elves before, the unwritten rule amongst his men (but not those press-ganged into service) is that any Elf outside of Elfstown is fair game and if they are alone, all the better. With the Watch barely operating in Marienburg, it would be up to the 'Mannikins' to get involved in bringing the suspects to justice and that would prove a hard victory, as as likely as they would be to get the criminal, it would appear a harsh judgement on the folk of Marienburg and could turn what support the Elves get from the Stadsraad against them.

Finally there stands Rijker's Isle. Untouched from the Massacre, only rarely do the boats go out there now and always to drop off a prisoner. Rumour about contagion and fever still abound, purportedly caused by the Necromancer, but now it stands in the harbour as a grey pinnacle weathering the storms. What the outside doesn't realise is that a secret war is being fought in the lower dungeons between the criminals and the mutated ratmen, a secret war for control of the island. To be condemned a prisoner there before was a torment, now it is to be a tormented pawn.

THE SOUTH DOCK

Marienburg's Broken Backbone

Before the coming of the Necromancer, life in Suiddock was tough, but survivable on a day-to-day basis. Now all the eyes of Marienburg squint upon it and try to forget the horrors that burst forth from the three isles whilst simultaneously thinking about all the money due to come pouring forth from it.

There is no doubt that having the docks and jetties running makes Marienburgers feel that everything is back to normal in their maritime metropolis, with money and goods entering the city, but there is a feeling of fragility that wasn't there before, as if the whole district is simply waiting for something to happen, to return Marienburg back to the state of frenzied terror.

This isn't helped by the knowledge that around 85% of all the people living on Suiddock died during the Massacre and that the remaining 15% only survived because they were quicker, more cunning, stronger or just plain luckier than the others – not that they would ever boast such, for there is not a single person in that percentile who didn't lose a loved one or friend during that terrible time or commit some dark deed that stains or shames their soul.

There is also an underlying anger amongst them; anger towards the Stadsraad, the Ten, the merchants, the rich, anger for the enforcing of the barricades and blockades that prevented so many from escaping (and ultimately succumbing) the evil of the Undead, anger that they will become more powerful, richer off of the backs of the poor. This rage simmers below the surface, festering into rumbles of agitation.

As much as Lea-Jan's press gangs have helped to bring back a sense of normality to Suiddock, there is a growing resentment, both from the well off roped in to help and their poorer brethren, that there are better things they could be doing for Marienburg, that this is all just part of some larger plan. Mutterings that Lea-Jan is a pawn for the Ten are getting louder and there are those who are saying that he has been Master of the Guild of Stevedores and Teamsters too long.

The rich who found themselves as part of the press gangs are extremely put out to be doing all this menial labour. Friends and relatives are pushing hard for the Draft to be revoked so that they can come back home, for the dockers have all been housed together in a number of warehouses along the Bruynwater for the duration of the Press. For those who lost homes in the horror, these warehouses are welcome flophouses, but for everyone else it is

just a pain in the hole. Until the Hoogbrug is repaired, anyone wanting to go to the north side of the river either has to trek around Marienburg's walls or hire a boat to take them across. The first has become more dangerous from an increased number of attacks on travellers by Fen Loonies; the second is punishable (under the terms of the Draft) with imprisonment for up to thirty days and a fine of a 1000gu payable on the spot. It takes a brave man to keep 1000gu secret on Suiddock and those that have tried to sneak across have all too often watched others happily waving them off only to sail straight into the arms of the Black Caps on the other side, if they make it across at all.

Feelings of loneliness and isolation also abound, for Suiddock is the only (officially) inhabited district on the south side of the river. There might be more than two thousand souls working there at that moment, but the isles used to have five times that living there and all the empty houses stand now as tombstones and grave markers, for small numbers of dockworkers have been sent to surrounding houses to find anyone alive, only to return shaken and speaking about doors bashed in and corpses pulled apart – or worse about homes that stand quiet, only for someone to peek through a window and see someone sitting in their rocking chair, their bodies frozen in the chill wraith death.

Along with the nightly disappearances, Suiddockers are feeling that when the Draft expires, it might be time to move permanently over the Reik and start again over there.

PLACES OF INTEREST

RIDDRA ISLAND

Scene of the crime. Here the Necromancer landed and sent forth his foul army, where it is whispered that the dock he used is aged and warped, tainted by his passing. The western end of the Island was already structurally damaged by a ship, the Altena, crashing into it a day before Farrak's Black Ship docked, events that were connected. 99% of the buildings still stand empty, the entire isle devoid of life; those that didn't flee falling dead (and then into Undeath) at the hands of the horde. Only a modest number of people have returned here and those are for criminal activities.

STOESSEL ISLE

A lot of intense fighting between the Suiddock Watchmen and the Undead occurred in these streets and the blood of many a decent man and rogue alike has run together. Like Riddra Isle, Stoessel has very few inhabitants left,

but in this case they are all working for the Pilots' and Seaman's Guild and are sleeping (very cramped) together in the guildhall. The rest of the district stands silent.

LUYDENHOEK ISLE

Here saw the worst of it, where man turned upon himself. The two bridges connecting Luydenhoek (and thus the islands) to the rest of Marienburg were barricaded by a combined force of City Watchmen and Witch Hunters on the morning of the first wave of attacks. Neither barricade held for the Nederbrug bridge was stormed and overcome by citizens seeking to escape the blockade and the Draaienbrug Swing-bridge put back into place by the very watchmen assigned to barricade it. Neither held the Undead for long as it stood and those living that fell at the Nederbrug merely rose to join that which they fled.

Of the three islands, Luydenhoek is the emptiest as if the shame of that day has embedded itself into the soil and those who come here and simply passing through to the others. If there is anyone here they are either insane or undead.

HIGHTOWER ISLAND

Of all the islands of Suiddock, this has attracted the most attention and that due to the 'Change. For everyday that it remains closed, there are dealers and merchants losing thousands of guilders in products not collected and futures not invested. The more unscrupulous are sending in covert agents to scour the 'Change for anything they can use, whilst Agents operating for Marienburg keep the building as under wraps as possible. Still a hive of activity during the day, the islands empties at night, with boats crossing the Reik as Marienburg operatives return home the long way where once they would have walked the long Hoogbrug bridge or taken lodgings.

MARIENBURG'S GENTLEMAN'S CLUB

Technically still closed pending the return of 'Gentlemen', Henschmann has already returned to his home and set up shop, his network slowly coming back into place, though a large number of them perished or simply fled the city forever. Contraband has flowed into the warehouses and cuts taken, but Henschmann feels that this is all secondary to his new obsession – the crushing of Alderman Johus Brenchwyk.

Henschmann has put feelers out to learn more about the man, his background, his strengths, his weaknesses, his loved ones, anything that Adalbert can use as a weapon to

either bring Brenchwyk under his control or destroy the man. A few of the more experienced housebreakers have already trekked into Tempelwijk and some have returned alive, but as yet nothing has turned up that isn't already public knowledge.

Otherwise the Club sits silently, awaiting the day when the Directorate return and Marienburg returns to normal. Henschmann is also contemplating the possibility of opening another 'branch' across the river, just in case it is easier for Marienburg to start rebuilding proper from there. A property has been 'acquired' (either undervalued or the deed stolen) and some of Henschmann's more valuable items shipped over.

The spider has returned to his web.

GOLDEN LOTUS DREAMING HOUSE

A haven for those wishing to escape the nightmare of the past weeks, Venk Kataswaran disappeared the morning that the Black Ship landed and reappeared the morning after it departed, but by what means he does not speak. It hasn't gone unnoticed that his Nipponese workers have disappeared and been replaced by more local talent, but what happened to them, Venk does not speak.

These are lean times, for there are not many who can go to the Golden Lotus as they once did, either still as they have yet to return to Marienburg or press-ganged into the Draft, but those who do pass through its doors are spending more money and time there, trying to drug away the horrors of the Massacre.

PILOTS' & SEAMAN'S GUILD

It opened its doors for all those drafted in whom could navigate and steer a boat and then kept them close. With near two hundred draftees living inside halls made for seventy, space is tight and tempers starting to fray as different factions come to the front. The rich state loudly that this work is below them, that they are more used to pleasure schooners and rowboats, whilst sea captains and sailors bellow that they have their own ships that need seeing too. And though Axel Huurder died in the blockade, his Riverman's Association makes comments aplenty that this is all a trick by the P&SG to control all river traffic.

Loodemans has made himself available for every grievance and dispute that crops up and, so far, has handled them all delicately and to a point where no one is happy, but no one is unhappy with the result. At the very least he has made certain that everyone can have three square meals a day and gets a day off once a week to attend to any duties, though woe betide

anyone who doesn't return to the Guildhall afterwards, for Albert has made special arrangements with the Stadsraad about those who shirk the important responsibility of guiding in Marienburg's maritime traffic – A lifetime ban from stepping foot on any and all ships in Marienburg and the Wasteland, punishable by forfeit of goods or banishment. Quite how this will be carried out remains unknown, but the threat hangs over all the draftees' heads.

Not that anyone wants to leave the guildhall after night settles in, for Stoessel is now an island of lurking shadows and chill winds that call a person's name. As dusk settles in, all rivermen and pilots are either housed in one of the warehouses along with the dockers or hurrying to the guildhall for supper and security.

THE WASTELAND IMPORT-EXPORT EXCHANGE (THE 'CHANGE)

Being housed on the wrong side of the river was the worst mistake the architects ever made and with the destruction of the Hoogbrug bridge, the 'Change now squats there, tantalisingly out of reach for all those who formerly worked there.

Everyday that it remains closed costs Marienburg around a million guilders in paper money and profits, as well as leaving the city further and further its rivals. Recognising this, the Stadsraad set up a special commission to keep the building under wraps until both the draft finished and enough of the brokers could return, as well as doing their best to keep trading going in the various refugee camps. The latter was remarkably easy, as the surviving brokers ended up being press-ganged in the draft and had no time for their financial antics. The former was more difficult, as unscrupulous business rivals and entrepreneurs quickly realised that just how much money and information was sat around in those empty halls waiting for someone to retrieve it.

The Commission of Financial Security and Well-being (CFSW) has done its best to stop unwanted comings and goings in the 'Change, hiring mercenaries to guard the building at all times, only those who present a valid pass sign by the CFSW can enter the building and no documents to leave without the express permission, signed in triplicate from the CFSW. It still took the better part of a week to get these measures into place and the Commission realise just how long that is and how quickly things were lost in the chaos of the 'Change even before the events. And there are still leaks happening now and the mercenaries dislike working at night on Hightower Island, claiming that there is something in the Exchange building itself that seems to be watching them.

THREE PENNY BRIDGE

A small locale that has produced a number of major confluences in Marienburg's recent history, starting with the major riots the year before and followed by a resurgence of the Watch's prestige and influence and climaxing as the dark heart of the Necromancer's Massacre. As one of only a few bridges that cross the canal between Riddra and Stoessel, Three Penny Bridge's reputation is now lower than the riverbed and the people of Suiddock avoid crossing anywhere near it. As most of the population is south of the river and has no reason to cross here, that hasn't been a problem but once the populace starts to come back...

STEVEDORES & TEAMSTERS GUILD

This stands empty and abandoned on Riddra, but not forgotten. Lea-Jan is already dreaming up new plans for the place in the hopes of making it more of a hub for everyone who works the docks of Marienburg in one capacity or another. For now he's willing to let it stand empty as the important rooms are locked tight and there isn't anything of actual importance outside of the records. Whether anyone else has realised this he doesn't know, but a little underhanded activity by 'The Guild That We Do Not Talk About' might well have taken place on behalf of Adalbert and his zeal for information about Alderman Brenchwyk.

PELICAN'S PERCH

Once this tavern was a hub of activity for the docks and the event has ripped the heart out of this establishment, literally in the case of Ishmael Boorsevelt whose body was found draped over the bar, along with a quantity of his regulars and patrons who seemed to have used the place as a stronghold to try and withstand the undead assault. The result was a charnel house and now the Pelican's Perch is avoided by anyone working the docks, whispering that on dark, cloudy nights, when the moons are hidden, you can hear the fall of the Perch and the screaming of the dead.

THE CHURCH OF ST. OLOVALD

The Undead desecrated the stone building with all the intensity that they could muster and, if they had had more time, would have levelled it. Sister Klimt was not there during this, having left three weeks beforehand to deal with a Stromfels Cult operating out of a hamlet a little way up the coast. That business dealt with, Hilaria was in sight of the city when she encountered the first of the refugees fleeing

the Necromancer, lending speed for her return to the city. Alas, by the time she reached the gates the action was over and Sister Hilaria om Klimt could only weep for the loss of the city.

That weeping did not last long (it was not in her character) and Hilaria set forth to help find the people of Suiddock and rebuild. Right now she is helping to keep the drafted dockworkers fed and sheltered, but has yet to return to the Chapel to witness the desecration performed upon it.

RIVERMEN'S ASSOCIATION

Utterly devastated by the attack and the death of their leader, Axel Huurder, who would be turning in his grave to see what was left of the Association dosing down in the Pilots' & Seamens' Guildhall every night, if he was actually buried in a grave and not lost to the watery depths of the canals. When the naval blockade around Suiddock went up, Huurder's attitude was to immediately side with the criminals and smugglers trying to break it and so it was that he went into the water alongside them, leaving a mere handful of the Association left. Chances are good that this organisation is finished, but there are one or two hellbrands left to make its last few moments highly charged.

PERSONALITIES OF INTEREST

LEA-JAN COBBIUS

As hard-working now as he was before the events, Cobbius is as equally conscientious and makes no distinction between those who worked the docks and those drafted in to help and has spent no little amount of his time bringing those who think otherwise round to his way of thinking, be they old-hand or merchant fop.

It was Lea-Jan who made the connective moves between Henschmann and Loodemans and Cobbius who set himself up as the front man for the Stadsraad when they went before them with the proposal for the draft. Now that he has the men, Cobbius is working hard at thinking of a way to keep them for just a little longer or for hiring workers away from other ports, but he realises that that would a politically difficult position, so, to date, Lea-Jan has sent many a carefully worded letter to different aldermen on the Stadsraad and expressed his fears over the future to only a select few that he trusts, primarily in the hope of persuading them that the present situation is only a bandage on a mortal wound and that something must be done and in place quickly.

The master has also had to placate a lot of disaffected people thrown together as part of the draft and where before his job was to keep a

lot of unruly mobs in line (especially when they needed to only seem unruly) now Cobbius is soothing ruffled feathers, raising spirits and cajoling to boot. With these people being shut together in the empty warehouse spaces for the duration of the night, disputes begin and hatred is fostered and without a Watch presence in the area, it falls down to the Master of Stevedores and Teamsters to police them, a fact Lea-Jan finds deeply ironic.

He also has difficulty sleeping; plagued by nightmares and memories about the actions he encouraged on the Nederbrug bridge, which left a lot of civilians dead (and then undead). He has yet to revisit the scene of the crime and when he goes to sleep still hears the cries of men, women and especially the children as they fall in the crush. He also knows that something (or things) are prowling the nocturnal streets of Suiddock and abducting any living soul they come across. So far he's had his men stationed at the warehouses to keep an eye open for anything out of the ordinary and to keep the draftees in the warehouses during the night time hours. These measures are working, even if the draftees are getting angry about not being able to return home or to their camps at the end of their shift.

Finally, Lea-Jan is unaware about the growing strain of anti-Elf anger spreading through the men. As fact and rumour about their actions during the crisis float around and harden, more than a few dissidents have started agitating for the 'old days' when any Elf found wandering around could be strung up by their pointy ears, a measure that isn't half as good enough as it should be as 'them didn't lift a bony finger to help us'. Though he agrees with the feeling behind the words, Cobbius knows full well the ramifications of such actions and when he finds out who has been spreading the word, Lea-Jan will take action.

ADALBERT HENSCHMANN

Like a spider sitting at the centre of its web, 'Casanova' has returned to the Gentleman's Club and started pulling strings and luring flies as if he was never away. Indeed, it was a close escape for the man who prize possessions were almost lost to the undead horde, save for the fact that there was nothing in his possession that warranted their attention, and so apart from a little destruction caused by the dead hunting for any fresh victims in the Club, the doors are again open and life has returned to normal.

Or would have; if Henschmann hadn't developed a chip on his shoulder about Alderman Brenchwyk and the young man's words during the Draft Debate. Henschmann is unused to having been beaten to the punch, an important punch at that, by a young man and

ALBERT LOODEMANS

that rankles him like no other wound ever could. If Brenchwyk had simply been one of the older, more experienced members of the Stadsraad, it would have been water off a duck's back, but a young man only just elevated to the ranks of power, inexperienced, naïve; no that insult would not wash off and so the young alderman has pushed himself firmly into the sights of a darkly powerful and vain man like Henschmann and doesn't even know it.

As the days of slow recovery has passed this wound has festered in Henschmann's pride and the older man has turned his (not inconsiderable) resources to find a way to have Brenchwyk either in his back pocket or dead. To that end, Henschmann has had agents all over Marienburg, scavenging through the old Brenchwyk mansion in Tempelwijk district, transactions records in the 'Change, political voting records in the Stadsraad's library and raided the empty merchant offices, looking for anything and everything that can be used against the young alderman.

Word about this obsession has spread throughout the ranks of Henschmann's 'friends', some of whom have become a little worried about the depths Adalbert might go down to achieve his aims. The more religious members of the Club have taken no little exception to this and even started passing word to other friends in power about threats to Alderman Brenchwyk. Only the most blindly loyal of Henschmann's associates have gone along with his schemes without question and if 'Casanova' continues careering down the path of vengeance for a supposed slight against a vastly under-powered opponent with some political capital, then the simple fact is that 'The League We Never Talk About' will schism between those who follow Henschmann and those who are no longer willing to accept his ways and then the chances are good that Henschmann's days at the head of 'The League' are numbered.

Perhaps it hasn't yet happened simply as many of them widely know about Henschmann's vanity and ego, so see Brenchwyk simply in terms of an older man swatting away a younger rival. If that younger rival doesn't get swatted soon, it is very likely that Henschmann will lose a lot of his capital over this misguided venture.

Certainly removing Brenchwyk from the equation would be the easy way to return to the old status quo and Henschmann can easily see that, past his obsession, dark business in Marienburg continues along as it always has, just not at the old levels.

Out of all the three principals of the Draft, Loodemans voice was always the quieter and he was certainly surprised by how much weight it allowed him in the dealings with the Stadsraad. Beforehand Loodemans affability had unknowst to him granted him a lot of leeway, leeway he found he was able to use to sway the Stadsraad into granting the Draft.

Even afterwards, when looking through all the draftees who claimed that they could pilot and navigate, Albert found a way to gently let down those who simply weren't up to scratch and had to go over to working under Cobbius. There was many a wet fop who went over the water to the warehouses and dock working that went with a reluctant nod and a friendly handshake, feeling gracious that they may have tried and failed, but they had a shot.

And so in all the chaos of a devastated and deserted Marienburg, Albert Loodemans has come to realise that his is a voice that matters. Where before he was content to let the master of Stevedores and Teamsters go to the Stadsraad about matters, now Albert is as likely to send a message about any and all problems the Seaman and Pilots Brotherhood is having. It was Loodemans who first alerted the authorities to the existence of pirates operating in the bay. It was Loodemans who sent word about mysterious happenings across Suiddock and it was Loodemans' voice the Stadsraad will listen to more closely over matters concerning the draft.

All of which has made the man more than a little nervous. A lesser man might have had his head turned by the delights such power can create, but Loodemans is brighter than that and has realised that he must be careful lest the other two in the partnership feel threatened and cut him out of their collective bargaining, a cutting off that would be around Loodemans' throat if Henschmann noticed and had a say in it. Which isn't to say that Albert dislikes either man; certainly he respects Cobbius for the way the guild master can control his men and fears Henschmann for the rogue's propensity towards violence, it is just that Loodemans is feeling a little out of his depth in political matters.

In this he is grateful that Tempelwijk alderman Brenchwyk has stepped forward to put Suiddock under his political wing, doubly so since the loss of alderman Haan and the death of Loodemans' brother before that, both men with a grounding in politics. Loodemans has been sending the odd missive the young man's way to ask for advice and help with further measures Loodemans is worried about and that he knows Cobbius and Henschmann are working on. Loodemans is aware that Henschmann doesn't like the youth, but is unaware of the depth of the

man's hatred and thus completely unaware that if said correspondence should fall into Henschmann's possession, Loodeman's life wouldn't be worth a rusty guilder.

Fortunately there are other matters to be dealt with before Loodemans ever considered this and so his affable and pleasant nature is directed elsewhere, be it dealing with the new agitants of the Riverman's Association, the strange disappearances or other problems as they appear. He keeps his door open all day, every day.

JOHUS BRENCHWYK

When the Terror came to Marienburg, Johus Brenchwyk was elsewhere doing business. That years trading with Carroburg promised to push House Brenchwyk close to the top of the pile of the houses scrabbling to becoming the newest entry to the Ten and it was with head held high and that vague feeling of immortality that only a young man can possess after such a victory that he prepared to return home.

Home was not as he had left it. Word about the devastation reached him only a day before his boat was due to arrive and when it did, Johus couldn't believe his eyes. The ruined Hoogbrug, its arches torn to pieces and blocks of stone scattered in the Reik. The fires of Doodkanal raging uncontrollably as they slowly burned themselves out. Bodies floating everywhere in the water and lying in the deserted streets. And the silence.

Johus Brenchwyk came home to death. And it horrified him.

He had the captain put ashore on the northern bank and quickly passed through many of the empty districts, mansions deserted where rich owners had had time to flee, businesses devoid of staff and customers, streets that rang with only his footsteps. And, he reflected, that was in the north of Marienburg – what in Hendryk would the south be like?

Ultimately found wandering by a couple of Black Caps, Brenchwyk was brought to Goudberg and then passed over and out of the city to join the rest of the Stadsraad. Perhaps it was fate, perhaps simple luck, but he arrived in time to hear the arguments about the opening of the docks and the creation of the Draft. Here Johus heard about what little was known about the south side of Marienburg and it moved the young man to tears. The lifeblood of the city had been as effectively cleansed as if it had been wiped from the map and there were some saying that it was time that Marienburg chose a side – Bretonnia or the Empire – and allow them to devote their resources to the rebuilding.

As a proud Marienburger, Johus stood and with him rose the hopes of a city. He spoke

quietly and eloquently about his home, about what he had seen before coming in front of them and about how this was where the start to rebuild all of that, not when they negotiated for help, not when they found men to help, this time right now. And in so speaking, Brenchwyk, then noted simply for his youth, was noted as one day perhaps becoming Speaker or Staadtholder. The Draft measures were passed (23 for to 9 against, all of the Stadsraad members that could be found that day) and Marienburg began a slow rebuilding.

Now Johus' days are spent alternatively trying to find any living relatives of his House, trying to rally other aldermen to helpful causes and organising ways of keeping those who have gone back to the city safe, alongside the safety of the refugee camps. Everyday brings Johus more pleas for help, be it finding a missing relative, getting a mercantile licence to trade in the camps or other more bizarre requests. One lady everyday sends him a pair of soiled female undergarments to prove her undying love for him, something that has made Henschmann chuckle over the thought of in his obsession.

Yet to the young man, such devotion is to be rewarded, for these are the people of Marienburg, the people he was elected to serve, even if they aren't actually from his district. The lifeblood of Marienburg might be trade, but its citizens are the cells that make up the body and it is they who pass the trade along, who need what is brought in and without the people of Marienburg, there is simply no Marienburg and so the young alderman works diligently to improve their lives now, in many and varied selfless acts of charity and comfort.

If he seems so squeaky clean, it simply is because Johus is exactly that. Born to a life of mercantile luxury, his father was always taking him to one side and pointing out two simple facts:

1 – All the rich and powerful live in north Marienburg

2 – All the useful workers live and work in south Marienburg.

Then asked, 'which side of the river do we live on, my boy?' For which simple logic was placed into Brenchwyk and stayed to grow into a rock. He believes that people are essentially good and will do their best, if given a chance too. Perhaps it is naïve, because Brenchwyk firmly believes that Henschmann is giving him firm support in all of the alderman's initiatives, unknowing that the older man simply wishes to stick a knife in his back.

THE MARIENBURG TIMELINE

Imperial calendar guide to a history of the Wasteland

"Can you really stand by and watch Marienburg destroyed? Your precious trading empire will be no more. Will you allow them to die by your cowardice?"

— Felix Jaeger, Poet

- 4550 At the mouth of the Reik, Elves establish Sith Rionnasc'namishathir, Fortress of the Star Gem on the Sandy Coast.
- 2839 Marienburg sea wall, Vloedmuur, is built by the Dwarfs.
- 1502 The War of Vengeance. Sith Rionnasc'namishathir falls to Dwarfs after a long siege and is razed to the ground.
- 1501 Elves withdraw from Old World, leaving isolated colonies in the deep woodlands (the largest in the Loren and Laurelorn forests).
- 20 Marius 'The Fenwolf' is defeated by Teutogens. He receives vision from Olovald to lead Jutones west from Nordland. Marius, first king of Jutonsryk, begins ten-year campaign to rid Reik marshes of Fimir.
- 10 Semi-mythical Marius, chief of the Juton tribe comes upon ruins of ancient Sea Elf fortress and founds Marienburg at that site. Construction of Rijker's Isle fortress begins. The Jutones were fiercely independent, Marius being the last king to pledge his Sword-Oath to Sigmar Heldenhammer. Euricius Mariuszoon of the Jutones and the twin-tailed comet are carved alongside still readable accomplishments upon a column in the crypts of the cathedral of Manann.
- 100 Middenheim's wealth grows, trade increases between Altdorf and North and between Talabheim and Marienburg.
- 501 Independent Marienburg absorbed by Empire during reign of Emperor Sigismund II. The former king of Jutones becomes Imperial noble, the Baron of Westerland. Dwarfs return to Marienburg.
- 632 First sacking of Marienburg as Norse frequently raid in their dragon-headed longboats. The city is burned to the ground for first time.
- 765 'Treaty of Traktatsey' concluded at Athling. Ending Norse raids on the growing settlement at Marienburg, the treaty inspires trade.
- 936 Marriage of Maud du Goiscin, daughter of the Duke Simon Beaumanoir of Mousillon with Arnout van Daalen, Baron of Westerland to fix their alliance against the Bretonnia port of L'Anguille.
- 1087 Marienburg concludes 'Treaty of Pend' sealing relationship with eastern kingdoms of Albion.
- 1102 Cult of Manann declares Olovald not a god, but only a servant of Manann. Prosecution of Olovald leads to merging of cults. Manann is made patron deity of Marienburg.
- 1109 Norscans again start to threaten Marienburg. The city is sacked by an army. The Northlanders pillage much of the land, killing and despoiling anything they cannot steal. The once great city of Marienburg is reduced to a shattered ruin. Lords of the land, the Barons of Westerland are forced into their fortress on Rijker's Isle while the barbarians dominate the rest of the province. Snorri Half-hand proclaims himself Jarl of Westerland.
- 1111 Outbreak of Black Plague unleashed by Skaven wipes out nine tenths of the Empire's population. During the Great Plague, Marienburg is repeatedly sacked by Norse raiders. The barbarian hordes of Jarl Ormggaard descend upon the province in a fleet of dragonships then flee from its shores. Westerland was a realm that had been wracked by war long before the Black Plague visited death and destruction upon the rest of the Empire. The Rol Valley in Nordland being Jarl Ormggaard's last stand, with rich farmlands scorched black by the flame of war.
- 1123 Norse presence abandons Marienburg. Norscan barbarians in Marienburg withdrawing of their own accord, their ranks decimated as the Black Plague finally reaches their enclave.
- 1360 Defenceless Marienburg sacked for third time by the Norse. The city is burned to the ground.
- 1597 Marienburg seized by Bretonnian army under Duc de L'Anguille. Five year occupation ends when army under Grand Duke of Middenland approaches city.
- 1604 Baron van Buik grants a seat on the Marienburg City Council to merchants and ship-owners. It marks the beginning of democratic government in Marienburg.
- 1850 Norscan raids along the Sea of Claws resume. Marienburg sacked for fourth time in its history.
- 1799 Magritta of Marienburg is elected Emperor by the Elector Counts not otherwise claiming the crown for themselves. The Grand Theogonist of Sigmar refuses to acknowledge the appointment, and the Imperial system is effectively ended. From now until the time of Magnus the Pious there are no Emperors and the lands become increasingly divided. As individual cities look to their own government the mercantile Burgomeisters gain power.
- 1980 Wizards' War reaches Marienburg from Middenheim.
- 1991 Wizards' War ends in banishment or execution of Demonologists and Necromancers. Dwarf gunpowder and cannons find their way into Imperial arsenals.
- 1993 Religious pressures bring bloody repression of sorcery in Old World. Marienburg wizards are given protection by Fraternal Order of Burgomeisters.
- 1999 Mordheim is destroyed by a twin-tailed comet.
- 2000 Clan Scruten is led away from the main Skaven areas by Grey Seer Kritislik. Their Clan establishes a stronghold hidden in the Cursed Marshes and extending beneath Marienburg.
- 2132 Mannfred von Karstein arrived at Altdorf in the winter to find the city battlements empty of defenders. But as he made ready to take the capital of the Empire itself, and succeed at what both Vlad and Konrad had failed to do, the Grand Theogonist, Kurt III, appeared on the battlements and read the Great Spell of Unbinding from the Liber Mortis. As his undead army crumbled to dust around him, Mannfred was forced to order a hasty retreat. He marched down the Reik to Marienburg, intending to capture the port, but his attack was thwarted by Marienburg's army and their allies, a company of High Elf mages whose magic turned the tide against Mannfred at the crucial point of the battle. Before he could launch a siege of Marienburg, Mannfred's spies revealed an army from Altdorf was coming up behind him fast. Mannfred abandoned the onslaught and fled back across the Empire.
- 2150 Sea Elves set up trading posts in Old World. Marienburg signs treaty granting them exclusive rights with Sea Elves. Sea Elves return to portion of Sith Rionnasc'namishathir fortress.
- 2163 Finubar of Lothern elected by the ruling council on Ulthuan, in accordance with Bel-Hathor's wishes. He is deemed the prince best suited to understanding this new age. By temperament and experience ready to deal with the race of Men, and as a native of Lothern, he had grown up with an understanding of the worth of trade and a tolerant, cosmopolitan outlook on the world. Finubar the Seafarer becomes the first Phoenix King chosen by his predecessor.
- 2301 The Great War Against Chaos. A great portion of the Empire is ground under the heel of the Ruinous Powers. Crisis came to Marienburg as it did for the entire world in the incursion of Chaos. Harvests failed, water became poisonous, cattle died and many mutations were visited upon plant, beast and man. Many people, innocent or guilty, were burned at the stake or drowned by amateur witch-hunters.

"Marienburg is a city of plotters and schemers. It has to be, to survive. Your scheme was not the first and will not be the last to threaten our independence from Karl Franz's Empire. But today – ah, today we remain free."

— Prince Aloysius Ambrosius, Marsh Warden

- 2302 Paulus van der Maacht, last Baron of Westerland, dies in battle in the Chaos incursion. He was fifteen and left no heirs. A power squabble immediately broke out amongst the other Imperial Nobility, all of whom tried to claim that they had rights to Westerland. But three powerful Marienburg merchants, Jan Koopmans, Pieter Winkler and Thijs van Onderzoeker approached Emperor Magnus and proposed that a council of merchants run Marienburg to save political favouritism.
- 2303 Minor plagues unleashed in Marienburg, Talabheim and Nuln after the Skaven ambush several Empire contingents return victorious from the Great War Against Chaos.
- 2305 Magnus the Pious decrees the cessation of the Barony of Westerland. The edict signed formally establishing Westerland as a province, formerly a barony. It remains part of the Empire. An appointed Council drawn from the burghers of Marienburg is installed to govern the Imperial province.
- 2320 Skaven agents in Marienburg burn half the ships in that harbour to the waterline with firepots. The motive for this attack is never discovered.
- 2344 Otto Steinroth, the infamous Red Pirate of Marienburg, led a mighty fleet through Ulthuan's mists. His wolf-prowed ships laid waste to the city of Sardenath and his crew plundered its treasures. Steinroth's ships departed for home far wealthier than they had arrived. With these deeds did the Red Pirate bring woe upon the city of Marienburg, for he earned the wrath of Sea Lord Aislinn, whose fleet had come to Sardenath's aid too late. Aislinn's ships were swift, and could easily have overtaken the Red Pirate and destroyed him at sea, but the Sea Lord was determined to set an example not soon forgotten by the race of man. Aislinn shadowed Steinroth's ships across the stormy seas, using every ounce of nautical cunning at his command to remain undetected. Only when the Red Pirate's fleet was berthed once more alongside Marienburg's Guilder Field docks did Aislinn strike. As the battle began, the gunners in Marienburg's coastal fortresses – long practiced though they were at repelling raids from Bretonnia and Norsca – found their aim cheated by an inexplicable mist that swept over the Reiksmouth the instant the first shot was fired. Under cover of the mist, the High Elf fleet took up blockade formation and began bombardment of the port. Aislinn's flagship, Brinedragon, its gunwhales filled to bursting with the finest warriors of Lothorn, sailed full into the harbour and disgorged its troops along the dockside.
- Had the Marienburgers known the reasons for Aislinn's attack, they might well have stood aside and allowed his vengeance to proceed unimpeded, the better to end the blockade on their city. As it was, they knew only that their home was aflame, and that elven warriors marched in their streets. Aislinn's warriors instead found their path to Steinroth's wolfprows blocked not only by the Red Pirate's rough curs, but some of Nordland's finest troops. So began a confused battle along the dockside. The Elves had the better of it from the start. The mist was of their making and little impediment to their eyes. It was soon too much for the Red Pirate's men, who had no taste for fighting on the losing side. When Steinroth himself was cut down by Aislinn's blade, the survivors threw down their blades and dove into the water to escape. Yet there was no escape there from Aislinn's keen-eyed archers. The will of the pirates might have been broken, but the soldiers of Marienburg fought with all the desperation of men defending their home. Handguns coughed and boomed as Nordland marksmen vainly searched for targets in the mist. The harbour rang with the clash of steel upon steel as halberdiers and swordsmen sought to drive the drive the Elves from the quayside. Yet they fought in vain. Little by little, the High Elves scoured the docks about the wolfprows. As the Lothorn Sea Guard formed spear-walls to secure the quayside, other elves boarded the wolfprows and retrieved all that was truly valuable: books of ancient lore, sceptres and circlets of rule and the weapons of Sardenath's princes.
- At Aislinn's command, the elves retreated to the Brinedragon, taking with them not only their dead, but also a large number of (extremely vocal) elven merchants whose stores of fine wine and eastern silks would now have to be abandoned – no elf could hope to remain free in Marienburg after that day's deeds. As Aislinn's flagship rejoined his fleet, he turned back towards Marienburg with narrowed eyes. He gave a sharp nod to the mages assembled upon the foredeck, and they called down a conflagration of living flame upon the dockside. The fires quickly spread from ship to jetty, and from jetty to warehouse, consuming all in their path. By the time the Brinedragon had reached open sea, all of Marienburg's Merchant fleet – and much of the city's hoarded wealth – had been reduced to ashes upon the wind.
- Aislinn returned to a mixed reception on Ulthuan. The kin of those slain at Sardenath hailed him as a hero, as did those princes who believed the power of the Elves should be felt more keenly in other lands. Many others, especially those who had benefited greatly from trade with Marienburg, declaimed Aislinn's actions as unnecessarily ruthless and nothing short of declaration of war. In the months following the fifth sack of Marienburg, the Sea Lord's standing at court diminished almost to nothing – a situation not helped by Aislinn prosecuting new campaigns of reciprocity against Norscan settlements. Ironically, the same actions that isolated the Sea Lord amongst the courts of Ulthuan soon drew him closer to the Phoenix King. Finubar saw a ruthlessness in Aislinn that Ulthuan could ill afford to lose.
- 2355 A High Elf fleet, under the command of Ethelis the White, sank a Norscan fleet before it could blockade Marienburg. Soon thereafter, trade between Ulthuan and Marienburg resumed.
- 2378 Marienburg Merchant fleets and militia conduct a highly successful campaign against the pirates of Reavers' Point. The Directorate takes over the operations of the Imperial Second Fleet, stationed in Marienburg. Marienburg also appointed its own excise officers, with the Imperial Tax men merely checking the books. True power shifted to the side of the Merchant Families.
- 2391 Elves arrest a human in the South Dock of Marienburg and take him to Elftown. Riots ensue, many Elves lynched. Later disbanded, its ships and sailors end up in the private forces of the Merchant Houses.
- 2395 Colonists from Marienburg set forth to Southlands where they found town of Leopoldheim.
- 2399 Directorate appoints their own excise service to see to the collection of taxes and tariffs and control of smugglers.
- 2402 Discovery of Lustria.
- 2403 First traders return from Lustria.
- 2421 Discovery of the New Coast.
- 2423 First traders return from the New Coast, Ivory Sea-Route established.

"What of the others? The so-called Shadowlord of Marienburg? Have they sent representatives or missives? No. Then, Mundvard was never one to be accused of knowing his place. When Vlad died, he went his own way, as so many of us did. Marienburg is his place now, and he'll not leave it or invite us in, if he can help it."

— Count Manfred von Carstein, Gravelord

- 2429 The Directorate have the Stadsraad declare the Wasteland's independence and secede from the Empire. The Imperial Army surrenders at the Battle of Grootsher Marsh. Emperor Wilhelm III recognises the Wasteland's independence following three failed expeditions against Marienburg. Ties are revealed between the Directorate and the Sea Elves, whose wizards were decisive in the final campaign.
- 2448 Marienburg flooded. The Vloedmuur is near to collapse. The wall can only be kept standing by the help of Dwarf Rune Magic and technics. Wall defences are extended and the drainage system improved.
- 2449 In Marienburg, rioting spreads from the South Dock throughout the city in response to anti-Labour Guild laws passed by the City Council.
- 2462 Electors of Middenheim, Ostland, Nordland and Hochland finance a wild scheme to run ports on the Empire's bleak north coast bypassing Marienburg. The electors revoked the charter after underestimating how far the Directorate would go to protect their business.
- 2463 Gold discovered in hills around New Coast. Great Southlands Gold Rush begins.
- 2475 Lustrian trade develops with Marienburg, trade with Southlands, Nippon, Cathay and Araby brings in wealth.
- 2502 Marienburg Directorate denies bribing Elector Counts.
- 2505 Halfling detective Sam Warble began a search on Riddra Isle for the Tilean Rat idol, on behalf of the elf-woman Astra.
- 2509 Erhard Stoecker prepares a manuscript for publication as a single volume by Altdorf Press recounting tales of the bounty hunter Brunner. A dying elf mage implores the sell-sword visit Marienburg to return a potent magic artefact.
- 2512 Under the rule of High King Svein of the Skaelings, Norsca's trade relations with Marienburg and the Empire are better than in ages. Norse mercenaries and traders travel the Old World and beyond. They easily find jobs in mercenary armies (especially navy) or as bodyguards.
- 2519 The Grand Theogonist despatches a great fleet to destroy the armada of Kurdogoli Darghouth, the Devil of Araby. Archaon, the Three-Eyed King is among the ships fleeing the Bretonnian coast. The Lord of Chaos orders the armada to sail around the treacherous coast of Norsca. The ships striking out from Marienburg at Volkmar's command are not outfitted for such a voyage. The pirate captain of El-Kalabad requests his flagship the *Perdición* leads the dark armada into sheltered waters of the Serrated Shore. Its curved peninsula saves Archaon's ships from a maelstrom tearing out of the north. His pursuers are battered by the storm. Their ships wrecked upon the broken lands of the Vestligkyst and the daggered fjords of the Serrated Coast. Archaon orders the fleet onwards, leaving the Sigmarite priests, sailors and officer-noblemen to the bloodthirsty tribes of the Graelings that haunted the coast.
- 2521 Archaon, the Everchosen, leads a massive invasion from the northlands known as the Storm of Chaos. United barbarian tribes herald their scion as Lord of the End Times.
- 2522 Archaon's Chaos Horde attacks the Empire. The Sea of Claws is the site of a great battle, as several Norse tribes combined their fleets to launch an attack against the coast of Nordland. However, the flotilla was surrounded by a glittering mist several miles from the shore and was set upon by the Hawkships of Sea Lord Aislinn. Confused by the magical fog of the Sea Elves, the Norse reavers were unable to close with their more manoeuvrable foes and were eventually sunk or driven back to the north by several hours of merciless bolt thrower volleys. The Storm of Chaos ends after the defeat of Archaon's horde at Middenheim. Scattered marauders return to their homes in Norsca.
- 2523 Norse tribes attempt to re-open trade relations with Marienburg and the Empire. Former Imperial army officer Kurt Schnell re-opens watch station at Three-Penny Bridge while Skaven prowl South Dock at night. Marienburg threatened by Dark Elf slavers who are thwarted by Gotrek Gurnisson and Felix Jaeger. When the dwarf and his companion encounter Stromfels cultists Gotrek slays an incarnation of the Storm God.
- 2524 Catastrophe plunges the seaport into turmoil. A massacre engineered by Farrak the necromancer begins with a covertly launched attack. Most of the city becomes a realm of the dead. Surprisingly the watchmen of Three-Penny Bridge vanquish the necromancer. The dead return to watery graves and what creatures of the night remain became scattered. The Elf Quarter did nothing to aid the city as it narrowly avoids oblivion before squabbling elites from the Merchant Council reach a verdict. Uprising of Chaos cults continues across the Empire, notably the Averheim crisis.
- 2525 Disaster has overtaken Marienburg. The city is devastated when a Plague Fleet sails into port. As spineless burghers fled contagion, unexpected aid comes in the form of vampire gangster Mundvard the Cruel. No sooner had a hidden army rose to form the city's best hope for survival, the corpse tide crumbled to the cobbles. In its torment the great docks were shattered, their steam cranes tilting into the brine, the loading chains rusting into nothingness. The mighty sea-wall built atop the foundations of ancient elven ruins was smashed into lumps of subsiding masonry and foul slithering creatures with many eyes and splay-webbed feet slapped and slid across its remains. Bodies lay stretched throughout the ruins as far as the eye could see, and every corpse swollen with a different strain of pox. The sea itself was polluted, turned from a choppy grey into dark-green slurry, as thick as tar and crowned with yellowish foam. The mixture lapped sluggishly against what remained of the old quay-walls, sucking and wheezing against the disintegrating stone blocks. Ruins of the Oyster Dock temple lay alongside the broken cupola of the Chapel of Manann. The great guild buildings in the dock-quarter were now temples of decay. Above the fallen city, the clouds hung low. Everything was ruined in the sixth sacking of the port. The armada sent to shatter Marienburg was the mightiest of them all. Foremost servants of the Plague Lord carried Nurgle's greatest blessings.
- The Chaos army sent south by Archaon passed from the waterfront, through the dead city and out of the ruined eastern gates. Departing Marienburg they converge upon Altdorf. The destruction of Carroburg and Wurtbad follows. Elsewhere in the Empire the city of Talabheim was deluged, even Middenheim has fallen in the apocalypse. The Fall of Altdorf on Geheimnisnacht precedes the divine event in which a radial wave of power is unleashed from the Chamber of Ghal Maraz in the Imperial Palace. It's every portal bleeding pure comet-fire during the moments after Emperor Karl Franz was slain against the temple altar of Sigmar by Nurgle's chosen. The River Reik, so long a turgid well of slime, burst into cleansing flame, revealing pure waters boiling under the skin of filth. The Palace still glows from within. Whatever power that was unleashed there by the argent titan of golden flames that was once the Emperor still lingers. Had the cleansing comet-fire not scoured the Reik, then soon the last of what had been Marienburg would have been overwhelmed entirely, becoming a festering jungle on the western seaboard of the Empire, the first foothold of what would become Father Nurgle's reign of corpulence on earth.

Epic Campaign Rules

New skills

In support of boats and barges there are a few necessary skills introduced in the *Mutiny in Marienburg* campaign. These are in addition to using ones included in the epic *Border Town Burning* campaign supplement. More new skills are included here to develop your Heroes on their way to becoming unique personalities.

Combat skills

Bulwark: A defensive style requiring a shield in one hand and a hand weapon such as a sword in the other. A warrior armed with a single-handed weapon (sword, spear, hammer, etc.) and a shield gets an additional +1 bonus on his armour saving roll in close combat.

Lunge: Using a spear or dagger your warrior can strike foes that would normally be out of reach. Increase the reach of your melee attacks when charging by moving 1" further forward. Lunge attacks can only be avoided with the Step Aside skill on a roll of 6. Armour saves apply as normal.

Shooting skills

Target Practice: The warrior can fire a single missile attack when being charged. Models that stand and shoot suffer a -1 modifier to hit.

Crossfire: After going on heroic quests the warrior has learned a thing or two about firing weapons in close quarters. The Hero can use missile weapons whilst in close combat to shoot at enemy models not involved in the combat. Apply the -1 to hit modifier for moving. Friendly models standing in the way can be ignored when checking for line of sight.

Hunter's Eye: When activated, the Hero is able to make as many ranged attacks as he has melee attacks for the turn. This ability can only be used once per game.

Academic Skills

Driver: A wagon driven by a Hero with this skill may re-roll results on the Out of Control Chart. The second result must be accepted even if it is worse.

Pilot: A boat piloted by the Hero may re-roll results on the Propulsion Damage Chart once. The second result must be accepted even if it is worse.

Scholar: Only warriors capable of casting spells or using prayers may pick this skill. Whenever the warrior may learn a new spell or prayer through an advance, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by -1 permanently.

Pawnbroker: The Hero is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken *out of action*.

Trap Expert: The Hero will never advertently set off traps but may be subject to their effects if standing too close to one as it goes off! An attempt can be made to disarm any traps the Hero comes across. The warrior stops at the trap during the Movement phase, and may do nothing else that turn. To disarm any *simple* traps, the warrior must roll 6+ on 2D6. To disarm any special kinds of traps or a *complex* trap, the warrior must roll 8+ on 2D6. If unsuccessful, an Initiative test is required. A failed test means the trap has been inadvertently set off!

A Hero with this skill can repair and activate dud traps or restore previously de-activated traps, in which case they become active traps. To determine what an activated trap becomes, roll a D6:

D6	Result
1-4	Simple: The trap is a <i>simple</i> device.
5-6	Complex: The trap is a <i>complex</i> design.

A previously disarmed *simple* trap or *complex* trap will always revert back to what it was originally. If restoring *simple* traps, a roll of 6+ on 2D6 is required. A roll of 8+ on 2D6 is required to restore a *complex* trap. Failure will mean that the trap has failed to activate.

Strategist: The Hero has great strategic skills. Before each battle a Hero with this skill may decide to develop plans that further the tactical ambitions of the warband. Choosing to have this model voluntarily miss the next battle due to the Hero's pondering means the warband gains +1 campaign point after the battle. The Hero does count for calculating warband rating as normal and determining the prices for selling wyrdstone/treasure. However, he does not count as part of the warband when taking Rout tests. Initial warband size is considered to be one model less during the battle. The Hero does not gain +1 Experience for surviving a battle since he did not take part in the fight.

Strength skills

Dirty Blow: Strike the targeted enemy with a dirty blow! Attacks ignore armour but no weapons bonuses or Strength modifiers apply.

Rigger: The Hero is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Hero is in contact with it, he may repair one location previously damaged or *set on fire*. ie, a paddle or mast. The Hero may do nothing else that turn and the boat may not be moved. A boat cannot be repaired if an enemy model is in contact with the Hero or the watercraft.

Handyman: The warrior is skilled in fixing minor damage on a wagon, cart or coach. If the wagon is stationary and has not moved during the last turn then if the warrior is in contact with the wagon, he may repair one previously damaged wheel. The Hero may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. A wagon cannot be repaired if an enemy model is in contact with the handyman or the wagon, as the situation is far too dangerous to focus on the cart.

Beastmaster: The Hero is able to communicate on a primal level with any beast he encounters. If the model confronts an animal (not mount!) in hand-to-hand combat, then before combat is fought he may take a Leadership test. If the test is failed combat proceeds as normal. If the test is successful the animal falls under his command. Place the models 1" apart from each other. The player may now control the animal model. However, the beastmaster must pass a Leadership test at the beginning of his turn otherwise control over the animal is lost. Animals must always remain within 6" of the Hero or control is lost immediately. No more than one animal can be controlled this way.

Speed skills

Tunnel Rat: Some warriors are at home beneath the city. They pick their way along the ledges as sure-footed as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground by the Hero can be re-rolled.

Spry: The Hero is used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, the warrior may run or charge while climbing.

Witch Hunter Special skills

Marked for Judgement: If judgement is passed then damage will be done. Once per battle the Hero chooses his mark. On a successful Leadership test the targeted enemy model loses 1 Wound. Undead models suffer D3 Wounds.

Iron Resolve: The warrior embarks on errands with a will of iron. For one turn in the game the Hero receives +2 Weapon Skill, +2 Ballistic Skill and +3 Strength. At the end of turn the Hero must pass a Leadership test or suffer from -1 Weapon Skill, -1 Ballistic Skill and -1 Strength from shaken will for the rest of the battle.

Cargo

Goods are smuggled in different freight containers. Barrels, coffins and chests require two models to move them. A crate or sack can be carried by a single model at normal move rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it

If a model escapes off the board with cargo, it may not return. Unless scenario special rules specify otherwise should a warband rout while any of its warriors have cargo containers, the goods are lost if the markers are within charge range of any non-engaged opponents.

Stragglers & Corpses

Sometimes your warband will encounter the citizens of Marienburg. Some of these unfortunate souls lose their sanity along with all their worldly possessions. Stragglers count as hostages *captured* by warbands.

Undead warbands can kill a straggler to make a corpse. Corpses can be used to gain a Zombie for no cost.

Skaven warbands can sell a straggler to agents of Clan Eshin (who will use the man for slavery) and gain 2D6 gold crowns.

Followers of Chaos can sacrifice the individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience.

Dark Elf and Chaos Dwarfs only take 'Prisoners of War'.

Any other warband can interrogate the man and gain insight into to city. Next time you roll on the Exploration Chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

Any warband, except Chaos, Skaven or undead discovering corpses may sell them Undead warbands for nefarious purposes, or alternatively they may deliver the dead to the Temple of Morr for 1xp

Warband categories

The most common mercenary retinues around the Empire are those from Marienburg, Middenheim, Reikland, Ostland, Averland and the various other Imperial provinces. Mercenaries also include the much sought after Kislevites, Estalians, Tileans, Arabyans, Norse, Pirates and Pit Fighters.

Human warbands will include any warp-touched gangs and renegade warbands that are composed of human warriors by majority. This might include Cults of Chaos, Marauders of Chaos, Outlaws and Bandits.

Followers of Chaos include Cult of the Possessed, Carnival of Chaos and any other Cults of Chaos, plus Beastmen, Marauders of Chaos, Norse, and Chaos Dwarfs. Skaven and Dark Elves are not counted amongst Chaos warbands.

Elf warbands do not include Dark Elves and Dwarf warbands do not include Chaos Dwarfs.

Any warband which includes a Vampire, a Necromancer or a Liche is considered to be an Undead warband.

Blood pacts

Roll 2D6 for each Hired Sword in the post battle sequence, after their upkeep is paid. On a roll of 12, the Hired Sword swears an oath of allegiance in blood and becomes tied in a pact with warriors from the warband. For each skill or characteristic increase the Hired Sword gains, add 1 to the rolled result for the Hired Sword to form a Blood Pact with the warband.

Assassins, Thieves, Merchants, Fences and Slavers may never form a pact with a warband. If a pact is formed the model still counts as a Hired Sword but no longer pays upkeep. He pays in blood! Hired Swords in a Blood Pact may be equipped differently. Use the Equipment list available to Heroes in the warband.

If the leader of the warband is slain, then if the warrior who became tied in a Blood Pact has the next highest Leadership value he takes command. In this exception he then gains the Leader ability (although he must continue to use his original Skill list) and counts as a Hero. If there is more than one warrior eligible to assume command, the one with most experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader.

"There are some things more important than gold, even to a mercenary. There is a rough sort of honour even sell-swords abide by. More than the bonds of loyalty, however, there was the question of blood."

— Bruno Valdner, Wissenland
Mercenary Captain

I need a priest!

Any warband that includes humans can hire a Priest. A Priest can be hired instead of one of the starting Heroes or by retiring a Hero currently in the warband. Only one Priest can ever be included in the same warband. Unless specified elsewhere human priests may not be hired by followers of Chaos, Orcs & Goblins, Dark Elves, Skaven and Undead warbands.

A Priest counts as a Hero and no warband may ever include more than six Heroes. Full details on priests can be found in the 'Miracle Workers' chapter.

"I once saw a library on fire in Marienburg - those foolish Verenans were so busy scurrying in and out to save the books they didn't notice their own robes were on fire! All brains and no common sense."

— Yevgeny Pavovic, Kislevite Merchant

Trade deals

Merchants, Fences & Slavers create unique opportunities which allow for trading deals to be arranged with other warbands. Merchants brokering a deal need a suitable vehicle to use when conducting important business for the transportation of valuable goods and livestock.

A warband that includes one of these Hired Swords and a Trade Wagon or any other suitable type of vehicle (ie, riverboat, river barge, stage coach, opulent coach or treasure cart) can be visited by Heroes from other warbands.

Storage: Any of the warband's stored equipment can be stowed inside the vehicle. Note that this does not include gold crowns or treasures.

If the vehicle is destroyed, then all the warband's equipment stored inside is lost. Until a new vehicle is bought, equipment cannot be traded.

Reputation: For every five different rare items stored inside the vehicle the leader gets +1 to his rolls for finding rare items. Any rare item that is reduced to Rare 2 or below by the Merchant wagon's reputation, Streetwise skill etc. can be bought as Common items.

Rare 12 is the highest level of item that can become common.

Treasure Carts: Carts used at markets or in mines, are smaller than wagons. Carts may transport up to three human-sized warriors or the equivalent in cargo. Carts and rowboats can hold a maximum of five rare items.

Abandoned: If the warband fails its Rout test and no warriors are crewing the Trade Wagon or other vehicle then it might have been abandoned! The wagon falls into the winning warband's hands if one or more enemy warriors are within 1" of the wagon. They may choose to steal the contents, to keep the wagon for themselves if allowed to or agree to cut a deal (using the ransom rules in Captured from the Serious Injuries Chart on page 119 of the Mordheim rulebook) with the Merchant.

A warband capturing a Trade Wagon may not search for rare items following the battle, unless every model from the Merchant's warband was taken out of action, otherwise word of it spreads and they are avoided by the fearful local traders!



"They say the Norsemen worship strange and bloodthirsty Gods that demand Human sacrifice, perpetual warfare, and the conquest of the soft lands. That's rubbish, I always say. The trick to dealing with the Norse is to find what it is they want and to sell it to them before they have a chance to draw their axe. A mix of keen reflexes and a sense of the Norse character is all that's required. Admittedly, not everyone is as quick witted as I am, hence I have few competitors."

— Alfons Mann, Marienburg Merchant

Trading: Players may choose to send one of their Heroes to the trader instead of having them search for rare items. A Hero doing so may buy items from the warband's stored equipment if the players can agree on a price (including exchange deals with items, animals, vehicles and treasures). Instead of buying an item a Hero may also go to the trader to sell any number of items (rare, common, magical artefacts, wyrdstone shards) to him. If players cannot agree on a price no deal is closed and the visit wasted.

Captive models may only be sold or traded in exchange to a Slaver. Only a warband with a Slaver Hired Sword of a Hero with the Slaver skill may take receipt of captured warriors when a representative Hero visits them to arrange a trade deal.

Prisoners of war

One of the by-products of the Mordheim campaign rules is that warriors can be taken captive by another warband. When a Hero is *captured* as a result of rolling on the Serious Injuries chart, limited options are available.

Mutiny in Marienburg or a *Border Town Burning* campaign using Hired Swords, can lead to situations where warriors are *captured*. Despicable warbands being played in the true spirit of their vile character might fulfil the unpleasant objective of taking prisoners and putting them to work or death!

Dark Elf and Chaos Dwarf warbands will never consent to freeing *captured* warriors. Any *captured* once-proud individuals can be put to far better use as a slave. Browbeaten warriors suffer the same humiliating fate, to be chain-ganged then forced to search for treasure and scavenge for wyrdstone!

After a battle nominate which *captured* warriors are being assigned to search for treasure and wyrdstone. At the end of the Exploration procedure roll a D6 for each *captured* warrior who was nominated. Add the results to the total score from the Exploration dice result used to calculate the number of wyrdstones shards or treasure found.

"I have heard it said that the loyal slave learns to love the lash."

— Yvraine Hawkblade, Sword Master of Hoeth

Furthermore, on a roll of 1 the *captured* warrior has mustered the strength and courage to bite back against his oppressors! The warrior has slipped past the fiends guard and returns to his original warband a Hero. Treat a Henchman as receiving 'The lads got talent' and the Hero gains D6+2 Experience points. If the roll made was a 6 the prisoner has been overworked, exposed to too much wyrdstone, and suffered so terribly at the hands of his tormentors that he has expired! Either result means removing the *captured* warrior from the Dark Elf or Chaos Dwarf player's roster.

If Hired Swords or Dramatis Personae are *captured* then they are treated in exactly the same way as any other warrior. Alternatively, if the Hired Sword is eligible to be hired by the warband then treat the warrior as having been hired. No hire fee is necessary but any upkeep cost must still be met after each battle.

Uncommon sightings

Dark Elves, Fire Dwarfs and Lizardmen sightings are extremely rare in the Old World. Then again if a druchii warband is spotted the chances are slim the observers will get much of a chance to report it!

Any recruiting of Lizardmen, Skinks, Kroxigors, Dark Elves, Hobgoblins or Chaos Dwarfs costs twice the normal hire fee. The usual amount of gold crowns is still paid for upkeep cost.

This only applies to campaigns set in the Old World. If your campaign is set in Lustria then Lizardmen and Dark Elves cost the normal fee etc.

Encampments

Important buildings can be found around the city-port. Some locations are more important than others, adding campaign options for warbands. These places are called *encampments*. When an *encampment* is discovered in the 'Mutiny in Marienburg' campaign, it is recorded on the player's warband roster sheet.

There is only ever one *encampment* of each type. Sometimes warbands stake a claim for an *encampment* already owned by another player! When this happens the *encampment* is contested using a scenario.

Most *encampments* represent unprotected businesses. These holdings can be contested by fighting a scenario called 'The Sting'. A player can only choose to contest an unprotected *encampment* for the next game upon discovering the same *encampment* as another player.

Towers count as *encampments* too but they are more visible and better fortified. Fortified *encampments* can always be attacked by using the scenario 'Stockade'. A player can only choose to contest the ownership of a fortified *encampment* for the next game when he discovers the same *encampment* as another player.

If the challengers win the battle without collapsing the building then they take possession of the *encampment*. If the burning building collapses then the *encampment* is razed.

When an *encampment* was razed it can be rebuilt. The restoration costs 150 + D6 x 25 gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

"You will confess that you are in league with the creatures of Chaos, that you lured the people of this community to your encampment in order to feed their flesh to your hideous masters."

— Brother Echter, Witch Hunter

Going below

The city sewers can be entered or exited through sewer grates. Breached outflow pipes and broken-gated canal inlets also allow entry and exit. If a model can reach a sewer entry point in the movement phase then it can go below the battlefield. Any models going below are assumed to have entered the sewer network. Place a marker next to the model when it goes below or remove the model from the table and replace it with a marker to denote it entered the sewers.

At the beginning of each recovery phase roll a D6 for any warrior or group of models that has entered the sewers together. On a 1 consult the Subterranean Event Chart (see Scenario 8: Burrow Town Collapsing) to see what happening has waylaid them.

Dwarfs, goblins and skaven move as normal. Warriors who begin their turn in the sewers with a torch or lantern may move D3" plus their normal Movement in any direction. Warriors without a lantern may move as normal if they pass a successful Leadership test. They may not run but may declare a charge as normal. On a failed test they remain in the same place or may exit the sewer if they entered in the previous turn.

Animals must be accompanied by a warrior to enter or exit a sewer and any animal unable to exit the sewer is removed from the warband roster.

Breaking & entering

Each non-ruined building can only be visited once per game. All entry points (door, window etc) are treated as being secured. At the beginning of their turn a Hero or Hired Sword in base contact with an entry point of an unvisited building may attempt to enter it.

There are two ways of entering a locked building. If the warrior has the required tools or skill to pick the lock then once the lock is picked and the building is entered, roll on the Burglary Chart to determine an outcome for the break-in.

Burglary chart

D6 Result

- 1 **On the Lam!** The crook has been caught in the act! D3+1 Watch Officers (see the Watchmen warband list for characteristics) each armed with a club arrive at the scene of the crime. Place each watchman D6" away from the thief. The thief players next turn can be used to stage an escape (or charge at the watch!) and then before the next players turn, the Officers must pursue the thief, charging whenever possible. If the thief is taken *out of action* the warrior is placed *under arrest* by the Watch.
- 2 **Vacant.** No one is home and nothing is worth thieving.
- 3 **Occupied.** The thief has broken into an occupied property. On a successful Initiative test the thief stealthily carries out his plunder as if the building was unoccupied. On a failed test the thief winds up in close combat with an unarmed hostile patron (same characteristics as Warriors from the Mercenary warband). Work out order of attack based on highest Initiative. If the thief is taken *out of action* the warrior is placed *under arrest* by the Watch.
- 4-5 **Unoccupied.** The building has been left unattended. The thief bags enough loot to fetch 2D6 gold crowns.
- 6 **Swag!** Randal must be smiling on the thief as he lays his sticky fingers on a bountiful find. Roll a D6 on the Booty Chart to see what the thief has purloined.

The other way to break into buildings is a forced entry. If a warrior breaks down a door roll twice on the Burglary Chart and use the worst result to determine an outcome for the break-in!

Unless a buildings is an inn (inn doors are only locked at night), the doors will be locked. Use the rules on page 14 of the Empire in Flames supplement. Shops, warehouses, and hostels doorways are not fortified. Barracks, armouries, and temples doors are fortified.

Fortified doors can only be broken down by warriors attacking the door. Fortified doors are destroyed if the number of Wounds is reduced to 0.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fortified Door	-	-	-	-	8	4	-	-	-

"There are no problems in Marienburg which can't be solved. Handrich willing, of course..."

The worship of Sigmar is... Not encouraged in Marienburg. The state religion is the cult of Manann, although the common folk swear mostly by Handrich. The templars of Morr are as welcome in Marienburg as they are anywhere in the Old World and the Solkanites aren't too worried about what people think of them anyway. There are usually one or two of each wandering around the city looking for signs of Chaos; probably a few more these days, after all that unpleasantness in the north last year...

Most elves stick to their own quarter, but then so do the other folk by and large, so you can hardly fault them for that. My goodness, the splendour of the architecture there must be seen to be believed, and you really must take a stroll in the gardens of the Grand Circle canal at the earliest opportunity."

— Artemus van Loenhoek, Marienburg Scribe

Third party arrests

If a warrior is taken *out of action* by a Watch Officer not affiliated with one of the warbands in a campaign, then the model is immediately placed *under arrest*.

"What part of 'you're under under arrest' don't you people understand?"

— Erkhart Dubnitz, Templar of Manann

Merchant Charters

A warband with a Merchant can spend Campaign Points (CP's) to charter ships. Once a ship is chartered it can be used for the rest of the campaign, unless it gets sunk!

Riverboats = 1 CP

River Barge = D3 CP's



Unknowable Cargo

Today Marienburg is the largest port in the Old World, with its position making it a natural meeting and trading point for merchants from the Empire, Bretonnia, Norsca and Kislev, and even Estalia, Tilea and Albion. It is well-connected to its neighbouring kingdoms by road, sea and river.

Representatives of every nation and race can be found there, and it is rumoured that if something exists, no matter how rare, a trader with money will find it in Marienburg, find someone who knows where it is, or be swindled into buying something that looks just like it! Large livestock, such as cattle or horses, are less common in the city-port. Heroes wanting to buy a horse will do better to travel to a market town in the Wasteland.

A city that specialises in back room deals for illicit substances. Hidden away in club rooms and the opulent salons of the clan mansions, the richest merchants bargain for the most sought after goods: alchemicals from Lustria, Arabyan indigo dye, cloth of Cathayan spider-silk, rugs bearing the handiwork of the dreamweavers of Ind and mythic ingredients from the Spice Isles further south.

Marienburg Manifest

Strange dealers in unfathomable goods bring their business to Marienburg. Any unlisted item is potentially available in the city. Treat the availability of the desired item as Rare 15.

"In collections and museums in Marienburg and Brionne, you may see such things, scavenged from the field of battle and carefully preserved."

— Ehrhard Stoecker, Exiled Imperial Novelist

Price Chart

The following equipment is available to warbands fighting in the Marienburg setting.

MISSILES & THROWN WEAPONS

Item	Cost	Availability
Belaying Pins	3 gc	Common
Blessed Water (Common for Priests and Sisters of Sigmar. May not be bought by Undead)	10 + 3D6 gc	Rare 6
Blowpipe (Skaven, Skinks and Goblins only)	25 gc	Rare 7
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Caber (Albion Commandos only)	25 gc	Common
Cathayan Firesticks/Firepots	25 + D6 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Double-barrelled Hunting Rifle	300 gc	Rare 12
Double-barrelled Pistol/brace	30 gc/60 gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Fish-hook Shot/Hunting Lasso	10 gc	Rare 7
Fire Bomb	35 + 2D6 gc	Rare 9
Firecrackers	20 gc	Rare 9
Flash Powder	25 + 2D6 gc	Rare 8
Handgun	35 gc	Rare 8
Hand-held Mortar	80 + 2D6 gc	Rare 12
Harpoon Gun/Crossbow	50 gc	Rare 10
Herstel-Wenckler Pigeon Bombs	30 + 2D6 gc	Rare 8
Hunter's Throwing Axe	30 gc	Rare 10
Hochland Long Hunting Rifle	200 gc	Rare 11
Javelins	5 gc	Common
Long Bow	15 gc	Common
Magnin Throwing Knife	45 gc	Rare 11
Nipponese Skyrocket	150 + D6x25 gc	Rare 14
Pistol/brace	15 gc/30 gc	Rare 8
Poison Wind Globe (Skaven only)	20 gc	Rare 6
Repeater Crossbow	40 gc	Rare 8
Short Bow	5 gc	Common
Sling	2 gc	Common
Smoke Bomb	30 + 2D6 gc	Rare 10
Sun Gauntlet (Amazons only)	40 gc	Rare 12
Sunstaff (Amazons only)	50 gc	Rare 12
Throwing Knives/Stars/Axes	15 gc	Rare 5
Tufenk	15 gc	Rare 10
Warplock Pistol/brace (Skaven only)	35 gc/70 gc	Rare 11

DRUGS & POISONS

Item	Cost	Availability
Black Dust	25 + D6x10 gc	Rare 11
Black Lotus (Not available to Priests, Witch Hunters or Sisters of Sigmar, Rare 7 for Skaven)	10 + D6 gc	Rare 9
Crimson Shade	35 + D6 gc	Rare 8
Daemon Dust	70 + D6 gc	Rare 12
Dark Venom (Not available to Priests, Witch Hunters or Sisters of Sigmar)	30 + 2D6 gc	Rare 9
Mad Cap Mushrooms	30 + D6 gc	Rare 9
Mandrake Root	25 + D6 gc	Rare 8
Manticore Spoor	30 + 2D6 gc	Rare 9
Slaaneshi's Dream	50 + D6 gc	Rare 10
Spider Spit	30 + D6 gc	Rare 7

ARMOUR

Item	Cost	Availability
Armour of the Wildwood (Elves only)	130 gc	Rare 12
Banded Belly Plate (Ogres only)	90 gc	Rare 12
Barding	30 gc	Rare 8
Beast Hide/Wyvern Hide Cloak	25 gc	Rare 7
Blessed Hauberk (Witch Hunters only)	165 gc	Rare 12
Blessed Stag Hide	40 gc	Rare 10
Buckler	5 gc	Common
Chaos Armour (Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs and Cults of Chaos only)	185 gc	Rare 13
Enchanted Skins (Amazons only)	20 gc	Rare 6
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet/Cooking Pot	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Lamellar Armour	120 gc	Rare 9
Light Armour	20 gc	Common
The Oaken Armour (Elf Rangers only)	150 gc	Rare 12
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Sea Dragon Cloak (Dark Elves and Sea Elf Rangers only)	50 + 2D6 gc	Rare 10
Skull Cap (Ogres only)	70 gc	Rare 11
Steel Cloth	75 + D6x10 gc	Rare 13
Toughened Leathers	5 gc	Common
Wolf Cloak/Norse Furs	10 gc	Special

MISCELLANEOUS ITEMS

Item	Cost	Availability
Albion Cloth	30 gc	Rare 9
Alcoholic Spirits (Albion Whiskey/Brettonian Brandy/Kislev Vodka/Norscan Aquavit)	35 + 2D6 gc	Rare 8
Amulet of the Moon	50 gc	Rare 12
Banner	10 gc	Rare 5
Bear-Claw Necklace	75 + 3D6 gc	Rare 9
Book of the Dead (Vampires and Necromancers only)	200 + D6x25 gc	Rare 12
Bugman's Ale	50 + 3D6 gc	Rare 9
Burnished Circlet (Only available to Warrior-Priests of Sigmar)	250 gc	Rare 12
Caltrops	15 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Chest	5 gc	Common
Compass	45 gc	Rare 9
Conch Shell Horn (Amazons only)	25 gc	Rare 8
Dispel Scroll (Wizards only)	50 + 4D6 gc	Rare 12
Elven Boots	75 + D6x10 gc	Rare 12
Elven Cloak	100 + D6x10 gc	Rare 12
Elven Runestones (Elf Wizards only)	50 + 2D6 gc	Rare 11
Elven Wine	30 gc	Rare 10
Falconry Glove	10 gc	Rare 5
Familiar (Cost must be paid despite roll)	20 + D6 gc	Rare 8
Fire Arrows	30 + D6 gc	Rare 9
Firefly Scarab	75 + D6x10 gc	Rare 13
Flame Bullets (Witch Hunters only)	120 gc	Rare 12
Forest Cloak (Outlaws and Rangers only)	50 gc	Rare 10
Fortune Ring	75 + D6x10 gc	Rare 13
Garlic (May not be bought by Undead)	1 gc	Common
Gas Mask	15 gc	Rare 6
Halfling Cookbook	30 + 3D6 gc	Rare 7
Hammer of Witches (Witch Hunters only)	100 gc	Rare 10
Healing Herbs	20 gc + 2D6 gc	Rare 8
Hellheart (Ogres only)	100 gc	Rare 12
Holy/Unholy Relic (Rare 6 for Priests and Sisters of Sigmar)	15 + 3D6 gc	Rare 8
Holy Tome (Only available to Priests and Sisters of Sigmar)	100 + D6x10 gc	Rare 8
Hook Hand	3 gc	Common
Hunting Arrows	25 + D6 gc	Rare 8
Ice Gem	75 + D6x10 gc	Rare 13
Iron Strongbox	30 gc	Rare 10
Jewel Necklace	150 + 6D6 gc	Rare 13
Ladder	10 gc	Rare 5
Lamp of the Djinn	50 + 2D6 gc	Rare 12
Lantern	10 gc	Common
Lock Picks	15 gc	Rare 8
Lucky Charm	10 gc	Rare 6
Lyre	15 gc	Rare 8
Magic Acorn	250 gc	Rare 15
Magic Carpet	50 + 4D6 gc	Rare 12
Magical Scroll (Wizards only)	75 + D6x10 gc	Rare 14
Magical Artefact (Roll on Magical Artefact Table from page 141 of the Mordheim rulebook)	350 + D6x25 gc	Rare 18
Marienburg Map	20 + 4D6 gc	Rare 9
Medicine Chest	150 + D6x25 gc	Rare 14
Monkey's Paw	50 + D6 gc	Rare 10
Net	5 gc	Common
Peg Leg	6 gc	Common
Powder Keg	15 gc	Rare 7
Quiver of Shattering (Elf Rangers only)	300 gc	Rare 12
Rabbit's Foot	10 gc	Rare 5
Rope & Hook	5 gc	Common
Rosary	10 gc	Rare 6
Scrimshaw Bauble	40 gc	Rare 11
Scorpion Ring	10 + D6 gc	Rare 11
Serpent Staff (Wizards only)	30 gc	Rare 12
Skinkskin Boots	75 + D6x10 gc	Rare 13
Snake Charmer's Flute	10 + D6 gc	Rare 9
Spy Glass	20 gc	Rare 8
Staff of Light (Albion Truthsayers only)	50 gc	Rare 12
Stromfels Heart (Priest of Stromfels only)	200 gc	Rare 10
Superior Blackpowder	30 gc	Rare 11
Tarot Cards (Not available to Witch Hunters or Sisters of Sigmar)	50 gc	Rare 7

Tears of Shallya (Not available to Possessed or Undead)	10 + 2D6 gc	Rare 7
Telescope	75 + 3D6 gc	Rare 10
Thief's Cloak	15 gc	Rare 9
Tome of Magic (Not available to Witch Hunters or Sisters of Sigmar)	200 + D6x25 gc	Rare 12
Torch	2 gc	Common
Venom Ring	20 + 2D6 gc	Rare 10
War Horn	30 + 2D6 gc	Rare 8
Wheelbarrow	5 gc	Rare 5
Worn Circlet (Human Priests only)	100 gc	Rare 12
Wyrdstone Pendulum (Not available to Witch Hunters or Sisters of Sigmar)	25 + 3D6 gc	Rare 9

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Ball and Chain (Goblins only)	15 gc	Common
Blade of Leaping Gold (Elves only)	200 gc	Rare 13
Beastlash (Beastmasters only)	10 + D6 gc	Rare 8
Boat Hook	8 gc	Common
Brazier Iron (Witch Hunters only)	35 gc	Rare 7
Cathayan Longsword	75 + 2D6 gc	Rare 12
Celestial Iron Fan (Battle Monks only)	125 gc	Rare 15
Chain Sticks (Battle Monks only)	20 gc	Rare 8
Claw of the Old Ones (Amazons only)	30 gc	Rare 12
Club/Mace/Hammer/Staff	3 gc	Common
Dagger	1 st free/2 gc	Common
Dark Elf Blade (Dark Elves only)	Price + 20 gc*	Rare 9
*Dark Elf warriors can upgrade a sword or dagger by paying +20 gc		
Double-handed Weapon	15 gc	Common
Dragon Sword (Battle Monks only)	20 gc	Rare 10
Dwarf Axe (Dwarfs only)	15 gc	Rare 8
Fighting Claws (Skaven only)	35 gc	Rare 7
Flail	15 gc	Common
Great Axe	25 gc	Rare 8
Greedy Fist (Ogres only)	65 gc	Rare 11
Gromril Weapon	4 x Price	Rare 11
Halberd	10 gc	Common
Horseman's Hammer	30 gc	Rare 10
Ithilmar Weapon	3 x Price	Rare 9
Iron Fist (Ogres only)	15 gc	Common
Knuckledusters	5 gc	Rare 6
Kraken-tooth Sword	165 gc	Rare 15
Lance	40 gc	Rare 8
Mancatcher (Skaven/Chaos Dwarfs only)	25 gc	Rare 10
Morning Star	15 gc	Common
Obsidian Weapon	4 x Price	Rare 12
Ogre Club (Ogres only)	10 gc	Common
Pike	12 gc	Rare 9
Quarterstaff	15 gc	Common
Rapier (Reiklanders/Marienburgs only)	15 gc	Rare 5
Sigmarite Warhammer (Only available to Warrior-Priests of Sigmar and Sisters of Sigmar)	15 gc	Common
Spear	10 gc	Common
Spiked Gauntlet	15 gc	Rare 7
Steel Whip (Chaos Dwarfs and Sisters of Sigmar only)	10 gc	Common
Stiletto Blade	20 + 3D6 gc	Rare 8
Squig Prodder (Goblins only)	15 gc	Common
Starblade (Amazons only)	15 gc	Rare 7
Sword	10 gc	Common
Sword Breaker	30 gc	Rare 8
Trident	15 gc	Rare 7
Veteran's Hand	85 gc	Rare 12
Weeping Blades (Skaven only)	50 gc	Rare 9

VEHICLES & WATERCRAFT

Item	Cost	Availability
Treasure Cart	35 gc	Rare 5
Trade Wagon/Stage Coach	100 gc	Rare 7
Opulent Coach	250 gc	Rare 10
Rowing Boat	40 gc	Rare 7
Riverboat	100 gc	Rare 8
Barge	200 gc	Rare 9
Ship-of-the-Line	1000 gc	Rare 15

ANIMALS & RETAINERS

Item	Cost	Availability
Bear	145 gc	Rare 12
Camel	90 gc	Rare 11
Cathayan Temple Rooster	95 gc	Rare 14
Cave Squig (Orcs & Goblins only)	15 gc	Rare 8
Cold One (Dark Elves, Lizardmen, Norse and Marauders only)	100 gc	Rare 11
Chaos Steed (Marauders of Chaos, Norse and Cults of Chaos only)	90 gc	Rare 11
Dragon Turtle	275 gc	Rare 15
Elven Steed (Elves only)	90 gc	Rare 10
Falcon/Hawk	75 gc	Rare 12
Fighting Monkey	60 gc	Rare 11
Geckamand	195 gc	Rare 15
Giant Wolf (Goblins only)	85 gc	Rare 10
Giant Spider (Goblins only)	100 gc	Rare 11

Gnoblar Fighter (Chaos Dwarfs and and Ogres only)	15 + D6 gc	Rare 9
Halfling Valet (Not available to Skaven or Undead)	10 + D6 gc	Rare 7
Lizard-Hawk	125 gc	Rare 15
Mule	30 gc	Rare 7
Nightmare (Vampires, Necromancers and Grave Guard only)	95 gc	Rare 11
Owl	75 gc	Rare 11
Parrot	15 gc	Rare 8
Pelican	20 gc	Rare 9
Polecat	50 gc	Rare 12
Raven	60 gc	Rare 10
Rhinoc (Ogres, Marauders, Norse and Merchants only)	200 + D6x10 gc	Rare 15
Riding/Draft Horse	40 gc	Rare 8
Sacrificial Goat/Sheep	5 gc + D6 gc	Rare 8
Snake	20 gc	Rare 9
Temple Dog (Dragon Monks, Sisters Of Sigmar and human Priests only)	250 + D6x10 gc	Rare 13
Tiger	165 gc	Rare 13
Wardog (Not available to Skaven)	25 gc + 2D6 gc	Rare 10
Warhorse (Only available to Humans)	80 gc	Rare 11
Wild Boar/Pig	90 gc	Rare 11

Halfling valet

Marienburg is called home by the largest population of halflings outside of the Moot on the borders of Averland province. Halfling retainers are excellent at cooking. They also happen to come in handy with a rolling pin when a fight breaks out!

While it is extremely rare for halfling mercenaries to appear in the annals of history, Lumpin Croop's Fighting Cocks can claim to have swung the tide of a few battles. Diligent manservant Vido has influenced the course of events in case mysteries solved by the famous sage-detective Zavant Konniger.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Valet	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Valet is armed with a rolling pin or another kind of club and a hastily improvised collection of projectiles from the kitchen (treat as a *thrown weapon* with Strength 2 with range 8").

SPECIAL RULES

Largely Insignificant: Halfling Valets count towards the number of warriors in a warband but are not considered for Rout tests – neither for determining the initial warband size or when counting models taken *out of action*.

"This one's called 'Death by Marzipan!' "
— Janna Mossfoot, Halfling Servant

veteran's hand

Formed of two or more metal pincers controlled through wires, straps, and weights, this expensive prosthetic allows the user to grip and pick up certain objects. These marvels of engineering are made to measure by master craftsmen. Though some are temperamental and rusting, others are exquisite, jewelled and gilded creations sometimes worth more than the person sporting them.

Range: Close Combat **Strength:** As user +1

Special Rules: Parry, Pincers, Prosthetic

Pincers: The Hero may carry no weapons in this arm, but gains an extra attack in close combat with a +1 Strength bonus while wearing the veteran's hand. Two-handed weapons are impossible to use with the hand.

Prosthetic: Heroes with a Serious Injury who have lost a hand or arm due to a 'Hand Injury' or 'Arm Wound' can be fitted with a veteran's hand. A Hero with a 'Hand Injury' ignores the penalty applied to Weapon Skill. If the injured wearer gets a 'Hand Injury' or 'Arm Wound' in further battles, these can be ignored on a roll of 4+ as the hit was taken by the veteran's hand instead but on a roll of 6 the veteran's hand is destroyed.

When being worn as a prosthetic, the veteran's hand may be used in any scenario which prohibits use of weapons, such as 'Last Orders!' or 'Pit of Blood'.

Greater Artefacts Chart

Finding a Greater Artefact

A Greater Artefact is much too important and dangerous to be left in the warband's camp or hideout. These artefacts may never be stored in the warband's stored equipment field but must be carried by a Hero. The only exception to this rule is warbands following the 'Ten Great Families' plot may keep the item stored in a Trade Wagon or similar vehicle.

Losing a Greater Artefact

Greater Artefacts are magically protected and cannot be destroyed. If a model with one of these items is taken *out of action* place a marker. Any model may pick the item up by moving in contact with the marker. If the marker is not taken, the model *out of action* keeps the artefact and if it dies from its Serious Injuries it is given to the nominated warband leader, who took it from his unlucky comrade's remains. If the leader dies after the battle (in the exploration phase) the artefact will be given to the new leader. In the unlikely case of a Greater Artefact being lost when no new owner can be determined, the next time a warband finds an Arcane Item it finds that Greater Artefact instead! These artefacts can only be stolen by other means if the identity of the item has been discovered by the thieves.

D6 Result

1 Devil's Box

The box is a musical string instrument that has been daemon-possessed. The Daemon sings an alluring song, drawing the enemy to their doom.

The box is used once each battle during the movement phase of another player before charges are declared. Nominate one Hero, Hired Sword or a Henchman group within 20" of the artefact – any affected model must either declare a charge against the warrior carrying the box or immediately flee as if it had just escaped from combat.

2 Mask of the Nerlord

Discovered by elf Admiral Giladis, the gold surface ripples with magical power. Whether or not the visage bears any resemblance to the Storm God, Stromfels cults obsess over this strange war mask.

The mask confers a 6+ armour save which can be combined with other equipment normally. In addition, the wearer can move over marshes, rivers or other water features without penalty and benefit from a -1 modifier to hit against shooting attacks while in such terrain.

3 Van Horstmann's Speculum

This tiny mirror hangs around the wearer's neck and has the ability to reflect back the fighting qualities of an enemy.

When the wearer fights in hand-to-hand combat he can 'swap' his base Strength, Toughness, Attacks and Initiative characteristics with his enemy. He has the choice of not using the mirror, but if he does he must swap all characteristics for the duration of the combat. The wearer fights with his enemy's Strength, Toughness, Attacks and Initiative whilst his enemy fights with the wearer's Strength, Toughness, Attacks and Initiative.

4 Altdred's Casket of Sorcery

The casket has the power to entrap and contain the power of magic forever.

At the end of each of the movement phase, the bearer may automatically remove and capture one randomly determined spell from an enemy wizard in base contact with him. The spell is unable to be cast by the wizard for the remainder of the battle. The bearer can cast the captured spell in his own shooting phase by releasing it from the casket! No roll is required to cast the spell. Any number of spells may be captured by the casket, and the bearer can cast each one once, either over several shooting phases or all at the same time if he prefers!

5 Radon's Whistle

Carved long ago by the infamous beastmancer at the behest of one of the first merchant-princes, the whistles could summon or disperse the nastiest inhabitant of Manann's realm. Sharks, whales, sea-wyrms and other things fell under the power of the whistle. So too, evidently, did Stromfel's Children.

The Hero who possesses this item is able to transfix and control aquatic models. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any aquatic creature within 6" may not move or attack in their subsequent turn. The Hero can control a single aquatic model with the whistle provided that it remains within 6" of him. If a model is not within 6" of the whistler in the Movement phase, they will move 2D6" in a random direction. If that takes the model into contact with a model, either friend or foe, it will attack as if charging.

6 Runefang

The Runefangs were masterfully forged in a time of legends, by dwarf runesmith Alaric for Sigmar's twelve tribal chieftains. Now these magical swords symbolise the status of Elector Count in the Empire. A Runefang was originally bestowed upon Marius the Fen Wolf, of the Jutones tribe. He became first Baron of Westerland and a ruling Elector. Helmar, Elector Count of Marienburg, killed Konrad von Carstein with his father Helmut's Runefang in 2100!

The last Baron of Westerland was from the van der Maacht family, a branch of the ruling house of Nordland. He died during the Chaos incursion of 2302. Every noble family in the Empire presented claims to Magnus the Pious, but all of these claims were so tenuous that no solution was possible. In the end, no new Baron was appointed, Magnus instead creating a council of leading merchant families.

After the Free City of Marienburg seceded from Empire rule, there has been no Elector seated since. Speculation as to the true identity of the Westerland Runefang has gathered some speed over recent years. While some scribes theorise that 'Beast Slayer' the Drakwald Runefang is Marienburg's right heirloom, it now lies locked away in the treasury of Altdorf.

Nordland's ruler inherits various titles from predecessors, including 'Prince of Marienburg'. 'Crow Feeder' is the name of the Runefang in the custody of Nordland, which was not a founding province of Sigmar's Empire. Most scholars surmise that the sword was likewise inherited.

A Runefang automatically wounds any target despite its toughness and regardless of the users strength. No armour saves are allowed. Roll for critical hits as usual.

Pirate Paraphernalia

This equipment is only available to River Strigany, Bretonnian Corsairs, Goblin Pirates or Stromfels Cultists at the beginning of a campaign. Other swashbuckling warbands may purchase it after the campaign begins.

peg leg

Any Pirate suffering a Leg Wound (Injury Result 22) or Smashed Leg (Result 25) can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand to hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead.

hook hand

Pirates who have lost a hand or arm due to a Hand Injury (Injury Result 34) or Arm Wound (Result 23) can be fitted with a sharpened metal hook. The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Hook Hand instead.

spy glass

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about! At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

compass

A compass is an invaluable aid on land or at sea, helping travellers navigate more accurately. In scenarios where players roll to determine which side deploys first, a warband with a compass may re-roll their result. If the Hero with the compass is missing the battle it cannot be used. If both sides have a compass then no re-rolls are allowed.

belaying pin

A typical watercraft contains many short lengths of carved wood. They are set up in racks in convenient places in the barge, around which rigging can be secured or belayed. These pins make useful projectiles and river folk quickly proficient at hurling them.

Range: 6" **Strength:** As user -1

Special Rules: Thrown weapon, +1 Enemy armour save

boat hook

Normally used to pull in ropes or floating debris from the Reik, their long reach is useful in a boarding action and a wicked thrust helps bring enemies to the point!

Range: Close Combat **Strength:** As user -1

Special Rules: Strike first, Two-handed

fish-hook shot

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. River gypsies use the range of this curious barbed weapon to waylay their victimizers.

Range: 3" **Strength:** 3

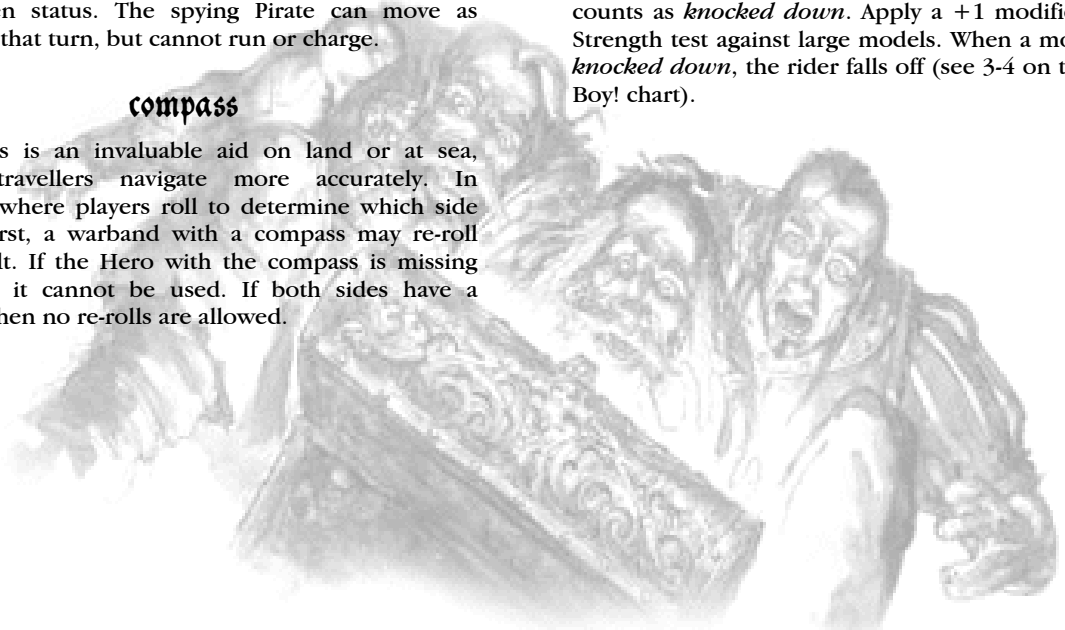
Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving.

Precise: A model using a fish-hook shot is so practiced in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the warrior himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).



Questing Apparatus

This special equipment is only available to Ogre Man-eaters, Witch Hunters or Sea Elf Rangers.
Unless stated otherwise no other warband may purchase it.

banded belly plate

An ogre's gut plate is his pride and joy. It says more about the ogre's desires and personality than anything else. Although if they come across better... they'll have that one too! And this one is particularly fine, with its gold belly banding and extra protection.

Once per battle when the Hero suffers a critical hit you may reduce it to a normal wound by catching it on the belly plate. A saving throw of 6+ applies. (Ogres only)

greedy fist

When worn, these massive gauntlets give the ham-like fists of an ogre an even larger reach with which to crush the life from all those who oppose the wearer. Once pulped, the wearer is then compelled to eat the victim, sustaining the power gauntlets for the next attack.

The Hero receives +1 Strength and -1 Toughness. Increase the reach of your melee attacks when charging by moving the warrior 1" further forward. (Ogres only)

bellheart

An ichor soaked Chaos Spawn heart oozing with magical energy. Once consumed, the ogre belches out a swirling vortex of energy damaging all enemy magic users.

Once consumed all enemy magic users in line of sight suffer D3 wounds. No armour saves allowed except for magical saves. (Ogres only)

skull cap

Despite limited intelligence, even ogres know that losing your head or getting it bashed in is not a good idea! So this metal skull cap is a fine way of protecting the noggin, ensuring the ogre can carry on causing havoc without fear of a head-bashing! This does tend to make the ogre more reckless.

The Hero receives +1 Toughness. (Ogres only)

blessed hauberk

Like many of their weapons and artefacts, the armour of the Witch Hunter may be blessed by priests to add a layer of unfathomable protection but also aid in other areas. A Blessed Hauberk is said to add agency and speed to the wearer.

The hauberk can be worn instead of light armour for a saving throw of 6+. The blessing conveys +1 Movement, +1 Toughness and +1 Wound. (Witch Hunters only)

burnished circlet

This circlet of iron was said to have once been worn by Magnus the Pious, reunifier of the Empire and one of its greatest leaders since Sigmar. When a warrior priest wears the band, he feels as powerful as Magnus, and will fight with puritanical fervour.

The wearer receives +1 Strength and +2 Wounds. (Warrior-priests of Sigmar only)

flame bullets

This rare ammunition contains a phosphorus powder that ignites when fired, unleashing a fireball that would make a Pyromancer envious.

If you hit with a flame bullet roll a D6. If you score a 4+ your target has been *set on fire*. If a model survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base contact and score a 4+ in the Recovery phase.

Shots fired with flame bullets burn the target model for 2 Wounds instead of 1. (Witch Hunters only)

worn circlet

This unimposing band of old metal sits on the owners head. Whilst it does not offer the greatest protection it does afford the wearer a small amount of defence against bladed head strikes.

The priest receives +1 Wound. (Priests only)

Armour of the Wildwood

Wood Elves forsake armour, and yet this suit has been fashioned by one of their own who has been called away from the sacred groves, so that he may walk among mankind and remain protected.

The Hero receives +1 Toughness and +1 Movement. Armour of the Wildwood provides a 6+ saving throw. (Elves only)

The Oaken Armour

For a race that shuns armour, the Oaken Armour is a strange anomaly. Found already fashioned in the roots of an ancient oak by it's original owner, it has been worn by Wood Elf champions ever since.

The Hero receives +1 Toughness. Enemy models receive -1 to hit the wearer in close combat. The Oaken Armour provides a 5+ saving throw. (Elf Rangers only)

Quiver of Shattering

Arrows fired from this quiver will fly as keen and true as any made by an Elven fletcher. However, when the arrow strikes it does so with earth-shattering impact. As well as piercing the target, they will be struck by an arcane force rivalling that of a warhammer swung by an ogre.

Deduct 2 Toughness away from enemies before rolling to wound for hits struck by a Hero carrying the quiver. (Elf Rangers only)

Blade of Leaping Gold

This famous blade has a golden gleam to the steel, and dances in the hands of the wielder, making it almost impossible for an enemy to parry the thousand strikes that flow their way.

A Hero wielding the blade gains +1 Attack. No parries can be made against the Blade of Leaping Gold. (Elves only)

Plot: Drowning the Witch

The roots of Marienburg's secession from the Empire can be traced to the rising cult of Sigmar and the wandering, intolerance of the Witch Hunters. Finding corruption in corners of the Empire where often there was none, Marienburg's worship of its patron deity Manann fuels suspicion amongst the Templars of Sigmar, or more often the skull crushing steel of holy warhammers and bonfires of alleged heretics. Fortunately, location and the surrounding expansive marshes of the Wasteland offer some protection from not only war but persecution.

Puzzling is the presence that Sisters of Sigmar have been observed frequenting the city. Insignificance presents impunity meaning any schisms associated to the internal politicking of their church can be avoided in the maritime metropolis. Any agent from the Church of Sigmar finds it extremely difficult to get cooperation from the authorities in the Free City of Marienburg. It would depend on their business. They'd need a deep purse and a lot of patience! In particular the Witch Hunters have a hard time of it, being as they are required to hold a license before they are permitted to conduct their affairs in an official capacity unbindered by rival cults.

Warbands: Witch Hunters, Sisters of Sigmar and Mercenaries hiring a holy Warrior-Priest of Sigmar may follow this plot.

Objective progress

+1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.

+1 **Winning a scenario.** If the warband wins a scenario it gets +1 CP.

+1 **Tainted Goods impounded.** Roll a D6 for every 'Tainted' item confiscated from another warband. On a roll of 6 the warband gets +1 CP. Each bonus applies only once for the same type of artefact impounded in this way.

+1 **Heathen out of action.** The warband gets +D3 CP whenever the *leader* from any followers of Chaos or Undead warband is taken *out of action*.

+1 **Burnt Heretic.** Roll a D6 whenever a Mutant, Witch, Warlock or Hero from any followers of Chaos or Undead warband is taken *out of action* in close combat after being *set on fire*. On a roll of 6 the warband gets +1 CP.

+1 **Slain Heretic.** Whenever a Mutant, Witch, Warlock or Hero from any followers of Chaos or Undead warband is taken *out of action* by the warband and dies after a battle the warband gets +1 CP.

-1 **Slain Guardian of Peace.** Whenever a warrior from a warband following the plot 'Guarding the Peace' is taken *out of action* and dies after a battle the warband loses -1 CP.

Achievements

CP Achievement

- 5 **Judgement:** The Witch hunters of the Holy Order of the Templars of Sigmar teach a variety of deadly techniques, many requiring some combination of sword and pistol. Templars crusade to eradicate heretics in the holy name of Sigmar. The Witch Hunters may use the Sisters of Sigmar special skills list instead of the standard skill lists. See page 93 of the Mordheim rulebook. Only the Witch Hunter Captain may have the 'Utter Determination' skill. One of your holy Heroes immediately receives a special skill.
- 10 **Church Sponsorship:** The Grand Theogonist has heard encouraging reports on the endeavours of the Order. To support his servants he sends two faithful supplicants to join the warband. The maximum size of the warband is increased by 2. The warband gains two additional Henchmen to fill these positions.
- 15 **Torture Chamber:** Instead of searching for a rare item during the post battle sequence, the leader of a warband can organise ways and means to coax information out of a suspected heretic. On a successful Strength test, the torturer prizes a secret from a *captured* Hero who is a Mutant, Witch, Warlock, Necromancer, Undead creature or follower of Chaos. The warband gains 1 extra Campaign Point. Whichever warband the *captured* warrior belonged to loses 1 Campaign Point. The *captured* Hero inevitably escapes after being tortured and the warrior is returned to their starting warband. Torture Chamber counts as a fortified *encampment*.
- 20 **License Granted:** Getting their investigations in Marienburg started in a formal capacity by receiving an official license drafted by the scribes at the Executive Council of the Stadsraad, granting them jurisdiction over local law enforcement agencies. Any warrior from the warband being held *under arrest* by another constabulary is released immediately. Instead of rolling on the Serious Injury Chart the warrior chooses to go quietly. Warriors (not affiliated with the law) taken *out of action* are placed *under arrest* whenever an Injury result rolled is a natural 6, unless the warband following this plot routed.
- 25 **Talismanic Seal of Sigmar:** Empowered by the Executive Council and emboldened by the Cult of Sigmar, the warband leader judges the immoral and wrathfully smites any heretics branded in his path! At the beginning of a new round of combat with the warband leader, roll a D6 for an enemy warrior who is not Undead or a follower of Chaos. On a roll of 6 the warrior is judged to be corrupt! Roll on the Random mutation chart and apply the result to the affected model. The mutation has not been inflicted upon the enemy model, rather the warrior had been concealing the affliction all along!
- 35 **Arrest Warrant:** A warrant has been permitted by the Stadsraad to bring a warrior into custody on suspicion of heresy. Any warrior chosen is immediately taken captive. Treat them as a *captured* heretic.
- 40 **Holy Crusade:** Each heretical warband that is routed by the warband is now eliminated from the campaign! If all Witch and Warlock Hired Swords in warbands have been slain and if followers of Chaos or Undead warbands have been eliminated from the campaign then the warband wins the campaign.





Plot: Gaze of the Gods



Brotherhoods consist of Chaos cultists, mutants and other equally shady members. Forbidden cults congregate in cellars to perform ghastly rituals offering up sacrifices to the Ruinous Powers. Colonies of outcast mutants seek refuge in the warm darkness of slums around the city and creep out at night to raid the markets for scraps. In the docks there are many wild rumours ranging from Chaos fish-men to conspiracies involving the foreign embassies and Merchant Families.

Marienburg's rich notoriety as a cosmopolitan city-state enticed fleeing refugees from Archaon's armies in the Empire seeking shelter or new lives to the port. Not all residents discover gold, jobs, or hope! Most encounter poverty in overcrowded streets and tenements. Canals and interconnected islands in the delta of the river protect the merchant classes from these interlopers. Heathen immigrants wash up in the Dead Canal district, a wretched, crime-ridden, and stinking ghetto on the southern wall of the city. It is not only from the slums that discord is being plotted. Whispers have it that a consortium of powerful merchants, perhaps even the Directorate, are backing pirates operating out of Bretonnian and Estalian ports. The most scandalous gossip says that this group has connections to the Stromfels cult, though nothing has ever been proven.

The secretive daemon-worshipping Fimir are distantly remembered by the ancient races and their nemesis, the Skaven. Strangely inscribed monoliths on the moors seem all that remains. Following their forgotten fall, mist-shrouded holds prevail only in desolate wildernesses as they lay magically concealed deep in the heart of the most stagnant swamps around the Old World.

"What do you want to go that way for? There's nothing but a swamp full of daemons.
No one ever gets out of there."

— Captain Kurt Rorschach, Grimpengratz Watch

Warbands: Beastmen and Fimir warbands, Cults of Chaos including Cult of the Possessed, Carnival of Chaos and Stromfels Reavers may follow this plot.

Objectives

- +1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 **Winning a scenario.** If the warband wins a scenario, it gets +1 CP unless information points were gathered.
- +D3 **Rival Cult Leader out of action.** The warband gets +D3 CP for taking the *leader* from a Witch Hunters, Sisters of Sigmar or other followers of Chaos warband *out of action*.
- +1 **Gift received.** Roll a D6 each time a Hero from the warband receives a new mutation. On a roll of 6 the warband gets +1 CP.
- +1 **Hostage sacrificed.** Roll a D6 for every *captured* human warrior sacrificed after rolling a 6 on the Ceremony of Sacrifice Chart. On a roll of 6 the warband gets +1 CP.
- +1 **Tainted item procured.** Roll a D6 for every 'Tainted' item the warband acquires. On a roll of 6 the warband gets +1 CP. Each bonus applies only once for the same type of item being procured.
- 1 **Becomes Spawn.** If a Hero from the warband becomes a Chaos Spawn the warband gets -1 CP.

Achievements

CP Achievement

- 5 Sacrificial Stone:** Any Hero or Henchman *captured* by the warband must be sacrificed, despite any arrangement with a Slaver Hired Sword that was hired by the warband. Models *captured* in this way cannot be sacrificed straight after the battle they were taken captive. This is in case another player can win their freedom by playing the special scenario Hangman's Square.

Instead of searching for a rare item during the post battle sequence, one or more of the Heroes in the warband may visit the Sacrificial Stone to participate in a ceremony of sacrifice. Only *captured* models or warriors from the player's own warband can be added as sacrifices. Animals may not be sacrificed. Roll once on the Ceremony of Sacrifice Chart for each offering made to the Ruinous Powers. Apply a +1 modifier to the roll for each Hero beyond the first to participate in a ceremony.

Ceremony of Sacrifice Chart

On a roll of 1 the captive will always escape: **1-5 Escaped.** The warrior has slipped his bonds returning safely back to his starting warband. The warrior (or his Henchman group) gains D3 Experience points. **6 Sacrificed.** Blood of the victim is spilled across of the altar. Each Hero participating in the ceremony gains 1 Experience point.

- 10 Flesh Market:** Raiding by mutants from the Cursed Marshes has increased. The player can choose to play the 'Swap Meat' special scenario instead of a core scenario whenever he picks a scenario to play.



15 Master's Bidding: The coven master from your prominent organisation enlists a sympathizer to join the Chaos following by duping them into joining the cult movement. The player nominates a human Hero (not a leader or a Witch Hunter, Witch-Finder, Sister of Sigmar or human Priest) from one of the other warbands in the campaign. The Hero is bonded into servitude with the coven of Chaos followers. The nominated Hero gains a mutation from the Random Mutation Chart. The warrior is cunning enough to be able to conceal the mutation or provide a convenient explanation to prevent being noticed and avoid being drummed out. The Hero cannot be retired from his warband and any roll on the Serious Injury Chart resulting in death must be re-rolled.

Any wizard following the Chaos warband learns the Lure of Chaos ritual if he has not already done so. If there is no wizard among your Heroes then assign the ritual to the leader of the warband, even if the warband is not normally allowed magic users. If the ritual can be successfully cast in a battle when the nominated Hero is in range then it automatically falls under your control for the remainder of the game. No further tests are required to assume control. No Leadership tests can be made to relinquish control.

20 Chaos Moon Aligned: if a warband has not yet located the Mist Wreathed Stronghold your warband will discover it. If another warband has gained the stronghold as an encampment, you may attempt to claim it via the Stockade scenario. Once you are in possession of the Stronghold you may play the Stronghold Scenario next time you are allowed to choose.

25 Bargain Struck : A God has noticed you. Your prayers have been answered. If you won "the Stronghold" scenario you may choose a god of chaos to follow, if you are a warband already dedicated to a major god choose them, otherwise a random god will be your patron.

1.Khorne 2.Slannesh 3.Nurgle 4. Tzeentch 5 Undivided 6. Your choice.

Two members of your warband gain a Mark of Chaos if applicable (1 wizard and 1 warrior, see Marauders of Chaos Warband). If the Warband did not previously they now count as a cult of chaos (they can now gain mutations for rolling double on the advance table - See Corrupted Characters Gifted Servants. And hire chaos cult hired swords)

35 Essence Summoned: your deal with the gods has become common knowledge in the underworld and loyal subjects flock to your aid.
D3+1 Cultists arrive to the battle every round after the first. These warriors are lost at the end of the battle. Chaos Cultists are have the basic stats of a human warrior and are armed with Black Lotus Covered Daggers. During magic phase you may instruct any number of cultists to kill themselves, if you do you get +1 to your next spell casting roll for each cultist that sacrificed themselves.

40 Pact Sealed: the time has come to repay your half of the bargain and fully bask in the glory of your god. Make a sacrifice and ascend.

If you chose Nurgle as your god you must sacrifice the leader of a Drowning the witch warnand, or if none a priest from an enemy warband.

If you chose Slannesh as your god you must sacrifice an enemy Merchant Hero of a warband following the Ten Great Families or if none an enemy merchant.

If you chose Khorne as your god you must sacrifice the leader of an opposing chaos or a team following the Body Trade.

If you chose Tzeentch as your god you must sacrifice the leader of an opposing team that is a magic user, or if none an opposing wizard hired sword.

If you chose Undivided as your gods you must sacrifice the leader of a Keeping the Peace warband or if none a Mercenary Leader.

These sacrifices will take place in a special scenario of "Hangman's Square" within your Mist Wreathed Stronghold.



Plot: Guarding the Peace

Fighting crime and meting out justice across the city there are a whole host of sanctioned offices. The array of laumen consists of; Red Talons garrisoned at Rijker's, Tilean mercenary prison-guard, posted on weekly rotation as guards at the Temple of Myrmidia de Mari in the Temple District. Mannikins from the elf quarter, elven police constabularies the Sun Guardians patrol by day and Moon guardians by night. The Fen-guard is Marsh-watchmen, the city's first line of defence against outland intruders. The Secretariat of Trading Equity governs River Watch patrols. Sewer-jacks observe strange happenings in Marienburg's sewer network while the city above is patrolled by the Black Caps, lamplighters and constables bearing the City Watch badge of office.

Private detective services are at the command of constabularies. Freelance 'consultants' tend to be quirky operatives, sleepless types who earn a reputation for being obsessive by employing unconventional crime solving techniques to detect the truth! Despite a healthy rivalry existing between the recognised agencies, law enforcers will band together when a suitably threatening criminal scheme presents itself.

Warbands: Watch Patrols, Tilean Mercenaries and Elf warbands may follow this plot.

Objectives

+1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.

+1 **Winning a scenario.** If the warband wins a scenario it gets +1 CP.

+1 **Illegal Goods impounded.** Roll a D6 for every illegal item confiscated from another warband. On a roll of 6 the warband gets +1 CP. Each bonus point applies only once in the campaign for the same type of Chaos artefact, tainted item, poison or drugs impounded in this way.

+1 **Felon under arrest.** Roll a D6 whenever a thief, assassin, backstabber, slaver, cutpurse, bandit, outlaw, fugitive, highwayman or necromancer is placed *under arrest*. On a roll of 6 the warband gets +1 CP.

+D3 **Ringleader under arrest.** The warband gets +D3 CP whenever the *leader* of a warband following the plots 'The Secret Deal' or 'The Body Trade' is placed *under arrest*.

Achievements

CP Achievement

- 5 **Evidence:** A mysterious item is discovered at the murder scene of an important official and an investigation begins. Roll on the Arcane Items chart to see what clue to the murder is recovered.
- 10 **Search Warrant:** A confidential informant supplies a tip-off to target the premises of a high profile individual being fingered as the perpetrator of a devious criminal scheme! In the post battle sequence one or more Heroes from the warband can pay a visit to any other warband that established an *encampment* to search the premises. The player with the *encampment* can pay 2D6 crowns to bribe each Hero that visits. If he refuses to pay bribes, the player searching the premises can choose to play 'The Sting' scenario against him for the next game. If the searching constabulary wins the battle without collapsing the building then the *encampment* is closed down. If the burning building collapses then the *encampment* is destroyed unless it was one of the following *encampments* which are always transferred to the constabulary instead of being closed down; Watch Station, Armoury
- 15 **Swords of Solkan:** Two members of the patrol have been recruited by Agents of Solkan. Their aim is to further the cause of Law by serving the God of Vengeance in the destruction of Chaos! As part of a secret cell of vigilantes, the Knights of Purity fight a silent war against followers of the Ruinous Powers. Two Heroes in your warband will now serve as Knights of Purity (see 'Fanatical' special rules for Watchmen). In addition, both Heroes gain the special talent 'Witch-finder' from the Marks of Solkan (see Miracle Workers chapter) and vengeful acts make all of the Heroes in the warband *bate* the followers of Chaos.
- 20 **Private Consultant:** The constabulary brings in a specialist private investigator with an unmatched reputation for closing cases. None other than the famed Halfling Detective! Sam Warble joins your warband as its Dramatis Personae. His normal fee is ignored as the bill goes to headquarters. If another warband hired Sam Warble he now ends his contract with them. If two or more constabularies reach this achievement then Sam has a contract with each agency. If the constabularies face-off in a scenario then Sam does not appear unless it is a multi-player game, but roll to see who controls Sam before the game.
- 25 **Martial Law:** The commander pulls a few strings at headquarters! The following free armaments are now at unlimited disposal to Heroes and Henchmen; black powder weapons of any kind, Bows of any kind, superior black powder, crossbows, crossbow pistols, shields and heavy armour. Armoury counts as an *encampment*.
- 35 **Joint Operation:** The rise in crime has led to your peacekeepers receiving reinforcements from law enforcers based in surrounding districts. Without needing to whistle for assistance, D3+1 Watch Officers arrive every turn after the first. Refer to special rules for Watch Patrols on how to deploy reinforcements.
- 40 **Arrest Warrant:** The agency has secured a warrant for the arrest of a notorious celebrity suspect who would otherwise be considered above the law! Despite the usual difficulty associated with taking a diplomat or a member of the Marienburg Gentleman's Club into custody, a writ has been issued by the Directorate for the arrest. Nominate the leader of a warband following either 'The Ten Great Families', 'The Secret Deal' or 'The Body Trade' plots. The nominated suspect may now be placed *under arrest*. If the suspect is placed *under the arrest* the constabulary is declared winner of the campaign.



Know Your Rights!

The Officers Guide to Utilitarian Law Enforcement

Ratified by the Stadsraad, Merchant Council of Marienburg 2305

The Directorate empowers specialist agents and constabularies to police the city's inhabitants. As the governing body of Marienburg, the Executive Council of the Stadsraad consists of high priests from the temples of Manann, Handrich, Verena and Sballya, the Rector of Baron Henryk's College, and heads of the Ten, the wealthiest merchant families in Marienburg. It is these executives on whose authority the city is rid from crime.

Custody: Warriors with jurisdiction to make arrests gain experience points. Models placed *under arrest* remain on the warband roster and may not be retired from their original starting warband. Warriors taken out of action in close combat by warriors from a constabulary are placed under arrest whenever an Injury Chart result rolled is a natural 6, unless the warband making the arrest is routed first. If a model is *knocked down* or *stunned* then roll a D6 when it is taken *out of action*. On a result of 6 the warrior is placed *under arrest*. Warriors *captured* through other means, such as by being a Bounty Hunter's mark, are treated as *under arrest*. Warriors with caught in the act committing a crime below can be automatically arrested if taken out of action. also warriors with a criminal record, that is arrested before and charged, may be automatically if taken *out of action*

Civil Liberty: Civilians include all humans, elves, dwarfs, ogres and halving folk. Goblins, Orcs, Beastmen, Daemons, Fimir and Skaven have no civil rights! These foul creatures and any models that cannot gain experience cannot be placed *under arrest*. They must be put to the sword! Roll on the Injury Chart as normal.

Above the Law: Diplomatic immunity afforded to an Emissary, Ambassador or Envoy puts them outside the jurisdiction of any law enforcer. Racketeers and Enforcers joining the Marienburg Gentleman's Club are protected by unspoken initiatives. Members of the League of Gentleman Entrepreneurs are similarly exempt from being taken into custody. These warriors cannot be placed *under arrest* without an arrest warrant.

Agencies: A minefield of protocol prohibits a Witch Hunter, Inquisitor of Solkan, Private Investigator or officers of the law from being taken into custody by another constabulary. These warriors cannot be placed *under arrest*.

Felonies: Characters without a criminal record can be caught in the act! Any model rolling on the Burglary Chart counts as a thief. Any drugs, poisons, Chaos artefacts or tainted items carried by a warrior placed *under arrest* are impounded! Items confiscated are removed from warband roster sheets.

Convictions: Scavenging for salvage is not a criminal act unless maritime law is being violated. Civil unrest involving riots could lead to more serious offences that constitute facing trial. Whether an arrest leads to a prison sentence or a short term of detention depends on the outcome of a conviction. Roll on the Conviction Chart in the post battle sequence to see what sentence the constabulary dishes out to a warrior placed *under arrest*.

Felons: Thieves and cutpurses are always working a job! When identifying if a model is a crook refer to their title then check any skill names. If a skill or title matches a criminal act these warriors should be placed *under arrest*.

Wizardry: Marienburg wizards have been given protection by the Fraternal Order of Burgomeisters. Since 1993 any magicians arriving in the city remain unmolested so long as they register with Baron Henryk's College of Navigation and Sea Magicks in Temple District within the first two days of their visit. Wizardry is not a crime!

Necromancy: Witchcraft and hedge wizardry remains the jurisdiction of licensed witch-killers and agents from Baron Henryk's College. The City Watch maintains a zero tolerance policy on necromancy. Those found to carry occult trappings will be recognised as a Necromancer. Occult items include Mummy Dust or a Book of the Dead.

Grave Robbery: Presiding over Gardens of Morr are grave wardens. A particularly unusual spate of defilements fall under the jurisdiction of the Morrian church. Coffins or corpses are sometimes used to smuggle illegal goods!

Slavery: Norse mercenaries and traders travel the Old World and beyond. Norse tribes attempted to re-open trade relations with Marienburg and the Empire after the Storm of Chaos. Norse raiders previously sacked the port four times so it is little wonder that the practice of slavery has been outlawed in the Free City of Marienburg.

Arson: While it is not an offence to possess bombs or other incendiaries it is a violation of the law to carry explosive devices around in the city. Nehekharan fire, torches, braziers and fire arrows if being used to *set on fire* a building, boat, warrior or other model is treated as arson. Pyromaniacs will not be tolerated! Perpatrators of arson should automatically be placed *under arrest* at the scene of a crime if they are taken *out of action*.

Piracy: Privateer ships are a never ending problem, and one that is harder to pin down than defeating a foreign navy. In 2378 the Marienburg Merchant militia conducted successful campaigns with its fleets against the pirates of Reavers' Point. Currently, the pirates of Strandräuber Bay off Ostland are the most notorious. They plague the trade routes into Erengard, and are known for wrecking any captured vessel. The bounty on the heads of these notorious currs has exceeded the most infamous corsairs from Sartosa!

While strict laws condemn piracy not all found guilty end up swinging from the gallows in Hangman's Square. Pirate crews have been granted full pardons in clandestine bargains making it increasingly difficult for the law to be enforced. Not to mention that half of the stevedores working on the Marienburg docks are dressed like pirates!

Banditry: River brigands committing open piracy on the Reik aren't the only problem. Wasteland bandits and the outlaws of Sickly Wood bleed tracts surrounding Marienburg! These known felons face trial if taken into custody.

Smuggling: Smuggling is an ancient and honoured profession in the Wasteland, even though the law prohibits the smuggling of various opulent commodities. In 2399 the Directorate appointed its own excise service to see to the efficient collection of tariffs and seizure of contraband. While the River Watch assumes responsibility for combating both smuggling and piracy, the canals are rife with illicit cargo. Identities of all but the most wanted gangsters can be kept hidden, though not from the scrutiny of bounty hunters and private investigators.

Murder: The worship of Khaine might be outlawed but the City Watch investigates plenty of stabbings. Backstabbers and assassins keep a low profile because they top the most wanted lists.

Conviction Chart

D6 Result

1	Gallows! The guilty verdict means the felon has been transferred to Rijker's Isle pending execution! If the arrest was made by a warband following the 'Guarding the Peace' plot then the other warband can choose to play the special scenario Hangman's Square instead of choosing a core scenario. Otherwise, the felon is never seen or heard of again!	4	Bail. The convict has been sentenced but bail has been set for release. The warband can pay an amount in gold crowns to the constabulary equal to the number of experience points the warrior has for him to be released. The warrior misses the next battle before being released, unless the warband pays double the cost to bribe someone high ranking in the constabulary to sign his release papers! If a bribe is paid the warrior is immediately released.
2	Sentenced. Punishment fits the crime in Marienburg! Penalties vary wildly depending on the severity of an offence. The warrior misses the next D3 games before being processed for release.	5	Drunk-Tank. Rabble-rousers spend a night in the clink to cool off! The warrior is released before the next battle but misses the post battle sequence. In addition, the warrior gets an extra +1 Experience point.
3	Holding. Troublemakers have to be thrown behind bars to cool off. The warrior misses the next battle.	6	Acquittal! After a short spell under lock and key, a legal associate of the warband turns up to make a case for the defence! The warrior is released and the constabulary has to pay 2D6 gold crowns in compensation to the defence!

Watch Station: when your warband has successfully made 10 arrests, headquarters promotes your Leader to Inspector a gives your warband command of a Watch house. the Watch house counts as an Armored Encampment, this encampment in not unique, multiple guardians may command a Watch house. the watch house grants the following Bonus;

Ratted out: *The Watch Station is full of various "Supplies" which greatly improve your interrogation techniques allowing you to convince criminals to snitch on each other.* You may increase the roll of one prisoner on the Conviction Chart by 1, to decrease the roll of a second prisoner by 1.

Plot: Poisoning the Well

Under almost every city in old world and beyond there is a second unseen city, overflowing with horrors the human citizens above cannot even imagine. the Skaven underempire spans the entire globe, and is constantly furthering the plans of its leaders, the Council of Thirteen. Of the scholars that actually believe in the skaven, many agree that they would have already conquered the world if not for their infighting. they even destroyed the mighty Nagash and almost took the continent of Lustria. their constant efforts have kept their machinations secret, with Clan Eshin spys destroying most records of their existants, many residents of the old world think skaven a myth. What their plans for the city are right now is unknown, but what is known is under Marienburg there are several clans viaing for the Councils approval, for the greatest heights a Skaven can reach in his lifetime is a seat amongst the thirteen.

Warbands: Any Skaven Warband may follow this plot.

Objectives

+1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a Scenario. If the warband won the battle, it gets +1 CP unless the scenario played was.

+D1 for Objective Tainted. Every time the warband taints an objective with wyrdstone, roll a D6, on a 6 they earn +1CP.

+D3 Destroyed Encampment. For every encampment that is burnt to the ground, the warband gains +D3CP

+1 Poisoned Out Of Action. Every time the warband takes a warrior out using poisoned or warpstone weapons, roll a D6, on a 6 they earn +1CP unless the warrior dies permanently after the battle.

+D3 Death by Poison. Whenever a Hero that was poisoned or hit by a warpstone weapon went out of action and dies permanently after a battle, the warband gets +D3 CP instead of +1 CP.

Achievements

CP Achievement

- 5 An Endless Web of Sewers:** In any match that is played within the city the warband may choose to begin the game underground. – see Going Below for more details.
- 10 Eye for Warpstone:** the warband members have a keen eye for which treasures are their precious stone. From now on when the warband acquires a treasure they may choose for it to be tainted.
- 15 Emmisary of Skavenblight:** a representative of the council has been sent to monitor the warband. An Albino Storm Vermin hired sword joins the warband via a blood pact. If this hired sword dies permanently the warband loses 40gc from council disapproval and a new storm vermin is sent to monitor them.
- 20 The Gaze of the Council:** The council of twelve has noticed the warband's acheivement's and has sent them new knowledge to use in the taking of the city. The warband gains the following ability;

Clan Pestilens - Unholy Chant: Once per battle, the warband leader may start an Unholy Chant. This chant causes all Skaven in the warband to immediately pass all Leadership-based tests in the turn the chant is uttered, including Rout tests.

Clan Skryre – Fixer: any weapon that has been broken/destroyed due to misfire or malfunction may be repaired by paying half the base price of the weapon

Clan Eshin - Saboteurs: Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor become less difficult to acquire. The rarity for all these items is reduced to common. In addition, one Henchman group at a time may now also use these poisons (note that you need one dose of poison per model in the Henchman group in order to equip them all).



25 Mortslieb Falling: the warband has learnt the secret ways of the council and the chaos moons proximity to earth has made it easier to draw chunks of Warp stone to the city through ancient rituals. Whenever the warband rolls a Random happening, they may choose to make that Random happening 55 Shard of Wyrdstone. Rather than falling in the middle of the battlefield the Meteor may be directed by the Skaven warband. Choose a place on the battlefield then roll an artillery and scatter die to determine its final falling place (ignore the "hit" symbol, the Meteor will always scatter).

35 Assassination Protocol: Your orders have come through, for you to take your place on the council of thirteen you must assist in taking the city of Marienburg, the way this will be done is surgically and swiftly. If you destroy the pillars holding this city up the whole thing comes tumbling down. From now on when you take the leader of a warband following a plot besides poisoning the well, the leader is automatically dead. No need to roll on the Serious Injury table. This only applies for the first leader you take out from each plot.

"All tunnels lead to Skavenblight"

- A common Skaven phrase alluding to the nexus of the Under-Empire. The phrase is also commonly used when admitting an exposed act of treachery. The Skaven see betrayal as inevitable, and the only regret of such acts is getting caught before succeeding.

40 An Invitation to the Thirteen: if you have Assassinated a leader of every plot besides poisoning the well you may now attempt your final test. Rout out any other "Poisoning the Well" warband and win the campaign. If there is no other Poisoning the well players you automatically win.



Conspiracy of Silence

...the knowledge that the entire land, from the wilds of Kislev in the north, to the Border Princes in the south, is riddled and undermined by the burrows of an innumerable foe bent on our utter destruction, would cause widespread despair. So, though we know of their existence, for the good of the people, those of us in possession of this dangerous knowledge must remain silent and fight them in secret.

- Hieronymous Ostwald, personal secretary of the Countess Emmanuelle von Liebwitz

"All decent folk find the common rat repulsive. Harbinger of disease, it scavenges on our waste-beaps and frightens our children. How immeasurably worse then is the foul Skaven - standing on its hindlegs in foul parody of a human. Rats as tall as man, and blessed with the most vile intellect and cunning. They are the dark side of our souls, come to destroy us for our sins."

- Albrecht of Nuln. Burned at the stake, IC 1301 for pernicious declamation



Plot: Promise of Power



When a Liche is found, great armies are sent against it. The Liche retaliates by creating armies of undead warriors to defend itself, expending vast amounts of stored magical energy to do so. Win or lose, the Liche is greatly weakened in this process. More often than not, the Liche is crippled such that he is incapable of bringing himself to his former strength.

Warbands: Undead warbands led by a Necromancer may follow this plot.

"I am a man of death. I stand at the brink of it all, watching like the gods. And the daemons. They cheer you know. Gods and daemons alike. They all cheer."

— Dieter Brossman, Priest of Morr

Objectives

+1 Playing a scenario. Whenever the warband plays a scenario it gets +1 CP.

+1 Winning a scenario. If the warband wins a scenario it gets +1 CP.

+1 Cadaver procured. Roll a D6 for every fresh corpse the warband can get hold of. On a roll of 6 the warband gets +1 CP.

+1 Arcana procured. The warband gets +1 CP for every arcane item it can acquire. Each bonus applies only once for the same type of item being procured.

+D3 Caravan expanded. The warband gets +D3 CP for each Coach, Wagon, Riverboat or River Barge purchased. On a roll of 6 the warband gets +1 CP for each new feature bought from the list of options in the Boatyard to improve a vehicle.

Achievements

CP Achievement

5 Scavengers: Ransacking dilapidated warehouses on the docks the scavengers make a curious find. Roll twice on the Booty Chart and pick the preferred result to see what item the warband has found.

10 Mortuary: Seeking fleshy enough bodies for a wealthy physician or a necromancer animating fleshless corpse, a search party heads to long forgotten burial grounds in the Old Money Ward. Buried below defiled tombs is a large sepulchre that houses recently departed specimens. Stood between the tombs is a tower mortuary. Beneath its spire a macabre laboratory stages the exploratory experiments, where bodies are reanimated in an eerie clinic. The warband supplies cadavers for the physician to harness! In the post battle sequence a Hero may carry a corpse to the lab. Mortuary counts as a fortified *encampment*. Roll 2D6 for each corpse supplied to see what the physician makes of it. **2-4.** Corpse has been dead for too long to use. **5-7.** Physician buys corpse at street value of 12 gold crowns. **8-10.** Prime specimens like this one fetch twice usual value; the physician pays 24 gold crowns. **11-12.** Reanimating the body with scientific precision the body joins the ranks of walking dead. Add a Flesh Golem to the warband roster sheet. The golem uses the same rules and characteristics as a Wicker Man (see Strigany warband).

15 Phylactery: the warband's wizard has instead carefully crafted a sacred phylactery, designed to hold an undead soul in case its body is somehow destroyed. This relic takes the shape of a large decorated ark, filled with canopic jars and soul-binding scriptures, which must be carried by two warriors (or transported in a vehicle). Choose one of your Heroes: that Hero becomes Undead (if it wasn't before, gaining No Pain, Immune to Poison and Immune to Psychology), acquires a hunger for souls, gains +1W, +1T, and the ability to recover from total destruction. When the warrior takes a model Out of Action which then rolls "11-15" (if a Hero) or "1" (if a hired sword or henchman) on Serious Injuries, he has devoured the model's soul, and gains immediately a free Advance. Whenever the warrior dies, its soul is sequestered by the phylactery, and is held captive for the next battle while a new body is arranged. After that, the warrior revives (with all its normal abilities but not equipment). If the phylactery is ever captured by an enemy warband and destroyed, the Undead warband loses D3+1 CPs and the attuned Hero loses -1W and T and the ability to devour souls, but is otherwise unharmed. If the phylactery is in enemy hands when the Hero dies (or while he is still reviving), the warrior's soul is held captive until his warband recovers it and provides a new body. If the phylactery is destroyed while holding the soul of the Undead Hero, the warrior is permanently destroyed. A new phylactery may be constructed out of 2 (Un)holy Relics, 2 Treasures and a cost of D2 CPs. The warband may only ever possess one phylactery, and may sacrifice their phylactery only while the attuned Hero's soul is residing there without a body (otherwise said warrior would surely oppose the end of its eternal life insurance!).

20 Men O' Bones: Bloating corpses in the form of barnacled murder victims are raised up from the beds of the canals using necromantic magic. Drowned sailors return to life through zombification to serve the warband's necromancer. Whenever a model is taken *out of action* while in water, a zombie can be raised immediately by a wizard with the Necromancy skill. Deploy a zombie model in its place.

The warband's maximum number of warriors is increased by +4. Wizards using necromancy can devote an increase to instead roll on the henchman table, applying a special increase to any henchmen groups of zombies in the warband.



CP Achievement

25 Bring out your dead: the warband's stockpile of corpses has not only started to smell, but to condense and twist the Wind of Shyish around them, resulting in a localized magical miasma visible to those with the Witchsight. If the warband keeps at least 5 corpses stored in a vehicle, that vehicle becomes a Travelling Charnelhouse, a lodestone of dark magic (and foul odours!), invigorating undead with unholy speed. All Undead (including Constructs) within 12" of the Travelling Charnelhouse can re-roll results of "1" To Hit, and those with the "Cannot Run" special rule ignore the effects of that special rule. Additionally, due to becoming regular customers, when visiting the Abattoir, Cadavers cost 10Gc instead of 12, and heroes of this warband may leave the premises with their purchase without having to roll on the table (if they wish).

35 Evocation of Death: the warband is getting close to finding its destination, and utmost care is being devoted to protect its precious cargo. The warband may store their Vampire's coffin (or Phylactery Ark) within a vehicle. If they do so, the unholy receptacle will absorb the local Winds of Magic, becoming surrounded by an otherworldly mist and empowering its own arcane defenses. Every time a spell is cast during a battle, roll a D6. Each result of '6' will add a cumulative +1 to the table below. The benefits last until the end of the battle.

6s rolled Effect

1 An eerie mist surrounds the vehicle, as it seemingly glides along the ground effortlessly. The vehicle gains +4 to its Move, and if it is a wagon it can move across difficult terrain without going Out of Control. If it is a watercraft it can move across land at half speed: collisions on land are treated as if the vehicle was a wagon (rolling on the Out of Control table).

2 A dark nimbus surrounds the receptacle: the vehicle, its draft animals and all its contents and occupants gain a 5+ ward save against enemy spell effects.

3 The vehicle's rim is surrounded by green witchfires. Whenever it moves over models, it deals D2 S4 Flaming hits to each model instead of a single S4 hit. If it collides with any object, the damage caused to it is also considered Flaming.

4 The vehicle picks up unnatural speed. The draft animals (for wagons) develop a feral instinct, gain +1S, lose Stubborn (if they had it) and gain Immune to Psychology (ie. driver automatically succeeds Ld test to regain control of them when Out of Control). Watercraft ignore direction of the wind, and can just roll for wind strength in whatever direction they wish. When the vehicle moves over models, the Strength of the hit is now 5 instead of 4.

5 The vehicle flickers between the world of the dead and the living. Itself, its draft animals and all its occupants gain a 4+ ward save against all wounds except for those caused by magic, spells or magical weapons.

6 The vehicle can fly: it can move triple of its movement, horizontally across the table, but moving over any intervening terrain.

40 Apotheosis: the warband has located a place rich in settled Dhar, and has begun preparations for a ritual to elevate the Leader's undead spirit to a higher state of existence. From now on, as long as the warband has a captive warrior of at least 15 experience, any Greater Artefact and an intact phylactery ark attuned to the warband's leader, the warband can choose to play the "Hangmans Square" scenario, with a total of two players against the Defending Team. The phylactery ark must be placed adjacent to the altar. The warband does not have to take Rout tests until they have lost 50% of its members. Furthermore, due to the local concentration of unholy energies around the phylactery, the attuned Leader cannot be taken Out of Action: each time that would happen simply apply a cumulative -1 penalty To Hit, Strength, Initiative and Attacks for the rest of the battle.

If the warband wins, the Artefact is destroyed and the Leader is unfused with unholy power, its spirit transcending its corporeal form, and its sinister will reaching far and wide to awake legions of the long-lost dead. The warband wins the campaign.





Plot: Price of Power



A Strigoi vampire is willing to trade the ancient secrets of Blood Magic for assistance on a dangerous river journey. Vampire hunters and Labmian agents, are in close pursuit.

Warbands: Strigany River Pirates and Undead warbands led by a vampire may follow this plot.

Objectives

- +1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 **Winning a scenario.** If the warband wins a scenario it gets +1 CP.
- +1 **Cadaver procured.** Roll a D6 for every fresh corpse the warband can get hold of. On a roll of 6 the warband gets +1 CP.
- +1 **Arcana procured.** The warband gets +1 CP for every arcane item it can acquire. Each bonus applies only once for the same type of item being procured.
- +D3 **Caravan expanded.** The warband gets +D3 CP for each Coach, Wagon, Riverboat or River Barge purchased. On a roll of 6 the warband gets +1 CP for each new feature bought from the list of options in the Boatyard to improve a vehicle.

Achievements

CP Achievement

- 5 Scavengers:** Ransacking dilapidated warehouses on the docks the scavengers make a curious find. Roll twice on the Booty Chart and pick the preferred result to see what item the warband has found.
- 10 Mortuary:** Seeking fleshy enough bodies for a wealthy physician or a necromancer animating fleshless corpse, a search party heads to long forgotten burial grounds in the Old Money Ward. Buried below defiled tombs is a large sepulchre that houses recently departed specimens. Stood between the tombs is a tower mortuary. Beneath its spire a macabre laboratory stages the exploratory experiments, where bodies are reanimated in an eerie clinic. The warband supplies cadavers for the physician to harness! In the post battle sequence a Hero may carry a corpse to the lab. Mortuary counts as a fortified *encampment*. Roll 2D6 for each corpse supplied to see what the physician makes of it. **2-4.** Corpse has been dead for too long to use. **5-7.** Physician buys corpse at street value of 12 gold crowns. **8-10.** Prime specimens like this one fetch twice usual value; the physician pays 24 gold crowns. **11-12.** Reanimating the body with scientific precision the body joins the ranks of walking dead. Add a Flesh Golem to the warband roster sheet. The golem uses the same rules and characteristics as a Wicker Man (see Strigany warband).
- 15 Blood Kiss:** The vampire sire chooses to make 'get' of one of his favourites. Refer to the Father-in-darkness Chart. Choose one of the Heroes in the warband to receive the blood kiss from the Old Father. The Hero becomes a Son-in-Darkness.

In addition, the player must deploy a coffin objective marker with the warband in multi-player scenarios. Two warriors are required to move a coffin. Two models must always be assigned (and moved) to guard the coffin. If an enemy model moves into base contact with the objective marker or a coffin guard then the Strigoi vampire emerges from the coffin! Place the enemy model in combat with the Old Father.

Note: Refer to Town Cryer special rules for Vampires (Lords of the Night); Beguile and compel (hypnotic gaze) dominating the will of target warrior etc. The vampire is immune to poison and regenerates wounds on a 5+.

Profile	M	WS	BS	S	T	W	I	A	Ld
Old Father	6	7	5	5	5	3	7	4	10

- 20 Men O' Bones:** Bloated corpses in the form of barnacled murder victims are raised up from the beds of the canals using necromantic magic. Drowned sailors return to life through zombification to serve the warband's necromancer. Whenever a model is taken *out of action* while in water, a zombie can be raised immediately by a wizard with the Necromancy skill. Deploy a zombie model in its place.

The warband's maximum number of warriors is increased by +4. Wizards using necromancy can devote an increase to instead roll on the henchman table, applying a special increase to any henchmen groups of zombies in the warband.



CP Achievement

25 Bring out your dead: the warband's stockpile of corpses has not only started to smell, but to condense and twist the Wind of Shyish around them, resulting in a localized magical miasma visible to those with the Witchsight. If the warband keeps at least 5 corpses stored in a vehicle, that vehicle becomes a Travelling Charnelhouse, a lodestone of dark magic (and foul odours!), invigorating undead with unholy speed. All Undead (including Constructs) within 12" of the Travelling Charnelhouse can re-roll results of "1" To Hit, and those with the "Cannot Run" special rule ignore the effects of that special rule. Additionally, due to becoming regular customers, when visiting the Abattoir, Cadavers cost 10Gc instead of 12, and heroes of this warband may leave the premises with their purchase without having to roll on the table (if they wish).

35 Evocation of Death: the warband is getting close to finding its destination, and utmost care is being devoted to protect its precious cargo. The warband may store their Vampire's coffin (or Phylactery Ark) within a vehicle. If they do so, the unholy receptacle will absorb the local Winds of Magic, becoming surrounded by an otherworldly mist and empowering its own arcane defenses. Every time a spell is cast during a battle, roll a D6. Each result of '6' will add a cumulative +1 to the table below. The benefits last until the end of the battle.

6s rolled Effect

1 An eerie mist surrounds the vehicle, as it seemingly glides along the ground effortlessly. The vehicle gains +4 to its Move, and if it is a wagon it can move across difficult terrain without going Out of Control. If it is a watercraft it can move across land at half speed: collisions on land are treated as if the vehicle was a wagon (rolling on the Out of Control table).

2 A dark nimbus surrounds the receptacle: the vehicle, its draft animals and all its contents and occupants gain a 5+ ward save against enemy spell effects.

3 The vehicle's rim is surrounded by green witchfires. Whenever it moves over models, it deals D2 S4 Flaming hits to each model instead of a single S4 hit. If it collides with any object, the damage caused to it is also considered Flaming.

4 The vehicle picks up unnatural speed. The draft animals (for wagons) develop a feral instinct, gain +1S, lose Stubborn (if they had it) and gain Immune to Psychology (ie. driver automatically succeeds Ld test to regain control of them when Out of Control). Watercraft ignore direction of the wind, and can just roll for wind strength in whatever direction they wish. When the vehicle moves over models, the Strength of the hit is now 5 instead of 4.

5 The vehicle flickers between the world of the dead and the living. Itself, its draft animals and all its occupants gain a 4+ ward save against all wounds except for those caused by magic, spells or magical weapons.

6 The vehicle can fly: it can move triple of its movement, horizontally across the table, but moving over any intervening terrain.

40 Lifting the Curse: the warband has located the place where the curse was first uttered, and has charted preparations for the ritual. From now on, as long as the warband has a captive warrior of at least 15 experience and any Greater Artefact, the warband can choose to play the "Kidnapped!" scenario (Town Cryer #06). The "Kidnapped" scenario follows all the rules described there, except that it allows a total of 3 players, you replace the sacrificial victim described there with the captive warrior (who may or may not have been stripped of possessions), and the coffin with its guards must be placed adjacent to the altar. The Vampire will jump out and attack enemy models if they approach too close, as per the 'Blood Kisss' achievement, but if the warband loses they will lose D6 CPs, as the vampire is furious at the failure and also had to be roused so its strength has been spent (therefore more CPs must be gained before attempting the ritual again).

If the warband wins, the Artefact is destroyed and the curse is lifted from the Vampire: its full power is restored, and soon legions of undead will rise from the marshes! The warband wins the Campaign



Plot: The Body Trade

Influential businessmen in Marienburg operating a racket have been suspected of trading in human flesh. Treacherous brokering to business partners – Arabyan flesh marketeers, brutal Graeling slavers, or hostage-dealing ogres. There are even rumours that the Brionnese are go-betweens in the body trade, their activities hiding any evidence of the involvement of Marienburg's elite in the sale of sacrifices and slaves.

Druchii agents arrive in Marienburg, infiltrating the city in the guise of high elves. As fog envelops the Reik estuary, a vessel moored in a shrouded inlet crewed by dark elf corsairs scouts under the orders of a Hag Queen, whose Black Ark sails the Sea of Claws. There are unscrupulous brokers in bodies operating about the city who risk the wrath of spiteful dark elves or black-bearded fire dwarfs by bargaining flesh with them!

Warbands: Dark Elf Corsairs, Mobsmen, Norse Explorers, Arabyan Raiders, Brionnese Pirates, Maneaters, Marauders of Chaos and Chaos Dwarf warbands may follow this plot.

Objectives

- +1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 **Winning a scenario.** If the warband wins a scenario, it gets +1 CP unless information points were gathered.
- +1 **Intelligence gathered.** If the warband won a scenario when information points were used it gets +1 CP.
- +1 **Hostage captured.** Roll a D6 for every additional captive exchanged, slave purchased or traded, *captured* warrior traded, straggler *captured*, and each time a warrior is *captured*. On a roll of 6 the warband gets +1 CP.
- +1 **Constabulary bribed.** Roll a D6 for every bribe paid to a warband following the 'Guardians of the Peace' plot. On a roll of 6 the warband gets +1 CP.

Achievements

CP Achievement

- 5 **Bribery:** The traders begin meeting covertly with agents from law enforcement constabularies to bribe any corrupt officers to avoid arrest. Any warriors being placed or having been placed *under arrest* can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has. In addition, any warband *leader* following this plot can be disguised wearing Cathayan silk clothes.
- 10 **Slaver Ring:** The warband joins a slaver ring. Whenever another player sells captives to slavers at a price of D6x5 gold crowns, they should be offered to warbands in the slaver ring. If two or more warbands join a slaver ring roll dice to determine who buys each captive.

The warband may trade *captured* warriors from other warbands. The warband *leader* gains the 'Slaver' skill. There may never be more than two warriors with this skill in the warband at any one time. Any Hero or Henchman put *out of action* in hand-to-hand combat by a Slaver will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook). Heroes *captured* may not be eaten or ransomed to another warband during the post battle sequence.

Heroes, Henchmen or Blood Pact Hired Swords *captured* may be exchanged with their starting warband for stragglers or *captured* warriors. Campaign points can only be scored in an exchange when a greater number of non-friendly models are received by the slaver than were given.

- 15 **Kidnappings:** Transporting trussed up abducted women in wine barrels is a favourite ploy used by Brionnese body traders! Whenever the warband rolls on the Cargo Chart for the contents of a barrel, the player may elect for it to contain a hostage instead of the resulted rolled.

Vehicles can be used to stow *captured* models in. The warband may lease any vehicle at a discount of 50% through the slaver ring without making a search roll. The vehicle cannot be exchanged or sold. Any *captured* models are bound and gagged inside barrels. Use cargo objective markers to represent the hidden hostages. At the end of a battle when cargo markers were used to represent hidden hostages roll a D6 for every 4 *captured* models still aboard a vehicle. On a roll of 6 the warband gets +1 CP.

"It is better to take your own life than to fall into the hands of the Kurgan."

— Karl Althaus, Imperial Pikeman



- 20 Tanners Alley:** The slaver ring appoints a flesh house. The warband must visit location (1 1 1 1) in the next exploration phase. If another warband has already taken up residence in the Tannery then the *encampment* can be disputed by playing 'The Sting' scenario against him for the next game. If the challengers win the battle without collapsing the building then they take possession of the *encampment* deeds. If the burning building collapses then the *encampment* is razed. The challengers may restore it.
- 25 Sleeper Cell:** Agents from a clandestine faction have infiltrated Marienburg. Acting as handlers for the warband, an isolated group of sleeper agents lies dormant until it receives orders or decides to act. The player can activate the cell to support their cloaked purpose in any large confrontations. Deploy an additional Henchman group of D3 warriors. Normal limits for warband maximum can be ignored but limits for the number of Henchman of any one type must be adhered to as normal.
- 35 Reluctant Overseers:** Rather than pursuing commodities through backroom trade channels used to source exotic contraband, the trafficking venture becomes a desperate wholesale bodysnatching exercise, taking captives by threat, use of force or fraud. The player can choose to play the 'Swap Meat' special scenario instead of a core scenario whenever he picks a scenario to play.

Due to the infamy associated with Naggarothi and Dawi Zharr slave raiders these malign overseers are reluctant to engage in the affairs of their associates unless business requires they get their hands dirty. The warband is either taking captives to trade with a Dark Elf or Fire Dwarf slave-master. Choose either as your business partner. D3 Dark Elf Corsairs or Chaos Dwarf models may be deployed at the start of every battle.

"We take a bite here and a bite there, always staying a few days ahead of the Bretonnian forces. By late summer we could be at the inlet leading to Marienburg, by which point our holds will be bursting and it will be time to head home."

— Hethan Gul, Druchii Corsair Captain

- 40 Human Chattel:** The conspiracy culminates in the body traders and their 'client' drawing away large chain-gang shipments of coffled prisoners emptied from barges or slave pens hidden underground. An unbroken line of hostages in chains are being moved through the Marienburg Grand Sewer Network. If the warband has taken twelve captives the player must play the 'Burrow Town Collapsing' scenario. The body trader plays the role of a smuggler. Twelve hostage objective markers replace the body trader player's contraband items normally used in this scenario. A guard must be assigned to both ends of the hostage chain for it to move. If the player wins the game by escaping through the sewers with the hostage chain or routing all enemy warbands then the body trader is declared winner of the campaign.

"I'll have them this afternoon. Tassenberg drove a hard bargain, blasted flesh-peddler. Twelve of them, yes. Pure? Tassenberg said they would be, damn you."

— Prince Hermann 'The Eel' Eyll, Dock Master



Tassenberg, Master of Men

By Joshua Reynolds

The group moved quickly and quietly, save for the creaking of hauberks and the rattle of weapons. The 'jacks, for all their slovenliness, were professionals and they knew their job. At the moment, that happened to be the interception of a shipment of human chattel being delivered by Uli Tassenberg's men to a buyer on the docklands. Tassenberg was the boldest purveyor of human flesh in Marienburg, taking captives to the water wherever it flowed. They said he could get any hue of flesh or size or build, guaranteed. It was one of the current Lord Justicar's pet-peeves. Aloysious Ambrosius, the Marsh-Warden and supreme judicial champion of Marienburg, had few bees in his bonnet, but slavery was one of them. The one-eyed former knight hated the practice with a loathing most people reserved for mutants or orcs.

Dubnitz was against slavery as well, in a general sort of way. He had never been one and had no intention of becoming one, but felt that it was a relatively simple state of affairs to change, man or woman, if you really wanted to do so. Simply kill the bugger holding the other end of the chain. No man, no problem. In this case, the man was Tassenberg.



Plot: The Secret Deal



A noticeable state of tension surrounds criminal gangs. Rumours of corruption within the executive council are affecting Marienburg's underworld activity while the city is in uproar over the new tax on imported alcohol. It's an open secret in Brionne that some of Marienburg's merchant houses are active, if clandestine, in the laundering of goods stolen from the ships of her rivals by wrecking and piracy.

Smuggling outfits scrape a profitable existence so long as they evade the League of Gentlemen Entrepreneurs. Turf comes at a price. Leaders of the Marienburg Gentleman's Club are less likely to notice a small-time protection racket being ran in the worst slum districts like the Dead Canal. Earning a reputation can be a double-edged sword. Gangsters make a name for themselves by completing runs in the shadow of powerful syndicates. Crime lords are capricious beasts. Courting the attentions of these low kings can lead to instant promotion or personal disaster.

Warbands: Mobsmen, Mercenaries, Norse Explorers, Stromfels Reavers, Merchants Caravans, Elf and Dwarf warbands may follow this plot.

Objectives

+1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.

+1 **Winning a scenario.** If the warband wins a scenario, it gets +1 CP unless the scenario played was 'The Heist'.

+D3 **Winning 'The Heist' scenario.** If the warband won this special scenario it gets +D3 CP.

+1 **Acquiring deeds.** Whenever the warband acquires an *encampment* it gets +1 CP.

+1 **Rare item procured.** Roll a D6 for every rare item the warband can get hold of when the rarity of the item is at least Rare 12. On a roll of 6 the warband gets +1 CP. On a roll of 1 the warband gets +1 CP but the item is appropriated by the League of Gentlemen Entrepreneurs to fulfill your quota! Remove the item from your roster sheet. Only roll once for each different type of rare item.

Achievements

CP Achievement

- 5 **Extortion Ring:** In the post battle sequence one or more Heroes from the warband can pay a visit to any other warband that established an unfortified *encampment* to extort a protection fee. The fee costs D6 gold crowns for each Hero that visits. The player with the *encampment* must decide whether or not to pay up! If he refuses to pay, the player extorting funds can choose to play 'The Sting' scenario against him for the next game. If the challengers win the battle without collapsing the building then they take possession of the *encampment* deeds. If the burning building collapses then the *encampment* is razed. If a third party stakes a claim on the *encampment* after a protection fee was paid it cannot be contested.
- 10 **Plundering:** To increase his racketeer's quota the player can choose to play 'The Heist' special scenario instead of a core scenario whenever he picks a scenario to play. The scenario cannot be used to steal one of the Greater Artefacts.
- 15 **Privateer:** While as dangerous and skilled as a soldier, mercenaries often rely on cheap tactics and tricks to defeat their enemies. All sell-swords are loyal to gold but a few swear bondage in blood! The warband is joined by a Swashbuckler Hired Sword. There is no hire fee to be paid and the Hired Sword has sworn an oath in blood meaning a 'Blood Pact' is automatically made.
- 20 **Guild Membership:** Protection is afforded from joining the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. The warband leader and one appointed enforcer are protected by the Guild. They may not be placed *under arrest*.
- 25 **Snitches:** The best way for felons to avoid trouble with the watch is to point the finger at somebody else! A quiet word with an officer from the local constabulary over a drink after he gets off duty is all it takes to set a watch patrol after a rival mob of crooks. Using established contacts in local law enforcement, the syndicate is able to redirect licensed crime-fighters against another gang.
- Erase the criminal records of D6 known felons in your warband. Unless they can be caught committing a felony it will be pointless patrols arresting them. Select an equal number of warriors from another warband to be branded felons instead! Models in law enforcement or 'Above the Law' cannot be chosen.
- 35 **League Business:** A heist is being commissioned under guidance by a secretive sponsor from the League of Gentlemen Entrepreneurs. The job entails procuring an exclusive artefact. Lisette Leerer joins your warband as its Dramatis Personae. Her minimum fee of 2 Treasures applies. If another warband hired Lisette Leerer she now ends her contract with them. If two or more gangs reach this achievement then Lisette has a contract with each syndicate. If the syndicates face-off in a scenario then Lisette does not appear unless it is a multi-player game, but roll to see who controls Lisette before the game.
- 40 **Secret Deal:** Gangsters running activity with strict authority of Marienburg Gentleman's Club use strong-arm tactics to collect from mercantile organisations. Ripping off this prize asset from a merchant house allows their secret backer to assume control of the League! If one of the other warbands is following 'The Ten Great Families' plot or hired a Merchant Hired Sword, has one of the Greater Artefacts then the player may play 'The Heist' scenario to steal it. If neither has Greater Artefacts select another warband. If a Greater Artefact is acquired by any means the syndicate is declared winner of the campaign.



Plot: The Ten Great Families

The Great Families of the Ten will stoop to anything! The Merchant Houses use spies, hire criminals, send pirates and employ mercenary companies to staff their private militias. House Van Haagen has suspected connections with body traders and kidnapped children. House Fooger is guarded by dwarfs and even makes use of waterborne gypsies off the canals. Merchants from the Ten Great Families commission gold-seeking mercenary forces from the expatriates which populate the ghettos of Marienburg. House guards protect their interests from syndicates controlled by underworld gangsters being influenced like pawns by guild leading paymasters within the Directorate, unless the dupes sympathise directly with the unspeakable horror threatening the stability of the city from below.

The diplomatic rivalry of emissaries representing nations of power are carefully weighed against the agendas of clandestine cult agents who have infiltrated them to occupy positions of authority. In Marienburg there are embassies for Araby, Bretonnia, the Empire, Kislev, Miragliano, Remas, Magritta, and Bilbali. Both the Celestial Court of Cathay and the Divine Sun of Nippon have opened formal relations, though their strange customs and impenetrable language make it hard for Marienburgers to divine their intentions. However, it is clear that there is no love lost between their two delegations.

Warbands: Mercenaries, Pit Fighters, Battle Monks of Cathay, Norse Explorers, Maneaters, Amazons, Strigany River Pirates, Albion Privateers and Dwarf warbands may follow this plot.

Objectives

- +1 Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a scenario.** If the warband wins a scenario it gets +1 CP.
- +1 Hostage rescued.** Roll a D6 whenever the warband rescues a hostage or a *captured* warrior. On a roll of 6 the warband gets +1 CP.
- +1 Slain Anarchist.** Whenever a slaver or any warrior carrying poison is taken *out of action* by the warband and dies after a battle the warband gets +1 CP.
- +1 Saboteur out of action.** The warband gets +1CP whenever the *leader* of a warband following the plot 'Poisoning the Well' is taken *out of action*.
- +D3 Report to embassy.** The warband leader is an emissary appointed to report on state affairs. After a won battle if the leader was not taken *out of action* he may miss the next battle to make a report in the Embassy Office on Embassy Row in the Palace District. Gain +D3 CP instead of +1 CP for winning the last scenario and determine a new leader for the next battle based on highest Leadership.

Achievements

CP Achievement

- 5 House Guard:** One of the Ten Great Families has employed the warband to guard their interests. While in the guild's service any warband following this plot may hire a Merchant Hired Sword who replaces one of the Hero slots on the warband roster sheet. The Merchant may also benefit from trading bonuses that apply to the Warband leader, i.e. Opulent Coach and the Reputation Bonus.

Instead of searching for rare items the Merchant may sell a rare item that has been stored in the Trade Cart during the preceding battle. This must be done before Heroes of either warband search for rare items. Roll a D6 to determine how many gold coins the Merchant would get for the item: **1-2** Half the item's basic price. **3-4** The item's full basic price. **5-6** Full plus half the item's basic price.

Note that the Merchant may decide whether he wants to sell the item for that price or if he wants to try again after the next battle. This can be combined with the Wholesale achievement to sell up to D3 +1 items each game.
- 10 Enmity:** The Merchant's guards can confront any challenge due to the authority bestowed upon them by the ruling Merchant House they represent. One of the Heroes may voice such a challenge twice during each battle so long as a Merchant is included in the warband. The warrior counts as having the 'Taunt' skill for this purpose.

When facing flesh traffickers the house guard will fight to the death! The warband gets to re-roll any attack rolls that miss in the first round of combat against a Norse warband, a warband with a Slaver, or a warband following 'the Body Trade' plot. In addition, the warband can re-roll their first failed rout test. The warband can never choose to voluntarily rout when facing Slavers or Norse unless their Warband Leader has been taken *out of action*.
- 15 Mystic Mentor:** Merchant Houses appoint a representative to the position of instructor if they demonstrate a keen understanding of martial skill and the aptitude to teach what they know. Nominate a Hero from your warband to accept the role of 'Mentor' to the rest of your warband. Choose a combat skill or special skill that is known by the Hero. While the Hero is mentoring the warband, any warrior in the warband can use the skill he has taught them if they are within 1" of the Hero. If the Hero is killed or *captured* then a new teacher is appointed and a new skill is chosen to be taught instead.



CP Achievement

- 20 **Wholesale:** The Merchant is known for buying items in greater numbers and so is especially welcome at the other merchants. He may search for D3+1 rare items after each battle instead of one item only (if he was not taken out of action, of course!). Whenever the warband's exploration dice score a five of a kind you may choose to replace them with "33333" (Abandoned Trading Post).
- 25 **Famed Employers:** From now on the warband may pay the upkeep cost when hiring a new Hired Sword Instead of the normal hire fee. The upkeep must be paid as normal. The warband gains +2 to Blood Pact rolls.
- 35 **Real Estate Mogul:** The Ten have tasked you with taking back the city. When you discover an occupied encampment you may choose to pay 250 gold to acquire the deed to the property rather than contest the property through the Sting or Stockade. Also when any other warband discovers your encampment's you may choose to offer to rent them to the discovering warband. A Warband occupying one of your properties must pay you rent of 20 gold crowns a match. The Rentor may choose to play either the sting or the stockade as a defender to contest your ownership, and drive you away. Properties you own gain the Consecrated ground special rule.
Consecrated Ground - You gather local priests to bless the grounds of the encampment. Any Warbands following the Price of Power or Gaze of the Gods Plot looking to settle in the encampment must spend D3+1 games attempting to remove the blessing before settling in the encampment. Furthermore, any of these warbands fighting at the encampment while it is still blessed suffer -1 leadership to every unit.
- 40 **Monopoly** You may now visit any city based encampment without discovering it first. When no other warband owns a city based encampment you win the campaign. At least 50% of the encampments must be in working order.



Plot: New World, Old Grudges

"Before Elves, before Dwarfs, before Men, the Old Ones arrived upon this world. Then came Chaos and the Great Plan of the Old Ones was unmade. We are the last of their servants, and only by our hand shall the Great Plan be restored, with the total defeat of the usurping younger races."

-Inscription upon the eastern boundary stone of the temple-city of Hexoatl.

Warbands: Lizardmen Warbands may follow this plot.

Objective progress

+1CP for Playing: the warband receives +1CP for participating in a Match.

+1CP For Winning: The Warband Receives an extra +1CP for Winning a Match.

+1CP Per Lustrian Item Recovered: Any time an item (not Weapon) of at least rare 8 is discovered roll a D6, on a 6 get +1CP. This only applies to the first time each item is acquired.

+D3 Per Natural Enemy Leader OOA: any time a Natural enemy leader is taken Out of Action, gain +D3CP

+1CP Per Enemy Sacrificed: Anytime a natural enemy is successfully sacrificed, roll a D6, on a 6, you gain +1CP

Natural Enemies of Lizardmen are – Dark Elf Warband and Skaven Warbands, they Reserve a special hatred for Clan Pestlins but this serves no additional ingame effect.

Achievements

CP Achievements

- 5 **Blood for the Snake God:** Any Hero or Henchman *captured* by the warband must be sacrificed, despite any arrangement with a Slaver Hired Sword that was hired by the warband. Models *captured* in this way cannot be sacrificed straight after the battle they were taken captive. This is in case another player can win their freedom by playing the special scenario Hangman's Square.
Instead of searching for a rare item during the post battle sequence, one or more of the Heroes in the warband may visit the Sacrificial Stone to participate in a ceremony of sacrifice. Only *captured* models from the Warbands Natural Enemies may be sacrificed, Animals may not be sacrificed. Roll once on the Ceremony of Sacrifice Chart for each offering made to Sotek. Apply a +1 modifier to the roll for each Hero beyond the first to participate in a ceremony.
- 10 **Fury of Lustria:** any immobilised (through bolas, nets, stunned, but not knocked down) Natural Enemy may be captured if taken out of action and the capturing warband does not rout before the captured warriors warband. Your warband may buy Spider Spittle for their missile weapons for 20gc without searching.
- 15 **Awesome Savagery:** When facing Natural Enemies the Warband will fight to the death! The warband gets to re-roll any attack rolls that miss in the first round of combat against a Skaven, Dark Elf or warband containing a greater artefact. In addition, the warband can re-roll their first failed rout test. The warband can never choose to voluntarily rout when facing Natural Enemies unless their Warband Leader has been taken *out of action*.
- 20 **Soteks Chosen:** nominate a Skink, they gain access to Strength and Combat Skills. For every three sacrificed models the skink will gain an advance, roll on the advance table as usual. If the skink hero dies, nominate a new warrior to take his place.
- 25 **Spawning Pools:** The warband establishes a spawning pool in the daemon swamp, every time an existing henchman dies after the match, the warband may replace them for free from the spawning pool. Roll for Veteran xp for henchmen as usual. The spawning pool counts as an encampment.
- 35 **Cleansing:** Each natural Enemy warband Routed by the warband is eliminated from the Campaign
- 40 **Eradication:** if all your natural enemies are eliminated your warband wins the campaign



"At the time of the three hundredth cycle of this world, the two moons shall unite and summon forth the Rodent God and his evil spawn to deliver plague and pestilence upon the land named Lustria"

Extract from the Prophecy of Sotek.

Marienburg Locales



The Black Sea Devils skirmish in the South Dock



Many argue over the true nature of the blood rivers in the Cursed Marshes. Is it caused by Algae or the Blood god?



Underfolk and Marsh Daemons make frequent undetected incursions into the city which have become bolder in recent years. seen here are Fimir in the Dead Canal and Pestlins make a claim on Wine Sack.



River Watch Patrolling the Bruynwater



Core Scenarios



Mutiny in Marienburg follows the same structure developed for the *Border Town Burning* supplement. This is different than in the Mordheim Rulebook. The campaign is comprised of a combination of unique objectives and a number of special scenarios that can be unlocked throughout the campaign.

pre-battle sequence

The pre-battle sequence is used to choose which scenario can be played and how opponents are determined before battle. There are guidelines provided here to explain how this is done.

choosing an opponent

If the players are using Campaign Plots in their campaign they should use the following rules when choosing opponents for each round of battles.

1. If a player may (or has to) choose a special scenario that requires all campaign participants then all players take part in that scenario.
2. Any player who missed a battle may 'catch up' by challenging an opponent. Unless the challenger may choose a scenario the player rolls on the Core Scenario Table or the players can mutually decide on a scenario. The challenger must play twice this round.
3. Otherwise the player with the Lowest Campaign Points (CP) may choose against whom he wishes to play (compare warband rating on a tie).
4. Then the player rolls on the Progress Table to determine how the scenario is chosen. If one of the players may choose the next scenario because of some special rules, then he does so instead. If both players may choose the next scenario, the player with the higher CP (or warband rating on a tie) gets the bonus. If a scenario is determined that requires or allows for more players, then the player who chose the scenario may choose those additional players as well.
5. Repeat steps 3 and 4 until all players have an opponent and a scenario. If one player has to wait then arrange a multiplayer scenario they can join.

Remember that this system can only work if the campaign leaders and most of the participants are present. If not all players are present then feel free to improvise by adopting an alternative approach which suits your campaign when determining opponents.

Determining the scenario

The *Mutiny in Marienburg* campaign uses new core scenarios written for this setting. It is recommended that players use these scenarios as a basis, because they are what distinguishes the campaign setting and keep the story going when played often.

If a player is allowed to choose the scenario due to special events or equipment, then no roll on the Progress Table is necessary. If both players may choose the scenario, the player with the highest CP gets priority. If the warbands' rating is also equal,

players roll a D6 to decide which player gets to choose from scenarios 1 to 10 on the Core Scenario Table. The other scenarios (11 to 17) can only be played if achievements from campaign 'plots' explicitly allow it or through special circumstances described elsewhere.

Most of the core scenarios from the Core Scenario Table are meant for two players only and certain special scenarios require all players participating in the campaign to compete as stated with the scenario rules.

If the scenario rules distinguish between an attacking and a defending warband and there are further specifications, the player who determined the scenario allocates roles.

progress table

D6	Result
1-2	The player with the least CP may choose which scenario is played from 1 to 10 on the Core Scenario Table or the scenarios found in the Mordheim Rulebook.
3	The scenario is determined at random.
4+	The player with the greatest CP may choose which scenario is played.

core scenario table

For players using the standard campaign rules these Core Scenarios supplement the scenarios found in the Mordheim Rulebook.

2D6	Result
2	Scenario 1: Rolling Fog*
3	Scenario 2: Black Market Lagoon
4	Scenario 3: Powder Bridge
5	Scenario 4: Pit Of Blood*
6	Scenario 5: Stockade
7	Scenario 6: Last Orders!*
8	Scenario 7: Silk Market
9	Scenario 8: Illegal Salvage Operation*
10	Scenario 9: Burrow Town Collapsing*
11	Scenario 10: Dead Freight**
12	Scenario 11: The Sting

special scenarios

Scenario
Scenario 12: The Heist
Scenario 13: South Dock Massacre**
Scenario 14: False Beacons
Scenario 15: Midnight At The Mausoleum*
Scenario 16: Hangman's Square*
Scenario 17: All Hands On Deck!
Scenario 18: Swap Meat*
Scenario 19: Colony of Plenty**
Scenario 20: Stronghold**

*optional multiplayer scenario
**multiplayer scenario

wards & boroughs

Unless stated otherwise the scenarios are usually staged somewhere in the city limits meaning any respective special rules should apply. A few scenarios take place in specific regions found in the surrounding Wasteland and special rules apply to games played there. Descriptions of the various regions should also give you an idea of what kind of scenery to use in your games.

Marienburg scenarios include special rules which help form the basis of campaign guidelines. These guidelines should be applied to other scenarios in your campaign when similar themes are involved.

Scenario 1: Rolling fog

There are a lot of violent people in the city. Yet the whole city goes mad when a deep-sea mist descends upon them from the Reik. Watch stations are snowed under with bleeding citizens, complaining of assaults, robberies and arson. The eerie fog has caused everyone in the district to lose their way. Leaders have given orders to convene but the members of each warband have gotten lost in the winding alleys and failed to meet up before the battle. Something about the shifting mist does not seem natural almost as if it has a will of its own.

terrain

We suggest that the terrain is set up within an area roughly 4'x4'. In a multiplayer game, the terrain should be set up within an area roughly 6'x4' to accommodate for six or more players.

set up

Roll a scatter dice and 3D6 to determine where each model is being deployed. The model is deployed 3D6" from the position on the table edge where the scatter dice is pointing at. Deployment is random meaning warbands can be deployed simultaneously.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn. The order of play proceeds clockwise around the table based on where players placed their warbands.

special rules

Eerie Fog: All warriors are subject to the effects of being All Alone unless they are within 3" of another friendly model due to reduced visibility from the foggy surroundings. If there are no friendly models visible then a fleeing warrior will stumble D6" towards the nearest table edge avoiding enemy models.

Mist-Wreathed: The mist reduces visibility to 2D6" for the purpose of shooting and ranged magic missile attacks. Roll to check for the distance of visibility at the beginning of each players shooting phase.

Marsh Phantoms: Mythic amphibious creatures are encountered concealing themselves within the magically directed fog. An ambush party of dreaded Fimir has swam into the district!

From the beginning of turn 2 onwards, roll a dice at the start of the turn if the Fimir are yet to arrive. On a 1 or 2, they have yet to reveal themselves - but you'll be able to roll for them again at the beginning of turn 3. On a 3 or more, the ambush party arrives, and will enter the board during the recovery phase.

If the ambushers do not turn up for the entire game, they are assumed to have kept themselves concealed!

An ambush party of D3 Fimir Warriors bursts up from the waterways. Deploy the Fimir 3D6" as a group along the nearest canal or lagoon in a randomly determined direction from the centre of the battlefield. Fimir are *aquatic* so if possible they are naturally deployed in the canal. In a multiplayer game, an extra Fimir Warrior should be deployed for every additional warband.

An ambush party of Fimir protects themselves by using 'Mystic Mist'. Special effects of the protective spell from their blood-soaked talismans of bronze are detailed in the warband list for 'Lords of the Marsh'.

The phantom fiends will move towards the nearest warriors from player's warbands. Fimir warriors will charge whenever possible.

After each player has taken a turn, there is an additional turn in which Fimir ambushers will recover before moving and charging. Fimir Warriors must always charge the nearest model from a player's warband. They never attack another target model unless a special rule forces this situation to happen.

If a warband fails their rout test any models taken *out of action* by the Fimir raiding party are *captured* and dragged off into the Cursed Marsh.

ending the game

No voluntary rout tests are allowed when playing this scenario so long as there are any warriors in the warband subject to All Alone tests.

The game ends when all of the warbands except for one have routed. The winning warband is the last warband standing.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+D3 Fimir Out of Action. Any Hero earns +D3 Experience for if he puts a Fimir *out of action*.

Scenario 2: Black Market lagoon

Dubious sightings of a sea beast menacing waterways have begun to reach the River Watch. An oceanic intruder has indeed washed in through the Reik Estuary. The 'Creature' has nestled itself in a deep lagoon feeding into one of the canals off the back streets in the Craftsmarket. The aquatic monster has inconveniently established its hunting grounds within the perimeters of a secret loading bay. To maintain operations for the transport of illicit goods on the concealed dock, local smugglers have started feeding the marine beast! Contraband can only be moved once the deep-sea horror is appeased with a sacrifice. One gang of crooked dealers unwittingly kidnapped the wrong damsel! A rescue party has tracked the abduction to the Black Market lagoon.

terrain

We suggest that an area roughly 10"x10" designating the lagoon is set up in a central position within an area roughly 4'x4' representing the concealed dock and its surrounds.

set-up

The dockside of the lagoon is bordered on three sides by a jetty. On the fourth side is the secret canal inlet and the end of the jetty which terminates on a walkway leading into the centre of the lagoon.

Seven objective markers are deployed on the 'G-shaped' jetty. Six pieces of freight are deployed at roughly equal distances along the jetty including each corner. The final marker is a damsel being sacrificed who is caged or tied to the end of the walkway. Markers cannot be moved during the game.

If one of the warbands would not be allowed to hire a Warlock, Witch, Sister of Sigmar or a Witch Hunter then that player is always the kidnapping player. Otherwise the player with the highest warband rating is the kidnapping player. The other player is leading the rescue party. In the event that neither warband is allowed human Hired Swords or the ratings are tied, roll a dice to determine roles.

The kidnapping player deploys first. The rescuing player may not deploy any models on the jetty or in the lagoon. Ridden mounts and wagons may not enter the dockside.

starting the game

The rescuing player takes the first turn.

special rules

The Creature: The barnacled monstrosity emerges from the lagoon at the beginning of the hand-to-hand combat phase in the first turn. Roll a D6 to determine which of the six freight objective markers it will attack.

Whenever the Creature emerges to attack a new marker it can be intercepted by any model in either warband that is within 2" of the marker. Any undefended marker is destroyed.

Profile	M	WS	BS	S	T	W	I	A	Ld
The Creature	-	3	-	5	4	-	2	2*	6

Weapons/Armour: Gaping maw!

SPECIAL RULES

Fear: The Creature is a terrifying monster that causes *fear*.

Bite Attack: This bite uses the Creature's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Aquatic: The creature counts as being in cover in the water.

Submerge: Whenever a model causes the Creature to lose a Wound, or if a cargo marker was destroyed in the previous turn, the monster submerges and disappears. Remove the Creature from the game. It will reappear in the next turn at the start of the hand-to-hand combat phase. Roll a D6 to determine a new location for it to appear using the other six remaining markers.

ending the game

The kidnapping player wins the game if the damsel is eaten by the Creature. The rescuing player wins the game if all of the freight is destroyed by the Creature.

If a warband fails its rout test it automatically loses the game and the opposing warband wins.

If the kidnapping player wins the game the warband is rewarded with 1 Treasure for each freight marker left undestroyed.

If the rescuing player wins the game the warband is joined by the damsel as a Hired Sword. The damsel is a Warlock, Witch, Sister of Sigmar or a Witch Hunter depending on which Hired Sword the warband is allowed to hire. There is no hire fee to be paid and the Hired Sword is indebted to the warband for saving her life meaning a 'Blood Pact' is automatically made.

Blood pacts

The special rules for Blood Pact and Hired Swords including the Witch Hunter are featured in the Hired Swords compendium *Swords of the Empire*.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Scenario 3: Powder Bridge

Luydenboek Isle has a cleaner appearance than the rest of the South Dock, but an equally dubious reputation. Marienburg's Thieves Guild maintains a number of operations and bolt-holes here, notably Lisette's Leather Goods. On it can be found Potion Square, officially known as Graf Anders Square. It backs on to Zegepraal Street where doctors have quarters and the guildhouse of the Guild of Physicians is located. Here a traveller can find the Marienburg Home for Foundlings, the Long Dragon Tavern and Hassan's Spices.

Potion Square is separated from its despatch and delivery route on Leech Street by Poultrice Water, which is spanned by the Powder Bridge canal crossing. The prescriptions of chemical merchants would be rich pickings for thieves were it not for the protection afforded to them by powerful syndicates. Guarded medical supplies are valuable enough that thieves will risk testing the masked craft of their guild against that of the likewise masked physicians.

terrain

We suggest that an area roughly 4'x4' be used to represent Potion Square with a 10" wide strip running along one edge representing Leech Street. Divide the street from the square with a 4" wide canal. The canal must be at least 2" deep on each side and a 1" wide walkway should be deployed at water level along the street side of the canal to represent a jetty. The jetty is split either side of Powder Bridge which is positioned centrally as the only crossing on the canal.

set-up

A couple of upturned carts or wagons are deployed on Leech Street by the Physicians Guild player. Place one on each side of the bridge, no closer than 2" to Powder Bridge or each other side-turned cart.

If one of the warbands is running a racket by following 'The Secret Deal' or 'The Body Trade' plots then that player is always the Physicians Guild player. Otherwise the player with the highest warband rating is the Physicians Guild player. In the event that two or more warbands are following the same plot or the ratings are tied, roll a dice to determine roles.

The Physicians Guild player first deploys three randomly determined models including at least one Hero on Leech Street. The Thieves Guild player deploys three randomly determined models including at least one Hero in Potion Square no closer than 6" to Poultrice Water.

starting the game

The Thieves Guild player takes the first turn.

special rules

Raise the Alarm: After each player has completed their first turn, at the beginning of each player's turn roll a D6 for each model in the warband. On a roll of 4+ the model must be deployed in accordance with the warband set-up.

Prescriptions: Roll a D6 for each Hero and Hired Sword controlled by the Thieves Guild player. On a roll of 1 the Hero has taken a physician hostage! On a roll of 2-5 the Hero is carrying Healing Herbs. On a roll of 6 the medical supplies he collected are illegal drugs. Roll a D6 to see which drug: 1. Mandrake Root 2. Madcap Mushrooms 3. Crimson Shade 4. Slaaneshi's Dream 5. Black Dust 6. Daemon Dust

A Hero carrying illegal drugs must pass a Leadership test or consume a sample of the drug and become subject to its effects. He still carries a dose of the drug.

Hostages: Represent hostages using objective markers. A Hero with a hostage cannot be charged. The Hero can safely pass through any enemy models blocking his path if an Initiative test can be passed.

The best way to tackle the hostage taker is magic spells and missile weapons. Unfortunately any spell or missile targeting the Hero will hit the hostage instead by accident on a D6 roll of 4+.

If the hostage taker is *knocked down*, *stunned* or *taken out of action* the hostage is released. If the hostage is released remove the hostage marker from play. If the hostage is *taken out of action* replace the hostage marker with a corpse marker.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hostage	4	-	-	2	2	-	3	-	7

Poultrice Water: If a Hero falls into the canal then any herbs or drugs he was carrying are destroyed.

ending the game

The Thieves Guild player wins the game as soon as each surviving Hero has fled from one of the table edges on Leech Street. At least one Hero must have successfully fled carrying Healing Herbs or illegal drugs to fulfil these criteria.

The Physicians Guild player wins the game if each of the Heroes of the Thieves Guild player carrying drugs or herbs were *taken out of action* or had their prescriptions destroyed or exhausted.

If a warband fails its rout test it automatically loses the game and the opposing warband wins. Voluntary routs are not permitted in this scenario by the Thieves Guild player. If the Thieves Guild player routs then Heroes carrying objectives manage to scarp with the prescriptions and hostages.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of a winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Hostage Released. Any Hero earns +1 Experience for each hostage he releases.

-1 CP Per Hostage Out of Action. Any warband loses 1 Campaign Point for each hostage they put *out of action*.

Scenario 4: Pit of Blood

A pit-fight in the city's underbelly is being hosted at one of the baiting pits owned by the gang lord from one of Marienburg's notorious crime syndicates. Once word of the winning purse swept through the ghettos it was enough to lure in a few extraordinary contenders along with the usual crop of seasoned prize fighters.

terrain

We suggest that an area designating the fighting pit is set up in a central position within an area roughly 4'x4' representing the arena and its surrounds.

set-up

The pit in the fighting arena is divided from the rest of the battlefield. Each warband nominates three warriors, including at least one Hero, to enter the pit acting as champions. Each warband may also submit an animal if it can make 1 or more Attacks. Ridden mounts and vehicles may not enter the arena.

1. Each player rolls a D6. A warband with a Pit Fighter, Racketeer or Fence adds +1 to their result. The player with the highest score chooses the order in which the warbands are set up.
2. Gladiators and weapons are deployed as described below.
3. Champions are deployed in the determined order of set up.
4. Optionally warbands can be deployed anywhere outside of the pit in the same determined order.
5. Weapons are scattered as described below.

Princes of the underworld

Gladiators: For each warband represented in the fighting arena, there are three leather-clad pit fighters deployed. Every warrior has the 'Pitfighter' skill and wears toughened leathers (6+ save). Gladiators are deployed in the pit. Space the gladiators out evenly. No gladiator should be closer than 2" to the pit edge or another gladiator.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gladiator	4	4	3	4	3	1	4	2	7

Weapons: A selection of weapons is distributed in the pit at the start of the fight. Roll on the Pit Weapons chart twice for each warband. After the gladiators are deployed each player may position markers to represent where the weapons are found. Each weapon scatters D6" in a random direction after deploying warbands. Roll a D6 and a scatter dice for each weapon to determine where it lies.

D6	Result
1	Net
2	Club
3	Spear
4	Sword
5	Morning Star
6	Custom Weapon: Roll 2D6 on the Custom Weapons Chart.

Pit Events: At the start of each player's turn, roll a D6. If the result is 1 then roll another D6 and refer to the Pit Events Chart. Random happenings are commonplace in a pit fight! More than one happening can occur during this scenario so players continue to roll for random happenings.

starting the game

Each player rolls a D6. A warband with a Racketeer or Fence adds +1 to their result. The highest scoring player takes the first turn, and order of play proceeds clockwise around the table based on where the players are currently positioned.

After each player has taken a turn, there is an additional turn in which gladiators move and charge. Gladiators must always charge the nearest enemy model and will never attack another gladiator unless a special rule forces this situation to happen.

special rules

Champions fight unarmed and may not climb out of the pit. Warriors may not voluntarily invade the pit. Any model entering the pit involuntarily is escorted out of the premises by one of the crime lord's meat-heads. Remove the model.

The use of magic is not allowed in pit fights. Firing of missile weapons into the baiting pit is not permitted with the notable exception of thrown weapons which are easily concealable. ie, throwing knives/throwing stars. Missiles and magic spells are allowed as normal in the fighting arena outside of the pit.

For the purpose of the pit fight, any warrior grabbing a weapon they are not trained to use may still fight with the weapon at -1 Weapon Skill.

Whilst at least one champion from a warband remains standing or *knocked down* in the pit area their warband does not take rout tests and is not allowed to voluntarily rout. If all of the champions from a warband are taken *out of action* then that warband routs automatically.

ending the game

The game ends when at least one champion from one of the warbands remains standing in the pit, unless any gladiators or animals are left to be defeated!

If one or more champions from a warband are victorious then they then may collect any of the weapons that were used in the battle. The victorious champion will collect the prize purse D6x10 gold crowns for every two warbands playing the scenario.

experience

+3 Champion Survives. If a Hero or Henchman survives the battle they gain +3 Experience. Henchman groups gain a maximum of +3 Experience.

+1 Per Gladiator/Champion Out of Action. A Hero or Henchman in the pit earns +1 experience for each enemy he puts *out of action*.

+1 Per Enemy Out of Action. A Hero earns +1 experience for each enemy he puts *out of action*.

Custom Weapons Chart

2D6 Result

2 Celestial iron fan

125 gold crowns
Availability: Rare 12

Grand Masters of Dragon Monk brotherhoods have been known to fight armed with the most curious of items. Once such secret of Catbay's weaponsmiths are iron fans. Celestial iron fans can flick deadly force with the grace of a dance.

Range: Close Combat **Strength:** As user
Special Rules: Parry, Iron Fan, Parry Missiles

Iron Fan: Attacks made with an iron fan give the bearer +1 Initiative. If a Hero has the Art of Silent Death skill then it applies to fan attacks as well.

Parry Missiles: A Celestial iron fan can be used to parry missiles in addition to close combat attacks. For each hit by a missile weapon the warrior armed with the fan may roll a D6. If the score is greater than the hit score, the warrior has parried the blow, and the attack is disregarded.

3 Magnin throwing knife

45 gold crowns
Availability: Rare 11

The knife is a master-crafted version of throwing knives. Each a fine piece of workmanship, with an eighteen-inch blade honed to razor edges. A thing of smooth curves and sharp line, it is not for show.

Range: 8" **Strength:** As user
Special Rules: Thrown weapon, Weighted

Weighted: This exquisitely crafted thrown blade gets an increased chance to critical, could represent the ninja style going for exposed spots, critical hit on a 5+.

*"This was made by Magnin the steelsmith. It is the heaviest throwing knife in the known world. To be effective, such a weapon has to be balanced to within a thousandth of an ounce. To be thrown properly, the knife-wielder has to have an accurate sense of time, an unusual strength of wrist and the eye of a hawk. You'd better hope, scum, that those five bottles of wine I drank last night have not affected my aim this morning."
— 'Filthy' Harald Kleindeinst, Watch Captain*

4 Hunter's throwing axe

30 gold crowns
Availability: Rare 10

Huntsmen stalk the unbridled wilds surrounding cities of the Empire skinning foes. A throwing axe procured from one such dark wanderer is a fine quality implement.

Range: 6" **Strength:** As user +1
Special Rules: Thrown weapon

5 Dragon sword

20 gold crowns
Availability: Rare 10

Dragon swords are great-swords that are typically used by celestials from far away Catbay. The blades are popular among robber knights and occasionally lifted by Catbayan warrior monks.

Range: Close Combat **Strength:** As user +1
Special Rules: Two-handed, Parry

6 Great axe

25 gold crowns
Availability: Rare 8

Over-sized battle axes can be wielded only by the strongest of warriors. Great axes are forged for northern barbarians from Norse and Kurgan tribes.

Range: Close combat **Strength:** As user +2
Special Rules: Two-handed, Strike last, Cutting edge

Strike Last: Great axes are so heavy that any warrior using them always strikes last, even when charging, unless it has the Strongman skill or is a large model.

Cutting Edge: A great axe has an extra save modifier of -1, so a Strength 4 warrior using the axe has a -4 save modifier in close combat.

7 Trident

15 gold crowns
Availability: Rare 7

Templar marines of Manann and Stromfels cultists favour the long thrust of a trident. Unlike other arms the tri-pronged fork weapon is a sacred instrument of their warring mermedic patrons.

Combined with a net in underworld bouts as a pit fighting weapon it originates from Tilea. In ancient days Tilean gladiators would impale opponents legally in public arenas!

Range: Close combat **Strength:** As user
Special Rules: Strike first, Parry

8 Chain sticks

20 gold crowns
Availability: Rare 8

Consisting of wooden bars, tied together, chain sticks are enhanced with iron or steel to gain more striking power. Compared to a flail it is light, providing the bearer more flexibility in combat.

Range: Close Combat **Strength:** As user
Special Rules: Two-handed, Flurry

Flurry: A set of chain sticks allows its wielder to unleash a furious bludgeoning. A warrior armed with chain sticks gets +2 Attacks. This bonus only applies in the first turn of each hand-to-hand combat. Using chain sticks otherwise counts as having two hand weapons.

9 Claw of the Old Ones

30 gold crowns

Availability: Rare 12

Star swords as they are known are ancient weapons made from a strange multi-coloured metal that is impervious to age and corrosion. It is said the powers of this star-metal artefact are only be unleashed through a ritual known only to a handful of Amazons. The blade of the claw glows white hot and can cut through armour as if it were paper.

Range: Close Combat **Strength:** As user +1

Special Rules: Parry, No save

No Save: A warrior wounded by the sword receives no armour saves.

10 Obsidian weapon

4 x Price

Availability: Rare 12

The Eye of Sigmar was an unusual jewel. A fist-sized piece of obsidian, it was found where a star fell to the earth. Obsidian is mined in the Dark Lands by the minions of Chaos. When expertly derived from its ore, the curious volcanic rock becomes ensorcelled by engineers manufacturing artefacts in the furnaces of Zbarr-Naggrund. Forging jagged-edged weapons using these vile techniques requires acute diabolic expertise making them extremely rare.

An obsidian cleaver gives its user +1 Strength in hand-to-hand combat, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you.

Blemished: Although not strictly tainted by Chaos, all artefacts of Obsidian are considered tinged with evil, by the same darkness associated with their artisans. Obsidian weapons may never be used by Dwarfs, Elves, Sisters of Sigmar, Witch Hunters or Human Priests.

Heavy: Obsidian weapons are so heavy that the warrior using them always strikes last, even when charging.

11 Cathayan longsword

75 gold crowns

Availability: Rare 12

Prized indeed are blades of Ithilmar forged by Elves. Even more masterful are the arms crafted by swordsmiths in Cathay. Known as a Jintachi blade among Estalian merchants, the Cathayan longsword is a deadly crown jewel in the hands of a skilled fighter. Gold alone is never enough to acquire such a weapon. Jintachi are heirlooms and highly coveted. The few still smithed are gifted only in reward for some heroic deed that is done in the kingdoms to the east.

Range: Close Combat **Strength:** As user

Special Rules: Parry, Cutting edge, Mastercrafted

Mastercrafted: Attacks made with a Cathayan longsword give the bearer +1 Initiative and +1 Weapon Skill.

12 Kraken-tooth sword

165 gold crowns

Availability: Rare 15

Kraken-tooth bites clean through armour, bone and heavy chains. Even the most resistant of obstacles cannot defy the sawing action of its razors edge.

Range: Close Combat **Strength:** As user

Special Rules: Parry, Teeth

Teeth: Razor teeth of the blade can saw through all obstacles. A kraken-tooth sword ignores armour saves. Blade strikes with its saw causes an additional wound. Roll to determine critical hits as usual.

Pit Events Chart

D6 Result

- Gate Crashers:** A party of late entrants arrive at the pit gate! Deploy D3+1 gladiators at the pit edge at a position determined using a scatter dice.
- Over the Ropes.** One of the champions has somehow tagged himself out of the match! Nominate one of your Champions and another warrior from your warband within charging distance of the pit edge. The warriors change places. Re-deploy the Champion outside of the pit edge and the other warrior inside the pit edge.
- Feign Injury.** An arena entrant was playing dead! Nominate one of your injured models. If the model was either *knocked down* or *stunned* at the beginning of the turn, the model stands up and is treated as if it were never injured. If the model was taken *out of action* in a previous turn, return it to the pit, where it is treated as being *knocked down*.
- Take a Dive.** Bribery is known to be used to determine the outcome of blood sports. One of the gladiators has colluded with your gang leader. Nominate one of the gladiators to bribe. Pay 2 gold crowns for the gladiator to be *knocked down* or pay 5 gold crowns for the gladiator to charge an enemy model of your choice.
- Roar of the Crowd.** The excitement of the grudge match sends one of entrants into a deadly frenzy! Nominate one of your Champions to be subject to the Psychology rules for *frenzy*.
- Pit Beast!** One of the pit keepers unleashes a terrifying beast into the pit! Deploy the creature at the pit edge at a position determined using a scatter dice. If a pit beast is taken *out of action* by one of the Champions it may be added to the warband's roster sheet. Roll a D6 to see what species the creature is;
1. Tiger 2. Bear 3. Snake 4. War Dog 5. Fighting Monkey 6. Cathayan Temple Rooster

Scenario 5: Stockade

Storm a city watch tower or launch a raid on a village sanctum outside the city walls! Swineberds, coopers and leatherworkers have laboured to build defensive earthworks around valuable positions. This is an attack on a protected place of sanctuary. Narrow window slits in the corner towers of the stockade house; a keep, obelisk or steeple poses the challenge of trespassing across its protected perimeter outside to breach the stockade.

Lebmburg, Grimpengratz or one of the other backwater surrounding settlements are ideal locations for the defenders to make their stand against interlopers. Places of solace inside Marienburg that attract unwanted attention from trespassers include lighthouse-temples of Manann, spires of a Shallyan cloister, the belfry in a Garden of Morr, prison-tower headquarters of a witch hunter or the plush minaret of a wealthy spice merchant.

terrain

We suggest that the terrain is set up within an area roughly 2' x 2'. This represents the stockade in a city district sanctuary or a remote outlying location.

The area surrounding the perimeter of the tower offering sanctuary should be limited to encourage the raiding warband to remain within proximity of the sanctuary at all times.

We suggest that the tower building is positioned on higher ground. This may require raiders to traverse stairways or causeways and/or overcome difficult terrain in order to breach the stockade! The building could be a chapel or watch post. The tower requires doors, windows, hatches or other points of entry to be used as access points by warriors on either side.

set-up

The scenario can be played as a multi-player battle using two towers and four warbands. Two warbands act as the defenders and two as the raiders. Alliances can be determined using warband ratings or in any way the players choose to agree upon.

Two defending warbands will be working towards a shared victory. Raiding parties will be working towards the same end but cannot both claim victory! Remember that raiders are competing against one another for the spoils!

If one of the warbands is following the 'Gaze of the Gods' or the 'Poisoning the Well' plots then that player is always the raiding party. Otherwise the player with the highest warband rating is the raiding player. In the event that two or more warbands are following the same plot or the ratings are tied, roll a dice to determine roles.

The defending player deploys first. Unless the position of the defending warband is isolated by a surrounding body of water (ie, Lighthouse) then it is secured by deploying four sets of earthworks around the tower building within 4" of the tower. The defending warband is deployed anywhere with 8" of the tower.

Raiding warbands deploy within 4" of the table edge.

starting the game

The raiders and defenders each roll a D6. The side rolling the highest has the first turn.

special rules

Earthworks: Each set of earthworks should be no greater than 4" in length.

Any model attempting to move across earthworks or declared as charging another model positioned behind earthworks is required to make an Initiative test. If the test is failed then the model takes D3 Strength 2 hits. Large models and mounted models take D3 Strength 4 hits.

Any model charging another model positioned behind earthworks receives -1 to hit during the first round of hand-to-hand combat.

Trespass: Each of the Heroes from the raiding warband is carrying a torch at the beginning of the battle. The trespassers have also constructed a crude ladder that can be moved by any warriors in the warband. It takes two models to carry a ladder.

ending the game

The defending warband is not required to take rout tests. Roll a D6 on the fifth turn and on a 4+ a militia led by the local Watch turn up and the game ends. On the sixth turn the Watch arrive on a 3+ and every turn after they arrive on a 2+.

If when the game ends the stockade perimeter has been breached by one or more warriors the raiding warband is declared the winner.

The victorious raiding party is the warband with most Heroes and/or Hired Swords breaching the stockade. If when the game ends two or more raiding parties have breached the stockade with the same number of Heroes and/or Hired Swords then the winner is the warband who breached the stockade with the winning number of warriors first.

If a warrior breaching the stockade is taken *out of action* the stockade is no longer breached.

The game ends immediately if a warband routs or if the stockade has been breached and *set on fire* by the raiding warband. Refer to the Burning House Chart.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Stockade Breached. If a Hero or Hired Sword breaches the perimeter he gains +1 Experience unless he is put *out of action*.

+D3 Stockade Burned. The first Hero to reach the pinnacle of the stockade then successfully *set on fire* gains +D3 Experience.

Scenario 6: Last orders!

It can be found on the ambiguous borders of the Chaos Wastes. Managed by coolheaded landlord Knute Alsgaard, the Last Hope inn remains neutral ground, a sanctuary where in theory, anyone is permitted to enter. The Last Hope has been built to withstand the worst kinds of predators in the territory. It is as much a fortress as it is a watering hole for exiles.

Visitors relinquish any weapons they are carrying upon strict inspection. Sometimes these are returned to their owners. Alsgaard is an astute dealmaker and the Last Hope acts as a trading post that supplies arms and opulent goods to travellers and warriors. Patrons suffer the Norse proprietor's inflation in isolation. The potent house ale never disappoints a dwarf.

An unlikely mix of clientele frequents the Last Hope. Here is where daring adventurers from Bretonnia may come to discuss music with a Vampire. It is where a Kossar dines frequently with warriors of the Kurgan tribes. Imperial soldiers exchange information with elves while casting a shifty gaze over at the ogres who brought in whoever they pleased to do illicit trade with.

On this particular evening the owner of the holding decided to turn in early. Taking the evening off Alsgaard leaves his customers in the capable hands of a full complement of bar staff. A drink is spilled! The brawl begins...

terrain

This scenario takes place inside a large inn. The layout of the inn is decided by the players using any suitable terrain that they have available, although we would suggest the following:

The site of this 'battle' should consist of two or three sections, at least 10" x 10", and not needing to be more than 18" x 18". There is one section to represent each floor of the inn.

The ground floor is the location of the bar room. It should be relatively open. It should include a bar, a few tables plus several chairs or benches scattered around. Stairs lead up to the upper floor. There might be a wine cellar, a kitchen, a store room or a lavatory.

The upper floor of the inn consists of a series of rooms off a main hallway. Each room might include a bed. Add other furnishings you desire. Do not forget to include a marker to represent the top of the stairs from below. Add another set of stairs to the next level if you have one! The Last Hope is a fortress so it has another floor, which is in the open air. The roof!

warbands

The player who determined this scenario shall be used may also choose how many and which additional players take part in the brawl. Rather than players fielding their full warbands we suggest a maximum of 30 models in a multiplayer scenario.

In a multiplayer scenario each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each

player randomly determines a non-animal Henchman (only Wardogs are allowed!). This is alternated each until the maximum number of models is reached. Any mounts and vehicles must remain outside.

set-up

The warbands are scattered about the inn when the trouble starts. Randomly determine which floor of the inn each warband member begins on. Then each player takes turns placing each warrior in his warband. Warriors may not be placed in hand-to-hand combat.

starting the game

Each player rolls a D6. The highest scoring player takes the first turn.

special rules

Diving Charges: Warriors may always attempt a Diving Charge from the tables and bar, irrespective of the height of the furniture. Stairs may also be used.

Unarmed: All weapons have been confiscated for this game. Armour can be worn including helmets and shields. Miscellaneous equipment can be carried.

Weapons Amnesty: Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each warrior taken *out of action* during the game, and choose the best result.

Injuries for Heroes are rolled twice. In some cases, which result is determined to be the best may be something the player has to decide for himself!

ending the game

The warriors have been indulging in the inn's refreshments and are now very refreshed indeed! No Rout tests are necessary – the winner is the player with the last standing model. Any player may voluntarily rout if the excitement becomes too much.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

random happenings



The following random happenings replace the events described in the Perilous Phenomenon section when using this scenario.

At the start of each player's turn, roll a D6. If the result is 1 then roll another D6 to determine which event takes place. Random happenings are commonplace in the Last Hope! More than one happening can occur during this scenario so players continue to roll for random happenings.

D6 Result

1 Kitchen Hands

The warbands are not alone in the Last Hope. Nearly a dozen hardened warriors are employed to run the inn and keep it safe from outsiders. Kitchen workers and bar staff enjoy a good brawl as well!

One randomly determined member of your warband, that is not *knocked down* or *stunned*, takes a single Strength 3 hit from the inn staff. These attacks will not cause Critical Hits.

2 The Buxom Barmaid

A busty serving wench flits about the bar, flirting with patrons. This barmaid has a body to die for...

The barmaid will approach a randomly determined model from your warband and invite him to defend her honour against the 'nasty man over there'. That warrior must pass a Leadership test or move with all haste, escaping from combat if necessary, to charge a randomly determined model. First the player must roll to determine which warband (including his) and then roll again to see which model is the target. The optional rules for escaping from combat can be found in the rulebook.

The warrior will pursue and fight his new rival until one of them is taken out of action.

Warriors that are immune to psychology may ignore the barmaid's advances.

All of the warriors know that attacking the bar staff can only result in them getting banned. No model will risk attacking the barmaid.

3 Liquid Courage

Heavy quaffing of Alsgaard's intoxicating home brew takes its toll on even the most hardened of drinkers.

Randomly determine which model fell off the wagon. The effects of the ale last the remainder of the battle. Models that are *immune to poison* ignore this effect.

D6 Result

- | | |
|---|---------------------------------------------------|
| 1 | Blurred. The model has -1 Ballistic Skill. |
| 2 | Bungled. The model has -1 Weapon Skill |
| 3 | Drowsy. The model has -1 Initiative. |
| 4 | Sluggish. The model has -1 Movement. |
| 5 | Fortitude. The model has +1 Wound. |
| 6 | Leathered! Roll twice on this table. |

4 Renegade

There is a mercenary leaning against the wall. The veteran casually observes the mayhem, quietly sipping from his stein. Ducking crudely improvised projectiles, this renegade waits to offer his services.

The renegade approaches a random unengaged warrior of your warband. The model may pay him 3 gold crowns. Any models are assumed to be carrying some of the gold crowns from whatever is left in the warbands treasury.

If paid, he'll toss a throwing knife at a target of the player's choice. On a 1-3 the renegade pockets the gold and asks for more. The renegade continues to take a further 3 gold crowns until a knife is thrown or until the player chooses not to pay him.

The thrown knife will hit the target on a roll of 4+ with Strength 4.

5 Ogre Bouncer

The landlord has hired an ogre to work on the door. The bouncer is not at all happy that he has suddenly got so much hard graft to do.

Place the ogre bouncer at the doorway to the inn. See the Bestiary for the profile and rules of an Ogre. No roll for alignment is required. The bouncer is employed to charge towards the nearest hand-to-hand combat, engaging as many models as possible.

If no hand-to-hand combat is taking place then the ogre bouncer will stand his ground, watching for any further trouble.

Re-roll this result if the ogre has been placed already.

6 Ornamental Weapon

A member of the clientele has located a sword among the many trophies and decorations on display at the inn. The warrior sets to work trying to prise it free from the wall fittings. It appears to be stuck fast.

Determine a random model from the warband. If the warrior passes a Strength test he finds a sword.

Improvised weapons

Being forbidden to bring their weapons into the bar means that the warriors must make do with whatever comes to hand in the Last Hope. At the start of any turn, a warrior can search the inn for a blunt implement to use as a bludgeoning weapon. This could be a bowl, a stein, a cooking ladle, the leg of a chair or a local codger's walking stick!). Only warriors capable of gaining experience may attempt to search.

If a search is attempted the warrior may not charge. Roll a D6: on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior searching for a weapon in combat will strike last that turn, regardless of success. A warrior with a weapon may not improvise another. If a weapon is found, treat it as a club with the following features:

Range: Close Combat; **Strength:** As user;

Special Rules: Concussion, Breakable, Projectile

SPECIAL RULES

Breakable: If the warrior attempts a close combat attack with an improvised weapon and rolls a 1 to hit, the item has broken and becomes useless. The warrior must resort to his fists for the rest of the combat and may search for another weapon in the next turn.

Projectile: Alternatively, a warrior may treat the improvised weapon as a missile. The weapon is automatically lost after it has been thrown. A weapon is thrown as a missile using the following features.

Range: 6"; **Strength:** As user;

Special Rules: Thrown Weapon

Scenario 7: Silk Market

The operator of a baiting pit in a seedy corner of the city has been murdered. He owned a fierce tiger that killed dogs for the amusement of the crowd between bouts. The tiger is held sacred by a group of monks who received visions leading them to the creature. The pit boss refused to sell the feline. The disappearing cat makes the Cathayans prime suspects in the investigation! Another death has occurred in the Silk Market. The victim has been clawed to death by an almighty beast!

A price has been placed on the heads of the monks who liberated the big cat from the pits and transported it back to the Cathay ghetto. Intrigued factions with a stake in the outcome of the investigation have descended on the Silk Market to prize information from silk cloth traders and suspicious laundry proprietors located around this borough of cutthroats.

terrain

The scenario is set in the downtown ghetto of the Cathayan district known as the Silk Market. At least six buildings should be placed where the Heroes search for information. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of any chosen table edge and then the opponent sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

special rules

The Heroes move from house to house to gather *information points*. Each house can only be visited once per warband. Note down *information points* gathered for each Hero separately. If a Hero is taken *out of action* any points gathered are lost.

At the beginning of their movement phase a Hero in base contact with an entry point (door, open window etc.) of an unvisited house may enter it. The player then tries to get some information from the inhabitants. A Hero entering a building does nothing else during any turn spent getting information.

There are two ways of getting information from household inhabitants. Questioning them or by torturing them! It is up to the players, to decide which way works the best for their Heroes. Only one questioning and one torturing can be done per house.

Questioning: The Hero makes a Leadership test. For each point the test is passed by, one additional *information point* is gathered. Heroes cannot benefit from their leader's Leadership.

Example: Rolling 5 with Leadership value of 7 grants 2 information points but rolling 7 grants 0 points.

Heroes that don't come from the following races receive a +1 penalty on their Leadership tests because the villagers are less willing to speak with them: all Humans, Elves, Halflings and Dwarfs.

Heroes with mutations or wearing Chaos armour always suffer a +1 penalty on their Leadership tests.

If a Hero passed a Leadership test from questioning he may not torture the inhabitants. If a Hero failed his

Leadership test he may choose to torture the inhabitants in the following turn to get information out of them. It is pointless questioning inhabitants that the Hero has already tortured!

Torturing: The Hero makes a Strength test. For each point the test is passed by, one additional *information point* is gathered. Weapon bonuses and Strength modifiers from skills like Mighty Blow do not apply!

Heroes that cause fear receive a -1 bonus on their Strength tests because they are intimidating. Heroes with the 'Torturer' skill receive a -1 bonus.

ending the game

Voluntary routs are not permitted. The game ends as soon as a warband has searched every house or until the tiger is found. To determine which warband wins the scenario both players compare the amount of information gathered and the one with more *information points* wins. Alternatively a routing warband loses as normal.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

information points

After the battle both players consult the following table to see what the information traces them to. The game is a race to achieve each benefit before the game ends. Benefits are cumulative, so gathering 6 *information points* equates to an additional +1 Campaign Point and being able to choose one of your next scenarios plus a chance of gathering some smelly Cathayan silk cloth!

Points	Benefit
1-3	The warband makes off with a pile of dirty laundry! Collect D3-1 Cathayan silk cloaks.
4-6	May choose the next scenario you play.
7-9	+1 Campaign Point on a D6 roll of 5-6.
10-14	The next scenario you play may be a special scenario (may not choose, Stronghold, or Southdock Massacre.)
15+	The Tiger has been found by your warband! On a successful 1d test by the warband leader, it may be kept, otherwise it can be returned to its owner for 90 gold.

Scenario 8: Illegal Salvage Operation

Barges are loaded on private wharfs to transport freight up and down the Reik. Once a shipment is despatched other events befall these deliveries. Bootleggers also use their watercraft as a means to commit piracy on the canals of Marienburg. Upon being inventoried, the diminished contents from manifests can be attributed to careless recording keeping or skulduggery. Regardless of where blame is apportioned, salvage crews know where to scavenge for shipwrecked booty and other valuables jettisoned by smugglers in the Bruynwater Canal.

terrain

We suggest that an area roughly 4'x4' be used to represent the site where the booty was shipwrecked. This should include a significant amount of waterways judging by the many networks of canals in the city.

set-up

D3 cargo objective markers are included for each warband. Each player deploys their respective cargo objective markers anywhere in the water.

Each player rolls a D6 to see who deploys first. A warband with any 'Seafaring' warriors adds +1 to their result. A warband with a Boatman Hired Sword adds +1 to their result. Whoever rolls highest sets up first, and order of setting up proceeds based on the next highest roll. Warbands may not be deployed in or on waterways except on a bridge or in a building. Whenever possible, players must not deploy models within the charge range of other warbands.

Each cargo marker scatters D6" in a random direction after deploying warbands. Roll a D6 and a scatter dice for each cargo maker to determine where it lands.

starting the game

Each player rolls a D6. A warband with any 'Seafaring' warriors adds +1 to their result. A warband with a Boatman Hired Sword adds +1 to their result. The highest scoring player takes the first turn, and order of play proceeds based on the next highest roll. Roll an artillery scatter dice to determine a direction for the current to flow in.

special rules

Building Rafts: In any scenario featuring waterways, the warbands can go still fishing if they do not have any kind of boat available. Instead they can use rafts. But first the warriors need to build themselves a raft!

At the start of the movement phase any number on warriors not in the water can be assigned to build rafts. Warriors building rafts cannot move, shoot, cast spells or do anything other than work on the raft.

It takes a team of two warriors 2D3 turns to build a raft. For each warrior who joins the team, the number of turns it takes to finish building a raft is reduced by one. It takes two models to carry a raft, like chests.

A raft can transport up to three human-sized warriors or smaller, or the equivalent in cargo. Rafts use the rules for boats on page 34 of the Empire in Flames supplement.

Profile	M	WS	BS	S	T	W	I	A	Ld
Raft	-	-	-	-	4	2	-	-	-

Cargo: Only warriors in a boat can recover cargo! Sacks or crates can be carried by a single model. Two models may carry a crate, in which case they may run. The number of cargo objectives that can be loaded onto a raft, boat or other form of waterbourne craft is determined by the number of models it can transport.

ie, A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

At the beginning of the movement phase a warrior can haul cargo onboard by passing a Strength test with a +2 modifier applied to the result. Apply a -1 modifier to the result if the warrior used a net or -2 for using a boat hook! Roll on the Cargo Chart for each piece of freight dredged from the canal. Freight cannot be opened. Roll for contents in the post battle sequence.

Cargo chart

D6	Result
1	Crest! A wave crashes against the cargo smashing its contents to smithereens!
2	Crate. 2D6 gold crowns worth of light goods.
3	Chest. Two models are required to move a chest. Roll a D6 for its contents: 1-3 Treasure 4-5 D3 Treasures 6. Medicine Chest.
4	Barrel. Two models are required to move kegs. Roll a D6 to prize the barrel open to reveal its contents: 1. Hostage 2. Powder Keg 3. Superior Blackpowder 4. Alcoholic Spirits 5. Elven Wine 6. Bugman's Ale
5	Coffin! Two models are required to move coffins. Roll a D6 for what the casket holds: 1-3 Waterlogged Corpse 4. Blunderbuss 5. D3 Handguns 6. Hochland Long Rifle
6	Booty Sack! Inconspicuously packaged in a grain sack is an exquisite commodity of value! Roll on the Booty Chart for the looted article.

Booty chart

2D6	Result
2	Roll on the Arcane Items Chart (see Magician's Workshop in the Marketplace)
3	Roll on the Herbs & Potions Chart (see Herbalist in the Marketplace)
4	Telescope
5	Compass
6	Holy (or Unholy) Relic
7	Roll on the Tainted Items Chart
8	Duelling Pistol
9	Marienburg Map
10	Elven Boots
11	Roll on the Custom Weapons Chart
12	Roll on the Profane Books Chart (see Bazaar of Books in the Infamous Haunts)

Powder Kegs: Refer to page 33 of *Border Town Burning* supplement for rules on detonating kegs.

Medicine Chest: A Medicine Chest can be used as D6 doses of Healing Herbs or as a one-off to allow a Hero to re-roll on the Serious Injury Chart, unless the result was 'Captured' or 'Sold to the Pits'.

Tainted Items Chart

D6 Result

- 1 **Wyrdstone Shard!** Carry wyrdstone shard.
- 2 **Wyrdstone Pendulum.** Wear necklace.
- 3 **Wyrdstone Poultice.** Carries sealed poultice. Wyrdstone ink is poured to create a poultice that heretics apply as a salve to promote fortitude and fertility! A Hero with wyrdstone poultice can use it once only at the beginning of the recovery phases as long as he is not engaged in hand-to-hand combat. Roll a D6. On a 1-3 the Hero receives a mutation. Roll on the Random Mutation Chart and apply the result. On a 4-6 restore all wounds he has previously lost during the game instead.
- 4 **Wyrdstone Tattoo Ink.** Carries sealed vial of ink. Wyrdstone ink is used by the northern tribes and other cultists in applying tattoos. Tattoo ink has one use only. Roll on the Random Mutation Chart and apply the result. Whenever a double is rolled on an Advance roll for a Hero with a wyrdstone tattoo roll for a new mutation.
- 5 **Wyrdstone Spyglass.** Carry a wyrdstone-lensed telescope! Wyrdstone spyglass can help a Hero spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).
- 6 **Power in the Stones!** Carries magic stone. Roll 2D6 on the Evaluation Chart to determine a power (see Alchemist).

Tainted Goods: If a warrior carried a tainted item there is a chance the warrior becomes warp tainted! For full details concerning tainted items and the hazardous side effects of warriors carrying wyrdstone, see the 'Corrupted Characters' chapter.

rowing your boat

Rafts may move 4" when travelling against the current if a warrior passes a Strength test. If the crew fails the test the raft remains stationary fighting the current. Rowing boats and rafts move 6" when moving with the current of the river or canal (the direction of the flow must be established before the game).

Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore. No movement penalty applies to drop or hoist anchor. If all models are in combat or shooting then a untethered boat is adrift! Drifting boats are moved 2D3" with the current.

If a rowing boat is transporting a single warrior then on a successful Strength test the boat may move 6" when travelling against the current. Rowing boats with two or more warriors or the equivalent in cargo require two of its crew to pass a Strength test. If one of the crew fails the test the boat may only move 4".

A riverboat crew may move 6" when travelling against the current if five of the warriors sailing it can pass a Strength test.

If one of the other crewmen failed it still moves 6". River barges may move freely against the current.

Aquatic Seamen: Aquatic warriors may recover cargo objectives one piece of cargo at a time. Warriors can move one piece of cargo at a time. They never move cargo at twice their movement. A warrior can dredge cargo off the riverbed by passing a Strength test with a +2 modifier applied to the result.

setting boats on fire

Refer to page 32 of Empire in Flames supplement for 'Shooting at a Vehicle' and page 35 for Boat Location and Propulsion Damage. Riverboats and river barges must have three hit locations; hull, rudder and propulsion (sail/oars/rigging/mast) but if players agree to use larger ships then additional hit locations can be assigned; fore/aft castle, poop deck and other features.

If a hit is scored against a boat location it is *set on fire* on a D6 roll of 5+ with a Brazier Iron, Fire Bomb or Cathayan Candle/Firepot. A boat is *set on fire* on a roll of 4+ with a Torch or Fire Arrows. At the beginning of the player's next shooting phase locations *set on fire* suffer damage, losing D3 wounds on a D6 roll of 4+.

Additional flaming attacks made to a location that is already *set on fire* may only cause impact damage.

Firefighting: Crew on a boat can put out a fire in a single location. Roll a D6 at the end of a turn in which warriors did nothing but fight the fire. A single warrior will put out the flames on a roll of 6. Each additional crewman who assists in fighting the fire reduces the roll needed by -1. A roll of 1 is always a failure.

Hull Damage: When the ship loses its final point of damage/wound roll 2D6 on the Sinking Boat Chart.

ending the game

No voluntary rout tests are allowed when playing this scenario so long as any cargo markers are unclaimed.

If a warband fails its rout test it automatically loses all of its cargo and loses the game. Remove any cargo markers from the game when a warband routs.

The game ends when all warbands except one have failed their Rout test or when all cargo objectives have been dredged up from the canal.

In the event that all cargo markers are recovered, only one warband can claim theirs as salvage. The warband carrying the most cargo markers when the game ends wins the game. They are named the salvers. Salvers claim their find as sanctioned salvage while the remaining warbands are treated as looters!

If the number of cargo markers between two or more warbands is tied then no cargo can be claimed as salvage except by Watch Patrols. Cargo is impounded by the Marienburg Secretariat as illegal salvage when a River Watch patrol turns up on the scene!

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Scenario 9: Burrow Town Collapsing

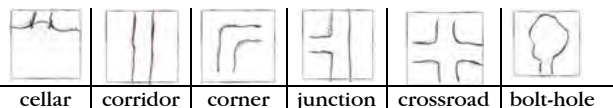
Under-Empire, the dominion of the underfolk extends to the Skaven burrows under the fish-stinking manwarren humans called Marienburg. The cavities of Undertown exist within a maze of catacombs. Newly burrowed breaching old openings to connect city vaults. Secret passageways of ancient construction by the dwarfs and sea elves feed into sewage ducts from behind rune-disguised entrances older than the city itself.

The Marienburg Grand Sewer Network is ripe with potential for hundreds of adventures, dungeoneering beneath the port. Wading through slurry in the culvert of a sewer to reach a hidden bolt-hole is a filthy job! Every wine cellar connecting a major confluence to a castle's cloaca leading warriors to intrigue and espionage. As cellars become more extensive, vaulted tunnels are used on smuggling runs by racketeers who needed more space but would prefer their business to remain undetected! Disgusting channels wilfully forgotten by most of the city's inhabitants make a perfect road for men who can't afford to be seen.

Underground turf-wars break out over wares between smugglers, cultists, sewer jacks and mutants with skaven clans, or even others who are waiting in the tunnels for a signal to emerge into the city.

terrain

This underground scenario uses 8" x 8" floor tiles supplied in the *Border Town Burning* supplement. Floor tiles can alternatively be represented by using Warhammer dungeon floor plans like the ones from the Warhammer Quest game if you have them.



The area of the sewer network uses a grid. In a 2 player game use a grid of twelve tiles in a configuration of 3 x 4 tiles. Multi-player games require more tiles. ie, 3 or 4 player games use a grid of twenty tiles in a configuration of 4 x 5 tiles. 5 or 6 player games use a grid of thirty tiles in a configuration of 5 x 6 tiles etc.

Players are encouraged to customise and expand their tunnel layouts according to the number of players and what dungeon tiles they have available!

set-up

Scoundrel gangs are hired to smuggle illegal freight through the Marienburg Grand Sewer Network! If any of the warbands is following 'The Secret Deal' or 'The Body Trade' plots then that player is always smuggling something. If none of the players are following these plots then the player with the highest warband rating will be smuggling. In the event that two or more warband ratings are tied, roll a dice to determine the smugglers. More than 4 warbands requires an additional player to be leading a rival smuggling operation!

Smuggler gangs are assigned three cargo markers. Roll on the Cargo Chart to determine what types of freight they have for the cargo (re-roll a result of 1) but do not roll to see what contents the freight contains. This is done after the game ends!

Each warband is deployed in a different cellar tile. This is the entry area already explored from where the warbands start. The cellar tiles are placed at random positions on the outer edge of the grid. Place a stairway marker on each cellar tile.

Ridden animals and vehicles never enter underground tunnels! If either warband owns any of these, they miss this battle.

starting the game

The smuggler player takes the first turn. If there are two smuggler gangs roll a dice to see which player takes the first turn. Order of play proceeds clockwise around the grid for the remaining players.

When a model leaves a current tile, roll on the chart below to see what tile to place next to it. When adding an *unexplored* tile it must:

1. Connect to the tile your model is moving from.
2. Be placed in contact with a side of the previous tile that is not connected to another tile whenever possible.
3. Not go off the grid configuration.
4. Have no section of the tile cause a dead end whenever possible. If tunnels cross each other but will not join up properly for any reason it is still acceptable.

If there is more than one direction to place the next *unexplored* tile in, roll a D6 to determine which edge of the last tile the new tile is placed against. (ie, Select each side to be a different value 1-2 left side, 3-4 ahead, 5-6 right side. After rolling for the edge place the new tile flat against that edge). As you go along you may connect to other tunnels and rooms including those placed by your opponent. Roll 2D6 to find out what type of tile you may place on the board. Roll again if there are no tiles of the type determined remaining to use.

Whenever a warrior with the speed skill Tunnel Rat or Infiltration special skill enters a new tile first the direction of the next *unexplored* tile can be chosen.

2D6 Result

- | 2D6 | Result |
|------|-------------------------------------------------------------------------------------------------------------|
| 2 | Sunken Room! A hidden room, concealed or forgotten! See rules for Sunken Rooms. |
| 3 | Secret Passage! Place a secret passage tile. The next <i>unexplored</i> tile is a bolt-hole. |
| 4 | Junction. Place a junction tile. T-junctions connect up to three other adjacent tiles. |
| 5 | Corner. Place a corner tile. |
| 6-8 | Corridor. Place a corridor tile. Use corner tiles instead when entering corners of grid. |
| 9-10 | Bolt-hole. See rules for Bolt-holes. |
| 11 | Chaos Crossroad! There is only one crossroad tile. It connects up to four tiles. |
| 12 | Familiar Turn! Select any remaining tile of your choice including one of the sunken objective rooms. |

the bolt-holes

The tunnels connect to the room network beneath Marienburg, through collapsing walls or purpose-built doors. Some of the rooms were built for sewer jacks long ago; these tend to be stone sided and still have the remnants of rotting furniture. Other rooms are basements to tenements above, or are those rooms that have sunk below the surface. The rooms and their contents therefore vary. Warbands might stumble across what was once a kitchen, a storeroom piled high with mouldy crates, or an old study complete with faded portraits on the wall. Some rooms may still show signs of use by the world above, but most are forgotten, filled with dust and decay, heavy with the smell of rot. Rooms connect to each other through doors or holes in the walls, whether man-made or caused by decay. Warriors may have to climb up or down mouldy stairs to reach other rooms. Some doors or passage ways have become blocked, old gates might remain locked, and certain rooms simply lead nowhere.

Bolt-holes are used by gangs as hideouts when they need to lay low or to stash their loot below the city. Roll a D6: **1-5 Treasure Chamber.** The room contains a cache of 3D6 gold crowns. **6 Tomb.** Roll on the Booty Chart to find out what was buried.

Subterranean Event Chart

2D6 Result

- 2 **Cave-in!** The roof has collapsed. Place a marker denoting the tile is impassable.
- 3 **Sewer Hazard.** Roll a D6 on the Sewer Hazard Chart.
- 4 **Mould.** Every model becomes *stunned* by soporific spores unless it can pass a Toughness test. Spores have no effect on daemons or undead creatures.
- 5 **Spiders.** Place 2D3 Giant Spiders on the tile. (See Empire in Flames page 27)
- 6 **Rats.** Place 2D3 Giant Rats on the tile. (See Mordheim Rulebook page 95)
- 7 **Trap.** Roll a D6 on the Trap Chart.
- 8 **Sconce.** One of the Heroes in your warband collects a torch from the sconce.
- 9 **Fungus.** A Hero collects a batch of Mad Cap Mushrooms.
- 10 **Powder Store.** Place D3 powder kegs anywhere on the tile.
- 11 **Ratskin Map.** When a warrior with the ratskin map enters an *unexplored* tile first, you can re-roll what tile is being placed. The result of the re-roll must be accepted. Discard the map after battle if it was used.
- 12 **Aqueduct!** A loud rushing sound takes the party by surprise. Each model entering the tile must pass an Initiative test to avoid falling into the subterranean waterway. Any model dropping into the river is washed to another tile in the sewer network. Randomly determine an *unexplored* tile for the model to show up, or any tile that is not a cellar is all tiles are revealed.

Subterranean Events: After a model moves onto an *unexplored* tile, roll 2D6 on the Subterranean Event Chart to determine what happens next.

Cave-ins: Part of the tunnel roof crashes down in front of the warrior, creating a barrage of boulders which block the way. Place a marker directly before the exploring model to indicate this route has been blocked off. The block can be cleared by non-animal models. This is represented by attacking the barrage of boulders in the close combat phase (Toughness 6, Wounds 4). The barrage has a 3+ save that is affected as usual by Strength modifiers.

Explosives Charges: If playing underground scenarios, roll a D6 whenever explosives such as powder kegs, Cathayan firepots, bog fire or a hand-held mortar is being detonated. On a 4+ the explosion caused the tunnel to cave-in! Place a marker at the position of the explosion as described in the Cave-in event.

sewer rules

Archways: Sewer tiles are connected by archways and hidden entrances. As soon as *unexplored* tiles are placed then warriors can potentially see other models in an adjacent tile. This might mean they can shoot and cast spells at another warband.

Night Vision: Sewer networks are poorly lit. Warriors can only see, hear or otherwise detect foes within their Initiative value in inches. Excellent Sight for elf warbands does not apply underground. Dwarf, Skaven and Goblin warriors have night vision meaning they are able to spot *bidden* enemies from twice their Initiative value in inches away.

Shot In The Dark: Shooting suffers a -2 modifier underground when the nearest target cannot be seen. An exception to the shooting rules is that warriors carrying a lantern or torch may be freely picked as a target to be shot at but a -2 modifier still applies.

Large Creatures: Large creatures (Ogres, Trolls etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Grounded: Models may never fly because there is insufficient height.

Congestion: Space to move around in tunnels is limited. Friendly models count as stepping to one side to allow others to pass unless in close combat.

Secret Passages: Secret passage tiles are as narrow as 1" or less! Running is not possible through narrow passages. Large creatures may not enter a secret passage at all meaning that ogres are particularly ill-suited to smuggling operations!

Unexplored: A floor tile with path edges that have no adjacent tile yet placed counts as *unexplored* area. Models may not double their movement when crossing into an *unexplored* tile.

Ledges: If tiles illustrate raised ledges or drops then treat these as 2" to avoid any confusion when climbing, jumping, diving/charging, falling or shooting.

If any portion of the target is hidden by a ledge, or a wall, the shooting model will suffer a penalty. It does not matter how much of the target is in cover.

Chasms: Chasms are 10" deep. Use the rules for falling on page 28 of the Mordheim Rulebook. Any warrior heroic enough to survive falling in may attempt to climb out again!

Traps: When a *complex* trap with a repeating effect is revealed it helps to leave a trap marker to denote that the trap can be triggered again.

Trap Chart

D6 Result

- 1 **Complex Trap!** Ingeniously designed traps are remarkably destructive. Since the builder wanted no-one entering this place, the *complex* trap has the potential to hurt more than one model at a time. Some will activate each time they are triggered, and others work once only. Roll 2D6 and consult the Complex Trap Chart below.
- 2-5 **Simple Trap.** A *simple* device is quickly rigged that were easy to make. They will only ever affect the model that trips them, and cause a Strength 3 hit. Armour saves are allowed as normal.
- 6 **Dud!** The *simple* trap is broken. It won't work unless repaired by a trap expert.

Complex Trap Chart

2D6 Result

- 2 **Boulder!** A giant boulder has fallen from the ceiling. The model beneath it must pass an Initiative test to avoid being crushed by the boulder. A failed test means the warrior takes D3 Strength 5 hits with no armour saves. The boulder will roll D6" in a random direction (use a scatter dice). Any other warriors in its path must pass as Initiative test or take a Strength 5 hit. This trap will only work once.
- 3-4 **Chasm!** Suddenly the floor splits open and the model drops into a yawning fissure. Any models on the previous tile within 1" of the edge must take an Initiative test. Failure meaning they fall into the chasm too! This trap will work only once, but there will be a gaping chasm splitting the tile in two.
- 5 **Arrows!** The model triggers a hail of D6 Strength 3 arrows. Roll a D6 for each arrow: 1-3 Hit, 4-6 Miss. Any models on the previous tile within 2" of the edge must roll again once for every arrow that was a miss for its original target. If there are multiple targets, then divide the misses among them (starting with the closest and continuing outwards). This trap will trigger again. Each time a model enters the tile they must pass an Initiative test to avoid the trap. If the test is failed resolve the effects of the trap again.
- 6 **Curse!** Whichever wizard supervised the building of the room has placed a powerful hex on all who trespass here. All warriors on the tile adjacent to the *unexplored* tile are placed under a curse that lasts until the game ends. Cursed warriors must re-roll any successful to hit rolls or armour saves.
- 7 **Swinging Blades!** As any warrior passes through, large razor-sharp blades swing

out from the walls. The warrior entering first and any who follow after must pass an Initiative test, or receive two Strength 5 hits. If a model stops on the tile during its movement it must pass an Initiative test at the beginning of the players next turn or suffer a further two Strength 5 hits.

- 8 **Poison Gas!** A blast of poisoned gas engulfs the warrior. The gas causes D3 Strength 4 hits as the warrior gasps for air. Any other model on the previous tile within 2" of the edge is also affected by gas, suffering one Strength 4 hit. Warriors immune to poison take no damage.
- 9 **Sandbox!** Slabs of stone drop down from the roof behind and in front of the warband. The first model to enter the *unexplored* tile has triggered the trap, trapping any warriors on the tile behind him! Stone slabs block entry to the tile from all sides. The tile space between the slabs begins to fill with sand! The only way to escape is to find a loose stone beneath which there is a switch that resets the trap, clearing the area. Once per turn a different trapped warrior can take an Initiative test to locate the switch. The search has a cumulative modifier of -1 each turn after the first as sand slowly traps the warriors. If after modifiers are applied the effective Initiative of the warriors reaches 0 they are taken *out of action*. Make a Toughness test for each model. Any models failing the test failed to survive. Models passing the test make a full recovery after the battle.
- 10 **Fireball!** A pillar of fire blasts out from the wall, engulfing the warrior and scorching others nearby. The warrior receives a Strength 5 hit and on a roll of 4+ counts as being *set on fire*. Roll a D6 for any models on the previous tile within 2" of the edge, on a score of 4+ they are also *set on fire*.
- 11 **Deadfall!** A large block of stone slowly descends from the ceiling, blocking all passage. The model that triggered the trap by entering the *unexplored* tile is blocked off from the rest of the warband but can be joined by any models on the previous tile within 2" of the edge. Models can be moved across to the *unexplored* tile before the block descends. If any models trapped on the wrong side of the block fail to find another way out before the game ends, they will miss the next D3 games.
- 12 **Collapsing Walls!** The sewer walls close in, threatening to crush the intrepid scout! The model must make an Initiative test. If successful, the model is quick enough to dodge the trap (and if the model had stopped on the *unexplored* tile, move it to within 1" of the opposite side). If the Initiative test was failed the model is crushed between. It receives a Strength 8 hit. Once the walls collapse, they immediately spring open again, ready for the next unwary intruder to activate them.

sunken rooms

Marienburg's location has given rise to an increasing problem. As the city's islands become more and more cramped, building construction tends to go upwards rather than outwards. But as more and more floors are added to the tops of houses and shops, the buildings have begun to sink into the soft earth below. The situation is especially prevalent in areas where cheap buildings lack proper foundations or repair. Whole rooms are below the surface of the streets above. Add to this cellars and basements, and the sewerage tunnels that run through certain parts of the city, and you have a complex network of rooms and passageways beneath the bustling surface of Marienburg. Of course, since the city is built on islands in the mouth of a river, many tunnels are often filled with water, and others flood in sync with the tides.

Roll a D6 on the chart below to find out what objective room the warband has discovered.

D6 Result

- 1 Gaol.** An ancient channel links to a storm drain from the substructure in a fortified keep. The castle's cloaca is in the dungeons where four locked cells imprison captives. Place a hostage marker in each of four cells.
- 2 Cistern.** Underground cavities form subterranean receptacles for conveying water. Dwarf-built pumps beneath the city floodwalls are used to send excess water back into the swamp. The pump will activate the floodgate if a warrior on the tile passes an Initiative test. If the pump is activated the gate opens at the end of that players turn flooding one of the revealed tiles. The cistern tile is unaffected by flooding. Determine a non-cellar tile at random to be flooded. At the end of the players next turn, any adjacent tiles become flooded. An *unexplored* adjacent tile floods upon being revealed. To represent how models interact see rules for Rivers and Fighting in Water on page 14 of the Empire in Flames supplement.
- 3 Burrow.** Rat-runs dug by skaven miners, tunnel into the deep. Place a burrow marker on this tile. The player who revealed the sunken room places five more burrow markers on five revealed tiles, unless there is a Skaven warband player who must place the markers instead. Burrow markers may not be placed on cellar tiles unless no other tiles are available. Any warrior with the speed skill Tunnel Rat, Infiltration special skill, skaven or dwarf models can use the burrows to move between tiles. Roll a D6 when any other warrior enters a burrow to see which marker he exits the burrow from. On a roll of 1 the model is lost in the burrow until the following turn! Roll again next turn to see where the warrior appears. A warrior exiting a burrow cannot move until the next turn. He can shoot and cast spells.
- 4 Fulcrum.** Ley lines enhancing magic are etched with circles of power. Roll on the

Arcane Items Chart to see what item was left in the circle. The fulcrum tile lowers the difficulty of spells by 3 for wizards on it.

- 5 Vault.** The city depository contains 2D3 cargo markers of your choice.
- 6 Pawnshop Basement.** Place a stairwell marker alongside the floor tile. Each Hero can make a search roll for any rare item. If a bargain is found the Hero just takes it!

Junctions: When most sewer tiles are placed they will link to the next tile with a visible archway. The main exceptions are the crossroad and junctions. Sometimes there needs to be an additional route to join revealed tiles.

If the next *unexplored* tile rolled is a corridor or corner when this happens then a junction should be placed instead to connect the tiles. If the next *unexplored* tile rolled is a junction when this would be a dead-end then a corridor or corner should be placed instead (whichever fits best). Only the player whose warband makes the connection to revealed tiles is allowed to open a door that creates the link. Dwarf runes make it invisible from the other side!

If an additional route is still required to link the whole sewer network once all possible connecting tiles are revealed, there must be a hidden entrance!

Hidden Entrances: When players agree to identify a hidden entrance is needed to link two sections of the sewer network (after a cave-in etc.) a search is required to find it. At the end of the movement phase, any Hero standing on a tile edge that is adjacent to a tile from an unconnected section of the sewer can search. If the Hero passes an Initiative test with a -2 modifier then a hidden arch opens! Hidden entrances never open into cellar tiles.

Chaos Crossroad: When the crossroad is rolled it will connect all of the adjacent tiles with archways and hidden entrances. The crossroad tile cannot be placed on the outside edge of the grid configuration so re-roll on the chart if this happens.

Any Hero carrying a tainted item onto the crossroad tile can use it to summon the crossroad daemon and make a deal! The daemon's deal is simple. In exchange for its favour the daemon gets to live within the warrior's soul!

Roll 2D6 on the Rewards of the Shadowlord Chart on page 162 of the Mordheim Rulebook. On a roll of 3-6 the Hero gains a Daemon Soul (see mutations for Cult of Possessed in the Mordheim Rulebook).

Sewer Hazard Chart

D6 Result

- 1 Mutants.** D3 Mutants armed with club (See Mordheim Rulebook page 74). Roll once for each mutant on the Random Mutation Chart in 'Corrupted Characters'.
- 2 Ghoul Nest.** D3 Ghouls (See Mordheim Rulebook page 89)
- 3 Albino Sewer Lizard.** See following page.
- 4 Tregara.** See following page.
- 5 Wolf Rat.** See following page.
- 6 Warp Bat.** See following page.

albino sewer lizard

Scaly sewer reptiles with milky skin the size of a large dog are among the many ferocious beasts that find homes in the sewer tunnels twisting off from canals. Tiny red eyes peer from behind a gaping maw full of sharp teeth.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sewer Lizard	6	3	0	5	4	3	3	2	5

Special Rules: Cold-blooded, Large, Aquatic, Fear, Great Beast, Scaly Skin, Bite Attack

SPECIAL RULES

Scaly Skin: Sewer Lizards have a 5+ armour save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save.

Bite Attack: Lizards have a powerful bite attack. This bite attack uses the Lizard's strength to wound. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

tregara

The pale, stone-coloured shell of the chitinous Tregara can be mistaken for part of a chamber's ceiling – that is until extending arms snatch up its unwary prey. Similar in form to a praying mantis, the Tregara is a blind subterranean insect from the folk stories of Clan Verms that uses vibrations in the air around it to hunt prey. These creatures grow up to eight feet in length, and their dangerous mandibles are the subjects of many nightmares for the skaven.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tregara	6	4	0	4	4	4	4	2	6

Special Rules: Wall Runner, Tunnel Rat, Large, Fear, Mandibles, Armoured Carapace

SPECIAL RULES

Mandibles: If the Tregara hits the same enemy warrior with both of its attacks in the same round of combat, it grapples with its mandibles instead of resolving the attacks normally. Roll a D6 for both models and add each model's Strength to the roll. If the Tregara's total is higher or the totals are equal, the grappled warrior takes a single automatic wound with no armour save allowed. If the warrior's total is higher, the warrior has broken the hold and suffers no damage from the attack.

If the warrior failed to break free then he remains trapped in the mandibles! In the next combat phase, roll a D6 again for both models and add each model's Strength to the roll.

Armoured Carapace: The insect has a 4+ armour save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save.

Tunnel Rat: Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.

wolf rat

Cave rat the size of a mastodon. Not even the insidious rat-men themselves know the origins of the ravenous packs of Wolf Rats that are found almost everywhere that the Skaven themselves infest. Neither wholly rat or wolf, but instead an aberrant and savage amalgamation of the two.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Rat	8	4	0	4	3	2	5	2	6

Special Rules: Strike First, Tunnel Rat, Cave Beast

SPECIAL RULES

Cave Beast: Wolf Rats are animals kept by the rat-men for a myriad of uses; for guarding their lairs, as hunting beasts, and occasionally even as food. If a Skaven Hero with the Beastmaster skill has control over the animal when the game ends or when the warband routs then the Wolf Rat can be added to the Skaven player's warband roster.

warp bat

Ultra rare flightless animals that feast on wyrdstone are caught and bred by skaven miners to locate wyrdstone lodes. Warp Bats are similar in appearance to vampire bats, although their fur is pale and their bodies are bloated, distorted in size by constant exposure to wyrdstone, occasionally rivalling that of a pony. Warp Bats move by crawling quickly across the surfaces of their underground domain. Like other bats, they use a series of high-pitched shrieks to create a sort of sonar, allowing them to navigate in total darkness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warp Bat	6	4	0	2	2	1	5	1	4

Special Rules: Warping Bite, Deafening Shriek, Sense Wyrdstone, Tunnel Rat, Cave Beast,

SPECIAL RULES

Warping Bite: The warping bite uses the Warp Bat's strength to wound. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite attacks after double-handed weapons.

Any model wounded by a Warp Bat bite must pass a Toughness test or develop a mutation! Roll on the Random Mutation Chart in 'Corrupted Characters'.

Deafening Shriek: The Warp Bat can emit a powerful, deafening shriek to disorientate foes. Roll a D6 at start of the Sewer Monsters turn. On a 5 or 6 it starts shrieking incessantly. Any models within 2" of the creature must pass a Toughness test or be deafened! A deafened model can do nothing in the players next turn except cover its ears while defending itself in combat with a -1 modifier to hit on all attacks. Undead and daemons are unaffected.

Wyrdstone Sense: Warp Bats unique ability is to sniff out wyrdstone lodes with their warp-sensitive snouts! A Warp Bat must move towards and charge any non-friendly model carrying wyrdstone items.

Cave Beast: If a Skaven Hero with the Beastmaster skill has control over the animal when the game ends or when the warband routs then the Warp Bat can be added to the Skaven player's warband roster.

moving sewer monsters

When a warband encounters creatures in the sewer, another player must deploy the models in vacant spaces next to the first model to enter the *unexplored* tile. Hazard models must not be deployed where they obstruct movement in the current players turn whenever possible.

After the hazards have been deployed the player completes the current movement phase. Charges will have already been declared this turn but any friendly model moving into a space next to a hazard counts as intercepting an additional attacker to give the first model a fighting chance in the combat.

Sewer monsters that newly arrived always strike first in the opening round of combat in a players turn. Resolve hazards by each sewer monster surprise attacking the nearest enemy model. This way models that followed up to support a surrounded friendly model can prevent the scouting model from being overwhelmed. Other attacks happen in order of initiative.

After each player has taken a turn, there is an additional turn in which sewer hazards will recover before moving and charging.

Sewer monsters must always charge the nearest enemy model and will never attack another hazard unless a special rule forces this situation to happen. Warp Bats for instance may only be deployed in combat with a model carrying a wyrdstone item!

Burning House chart

D6 Result

- 1 **Gone Out.** The fire has sputtered out of its own accord. Do not make any further rolls on the chart.
- 2-5 **Rising Flames.** Flames and smoke quickly rise. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Any model wishing to enter the building must pass a Leadership test to do so.
- 6 **Raging Inferno.** The building is totally ablaze. No model may enter the building and any model within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to move out of the building must pass an Initiative test or it will stay trapped within.
- 7+ **Collapse!** The building collapses, its timbers finally giving way as the fire engulfs it! Any model inside the building (and not *stunned*) must pass an Initiative test to escape. Models *knocked down* suffer -1 to their Initiative for the purpose of this roll. Any model failing to escape is crushed by the collapsing debris and taken *out of action*. The building now counts as impassable terrain.

ending the game

If a stairwell has not been discovered when the last tile of the grid is being explored then place a stairwell marker alongside the final floor tile.

The game ends if the smugglers leave the sewer network with cargo markers using a stairwell or a different cellar to the one they were deployed in. In a multi-player game with more than four warbands the first smuggler gang to deliver their cargo wins.

Any of the other warbands can leave the sewer network with cargo markers using a stairwell or a different cellar to the one they were deployed in. Any model that moves into base contact with the stairwell marker counts as having moved off the board.

When a warband routs they abandon any cargo markers they were carrying.

The game ends if all the warbands except for one have routed. If the last remaining warband is carrying any cargo they get to keep it.

After the game the players make rolls on the Cargo Chart to determine the contents of any cargo markers the warbands smuggled off the board.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Sinking Boat chart

2D6 Result

- 2 **All Hands Are Lost!** With a terrifying suddenness, the boat dives beneath the waves and is gone! All models aboard are taken *out of action*.
- 3-4 **Abandon Ship!** The boat tilts to one side and goes down. All models can make a normal move (no running) to leap off the boat and into the water. If they fail to get off or are trapped on a lower deck, the models are taken *out of action*.
- 5-10 **Man Overboard!** The boat will go down in D3 turns. Each warrior must pass a Leadership test to remain on board and make any further actions. Otherwise, crew will run and fling themselves overboard. The ship is adrift. It cannot move of its own accord.
- 11-12 **Running Repairs!** One of your crewmen with some carpentry skills has patched up the worst of the damage. The hull now has 1 wound and the ship is no longer sinking. The boat suffers a -2" movement penalty because it has taken on so much water.

Scenario 10: Dead Freight

Riverboats sail the Reik upstream between the trading town of Leydenhoven and the sea, holds filled with sacks of grain from the summer's harvest. Shipments of grain and unscheduled cargos disguised as grain arrive at the docks. Manifests are checked, bribes are paid, before goods are unloaded. Stevedores unload grain from boats onto the dock to be moved to the safety of a fortified depot, where the city's food-stocks are secured in silos. Storage bins and loading ramps both heavily guarded by soldiers.

Candle Wharf is one of the roughest wharves on the South Dock. The slips of this wharf are near the fish docks. There are signs of rioting in low income areas around the quays and warehouses; broken shutters on windows, boarded up shops and burnt out buildings. All of this degradation was before the massacre on South Dock.

In 2320, Skaven agents in Marienburg burned half the ships in that barbour to the waterline with firepots. Motive for this attack was attributed to dead freight! Freight lost and recoverable by the shippers from the charterer as damages when it's complete cargo was not loaded in accordance with terms of the charter-party.

Murderous mercantile disputes between trade houses lead to desperate acts of sabotage. The kingpin masterminding the plot was a Cathayan merchant supplying enough explosives to sink the boats! The saboteur's agenda was simply undermining their sponsor by tainting food supplies to further their own foul ambitions.

terrain

We suggest that an area roughly 4'x4' be used for three or four players. In larger multi-player games an area roughly 6'x4' is recommended.

The dockside area representing the Candle Wharf must include a section of river, jetties, loading ramps and a line of dilapidated warehouse buildings and other structures on the wharf including the fortified warehouse. Other terrain features can be used as the players see fit but there is only ever one fortified warehouse on the wharf.

roles

This multi-player scenario can be played by three or more players. Each player is assigned a role before the game. Roles can be assigned how players like. If campaign plots are used then it helps to allocate roles in accordance with warband objectives.

Captain: Player one must have a rowboat, riverboat or barge to fulfil the role of a captain delivering the shipment of grain. The objectives of the captain and crew are to safely deliver the grain to their business partner by helping ensure the dock workers make off with the cargo while defending their boat.

Dockers: Player two uses his warband as the longshoremen tasked with receiving the shipment. The objective of dock workers is to transport cargo to a guarded warehouse on the waterfront. If there are two or more captains determine which captain the dockers are unwittingly smuggling on behalf of.

Saboteur: Player three is a saboteur with ambition to disrupt the affair. Followers of Chaos and Skaven warbands always act as saboteurs; infiltrators storming out of drains to poison grain sacks using wyrdstone! In five player games an additional faction threatens the shipments by detonating any incendiaries they have to sink the boats! The second saboteur is the 'Mastermind'.

Constabulary: Player four can optionally join the scenario as a law enforcement agency. The objective of river patrols is to police the docks. This involves putting a stop to unscheduled shipping, smuggling and sabotage on the waterfront.

In larger multi-player battles try to allocate roles evenly. It is possible for two players to occupy the same role but there is only ever one mastermind.

set-up

Captains deploy their boats against the dockside. Ten cargo objective markers are deployed by each captain. Five markers are placed on the captain's boat. The other five markers should be positioned along the water's edge parallel to the boat. The captain and crew must be deployed on the boat or within 2" of the boat on the dockside.

Dockers deploy within 2" of the warehouse. Saboteurs deploy in any location where models can be declared *bidden* and receive three wyrdstone shards each to distribute amongst their Heroes.

Constabularies deploy at the end of turn one, within 3" of a table edge.

The mastermind deploys at the end of turn two in any location where models can be declared *bidden*.

starting the game

The saboteur and the captain player rolls a D6. If there is more than one captain and saboteur in the game each player rolls a D6. The highest scoring player takes the first turn, and order of play proceeds based on the next highest roll.

Dockers take their turn in the turn following their captain in the partnership.

Constabularies move last. If there is more than one constabulary each player rolls a D6. Order of play proceeds based on the next highest roll.

If there is more than one saboteur then when the mastermind player deploys his warband, he must announce a partnership with one of the saboteurs.

Teams Turns: When a saboteur and mastermind are targeting the same cargo shipment then provisionally save time by both partners moving and attacking at once as a team. Each smuggling team consists of two partners. A pairing of dockers and captain can move and attack as a team. Constabularies remain in open competition.

special rules

Scuppered: If one of the warbands somehow manages to sink a boat then the captain and his crew must rout immediately! Any cargo objective markers that were on the boat are repositioned in the water.

Contamination: Cargo objectives can be contaminated by saboteurs unless they are fighting in close combat. If a Hero carrying a wyrdstone shard or any other tainted item moves into contact with a cargo objective marker then he can poison it! If the Hero passes an Initiative test the cargo has been tainted. Poisoning suffers a -3 modifier if the cargo objective is being carried by another model.

Licensed Arrests: Warriors taken *out of action* in close combat by warriors from a constabulary are placed *under arrest* whenever an Injury Chart result rolled is a natural 6, unless the warband making the arrest is routed first.

Instead of rolling on the Serious Injury Chart the warrior chooses to go quietly after the battle. Any drugs, poisons, tainted items or Chaos artefacts carried by the warrior are impounded! Items confiscated are removed from roster sheets. Roll on the Conviction Chart to see what sentence the constabulary dishes out.

Conviction Chart

D6 Result

- 1 Gallows!** The guilty verdict means the felon has been transferred to Rijker's Isle pending execution! If the arrest was made by a warband following the 'Guarding the Peace' plot then the other warband can choose to play the special scenario Hangman's Square instead of choosing a core scenario. Otherwise, the felon is never seen or heard of again!
- 2 Sentenced.** Punishment fits the crime in Marienburg! Penalties vary wildly depending on the severity of an offence. The warrior misses the next D3 games before being processed for release.
- 3 Holding.** Troublemakers have to be thrown behind bars to cool off. The warrior misses the next battle.
- 4 Bail.** The convict has been sentenced but bail has been set for release. The warband can pay an amount in gold crowns to the constabulary equal to the number of experience points the warrior has for him to be released. The warrior misses the next battle before being released, unless the warband pays double the cost to bribe someone high ranking in the constabulary to sign his release papers! If a bribe is paid the warrior is immediately released.
- 5 Drunk-Tank.** Rabble-rousers spend a night in the clink to cool off! The warrior is released before the next battle but misses the post battle sequence. In addition, the warrior gets an extra +1 Experience point.
- 6 Acquittal!** After a short spell under lock and key, a legal associate of the warband turns up to make a case for the defence! The warrior is released and the constabulary has to pay 2D6 gold crowns in compensation to the defence!

Business Partners: Partnerships can be fragile at the best of times. Business is business after all!

At the beginning of the turn the mastermind or the captain can choose to dissolve a partnership with their respective business partner.

Unless a partnership is dissolved it is not possible for models to declare a charge or shoot at models in a friendly warband.

When a partnership is broken it is not possible for the two players to share any further turns as a team. Players dissolving a partnership take their turn before their ex-partner for the remainder of the game.

ending the game

A partnership of captain and dockers win the game if five cargo markers can be secured in the guarded warehouse before being sabotaged. Similarly if the saboteur and any constabularies end up routing then the smugglers win if the cargo has not already been lost or contaminated. In either event the smugglers keep a sack of grain each for themselves. Grain was not all that was being shipped! The partners each get to make a roll on the Booty Chart.

Captains are always said to go down with the ship! A captain player may not voluntarily rout unless they have a sinking ship. In the event the captain or the dockers rout then the remaining half of the partnership attempts to complete the shipment alone! If they succeed then the player gets to make two rolls on the Booty Chart after the battle!

A saboteur wins if six or more of the cargo objectives have been contaminated. A saboteur who wins keeps any of the wyrdstone shards. When sabotage was masterminded, the winner is the saboteur unless the captain's warband has routed before six cargo objectives were contaminated. In this instance the mastermind is declared the winner!

A constabulary wins if all warbands occupying the other three roles rout. If there is more than one constabulary then the warband with most warriors placed *under arrest* claims jurisdiction and victory! The constabulary impounds the shipment and skims one sack of quality grain off the top in the process.

Provisions: Grain sacks can be used as provisions to keep warbands fed after the battle. If the warband sells Treasures after the battle, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead).

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband (or warbands) gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Cargo Secured. Any Hero or a Henchmen group earns +1 Experience for securing a cargo objective in the warehouse.

+1 Per Cargo Poisoned. Any Hero earns +1 Experience for contaminating a cargo objective.

+3 Per Watercraft Scuppered. Any Hero earns +3 Experience for sinking a riverboat or barge.

Scenario 11: The Sting

There are plenty of loathsome drug cartels operating out of encampments based in lawless ghettos around the Estalian, Cathayan, Arab and Indic wards. A sting operation has been co-ordinated to launch a surprise assault on the den of one such licentious enterprise where illegal wares are being processed.

Whether the raid is a sanctioned drug bust to confiscate illicit goods and bring criminals to face justice or vindictive assault to seize stock and raze competitors headquarters, the strike follows a stake-out of the premises being used as a hideout.

terrain

We suggest that an area restricted to roughly 18"x18" be used to represent the site of a disputed property. The area outside the building should be limited to encourage the attacking warband to remain within close proximity at all times.

The building itself, could be a large tavern, warehouse or temple. Using a dilapidated building roughly 12"x12" prevents restricting access when moving models. The building requires doors and windows to be used as access points by the attacking player.

set-up

This scenario is sometimes used to settle a dispute involving property. If the defending player's warband established an *encampment* (ie, Warehouse, Old Merchant Villa, Tilean Ludus, Auction Hall, Tavern etc) then the outcome will determine the fate of the *encampment*. If the *encampment* is a type of tower then disputes should be resolved using Scenario 5: Stockade.

If one of the warbands owns an *encampment* in dispute then they are always the defending player.

If neither or both of the warbands possesses a disputed *encampment* then the player with the highest warband rating is the attacking player. In the event that the ratings are tied, roll a dice to determine roles.

The attacking player deploys first. The attacking warband is supplied with 2D3 torches and a fire bomb for the purpose of this scenario. These may be distributed between the Heroes in the warband and can only be used during this game.

Each defending warrior deployed inside the Encampment may attempt to hide in the building. Any warrior passing a Leadership test has detected the approaching warband and is *bidden* at the start of the game.

starting the game

The attacking player takes the first turn.

special rules

Jurisdiction: Warriors taken *out of action* in close combat by a constabulary are placed *under arrest* whenever an Injury Chart result rolled is a natural 6, unless the warband making the arrest is routed first.

Setting Fires: This scenario uses the 'Fire Rules' in the *Border Town Burning* supplement (first published in pages 84-89 of the Mordheim Annual and pages 34-39 of Fanatic Magazine 1) with an exception for nasty weather in the port.

A model in base contact with a model may use a Torch or Brazier Iron to set it ablaze if it is neither shooting or engaged in close combat that turn. Flaming missiles can be shot in the Shooting phase to *set it on fire*. Models may throw a Torch or Brazier Iron up to 6" away to light a fire but the item is lost. If the roll to hit is successful then roll to *set on fire* in every subsequent turn as it smolders.

Marienburg was never renowned for glorious weather. A modifier of -2 for *Heavy Rain* is applied to attacks being made to *set on fire*. All buildings count as stone buildings. This means any warriors attacking from outside of the building can only expect to *set it on fire* with a D6 result of a 6.

Burning Houses: Once a building is lit roll a D6 at the start of the defending player's turn to see if the fire is spreading. Add +1 to the dice roll for each complete turn the fire has been burning. Refer to the Burning House Chart to see what happens.

Dock Diving: Warriors *set on fire* can extinguish the flames by diving off the docks into canals!

Cartel: Roll a D6 on the Cartel Chart to see what illicit item each Hero is safeguarding for the cartel.

Cartel chart

D6	Result
1	Hostage! Slave was taken hostage.
2	Explosive. The Hero has a smoke bomb.
3	Firearm. The Hero has a handgun which can be fired at -1 to hit in this scenario if usually unable to use one.
4	Alcohol. The Hero has Alcoholic Spirits.
5	Drugs. Roll a D6 to see what drugs are being carried: 1. Mandrake Root 2. Mad Cap Mushrooms 3. Crimson Shade 4. Slaaneshi's Dream 5. Black Dust 6. Daemon Dust
6	Tainted Item! Roll on the Tainted Items Chart for a wyrdstone curio.

ending the game

Routs test are not taken by the defending warband but the defenders can voluntarily rout at any time.

The attacking player wins if the building collapses from a 7+ result on the Burning House Chart. Alternatively a routing warband loses as normal.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Special Scenarios



The scenarios in this chapter can only be used if a warband is allowed to play them through achievements in their objective or other explicit circumstances that arise in the campaign.

Scenario 12: the heist

Rumours have spread that a warband has obtained a magical artefact. A thief has been hired to steal the powerful item! Now everyone is chasing after him – the warband that were robbed is hunting him down while his employers are trying to organise his escape.

terrain

Each player takes it in turn to place a piece of terrain. We suggest that the terrain is set up within an area roughly 4' x 4'. The first six pieces should be buildings or sections of wood in which the thief seeks to hide out. There can be more than six buildings and forests, of course, but six of them must be marked as hideouts for the thief.

warbands

The warband who chose to play this scenario is automatically the defender.

The attacking warband is deployed first within 8" of a table edge of the player's choice. The defender sets up within 8" of the opposite edge. Defending Skaven and Dark Elf warbands with *Infiltration* must determine one of their Heroes to act as the Thief (see below).

starting the game

The attacking warband takes the first turn.

special rules

The attacking warband has to search the six buildings/forests in the hope of uncovering the thief's hideout. If one of their Heroes moves inside one of these buildings/forests and it had been empty before, then the player rolls once on the following table.

2D6 Result

- 2-6 **Nothing!** There seems to be nobody around.
- 7-8 **Coins.** The thief lost a part of his loot on his hasty flight. The Hero finds D6 gc.
- 9 **A trace.** The Hero finds some traces leading to the thief. The next time the player rolls on this table he gets a +1 bonus.
- 10-11 **Zing!** A knife is thrown at the Hero and causes a S3 hit unless he passes an Initiative test
- 12 **Discovered!** The Hero has found the thief. The defending player places the thief inside or within 1" of this building/forest.

The attacking player only gets to roll on the table once during each turn. He also gets a +1 bonus on

the result for each of the hideouts after the first that is occupied by at least one attacking Hero. If more than one Hero moves into a new hideout the player chooses which of them rolls on the table. When the sixth hideout becomes occupied by an attacking Hero the thief is discovered automatically.

As soon as the thief has been discovered he is being moved by the defending player like any other member of their warband using the thief's profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thief	4	3	4	3	3	1	4	1	7

Weapons/Armour: Sword, Dagger, Throwing Knives

Skills: *Hide in Shadows* (see Mordheim Annual, page 18).

When a Skaven or Dark Elf warband is the defender, instead of hiring an incapable human thief, they have the artefact stolen by one of their Heroes instead.

The Skaven or Dark Elf player determines one of his Heroes to steal the item. This Hero is not placed at the beginning of the game. When the thief is discovered, that model is placed instead of the normal thief.

ending the game

The attacking warband has to find the thief and take him *out of action* in order to win the game. There is no need to take any Rout tests as the game lasts for a maximum of eight rounds. If the attackers fail to find the thief in this time or if the thief reaches the defending player's table edge, the defender wins the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

the artefact

The winning warband gets the stolen artefact. If the attacking warband had more than one magical artefact, the winning leader takes a Leadership test. If he passes, he may choose which item was stolen. If the test is failed the item is determined at random. If the attacking warband has no artefacts then the defending player can select any other item from the attacker's warband roster, excluding animals and vehicles.



Scenario 13: South Dock Massacre



Catastrophe plunges the seaport into turmoil. A massacre engineered by Farrak the necromancer begins with a covertly launched attack. Most of the city becomes a realm of the dead.

terrain

The South dock Massacre is played on the docks or Marienburg we suggest an area of 4"x6", there should be a board edge with water running along it, many houses and alleys with carts and crates blocking the way. At the centre of the board should be a large square approximately 12"x12" with a house at the centre, and a street coming off from each sides forming a cross roads. At the start of the streets before the should be a barricade blocking each street.

warbands

When the first play reaches 10CP the south dock massacre will be played the next round.

This scenario is a campaign event and we recommend all players partake. If there are more than 6 players In the campaign, we recommend two matches of the same scenario be played with players divided as evenly as possible.

Unlikely Bed Fellows: All warbands in this scenario start in an alliance.

Up to three players in that alliance may take their turn at the same time.

set up

the player warbands roll on the table below for each member of their warband, henchmen groups count as one roll:

D6	Result
1-2	We're coming: the hero or henchmen group starts off the map and will arrive from a random table edge at the start of the next round.
3-4	Street fighting: the hero or henchmen group starts 18" from the barricade, engaged with a zombie.
5-6	the Warrior or henchmen group starts inside the barricade.

At the start of the match, for each player spawn D6 Zombies and a roll on the assault and location table.

special rules

A Town in Flames: The building closest to the edge on each side starts the game On Fire, the Weather is always Gale.

Desperate Hour: there are two townfolk for each player placed randomly on the map, at least 15" from the edge of the town square and 6" from each other. Towns folk may be led by any warband back to the town square or off the board.

Undead Assault: at the start of each round, roll 2D6 on the table below to simulate the growing horde, adding +1 to the result for each round that has passed. after round 3, roll twice each turn, and after round 5 roll three times each turn. Undead spawned arrive via the second table, except for the dread

fleet grave guard that always arrive on the shore. Please see the second page for stats on the undead.

Undead Assault Table.

2D6	Result
2-4	D6 Dire Wolves
5-6	D3 Ghouls
7-8	D6 Zombies
9-10	D3 Dread Fleet Grave Guard
11	Necromancer
12	Bone Giant.
13	Farrak himself + 2 more rolls on this table.

Undead Arrival Table.

D6	Result
1	They won't stop coming: A random Table edge
2	Our dead are theirs now. A Random building
3	The Dread Tide. From the sea
4	They come from below! From a man hole D6 from the square.
5	They won't stay dead! At the barricade
6	They're everywhere! Inside the square.

Barricades: the barricades surrounding the square provide some protection but will only last so long. Warriors may attack over the barricades at a -1 to hit, but may be be attacked back.. If there is no other warrior within charge range the undead will attack the barricades first. The barricades count as toughness 4 and have three wounds, they may be lit on fire.

starting the game

The Players Warbands have the first turn. They may act as one dividing players up into groups of three with the remaining non acting players assisting them with their rolls.

ending the game

The Game ends if there are no zombies in the square after round 8 or if Farrak is killed, or if all warbands Rout.

If all warbands Rout the Rarity of all items for the next round are at +4 as the city overcomes the massacre.

rewards

Each player gets CP equal to the amount of player warbands still in the game when it ends, up to a maximum of 4.

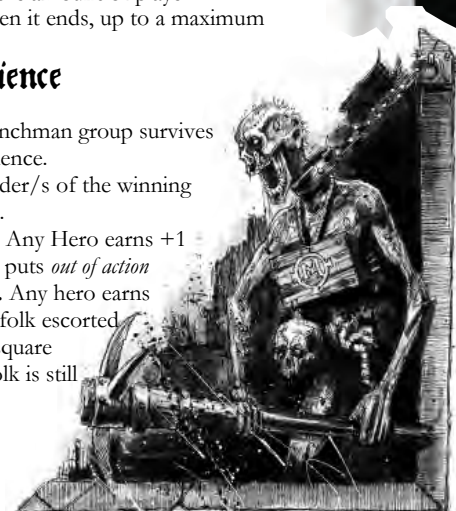
experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader/s of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts *out of action*

+1 Per Townfolk Rescued. Any hero earns +1 experience for each townfolk escorted off the board or to the town square (an extra +1xp if that townfolk is still alive at the end of the match.)



bone goliath

It takes a vast amount of time, and more importantly, energy for a Liche to construct a giant made of bone. For those who face a Bone Goliath, they see a terrifying giant made of the bones of a hundred fallen, standing twice the height of a man!

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	5	5	3	2	3	6

Weapons/Armour: Bone Goliaths never carry any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Bone Goliaths are gargantuan undead constructs and therefore cause *fear*.

May not run: Bone Goliaths are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Bone Goliath is not affected by psychology and never leaves combat.

Immune to Poison: A Bone Goliath is not affected by poison.

Undead Construct: Bone Goliaths ignore any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Bone Goliath has the possibility of taking much more damage than their 3 wounds suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

Assembly: Bone Goliaths are not hired or found, they are instead constructed at great expense to their masters. Constructing a Bone Goliath will cause the Liche to reduce their starting Wound total by D3 wounds to a minimum of 1, in addition to the cost in gold crowns. A warband constructing a Bone Giant may not look for any rare items. A warband that has no Liche to lead it may not construct a Bone Goliath, but if the Liche dies after its construction, the Bone Goliath is unaffected. Warbands starting with a Bone Goliath can ignore this rule, unless of course they make one to replace a fallen Goliath.

Large: Bone Goliaths are huge creatures. They count as large targets for missile weapons.

No Pain: Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

Mindless: Bone Goliaths never gain experience.

Dire wolves

Dire Wolves are slaving Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Marienburg like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

SPECIAL RULES

Charge: Dire Wolves are slaving creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

Immune to Psychology: Dire Wolves are not affected by psychology and never leave combat.

Immune to Poison: Dire Wolves are not affected by any poison.

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.

farrak the necromancer

125 gold crowns to hire

A Liche is a powerful undead sorcerer. They journey north in a desperate bid to regain their power in the Realm of Chaos after a crippling defeat. Liches are fanatical in their struggle to hang on to their pitiful existence, especially when this close to being forever banished from the realm of the living

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	5	6	4	3	8

Weapons/Armour: Farrak carries an obsidian double handed sword, and wears Chaos armour

SPECIAL RULES

Master Commander: when Farrak appears, he will arrive on the black ship. Farrak will not charge into combat but will stay on his boat, and cast spells at whoever come in range, if no one is in range he will cast reanimation twice.

Wizard: Farrak is a Necromancer and knows all spells form the Necromancy Spell list and will cast a random 2 a turn.

Spell of Awakening: Farrak's Spell of Awakening overrides any present undeads spell. For Heros taken OOA once Farrak is present, roll their serious injuries immediately to see if he has awoken them to his side.

Cause Fear: Farrak is a legendary necromancer and even his name causes fear.

Immune to Psychology: Farrak has seen things no mortal should is not affected by psychology and never leaves combat.

Warrior Wizard: Farrak may wear armour and cast spells.

ghouls

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive. Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	4	1	3	2	5

Weapons/Armour: Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

SPECIAL RULES

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause fear.

grave guards

Grave Guards were once the finest warriors, hand selected by their masters for their martial skill and bravery, who fell in battle many centuries ago. They are now slaves to their necromantic masters in restless undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Grave Guards are armed with swords and shields and wear heavy armour.

SPECIAL RULES

Wight Blades: Grave Guards carry weapons laden with evil magic. All close combat 'to hit' rolls of a 6 will automatically wound. You may roll 'to wound' as normal to determine if it is a 'critical hit', but even a failed 'to wound' roll will still cause a wound if a 6 was rolled first 'to hit'.

Cause Fear: Grave Guards are terrifying undead creatures and so cause fear.

Immune to Poison: Grave Guards are not affected by poison.

Immune to Psychology: Grave Guards are not affected by psychology and never leave combat.

No Pain: Grave Guards treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Grave Guards are slow undead creatures and may not run (but can charge normally).



necromancer

The Necromancers who travel with Farrak are apprentices to the dark arts of Necromancy. They are the only living thing that Farrak will tolerate in his proximity!

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	3	1	3	1	7		

Weapons/Armour: Necromancers are armed with staves and no armour.

SPECIAL RULES

Wizard: Necromancers are wizards trained in the art of Necromancy and so are able to use Necromantic magic. They know spell of doom and call of vanhel, and may cast both each turn.

Spell of Doom - Difficulty 9

The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Chose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

Call of Vanhel - Difficulty 6

The Sorcerer summons the world of the dead to invigorate his Undead servants.

A single Zombie, Skeleton, Wight or Grave Guard within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted Zombie, Skeleton, Wight or Grave Guard will automatically pass Initiative tests needed to be made during this extra movement.

zombies

Zombies are the most common of the undead: creatures animated by the will of their Necromantic masters to be slaves in their undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not carry any weapons or wear armour and do not suffer any penalties for this.

SPECIAL RULES

Cause Fear: Zombies are horrible abominations and so cause fear.

May not run: Zombies are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Zombie is not affected by psychology and never leaves combat.

Immune to Poison: A Zombie is not affected by poison.

No Pain: Zombies treat *stunned* results on the injury chart as *knocked down*.



Scenario 14: False Beacons

Based on "King of the Hull" scenario from the Sartosa Supplement by Malte Adamson & Dave Joria

The Rat Rock has been used for centuries by bandits as a hideout and on foggy nights the jagged rocks jutting out from its base make an excellent trap for even the most knowing of sailors. False beacons are lit and then the pirates wait for their victims.

terrain

For players owning Rat Rock this is a Sea setting, The map is mostly water, except for the Rat Rock jutting out from one end, with a path of smaller rocks leading into the middle where the wrecked ship is placed.

Each player takes it in turn to place a piece of terrain, either wrecked ships, non-broken ships rocks, reefs, or other similar item.

If the attacker is the owner of the Bandit Camp, this scenario takes place in an estuary leading into the swamp,

We suggest that the terrain is set up within an area roughly 4"x6". The ship should be placed in the centre of the table, and the objective of the scenario is to take control of this ship, which in both set ups is beached/stuck completely and cannot move during the battle. Connecting the boat to the land edge is one or more wharfs and gangplanks. Distribute 2 rafts amongst the attacking player as well.

warbands

The Attacker is the owner of Rat Rock or the Bandit camp. The defender is the owner of a ship; barge sized or larger. The defender is deployed first inside or within 6" of the objective ship.

Then the attacking warband is set up on the board side with land. (or outside of 18" of the defender in the bandit camp).

special rules

Booty: the defending players warband has just been on a successful mission and is transporting the following equipment back to marienburg, which can be used during the battle, roll once on the below table:

D6	Result
Auto	Swivel Gun mounted on the ship with 2 shots of each kind. (anyone can operate at a -2 to hit roll In this scenario only.)
1	1D3 doses of Manticore Spoor
2	1D3 batches of Superior Gunpowder
3	Cathayan Candle
4	Scrimshaw Bauble
5	Cathayan Silk Cloak
6	1D3 Smoke Bombs

starting the game

The defender takes the first turn.

ending the game

Starting with Round 5 and every Round after that, if there is only one Warband with any members on the Ship or within 6" of the Ship, that warband is declared the winner of the Scenario and receives the Booty. If one warband routs, the remaining warband is declared the winner, but cannot claim the Booty unless they have a member on the ship or within 6".

Routing Defenders LOSE their Ships.

rewards

The winning warband is rewarded with all the items not found on the equipment chart, in addition roll below to see what else the defenders were carting home. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 5+ to find the Cathayan long sword, and then roll a 4 plus for the lammelar armour. (Note no one keeps the Swivel gun, and defenders do not keep the boat if it was not already theirs.)

Roll a D6 for each item below.

3D6 gc Automatic
Lammellar Armour 4+
Cathayan Long Sword 5+
Jeweled dagger- can be sold for 25gc 4+
1D3 Doses of Healing Herbs 4+
Treasure Map 5+

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.





Scenario 15: Midnight at the Mausoleum



Any corpses not properly consecrated to the God of the Dead may terrorise the living. Because of the threat of undeath the lands are dotted with sanctified cemeteries known as Gardens of Morr. These unwholesome burial sites contain sepulchres, tombs, mausoleums and the cadavers that rest within them. The reasons why adventurers find themselves visiting old graveyards are rarely honourable.

Woe betides those who approach a shattered Garden, for they might find more life within than they expected. Unscrupulous gangs have no qualms about scouring sunken graves in shattered cemeteries. There are villains who would steal the corpses of those that rest with the intention of selling the bodies to foul necromancers.

The deep, grim crime of the Mourners Bell booms in the Garden of Morr near the Marsh Gate. Among the tumbledown crypts is a mausoleum that contains the trappings of a wealthy spice merchant. A petty man in life, the enemies he made would clamber over each other to lay claim to the riches he was buried with!

terrain

We suggest that an area roughly 4'x4' be used to represent the Garden of Morr. The mausoleum of the spice merchant should be deployed centrally and surrounded with as many spooky terrain features as you can find; shrines, chapels, crypts, tombs, mausoleums, headstones, monuments, railings, walls and gates. The entrance to the mausoleum building should be clearly marked on the roof. The roof of the tomb should be accessible by stone stairs.

set-up

Each player rolls a D6. A warband starting with a Grave Warden or Grave Robber Hired Sword adds +1 to their result. The highest scoring player deploys his warband first within 3" of the table edge, followed by the next highest and so on.

After all of the warbands have been deployed, each player takes turns deploying three markers anywhere in the Garden of Morr to represent fresh graves.

This is a multiplayer scenario and uses the rules for alliances from the 'Chaos on the Streets' article (see Mordheim Annual 2002).

starting the game

Each player rolls a D6. A warband with a Grave Warden or Grave Robber adds +1 to their result. The highest scoring player takes the first turn, and order of play proceeds clockwise around the table based on where the players are currently positioned.

After each player has taken a turn, there is an additional turn in which denizens of the Garden will recover before moving and charging. Denizens must always charge the nearest enemy model and will never attack another denizen unless a special rule forces this situation to happen.

special rules

Graveyard Shift: At the start of each player's turn, roll a D6. If the result is 1 then choose the Grave Warden or the Grave Robber to be deployed in the Garden of Morr. Only one of each Hired Sword will ever appear.

The Creeps: Though they are often entwined with sacred black roses tended to by Priests of Morr, graveyards are disheartening. To represent Gardens of Morr are not wholesome places of growth each warrior must pass a Leadership test at the beginning of their turn. If the warrior fails he may not move, but may shoot as normal. Warriors may benefit from the 'leader' ability, and the creeps do not affect warriors that are immune to or cause *fear*.

Denizens: At the beginning of each turn D3 zombies rise from randomly determined graves markers for every two warbands. The zombies move during the turn for denizens of the Garden. If no model is within charge range, they move their maximum movement towards the nearest model in line of sight. If no model is in sight they move in a randomly determined direction. Zombies have all the player's characteristics and special rules described in the Mordheim Rulebook.

Slim Pickings: For each grave marker looted by a warrior roll a D6 on the Grave Robbery chart. A grave can only be looted once. In the event that a zombie rises from the grave the zombie *strikes first* in the opening round of combat during that player's turn.

Grave Robbery chart

D6	Result
1-2	Zombie! A zombie rises from the grave.
3	Fresh Corpse. Collect a corpse.
4	Trinket. 2D6 gold crowns worth of goods.
5	Drugs. The time honoured tradition of smuggling drugs in bodies. Roll a D6 to see what drugs were sewn into the corpse: 1. Mandrake Root 2. Madcap Mushrooms 3. Crimson Shade 4. Slaaneshi's Dream 5. Black Dust 6. Daemon Dust
6	Heirloom! Roll on the Booty Chart.

Ghoul Pack: The denizens of the mausoleum are creatures twisted by their hunger for flesh! Once a model steps foot on the roof of the mausoleum, the structure becomes surrounded by D3 Ghouls for each warband still in the game. The ghouls move during the turn for denizens of the Garden. Ghouls have all the characteristics and special rules described in the Mordheim Rulebook.

Spice Merchant's Shade: The spice merchant was found dead in his bed with a clove of garlic shoved down his throat. As soon as a model passes within 2" of the mausoleum entrance the shade of the spice merchant rises and intercepts with a charge to defend his loot. The shade follows all the rules described for denizens of the Garden, apart from he will never wander more than 2" from the mausoleum building.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shade	4	3	0	3	3	2	2	2	7

Undead: Shades are horrifying creatures of Old Night. They cause *fear*, may not run, they are immune to psychology and poison attacks. Once the shade is reduced to 0 Wounds it is taken *out of action*.

Ethereal: Shades insubstantial bodies are ethereal. They can move through solid objects and therefore suffer no movement penalties for moving over difficult terrain or obstacles. They can move through buildings, but not living creatures. They cannot be harmed in combat except by attacks from magical weapons or Daemons (ie, the Possessed or warrior with the Daemon Soul mutation) and are affected by spells as normal. They can still be driven back in hand-to-hand combat as they cannot bear the touch of iron weapons. If hit by an iron weapon the shade must pass a Leadership test or immediately flee. Move the fleeing shade 2D6" away from the attacker.

Rich Pickings: If the shade is taken *out of action* or was driven off, any warrior standing next to the mausoleum entrance can attempt to break through it to loot his tomb. Use the rules on page 14 of the Empire in Flames supplement.

The tomb contains D6x4 + 20 gold crowns, a clove of garlic, two Treasures, and roll twice on the Booty chart to see what else the rascal was trying to take with him!

ending the game

The last warband standing always wins. If only one warband is left they still have to loot the tomb of the spice merchant to claim the spoils!

Unless the mausoleum has been successfully looted the game continues until all of the warbands have routed. Any player may voluntarily rout if the experience becomes too terrifying!

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+3 Spice Merchant's Shade Out of Action. Any Hero earns +3 Experience for if he puts the Spice Merchant's Shade *out of action*.

Diabolic Prescriptions

Slaaneshi's Dream

Availability: Rare 10

Slaaneshi's Dream is a drug produced from the mud extract of the Cursed Marshes.

Effect: Slaaneshi's Dream makes a warrior immune to psychology and the effects of poison. Resolve the effects of poison attacks normally but apply the outcome of any attacks after the battle.

The juice becomes less scarce once a supplier is first found by a Hero – Rare 8 for the warband to locate the next supply. However, on a rarity roll of 2 that supplier has been caught and hanged!

Side effect: After the battle, roll 2D6. On a roll of 2-3 the warrior loses 1 point of Leadership permanently. On a roll of 12 the warrior becomes immune to psychology permanently.

Black Dust

Availability: Rare 11

There is a popular new vice among hoodlums and beretics, available only through vile drug dens across the Empire. Black dust is a warpstone derived narcotic, which promotes a warriors resistance to the effects of wyrdstone. Dealers closely guard the secret of their source for dust.

Effect: A warpstone derived narcotic, the dust promotes a warriors resistance to the effects of wyrdstone. Warriors using Black Dust have a natural tolerance for wyrdstone allowing Heroes to re-roll a failed check on the Warp-touch Chart. Skaven may not use Black Dust.

The snuff becomes less scarce once a supplier is first found by a Hero – Rare 9 for the warband to locate the next supply. However, on a rarity roll of 2 that supplier has been caught and hanged!

Side effect: After the battle, roll 2D6. On a roll of 2-3 the warrior becomes addicted and you must try to buy

him a new batch of Black Dust before every battle from now on. If you fail to buy any, he does not gain any experience during the next battle.

On a roll of 12 the warrior overdosed! The corrupting power of Chaos has caused the model to gain a mutation! Roll on the Random Mutation Chart once.

In the post battle sequence the addicted warrior must search for Black Dust.

Daemon Dust

Availability: Rare 12

The berserkers of Norsca snort a herbal powder, before they go into battle. It takes away their pain, makes them feel stronger, almost invincible. Doses of the expensive dust are preserved in bundles of dried leaves, twisted into balls. Once a leaf-twist is crumbled, a blue powder is pinched from the palm like snuff, shoved up one nostril and sharply inhaled. Exploding in the brain, the dangerous dust burns like liquid fire through the veins, putting off any pain the inbaler should be feeling. A daemon dust rush provides a sudden influx of understanding and vision! The dust-strength in the body gives an edge over the perfect physical specimen. Once the dust wears off, all the pain of the world floods into the user's body, causing it to collapse.

The dust becomes less scarce once a supplier is first found by a Hero – Rare 10 for the warband to locate the next supply. However, on a rarity roll of 2 that supplier has been caught and hanged!

Effect: A warrior snorting Daemon Dust dust receives +1 Strength, +1 Initiative and is subject to *frenzy*.

Side effects: After the battle, roll 2D6. On a roll of 2-3 the collapsed Hero does nothing in the post battle sequence, this includes missing the exploration phase. Roll on the Serious Injury chart and apply the result.

On a roll of 12 the warrior's Strength is increased permanently by +1.



Scenario 16: Hangman's Square



Based on the Kidnapped! scenario from Town Cryer 6

When a Witch, or a Warlock in case of males, is brought to justice, there is rarely any other punishment administered than that of death. Lynching, crucifixion, and crushing are just some of the appalling ways of execution, but the most popular is by far the practice of burning at the stake. In this scenario, one warband makes a last ditch attempt to rescue a falsely accused comrade from a pack of fanatical inquisitors

This Special scenario may be chosen by any warband who has a warrior captured by another warband. The exception to this is warriors under arrest, they will only be executed if the warband following "guarding the peace" rolls a 1 "Gallows" on the arrest chart, if this happens you may attempt to rescue them.

terrain

Starting with the defender each player takes turns placing a piece of scenery, making sure that a suitable place for execution is set up directly in the center of the table. This can be an actual stake, a building wall, tree, or anything else you can think up.

setup

Place the captured model at the execution point. He or she is considered chained to whatever piece of scenery was chosen for the execution area. This model's equipment has been stripped from him or her and is considered lost (taken by the capturing warband). The attacker is the player who is trying to rescue the captured member of their warband, while the executioner is the player who apprehended the captive. The defender sets up first, and within 8" of the execution area. The attacker may then set up, within 4" of the edge, dividing his or her forces among the four table edges however they wish.

In multiplayer scenarios it is preferable that each side has an equal number or teams, if this is not possible roll to see who the odd player joins (1-3 Attacker 4-6 Defender)

special rules

Commence the execution: At the beginning of the third turn of play, The leader of the defenders will order the captive to be Hung/Burnt Alive/Sacrificed. A defending model will need to be adjacent to start this.

When the process has begun, roll 2d6 and check the result

2; Something has gone wrong! The chains restraining the captive have broken, and they are released. Immediately move the captive 2D6 in a direction decided by the attacker.

3-11; the execution proceeds as normal

12; Snap! The captive is killed immediately as their next snaps/smoke fills their lungs/the blade pierces their heart.

At the start of each subsequent turn, the chained model takes a hit at a gradually increasing strength starting at one and increasing by +1 each turn as the flames grow in intensity/ the captive hangs from the noose choking/ has been stabbed with a ritual blade whilst the warband chants. For instance, a model who survives the first strength 1 hit will take a strength 2 hit at the start of the next turn, followed by a strength 3 hit, then a 4, and continuing on until he or she succumbs to the flames. If the captive is ever taken Out Of Action by the above action, the warrior is considered quite dead and is forever forgotten. Defenders may obviously not at any time attempt to attack the warrior while he or she is still captive.

Breaking The Chains: A member of the attacking warband may attempt to break the chains of their captured warrior by charging directly next to the model. Treat this as a charge made against the chains. Hits made in close combat with the chains are made automatically. Treat them as an object with 1 wound and a toughness of 4. Once a wound is scored against them, they are considered shattered and the freed captive may be moved as normal. Keep in mind that the captured warrior has no weapons or equipment, save those that are passed to him or her after they've been cut loose. The freed Witch/Warlock may charge, be charged, move, and fight as normal. As an alternative method of breaking the chains, a warrior may attempt to fire a shot to crack them from a distance. This is risky however, and any hit that lands successfully in this manner has a good chance of hitting the prisoner instead! Roll a d6. On a result of 5-6 the shot hits the chains, and on a roll of 1-4 the hit will mistakenly hit the member of the warband they were trying to save. Roll for wounds and damage as normal.

starting the game

The attacker has the first turn.

ending the game

If one of the warbands fails their rout check, the game ends immediately. The only exception to this rule is if the executioners fail their check while the captive is still burning. In this case, they still must save the warrior!

If the attacker escorts the captive off the table via any table edge, they win the day. If the captive is successfully burnt at the stake by his or her executioners, the defenders are triumphant. If the captive is taken out of action after he or she is freed,

continue the fight as normal until one-side routs. Roll for the warrior on the serious injury table as normal after the battle.

experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.

+1 Saving your friend: The leader of the attacking warband that escorts the Witch/Warlock off the table gets 1+ Experience.

+1 Roasting the Heathen: The leader of the defending warband gains +1 Experience for burning the Witch/Warlock at the stakesuccessfully.

This scenario works best for sacrifices/ executions, for warriors rescuing warriors being sold to slavers, may I suggest the Body Trade variant of burrow town collapsing outlined as their 40cp bonus, or the Journey home from BTB, with the slavers trying to escape in the carts. - Dic.



Scenario 17: All Hands on Deck



In the back and slash of shipboard combat, finesse and skill are less useful than muscle and endurance. Like a street-fight a boarding action is no place for the knightly arts. It is a place for getting the bastard down as quickly as possible and putting the boot in as many times as it takes, before moving onto the next scurvy cur!

terrain

We suggest that two enemy ships are set up in contact within a seaborne or riverwards position of centrality, on a table roughly 4'x4' in size representing a stretch of the River Reik, the Reiksmouth Estuary or any harbours of Marienburg. If players fight a boarding action with riverboats or river barges they need to set up additional scenery allowing their warbands to be fully deployed.

set-up

Unless predetermined by the current campaign, each player rolls a D6 to determine which warband has initiated the boarding action. The player rolling highest chooses to be the boarders or defenders. The boarding player rolls a scatter dice to determine the angle in which his ship has come into contact with the enemy vessel. If the angle is less than 45 degrees the boarding action is made *alongside*. The sides of both ships are touching. If the angle is between 45-90 degrees the boarding action is made *headlong*. If the boarder's ship has a ram apply any bonuses (see Marketplace) then resolve a collision. See page 26 of Empire in Flames supplement.

starting the game

Each player rolls a D6. The player rolling the highest result has the first turn.

Alongside: If fighting an *alongside* boarding action then the ships are *grappled* D3+1 times. Refer to the special rules for grappling and cutting loose.

Headlong: If fighting a *headlong* boarding action the ships are *grappled* D3-1 times.

special rules

Jabbing 'Cross Decks: Any models that are lined up on the gunwale nearest the enemy vessel may strike at any enemy model with 1" armed with a spear, trident, boat hook, halberd, mancatcher, squig prodder, pike, whip, lasso or other special lunging attacks.

Deck Heights: There are advantages for attacking from an elevated position across deck. If a model is eligible to strike across deck at an enemy model within 1" then measure the deck height. When one deck is 2" taller or more than the enemy deck, the models on the higher deck may add +1 to all rolls made to hit.

Aquatic Menaces: When River Trolls, Fishmen, Fimir and other aquatic models in the water want to climb up a ship to board it, they may do so on a D6 roll of 4+ instead of the normal Initiative test. Their claws are so strong that they can pull themselves upward a barnacled hull and be on the deck slaughtering crew in no time!

Boarding: Any models may attempt to charge across deck using the rules for leaping or climb up an enemy ship using the climbing rules found in the Mordheim rulebook.

Grappling: As soon as ships touch they are *grappled*. Grappling hooks and gaffs are thrown to tie the ships together. Ships that are *grappled* are lashed together and may not move away unless they are *cut loose*. The boarding player places markers on the enemy gunwale to represent *grappled* areas of the deck.

Cutting Loose: *Grappled* ships may only disengage if they can be *cut loose*. Cutting a ship loose involves cutting lots of ropes and casting off all the hooks and gaffs connecting two ships together. In order to *cut loose* from a *grappled* area, a warband must meet one of the following three conditions:

1. After a warrior at the gunwale has won a round of combat, he may *cut loose* a *grappled* deck area within 2" on a successful Initiative test.
2. If there are two warriors who are neither engaged in combat nor counting as insignificant to the warband's rout test for any reason, they may *cut loose* a *grappled* deck area within 2" on a D6 roll of 2+.
3. If there are no enemy models within 6" then a warrior may *cut loose* any *grappled* deck areas within 2".

Cast Off: After a ship *cuts loose*, the ship moves 4" in a direction nominated by the controlling player.

Spiking the Hull: Models may attack the hull in combat if no enemy models are with 1". Close combat attacks hit automatically. When the ship loses its final point of damage/wound roll 2D6 on the Sinking Boat Chart.

ending the game

If either warband routs they forfeit their ship and lose the battle. If the boarders spike the hull of the defenders ship causing it to sink they win the game. If the defenders *cut loose* from being *grappled* to the boarders and cast off then they escape to win.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Cutting Loose. Any Hero who *cuts loose* a *grappled* area of the deck earns +1 Experience.

+D3 Spiking the Hull. Any Hero who damages the hull of an enemy ship earns +D3 Experience.



Scenario 18: Swap Meet



It's not safe to ride in or out of Marienburg without an escort, since the marshy outreaches of the Wasteland are populated by bandits, mutants, and some say, weird creatures of legend. Treacherous marshlands surrounding the port must be navigated to reach outlying market towns – Klessen by wagon, Leydenboven and Kalkaat by boat.

Flea markets are hosted at swamp-villages out in the mire as crude bazaars to trade stolen property to people who will buy or barter over plundered merchandise ranging from shabbiest quality bric-a-brac to bargain priced items of highest quality opulence. Gold-hungry brigands craving precious wares stripped from shipwrecks are not the only difficult customers attracted to the hubbub of a bustling swap meet!

terrain

We suggest that the flea market littered with carts, stalls and cargo is set up within an area roughly 2' x 2'.

set-up

Six villagers are deployed by the trading player roughly 2" apart. For every two additional warbands used in the scenario another six villagers can be deployed. The trading player sets up his warband inside the boundary of the flea market, with the exception of any warriors who are subject to special rules affecting deployment. The bodysnatching player sets up his warband outside of the boundaries determined for the market.

starting the game

The bodysnatching player takes the first turn.

special rules

Tradesfolk: Villagers, merchants, servants or any warrior miniatures not currently used in warbands can be used as objective markers to represent peasants and tradesfolk in the market. Use artillery scatter dice for moving market goes D3+1" in a random direction after each player has taken a turn. If the result on the scatter dice is 'hit', then the peasant will henceforth flee 4" directly towards the nearest table edge with a handful of bric-a-brac.

Roll a D6 for each peasant being charged. On a roll of 1-5 the model being attacked is a defenceless milkmaid! If a 6 is rolled then a town celebrity has been targeted! Roll a D6 to see what character it is:

- 1. Crone:** Immediately places a hex on the model that charged her! Roll a D6 on the Charms & Hexes spell list to see what curse was used. If the result is 'Cure', the Crone instantly affects all tradesfolk models and all warriors from trading warbands. Crones cannot be taken hostage.
- 2. Butcher's Boys:** Carries two cleavers and *strikes first* in close combat. Butcher's Boys have the characteristics of a Youngblood from the Mercenary warband list.
- 3. Landlord:** Carries a barrel. Place an objective marker. Use the Cargo Chart to determine its contents after battle.
- 4. Goose Girl:** Carries a goose (counts as provisions) and a basket of eggs (counts as improvised projectile missiles!) Any warrior who charged a Goose Girl has an egg thrown at them before they charge at -1 to hit!
- 5. Merchant:** Use characteristics for a Merchant Hired Sword. Merchants are protected. Two bodyguards will intercept the chargers and cannot be taken hostage.
- 6. Mayor:** The town elder of Kalkaat, Seat of the Uniate – Orthodox sect for the Cult of Sigmar is known as the Mayor. Use characteristics for a Warrior-Priest of Sigmar (see page 80 of the Mordheim Rulebook). The Mayor has the special skills Sign of Sigmar, Protection of Sigmar, Righteous Fury and Absolute Faith (see page 83 of the Mordheim Rulebook). The Mayor has 2 wounds and is of equal value to three villagers when totalling points. There can only be one Mayor.

Profile	M	WS	BS	S	T	W	I	A	Ld
Milkmaid	4	2	2	2	2	1	2	1	6

If a milkmaid or other villager is *knocked down* or *stunned* then it can be taken hostage! Once taken hostage, the peasant becomes a hostage objective marker. If a villager is taken *out of action* then remove the model from the battlefield and replace it with a corpse marker.

Hostages: Villagers are counted as friendly models by the trading player's warband. Villagers taken hostage are represented with hostage objective markers. The rules for hostage markers are described in Scenario 3: Powder Bridge.

Armistice: In a multi-player game, trading player's warbands count as friendly models until one of the parties declares charges or shoots at another. No experience points or other special benefits can be gained for taking models *out of action* from another warband defending the market.

Blue Boar: At the start of each players turn, roll a D6. If the result is 1 then a blue boar has charged a randomly determined model in the player's warband. Use the rules for War Boars on page 27 of the Empire in Flames supplement. A surprise encounter with a boar replaces the random happenings found in 'Waterfront Encounters'.

ending the game

Routing does not apply in this scenario. The warbands are trapped in the market place! Roll a D6 on the third turn and on a 5+ the Marsh-Watch turn up and the game ends. On the fourth turn the Watch arrive on a 4+, on the fifth turn they arrive on a 3+ and every turn after they arrive on a 2+.

A bodysnatching player wins if a greater number of villagers are *captured* than models in his warband taken *out of action* by warriors from a trading player's warband.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Per Hostage Taken Captive. Any Hero or Henchman earns +1 Experience for each hostage objective marker secured at the end of the battle.

+D3 Mayor Taken Captive. Any Hero or Henchman earns D3 Experience for a hostage marker representing Mayor secured at the end of the battle.

-1 CP Per Hostage Out of Action. A trading player's warband loses 1 Campaign Point for each hostage they put *out of action*.



Scenario 19: Colony of Plenty



The Pale Sisters are a fairly large mountain range bordering the Forest of Arden and the interior of Bretonnia, the other side of which lies the city of Marienburg. Following the Gisoreux Road south-west through the bleak countryside past the broken signpost that points to Halsdorfb, the traveller eventually comes to the foothills of the Pale Sisters and Grey Mountains which bracket the Ois Gap, the main overland route to the land of chivalry and honour.

Other than the small mining town of Erlach, the foothills of the grey mountains are only sparsely inhabited by lonely shepherds, hopeful prospectors, religious hermits and ragged outlaws who prey on road traffic. Old exhausted mines are scattered amongst the slopes. Once prosperous, some are still worked by the Dwarfs.

A vast river system runs through the Pale Sisters, linking Bretonnian forts with the city of Couronne to the North, and its surrounding villages. Although some boat commerce still travels through the Sisters via the Grismerie River to the south and the river Sannez to the north, it is considered a dangerous route, as the rocky highlands are occupied by orcs, goblins and other monsters... populating long abandoned dwarfen mines and settlements within the rock. Although there is still much contention on the matter, the Pale Sisters were also for a time hypothesised as one of the major invasion routes the skaven used to mount their attacks on the surface, but few tunnel systems were ever found, and none were ever explored to any success.

A minor footnote in Bretonnian history indicates the Pale Sisters were once the location of a tremendous campaign by the early Bretonnians to purge cults to the vile gods of Chaos, who had until that time built strongholds and large and dangerous covens out of direct view of mankind. Tavern tales abound where the mines and the ruined temples lie, and evidence is not in short supply to state that some of these tales are true, indeed, brave warriors have made fortunes in the caves of the Pale Sisters, and failed adventurers who have lost heart and comrades are quick to trade information for drinks and gold.

terrain

Each player takes it in turn to place a piece of terrain appropriate for the mountain territory; forest, hills, cliff tops, rocks or other similar items. We suggest that the terrain is set up within an area roughly 4' x 4'. In a central location backed by one table edge representing the South, place some buildings to represent the ambushed colony. Along the outside edge of the village place markers to denote six cave entrances to the mines or use special features if your group prefers to customise terrain.

set-up

If a player is using a dwarf warband then he must defend the mining colony. A player following the 'Guardians of the Peace' plot may opt to defend the colony unless a dwarf player objects. Two dwarf warbands should work together in a team game. Roll to see which dwarf warband defends the colony in a two player battle. If none of the warbands described feature in the game then the players decide among themselves who should defend the colony.

If a player is defending the mining colony then set up defending models within the deployment area specified for the mining village. Models can also be deployed at cave entrances to the mines. The player or team defending the small town will also deploy and direct a number of colonists.

Count the number of players. For every warband participating in the battle there will be six colonists. For example a game involving four warbands will require twenty-four villagers. Colonists can be humans, dwarfs or a mix of both!

Each other player rolls a D6. Each player chooses a table edge to set up on: North, East or West. The players will be aiming to pillage or sabotage the mining colony! The player rolling the highest result has first choice. Warbands must be deployed as near to the table edge as possible.

If the scenario is being played as a team game then each team chooses a table edge to set up on. Teams should be arranged by pairing players evenly whenever possible unless alliances have been formed preventing it.

Special deployment rules for infiltration cannot be used in this scenario.

starting the game

Each player or team rolls a D6. The player or team rolling the highest result has the first turn. Play proceeds based on the next highest roll taking the next turn.

special rules

Mines: A Hero may enter a mine by moving into base contact with its cave entrance. The Hero will spend D3 turns exploring the mine. Remove the model from the table in the meantime unless the terrain piece is accessible. When it returns, or if the game ends, roll a D6 on the following chart to see what was found:

1. **Sleeping Monster!** Roll a D6 to see what has awoken. The Hero flees, to lure the beast from its den, naturally!
- 1-2: Cave beast, use any one of the great beasts from 'Monster Hunt' on page 33 of the Mordheim Annual.
- 3-4: Cave troll 5-6: Cave bear
2. **Bat Cave:** 2D3 giant bats attack the Hero then fly out of the cave mouth – same as giant rats, except they suffer no penalties for terrain upon leaving the shaft.
3. **Powder Store:** Contains 2D6 powder kegs. Warriors can spend one turn re-entering the mine to recover kegs.
4. **Fool's Gold:** Temples of Chaos contain cursed gold! D3 warp-touched treasures plus a single tainted nugget of Dwarf gold (see 'Stromfels Heart' from the Shallow Beasts chapter).
5. **Gold Rush:** Cavern is piled high with a spoil heap. D6 treasures, 2D6 gold nuggets worth 10 gold crowns each, plus a mine cart and mule.
6. **Golden Mask!** A relic of pure gold! The Hero has recovered the fabled Mask of the Merlord. Roll on the Greater Artefacts Chart if Mask of the Merlord is already in the possession of one of the warbands in your campaign.

If it hasn't been found already the last available Hero to search a mine finds the greater artefact. If a player rolls 'Sleeping Monster' or 'Greater Artefact' for a second time then re-roll the result until a different outcome is reached.

Greater Artefact: The artefact is represented on the table by using an objective marker to denote the model that is carrying it. If a warband carrying the new objective marker routs then the artefact is dropped. If a model carrying the marker is taken *out of action* the artefact is dropped.

Sleeping Monster: A sleeping monster is deployed at the cave entrance. The fleeing Hero will reappear 2D6" from the cave. Monsters move in a separate turn after each player has taken their turn.

Wanderers: At the start of each players turn, roll a D6. If the result is 1 then a mountain predator has attacked the player's warband. More than one attack can happen in the course of a battle but no two should be the same. If the same result is rolled then roll again until a different wanderer is determined. These surprise encounters replace the random happenings found in 'Waterfront Encounters' for the purpose of this scenario.

Roll a D6 to see what the warband has encountered:

1. **Giant!** For rules to use a giant refer to page 83 of the Border Town Burning supplement.
2. **Hill Goblins:** 2D6 goblins. Each armed with a short bow and a club.
3. **Mountain Lion:** See the Speciality Animals Chart in Marketplace chapter – same as tiger.
4. **Wolf Pack:** 2D3 giant wolves.
5. **Swine Herd:** D3 wild pigs – same as giant boars.
6. **Robber Knights!** D3 Bretonnian knights on a quest of redemption charge your warband. Use the Freelancer Hired Sword from page 150 of the Mordheim Rulebook. The knights will not charge a defending warband. They must charge the next nearest player's warband instead. The players defending the colony control the knights. If the defenders win the game and any knights survive then the Hired Swords swear oaths of fealty. They join the defending warband in a 'Blood Pact'.

Colonists: Colonists are treated as friendly models by the defending player's warband. Colonists taken hostage by enemy warbands are represented with hostage objective markers. The rules for hostage markers are described in Scenario 3: Powder Bridge.

If a colonist is *knocked down* or *stunned* then it can be taken hostage! Once taken hostage, the colonist becomes a hostage objective marker. If a colonist is taken *out of action* then remove the model from the battlefield and replace it with a corpse marker.

Colonists are civilians rather than being trained fighters. They will defend their town from being pillaged! Use the characteristics below to represent the different civilians.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human Villager	4	2	2	2	2	1	2	1	6

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf Prospector	3	2	2	2	3	1	2	1	7

Explosives Charges: Roll a D6 whenever explosives such as powder kegs, Cathayan fire pots, bog fire or a hand-held mortar is being detonated in a cave entrance. On a 4+ the explosion caused the shaft to cave-in! The entrance is blocked until the game ends.

ending the game

The defenders of the colony cannot voluntarily rout. There are three possible outcomes described below. If the defenders do rout then the game ends immediately.

Pillaged: If a model is carrying a greater artefact found in the mines when the defenders warband routs that player is awarded victory.

If a model carrying a greater artefact found in the mines moves off the table (not the South edge!) the player immediately wins the game. The warband retains the artefact along with the spoils they collected. Any other warbands retain spoils unless they are within charge range of any non-engaged opponents.

If the artefact has not been located when the defenders rout then a warband with the most gold nuggets is declared the winner. Roll 2D6 for each spoil heap visited from a 'Gold Rush'. If two or more players share the same amount of spoils they can both claim victory.

If no gold nuggets have been located when the defenders rout then the mining colony counts as being successfully defended and the defenders win!

Defended: If all the warbands raiding the colony are routed then the defenders win. A defender of the colony is awarded a spoil heap from the mines. D6 treasures, 2D6 gold nuggets worth 10 gold crowns each, plus a mine cart and mule to drive the spoils away. A defender cannot collect the greater artefact or any other bounty. Losing warbands only retain spoils if they escaped off the table with them.

Sabotaged: Alternatively a warband raiding the colony can claim victory by collapsing all remaining cave entrances before a Greater Artefact has even been found. The winner retains any spoils. Any other warbands retain spoils unless they are within charge range of any non-engaged opponents.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+D3 Winning Leader. The leader of the winning warband gains D3 Experience.

-1 Per Colonist Out of Action. A defending player's warband leader loses 1 Experience for each colonist put *out of action*.

+1 Per Enemy Repelled by Colonist. A defending player's warband leader gains 1 Experience for each enemy that a colonist puts *out of action*.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*. Villagers taken *out of action* do not count.

+1 Wounding a Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on a Monster with 2 or more Wounds.

+2 Defeating a Monster. The Hero that puts a Monster *out of action* gets a bonus +2 Experience.

+1 Exploring a Mine. The Hero who enters a cave entrance first earns +1 Experience.

+D3 Collapsing a Mine. The Hero who collapses a mine earns D3 Experience.

Scenario 19: Stronghold

Once prosperous, Halsdorph a beautiful town of 2,500 souls is now a depressed community haunted by morbid dreams from the nearby Daemon Swamp! Since the earthshaking Night of Terror when the best fields sank it's a place of decay. The decline of Halsdorph was brought about by clawing monsters from a lost age, led by masters of dark sorcery and daemon lore. Fallen creatures now occupy the mist-wreathed ruins at Halsdorph Keep. Townsfolk abandoned their crumbling homes surrounding the eerie stronghold.

terrain

We suggest an area roughly 4' x 6', with Halsdorph Keep being around 2'x2' in the centre of the board. Parts of the keep should be more dilapidated than others to give the impression of a fortification in the state of disrepair, most breaches should be shored up with flammable obstacles such as crates, barrels and upturned carts. The surrounding area should be mostly forest and swamp, providing much cover for the approaching warband.

warbands

This is a multiplayer scenario and uses the rules for alliances from the "Chaos in the Streets" article (see Mordheim Annual 2002). This scenario is an important event in the campaign and therefore all participating warbands should take part in it. The warbands are divided into three teams as listed below.

THE RIGHTEOUS

Rangers & Zealots: all warbands following Drowning the witch, defending the peace and Ten Great Families are part of the righteous.

THE FALLEN

Brigands & Heretics: all warbands following the Gaze of the Gods and the Body Trade are on the side of the fallen.

THE UNDERFOLK

Saboteurs & Assassins: all warbands following Poisoning the Well are on the side of the underfolk.

Warbands following the Secret Deal must choose between humanity and Profit. They may choose to be on either the Righteous or the Fallen.

Warbands Following the Price of Power may choose between the Underfolk and the Fallen.

set-up

The Fallen team deploys first, within Halsdorph Keep or upon its battlements. After the Righteous team has deployed anywhere at least 18" outside the perimeter of the walls to Halsdorph Keep, each side rolls a dice to decide which team take the first turn. The Underfolk may deploy on any table edge on a turn of their choosing after the first turn has taken place.

starting the Game

Each player on the same team takes their turn simultaneously. Close combat may need to be resolved in order of Initiative.

Experience

- +1 Survives. If a Hero or a Henchman group Survives the battle they gain +1 Experience.
- +1 Winning Leader. The leader (or leaders) of the winning warband (or warbands) gains +1 Experience.
- +1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.
- +3 Gate Opened. If a Hero or a Henchman of the attackers side opens the front gate – be it from the inside or with force – they gain +3 Experience
- +3 Team Captain Out of Action. The warrior who takes a team captain OOA gets an extra +3 Experience.

special rules

Alliances: Warbands in an alliance have their turns at the same time. Warbands on the same team count as friendly models meaning they cannot be attacked by their allies in this battle. If a warband wishes to break from an alliance they must announce it before the start of a turn and then pass a Ld test. If they pass the test, they will split from their team before the turn and will have their turn before their former alliance from now on. If they fail the test they will split from the team, but their turn will take place after their former teams from now on, allowing their once allies to attack them first.

Mist-wreathed Stronghold: As a consequence of their shadowy alliance the warbands on the Fallen team will be enveloped in 'Mystic Mist' (like a bound spell from magical items, the spell means missile fire suffers -1 to hit mist-wreathed targets) at the start of the battle. Fimir ambushers roll in their shooting phase to check whether the mist can be maintained by their bronze talismans of blood.

Captains: the Righteous and the Fallen must have team captains, for the Righteous first preference should be a Drowning the Witch warband, for the Fallen it should be a Fimir warband or a Gaze of the Gods if no Fimir are present. Each team captain has the benefit of being able to overrule any of the players on his team. In the event that a team captain's warband is routed then the team captain must nominate a new captain. Players must defer to their team captain in all instances! e.g. If a player would like to voluntarily rout then they will need permission from their team captain. Warbands can ignore a captains orders with if the warbands leader successfully passes a Ld test.

Defence Walls: The sheer surfaces of the walls surrounding the fortress town are too smooth to be climbed. No model can attempt to climb them unless it has the Wall Runner or Scales Sheer Surfaces skill, or it uses a rope & hook, a ladder or fighting claws.

Main Gate: The fortress must have at least one wooden gate. The gate is locked from the inside but can be opened by any model inside the fortress by spending a full turn in base contact with it. From the outside the gate can only be opened through its destruction. A warrior may attack the gate in close combat just like any other enemy model. Treat the gate as Toughness 8, Wounds 4 and being immune to critical hits. Once it is opened the gate remains open.

Morbid Dreams: Sorcerous hallucinations lead warriors to despair and to suffer from night terrors and strange visions! After the battle each Hero in the warband must take a Leadership test. Roll on the chart for the Dream Parlour from Infamous Haunts for any Hero failing the test. Undead and daemon models are immune to morbid dreams.

ending the game

The game ends when all of the warbands on either the righteous or the damned have routed. Any warbands on the winning side when the game ends earns 2 Campaign Points for winning the battle and are rewarded with the Magical Artefact Kadon's whistle (if already found, they are rewarded with a random remaining artefact). The underfolk players earn 2 Campaign Points for surviving the battle if casualties were dealt by his warband to a captains warband on each side, in addition if Underfolk players took out the leaders of a Captains warband on each side they are rewarded with Kadon's Whistle rather than the winning warband. If any alliance cannot agree on who earns Kadon's Whistle, they must continue fighting till a clear winner is determined.

This scenario, though not written by Werekin is based on his battle report of the stronghold fight on Liber Malefic - Dic.

Beautiful Bay Breezes

The following rules describe the city and the surrounding area and the condition the warbands should expect to meet. It is divided up into four sections, Territories, Seasons, Weather and Fire Rules.

Territories

There are different types of landscape in the Mutiny in Marienburg setting. The bustling city of **Marienburg** itself. Surrounding the City is the **Cursed Marshes**, Blighted lands, full of mysterious and fould creatures of chaos, only the desperate, crazy or evil choose to live here.

The Manaansport sea on the east of the city where the River Reik joins the Sea of Dread has made marienburg into the giant port city it is today, while calmer than the ocean, Manaansport is home to many pirates and unspeakable sea monsters.

Scenarios will mention which territory they take place in. if not roll a d6. 1-2 Manaansport, 3-4 Marienburg city 5-6 Cursed Marshes.

The City of Marienburg

Terrain: The City or Marienburg is famous for its many bridges and canals, tight alleyways packed to the brim with shops selling anything the mind could imagine. **SPECIAL RULES**
No Special Rules apply to scenarios held within the city.

The Cursed Marshes

Terrain: as the name implies the Cursed Marshes are not a friendly place, while there is many a gangplank and the occasional road, the actual swamp areas are extremely dangerous.

SPECIAL RULES

Swamp: Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!). Swamp sections are always very difficult ground.

The Manaansport Sea

Terrain: Small islands litter the Manaansport sea, along with wreckages of ships lost in raids and storms.

SPECIAL RULES

Rough Seas: Man overboard tests in the sea fail on a roll of 1-2.

Seasons

A Year in the City of Secrets: The Campaign is played over a year, with each gap of 10cp portraying three months. The Campaign starts in Spring, then follows through the seasons below. When one player hits 11CP the season changes to Summer, then at 21CP it flow into Autumn, then Winter for the final ten, from 31-40. If players reach past 40cp, the track will reset back to Spring.

The Imperial Year: Though no longer part of the empire, Marienburg still uses the Imperial Calendar. The year starts in Hexenstag, the Witching day, a day separate from any month, when both moons are visible. It is followed by the month of NachHexen, or After Witching, and ends with VorHexen, Fore-Witching.

0 to 10 cp : Hexenstag to Vflugzeit

SPECIAL RULES

Mitterfruhl: the season of new life, produce and animal life is plentiful. Any time healing herbs or any type of herb is discovered or purchased, D3 more units are found/Available.

Spring Weather Table.

D6	Result
2-3	Fog
4-5	Rain
6-8	Fine
9-10	Monsoon
11-12	Hail

11 to 20 cp · Sigmarzeit to

Vorgerheim

SPECIAL RULES:

Sonstill: Summer is the main trading season of marienburg, where ships from all over the world dock to sell their wares. Rarity rolls are at +1 during the summer. Summer Weather Table.

D6	Result
2-3	Monsoon
4-5	Hail
6-8	Fine
9-10	Heat Wave
11-12	Thunder and Lightning

21 to 30 cp · Nachgerheim to

Brauzzeit

SPECIAL RULES

Mittherbst: the Beer is brewed in Autumn and the chilling months make it the perfect time to drink it aswell. Any Time any type of alcohol is found or purchased, D3 More units are found/available.

Autumn Weather Table.

D6	Result
2-3	Thunder and Lightning.
4-5	Dry
6-8	Fine
9-10	Fog
11-12	Severe Wind



31 to 40 cp · Kaldezeit to

Vorheren

SPECIAL RULES

Mondstill; the waters, while not frozen are extremely cold! all tests made in water are at +1, and all combat in water is an additional -1 to hit. Cold Blooded Creatures ignore the cold blooded rule whilst in water.

Winter Weather Table.

D6	Result
2-3	Fog
4-5	Severe Wind
6-8	Fine
9-10	Blizzard
11-12	Bitter cold



Weather

Bitter Cold

Whilst a lot more temperate than the northern parts of the old world, marienburgs seaside location exposes it to freezing winds blowing off the sea.

Beastmen, Norse, and Marauders of Chaos are not affected by the below rules.

SPECIAL RULES

Bitter Winds: If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds the it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work.

Wintery chill: All models without Winter Furs suffers - 1 Leadership and -1 Initiative. Initiative may never fall below 1. Undead warbands are immune to the chilling cold unless those warband members are not Undead. e.g. Necromancers, Ghouls and Dregs).

Blizzard

Gods of nature can be fickle and merciless. During a whiteout they grant the weak no respite.

SPECIAL RULES

Bad sight: Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the *Eagle Eyes* skill cannot be used to increase the sight of warriors caught in a blizzard.

Dry

The sun beats down on the beaches, making leathers creak and reddening exposed skin. If a warrior and his blackpowder weapons become wet roll a D6 during your Recovery Phase: on 4+, the Powder has dried off, and can now be used as normal. All models add +1 to their Initiative when climbing or rolling to avoid falling, as their grip is greatly improved on dry surfaces.

Fog

Disturbing veils of mist swirl across the battlefield.

SPECIAL RULES

Roll a D6 to determine what kind of fog veils the battlefield.

1 Haze: The maximum range for all missile weapons is reduced to 18" following the same rules as described in the *Bad Sight* special rule under blizzard.

2-5 Thick mist: Sight is further reduced to 12". In addition, every model suffers -1 BS.

6 Pea soup: Every model reduces its BS by -2 and maximum sight becomes 2D6". Any model unable to see a friendly model becomes despondent and is subject to the penalties for being *all alone*. This requires an immediate Leadership test.



Hail

A piercing hail is falling from the sky bringing misery and suffering to all who are struck by it.

Hail normally lasts for the opening D3+1 game turns. **SPECIAL RULES**

Freezing hail: Any model that is not standing below any cover, suffers -1 to hit in combat and -1 Ballistic Skill. Spellcasters and prayer users find it so hard to concentrate that all Difficulty tests are made at -1.

Skull sized hail: Each player rolls a D6 at the beginning of their turn: if a 6 is rolled the size of the hailstones increases dangerously and last for one game turn (i.e. until it is the player turn again). Every model that is not in cover suffers a Strength 1 hit. In addition, all modifiers described in *Normal Hail* are at -2 instead of -1.

Heat Wave

The sun beats down from on high, and the sea reflects the glare. **SPECIAL RULES**

Sweltering Heat: All units except for Undead have their movement reduced by 1 for the duration of the battle or until the weather changes. Furthermore to represent the dry sweltering heat; After rolling on the fire table, roll a D6 for each building within 6" on a 4+ the fire has spread to that building. Any model with wet powder immediately has it dry their next Recovery Phase.

Monsoon

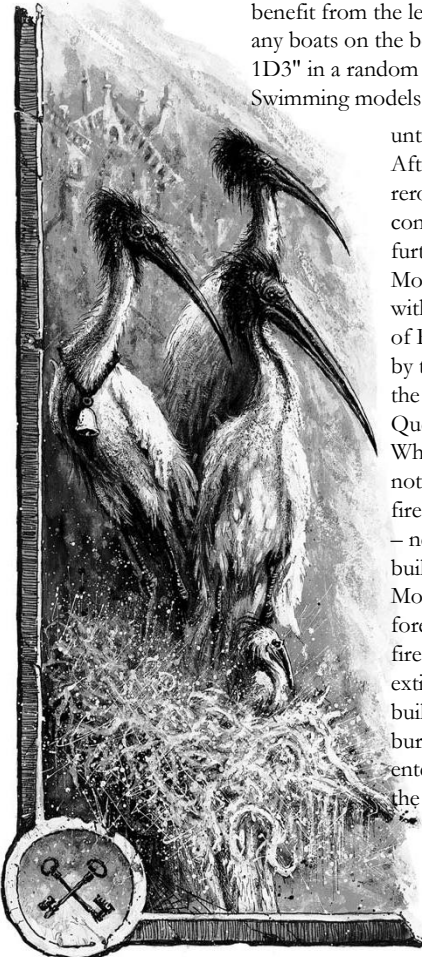
The warbands are struck by a monstrous storm that comes and goes faster than imagined possible.

A Monsoon will hit the battlefield for the first D3+2 turns **SPECIAL RULES**

Maelstrom: No missile attacks are possible, all powder weapons count as being wet, no model may run and can only charge his normal movement, no spells may be cast and no model may

benefit from the leader's Ld. If there are any boats on the board, they move 1D3" in a random direction each turn. Swimming models may not move

until the storm ends. After the D3+2 turns, reroll the weather condition, rerolling any further rolls of Monsoon. Scenarios with a limited number of Rounds are Extended by the amount of time the Monsoon hit. Quenches the fire: While it is raining nothing can be set on fire except by lightning - neither models, nor buildings or trees. Models, buildings and forests already set on fire are immediately extinguished. However, buildings that were burning once cannot be entered for the rest of the battle.



Rain

Rain usually lasts D3 Turns from the start of the battle. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire.

Severe Wind

The landscape is hammered by blasts of wind that must have been blown from the very mouth of Manaan.

SPECIAL RULES

Not all cats land on their feet: All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Normal jumping down suffers no modifiers.

Blown out: Roll a D6 to determine the effect when a warrior fires a missile weapon that does not use blackpowder.

1-3: The warrior suffers -1 Ballistic Skill when shooting missile weapons.

4-6: The warrior receives +D6" range upon each shot taken (roll once for each missile fired).

Blaze spreading: The fire from burning trees or buildings can jump over to other objects or features. After rolling on the fire table, roll a D6 for each building within 6" on a 4+ the fire has spread to that building.

See Fire Rules for details.

Thunder and Lightning

Black clouds roll ominously across darkened skies. Those with the wightsight reel off portents foretelling this nasty weather signals an untimely demise.

Roll 3D6 at the beginning of each turn.

3D6	Result
1-11	Nothing happens
12-15	Thunder
16-17	Lightning
18	It must be fate...

SPECIAL RULES

Thunder: The roar of thunder unnerves animals. Any ridden mount that is not subject to the *battle-trained* rule must pass a Leadership test or it is unable to move this turn. If any other animal fails a Leadership test (always taken using the Leadership of the animal, never a warband Leader) they won't be able to move or charge, will strike last in close combat and require a 6 to hit before any modifiers are applied.

Lightning: A random forest section or building is *set on fire* (see Fire Rules below).

Must be fate...: Determine a random warrior wearing a suit of armour (not Lamellar armour, toughened leathers, nor a helmet, or shield) who is not standing inside a building (ruins do not count) or cave. The warrior is struck by a lightning bolt and is immediately taken *out of action*. Any models within 2" of that model are *knocked down* and suffer a Strength 4 hit, no armour saves allowed. If this event is rolled again, the lightning will hit the same spot as the first time, even if there is no longer a model standing there.

Fire Rules

There are numerous ways of being *set on fire*. Fire Arrows may cause a model to be set on fire and torches may set houses on fire. Irrespective of the source the following rules should always apply.

The rules for setting models on fire are taken from "Ye Olde Curiosity Shoppe" (pages 84-87 Mordheim Annual 2002). The Burning house table is from the "The League of Ostermark" article (pages 34-39, Fanatic Magazine 1). Both articles are written by Nicodemus Kyme. This summary is no attempt to infringe intellectual property. The rules have been adjusted to the Border Town Burning setting and reprinted for convenience.

setting warriors on fire

Although the probability may be different (e.g. on a 5+ with a Brazier Iron, 4+ with Fire Arrows) the rules for a warrior that is *set on fire* are always the same.

SPECIAL RULES

Set on fire: Warriors *set on fire* must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

setting buildings on fire

Very few types of equipment are able to set buildings/forests on fire. It must be specifically stated in the rules otherwise only models may be *set on fire*.

SPECIAL RULES

Set on fire: Torches, Brazier Irons and Fire Arrows can set buildings *on fire*. A model in base contact with a building may use a Brazier Iron (or Torch) to set it ablaze if it is neither shooting a missile weapon or engaged in close combat that turn. Fire Arrows can be shot in the Shooting phase at a building in order to *set it on fire*. They may also throw the torch/brazier iron up to 6" away to light a building but then the item is lost.

Irrespective of the way a building is to be *set on fire* consult the following table to determine what roll on a D6 is required to successfully start the fire.

Building	D6 result required
Wooden building	4+
Stone building	6+
Modifiers:	
Torch, Fire arrows	+1
Fire bomb, Brazier iron & other items	No bonus
After Tempest/Hailstorm or during a Blizzard	-2

Note that during a *Tempest* or *Blizzard* nothing can be *set on fire* and the -2 modifier is applied after one of them set in and lasts for the rest of the battle.

If the model is inside the building (setting fire to furniture and other belongings) the fire starts automatically.

Burning houses: Once a building is lit roll a D6 at the start of each player's turn to see if the fire is spreading. Add +1 to the dice roll for each turn the fire has been burning.

burning house table

D6 Result

- | D6 | Result |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Gone out: The fire has sputtered out of its own accord. Do not make any further rolls on the table. |
| 2-5 | Rising Flames: Flames and smoke are rising quickly. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Anyone wishing to enter the building must pass a Ld test to do so. |
| 6 | Raging Inferno: The building is totally ablaze. No model may enter the building and anyone within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to get out of the building must pass an Initiative test or it will stay trapped within. |
| 7+ | Collapse! The building collapses, its timbers finally giving way as the fire engulfs it utterly. Any model inside the building (and not <i>stunned</i>) must pass an Initiative test to escape (<i>knocked down</i> models suffer -1 to their Initiative for the purpose of this roll). Any model who fails to escape is crushed by the falling debris and taken <i>out of action</i> . The building now counts as impassable terrain. |

setting forests on fire

SPECIAL RULES

Set on fire: Forests follow the same rules for being *set on fire* as buildings (see above) and any item that can set buildings on fire can also be used on forests. Roll on the following table.

Forest section	D6 result required
Rotting trees	2+
Normal forest	4+
Modifiers	Same as chart across leaf

Burning forests: Any model within 2" of a burning forest section suffers D3 Strength 3 hits with no armour saves allowed.



Seaside Situations

These are a selection of random happenings. They are similar to those which can be found in the Mordheim Annual. At the start of each player's turn, roll a D6. If the result is 1 then roll a D66 to determine which event takes place. Once an event has occurred, the player that activated the event, need no longer roll, only players that have not had a random happening keep rolling, till all players have had an event.

Some happenings take place in a forest or swamp. If there is no terrain feature of this type, or the random happening does not apply to your warband, simply roll again on the chart.

Monster Encounter Tables

The following tables are used to determine what kind of monsters a warband might encounter during random happenings, results on the exploration charts or for other purposes. Roll 2D6 on the corresponding table for the region your warband is in. Rules for the monsters can be found in the Bestiary of the supplement.

Marienburg City

2D6	Result
2	Colossal Squig
3-4	D3 Cultists of Chaos.
5-6	D3 Wild Dogs.
7 -	D3+1 Townsfolk (See hostages – NPC)
8-9	D3 +1 Gutter runners.
10-11	Thief (Hired Sword)
12	Wyvern

The Cursed Marsh

2D6	Result
2	Swamp Shark
3-4	Nuckelavee
5-6	D3 Gors, D3 Ungors
7	D3 Swamp Goblins
8-9	2D3 Bandits
10-11	Troll. Roll a D6: 1-3 Troll 4-6 Chaos Troll
12	Troll Hag.

Manannsport Sea

2D6	Result
2	Crocogator
3-4	D3 Lizardmen
5-6	D3 Dark Elf Raiders – with Riverbarge
7	D3 Human Pirates – with Rowboat.
8-9	D6 Bloated
10-11	Ogre Treasure Hunter (Hired Sword)
12	Merwyrm



Random Encounters Chart

D66 Result

11-15 What is that!?

Someone or something draws near!

Roll on one of the three Monster encounter tables to see what the warbands run into. Place the encountered non-player model(s) as described in the Bestiary. The non-player models will always attack the nearest model that's not been generated by this random encounter. If the attacked model is already engaged in close combat, the non-player model will attack both close combat participants dividing any attacks evenly among opposing models if possible.

16 Mutiny!

Trouble is brewing in the ranks of your warband. The seed of discontent has been sewn, but what fruit shall it yield? Select a model at random (not the leader) then roll a D6 to determine the outcome of the mutiny.

D6 Result

- The Black Spot!** Your men are unhappy with your leadership, and things have reached point break! Make a Ld Test to calm your men, if failed Roll a D6 again.
1-2 Your leader is hung and raised from a mast! Remove them from your warband.
3-6 your leader is cast away on a deserted island, eventually to be found by travelling merchants. Hell-bent on revenge he now becomes a Dramatis Personae that can be hired by anyone except you (hire fee is 2x his experience in GC. Upkeep is total XP). They gain hatred for their old warband, and if they ever face them in battle he will move as quickly as possible towards his usurper. If he takes them OOA they are considered Dead and he retakes his rightful place as leader of the Warband.
- The Devil You Know.** Through fear, charm or sheer willpower, you manage to quell the uprising. The mutineer is made an example of; they are Taken OOA and if a Hero, lose D3 to their Ld.
- You've got balls...** The sheer temerity of the lead-mutineer impresses you! Instead of cowering in fear you decide to give the man a promotion! If the model was a henchmen they immediately gain the lads-got-talent advancement. If it is a hero they gain +D6 experience points!

21 Wave!

A massive wave caused by a ship or large creature submerging, smashes against the shore rattling everyone in the vicinity.

Roll for the direction the wave has come from, reroll edges with no water (if there is only a river/canal, the wave comes up both sides) every model standing within 2" of a terrain feature facing the wave is "soaked with water". They must also take an initiative test, if failed they are knocked into the water by the wave. Building fires are extinguished along with torches and flaming weapons etc. (Not burning body mutations or magic) and black powder cannot be used (these weapons must be reloaded in the next turn for further use)

22 Breath of Stromfels

The landscape is immersed in a thick mist. See rules for fog.

"The Breath of Stromfels, they call it, for it has brought many a ship smashing upon the breakers. Often the fog will crawl beyond the walls leaving only the highest towers clear. They can be seen like castles in the clouds, from leagues away."

— Baroness Carin, Electress of Nordland

23 Vampire Blood

There are legends about the Sovereignty of the Night, about the gifts they grant to their loyal mortal servants and about the restorative powers of vampire blood.

A human warrior has attracted the hypnotic interest of the Unquiet Dead. Choose a Hero in the warband for the vampire paramour to beguile and roll on the Father-in-darkness chart (see River Strigany special rules). The leader or a spellcaster may not be selected. Vampire Blood only affects humans.

24 Harbour Master

A daredevil dockworker leaps out from behind a pile of fishing nets! The swaggering bravo swings from a brown bottle as he plunges in to the fight.

Roll a D6 for the Harbour Master. He immediately joins your warband as a Hired Sword: **1.** Boatman **2.** Poacher (Big Game Hunter) **3.** Bearman Bodyguard **4.** Swashbuckler **5.** Whaler **6.** Dwarf Slayer Pirate

25 Head Hunter

The warband is immediately joined by a Bounty Hunter Hired Sword for the remainder of this battle. Nominate a mark for the hunter and deploy the model next to any friendly model in your warband. If the warband are followers of Chaos then they are being joined by Krogh the Mutant Bounty Killer! Beastmen, Fimir or Goblin warbands can also be joined by the Krogh the Mutant. Use the same rules as the Hired Sword. In addition, Krogh has the mutation Great Claw, which also doubles as a Mancatcher. There is no hire cost to be paid. Upkeep is paid as normal after each battle.

26 Cargo!

A random warband member has discovered D3+1 cargo crates, place them, roll a scatter dice and directional die and for each piece and place them that far away from the discovering warrior.

31 Courtesan

One of the Heroes in the warband has caught the eye of one of city's greatest treasures! A Courtesan has followed the Hero to where she/he can watch his prowess in battle. Nominate a Hero in your warband to be scouted by the Courtesan and if he survives the battle then he wins her favour. If a Hero from one of the other warbands has a Courtesan then his/ her favour is lost and she joins your warband!

32 Secret Passageway

The warband has found a secret passage which can be used to infiltrate whenever they play the same scenario again. Three warriors in the warband can be deployed using the rules from Infiltration skill.

33 Old Well

The leftovers of an old well, surprises a passerby.

A random (not *large*) model takes a single S3 hit. Down the well he finds the equipment of his unlucky predecessor who broke his neck. If the model was not taken *out of action* due to the fall, roll a D6 to determine what it finds.

D6 Item

- 1** a rusty sword - worth nothing!
- 2** 2 daggers
- 3** a wallet filled with 10 gc
- 4** a sword and a shield
- 5** a long bow
- 6** a light armour

Luckily the well is filled with ivy. The model can try to escape from the well by climbing at the beginning of its next turn. It has to pass a single Initiative test. If it fails, it will stay another round in the well. If it passes, it escapes from the well and can move no further this turn, however it can use magic.

Note that a player can decide to let the model stay in the well if he wishes. A model remaining in the well cannot be attacked or affected by any spell or ranged weapon. It is completely out of sight. It cannot perform any action in the well except for climbing.

34 Bogtopus

Slime encrusted tentacles burst from the murky waters.

The model standing closest to the largest swamp or water feature is attacked by a Bog Octopus. Re-roll this result if there is no appropriate scenery. If the victim fails a strength test, the model is dragged under any available water. It is considered drowned taken and will be taken *out of action*. The player will need to roll for injuries at the end of the game.

35 Priest Hole

The port-city extends few graces to the Church of Sigmar. Priests hide in secret sanctums to avoid enemies of the clergy. Uncovering one of their hideaways might be useful knowledge to have when visiting the underworld haunts of the city to make an exchange.

A Hero visiting an infamous haunt gets a +1 modifier to all dice rolls he makes in the next post battle sequence.



36 Harpy Hunting Grounds

A migrating brood of scavengers have nested in a warehouse attic or temple belfry near the docks.

The tallest building on the table contains D3 harpies and D3 egg-shaped wyrdstone shards plus a stash of other valuables. Harpies are moved at the end of each round after the players have taken their turns. If the harpies are taken *out of action* then the warband winning the battle can claim the contents of their nest.

Roll a D6 for each entry:

Rope	Auto find
2D6 gold crowns	2+
Lucky Charm	3+
D3 Gems (10 gold crowns each)	3+
D3 Shields	4+
Heavy Armour	4+
Straggler (same as hostage)	5+
D3 Helmets	5+
D3 Swords	6+
Ithilmar Sword	6+
Wolf Cloak	6+

Profile	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	2	6

Flying Charge: A Harpy may fly up to 12". The nearest model within 12" of the nest is considered to be a threat. Any model a harpy comes into contact with while flying is considered charged. Models that are *stunned* or *knocked down* cannot be charged as it is too difficult for the harpy to fly that close to the ground.

Aerial Escape: Harpies circle their prey before swooping in and remain in the air while harrying a foe. This makes them harder to hit. Only a warrior with sharp enough reflexes or a long pointy weapon stands a chance of pinning a harpy down! If the charged model *strikes first* then resolve combat as normal. Otherwise after the harpy attacks it retreats immediately to a lofty position within 2D6" before the charged model reacts. Similarly to escaping from combat, the harpy receives an automatic hit from its opponent (see page 161 of the Mordheim rulebook) unless it passes a Leadership test.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat then the harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead! The attacks themselves do not wound but instead roll a D6 and a scatter dice. That is the distance and direction from the place where the attack took place that the model was dropped. Roll another D6 to determine a height from which the model falls. Falling models take D3 hits at a Strength equal to the height. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the platform edge. Any model that is struck by the dropped model suffers a Strength 3 hit. Large targets may only be dropped D3" due to weight. After dropping a model the harpy retreats 2D6" to the nest or nearby rooftop.

Talons: Creatures with talons are accustomed to fighting unarmed.

Grounded: After the combat phase if a harpy has been unable to flee for any reason the model is assumed to have landed and may be charged. While on the ground, a harpy uses its movement characteristic and may only fly again when able to.

Will Not Rout: The Harpies mistake the wyrdstone for eggs and will fight to the death to protect them! If there is more than one harpy then one of the flea-bitten beasts remains behind to defend the nest.

Animal Instinct: Harpies act with the instincts of animals. In the rare event one is *captured* they can only be added to the warband by followers of Chaos or Dark Elves when one of the Heroes has the Beastmaster skill or the appropriate Animal Handling skill. Harpies never gain experience.



41 The South Dock Strangler.

The City is diseased. Rotting away from a corruption deep within its heart. For too long the liars, frauds, hypocrites and deviants have thought themselves safe. But I can see them. I can see the foulness oozing out of them. Soon they will realise no one is safe.

Determine a random henchmen that is not in combat, and is either 12" away from all friendly models, or out of line of sight of all friendly models. If no model meets that requirement, then choose two henchmen in combat that meet the requirement, if still no victim is found the strangler retreats! (reroll the random happening). The determined model/models are killed by the South Dock Strangler!

All kills by the Strangler will be recorded. Once the Strangler has claimed 3 victims he becomes ambitious and will move onto heroes. Determine a random hero/heroes using the method above. Once the model has been chosen the strangler appears in base contact with them, and the victims are stunned (even if the model is usually immune to being stunned). The Warbands now have 1 turn to take the Strangler out of action before he kills the stunned hero.

The Strangler has Weapon Skill 3, 1 Wound and a Toughness of 4. As soon as he is wounded he will disappear back to where he came from. The only exception to this is if he is wounded by a Warband following Defending the Peace. In that case the strangler may be arrested in the usual way (Out of Action roll of a 6). If he is arrested his identity will be revealed using the method described in his Dramatis Personae entry.

He will be hung the next match unless another warband/warbands attempt to rescue him by doing Hangmans Square against all "Defending the Peace" warbands. Warbands following either "Drowning the Witch" or "Defending the Peace" plots cannot hire or rescue the strangler.

42 Za Za Za-ZOMBIE OUTBREAK!

A man comes running down the street shouting about zombies infesting the mausoleum! Each player in the battle may now play midnight at the mausoleum once as a future scenario. If a player that rolls this event is chosen to as an opponent in Midnight at the mausoleum, That also counts as their 1 time for purposes of the above. If this event is rolled again before a player has played the scenario, that does not count as an extra time, they can still only play it once. If they have played midnight at the mausoleum before, the next time this event is rolled it counts as a new time and they may play again.

43 Ratamari Damacy.

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will pick them up and

carry them for D3 turns before dropping them behind them unceremoniously. If multiple warriors are picked up they can fight in hand to hand combat by passing an Initiative test, but may only use 1 attack as the scramble to maintain their direction. If they are carried off the board they rejoin their warband after the battle.

44 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband have succeeded in impressing (or scaring spittleless!) a local peddler. This traveling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, boat hooks, pistol, duelling pistol, rope & hook, any poison, lucky charm, whalebone charms, healing herbs, lantern, heavy armour and Marienburg map. Roll a D3 for each item to find the quantity the peddler carries.

45 Manaan Smiles

Your Warband finds an abandoned rowboat nearby, which can be claimed by the first person to reach it. You may immediately place a rowboat at any location of your choosing. If you do not rout this game, you may add it to your inventory.

46 The Old Crone

A withered looking old hag is stumbling around on her crook. Randomly determine which terrain feature she inhabits. For 3D6 gold crowns she will work a miracle or a malediction once per turn. If paid by a Hero, roll a D6 to determine which she chooses.

D6 Result

- 1 Cursed:** The approaching model is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse.
- 2-3 Hex:** The crone places her malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.
- 4+ Miracle:** By using magical means the hag is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice

51 Cellars

Your warband has set up camp in an old long forgotten cellar. It even has some nice tunnels running off of it to who knows where!

Cellars counts as an *encampment*. The cellars adjoin the sewer network allowing the player to set up for each battle using the infiltration rules for up to three of his warriors.

Roll a D6 on a 1 you are attacked by a swarm of giant rats and D3 of your infiltrating warriors fall ill from the bites they receive. They have to miss the next game as they recover. Skaven are immune to the rat bites and instead tame them and gain D3 giant rats for the game.

52 Hostelry

Ranald's balls! In your meandering, you have found a deserted flophouse, which is both spacious and dry.

Hostelry counts as an *encampment*. You may add +1 to the maximum size of your warband.



53 Tavern

You hold deeds to a tavern or a makeshift drinking hole. This den is always a good place to attract new warriors and turns a profit on occasion.

Tavern counts as an *encampment*. After each battle you may roll a D6 on this chart.

D6 Result

1 Bar Room Brawl. You must pay D6x20 gold crowns to repair the damage done.

2 Profits Down. Lose D6x10 gold crowns.

3 Profits Up. Gain D6 gold crowns.

4 Sell-Sword. A Hired Sword has overspent on ale and cannot afford his bar bill. He offers you his services for the next battle for free.

5 Father. A Priest has overspent on ale and cannot afford his bar bill. He offers to join your warband for free. This cannot take you over the maximum number of Heroes or warriors in the warband. You may retire any Hero from your warband to include the Priest.

6 Business Booming! Gain D6x20 gold crowns.

54 Tilean Ludus

Your warband has secured living quarters in a training school for gladiators.

Tilean Ludus counts as an *encampment*. Each new Hero, Hired Sword or Henchman group joining your warband learns the Pit Fighter skill.

55 Shard of Wyrdstone

A large chunk of nyrdstone falls to the ground, in the centre of the field.

In the middle of the battlefield a 2x2 shard of Wyrdstone will fall, destroying any building or vehicle in its way. Anyone hit by the meteor will suffer a S8 hit if they fail an initiative test. Any warband member may approach the shard, yet does so at their peril. Any warband member that begins their turn within 4" of the shard rolls 2D6. On a 2, they are transformed into a Spawn of Chaos (see Bestiary). Remove the model from your roster and move the spawn at random. On a 12 they permanently gain a random mutation (see page 76 of the Mordheim rulebook). Any warband member that can reach the wyrdstone may spend a turn chipping D3 shards from it. Due to its volatile nature, no warband member will stay long enough to make more than one roll

56 Old Merchant Villa

Handrich favours your entrepreneurship! In your bountiful curiosity you have acquired the deeds to an aged abandoned merchant house in the Old Money Ward. Your warband has quickly patched it up. Merchants see the house as a sign of wealth. The establishment inspires trade partnerships with merchants who sell their wares in other parts of the city.

Old Merchant Villa counts as an *encampment*. You may add +2 to one of your rolls when searching for rare items in the post battle sequence.

61 Street Urchins

Pickpockets or detectives, street urchins like the Captains, from Porters Wall district are good for both sorts of work.

Roll a D6:

1-3. Pickpockets. A random warrior in your warband is pickpocketed. If a Henchman is pickpocketed then the warband loses 2D6 gold crowns. If a Hero is robbed then he loses a random item!

4-6. Detectives. The Orphans are the eyes and ears on the street for the local watch. If you are a warband following "Guarding the Peace" for 2D6 gc the orphans will finger a random hero of an opposing warband in the battle for a crime! Add them to the wanted list. If you are any other warband you must pay 3D6gc or they will finger you! Add a random hero from your warband to the wanted list.

62 Runaway Wagon

A blazing caravan wagon comes barrelling through.

The wagon appears from a random table edge. The horses are frantic and will run in random directions at the end of each turn. Any warband can gain control of the flaming wagon by boarding it with a warrior. It takes at least two warband members a full turn to put out the fire. At the end of the game, whoever is in control of the wagon may roll on the chart below if the fire had been put out. The different probabilities represent the merchandise catching on fire. Note that human warbands also get to keep any surviving draft horses and may use them either for the wagon or as riding horses.

D6 Result

5+ D3 Cathayan Silk Cloaks

5+ Tome of Magic

4+ D3 Longbows and D3 quivers of Hunting Arrows

3+ D3 Swords

Auto Wagon

63 Security Measures

Whoever owns the local area where your warriors are trespassing, he does not think kindly of thieves, and has several of his seemingly normal chests booby-trapped. For the rest of the scenario, anytime a model picks up a Cargo crate or a barrel or similar, roll 1D6: on a 1 or 2 the item in mention is booby-trapped. The cargo cannot be sold, and the model who picked it up must pass an initiative test or suffer a S4 hit. If there are any Cargo Crates being carried when this Random Event is rolled, roll to see if those crates are booby trapped immediately. Any further crates that pop up because of Random Events also have a chance of being rigged to explode too.

64 Hit Contract

A piece of paper floats in front of your Captain's eyes, and he can barely believe it... it's a Wanted Poster with his face on it! Your leader (or if he's not on the battlefield, the hero with the next highest Leadership) now has a bounty on him for this game. Any hero or henchmen group that takes him out of action earns an extra point of experience, and their warband gains 1D6x10gc.

65 The Storm Festival Curse

The Storm Festival is dedicated to Manann. At this time the town is packed with pie-eyed celebrants. The curse associated with the festival is when revellers go missing, probably due to drunken excess. Some suspect there is more to the curse than overindulgent revelry.

A random non-animal, non-leader warrior from a random warband in the battle goes missing! Roll a D6.

D6 Result

- 1-3 **WORTHY!** The cursed warrior is abducted for a ritual sacrifice by cultists, a random warband following Gaze of the gods receives the warrior, and may sacrifice them in the usual way (ie after the next battle)
- 4-6 **DRUNKARD!** The warrior spends time sobering up in the cells after being placed *under arrest* by the watch. A random Guarding the Peace warband takes the warrior and rolls on the under arrest chart to see what they are charged with.

66 Flood Season

Everything gets really wet. The entire battlefield becomes waterlogged. Unless a model is positioned on the first floor of a building or standing on top of a wagon or other vehicle then it counts as moving and fighting in water. Each model in the game may immediately move their full movement to attempt to get out of the water.

"Ha! You should have been here in the floods of '48! You'd have seen some real water then! The water came well up over my waist, you know, even when I was standing on the quay!"

— Granny Hetta, Marienburg Trader



Men and Monsters of The River City

This chapter describes the rules for including all the wild animals, carnivorous plants and horrifying monsters that a warband is likely to encounter when travelling from the City Limits to the Cursed Marsh and back. These creatures' profiles and descriptions are used when a player's roll on the Random Happenings list results in an Encounter or when monsters appear in a certain scenario.

positioning

Non-player models must be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group (if any) at all times. They must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. If a certain player caused the models to appear (e.g. by rolling a random encounter) he places them, but note that they cannot initially be placed within 12" of any warband models.

alignment

Not all creatures and warriors the warbands possibly come across are necessarily hostile – even though most are! Some might even join one side for the remainder of the battle.

Unless specified differently (e.g. in the scenario description where a certain alignment might be specified) roll on the following table to determine the models' alignment. For a group of non-player models roll once only.

D6 Result

- 1 Passive:** The model remains stationary until it is attacked and hit by any warband. From then on it is hostile.
- 2-5 Hostile:** The model is hostile and moves as described under "monster turn" below.
- 6 Allies:** If the model is of the same race as a member of one of the warbands (including Hired Swords) it will serve them for the duration of this battle. e.g. Gors may be allied with a Beastmen warband. If the model could join more than one warband, determine which it joins at random. Otherwise it is hostile.

monster turn

All non-warband creatures have a turn of their own. This includes all models that are not under the control of any player. Unless there has already been a separate monster turn installed, the monster turn is right before the next turn of the current player in whose turn the non-player models appeared (i.e. after all players got one more turn). If the monsters are part of the scenario rules, then the monster turn is after the last player's turn. Note that the monster do not form a warband of their own and do not have to make Rout or All alone tests.

MOVEMENT

Non-player models will always travel as quickly as possible (without running) towards the nearest visible warband model and charge them when possible. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. However, they will never climb the sides of a building to get to a warband member.

If no warband models are visible then the non-player model will make its approach towards the nearest other non-player model as quickly as possible. If no models are visible the non-player model moves in a direction determined by a roll on the scatter dice.

CLOSE COMBAT

The non-player models will divide their attacks evenly among all enemies in base contact. Randomize targets when necessary.



allied non-player models

After a battle in which a non-player model allied with a warband, that warband's leader can take a Leadership test to see if the non-player model can be convinced to join the warband. If he passes the test the model joins the warband.

If a group of non-player models allied with the warband, the warband leader has to pass a Leadership test for each of the models.

If the non-player model is of the same type as a Henchman type of that warband, it forms a new Henchman group consisting of that one model with the weapons and armour described in the Bestiary and 0 Experience. If multiple non-player models of the same type join the warband at the same time they form one Henchman group. The warband must still follow the maximum number of warriors and the new warrior may not cause the warband to exceed that number.

If the non-player model is of the same type as a Hired Sword, the warband may add the model as a Hired Sword for no hiring fee. Note that the maximum number of one Hired Sword of each type still applies.

If the non-player model does not match the criteria for either a Henchman or a Hired Sword, then it joins the warband as an Ally.

Animals which 'May be Allied' with a warband don't need to be subject to Leadership tests after battles. They are simply added to the warband's roster. The same goes for the Hydra with the Dark Elf Beastmaster or when a Chaos Dwarf, Dark Elf or Marauder Hero has the *Beastmaster* skill.

recruiting allies

This section introduces Allies – wanderers or monsters – to Mordheim campaign games.

Allies don't belong to the warband they fight with. This means they do not count towards the maximum number of warriors or Heroes in the warband and don't affect your income from selling treasures or wyrdstone shards. A player cannot buy extra weapons or equipment for Allies, and he cannot sell Allies weapons or equipment. You may not use the Leadership of any of the Allies for Rout tests.

An ally increases the warband's rating by +25 points. Allies never gain experience.

Allies who are *out of action* at the end of a battle are removed permanently from the roster sheet on a D6 roll of 1-2. On a roll of 3-6 they can fight on the next battle if they can be convinced to remain with the warband.

After a battle in which an Ally fought with a warband, that warband's leader may take a Leadership test to see if the Ally can be convinced to remain with the warband. If he passes the test the model remains with the warband for the next battle. If he passes the test with a score of 2 the Ally makes a pact with the warband. The model remains with the warband until death! No further tests are required.

Daemons

All creatures from the Bestiary with the *Daemonic* special rule are subject to the following rules:

SPECIAL RULES

Immune to poison: Daemons are *immune to all poisons*.

Immune to psychology: Daemons are *immune to psychology*. They automatically pass any Leadership tests they are required to take.

Cause fear: Daemons are monstrous creatures that cause *fear*.

Daemonic aura: Daemons have natural armour saves of 5+. This save is negated by magic weapons and spells. Daemons' attacks are considered as magical.

gigantic monsters

The biggest and most dangerous monsters in the Bestiary have the *Gigantic Monster* special rule. These monsters are subject to the following special rules:

Huge Beast: This monster is amongst the largest creatures in the world. Any model may shoot at it with a +2 'to hit' bonus, even if it is not the closest target.

Skull of Iron: This creature's head is much too thick for normal blows to penetrate. Therefore it treats a *stunned* result as *knocked down* instead.

Staggered, but not down: Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

+1 For Wounding: Irrespective of the scenario conditions, any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

Great Beast: Great beasts can only be used in multi-player game.



Bestiary



bandits

It was a bad winter, food was short and even the Aristocracy was having to make do as best they could. The harvest had been bad leading up to the Storm and the loss of so many men folk to the fighting and the return of many broken by it did not help. With trade weakened employment became scarce and men have been driven to take desperate measures in order to survive. Rumours have spread of a treasure hidden deep in the Cursed Marsh. Adventurous gangs of petty crooks led by villainous individuals now prowl the wilderness. Men and women have started disappearing. There is much which stands between them and success yet these men are opportunists who seek a prize for their own selfish gain.

May Be Allied: Warbands following the Secret Deal or the Body Trade Plots may Ally with Bandits.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	6

Weapons and Armour: Bandits are armed with Long Bows and Swords

SPECIAL RULES

Swamp Striders: Bandits can move through any swamp and marshland terrain without penalty.

the bloated



A common sight in sea ports and out in the blue is the bobbing of dead bodies on the waves. Whether killed by weapons or by drowning, the decaying bodies fill up with gas and are bloated from the water as well. Graveyards are scarce in Sartosa, so Necromancers and Bokors make do: they have learned to resurrect the water-logged bodies of the dead, and dredge them on board for their own bidding.

May be Allied: Any Undead warband may ally with the Bloated.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	1	1	5

Weapons & Equipment: Bloated uses their gross, wet rotting arms as weapons.

SPECIAL RULES

Undead: As Zombies, the Bloated are Immune to Poison, Immune to Psychology, and cause Fear.

May Not Run: Bloated are slow moving creatures, and may not run, though they may charge as normal.

Squishy: While the Bloated are far beyond feeling pain, they are slightly easier to break than normal Zombies. They do NOT treat rolls of 'stunned' as knocked down.

Dead Man's Float: It is a slightly sick fact that the bloated can, in fact, float on the water, and thus can use this to their advantage. While in the water, the Bloated may move up to 4" as their movement, without penalty (*They may do this as a charge, but the max move is still 4"*).

chaos troll

Warriors know them by their smell. Possibly the dumbest sentient beings in all of the Curse Marsh these the strongest breed among troll kind combine the very worst physical aspects – uncontrolled mutation, rancid stench, near mindless intelligence and a wanton ability to destroy. Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to a warband.

May be Allied: Maneaters, Chaos Dwarfs, Dark Elves, Marauders, Norse, Carnival of Chaos, Fimir and Possessed warbands may ally with may ally with Chaos Trolls.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	2	4	4	3	2	4	7

Weapons/Armour: Chaos Trolls do not require weapons to fight but usually carry a big club.

SPECIAL RULES

Fear: Chaos Trolls are frightening monsters which cause fear.

Stupidity: A Chaos Troll is subject to the rules for stupidity.

Regeneration: Chaos Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Chaos Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Chaos Trolls may not regenerate wounds caused by fire or firebased magic.

Mutates: if wounded 3 or more times roll on Random Mutation Chart unless taken out of action

Vomit Attack: Instead of his normal attacks, a Chaos Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Large Target: Chaos Trolls are Large Targets as defined in the shooting rules.



colossal squig

Enormous, improbable and quite insane, these fungoid beasts possess insatiable appetites and boundless energy which, coupled with their mountainous size, means they can unleash untold havoc in battle! Their impossibly large, fleshy mouths can messily devour swathes of foes in an instant, while their rush to eat usually means anything that escapes their grisly jaws is squashed flat by the beast as it careens headlong towards its next meal.

May Be Allied Greenskin Warbands may Ally with the Colossal Squig

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	*	0	7	6	6	3	*	6

Weapons & Armour: Needlessly Massive teeth and claws.

SPECIAL RULES

Fear: Colossal Squigs are Terrifying Monsters which cause fear.

Stampede: After appearing on the board, the Colossal Squig will rampage straight towards the other side destroying anything in its way. Buildings will be instantly destroyed and anyone inside will suffer the usual collapsing building damage. Warriors and Vehicles in its path will suffer an Automatic S7+(distance rolled for its movement that round) hit, and then the squig will move on until it reaches the other side of the board and runs off. If the Colossal Squig ever allies with a warband, between each turn the warband may adjust its trajectory by 90 degrees, but it can never stop moving, or completely turn around.

Gigantic: Colossal Squigs live up to their name and are *Gigantic Creatures*.



crocagator

*How doth the little crocagator
Improve his shining tail,
And pour the waters of the bay
On every dusky scale!*

*How cheerfully he seems to grin
How neatly spreads his claws,
And welcomes little children in,
With gently smiling jaws!*

May Be Allied: Stromfel Reavers, Dark Elves, Fimir and Clan Moulder can ally with the Crocagator. One of the warriors must have the *Beastmaster Skill*.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	-	5	5	3	2	2	2

SPECIAL RULES

Animal: Crocagators are counted as animals

Fear: The Crocagator is an ancient and terrifying apex predator, it causes fear.

Cold Blooded: The Crocagator is a reptilian relic, it is immune to psychology.

Aquatic: The Crocagator can walk on land, but is at home in the water. While in the water it has Movement 8, Initiative 5 and 3 attacks.

Death Roll: In its first round of combat the Crocagator disregards its normal attack profile and attacks with 1 death roll. The death roll is a S5 attack that, even if it fails to wound, stuns the target.

Scales: The Crocagator has thick, gnarled scales granting it an Armor Save of 5+

cultists of chaos

The Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

May Be Allied: Chaos Warbands may ally with Cultists.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons & Armour: Cultists wield sacrificial daggers that count as swords.

SPECIAL RULES

Immune to Psychology: such is their devotion to Chaos, they have lost all sense of what is terrifying.

Focused: Cultists always have a mission in their own mind, no matter how strange it is to outsiders. Groups of Chaos cultists will always gang up and attack a single model if possible.

Dark elf raiders

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

May be allied: Dark Elf Warbands and any warband following the Body Trade may Ally with the Dark Elf Raiders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons & Armour: Dark Elf Raiders are armed with Swords, Repeater Crossbows and Sea Dragon Cloaks

SPECIAL RULES

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot Hidden enemies from twice as far away than normal warriors. (i.e. twice their Initiative value in inches)

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves Hate any Elf warriors including High Elf Hired Swords.

gor

The most common type of beastman and recognisable by possessing large horns, this mixture of man and beast worships only those who have power. Too often beastmen occupy forests that live deep in the heart of the most blessed regions.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Gors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	4	1	3	1	6

Weapons/Armour: Axe and shield.

gutter runners

Gutter runners are fast, even by the alacritous standards of the Skaven. They act as skirmishers in battle, harassing the enemy and disrupting the rear of his line. They are also grouped into teams that tunnel beneath enemy formations and fortifications, seeking to undermine their opponents' security. They are Clan Eshin's assassins-in-training, and while they are not as formidable as their murderous peers, they should never be underestimated

May be allied: Skaven Warbands or warbands following the Secret Deal may ally with Gutter Runners.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	3	1	5	1	6

Weapons & Armour: Gutter Runners are armed with fighting claws and throwing stars.

SPECIAL RULES

Scale Sheer Surfaces: gutter runners can climb up or down a height equal to twice their Movement, and do not need to make Initiative tests when doing so.



merwyrm

A nightmarish breed of monster of the deep oceans which is able to crawl upon land to wreak havoc in its wake, the Merwyrm is primordial kin to dragon-kind and carries within it the killing cold of the depths where light never reaches. This chill force it can exhale in deadly blasts to enfeeble and slay its warm-blooded prey, before devouring them with its hideous fang-filled jaws. Relatively ungainly and sluggish on land, its powerful tail can also be used as a powerful weapon to snap bones and crush anything that dares to get close.

May Be Allied: Stromfel Reavers, Strigoi Gypsies, Norse, Dark Elves and Lizardmen may ally with a Merwyrm. Warband must contain a warrior with the *Beastmaster* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	5	6	5	3	3	6

Weapons and Armour: Claws and jaws. The Merwyrm also shoots jets of ice cold air from its mouth, freezing unfortunate warriors solid.

SPECIAL RULES

Fear: Merwyrmes are legendary creatures of destruction and cause fear.

Gigantic: Merwyrmes are *Gigantic Creatures*

Chilled Breath: in the shooting phase, if not in close combat, the Merwyrm will shoot a ice cold jet stream. The attack has Range 8", is Strength 3 and 1-5 is stunned on the injury table. This attack will put out fires.

Voracious Hunger: At the end of any combat phase in which the Merwyrm inflicted wounds with its Hideous Jaws, it may heal D3 wounds.

Sea Beast: A Merwyrm ignores the effects of all water and swamp-type scenery when it moves, effectively passing across them as if they were open ground.

Stench of the Deep: The air around this beast is filled with an unholy stench of rotting flesh and the brackish filth of the deepest sea abysses. The Merwyrm is -1 to hit in close combat as a result.

Abyssal Predator: The Merwyrm's usual prey are the leviathans of the deep, and against such mighty beasts it has learned to latch on and tear great chunks of flesh away from its victims. When attacking any **large** model with its Hideous Jaws, if a 6+ is rolled to wound, rather than rolling for damage normally, 3 wounds are inflicted instead.



nuckelavee

Among the cruellest and most monstrous of Daemons, Nuckelavees ride forth from the black waters to wreak bloody vengeance upon those whol despoil nature. Horrifying, Fleshless amalgams of man and horse, these monstrous avengers embody every wound and wickedness suffered by the wilds, their bodies loosing trails of gore and the pounds of their webbed hooves beating an inescapable threnody for all who earn their ire. Once they emerge from their refuges beneath cool waves or rivers, only destruction satisfies their merciless crusades, either that of their victims or their own.

May be Allied: Fimir, Sea Ghost and Undead warbands may ally with the Nuckelavee, showing its dual nature of Swamp Daemon and Fen protector.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	4	3	4	4	8

Weapons/Armour: the Nuckelavee is armed with a sword, and the hooves of its horse body.

SPECIAL RULES

Fear: the Nuckelavee has no skin and is horrifying, it causes fear.

Poison Aura: Nuckelavee are constantly surrounded by a thick putrid aura of death, any warrior in close combat with the beast at the end of a round suffer a Strength 3 Poison hit.

Daemonic: Nuckelavee are *daemonic* and follow the special rules above

Fen Striders: Nuckelavee can move through any swamp and marshland terrain without penalty

Aquatic: Nuckelavee can move through any water terrain without penalty



pirates

The song of the sea and the allure of the pirate life often calls eager souls from all over the Old World.

Dishonoured lords, court-martialled soldiers, mercenaries, or plain old farmers, all walks of life meet and thieve as one class of free men in Sartosa. Some of these sailors abandon their former nation, and get violent at any landlubber foolish enough to ask personal questions. Some openly embrace their old heritage, seeing themselves as privateers and warriors of their homeland (even during peacetime). An angry few openly curse their past life, actively seeking out victims from their former homeland, in a deadly spiral of vengeance.

May Be Allied: Warbands Following the Ten Great Families, The Secret Deal, the Body Trade Plots, Stromfel Reavers and Channel Rats may Ally with Pirates.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	6

Weapons and Armour: Pirates are armed with duelling pistols and Rapiers

SPECIAL RULES

Sea Legs: Pirates re-roll any failed Initiative tests when fighting on causeways, jetties, Boat decks and gangplanks

skinks

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

May be Allied: Only lizardman Warbands may Ally with Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

Weapons and Armour: Skinks are armed with short bows coated in Dark Venom and swords.

SPECIAL RULES

Hatred: Skinks hate all Skaven, especially clan Pestlins, they also have hatred for Dark Elves.

Artefact Retrieval: Skinks will always attack any non Lustrian Warrior using or holding Lustrian weapons or artefacts. If they take the warrior hold the item, they take it back and it is lost forever.

Scaly Skin: All Lizardmen have a natural save 6+ thanks to their thick scales.

This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle and swamp terrain without penalty

swamp goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours. Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

May Be Allied: Greenskins and Chaos Dwarves

Profile	M	WS	BS	S	T	W	I	A	Ld
Swamp Goblin	4	2	3	3	3	1	3	1	6
Giant Spider	7	3	0	3(4)	3	1	4	1	4

Weapons and Armour: Swamp Goblins wield Spears and short bows covered in spider spittle and ride Giant Spider Mounts

SPECIAL RULES

Spider Spittle: Any warrior hit by a weapon laced with Spider Spittle must pass an immediate Toughness test or becomes paralyzed. A paralyzed warrior cannot move or fight and are hit automatically in close combat. The models remains paralyzed until it passes a Toughness test in its recovery phase.

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".



swamp shark

"...So we formed ourselves into tight groups. You know it's... kinda like 'ol squares in battle like uh, like the Battle of Blackfire Pass. And the idea was, the shark goes to the nearest man and then he'd start poundin' and hollerin' and screamin' and sometimes the shark would go away. Sometimes it wouldn't go away. Sometimes that shark, he looks right into you. Right into your eyes. You know the thing about a shark, he's got... lifeless eyes, black eyes, like a doll's eye. When he comes at ya, doesn't seem to be livin'. Until he bites ya and those black eyes roll over white."

May be allied: Dark Elf, Stromfel Reavers, Fimir, Norse and Warbands containing a Whaler Hired Sword may Ally with a swamp shark. One warrior must have the *Beastmaster* skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	-	5	5	3	3	2	5

Weapons and Armour: Teeth and Claw!

Special Rules

Animal: Swamp Sharks are counted as animals

Fear: The Swamp Shark is the bane of sailors and stuff of nightmares, it causes fear.

Aquatic: The Swamp Shark can walk on land, but is at home in the water. While in the water it has Movement 8, Initiative 5 and 3 attacks.

Ambush Predator: In its first round of combat the Swamp Shark makes a devastating ambush attack, granting it +1WS and +1S for that round.

Thick Skinned: The Swamp Shark has thick, smooth scales, granting it an Armor Save of 5+

Smile you son of a...: Blackpowder weapons that hit AND wound the Swamp Shark on a 6 make it instantly explode.

townsfolk

The regular folk of Marienburg want nothing to do with the power struggles of the warbands and would like to be left alone thank you.
May be allied: the Townsfolk would like to be left alone, please, and will not ally with anyone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	-	2	2	-	3	-	7

Weapons and Armour: the townsfolk do not carry any weapons or armour.

SPECIAL RULES

Non-combatant: Warriors do not get XP for taking townsfolk out of action

Leg it! if any warrior comes within 8 inches of a townsfolk they will flee in their turn full running movement away from the warriors to safety. Townsfolk will not flee warbands following "Defending the Peace"

I'll Assist You Citizen: any member of a Warband following "Defending the Peace" or "the Ten Great Families" plots may escort a Townsfolk off the board for 1XP



troll

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

May Be Allied: Beastmen, Greenskins, Fimir and Chaos Dwarves may Ally with a Troll

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause fear.

Stupidity: A Troll is subject to the rules for stupidity.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.



troll Hag

A monstrously colossal river troll, the Troll Hag is both rapaciously hungry and all but impossible to kill. As well as being far more clever and dangerous than her kin, she is possessed not only of malign cunning but innate arcane power drawn from the foetid rivers and swamps in which she dwells. The Troll Hag can pulverise her victims with her Deadwood Staff or spray great gouts of corrosive vomit over them, condemning them to a horrific and agonizing death.

May be Allied: Greenskins, Fimir, Stromfel Reavers, Ogres or any warband with a Witch Hired sword may ally with a Troll Hag.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	2	6	5	4	2	3	8

Weapons and Armour: the Troll Hag carries a Deadwood staff which counts as a staff.

SPECIAL RULES

Fear: the Troll Hag is giant and gross, and causes fear

Gigantic: the Troll Hag is a Gigantic Monster.

Ancient Hexes: the Troll hag casts a random spell from the Charms and Hexes list each magic phase against a random in range warrior.

Spell-spite: Troll Hags carry many strange fetishes and weird gory relics of their past victims, often held in a decaying fisherman's net re-purposed as a sack. These fetishes and carrion fragments serve as a focus for their cursed powers and can even twist and spite any hostile magic cast against them. Every-time a spell is cast while the Troll Hag is present, roll a D6, on a 4+ the spell is canceled. If the spell was a spell that would wound, then the caster suffers D3 wounds instead.

Hag Regeneration: Every time the Troll Hag suffers 1 or more wounds, roll a D6, on a 4+ all wounds previously suffered are healed.

Terrible Stench: all to hit rolls in close combat against the hag are -1 to hit.

Copious Vomit: the Troll hag Shoots a small blast template of S5 Vomit which ignores armour, in the shooting phase if not engaged in combat.

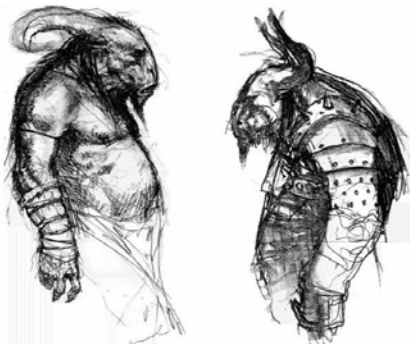
ungor

Ungors are the most numerous of the Beastmen. They are cowardly, spiteful creatures, which will only fight if willed by a stronger beast. They scavenge if their group has sufficient numbers.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Ungors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	3	1	6

Weapons/Armour: Spear and shield.



wild Dogs

Packs of stray dogs roaming marienburg is a common sight. But occasionally something will cause those doggos to turn rabid and viscous, a danger to all citizens of the city.

May be Allied: any warband with a Warrior with either the Dog Handler or Beast Master Skill may ally with a Wild Dog.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! War hounds never use or need weapons and armour.

SPECIAL RULES

Animals: War hounds are animals and thus do not gain experience.



wyvern

"I tell you, the comparison with Dragons is a highly misleading one. Wyverns are clearly a different order of beast entirely, being as it were four-limbed rather than six-limbed. Furthermore, Wyverns have none of the redeeming qualities of Dragons. They swap pride for arrogance, and nobility for cruelty. There is probably no creature quite so vicious as a Wyvern, which of course is why they ally themselves to Orcs so frequently."

May Be allied: Greenskin warbands, a warrior from the warband must have the *Beast master Skill*

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	4	4	3	5

SPECIAL RULES

Fly: The Wyvern can fly, it may move 3 times its movement value in any direction.

Gigantic: the Wyvern is a *Gigantic Monster*.

Fear: the Wyvern is a fearsome opponent. It causes fear.

Save: The Wyvern's scales are as strong as metal. The Wyvern has an armour save of 5+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the Close Combat phase (e.g., it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Wasteland Exploration

This chapter describes the exploration phase for campaigns set in Marienburg. The Wasteland territory surrounding the city-port is a rich resource for sites where gangs will find themselves drawn to. It should replace the exploration tables from the Mordheim rulebook.

Finding wyrdstone or treasures

The gangsters, fortune hunters and adventurers with greater ambitions roam dangerous outlying territories. Warbands seek treasure, wyrdstone or other tainted items. In the Marienburg setting players are encouraged to pursue whichever currency best fits the warband they collect and the objectives from the plot they choose to follow.

While some warbands may search for gold and treasures, some factions have greater interest in wyrdstone or flesh! Wyrdstone is harder to come by than regular treasure. Shards of wyrdstone can be found in the vicinity of Marienburg and the evilly tainted marshlands that lie beyond the city walls.

Unless a scenario or other campaign event specifies wyrdstone has been found, then roll a D6 for each piece of treasure on all income: on a 6 it is warp-tainted wyrdstone. The tainted item can be brought to the alchemist just like a wyrdstone shard.

"You can tell the swamp water is good for healing wounds cause of all the things living in it!"

— Jekil Sumpfmund, Marienburg Fisherman

Exploration procedure

1. Roll a D6 for each Hero surviving the battle without going *out of action*, plus one extra dice if you won the battle, plus any extra dice granted by skills or equipment. You must pick no more than 6 dice out of all the dice you roll.
2. Some things such as skills and equipment may allow you to re-roll dice.
3. If you roll any doubles or triples and so on then you must refer to the exploration charts and resolve any outcomes of the effects described.
4. Add the results of dice rolls together and refer to the income chart to determine how many treasures have been secured. Add these and any income acquired to your warband roster. Treasures can be sold in accordance to the rules for selling wyrdstone.
5. Roll a D6 for each piece of treasure: on a 6 it is warp-tainted. It counts as a wyrdstone shard.

Income Chart:

1-5 = 1 treasure
6-11 = 2 treasures,
12-17 = 3 treasures,
18-24 = 4 treasures,
25-30 = 5 treasures,
31-35 = 6 treasures,
36+ = 7 treasures.

The Wasteland

The Wasteland is a low-lying, marshy, wind-swept area extending from the borders of the Reikwald Forest in the east to the foothills of the Pale Sisters in the west, from the marshes of Grootmoers to the Sea of Claws.

It is a flat and windswept area, consisting of the Reik estuary and the salt marshes and sand flats around it. Most of the Wasteland is barren wilderness – farming on the sands is largely futile and there is no shelter from the biting winds that blow down from the Sea of Claws.

90% of Wastelanders live in Marienburg. The remaining population are scattered across the salt marshes and scrub forests; stubborn sand-crofters, hardy fishermen, grim patrols of Marsh-Watchmen, close-mouthed fensmen, wily bog hunters, and optimistic adventurers. Upon first glance, the city is in an undesirable place to be where no scholarly merchant would expect to prosper. Surrounded by miles of brackish swamp, and unhealthy delta wherein the River Reik meets the sea.

Sitting in a swampy delta, Marienburgers have suffered recurring problems with disease. Outbreaks of plague and red pox have been relatively common in the poorer districts even though sanitation is better here than in most Old World cities.

Beyond the abysmal delta, stretching from the forests of Laurelorn and Drakwald to the Pale Sisters, lie leagues of windswept sand dunes. Near the Reik or by the sea, one finds isolated farmsteads and villages that have tamed a patch of land. Settlements are few and far between in the wilderness.

Most of the Wasteland is barren and deserted. It is rumoured to be home to orcs, goblins, beastmen, mutants and far fouler creatures that haunt its most inhospitable swamplands.

The Wasteland is open moorland – Saw grass and cat-tails and stunted trees; Rough scrub, rocky hills, treacherous swamp, abandoned farms, cairns, ancient ruins, abandoned crofts, old tracks, small shelters, peasant farmers, sinkholes and mud pits in lake beds.

The coast consists of foul-smelling wetlands, endless flat swamps; brittle, knife-sharp grass, occasional leafless trees, rank spongy ground, foetid mist, populated by hungry clouds of midges and mosquitoes.

To the north lie the Tumble Downs. Outlaws and bandits prowl the Downs while highwaymen threaten commuters on Middenheim Road which serves as the main overland route between Marienburg and the Empire. To the far north the border town of Aarnau sits precariously on the edge of the Laurelorn Forest. The wood elves mind their own business.

The ancient Laurelorn forest lies to the north of the great city of Middenheim and marches right down to the shore of the Sea of Claws. Many believe that this forest is haunted and it contains very few human settlements. Superstitious folk claim that it is the last refuge of the fey Elves in the Empire and that their faerie magic and powerful illusions protect their declining numbers from harm. Most men would have nothing to do with these strange creatures and so rarely stray from the path cut by the Great North Road from Middenheim to the great city-port of Marienburg in the Wasteland.

Little Country

To the south several villages and inns squat along the riverfront. The banks are patrolled by the Wasteland river watch, keeping a watchful eye for bands of pirates and smugglers with illicit cargoes. On the western bank of the River Reik is Little Country, a scrubland threatened by mutants and the creatures of Chaos inhabiting the polluted mires of the Bitter Moors. Dwindling settlements still exist in these parts, haunted by the Daemon Swamp. The remote mining village Erlach with its mostly exhausted mines are scattered across the border between the Grey Mountains and Little Country. Some of the old shafts are still worked by dwarfs.

Between the river and the Bitter Moors lies the Kleinland, an almost pleasant heath mostly used for sheep-herding; its exceptional wool is one of the Wasteland's few native exports. Even here in 'Little Country', residents keep their spears sharp and village walls in good repair.

Greenskins and worse sometimes wander out from the mountains, while the moors themselves are rumoured to hide great castles of the Fimir and vales where Chaos and mutants reign supreme. Or, so locals tell any travellers who are willing to buy a round or two of ale in the local taproom! The Old Coast Road leading north before turning west was built in ancient times by the Elves. A long stretch of the broken highway is surrounded by the Cursed Marsh.

Grootscher Marsch

Psychotic outcasts and mutants becoming too altered to hide in the Warrens of the Dead Canal head for the marshes of Grootmoers. In the stinking fens of the forlorn delta the changed have no need to disguise their warp-touched selves.

Moors and marshlands lay outside of the city walls surrounding Marienburg. Twelve miles south of the city on the edge of the Cursed Marsh (as its called among Marienburgers) is found the site of the famous defeat of an Imperial expedition launched by Prince Wilhem of Altdorf. They had been harassed by a small force of fenlanders, and were backed into a vast area of quicksand by a combined force of Marienburg river militia backed up by Sea Elf marines. Ramshackle settlements sparsely populate Grootscher accommodating fishermen and poachers, known to city-folk as Swampers. Elsewhere the swampland depths are home to mutants and cultists being provided safe haven by ancient temples and crumbling Skaven strongholds abandoned to the swamp.

Exploration Chart

DOUBLES

1 1	Stagnant Pool
2 2	Marine Grotto
3 3	Orphanage
4 4	Whiskey Distillery
5 5	Shrine of Ranald
6 6	Private Isle

TRIPLES

1 1 1	Riverfront Inn
2 2 2	The Sickly Wood
3 3 3	Fort Beg-Bribe
4 4 4	Wouduin Tollhouse
5 5 5	Rat Rock
6 6 6	Laurelorn Forest

FOUR OF KIND

1 1 1 1	Ruins of Almshoven
2 2 2 2	Cursed Village of Halsdorph
3 3 3 3	Mining Colony of Erlach
4 4 4 4	Pirate Town of Broekwater
5 5 5 5	Border Town of Aarnau
6 6 6 6	Market Town of Klessen

FIVE OF KIND

1 1 1 1 1	Tannery
2 2 2 2 2	Auction Hall
3 3 3 3 3	Trading Post
4 4 4 4 4	Lighthouse
5 5 5 5 5	Laundrette
6 6 6 6 6	Ship-of-the-Line

SIX OF KIND

1 1 1 1 1 1	The Underdock
2 2 2 2 2 2	Colony of the Lady's Tears
3 3 3 3 3 3	Hartshorn Lodge
4 4 4 4 4 4	Mist-wreathed Stronghold
5 5 5 5 5 5	Unseen Library
6 6 6 6 6 6	The Mouth of Morr

Doubles

(1 1) Stagnant Pool

The coast consists of endless foul-smelling wetlands. Foetid ponds populated by hungry clouds of midges and mosquitoes disperse treacherous ground in the salt flats.

Nominate one of the Heroes in the warband to scout the wetlands. The warrior must pass an Initiative test while scouting round slimy ponds of brackish water. If the Hero fails he is dragged to his demise by quicksand!

If the Hero passes then each of the warriors in the warband receives a Strength 1 hit from mosquito bites. Undead and daemons are immune to insects.

If the Hero passes the initiative test, then roll on the Herbs & Potions Chart (see Herbalist in the Marketplace).

(2 2) Marine Grotto

Monolithic shrines occupy watery crevasses between windswept dunes, either as sacred sites to Manann or a place where pirates leave tribute to Stromfels.

Roll a D6 for each entry:

D3 Nets	2+
2D6 gold crowns	3+
Trident	4+
Jewel Necklace	5+
Chest (roll a D6 on Cargo Chart)	6+

The Jewel Necklace can be worn by a Hero in the warband. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

Roll on the Cargo Chart to see what the chest contains.

(3 3) Orphanage

The Marienburg Home for Foundlings is an orphanage sited along the Poultrice Water canal stretch. School and sanctuary for orphans, the home has a deadly secret. Some of its inmates are mutant children!

Witch Hunters visiting the orphanage search the premises. If the leader passes a Leadership test they find mutants in the basement! Distribute D3 experience amongst Heroes in the warband.

If the orphanage is visited by a Skaven or Goblin warband or a warband following the plot 'The Body Trade' they capture one of the orphans. Add the orphan captive as a hostage to the warband's roster sheet for stored equipment.

If the orphanage is visited by followers of Chaos they capture one of the mutant children instead! Add the mutant to the warband's roster sheet. This counts towards fulfilling the plot achievement for 'Gaze of the Gods'. If the warband returns to the orphanage they capture one of the orphans. Add the captive as a hostage to stored equipment on the roster sheet.

Due to the persistent pleas of the orphans any other warbands make a donation of D6 gold crowns. The warband receives the blessings of Shallya. Any model may immediately recover 1 Wound in the next battle.

(4 4) Whiskey Distillery

An illegal cellar bar with a still has opened. The speakeasy has been secreted away in a ratbskeller operated by privateers from Albion distilling their own whiskey and serving blended dregs to misfits.

Two Heroes from the warband pay the makeshift brewery a visit. Roll once on the Drinking Chart for the Gentleman's Club from Infamous Haunts. The Heroes walk out of the distillery with a barrel unless one of the warriors is placed under arrest. Roll on the Cargo Chart to see what the barrel contains.

(5 5) Shrine of Ranald

There are no known temples to Ranald in the city. The few shrines that openly exist are careful to emphasise Ranald's role as a patron of trade. Reliquaries can be found adjoining gambling halls.

A Hero from the warband must visit the Gambling Den from Infamous Haunts. After rolling on the Gambling Chart the Hero enters a shrine. Roll a D6:

1	Pickpocketed lose 2D6 gold crowns.
2-3	Find a Rabbits Foot.
4-5	Find a Lucky Charm.
6	Dropped purse belonging to a merchant containing D6x10 gold crowns.

(6 6) Private Isle

Hidden coves nestle amongst rocky promontories in the Flats. An old smuggler's corpse has washed up on the sand bar in a rowboat that may once have been seaworthy!

Roll a D6 for each entry:

Oars (count as a two clubs)	Auto find
D3 cooking pots (count as helmets)	Auto find
Corpse (still fresh!)	2+
D6x5 gold crowns	3+
Map of Marienburg	4+
Rowing boat	5+
Roll on the Booty Chart	6+

Triples

(1 1 1) Riverfront Inn

South of Marienburg, the River Reik cuts through the marshes. Riverfront inns squat along its alluvial plains. Strangers are more welcome here than in the city. Small bands of pirates prey on riverboats. Smugglers use the route to hide illicit cargoes among the tons of legitimate goods that pass along it each day.

The lookout spies a piece of freight caught in the river current. Roll on the Cargo Chart to see what type of freight is hauled out of the swell.

(2 2 2) The Sickly Wood

At the edge of Daemon Swamp is a band of forest standing dark and ominous on the horizon. During the last IncurSION of Chaos a taint spread here that has never been burned out. The Sickly Wood has a fearful reputation amongst the villages nearby as things of Chaos were drawn to it. There is unnatural life here. Face-like burls whisper with voices. Wet, dirty pink fungus pulses rhythmically as if breathing

The spiteful trees hurl dead branches at the party. D6 Heroes in the warband receive D3 Strength 4 hits. Among the bizarre plant life of Sickly Wood is a bulbous fungus that bursts, spraying a choking cloud of spores. Boilswort bears the taint of Chaos! Any Heroes optionally touching the fungus must roll on the Warp-touch Chart.

(3 3 3) Fort Beg-Bribe

In the middle of the Ois Gap at the bridge over the river squats Fort Berghres, a former Imperial castle now run jointly by the Marienburg Directorate and agents appointed by the Duc of Gisoreux. Travellers often refer to the fort as Beg-Bribe since getting anything done requires a donation of gold to a Bretonnian official. Upstanding merchants who object to the routine practice find themselves subjected to vigorous inspections.

Roll a D6 to see if the Duc is running a campaign: **1 Beast Hunt!** Reports have been arriving at Fort Berghres of a "Great borned beast in the savage wilds to the east of Marienburg." The Duc will reward anyone who slays the Beast of the Moors! Each model in the warband must take a Toughness test. When D6 warriors have passed, the beast is slain, the bounty is claimed and no further tests are required. Roll on the Injury Charts for any model failing a Toughness test. The bounty is D6 Treasures and the hide of the beast! Beast Hide gives its wearer a 6+ saving throw unmodified by Strength. It can be combined with other armour saves. **2-5 Inspection!** Officials detain D6 members of the warband. Unless a donation of 50 gold crowns is paid to the suspicious Bretonnians the warriors miss the first turn of the next battle! **6 Restock Supplies!** Fort Berghres serves as a rest station and supply post for those preparing for the long trek across the Bitter Moors. Heroes receive a half-price discount on any equipment they find at the fort!

(4 4 4) Wouduin Tollhouse

The Tumble Downs are divided by a major highway, the Middenheim Road. It serves as the main overland path between Marienburg and the Empire. A lonely trip fraught with highwaymen! Fortified coaching inns offer passengers reprieve on their journey until the Wouduin Tollhouse is in sight at the edge of Laurelorn Forest. The route is travelled only by the bravest caravan guards and Road Wardens despite the border station on the Middenheim Road.

Pay a toll of 1 gold crown for each model in your warband. A Highwayman or Road Warden Hired Sword joins the warband.

(5 5 5) Rat Rock

North-east of the swamps lie the low rolling billocks known as the Tumble Downs. Dangerous country like the Downs attracts outlaws. Amongst the boggy dells, travellers find clumps of exposed rock breaking through soil like exposed teeth. Scholars argue they are the remains of ancient civilisations. The blackest reputation goes to a vast jumble of cyclopean blocks given the name Rat Rock. Climbing expeditions traverse boulders with pre-human markings to explore the crags. (Note if another play owns rat rock, ignore below and the discovering player may claim it through Stocade as normal.

A banditti hide-out is concealed way up in the crags. The lair belongs to a brigand trio of pyromaniacs! Roll a D6: **1-2 Booby Trap!** The lair has been rigged with explosive charges. Resolve an exploding powder keg. All models in the warband failing an Initiative test are within the blast range. **3-4 Lone Gunman!** The warband is joined by a Pyromaniac Hired Sword from the Border Town Burning supplement. **5-6 Bandits!** The brigand arsonists are at home! Three Heroes from your warband need to pass Strength tests to overpower the bandits. Each Hero in the warband may attempt a Strength test until either three have passed or their attempt has failed. Any Hero rolling a 6 has been injured in the encounter. Roll on the Serious Injury Chart and apply the result. If the bandits are overpowered the warband raids their arson stash. After over taking Rat Rock, the warband may claim it as a fortified encampment. Rat Rock allows the owning player to play False Beacons Special Scenario.

Roll a D6 for each entry:

Rope	Auto find	Cathayan Candle/Firepot	4+
Powder Keg	2+	Herstel-Wenckler Pigeon Bombs	5+
Firecrackers	3+	Fire Bomb	6+

(6 6 6) Laurelorn Forest

The ancient Laurelorn forest lies to the north of the great city of Middenheim and marches right down to the shore of the Sea of Claws. Many believe that this forest is haunted and it contains very few human settlements. Superstitious folk claim that Laurelorn is the last refuge of the fey Elves in the Empire and that their faerie magic and powerful illusions protect their declining numbers from harm. Most men would have nothing to do with these strange creatures and so rarely stray from the path cut by the Great North Road from Middenheim to the great city-port of Marienburg in the Wasteland.

The warband risks having dealings with the wood elves to visit one of the few human settlements contained in the haunted forest. The forest is protected by faerie magic. This requires a Leadership test to be made by the warband leader to pass through the powerful illusions. If the test is successful the warband may pass through unscathed to reach the settlement. Humans inhabiting Laurelorn sell one of each of the following items at half-price traded from their capricious neighbours; Elf Bow, Elven Cloak, Elven Wine, Elven Boots, Blessed Stag Hide, Hunting Arrows

If the Leadership test is failed the warband encounters a troupe of glade guardians who block the path. The fey elves will not tolerate the presence of druchii corsairs. Any dark elf Hired Swords with the warband will be slain! If a Dark Elf, Goblin or warband following the 'Gaze of the Gods' plot dares to approach Laurelorn Forest they will be attacked! Each model in the warband must take a Toughness test. If 2D6 warriors pass, the elves are driven off! Roll on the Injury Charts for any model failing a Toughness test.

Four of a kind

(1 1 1 1) Ruins of Almshoven

The ruins of Almshoven and its light house is all that remain of a beautiful coastal port town destroyed during a Chaos invasion. The ruins are now feared as a diseased and cursed graveyard. The Coast Road passes near this desolate blighted ruin and those who have set eyes on the place have nightmares for years after. Ships avoid the southern side of the Manannsport for fear of the rocks and the curse! Those who pass within sight of the port have said at night there are ships afloat in the harbour and the occasional sound of laughter and music can be heard over the waves.

The warband is joined by a Bard Hired Sword with his accursed instrument, typically a fiddle or a flute! He forms a 'Blood Pact' with the warband.

Unless they are following the 'Guarding the Peace' plot then warbands can choose to despoil burial mounds while exploring the ruins. Roll once on the Grave Robbery Chart for each Hero in the warband.

(2 2 2 2) Cursed Village of Halsdorph

Once prosperous, Halsdorph a beautiful town of 2,500 souls is now a depressed community haunted by morbid dreams from the nearby Daemon Swamp! Since the Night of Terror when the earth shook and the best fields sank it is a place of decay.

Sorcerous hallucinations lead warriors to despair and to suffer from night terrors and strange visions! Each Hero in the warband must take a Leadership test. Roll on the chart for the Dream Parlour from Infamous Haunts for any Hero failing the test.

(3 3 3 3) Mining Colony of Erlach

Other than the mining town of Erlach, the foothills of the grey mountains are only sparsely inhabited by lonely shepherds, hopeful prospectors, religious hermits and ragged outlaws who prey on the road traffic. Old exhausted mines are scattered amongst the hills and mountains, some still worked by the Dwarfs, but most of them long since abandoned for better prospects elsewhere.

Roll a D6 for each entry:

Rope	Auto find	Pair of Mules	4+
D3 Pick-axes	2+	Mine Cart (counts as cart)	5+
Powder Keg	3+	Prospector Hired Sword	6+

If the old Prospector crosses your path then he automatically forms a 'Blood Pact' with the warband!

A warband visiting Erlach may choose to play the special scenario: Colony of Plenty.

(4 4 4 4) Pirate Town of Broekwater

North of the city walls along the Old Coast Road to Bretonnia is a fishing village with a sinister reputation. Broekwater and the few run-down inns in its area are suspected criminal haunts. The Grey Mist gang of smugglers is rumoured to make its base here, and whispers mark Broekwater as a centre of the banned cult of Stromfels. While traders in Marienburg regularly complain about the criminal activities centred on Broekwater, the lack of any action by the Directorate has led many to speculate about some sort of official backing from one or more of the Great Houses.

Warbands involved in piracy can use the swampy retreat as a convenient stopover. Pirate warbands or followers of Chaos search for rare items as normal in the post battle sequence. For any one rare item that was found, that item counts as what merchandise was being smuggled by the Grey Mist gang! The gang's stash contains multiple copies of the item. The Hero who searches and finds the item can buy an additional D3 of these items from the smugglers stash.

Witch Hunters along with other law enforcement constabularies visiting Broekwater will not receive such a warm welcome! A well-equipped militia of angry locals with a shambling gait greets the party to refuse entry.

(5 5 5 5) Border Town of Aarnau

Aarnau is a large fishing and farming village on the shore of the Sea of Claws. This border town at the far north of the Tumble Downs is the home of the last remaining noble in the Wasteland, Baron Martinus van Buurens. The population of 400 includes a 150 man militia drilled constantly by the Baron. Just what threat they guard against is an amusing mystery to Marienburgers, since the Elves of Laurelorn mind their own business and the Empire is hardly likely to march an army through this isolated corner of the Old World.

The old codger has spent so much money on uniforms and equipment over the years that the men of Aarnau are known throughout the province as the 'Wasteland Peacocks', though none who have seen them repel bestial invaders in the northern Tumble Downs will say that to an Aarnauer's face!

Human, elf and dwarf warbands are joined by one of the Wasteland Peacocks. The Aarnauen veteran counts as a Freelancer Hired Sword.

Other warbands get the opportunity to sack the town! For each Hero in the warband roll a D6:
1. The Hero is caught in the attempt by town militia, roll on the Serious Injury Chart. 2. Find 2D6 gold crowns. 3. Steal a sacrificial goat! 4. Capture one of the townsfolk as a hostage! 5. Requisition a rowboat plus a fish-hook shot. 6. Roll on the Cargo Chart; re-roll if the result is 1.

(6 6 6 6) Market Town of Klessen

At the edge of the Little Country where the Bitter Moors begin, a great road runs from Marienburg to the Bretonnian city of Gisoreux, from which many in the agricultural town of Klessen make their living by trading livestock and providing rest and refreshments to travellers going either way.

Human, elf or dwarf warbands are joined by a Merchant Hired Sword with D3 bodyguards. If the warband already has a Merchant then he gains an outfit of D3 bodyguards.

Other warbands get the opportunity to ransack the market! For each Hero in the warband roll a D6:
1. The Hero is placed *under arrest* by the town's watch. 2. Plunder a Treasure. 3. Rustle a prize bull or a wild pig! (counts as a War Boar) 4. Seize a villager as a captive! 5. Hijack a hay wagon (counts as a Trade Wagon). 6. Pillage the town's armoury. The armoury contains D6 hand weapons plus D6 handguns. If the dice result makes up a double, roll once on the Custom Weapons Chart.

Five of a kind

The following entries represent exclusive Marienburg locations. Only one warband can possess each type of *encampment*. If the same exploration result is rolled by another player then the *encampment* should be contested between the two warbands in the next round by playing Scenario 10: The Sting.

(1 1 1 1 1) Tannery

The Tannery on Tanners Alley is secretly a flesh house with links to a Cult of Slaanesh. The encountering Warband leader gains a random Chaos gift from the Graces of Shornaal (see Corrupted Characters chapter) and the Tannery as an *encampment*.

The Tannery allows the owning warband to roll on the Tanner chart (Result 4) within the leather goods table of Infamous Haunts

any warband following Drowning the witch will instead burn the tannery to the ground and gain 150gc.

(2 2 2 2 2) Auction Hall

The Auction Hall can be used to sell any number of rare items, but once auctioned they must be sold regardless of the roll.

Roll a D6 for each rare item being sold. Auction Hall counts as an *encampment*.

D6 Result

- 1-2 Half the items base price
- 3-4 The item's full base price
- 5-6 The item's full price plus half

(3 3 3 3 3) Trading Post

The warband comes across a ruined trading post. Despite its tatty condition it has not been destroyed so could potentially be re-established.

Searching the trading post for some valuable remains the warband finds D3 Swords, D3 Helmets, D3 suits of light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols. In addition, any warband may restore the trading post. A player doesn't have to decide whether they wish to restore the post immediately. They may return at any time between battles if they wish until such a time that another warband finds and restores the trading post.

The restoration costs $D6 \times 25 + 150$ gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

A warband controlling the restored trading post rolls 3D6 to determine the experience of the henchmen available for hire after the battle. As a bartering point for many exotic goods they get +3 when searching for rare items.

If the warband is following the 'Ten Great Families' plot, they get +D6 campaign points once for rebuilding the trading post. Trading Post counts as an *encampment*.

(4 4 4 4 4) Lighthouse

This used to be a Temple of Manann set on a rocky promontory. The beacon in the lighthouse tower should still be lit at night as a warning to any wayward ships passing by. Extinguishing the light in stormy weather conditions gives wreckers the only excuse they need to plunder trade vessels. When a ship runs afoul of wreckers their cargo can wash up on the rocks.

Lighthouse can be used if the warband has a boat. During the Trading phase of the post battle sequence three Heroes may scavenge on the rock instead of searching for a rare item. Make D3 rolls on the Cargo Chart to see what types of freight crash down onto the rocks from amongst the waves. Lighthouse counts as an *encampment*.

A dispute over a Lighthouse should be fought using Scenario 5: Stockade if boats can be used by the warbands to reach the island where it is bastioned. The maximum number of models deployed in the scenario will be determined by how many models the boats can transport for each warband.

(5 5 5 5 5) Laudrette

The laudrette is a front for a drug lab, it counts as an *encampment*, after every battle roll a D6 for Drugs by referring the Grave Robbery Chart in the post battle sequence. One free dose of drugs is available. The warband may exchange a Cathayan Silk for D3 doses of the same drug. As many doses can be taken as Cathayan Silks are being exchanged.

(6 6 6 6 6) Ship-of-the-Line

A ship-of-the-line is a small ship to be used in battles! The ship can be crewed by every model in a player's warband including any cargo and objective markers.

If a second warband rolls the same result then they charter a ship from a pirate captain to contest the *encampment* between their two warbands. The dispute is settled in the next round by playing the special scenario: All Hands On Deck!

Six of a kind

(1 1 1 1 1) The Underdock

Most of Marienburg goes about its business, unaware of what transpire below their feet on the Underdock. The Underdock is an open secret... an artificial world beneath the massive docklands that occupies the city's northern coast. Built in an ad hoc fashion by generations of smugglers, merchants, pirates and beggars, the rickety wooden walkways spread like a massive spider's web beneath the docklands, cutting between the shallows and the surface. Stairs, ladders, fishing nets and overturned dinghies occupy the spaces between wooden planks, and formed natural landmarks. The air is muggy and thick with sea-salt. Barnacles cluster in patches like moss and things move beneath the water. Things most smugglers don't particularly like to think about.

Made up of condemned prisoners, mercenaries and disgraced watchmen, the sewerjacks patrol the Underdock as well as the sewers and under-canal of Marienburg. Wooden walkways lead off from the understructure into grimy waters beneath the embankment.

your warband sets up a shady deal with one of the underfolk.

you can find anything you want down here. choose any item from the unknowable cargo list, market place or infamous haunts. you may purchase it from the Underdock without need for rarity roll, but the item will cost its full price+D6x25. this deal is available for 1 item only but does not need to be redeemed immediately, any time you are able to purchase equipment you may cash in your favour and buy the item.

(2 2 2 2 2) Colony of the Lady's Tears

Leaving the highway and approximately a week's journey cross country is an unusual sanctuary. Passing the through the odour of decay in Sickly Wood will reveal wood frame biers bearing corpses in a macabre cemetery. Large crows pick at suspended bodies in thick fog outside a stockade; the Colony of the Lady's Tears, Shallya's hospice in the Wasteland. The remote moorland settlement is run by Sister Astrid von Nimlsheim as a refuge for mutants seeking salvation. The excommunicated priestess was considered to be a heretic by her Shallyan order before leaving Marienburg.

A warband arriving at the Shallyan refuge may choose to play the special scenario: Colony of Plenty. The following few changes must be made to the scenario conditions.

Wandering Monsters are replaced with deadly fauna! Roll a D6 to find out what one of the warriors in your warband has encountered. Determine a victim at random. **1-2 Boilswort.** Dirty pink fungus on deformed trees releases spores tainted by Chaos. Boilswort infestation causes Neiglish Rot. The model becomes infected unless it passes a Toughness test! Undead models are not affected. **3-4 Blood Sedge.** Man-eating plants native to the Cursed Marsh. Refer to Carnivorous Plants on page 81 of Border Town Burning supplement).

Replace 'Sleeping Monster', 'Bat Cave' and 'Powder Store' with 2D3 mutants. Roll on the Random Mutation Chart to see what mutation applies to each group. 'Gold Rush' is replaced by Shallyan Serum. 'Greater Artefact' is replaced by the Divine Relic, Blessed Instruments of Thaumaturgy and its product - Shallyan Serum. these are treated exactly like Greater Artefacts for all purposes except for Plot requirements.

Blessed Instruments of Thaumaturgy. A set of consecrated implements including blessed thaumaturgical instruments. This alchemical equipment is secretly used by members of the Shallyan church who preserve corpses of priestesses. By sparingly harvesting a gel substance from the sacred flesh of stored bodies using holy relics it has been possible to create a rejuvenating elixir which can restore vitality among the aged and return the infirm to full health.

The Blessed Instruments come with 1 dose of Shallyan Serum. further doses may only be "harvested" from from the bodies of dead priests. any battle that the warband possessing the Blessed Instruments took part in in which a priest died permanently after the match, the warband gains 1 does of Shallyan Serum.

Shallyan Serum. Scraped off the flesh of preserved bodies from deceased priestesses, the serum is gelatinous goo harvested to help the church in times of dire need.

The Shallyan Serum is able to heal any Hero of all previously suffered Permanent Injuries, strike all injuries from the heroes profile. the serum may also raise a deceased hero back to life but only at the precise time of their death. if a hero rolls 11-15 Dead, or is sacrificed, hung or sold into slavery, when the warband is in possession of the serum, you may treat the result as Full Recovery and the warrior is returned to their warband.

(3 3 3 3 3) Hartshorn Lodge

The liberal view of Marienburgers towards the use of magic has turned the city into a refuge for those wishing to practice their aethyric talents without the constraints of Imperial law. It is a natural byproduct that some of these free-thinking dabblers come across Chaos and Dark Magic in their studies. Unfortunately, Marienburgers share the same view on the Dark Lores as their narrow-minded Imperial cousins, and allow witch hunters to operate unfettered in the city. As a consequence, the sophisticated Marienburg warlock requires a place where he can safely study the alternative lores without risking meddling interference from the authorities. Such a haven can be found along a stretch of isolated coast, several leagues northeast of Marienburg. On the surface, the Hartshorn Lodge functions as a hunting and fishing retreat for the Marienburg gentry. The extensive lower dungeons and massive occult library suggest other activities, however. The Hartshorn Lodge is a place where the urbane warlock can study the Dark Lores in peace and share discoveries with like-minded fellows. As a service to its members, the lodge also employs a team of grave-robbers to keep its pantry stocked year round.

a Warband that discovers the Harshorn Lodge may learn their darkest ritual. By paying D6Cp and 200 gold coins the Lodge will teach the Warband how to create a Summoning Circle to bring forth Ark'il'hes, a dreaded Daemon Prince of Arkhar, who ascended and brought destruction down on Cathay 100 years prior. rules for using the circle and summoning the Prince are listed in the Dramatis Personae section.

If the Warband follows either the "Drowning the Witch" or "Keeping the Peace" Plots or does not contain a wizard, they may choose to burn the lodge to the ground and gain D3+1 Cp.

(4 4 4 4 4) Mist-wreathed Stronghold

The lair of the daemons sat upon a large hill that reared from the benighted marsh. Towering menhirs carved with spirals, circles and one-eyed monsters, standing as grotesque monuments puncture the sodden gorse of hills among the marshes, ponds and creeks.

D6 randomly determined models from the warband must pass an Initiative test, or be dragged to their doom by the monstrous Fimir lurking in the mist. Remove any doomed models from the warband roster sheet.

If a Skaven, Beastmen warband or followers of Chaos survive a Fimir attack with their leader unscathed they may claim the stronghold. Mist-wreathed stronghold counts as an encampment.

Chaos warbands who have at least once Mutant Child in their possession, suddenly realize one of the childrens importance when they take the stronghold. the Child now counts as a hero, with the stats of the warbands cheapest hero. the Child immediately gains 10xp and all relevant level ups. the child also gains 2 random mutations. when the warband receives a mark of chaos, the child will receive the other mark (i.e. if the leader gains a mark of arkhar, the child will receive the wizard mark. if the leader is a wizard, the child will receive the applicable warriors mark.)

If a Fimir warband reaches the stronghold a Young Noble may claim it as his lair. The Hero must now become the warband leader, ascending to become a Noble! The Noble gains 10 experience points and counts as a large target.

(5 5 5 5 5) Unseen Library

Divining the location of a sunken repository containing a valuable grimoire, the warband uncovers a drowned collection of profane texts and arcane books. An expedition across the Reik Estuary brings the fortune seekers to the greatest archive of lore in the world that scholars have ever known. Even though the Unseen Library has been flooded and most of its knowledge has been lost to the tides, the Heroes can dive for sunken arcana. The library contains scrolls wrought in metal ore or stone tablets, profane tomes bound in leatbery watertight skins, magical parchments bound by mystical enchantments and more.

a Warband that discovers the Unseen Library has several options; If the warband contains a wizard hero or hired sword, they may attempt to gain the knowledge trapped in the books but at a cost - if they are able to pass a Ld test then they may deduct D3 campaign points to roll on the below chart;

D6 Result

1-2 the wizard learns 1 random chaos ritual

3-4 the wizard learns 1 random Necromancy spell

5-6 the wizard learns 1 random Ritual of Dhar.

their education has begun, after each battle, rather than searching for an item or visiting a location, the wizard may return to unseen library and learn another spell from the list they first rolled for. once they have learnt every spell from that list they graduate to full membership and from now on get +2 to every spell casting attempt.

If the Warband follows either the "Drowning the Witch" or "Keeping the Peace" Plots or does not contain a wizard, they may choose to destroy library and gain D3+1 Cp

(6 6 6 6 6) The Mouth of Morr

A secret tunnel near the fishing village of Fauglimere (beside a distributary of the Reik that flows into the Cursed Marshes) bypasses Marienburg. Built long ago by dwarf smugglers, the tunnel was used to bypass the taxes and tariffs imposed by the elf colony that once stood where Marienburg does today. Old maps of the region, some dating back to when Marienburg was still an elf colony, suggest a series of connected routes through the area. A skilled boatman with knowledge of maps and the smuggler's tunnel might be able to navigate from the Reik along the River Bach, through the Mouth of Morr, straight out to sea (and back) without needing to portage, traverse sandbars or stop for any reason. The tunnel bores through the billy country northwest of Fauglimere known as Hoblenbugel, and is some eight or ten miles in length, before opening back into the brackish swamp called the Cursed Marshes and following a nameless river to the ocean. Caves on either side of the tunnel are cleverly concealed by scrub and the folds of the land, and their precise location is not widely known. The Mouth of Morr has a grim reputation that the local smugglers do nothing to dispel. The tunnel itself is a closely guarded secret, known only to a few smugglers. Should the druchii corsairs learn the nature of this tunnel, then the dark elf slavers will be able to strike at the heart of the Reikland with impunity. Entire villages will vanish, and given time a dark elf fleet might lay siege to Altdorf itself!

The Mouth of Morr can be used to ship rare items out of the city. A Hero can visit the Mouth of Morr in the post battle sequence to sell any rare items at their full value.

If a warband is following 'The Secret Deal' plot, the Mouth of Morr can be used to smuggle any rare item that was being appropriated by the League of Gentlemen Entrepreneurs.

The Mouth of Morr can be used to move hostages out of the city. If a warband is following 'The Body Trade' plot, the Mouth of Morr can be used to transport *captured* models out of the city. Two warriors (including at least one Hero) miss the next battle while transporting any number of *captured* models. For each *captured* model smuggled out of Marienburg this way, the number of hostage objective markers required to be moved through the Grand Sewer Network is reduced by one. When the player has accumulated 40 CP's if 12 *captured* warriors and stragglers have been sent through the Mouth of Morr the body trader is declared winner of the campaign.

If two or more warbands discover the Mouth of Morr then neither side can use it to transport.

Marketplace

Worlds Market

Marienburg is a maritime trading nation. Merchants, peddlers, tinkers, swindlers and shoppers line the streets of the thriving port-city where Marienburg gold guilders are of equal value to the Imperial currency of gold crowns.

The Craftsmarket, Dwarf's Hold, Nippon Town and Potion Square in the South Dock are just a few areas of the city where houses of mercantile commerce are run by charlatans, forgers, pawnbrokers, criminal alchemists and herbalists. Shipping companies and major smuggling operations supply Marienburg's business traders meaning anything imaginable might be found in stock.

The Freetraders of Marienburg are the most prosperous merchants in all the Old World. Through their hands pass goods from all points of the compass: spices from Araby, silks from Cathay, weird beasts from the Southlands and strange metals from the savage shores of Norsca.

"The joy of the market place is that you pay for what you get. The curse of life is that you get what you pay for."

— Strigany saying

Exotic Boutiques

All kinds of additional services can be rendered by making a special location visit to business establishments, with some dealers being more transparent in their affairs than others. Salubrious enterprises with a reputation for square dealing are found scattered around the city.

"If you can't find it in Marienburg it doesn't exist. Everything in the world passes through here sooner or later."

— Kris Goudriaan, Wizard Adept

After engaging in martial conquest a soldier can usually be found carousing in dens of vice. Where as some heroes of the Empire are renowned for their indulgence not all lead a hedonistic lifestyle! While one adventurer might lay with a doxy in a bordello bed after drinking himself into oblivion, another is out searching the marketplace for supplies. Frequenting armouries, emporiums and boutiques is a great opportunity to place orders for scarcely seen items and enhance or repair damaged vehicles.

During the Trading phase of the post battle sequence Heroes may visit one of the many retailers and service providers in the Marketplace instead of searching for a rare item.

Skaven, Beastmen, Fimir, Orcs and Goblins may not visit the Marketplace or Infamous Haunts, except for when visiting an Alchemist or an Apothecary.

Sites of Salvation

Priests attend to local shrines, serving the parish by ministering congregations in their places of worship. There is a large temple to Sigmar in Marienburg, but this is one of the rare cities outside the Empire to have one. Shrine clubs are discreetly maintained by clergy of Ranald. All other faiths receive decadent representation in Temple District.

If there is a human Priest in the warband, during the Trading phase of the post battle sequence a single Hero may visit one of the sites of salvation in the city instead of searching for a rare item.

Old Shrine: At the behest of the priest your Hero takes a free vial of Blessed Water before the battle.

Temple: Priests visiting their respective temples, tabernacles, and monasteries to pray during the post battle sequence may receive +1 to the casting of any prayers during the next battle. A compulsory donation of 5 gold crowns is required upon each visit, when seeking spiritual guidance to help mete out the boons or punishments of their patron.

Hospital: Any injured Hero visiting a Shallyan hospital improves the chance of recovery by adding +1 to any subsequent dice roll made on the Surgery Charts.

Potion Square

*Just off Potion Square on Dock Road is the alchemical laboratory and observatory of **Wilhelem Rotkopf, the Master Alchemist**, who does occasional private business with Hans Kluger. Science of sighting the heavens using brass astrolabes and polished lenses, understanding that celestial signs and augurs accompany the deathless ones...*

*On the corner of Silver Street and Potion Square stands a small building with a strange sign hanging outside – a crossed saw and knife. Next door to Kluger's Emporium is the surgery of Doktor Markus Puttlangs. The surgery is also known as **Puttlang's Chamber of Horrors**.*

The rules for visiting an **Alchemist** or an **Apothecary** can be found in the 'Corrupted Characters' chapter.

"There is pain in the ruling house of Xerxes, and both Tiamut and Darios, Sons of the Morning, draw hooked blades against each other. Eh! It is seen and written in water."

— Master Ebn Al-Azir, Alchemist

A commercial review of the busiest outlets for mercantile activity drawn from amongst a great many trade houses and flea-market stalls found in and around the city squares of a metropolis by playwright, street performer and suspected werecreature Stuart Cresswell.

Cartographer

Mapwrights of Luigi's Town can help with exploration because they carry a great many atlases, star-charts and navigational parchments. The cartographer is also a wealthy resource for titbits of information that he is willing to sell. A lot of it is useless but not all.

If you pay 15 gold crowns he will divulge some of his expertise. Roll a D6 on the following chart.

D6 Result

- 1 **Red Herring:** You roll one less Exploration dice after the next battle.
- 2 **Slippery Counsel:** You must choose one Exploration dice result to remove from your score after the next battle.
- 3 **Fishy Advice:** The directions given were utterly useless but on a D6 roll of 4-6 your warband has obtained a compass.
- 4 **Local Rumour:** You may re-roll one of your Exploration dice after the next battle.
- 5 **Legend Has It:** You may increase or decrease the result of one Exploration dice by 1 after the next battle.
- 6 **Souvenir:** The mapwright is convinced to part with a remarkable piece from his personal collection. Roll another D6:
 - 1-3 **Marienburg Map.** This map is exactly the same as the Mordheim Map from the Mordheim Rulebook.
 - 4 **Ratskin Map.** When a Hero with the Ratskin Map enters an *unexplored* tile first in underground scenarios, you can re-roll what tile is being placed. The result of the re-roll must be accepted.
 - 5 **Satchel of Maps.** One Hero from a warband carrying the Satchel of Maps may take a Leadership test after each battle in which he was not taken *out of action*. Success will allow him to modify one exploration dice by +1/-1.
 - 6 **Star-Chart.** An accurate navigator's plan can be used to pinpoint locations. One Hero from a warband in possession of the Star-Chart may take a Leadership test after each battle in which he was not taken *out of action*. Success will allow him to change the result of one exploration dice to a score of his choice.

Fletcher

The fletcher is a master at making bows and arrows, along with some other missile weapons.

When you visit a fletcher you may pay 5 gold crowns for Heroes to add +2 to your Search rolls when trying to find missile weapons or arrows. Once a Hero finds an item the modifier no longer applies. Blackpowder weapons cannot be bought from the bowyers.

Instructor

Expertise can be learned by hiring an instructor at an academy of learning, school of gunnery & marksmanship or a combat training camp like Monnik's Pit Fighter School. Mystical fighting styles can be practiced in a dojo of the martial arts in Nippon Town. Tutelage from masters of war comes at a steep premium.

Note that these special skills can only be acquired through gaining experience points.

Any Hero can miss the next battle and pay 150 gold crowns in tuition fees to learn how to shoot. The Hero may choose 'Weapons Expert' from the Shooting skills list when he gains a new skill instead of normal skills.

Any Hero can pay 100 gold crowns to learn one of the skills detailed below. The Hero may choose from the following skills when he gains a new skill instead of normal skills; Expert Swordsman, Haggle, Pit Fighter, Acrobat, Energy Focus, Swashbuckler.

Energy Focus: If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The Hero may sacrifice any number of attacks this way.

"Never underestimate the power of innocent blood."

— 'Iron Man' Vukotich, Instructor and Retainer to House von Mecklenberg

Dwarfen Forge

Hearty armour smiths work metals at the smithy in Dwarf's Hold borough where they fashion all kinds of ores into a variety of useful items. Dwarf artificers from House Fooger mainly create weapons and armour. The quality of workmanship of Dwarfen forges is the greatest in the world.

When visiting an armour smith you may pay a tariff of 10 gold crowns for Heroes to add +2 to your Search rolls when trying to find gromril armour or close combat weapons forged with gromril. Once a Hero finds an item the modifier no longer applies.

The first time a Hero visits the forge there is no tariff to pay if he is a dwarf!

Magician's Workshop

Rogue wizards and alchemists do highly secret business with magic workshops like the one Jeremias Qualk runs in Potion Square, when in desperate need of rare or illegal components for a process. They are places where information circulates about powerful arcana when it falls into the wrong hands.

Any spellcaster will find this to be a suitable supplier of arcane items. Roll 2D6 on the Arcane Items chart when a Hero who is a wizard visits the Workshop to see what item the magician currently has in stock.

Arcane Items chart

Availability: Rare 15

2D6 Result

2 enchanted egg

200 gold crowns

Due to magical properties of the egg, the creature rapidly matures!

Roll a D6 after the battle to see if the egg hatches.

D6 Result

- 1 **Prehistoric Lizard.** A carnivorous lizard hatches like some Lustrian beast of legend. The lizard bites the warband leader who discovered its egg before escaping into a sewer drain! The warband leader takes a Strength 5 hit. Saving throws and injuries are resolved as normal. If the warband has a Beastmaster or Lizard Tamer then the lizard fails to escape. Use the Sewer Lizard characteristics and rules in Scenario 8.
- 2 **Haute Cuisine.** One of the warriors cracks the shell open to cook up a huge omelette for his comrades! If the warband sells Treasures after the battle, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead).
- 3 **Cold One Beasthound.** See Dark Elf warband in the *Cities of Gold* supplement.
- 4 **Cold One.** See Mordheim Annual page 70
- 5 **Fledgling Griffon.** Young griffons are great beasts (See Mordheim Annual page 35)
- 6 **Baby Dragon.** Young dragons are great beasts (See Mordheim Annual page 35) Dragon breath is able to *set on fire* targets.

If a warrior in the warband has the Beastmaster skill or the appropriate Animal Handling skill to tame the beast then it can be included in your warband.

3 hourglass

165 gold crowns

Ancient hourglasses are believed to prolong life. Such a storied time-keeping artefact is said to contain as its measuring sand the dusty remnants of a dead god of old, and a scholar can spend much of their life studying its mysteries. The bearer of Death's Timekeeper holds fast in the face of uneven odds, a symbol of defiance and stubbornness. Powerful enough magicians have perfected some limited measure of control over time and death itself!

Once per turn, the player can re-roll a single dice of their choice involving the Hero. If this re-roll is not used, at the beginning of the next recovery phase the Hero may recover a wound previously lost in the battle. The hourglass bearer is immune to the effects of being All Alone.

4 unicorn ivory

85 gold crowns

The most valuable ivory comes from the horn of a Unicorn Mare. The ivory holds magical properties to a magister who seeks it.

It contains silver which is harmful to vampires. Any warrior who wounds a vampire with a thrust from the ivory horn of a unicorn causes a critical hit.

5 talismans

125 gold crowns

A Hero procures a talisman made of magical stone.

Roll a D6 to see what kind of talisman is discovered.

D6 Result

- 1 **Wyrdstone.** Strange rock steeped magic. Roll on the Evaluation Chart in Corrupted Characters to see if the stone has powers.
- 2 **Blood Stone.** A malice inspiring stone exists in the darkest catacombs beneath the city. A magic stone coveted by those with appropriate knowledge of the arcane to summon daemons! Feuding cultists of Khaine, Khorne and other fortune seekers are climbing over each other to possess a chunk of this stone. Its material could warp-taint the bearer into becoming a pawn of the God of Murder or the Blood God. The Hero takes on lupine, vulpine or canine aspect, giving him a bite attack. If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+. If any warband leader carries a Blood Stone then the warband automatically offers refuge to warriors developing mutations. Even witch hunters will harbour mutants in secrecy!
- 3 **Toadstone.** The rare stone is a ward against disease, poisons, magic and evil spirits. A toadstone provides a +1 modifier to Toughness tests against disease, poison or magic. Undead creatures received -1 to hit a Hero carrying a toadstone.
- 4 **Luckstone.** Charged with divinatory power, luckstones are used by wizards manipulating the delicate balance of the Winds of Magic. They are also believed to provide a boon when worn as talismans. A warrior who carries this stone may re-roll any dice roll he makes once per game.
- 5 **Dawnstone.** An enchanted stone that has the power to undo the effects of magic! Re-roll armour save throw. Any spell that would target the affected area of the wearer has the difficulty of casting increased by 1.
- 6 **Power Stone.** Possessed of a pre-natural energy, it is capable of sustaining a spellcaster who draws from its power. Roll 3D6 when casting a spell to determine the difficulty result. It can only be used once during each battle.

6 steel cloth

75 gold crowns

A magic shirt enchanted to be as strong as steel.

This can be worn under normal armour to add a further +1 to armour save to the wearer or can be worn on its own giving the wearer a 6+ save. This item is destroyed if the Hero wearing it is ever *set on fire*.

7 magical scroll

75 gold crowns

A Hero uncovers a magical scroll written by a wizard from Baron Henryk's College.

Roll a D6 to determine what kind of scroll is discovered. The scroll can be read by a wizard during a player's shooting phase and once used crumbles to dust in the reader's hands.

D6 Result

- 1 **Inferno Scroll.** The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3" of the reader will take a Strength 4 hit and be *set on fire* on a 4+ regardless of the hit causing a wound. The reader suffers a Strength 2 hit.
- 2 **Jade Scroll.** Written on a large leaf the jade scroll glows with the magic of life itself. A friendly model within 6" can restore all lost wounds and recovers from being *knocked down* and *stunned*.
- 3 **Blizzard Scroll.** Once read, a blizzard arises. For the next D3+1 game turns heavy snow falls while a blasting wind hammers the battlefield. If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work. Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the Eagle Eyes skill cannot be used to increase the sight of warriors caught in a blizzard. All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Jumping down suffers no modifiers.
- 4 **Sunlight Scroll.** The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn receive an additional -1 modifier to hit and all undead, daemons or possessed models will take a single Strength 2 hit with no armour saves allowed. Undead warbands and followers of Chaos may not use this scroll, but if they happen to acquire one, they may destroy it granting the leader +1 experience. In addition, during this turn any adverse weather effects can be ignored.
- 5 **Amethyst Scroll.** The smell of death is all around, as an incantation inked upon the hide from a beast of is unfurled. The scroll can be read during a player's shooting phase by a wizard and once used crumbles to dust in the reader's hands. An enemy model within 8" takes D6 Strength 3 hits.
- 6 **Metal Scroll.** Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10" must pass an Initiative test or be unable to strike any blows in close combat this turn.

8 tarnwine

75 gold crowns

Wine and water imported from the Black Tarn outside Vimera in the principality of Khypris in the Border Princes. Tarnwine has incredible cleansing properties. It is used to fight the taint of Chaos in its many forms.

Acts as a cure for Neiglish Rot or a means to exorcise daemonic possession – removes a Dark Soul mutation from a warrior in your warband. Acts as holy water would against undead, when used against daemons.

9 ice gem

75 gold crowns

This blue gem has a constant aura of cold about it.

During the shooting phase the gem can be pointed towards an enemy within 8". An icy wind chills the target doing D3 Strength 1 hits. The model wearing this can also never be *set on fire* but can take damage from fire sources as normal

10 Nebekharan fire

100 gold crowns

Small spiked sphere loaded with an explosive concoction capable of melting flesh from bone! The terrible mixture for Nebekharan Fire is one of the oldest and most closely guarded secrets of the ancient and eldritch Alchemists' Guild. Kept imprisoned within an iron flask, once exposed the gooey, syrup-like nafaalm will weaken its container to the point of brittleness before exploding into flame, immolating everything caught in its blast.

Nehkharan Fire can be thrown in the same way as blessed water. Any model hit by Nehkharan Fire is *set on fire*.

11 mummy dust

150 gold crowns

A sacred urn containing mummified remains in ashen powder. Using powdered mummy remains, allows a Necromancer or Acolyte of the Dark Arts to summon a powerful undead warrior to do their bidding! Sprinkling dust from the urn releases a tiny amount of essence belonging to the mummy.

Wizards with the Necromancy skill can use dust from the urn to summon a Tomb Lord! The difficulty of the spell to summon the mummy is 9+.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mummy	4	4	3	4	5	3	3	2	8

12 greater artefact

Rumors have circulated that a legendary artefact has arrived in the city. It has fallen into the hands of the Thieves' Guild. The proprietor of the magic workshop claims to have solid information that could lead to a secret deal with the Guild members.

In exchange for the information, the Hero must donate a magical item or an arcane item to the Magician's Workshop that was not previously purchased from the store.

Next time you roll on the Arcane Items Chart that is not as a result of visiting the Magician's Workshop, roll on the Greater Artefacts Chart instead. Additionally if another player's warband possess a Greater Artefact they must reveal its identity to you!

Animal Emporium

For those seeking the perfect pet, whether for companionship or to follow the latest fashions, there is no better place in Marienburg than 'Priceless Friends', the exotic pet emporium located on the Grand Circle canal.

A menagerie of the strange – Short of Arabyan Sphinxes, potentially any creature from around the world can be purchased.

Here one may find unusual animals from all over the world, from trained Kislevan mink and hairless Arabyan racing dogs to stranger creatures from the interior of the New World and Catbay. Though friends are priceless, Sumieren Imlordil will provide any animal if the money is right! Need a companion? A pet to suit every owner – Norse bloodhounds, Imperial bearhounds, Bretonnian blue sheepdogs, Tilean hunting dogs, Mukkbavi desert-hounds, an Arabyan jackyl, or perhaps an Ebonian lion.

Any Hero seeking to invest in speciality animals can visit the Exotic Animal Emporium in Elf Quarter. A lowly muleskinner would be hard pushed to resource such unusual companions as can be found in stock or ordered from Priceless Friends!

Visiting the Animal Emporium reduces the difficulty of finding an animal by adding a +1 modifier to all dice rolls made by the Hero in subsequent visits. The diminishing rarity of the animal being ordered represents the effort made by the dealer to complete the purchase. Eventually the dealer would be expected to resource the animal.

When a Hero places an order on his first visit, either choose one of the animals or ridden mounts listed on the Pricing chart or roll 2D6 and consult the Speciality Animals chart. Once the animal has been chosen (or rolled for) the Hero has entered into an agreement with the dealer. The agreement means that the Hero must buy the animal he ordered when it becomes available on a follow-up visit. If he does not do this then no other Heroes from the same warband may visit the Animal Emporium until the order has been paid for.

A Hero may only place one order at a time with the dealer. Speciality animals do not gain experience.

Animal Handling skills

Trained animals require an animal tamer. A Hero needs to be a Beastmaster or have the appropriate animal handling skill before the animal can be used in battles. ie, A Hero needs the 'Bear Handler' skill to become a bear tamer.

Trained: Trained animals are subject to the rules for *stupidity*. A trained animal is not required to take these Stupidity tests if its handler is within 6". This is the only member of the warband the animal will listen to; a trained animal will never use the warband leader's Leadership for any tests it is required to take. It may use the handler's Leadership if within 6" of him. Note that the warband cannot control the animal without an animal handler.

The trained animal may not be used in any game in which the warband's handler does not take part and this means that if the warband does not include a handler at all, the warband must keep the animal caged until they hire a new one!

Great Beast: Great beasts can only be used in multi-player games.

Staggered, but not down: Mighty blows will rock great beasts but most creatures truly lack the ability to knock it down. Therefore, any *knocked down* result the beast receives will instead cause it to lose 1 Attack until it recovers during the Recovery phase of its next turn. Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the beast may not attack until it recovers).

Familiar: If a familiar is claimed it can be included with any wizard model or represented on a separate base, in which case it should be ignored for game purposes. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails. Wizards used as Hired Swords can claim a familiar.

The following skill can be chosen in addition to the Animal Handling skills from the Empire in Flames supplement.

Falconer: Hawking is a popular pastime amongst the Great Families of Marienburg. Gentlemen of noble lineage enjoy nothing greater than "...discussing the moor country and its prospects for falconry." A well trained fighting falcon is fully capable of blinding an opponent. Hunting birds including hawks, owls, ospreys and eagles are specially trained raptors suited to the sport.

Hunting birds can be used as missile weapons and as weapons in hand-to-hand combat as well by any warrior with the Falconer skill. The range of the falcon is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents his skill in directing the falcon to its target in flight. After a falcon attacks it flies back to the falconer. In close combat, falcons strike first with a single attack and use the warrior's Weapon Skill. Each successful falcon attack inflicts a Strength 3 hit.

If the Hero is taken *out of action* the falcon flies away, returning after the battle. Falcons cannot be attacked or slain, but if the Hero is slain the falcons are lost with him just like any other equipment.

A warrior must wear a leather or mesh falconry glove, otherwise be seriously injured when the raptor landed on his arm during each battle. Make a roll on the Serious Injury Chart in the post battle sequence for a warrior using a hunting bird without a falconry glove.

Unless stated elsewhere a falconer may only supervise a single hunting bird.

"A bad one, he was. Kept to himself, did Warhawk. Always with his precious birdies. Minya, Sebastian. Cheep cheep cheep. They were his childlings. The only thing he cared for, the only things real to him."

— Gotrek Gurnisson, Trollslayer

Speciality Animals chart

2D6 Result

2 geckamand

195 gold crowns

Availability: Rare 15

The pack-hunting geckamand is a dog-sized fire lizard that changes the colour of its spiny scales to blend in with its surroundings, much like a chameleon. Naturally they a reddish-brown colour. Geckamands are warm-blooded reptiles that thrive in extreme heat. They can also exhale gusts of superheated gas from their mouths, even as they trip and entangle foes with their rubbery limbs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fire Lizard	6	3	4	3	3	2	5	1	6

Special Rules: Superheated Breath, Tunnel Rat, Night Vision, Scale Sheer Surfaces, Hot Blooded, Scaly Skin, Bite Attack, Camouflage, Tongue!

SPECIAL RULES

Superheated Breath: This attack is made in the Shooting phase. Geckamands may move and fire. The target must be in line of sight to shoot at it. Place the small teardrop shaped template (See Mordheim Annual page 34) with the narrow end at the Geckamand's mouth and the large end aimed at the target. Roll an artillery die and move the template the amount of inches shown by the die towards the target to see where the template lands. Any models under the template will be hit. A model hit by gas takes a Strength 3 hit. Gas attacks ignore normal armour saves.

If you roll a Misfire, the Hero got in the way of the Geckamand. The lizard attacks his handler this turn!

Tunnel Rat: Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.

Night Vision: Geckamands have night vision meaning they are able to spot *bidden* enemies from twice their Initiative value in inches away.

Hot Blooded: Geckamand are naturally accustomed to hot environments. They are immune to damage from fire or heat based attacks.

Scaly Skin: The lizard has a 6+ armour save that is not modified by the strength of attacks against it (or by other save modifiers).

Bite Attack: Lizards have a powerful bite attack. This bite attack uses the Lizard's strength to wound. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Camouflage: With skin that shifts colours to match their surroundings, a Geckamand is hard to spot. This means that missile attacks suffer -1 to hit.

Tongue!: The Geckamand can unfurl its tongue up to 3" using its Ballistic Skill. On a successful hit it wraps its tongue around a target model, trapping it. Unless the lizard retracts its tongue no further attacks can be made. While held its target can do nothing except try to escape. The opposing models must pass a Strength test to wriggle free. If the test is successful or the Geckamand releases its victim, the model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).

3 Cathayan temple rooster

95 gold crowns

Availability: Rare 14

Fighting roosters are used in cockfighting at baiting pits. Crests of the sacred birds from Cathay are unmistakable! Temple roosters frenzied pecking makes them highly prized. Razor-sharp knives are often attached to the limbs of these fighting cocks.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rooster	4	2	0	2	2	1	7	1	4

Special Rules: Cutting Edge, Strike first, Frenzy, Cock-a-doodle!

SPECIAL RULES

Cock-a-doodle!: All enemy in base contact with the rooster will be at -2 to hit in their first round of combat unless they can pass a Leadership test.

4 polecat

50 gold crowns

Availability: Rare 12

Slender shapes scuttling after scouting warriors with a liquid, snake-like grace. Polecats can vanish and reappear, as fleeting as tree spirits like an extra shadow.

Special Rules: Cat Friend

SPECIAL RULES

Cat Friend: Polecats cannot attack or be attacked but they must be represented by an appropriate model because they can be used to intercept a charge made against the Hero. When a cat intercepts, the charging model is treated as having entered into close combat with it. The interception is completed as normal. No combat is subsequently fought and during the charging model's next turn it no longer counts as being in hand-to-hand combat.

The cat must always be positioned anywhere within 3" of Hero. If the Hero is taken *out of action* the cat runs away, returning after the battle. Cats cannot be attacked or slain, but if the Hero is slain the cats are lost with him just like any other equipment.

5 bird

Roll a D6 on the Fine Feathered Friends Chart.

6 snake

20 gold crowns

Availability: Rare 9

King cobras from Ind and Lustrian devil pythons. Either breed could be yours at Priceless Friends!

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake	4	3	0	1	2	1	5	1	5

Special Rules: Snake Charming, Venomous

SPECIAL RULES

Snake Charming: Snakes may only be used by a Hero with a Snake Charmer's Flute or the special skill 'Snake Charmer'.

Venomous: The snakes are venomous and count as attacking using Black Lotus.

7 goat

5 + D6 gold crowns

Availability: Rare 8

A goat or sheep can be bought as provisions for the warband. Provisions may be used once after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). The warband size cannot be considered lower than 1-3 models.

If there is a wizard in the warband, then a single goat or lamb can be sacrificed during the recovery phase to prepare for a difficult casting. Add +1 to the result for any spell cast by the wizard during the next shooting phase. The wizard may not move in the same turn when a sacrifice is being made. An appropriate model can be used as a marker to represent the animal if you wish.

8 fighting monkey

60 gold crowns

Availability: Rare 10

In recent years, traders from distant lands have begun importing monkeys. Powder monkeys adopted by Sartosan corsairs became popular with the Imperial military. Fighting monkeys come from jungles in the Southlands. These mischievous devils can be trained to perform many tasks, such as retrieving equipment, carrying objects, throwing dung and even thievery. The most fleeting breed is the Lustrian four-armed green Mimic Monkey.

Profile	M	WS	BS	S	T	W	I	A	Ld
Monkey	6	3	2	3	3	1	4	1	5

Special Rules: Scale Sheer Surfaces, Dung

SPECIAL RULES

Dung: Monkeys love to throw crap! If a dung throw is attempted the monkey may not charge. Roll a D6: On a 3+ the monkey finds something malleable, but on a 1-2 nothing suitable comes to hand: A monkey with a dung projectile may not improvise another.

The dung projectile is automatically lost after it has been thrown. Dung is thrown as a missile using the following features.

Range: 6" **Strength:** As user -1

Special Rules: Thrown weapon

9 camel

90 gold crowns

Availability: Rare 11

Camel riders are brave and notoriously savage warriors who navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers. They are guided as much by their knowledge of the deep desert as by their cantankerous mounts and, some would say, by their taste for blood!

Profile	M	WS	BS	S	T	W	I	A	Ld
Camel	6	2	0	3	3	1	3	2	5

Special Rules: Beast of Burden, Unsettling

SPECIAL RULES

Beast of Burden: Camels can carry remarkable baggage. A camel can transport up to two human-sized warriors or smaller, or the equivalent in cargo.

Unsettling: Camels are known to be ill-tempered, odious beasts. Horses in particular find the creatures to be unsettling. Camels cause *fear* in all types of equine animals.

10 bear

145 gold crowns

Availability: Rare 12

A hefty sum of gold is invested on nurturing a suitable cub. Such is the value of a prize specimen. Only patience can win their trust and obedience. The effort required to train a bear is worth the wait. There is no more loyal friend than a trained bear.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bear	6	3	0	5	5	2	2	2	6

Special Rules: Trained, Fear, Bear Hug, Fiercely Loyal, Woodland Dwelling

SPECIAL RULES

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: Such dedication is built into the relationship between bear and tamer that if his master is injured, a bear will stand over the body to protect it, or even drag the body to safety. As long as his bear is not taken *out of action* during a game, a Hero ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings that have their own special Serious Injury table). If any of these results are rolled for the Hero, treat the result as a 'Full Recovery' instead.

Woodland Dwelling: Bears suffer no movement penalty for moving through wooded areas.

11 tiger

165 gold crowns

Availability: Rare 13

Tigers from Ind are all the rage in the courts of nobles these days. Lions from Cbrace are not out of reach for proprietor Sumieren Imlordil. It would not be beneath him to crossbreed both species if he thought he could sell tigers! Panthers and other big cats can be imported from the jungles of Lustria.

See **Sabre-toothed tiger** on p. 82 of 5th edition Wood Elf army book (+33 points/165 gold crowns)

Profile	M	WS	BS	S	T	W	I	A	Ld
Big Cat	7	4	0	5	4	2	6	3	4

Special Rules: Trained, Fear

12 Dragon turtle

275 gold crowns

Availability: Rare 15

Dragon turtles are marine animals characterised by stony spiked shells and flippers. They turn aggressive when their territory is invaded. Dragon turtles come ashore to lay eggs in the sand. Their spherical eggs, if uncovered, are the size of an ogre's fist, and a delicacy in Marienburg. The meat and reserve of baby dragon turtles are also used in Estalian soups. The hard shell is sought by apothecaries for medicinal applications. Trespass of poachers on the silt sandbars of the Flats is stringently monitored by the elves in reverence of these fascinating creatures.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dragon Turtle	5	3	0	5	5	3	2	4	6

Special Rules: Large, Aquatic, Fear, Great Beast, Scaly Skin, Hard Shell, Massive Beak, Breathe Steam

SPECIAL RULES

Scaly Skin: Scales cover the flesh of a Dragon Turtle. The creature has a 5+ armour save that is not modified by the strength of attacks against it (or by other save modifiers).

Hard Shell: Dragon Turtles are immune to the effects of being *stunned*. Treat *stunned* results from the Injury Chart as a *knocked down* result instead.

Massive Beak: One of the Dragon Turtle's attacks is a bite attack. Its maw is a powerful beak. A model damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Breathe Steam: Dragon Turtle gullets generate extreme heat beneath the shell meaning they can release a breath of steam. This attack is made in the Shooting phase. Place the small teardrop shaped template (See Mordheim Annual page 34) with the narrow end at the Turtle's mouth. Any models under the template will be hit by hot steam on a dice roll of 4+. A model hit by steam takes a Strength 4 hit. Normal armour saves apply.

Stables

Arabyan full bloods and Lipizan horses from Magritta are stabled at van Kempen's Stable on Messenger Street in Old Money Ward.

The farrier freshly shoes any equine beasts in the warband for a fee of 5 gold crowns per animal. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse or Elven Steed is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2. If the animal is taken *out of action* then fresh shoes are required.

The rarity when searching for a mount can be reduced by 1 at the Stables by paying 2D6 gold crowns. ie, An elven steed costing 90 + 4D6 crowns would be Rare 8. The additional cost is only incurred if the Stables can help find such an animal!

Marienburg manifest

Dealers in strange unknowable goods bring their business to Marienburg.

'Mutiny in Marienburg' is the forthcoming city supplement for Mordheim, set in the greatest seaport in all of the Warhammer World.

Discover more about 'Illicit Cargo' by subscribing to 'Liber Malefic'

<http://liberalefic.blogspot.com>

Escort Agency

For the best protection affordable, there is no better place to go than Marquandt's Escort Service in Gold Mound district. The protection specialist is a firm believer in payback! Bodyguards at the agency are drilled harder than average benchmen. Tobias Marquandt puts heart and soul into his work.

One Hero in a warband may visit the escort agency searching for a new recruit. Roll a D6 on the following chart if the Hero successfully passes a Leadership test.

If you like what Marquandt offers, you may purchase the Henchman bodyguard at twice the regular cost. You may only purchase one Henchman bodyguard at a time this way. If the warrior dies then the Escort Agency can be visited again.

D6 Result

- 1-4 Bodyguard:** A Henchman is available allowing you to go above your usual allotted maximum. The bodyguard can be added to an existing group. This can only be done once for each Henchman type in a warband.
- 5 Veteran Bodyguard:** An experienced Henchman is available allowing you to go above your usual allotted maximum. The bodyguard can be added to an existing Henchman group regardless of the number of Experience points they have already gained.
- 6 Heroic Escort:** A talented Henchman is available allowing you to go above your usual allotted maximum. Apply the effects of 'The Lad's Got Talent' to this warrior.

Fine Feathered Friends chart

If the Hero is taken *out of action* the bird flies away, returning after the battle. Birds cannot be attacked or slain, but if the Hero is slain the bird is lost with him just like any other equipment

D6 Result

1 parrot

15 gold crowns
Availability: Rare 8

Lustrian red-capped parrots and macaws are the proud companions of old seadogs.

Special Rules: Squawk!

SPECIAL RULES

Squawk!: A well trained Parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership test.

2 pelican

20 gold crowns
Availability: Rare 9

Large water birds characterised by a long beak and large throat pouch. Gregarious birds, they hunt cooperatively. Big fish are caught with the bill-tip then tossed up in the air to be snatched and slid into the gullet headfirst! Gulls sometimes sit on and peck it to distraction, then grab a fish from the open bill. Pelicans in turn snatch prey from others.

*"A wonderful bird is the pelican,
His bill will hold more than his belican,
He can take in his beak
Food enough for a week,
But I'm damned if I see how the belican!"*
— Old Rhyme from the Pelican's Perch

Special Rules: Gullet

SPECIAL RULES

Gullet: Pelicans can carry remarkable loads in the pouch of their beaks! At the end of the movement phase a Pelican can transport one piece of cargo, except for chests or items that require more than one model to lift it. Choose any piece of cargo within 12" of the Hero. The bird steals away with the cargo and carries it to the Hero. Move the cargo objective marker, repositioning it next to the Hero.

3 raven

60 gold crowns
Availability: Rare 10

The infamous black birds that prowl battlefields for carrion are a common sight in the Old World. Believed to be birds of ill omen, the eyes of necromancers and worse, ravens elicit fear in superstitious commoners.

Special Rules: Familiar, Ill Omen

SPECIAL RULES

Ill Omen: Once per battle the Raven can cause an enemy model within line of sight of the Hero to fail a roll. The failed roll can be re-rolled with a re-roll.

4 owl

75 gold crowns
Availability: Rare 11

An owl can be trained to become a wizard's companion. It also represents a symbol of justice within the Verenan clergy. Turkey vultures are more popular with the Church of Morr. Winged heralds and message carriers are more subtle than the hunting birds of nobles.

Special Rules: Familiar, Bird Friend

SPECIAL RULES

Bird Friend: The player controlling the Hero can declare a warrior at the start of the shooting phase. The warrior may re-roll any failed rolls to hit with missiles including thrown items and magic missiles. The Owl never settles on the same warrior two turns in succession.

5 falcon

75 gold crowns + 10 gold crowns for falconry glove
Availability: Rare 12

A good bird, trained, schooled, almost from the egg, to be a huntress, is a lethal pet. Huge she-hawks and some male warhawks still require jesses to restrain their ankles and a hood to cover their eyes, but a well-trained bird does not take to the air until signalled. Faithful servant, devoted companion, murderous pet. Barbs attached to feet, a good attack-bird should have weapons as grown-in as a never-removed wedding ring.

Special Rules: Falconry

SPECIAL RULES

Falconry: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

6 lizard-hawk

125 gold crowns
Availability: Rare 15

Sorcerous conspiracies can be linked to ultra-rare winged lizards native to Lustria. Devious wizards choose the ghastly lizard-hawk for their familiar, a flying reptile, spying on persons of interest.

Special Rules: Familiar, Ghastly, Spy

SPECIAL RULES

Ghastly: Lizard-hawks are unpleasant creatures. Being harried by a winged reptilian is a frightful experience. The player controlling the Hero can declare an enemy warrior at the start of the shooting phase. The nominated model receives -1 to hit in close combat and a -1 modifier on any dice rolls it makes in the player's next shooting phase. The Lizard-hawk never harries the same warrior two turns in succession unless it is sent to spy.

Spy: The player can nominate a model that was *bidden*. From this point forwards the nominated model is unable to remain *bidden*. The Lizard-hawk harries the same model until the battle ends.

College of Magic

Statues and gargoyles encrust every surface of **Baron Henryk's College of Navigation and Sea Magicks**. The college in Temple District rambles for some distance beyond the monumental facade of the hundreds of glazed windows, where newer, more utilitarian buildings have been added to the original palace, donated to the city by Baron Henryk when he endowed the institution in the first place.

Only wizards or warriors with the Arcane Lore academic skill may visit the College of Magic. Roll a D6 on the following chart.

D6 Result

- 1 **Dark Lore!** The wizard reads something he ought not to have and gains knowledge of necromancy! The wizard becomes a necromancer! Necromancers are able to use Necromantic magic.
- 2 **Gargoyle.** The wizard is intercepted by a statue guardian protecting the college from warlocks and interlopers. The wizard has such a fright that he forgets one spell (or ritual) at random from those previously learned. Unless the wizard learns a new spell he cannot cast that spell again.
- 3 **Wards.** A warded entry point denies the wizard access to the sanctums of study.
- 4 **Stiff Fine.** A magister finds the wizard researching in an alcove they are not permitted to visit. The college bursar empties the warrior's purse meaning the warband loses 4D6 gold crowns.
- 5 **New Spell.** Gain a new spell.
- 6 **Loremaster!** The wizard swots up on magical lore and reduces the difficulty of casting a spell by 1.

"What of the others? The so-called Shadowlord of Marienburg? Have they sent representatives or missives? No. Then, Mundvard was never one to be accused of knowing his place now, and he'll not leave it or invite us in, if he can help it."

— Manfred von Carstein, Gravelord of Sylvania

Herbalist

Van Arzneier's Floracopoeia, in Potion Square on Luydenboek Isle is the primary source of all poisons, cures and potions prepared in the South Dock district. Outlets trading the mystical wares of master herbalists can be sought in Arab Town and the Indic ghetto. Herbalist's shops procure arcane herbs and solicit elusive prescriptions.

If you pay him 30 gold crowns the herbalist will supply herb. Roll 2D6 on the Herbs & Potions chart to see what item the herbalist currently has in stock. Undead models are considered to be immune to these effects unless they are caused to explode or are being set on fire.

"That breeder thing. It think-know way to eat-chew plant-herb. Heal sick-things. That one find-catch in sand-land. It think-know way to stab flesh-body. Make pain leave."
— Slavemaster Skuzzyl, Hellpit Flesh-herder



Herbs & Potions chart

2D6 Result

2 mage leaf

This rare plant only grows around the great benges that dot the remotest hills of the Empire. Mage leaf is an important plant in the rituals of the Jade Order of wizards. Chewing on a sprig restores the power level of a spellcaster.

A spellcaster smoking the herb before battle is able to summon the will to cast two spells in every shooting phase for the duration of the next battle.

3 man bane

Dried leaves in small dose will kill any pain a warrior is suffering from, while its effects last, and when they've worn off leaving the recipient feeling twice as bad. A large enough dose, or when it's refined, will act as a deadly poison. The effect of the leaves makes a warrior invulnerable to pain!

A Hero consuming the leaves before battle treats a *stunned* result on the Injury Chart as *knocked down*. In addition, if the warrior receives a critical hit then ignore all effects that would normally apply. If the Hero received critical hits then make a roll on the Serious Injury Chart in the post battle sequence.

4 elven Hair

A dried moss which grows only on the leaves of the Laurelorn is used by the Elves as a cure for plagues. The vapour of moonflower acts as a powerful sedative capable of drugging any other creatures usually leading to hair loss! 'Elven Hair' as it is also known has become feared as a tranquiliser.

Moonflower is used to treat the missiles from all missile weapons (not blackpowder weapons) for all warriors in the warband. Tranquilised missiles last for one battle only. Any model hit by a tranquiliser becomes stunned unless they pass a Toughness test. Elves are immune to effects of Elven Hair.

5 rat bane

The Hero can burn the rat bane by putting it on a torch or brazier iron. A -1 to hit in combat modifier applies to any Skaven models or giant rats within 8" of the model carrying the burning weed. If the Rat Bane is deposited in a building or on a vehicle that was *set on fire* then any skaven models or giant rats within 16" of the blaze are affected.

6 elixer

The Hero may imbibe an elixer before battle. Roll a D6 if a warrior pulls the stopper and swigs it down.

D6 Result

- 1 **Agurk.** It causes mild shaking when its fumes are inhaled. The warrior's Initiative is reduced to 1 for the next battle.
- 2 **Oxleaf.** The sap of this herb can be rendered down to a fine powder which can be dissolved in a glass of alcohol. A Hero consuming an Oxleaf laced elixer becomes a stinking drunk!

Roll twice for the effects of 'Liquid Courage' from the scenario 'Last Orders!' and deploy the model as being *knocked down*.

- 3 **Graveroot Soup.** The herb is a root found growing in graveyards and other areas suffused with the Amethyst Wind. Among its many mystical properties, it is the only effective cure for 'Tomb Rot'. Drinking a fresh bowl of soup requires a Hero to pass a Toughness test to keep the noxious substance down! If successful, the warrior becomes immune to disease.
- 4 **Valerian Tea.** This dark green herb grows deep in the forests of the Old World and can be dried and brewed into a pungent tea with many medicinal properties. Drinking a fresh cup of Valerian Tea allows the Hero to recover the first wound lost in their following recovery phase. In addition, the Hero becomes immune to poison.
- 5 **Blood Wine** is brewed by druchii. Warriors drinking the wine succumb to a frothing battle lust. The Hero now suffers from *Frenzy*.
- 6 **Elixir of Life** is imported from Lustrian where waters that make this mysterious fluid are found. The Elixir is said to heal wounds and make the Amazons immortal! Any Hero with this Elixir can re-roll the first *Death* Result on the *Serious Injuries* Table once after the battle accepting the result of the second roll.

7 potions

Offering curatives through supplying suspicious potions, the herbalist carries assorted philtres for the purpose of remedial thaumaturgy. The Hero may chance upon ingesting the potion before battle. Roll a D6 to discover the draught's effect.

D6 Result

- 1 **Debilitating.** The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
- 2-3 **Strength.** The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase.
- 4-5 **Resilience.** An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase.
- 6 **Fortitude.** The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

8 tinctures

Slight infusions containing herbal extracts are being peddled by the herbalist. The Hero may consume the vial before battle. Roll a D6 to discover the effects of a solution.

D6 Result

- 1 **Schlafenkraut.** Mild sedative used as a sleeping draught by insomnia sufferers. The warrior is asleep when the next battle begins! The warrior is *stunned* upon being deployed. In each recovery phase from of the second turn onwards the warrior must pass a Toughness test or remains *stunned*.
- 2 **Slowmind.** This flowing plant is often found growing near water-lilies, in and around ponds, swamps and other pools of still water. Doktor's use Slowmind as a mild anaesthetic, as it dulls the sense of those who drink it in tea or mulled wine. For those affording herb, it contains a mild nerve toxin which works as a mild poison if an infusion is ingested. The warrior suffers from *stupidity* in the battle. However, the model no longer feels pain! Treat a *stunned* result on the Injury Chart as *knocked down* instead.
- 3 **Vanera.** Consuming a pottage of Vanera allows warriors to treat the day as if they were resting, regardless of what activity they undertake! This thick leafy plant is naturally inedible, unless softened by being soaked in brine for at least a fortnight. In the Empire and Tilea it is believed to be blessed by Verena to ward off intrusions by her husband Morr in his guise as God of Dreams. A Hero consuming a dose suffers -1 Leadership in the next battle. The stimulant allows a model taken *out of action* to still participate in the exploration phase! In addition, by removing the need for rest, he can make two actions in the post battle sequence. ie, The warrior can search two times for Rare items, visit two locations, or search once and visit once in the next post battle sequence.
- 4 **Vigwort.** Acts as a mild stimulant! A +2 modifier is applied to a roll made at the Bordello in the next post battle sequence (see Infamous Haunts).
- 5 **Trinkwort.** Also known as Sober-root, or Corrylliamid among the Elves, Trinkwort is a bitter tasting onion-like plant that grows as a bitter tasting tube among the roots of trees deep within the Old World forests. Although not pleasant to eat, the plant has a strange property. The bulb of this plant may be oven-roasted for until it becomes soft. If consumed in a pulp it begins neutralising the effects of alcohol, allowing a warrior to sober up! Warriors tasting Trinkwort becomes immune to the effects of alcohol. Refer to scenario Last Orders!
- 6 **Spellwort** Beloved of Witch Hunters, this strange plant is related to Mage Leaf except it interferes with magic. Spellwort can be made into a tea that is said to be a potent ward versus the spells of witches, second

only to raw onion in its protection! An infusion of the brew provides resistance to spells and magical effects. The next time a Hero using the infusion is targeted by a successfully cast spell its effects are completely ignored. A spellcaster imbibing the tincture receives a -2 modifier on the difficulty of casting spells in the next battle.

9 juck

Juck causes a horrible itch. Truants use it to cause mischief. Burgbers have been known to smear paste on door handles or locks to discourage thieves!

A bag of powder can be thrown at an enemy model. If it hits refer to Bamboozle from the Prayers of Ranald in Miracle Workers chapter.

10 laughing powder

Pharmacists were able to manufacture a synthetic stimulant from elements including sulphur and mercury. A substance known as 'Ranald's Delight' for its short term effects! It is an addictive drug. Inbalation of laughing powder can lead to weight loss, melancholia and insomnia.

A bag of powder can be thrown at an enemy model. If it hits and they fail a Toughness test, see effects of 'Atrophy' in Corrupted Characters chapter. The model suffers any resulting effects permanently but does not count as receiving a mutation or becoming a mutant.

11 treescuttle venom

Contents extracted from the venom sack of this Albion millipede with enormous ant-like jaws. It can kill a man. Ingested in small quantities by shamans and wizards it can bring about visions, madness or usually both!

The venom sack from one of these creatures can be used in one of two ways both not both. Choose one. Firstly, the sack can be used to make poisoned weapons. D3 weapons are permanently poisoned using Treescuttle venom. Poisoned weapons add +1 to injury rolls. Secondly, the venom sack can be used by a spellcaster to gain visions. The wizard using the venom sack can re-roll any failed casting but if the re-roll is failed then the magic user suffers from stupidity until the end of the battle. Additionally he may not attempt to re-roll any further castings.

12 bog fire

A small sealed glass vial containing an eldritch vapour capable when reacting with air to produce a volatile explosive gas which can cause an entire building to go up in flames.

Bog fire must be thrown at a building in the same way as blessed water. Any building hit by bog fire becomes a raging inferno! The building *set on fire* is totally ablaze. No model may enter the building and any model within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to move out of the building must pass an Initiative test or it will stay trapped within. In the following turn the affected building collapses! Refer to the Burning House Chart to see what happens.

Infamous Haunts

Underworld Excursions

Heroes thrive off dangerous pursuits – Sold to the pits, held captive by a rival gang, or an illegal drug addiction. The underbelly of the city is where pleasure houses, drug parlours and baiting pits can be found. This is where hedonistic warriors will be able to entertain their darkest desires in godforsaken dens of vice and misery. It is said that more people die every year around the wharfs than on all the glorious battlefields of the Empire! Here is an exhaustive tour of Marienburg's renowned waterfront hostelrys and most notorious havens of ill repute.

During the Trading phase of the post battle sequence Heroes may attempt enter one of the taverns, casinos, drug dens and bordellos of Marienburg instead of searching for a rare item.

Abattoir

Groenewoud's Fine Meats, Fresh Fish and Abattoir are the renowned butchers of fresh meat in the Guilder Field district. Blood and other unused body parts sold by the Khaine worshipping cannibal butcher Bonifatius Groenewoud, kept stocked by procurers from the wharfs. Charnel rats market the remains to shops in the poor parts of town – places where folk consider head cheese and pickled knuckles to be a delicacy!

Groenewoud's exploits go so far as creating a colony of ghouls in Marienburg's ancient underground network. Prisoners are supplied to Groenewoud as sacrifices to the God of Murder, by slaver rings who know nothing of the growing ghoul nest beneath the charnel house.

The following illegal purchases can be made by Heroes who visits the abattoir; Slaves (20 gold crowns), Cadavers (12 gold crowns)

A maximum of one living or dead body can be transported by each Hero. Roll a D6 once on the following chart upon making any purchases.

D6 Result

- 1 Neiglish Rot!** The butcher has fobbed off the Hero with a diseased corpse! A Hero contracts Neiglish Rot (see page 66 of Empire in Flames supplement).
- 2 Ghoul Nest!** The Hero is followed by D3 Ghouls. Roll a D6 at the start of each turn in the next battle. On a roll of 1 the Hero is attacked by the Ghouls.
- 3 Scraps.** The body expires upon leaving the charnel house. If a living slave was purchased then the buyer now has a cadaver on his hands! Fit for body parts.
- 4 Tattoo Map.** The body is tattooed with a map of Marienburg. Rip the skin off or a copy can be made if the subject is alive.
- 5 Dirty Smuggler!** Roll a D6 to see what drugs were hidden on the body:
1. Mandrake Root 2. Madcap Mushrooms
3. Crimson Shade 4. Slaaneshi's Dream
5. Black Dust 6 Daemon Dust
- 6 Blood Stone!** The visit to the abattoir took place while the cannibal was sleeping off his lunch! The body is stolen without payment and rifling through the butchers possessions the Hero finds a prized Blood Stone.

Banking House

Anyone seeking sensible repayment terms on a small loan would be advised to visit Frans Makreel the moneylender in Potion Square. Warband leaders seeking to finance grander ventures need to approach Nippon Town. The perilous reputation of Lang Fu Counting House is such that the usurers should be approached with extreme caution. Stories are told of potential customers having their legs broken before receiving a consultation!

The loan sharks at Lang Fu grant larger sums of capital than their debtors can reasonably be expected to return. Leading to the understanding that anyone bold or fool enough to arrange credit with the bank will be expected to pay back what they owe in flesh if payments fall behind!

A Hero may visit the counting house to request a loan on behalf of the warband. If the Hero successfully secures an account then a short-term loan of up to 250 gold crowns is guaranteed. The warband must repay the sum of the loan once they have scored 20 Campaign Points. The penalty for not making a repayment is steep! Every Hero in the warband is subject to make a roll on the Serious Injury Chart after each battle. If the loan is repaid the banking house calls off its Nipponese assassins.

Each Warband may only have 1 Successful bank loan per Campaign.

D6 Result

- 1 Rejected!** The banking house has refused to offer a loan. Roll on the Serious Injury Chart and apply the result to the Hero.
- 2 Pound Of Flesh!** The banking house offers a low interest loan of 25% but the moneylending cartel is connected to a slaver ring! If the loan is not paid on time then after every battle one randomly determined Hero from the warband is kidnapped. The loan sharks continue to exact payment in flesh until the debt is settled.
- 3 High Interest.** 50% interest loan.
- 4 Low Interest.** 10% interest only loan.
- 5 Interest-Free Credit!** The warband has a fierce enough reputation to command an interest-free loan!
- 6 Increased Credit Limit!** Interest-free loan for 250 gold crowns – In addition they secure a further 250 gold crowns in credit with a 10% interest rate.

Bordello

Molly's on Three Penny Bridge is a longstanding den of iniquity. Her richly furnished parlour occupies a converted temple at the Stoessel end of the crossing. The Madame reluctantly relocated the bawdyhouse from the first floor of the menacing structure next door after the watch reclaimed the cursed station. After Captain Schnell restored the Abandon Hope Tavern gambling den to its original purpose the Black Caps permitted Molly and her girls to continue plying their trade.

A Hero visiting the bordello on Three Penny Bridge for the first time gains +1 Experience. At the expense of 5 gold crowns roll a D6 on the chart below. The working girls don't come cheap!

"How long is it since you received a good spanking?"

— Detlef Sierck, Actor-Playwright & Impresario

D6 Result

- 1 Spanked!** The girls have been particularly rough on this occasion! Roll on the Serious Injury Chart and apply the result. Re-roll the outcome if this results in the death of the Hero because Molly is not in the market for murder.
- 2 Frisked!** A brazen harlot with light fingers has relinquished the warrior of all his worldly possessions! The Hero loses any weapons and miscellaneous equipment he was carrying.
- 3 Groped!** Enamoured with one of the silver-tongued vixens, the Hero loses track of the days. The Hero misses the next game unless his warband pays Madame Molly D3x10 gold crowns to extract him from the bordello.
- 4 Tickled!** A favourable performance by the warrior has encouraged his companion to show him another trick or two. The Hero gains an extra +1 Experience.
- 5 Fondled!** This visit has won the favour of the house! After tasting forbidden fruits of ill-repute the Hero gains an additional D3 Experience Points.
- 6 Pampered!** Word of the Hero's prowess has carried beyond the walls of the bordello! The Hero has acquainted one of the city's most enigmatic treasures. Courtesans such as Madame Diede von Tiezer are trained in many arts. Observe and hearing much, some possess second sight. A Companion uses her talents to help the Hero's warband. If the Hero is not put *out of action* in the battle, you may roll two dice for him in the exploration phase and pick either dice as the result. Only one Hero in each warband can acquaint the Companion.

"In a brothel in Nuln they had what they claimed were goblin girls. They weren't though. They were just human lassies with their faces painted green and their teeth filed."

— Bjorni Bjornisson, Trollslayer

Gambling Den

The Long Dragon is a tavern-casino on Luydenboek Isle, a gamblers drinking hall. Co-owned by its landlady Lotte Wald, a dangerous woman who deliberately plays two men off against each other – many a body found floating in the Tussenkanal are those of her potential suitors! Fight nights organised in the longhouse are vicious affairs refereed closely to avoid resulting in fatalities that would attract unwanted attention from the watch.

In the south-eastern corner of Potion Square, its patrons are served prime beer, as well as the need to keep a low profile while they enjoy it. Karel Broegman is the skilled brewer and cook who inherited his father's business. Regulars prefer brawling and other activities that attract the official enforcers of the law to be avoided. Anyone stupid or ignorant enough to break this rule finds himself firmly escorted from the premises and thrown into the Poultrice Water!

Roll a D6 and consult the Gambling Chart when a Hero visits a gambling den.

Gambling Chart

D6 Result

- 1 Prize-Fight!** The Hero comes in when the bar is running an illegal fight night. The Hero is offered D6x5 gold crowns to enter the first round of the contest. Roll on the Serious Injuries Chart and apply the result except on a roll of 11-16 which causes the fight to be stopped without effect or reward. If you wish to fight in the second round of the contest the Hero collects another D6x5 gold. Roll for Serious Injury again. Then repeat the process for the third and fourth rounds.
- 2 Rotten Luck!** The Hero loses any combat and missile weapons he owns in a dubious dice game.
- 3 Hard Luck.** The Hero loses (or owes) 3D6 gold crowns at the card tables.
- 4 Lady Luck!** After gambling away a small fortune the Hero wins 3D6 gold crowns.
- 5 Jackpot!** The Hero goes on a winning streak amounting to D3 Treasures.
- 6 Warehouse Deeds!** The Hero wins the deeds to a warehouse on the waterfront. After each battle you earn 2D6 gold crowns for renting out the warehouse to store grain deliveries and shipping freight. If the result is a double then a Hired Sword on the dockside offers his services in the next battle. Warehouse counts as an *encampment*. If the Warehouse is held by another player then the warbands can fight a dispute over it using 'The Sting' scenario.

Casino

Three of a Kind, is the casino in the Elf Quarter where co-owner Trancas Quendalmanliye shows the world a sophisticated, daredevil, almost flippant face. Unusual for a Wood Elf – he has rejected his past and has chosen to live among humans. In fact, he likes humans! His cabaret tavern and casino on Elfgate Bridge is situated where Guilder Field touches borders with Elftown.

Trancas Quendalmanliye, owner of the Three of a Kind casino near Elftown, may or may not belong to the League. A Wood Elf in early middle age (Trancas is 126) he is one of the biggest information brokers in Marienburg visiting the Gentlemen's Club, but his behaviour doesn't mesh with that expected of a League member. How this wood elf has avoided coming under the League's thumb, if he has, is a mystery to many.

The fact is that Trancas is wanted for murder in Carroburg, the capital of Middenland and seat of the von Bildbofen family. It was not an ordinary killing; either seventy-five years ago he killed the heir to the Grand Ducal throne, Hans-Dietrich von Bildbofen, grand-uncle to the current Grand Duke, Leopold. The elder von Bildbofen wanted forest lands near his estates that were occupied by the small Wood Elf village in which Trancas lived. When Orcs invaded Middenland from the Middle Mountains, Hans-Dietrich bribed them through agents to attack the Laurelorn Forest instead. The Wood Elves drove off the Orcs, but not before the rest of the village was massacred. Trancas was the only survivor.

A Hero may enter Three of a Kind and acquire intelligence from Trancas whose web of spies stretches as far through the mobs, gangs and bawdy-houses of the slum districts as it does across the nobility and the merchant families. In exchange for 3 treasures or wyrdstone shards, and only once each Trading phase, roll a D6 and consult the following chart.

D6 Result

- 1 Cabaret!** Lose 1 Campaign Point and roll on the Serious Injury Chart. Re-roll the outcome if this results in the death of the Hero because Trancas is not in the market for murder.
- 2 Red Herring.** The casino is closed. Roll on the Drinking Chart.
- 3 Counter Intelligence.** The next time an enemy player would be choosing a core scenario you may choose which scenario to play instead.
- 4 Intelligence.** Gain 1 extra Campaign Point on a D6 roll of 5+.
- 5 Secret Intelligence.** Gain D3 extra Campaign Points on a D6 roll of 4+.
- 6 Secret Deal!** Choose any special scenario to play for your next game. Trancas Quendalmanliye joins your warband as its Dramatis Personae.

"I said the casino is closed to you. Your money is good at the bar, be grateful for that!"

— Trancas Quendalmanliye, Wood Elf Charlatan

Trancas Quendalmanliye

Hire Fee: Trancas takes a 25% cut of all gold crowns earned after each game he participated in. Wyrdstone Shards or Treasures found must all be sold after the battle to work out his total fee.

May be Hired: Any warband except Skaven, and Undead may hire Trancas Quendalmanliye.

Rating: Trancas increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trancas	5	5	4	3	4	3	8	1	8

Equipment: Trancas is equipped with a rapier and lasso (counts as a net, except that it can never be discarded). He wears Elven boots, Elven cloak and magical Amulet of Thrice-Blessed Copper.

Skills: Trancas has the following skills: *Excellent Sight, Luck*

SPECIAL RULES

Wizard: Trancas was a wizard's apprentice and has two spells generated at random from the Lesser Magic list.

Songster: Trancas can sing. Any friendly model within 6" of the warrior may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Pick Locks: Trancas knows how to open doors that others find impossible. When testing to open a locked door, Trancas just needs to make an Initiative test in order to be successful.

Hate Orcs and Dark Elves: Trancas has an unyielding hatred for Orcs and Goblins. Trancas *bates* Orcs and Goblins in addition to Dark Elves.

Amulet of Thrice-Blessed Copper: On a successful Toughness test Trancas is unaffected by any poison attacks. Non-magical weapons inflict 1 less Wound when Trancas is attacked in hand-to-hand combat.

Fighting Pit

Slum lord Miguelito Nuñez hosts illegal pit brawls at the **Knife Alley Pits**. 'Little Round Head' as he is known, presides over fighting arenas and baiting pits in the Estalian district of violent gang crime.

Unlike most places, any Warband type is allowed to visit the fighting pit, including Fimir, Beastmen, Greenskins and Skaven.

The Hero enters a fight against a Pit Fighter. See the 'Sold to the Pits' rules on page 119 of the Mordheim rulebook. Roll to see which side charges and fight the battle as normal. If the Hero loses, roll on the Serious Injuries Chart but he retains his equipment. If he survives he returns to his warband. If the Hero wins he earns 50 gold crowns and gains +2 Experience Points.

Large models challenging the pit must always start by facing an Ogre Pit Fighter. ie, Ogre Captain, Mountain Guide or Bulls from Ogre Maneaters warband effectively start at 3 wins.

An Ogre Pit Fighter has the same characteristics as an Ogre Bodyguard, except +1 Weapon Skill and comes equipped in the same way as a Pit Fighter Hired Sword.

Make a note each time a warrior wins a fight. Consult the following table whenever a Hero returns to fight in further bouts.

0 wins. Pit Fighter

1 win. Pit Fighter that wins the charge

2 wins. Pit Fighter with Pit Fighter skill

3 wins. Ogre Pit Fighter

4 wins. Ogre Pit Fighter that wins the charge

5 wins. Ogre Pit Fighter with Pit Fighter skill (Hero gains Pit Fighter skill by defeating this opponent)

Additional +1 Experience +25 gold crowns for winning the following fights!

6 wins. 2 Pit Fighters that win charge

7 wins. 2 Pit Fighters with Pit Fighter skill that win charge

8 wins. 2 Ogre Pit Fighter that win charge

9 wins. 2 Ogre Pit Fighter with Pit Fighter skill that win charge

10 wins. After winning 9 fights the next challenge is for the Hero to do battle against 2 Pit Fighters and 2 Ogre Pit Fighters each with Pit Fighter skill. If the Hero wins the purse is 250 gold crowns. The Hero gains an additional +D3 Experience. In addition, roll twice on the Custom Weapons Chart. Award the Hero with the weapon of his choice from between the two results.

After winning 10 fights the Hero has become a legend of the pit! He may not compete in further bouts because nobody will place any bets on gladiators foolish enough to face him in the pit!

Dream Parlour

Golden Lotus Dreaming House clings to the end of *Three Penny Bridge* on *Riddra Isle*. An exotically designed building owned a blackmailing lascar. Scarlet turban wearing merchant *Venk Kataswaran* is proprietor of the business. It is the most notorious drug parlour in all of the South Dock.

Heroes in the Old World can oft be found tripping on contraband. After a hard-fought battle against mutants or the undead you can't blame them!

A small dose of crimson shade here, a snuff of warp-tainted dust there – perhaps chew on a piece of weirdroot to induce a hallucinogenic dream-state. Anything to take the edge off horrors experienced in the Old World.

In *Marienburg*, drug cartels and vice houses are rife in the slums. All of the latest herbal delights are on offer at *Golden Lotus*. It is a den of vice in the notorious district called *Three Penny Bridge* where every watchman fears the most to patrol. At the *Golden Lotus* any drug can be supplied to a heroic libertine who needs their next fix.

A Hero visiting a drug den for the first time gains +1 Experience. At a fee of 10 gold crowns roll a D6 on the Dream Chart below.

D6 Result

- 1 Overdose!** An unpleasant experience results in the warrior fighting imaginary foes! The Hero must pass a Strength test or misses the next battle. If the delirious Hero passes he suffers from the effects of *stupidity* for the next battle.
- 2 Weirdroot Addict.** The libertine warrior becomes dependent on weirdroot. The Hero suffers from the effects of *stupidity* for the next battle. The warrior must return to the Dream Parlour in the next post battle sequence! The Hero receives a -1 modifier to the roll on the next trip.
- 3 Stupor.** Narcotics the Hero has smoked were cooked from was a potent batch! The Hero experiences a vivid juice dream! The effects continue after the Hero leaves the drug parlour. Roll a D6 in each recovery phase of the next battle: On a roll of a 1 the warrior falls into a stupor and misses the rest of the battle. Treat the Hero as *out of action* but otherwise unharmed.
- 4 Quick Fix.** The Hero experiences a vivid juice dream. The Hero gets to re-roll a single dice roll made in the next battle.
- 5 Buzz.** The stoned Hero is immune to psychology, has -1 Initiative in the next battle and may not declare any charges against enemy models. Deduct -1 from all hits against him in close combat. In addition the warrior is immune to the effects of psychology and any attacks made against the warrior.
- 6 Stardust!** This oily resin is imported to the Empire from *Lustria* and smuggled in through *Marienburg*. When smoked in a ceremonial pipe the drug is a potent hallucinogen used by druids and seers. Its only side effects are those normally associated with lunatic hermits. Hallucinogenic effects continue after the Hero leaves the drug parlour. Roll an additional exploration dice after the next battle for the next hallucination the Hero has. If the bonus roll is a 1-2 no further hallucinations will occur. On a 3-6 the hallucinations continue.

Gentleman's Club

In slums districts of the city the ale is considered something of an acquired taste. Depending on where drinkers frequent though, taverns, guild house taprooms and the private clubs of Marienburg might serve anything from Kislevite potato vodka to fabled whiskey of Albion. Carousing in tap rooms leads to encounters with all kinds of strange patrons.

Roll a D6 on the Drinking Chart for each Hero who visits one of the notorious drinking dens in the city.

"Listen Gotrek, I can't leave Marienburg until I resolve this matter. If you don't help me it might take weeks – weeks of drinking fishy beer."

— Felix Jaeger, Poet

Drinking Chart

D6 Result

- 1 Arrested!** The Hero gets involved in a bar brawl after arguing with another patron. The watch turn up and place the warrior *under arrest*.
- 2 Drugged!** The Hero partakes in a curious drink offered by a stranger. After one swig he feels the liquor take effect! The poisoned Hero is at -1 Toughness for the duration of the next battle.
- 3 Indulged!** The Hero enjoys too much good food and too many bottles of Bugman's. He spends D6x5 gold crowns consuming these luxuries.
- 4 Swindled!** The Hero invites a halfling patron to play a board game. On a successful Initiative test the Hero cheats his way to victory over his acquaintance. A Halfling Scout joins your warband as a Hired Sword.
- 5 Philosophised!** The Hero engages an elf patron in a philosophical debate. On a successful Leadership test the Hero impresses his subject. An Elf Ranger joins your warband as a Hired Sword.
- 6 Arm-wrestled!** The Hero challenges an ogre patron to an arm wrestle. On a successful Strength test the Hero defeats his opponent. An Ogre Bodyguard joins your warband as a Hired Sword.

Mead Hall

Old Jarl's Shanty-hall is a mead hall of meagre size and splendour near the city's shore-gate. The privy entrance leads to a private wharf, accessing the river and the sea via an underground dock.

Roll a D6 and consult the following chart when a Hero frequents a mead hall.

D6 Result

- 1 Slavers!** A run in with Uli Tassenberg's cronies. The Hero must pass a Toughness test or takes a horrible beating and get taken captive to be sold into slavery! Roll on the Serious Injury Chart. Re-roll if this results in death. A player following 'The Body Trade' plot may purchase the captive (see 'Captured' on the Serious Injuries Chart, p.119 of the Mordheim rulebook).
- 2 Drunken Boast!** After rowdily bragging about his athletic prowess a patron calls the warrior's bluff! If the Hero passes an Initiative test with a -2 penalty applied to his Initiative for being boozed up, the Hero enters an axe-throwing contest – see below. If the test is failed the Hero is mugged upon leaving the mead hall. Roll on the Serious Injury Chart. Re-roll if this results in death. All of the Hero's equipment is lost.
- 3 Axe-throwing contest.** The Hero enters a traditional Norscan axe-throwing contest. On a successful Initiative test the Hero wins a coveted Hunter's Throwing Axe, as prized by Beast Hunters. If the Hero made a 'Drunken Boast' then a -1 penalty is applied to his Initiative as he tries to sober up.
- 4 Shield Dance.** The Hero participates in a customary Norscan 'shield dancing' contest after sharing a drink with Norse mercenaries. As the night wears on a Norscan Hired Sword offers his services joining your warband at no cost. Roll a D6 to see who offers to join:
1-2 Bearman Bodyguard 3-4 Whaler
5-6 Norse Shaman
- 5 Borrowed Boat!** The proprietor offers the use of his private cog. The warband can use a riverboat in the next game when a scenario permits it to be used.
- 6 Guild Membership!** A member of the Marienburg Gentleman's Club extends the Protection afforded by joining in exchange for less than salubrious responsibilities. The Hero is appointed as enforcer with full guild membership! Enforcers are protected by the Guild. They may not be placed *under arrest*.

Dockside Havens of Villainy and Scum

Esmeralda's Apron is a halfling dive on the edge of the Elven Quarter. The inn is a favourite haunt of Sam Warble.

The Three Bells is a tavern in the Dealers Market

The Moonbeam Inn plays host to Chapter meetings for the Knights of Purity. The secretive society poses as a drinking club in the back room of the inn. Meetings are regularly attended by Albert Loodemans, the Guildmaster of the Brotherhood of Seamen and Pilots (the guildhouse is at the centre of the waterfront on Stoessel Isle).

The Lighthouse Inn is one of the Guild meeting places. The Guild (meaning the Thieves' and Assassins' guild in Marienburg) uses the backroom of the Lighthouse Inn as one of the many guild meeting places. Members of the Marienburg Gentleman's Club also use the back room of the inn to introduce rogues characters to the underworld organisation.

The Mermaid, tavern in the South Dock is patroned mostly by riverboat crew, the sailors of ocean-going craft preferring to frequent the bars fronting the deep water docks.

The Pike and Pike is another tavern on the fog-shrouded South Dock.

The Pelican's Perch is a haven for scumbags. A large but unobtrusive bostelry has always been a favourite watering-hole for stevedores and rivermen. It is a favoured haunt for villains loyal to Stromfels. Pirates, wreckers, even mutants have been known to frequent this den on the South Dock.

The Whaler's Return is a tavern. The barman and bouncer is Klaus Mannlicher, friend of Axel Hurder who is Guildmaster of the Riverman's Association (the small guildhouse in on the South Dock across the channel from Stoessel Isle).

The Bunk and Binnacle is a dilapidated inn on the Sour Dock, not far from the Pelican's Perch in the South Dock district.

The Jolly Boatman in the Dead Canal district is one of many notorious waterfront taverns to be found in Marienburg where those from the lowest rungs of society set aside their differences. Despite coming from foreign places, foreign minds come together in the gutter as equals with common purpose. Patrons of the taprooms include foppish panderers, weirdroot addicts, river pirates, stevedores, mobsmen, leather-faced fishermen, brutish muggers, swaggering sailors, back-alley swindlers, thieves and murderers. The tavern is a dingy two-story building in the Dead Canal district. It has one window, but it has been boarded up. A sign hangs above the door showing a disreputable fellow making water.

The Quill and Ink, is a student-friendly tavern on Scholar's Row in Temple District.

The Dancing Pirate in the Craftsmarket, so called for the crude sign hung above the door with an image of a sailor with an eye patch twisting at the end of a hangman's rope.

The Blind Eye, tavern opposite the Craftsmarket watch barracks (and almost opposite the watch headquarters) attracting a large and faithful clientele of off-duty watchmen to its taproom.

The Flying Swan, presumably another Craftsmarket tavern, as the elf who claimed to stay there also claimed to have spent the day trading in the market. Sam Warble discusses an alleged theft from the Swan with the watch captain Gil Roland over a drink in the Blind Eye. Gil describes the Swan as somewhere you'd have to be crazy to steal from. Every latcher in Marienburg knows it' Warble concurs. He subsequently reveals the inn is protected and nobody steals from it to the elf.

The Gull and Trident, is a tavern best described as poncey – A double-wing, two-storey structure built along the bank of the Rijksweg in Palace District, it boasts very comfy rooms, excellent food, and a magnificent view from its terrace. The inn is also a front for the biggest fencing operation between Erengard, L'Anguille and Altdorf.

The Seagull and Spittoon is a waterfront tavern in Gold Mound district's east-end. Jacques Pottage, an impish Bretonnian, is the innkeeper. He has an overbearing fondness for garlic, garlic and more garlic, but this hasn't stopped him building a lucrative trade. The previous owners are doing time on Rijker's Isle for murder, it is rumoured they used meat from their victims for dishes served at the tavern!

The Scalded Gull clings to a little-used stable on Fishbook Lane like an unsightly growth. From the back alleys that stretched out from the Central Canal, it is an overlarge shed, with wide windows and a door that is less an obstacle than a curtain. Strigany dancing girls spin and shake across the tabletops in a splash of silks and a rattle of bangles. Marine-Templars sit in the back corner beneath the hide of giant rat that had been stretched across the wall and nailed in place! After they cleaned out a nest of the pestiferous beasts a few years back in the area, all of the local will-sellers let the Order of Manann drink for free.

The Prince's Rest is an ancient three-storey inn in the Gold Mound district. The Prince's Rest is among the smartest establishments in Marienburg, and cultivates an elite, exclusive atmosphere that is reflected in its clientele.

The Red Cock has for over thirty years been known for good food, good beer and a respectable atmosphere. And, for the same time, it has been the preferred safe house for smugglers in the north of the city looking for a place to store contraband!

Leather Goods

Marienburg was like an apple riddled with brown patches, and of those patches the Tannery was one of the worst. Located in the maze of streets that played host to the city's tanneries, it was a squalid, foul-smelling territory and the gangs of mule-skinners and cat's meat-men who made it their home were as dangerous as any dock-tough or river-rat. And now that he was powerful, Uli Tassenberg made it his fortress on **Tanners Alley**.

Leatherworkers point customers in the direction of leather goods stores at Shoemaker's Square, or more ominously the one in Potion Square ran by Lisette Leerer.

At a fee of 10 gold crowns roll a D6 on the chart below. If a Slaver Hired Sword has previously been hired by the warband then the Hero receives a +1 modifier to the roll. If the Hero has the Slaver skill then the result can be re-rolled.

D6 Result

- 1-2 Meat-Men!** The warrior gets jumped by Tassenberg's lackeys! The Hero must pass a Toughness test or takes a horrible beating and get taken captive to be sold into slavery! Roll on the Serious Injury Chart. Re-roll if this results in death. A player following 'The Body Trade' plot may purchase the captive (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim rulebook).
- 3 Skinner.** A Muleskinner Hired Sword joins your warband with no hire cost.
- 4 Tanner.** A grizzled leatherworker producing custom goods offers the Hero his latest piece at half its usual price! The Hero must wear buy and wear the item to avoid offending the burly tanner. Roll a D6: 1. Leatherwear Skullcap, Greaves and Straps (counts as helmet and toughened leathers) 2. Wolf Cloak 3. Wyvern Hide Cloak (6+ armour save that cannot be modified by Strength of the attacker) 4. Enchanted Skin 5. Skinkskin Boots 6. Sea Dragon Cloak
- 5 Meat-Father.** A business connection was established with Uli Tassenberg. The loathsome flesh trafficker sends a Slaver Hired Sword to join your warband with no hire cost.
- 6 Enforcer!** Lisette Leerer joins your warband as its Dramatis Personae.

"Tassenberg the Slaver. I grew up with him. Fat little bastard, even then. Hard too. We boiled horse-hide and made leather and glue like the other orphans in the Tannery. Me and Uli and Ferkheimer the Mad and Otto Schelp, the Sewer-Wolf. Gods yes, got out as quick as I could too."

— Erkhart Dubnitz, Templar Knight of Manann

Lisette Leerer, Assassin

Saleswoman and enforcer for the League of Gentlemen Entrepreneurs, the most powerful crime organisation in the Free City of Marienburg.

Hire Fee: Lisette takes D3+1 Treasures or Shards of Wyrdstone after each game she participated in.

May be Hired: Any warband except Skaven may hire Lisette Leerer.

Rating: Lisette increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lisette Leerer	4	6	6	4	4	2	7	4	9

Equipment: Lisette is armed with a rapier and stiletto. The enforcer also carries knuckledusters, throwing knives and a blow pipe. She wears toughened leather breeches and the Iron Amulet.

Skills: Lisette has the following skills: Resilience, Lightning Reflexes, Scale Sheer Surfaces, Dodge, Mighty Blow, Hide in Shadows and Step Aside.

SPECIAL RULES

Iron Amulet: Crafted using one of the most secret rituals of the Priesthood of Sigmar to protect Sigmar's Witch Hunters in their sacred duty, this amulet uses the natural properties of metal to resist the effects of Magic. It is rumoured some other organisations, such as the Gold College, can craft similar devices. Any spell that would target the affected area of the wearer of this amulet has the difficulty of casting increased by 2.

League Business: Roll a D6 for every rare item the warband gets hold of when the rarity of the item is at least Rare 12. On a roll of 1 the item is appropriated by the League of Gentlemen Entrepreneurs.

Guild Membership: Protection is afforded to members of the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. Lisette is an appointed enforcer protected by the Guild. She may not be placed *under arrest*.

Protection Racket: Any human Hired Swords that the warband encounters, through a random happening or exploration event result, may join any warband Lisette accompanies.

The player may not actively hire any Hired Sword that could not normally be hired by the warband. A Hired Sword may only be removed from the warband roster Lisette accompanies if upkeep is not paid, if it dies from being taken *out of action* or if an enemy model has *captured* the Hired Sword.

Fortune Teller

Charlatans flock to the port claiming to be mystic men from Araby. The truest way for warriors to have their fortune told is by visiting a witch doctor of Norse Town. Seers from Skeggi are fickle in their attentions with customers. Possibly because what they have to say is not usually what Marienburgers want to hear!

At a fee of 1 treasure or shard roll a D6 on this chart.

D6 Result

- 1 **Portent of Doom!** The seer condemns the warrior with a grisly reading of the future. The next time the Hero is subject to an injury roll he is taken *out of action!*
- 2 **Bleak.** A depressing reading shows the warrior to have a foreboding fate. The next time the Hero is hit a critical hit will apply!
- 3 **Vague.** Pay 1 extra treasure to finish the reading or not. Re-roll on the chart.
- 4 **Rosy.** An optimistic telling of the future! Next time the Hero fails a roll, re-roll it.
- 5 **Bright.** A prosperous outcome is revealed! Next time the Hero receives a Serious Injury it is ignored! He even avoids death.
- 6 **Vision of Destiny!** The warrior has a heroic destiny to fulfil! A re-roll applies to every roll applying to the Hero in the next battle and post battle sequence!

"An old swamp witch back in Skeggi told me that the mosquitoes there once drained a baby of blood while it slept. Of course, she also swore to me that the charms she was selling would make me irresistible to women and a mighty warrior."

— Prince Tyrion of Ulthuan

Sanitarium

Heiligdom, the Shallyan Asylum of Blessed Rest. Care home to mentally ill patients and correction facility to incarcerate dangerous lunatics. Originally a small fort, now replaced by a three storey keep, the monastery was redecorated to be restful for the mind. The 'bin' faces opposite from Deedesveld Graveyard, from the north bank of the Dead Canal. Its dark stone bulk surrounded by replanted grounds presenting a classical appearance in the shadow of the city walls. Dwarf artisans ruminate that a structure reflects those who live inside. The asylum houses pain, madness... And corruption lurks within.

Suspicion lingers about the asylum's activities because the abbess was one of Sister Astrid von Nimsheim's defenders when she faced charges of heresy. Despite vehement intervention on behalf of the accused by high ranking clergy, the heretic was excommunicated from the order, conveniently before the magistrate could deliver a verdict! While the elderly priestess who administrates the facility did not openly advocate the treatment instead of execution of mutants herself, she has dedicated her life to helping Shallya's 'lost nestlings'.

Any Hero passing a Leadership test is admitted entry to the mental institute. Any Hero failing a Leadership test may voluntarily be committed to the asylum! Being committed means a Hero misses the next battle. Either way, roll a D6 and consult the following chart.

D6 Result

- 1 **West Tower.** Its entrances were sealed long ago by edict of the first abbess. Her order was reinforced by the Council of Quenelles in 2420 in the sternest terms. Besmirched by Chaos, or so it is believed. The Hero may choose to break in to the forbidden wing, entering on pain of death! A Hero failing an Initiative test faces summary execution! If a Hero passes roll on the Rewards of the Shadowlord Chart.
- 2 **Tower of Lamentations.** Criminally insane, violent inmates occupy the south tower. Heroes who refuse to cooperate and resist are committed to cells! Incarceration lasts for D3 battles. A Hero loses -1 Leadership for each battle missed.
- 3 **Dormitories.** First storey is residence for nuns caring for the insane. Inmates occupy the upper three floors, between which trap doors are kept locked and chained. Collect D3 provisions from ground floor.
- 4 **Grounds.** Monastery-hospital staff will supervise various duties. Roll a D6 for the Hero to participate. Finders' keepers:
1 **Therapy.** Affected by 'Madness' - Refer to page 119 of the Mordheim rulebook.
2 **Laundry.** One fresh Cathayan silk cloak!
3 **Gardening.** Dig up D3 healing herbs.
4 **Carpentry.** Hand-carving a quarter staff!
5 **Cookery.** Halfling cookbook spare copy!
6 **Prayer.** The Hero has Healing Hands, in the next game, from the Marks of Shallya.
- 5 **Infirmary.** A small library and the surgery are in the East Tower. Less successful experiments of chief pharmacist and physician Sister Katja Faasen receive temporary isolation in the south tower. Despite accusations that the asylum is harbouring mutants nobody from the sisterhood has ever been found guilty. Conspirators arrange their escape into the marsh when collecting swamp ingredients! Roll a D6 for a Hero entering East Tower:
1 **Treatment!** The Hero becomes a test subject! Roll on the Warp-touch Chart.
2 **Sedative!** The Hero is sedated. Roll on the Dream Chart from the Dream Parlour.
3 **Cadaver!** The Hero carries out a corpse.
4 **Borrowed Library Book!** A holy tome!
5 **Concoction!** Roll on Herbs & Potions Chart.
6 **Medicine Chest!** Acquires chest!
- 6 **North Tower.** The Hero has discovered a tainted item in the asylum. Roll on the Tainted Items Chart. Upon presenting the evidence to Abbess Monica Arden she divulges whereabouts for Colony of the Lady's Tears, Shallya's hospice in the Wasteland. The warband may visit location (2 2 2 2 2) in the exploration phase.

"There's more to Heiligdom than meets the eye, mark my words. I have evidence that they harbour mutants and arrange for their escape to the marshes! Yet one more example of the cult hierarchy's disgusting weakness of heart and mind!"

— District Judge Bertrand, Magistrate for Porters Wall & Knight of Purity

Bazaar of Books

*Marienburg's lesser-known trade is knowledge. Journeying to the lands of men, followers of the Lord of Change disguise themselves, walking cloaked and hooded through the streets, to buy tomes of forbidden lore in the **Bazaar of Books** found in Marienburg.*

The Unseen Library, an archive of scholarship so secretive that most researchers had never heard of it or believed it a fable, had been a cynosure for those desperate enough to seek it out and pay its price.

There had been a disaster and the library had flooded, its collection believed to be destroyed. Scrolls, books and manuscripts that had been outside its catacombs when the water flowed in have survived. Booksellers and antiquarians scavenged scraps of parchment and vellum like beggars from the river's foreshore over the month that followed, selling them to eager collectors.

Roll a D6 on the chart below.

D6 Result

- 1 **Illuminated Readers!** A fellow reader has snapped up the rare tome. Your Hero trails him from the Bazaar and is ambushed by Lay-Readers from the Order of Illuminated Readers. Roll for 'multiple injuries' on the Serious Injury Chart.
- 2 **Profane Manuscript.** Passing his eyes across forbidden texts the warrior suffers a bout of insanity. The Hero loses -1 Leadership permanently.
- 3 **Fake!** Roll 2D6 on the Bazaar of Books Chart to find out what book is on offer. The fake is a poor copy of the original. It costs 50 gold crowns but it only lasts for the duration of the next D3 battles.
- 4 **Vellum Fragment.** Roll 2D6 on the Bazaar of Books Chart to find out what scrap of knowledge is available. It costs 25 gold crowns but it only lasts for the duration of the next D3 battles.
- 5 **Authentic Tome!** Roll 2D6 on the Bazaar of Books Chart to find out what precious tome is on offer.
- 6 **Library Card!** One of the booksellers offers to sell your Hero a copper token with an emblem inscribed upon it for a fee of 20 +4D6 gold crowns. The emblem on the token is the symbol of the Illuminated Readers. The Library Card can be used by a Hero with the Haggle skill to exchange any book for another tome at the Bazaar upon return visits. Roll on the Profane Books Chart to see what the book swap will be.

"Marienburg. It was after the Library had flooded, and the sects were fighting for control of what was left. I joined a group of former witch hunters and scholars, disaffected like me. The Cloaked Brothers. Research is what they do. Discovering the true nature of Chaos so it can be beaten – not the short-term victories of battles and burnt cults, but learning how to force it from the world."
— Andreas Reisefertig, Cloaked Brothers Agent

Profane Books chart

2D6 Roll Result

- 2 Training Manual (see Fighting Arena on page 140 of the Mordheim rulebook)
- 3 Alchemist's Notebook (see Alchemist's Laboratory on page 139 of the Mordheim rulebook)
- 4 Tome of Magic
- 5 Holy Tome
- 6 Hammer of Witches
- 7 Halfling Cookbook
- 8 The Loathsome Ratmen and All Their Vile Kin
- 9 Bare Before the Gods - the Dances of Darkest Ind
- 10 Book of the Dead
- 11 Grimoire of Daemon Lore
- 12 Liber Chaotica

"Unlike your mercantile peers, I know you have spent the last twenty years of your life obtaining and studying a wide variety of magical, alchemical and heretical texts. You have read the works of Van Hal, von Juntz, Krischan Donn, Ralfs, even the tedious prose of the Ratmen-obsessed Leiber. And all of it with the aim of achieving a single burning ambition. But it was only recently, after a visit to Marienburg's Unseen Library to read Hollseber's Liber Malefic, that you finally discovered a means by which to achieve your aim. Now, you have come here to me in the hope that I can give you what your books could not."

— Samael, the Silver Tongue, Daemon Prince, First among the Infernal Legions of Shornaal

Bone Garden

A graveyard in Porters Wall district overlooks the Dead Canal to the south. Its crypts and mausoleums are a bewildering maze of tunnels and chambers holding the resting places for the wealthiest families from the merchant elite.

*Cellars and secret passages beneath the cemetery have been used by smugglers for centuries. The cave system is entered from a hidden crypt in the Sailor's Memorial. Contraband of one kind or another is stored behind secret doors in the **Smugglers' Caves** under **Deedesveld Graveyard**.*

Burial grounds are condensed in the port-city, fresh graves planted over sunken coffins in the Gardens of Morr. Corpses occasionally have heirlooms and trinkets buried with them. The curse of undeath looms when fresh bodies are being sought by curious physicians and budding necromancers.

A team of two Heroes from your warband may go tomb robbing in the post battle sequence. Roll twice on the Grave Robbery Chart. If the 2D6 result is 2 the tomb has collapsed on the Heroes! Roll on the Serious Injuries Chart for each Hero.

On a roll of 12, the Heroes find two corpses (suitable to become Zombies for Undead warbands) and find possessions worth 2D6 gold crowns in addition to making two rolls on the Booty Chart.

In the event that a zombie rises from the grave fight the battle as normal. The zombie *strikes first* in the opening round of combat. If a Hero loses, roll on the Serious Injuries Chart.

Unseen Library

Adventurous lore-seekers find that the Library itself no longer exists. Not at least in its original state. It was destroyed in a flood. Almost every scholar in Marienburg knows of the Order of Illuminated Readers but most are unwilling to speak about of it. Despite their clandestine studies, some knowledge of the Order and its headquarters has entered academic folklore. Almost nobody knows the Unseen Library really exists, and its location is reported variously as Nuln, Marienburg, Miragliano, Brionne or Praag. It was said to house the greatest repository of knowledge in the entire world; which is probably true.

Local rumours fail to reveal much of the Order. The Order has a site, not necessarily its main base, positioned on one of the estuary islands. The whole truth has been embroidered with a great deal of fiction over the years to help conceal the Library.

After the flood the religious and academic groups that had centred on the Library were warring for control of remaining books and the allegiance of their members. For a struggle fought by academics, priests and half-blind scholars, it was surprisingly fanatical and bloody.

"The inner circle of the Unseen Library, the Readers, they took a vow of silence. To encourage them to keep it their tongues were cut out. Although the Library is no more, the Readers are still with us, guarding the texts they saved from the flood. Some are said to have found new, even darker ways to protect their secrets. So be on your guard."

— Father Willem, Verenan Information-broker

Various sources give hints mentioning an island in the Reik estuary. There are around fifty islands that fit the basic description, some inhabited and some just rocks and sandbanks. A couple of hours spent making enquiries in the inns on the waterfront will find a docker or a barman who knows of an island with a ruined Solkanite temple and mad hermit on it which people still visit from time to time. The occasional boat with passengers in robes comes in from the estuary, returning with provisions a few hours after disembarking. These are the Librarians or the Readers.

The Library is hidden beneath a strange cavern on Foyles Rock. It is common knowledge that there was once a temple on the island dedicated to Solkan, God of Lawful Vengeance, but it was raided by pirates many centuries ago and destroyed in a fire.

"How were you proposing to discover and infiltrate these secretive, defensive, factionalised cults that now control the few books that are left of the Unseen Library?"

— Erasmus Pronk, Untersuchung Agent

Foyles Rock sits out in the estuary about eight hundred yards from shore; a solid lump of rock, one hundred yards long and thirty wide. Two walls remain of the ruined temple of Solkan. Aside from a few seals, seagulls and an emaciated cow, the only visible inhabitant on Foyles Rock is an elderly hermit believed by most Marienburgers to be last of the old Solkanite monks! The incognito Librarian suffers from dementia.

Readers cannot speak because their tongues are removed during their vows of loyalty to gain access to secret knowledge. The monk signals cryptic advice by mouth to visitors. The obscure insights he offers serve as a cover story for daytrips made to Foyles Rock by boat to use the Library. Wizards, priests and astrologers carry a small piece of flat copper etched with strange symbols serving as a 'library card' allowing them access to the Library. Members are permitted to withdraw up to three books for two weeks at a time. Members or 'Lay-Readers' suspected of breaking their vow or not returning a book in time, defacing a book, eating while holding a one of the Library's books are found with their throats slit and their tongues cut out. The other way to be admitted it by depositing a rare book, such as a profane tome of dark magic. To join the Order, one must donate at least five books to its archives, each at least five hundred years old.

A surprising number of well-known and highly suspected scholars from all over the world are Lay-Readers of the Order, making a trip to Marienburg every few years to consult the Unseen Library's resources, or leave a rare or proscribed book in the care of the Illuminated Readers. These vary from damnable tomes of sorcery quilled in blood by the foulest of unspeakable authors to the flamboyant catalogues of playwrights such as Jacopo Tarradasch and Detlef Sierck. The fullest extent of its true contents cannot be known. Rarest masterworks in song and literature such as *The Mermaid's Daughter - an Opera in Seven Acts*, could be piled atop condemned excerpts from *Liber Mortis* by the infamous necromancer Frederick van Hal.

Beyond a carefully hidden door is a stone stairway descending a hundred feet, opening into a cavernous space. This is the Great Reading Room, formerly a crypt of the Temple to Solkan, now lined with ancient books stretching back to the before the foundation of the Empire. On the floor is an incomplete tiled map of the Library.

The Library can also be accessed via a half-mile long secret tunnel hidden in the cellar of Johan Harupz's shop on the riverfront. It is the only tobacco-seller in the South Dock. The Solkanites originally used the Unseen Library as a catacomb. The bodies of honoured dead priests still exist.

Most of the labyrinth complex is now given over to book storage. The Library is a warren of tunnels containing shelves of neatly-arranged precious tomes. Unclassified volumes lie stacked in dead end corridors. Unexplored passageways contain forgotten caches of arcane lore including clay tablets, flayed skins, Cathayan pictographic novels, knotted strings from Lustria, and unholy scrolls rescued from Witch Hunter's bonfires. Others secret exits concealed behind bookcases emerge through disused secret doors into a sewer on the Marienburg waterfront, or in a basement of the prison-island of Rijker's Isle, in the middle of the estuary.

Profane Books

Hammer of Witches

100 gold crowns

Availability: Rare 10 (Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

A Hero with the Hammer of Witches will *bate* all followers of Chaos, Possessed, Skaven, Beastmen, Daemons, Dark Elf, Orcs & Goblins and Sisters of Sigmar.

The Loathsome Ratmen and all of their Vile Kin

150 gold crowns

Availability: Rare 11 (Not Skaven)

From the sewers and drains crawl the Ratmen, filthy beasts of fur and claw, spreaders of disease: the Skaven! Few have the courage to recognise the peril of the Old World. Most men remain blind to it. One man with the foresight to recognise the threat was the scholar Wilhelm Leiber. This is his book, covering all aspects and habits of the revolting Skaven: their physiology, methods of war and his projected plans on how to deal with the rising menace, with many accompanying pictures and sketches. Many believe Leiber was a maniac, a paranoid fool whose work has no basis on fact.

A Hero carrying the book and any warriors within 6" of the Hero *bate* all warriors in Skaven warbands.

Bare Before the Gods - the Dances of Darkest Ind

175+D6x10 gold crowns (Wizards only)

Availability: Rare 12

Bare Before the Gods contains an illustrated guide to the shamanic dances from distant Ind. The Dances of Darkest Ind are the mystical teachings of magic rituals used by desert shamans from Araby and Ind.

A wizard with the Arcane Lore skill and this tome can learn spells from the Lore of Serpents. The wizard will gain an extra spell from the Lore of Serpents list permanently.

Book of the Dead

200+D6x25 gold crowns

Availability: Rare 12 (Vampires and Necromancers only)

This is a book that contains transcripts from the famous books of Nagash, the Great Necromancer. Extant copies of the dread Liber Occultus, of which there were three, dealing with the history of ancient Nebekbara and the Liber Necris contain the direst of secrets!

A Vampire can learn Necromantic magic with the Arcane Lore skill using this book and a Necromancer will gain a new spell permanently. Book of the Dead counts as a tainted item.

Grimoire of Daemon Lore

275+D6x25 gold crowns

Availability: Rare 13 (Wizards only)

A rare tome of daemon lore written in Fimir script, if correctly translated it would contain a wealth of information on the Fimir and their ritual magic. Worth at least 200 gold crowns to a collector of profane books such as the Order Illuminated Readers, who would consider it a valuable donation! Daemon lore is incredibly scarce. Even brief excerpts copied from blasphemous publications such as Grimoire Daemonicus and Liber Malefic are considered priceless by collectors who commit heresy.

Books of dark magic are used in daemonology. A wizard with the Arcane Lore skill and this grimoire can learn Rituals of Dhar and will gain a new spell permanently. Grimoire of Daemon Lore counts as a tainted item. In addition, if the wizard knows any Chaos Rituals or Lesser Magic spells then lower the spells difficulty by 1 using the Grimoire of Daemon Lore.

Liber Chaotica

500 gold crowns

Availability: Rare 16 (Wizards only)

This mighty tome of Chaos magic contains all the Chaos Rituals. In addition a wizard in possession of the book is able to use all spells from his dedicated spell list. He must still learn a spell twice to permanently reduce its Difficulty. A non-spellcaster may choose one random spell determined before the battle from the Chaos Rituals. The warrior may attempt to cast it as if he was a wizard. Liber Chaotica is a Chaos artefact.

Rituals of Dbar

Accomplished practitioners of magic manipulate the wind of Dbar. The most powerful of Chaos magisters practice daemonology as do the druchii. The sorceresses of Naggaroth use rituals of dark magic against their arch enemies the elves of Ulthuan. High Elf mages use their magic defensively to cast rituals of Qhyash for the power of good, while the Dark Elves harness the raw power of dark magic for the sole purpose of destruction.

1 Doom Bolt

Difficulty 9

Whispering an ancient incantation the sorcerer conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doom Bolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is hit on a 4+ with -1 to Strength from the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain

Difficulty 8

The sorcerer calls the dreadful curse of the Witch King himself upon his enemy, crushing their spirit and reducing their willingness to fight!

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. The spell lasts until the beginning of the players next turn.



3 Soul Stealer

Difficulty 9

At the sorcerer's touch, the essence of life is drained from his enemy and absorbed into his body giving him renewed strength and vigour.

Once successfully cast, the sorcerer makes a roll to hit against a model in base contact. If the attack is successful and the opponent is struck, it suffers a wound with no armour save possible. The sorcerer feeds on this life-force and adds one wound to his profile. Note that the sorcerer can never have more than one extra wound above its maximum characteristic from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword

Difficulty 8

Summoning dark magic the sorceress engulfs a weapon in twisted black flames.

The sorcerer may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. The spell lasts until the players next shooting phase.

5 Death Spasm

Difficulty 10

The sorceress channels the raw power of Dbar into his enemy, causing him to writhe in excruciating pain.

The morbid sorcery has a range of 6" and must be cast on the closest enemy model. A model affected by Death Spasm must roll on the Injury Chart. If successfully cast the sorcerer is immediately *knocked down*.

6 Witch Flight

Difficulty 7

The sorcerer bends the winds of magic to his will and flies through the air.

The sorcerer may immediately move anywhere within 12", and may count as charging. If he engages a fleeing enemy in the close combat phase he will score an automatic hit and then the opponent will flee again.

Crafts Market

Cartwright

Across the road from the shipyard is Von der Decken's Cartyard which has an equally established reputation for Cart modification and fierce rivalry with Van Der Deckens.

A visiting Hero may choose one of the three options below.

Repairs: At 50% of the full cost, the Cartwright may repair any previously wrecked watercraft or land transport: this will take D3 game turns.

Parts: The Cartwright can also be paid to customise a Vehicle by adding one new feature from the Cart Parts or the Artillery table. Choose the part you wish and roll for Rarity, as they are hard to come by. If it is unavailable, you can choose to gain a +1 bonus on rarity roll for that part each time you next visit. This bonus is cumulative until the Cartwright procures the part successfully.

On sale: Alternatively, you may look through the wares the Cartwright has today (see table adjacent). You may buy them without rolling for Rarity, but only one roll can be made each turn regardless of how many Heroes visit.

On Sale!

D6	roll
1	A treasure cart with 25% discount.
2-3	A second-hand Wagon(-1 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.
4-5	A shipment of custom-made parts arrived today. Roll twice on the Cart Parts Table: those items are available for sale.
6	An Opulent Coach!



Cart Parts Table

2D6 result

2 - 3 steam engine

1/3 of the Cart price in gold crowns

Availability: Rare 13

This engine provides an independent type of propulsion, which adds D3+2" of movement to the base speed. This replaces the need for any draft creature.

Full Steam Ahead! The Cart can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the Cart's total speed. A warrior with the Driver skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a Cart equipped with a Steam Engine is hit in the with a result of Draft Creature, it has hit the engine, the engine has a toughness of 6 and if wounded, roll on the Engine Malfunction chart. **Engine Malfunction**

1 - Kaboom! The engine explodes spectacularly, dealing D6 wounds to the wagon, any model within 4" of the bow takes a S5 flaming hit and the Cart is now on fire.

2 - Dangerous Overpressure! The wagon suffers 1 wound.

3-4 - Emergency Vent. The Cart cannot move next turn, and any models within 4" of the bow suffer D3 S2 flaming hits.

5 - Minor Leak. The Cart cannot move next turn. **6 - Valve Locked.** The Cart moves 2D3" this turn, but cannot turn.

4 Spiked wheels

100 gold crowns

Availability: Rare 10

Any warrior hit by the wagon, suffers an extra wound.

5 Treaded wheels

150 Gold Crowns

Availability: Rare 11

Ignore *out of control tests* for rough terrain, and will only lose speed after losing at least 2 wheels, in addition, the cart can now make 90 degree turns rather than 45 degree.

6 Emergency flotation device.

80 gold crowns

Availability: Rare 12

In the event a wagon accidently falls into the water this device will inflate and save the wagon from sink. It is immobile for the rest of the game. After the match the inflatable device must be reset for 10 gold crowns.

7 weapon turret

40 gold crowns

Availability: Rare 9

This wooden platform can fit an artillery weapon on top, allowing it to pivot in the same turn it is being reloaded! Carts can carry 1 Weapon turret. You must buy artillery weapons separately. Each turret occupied by an artillery weapon reduces capacity of the Cart by 1 (but the weapon takes no additional space).

8 artillery weapon

Roll on the Large Ordnance Weapons Table to see what is available today, or freely pick any one of the Swivel-Mounted Weapons to buy.

9 armoured plating

80 gold crowns

Availability: Rare 10

The Cart gains +1 T.

10 Hidden Compartment

40 gold crowns

Availability: Rare 10

Any vehicle may include storage space to smuggle goods past watch patrols and excise men. Up to 2 Cargo markers, or any other amount of items may be stored below deck in this compartment. A model may store any illegal items in the compartment during the battle, by moving onto the deck and not performing any other action that round (shooting, spellcasting, close combat). Just in case they risk being detained by any snooping constabulary!

If your Cart is commandeered by someone unaware of the secret compartment, a trigger mechanism drops the cargo into the sea below in a water tight container! If your Cart is ever stolen from you, all such cargo can later be automatically recovered unharmed by your warband after the battle.

11 Battering Ram

60 gold crowns.

Availability: Rare 8

Battering Rams negate all collision hits from the Front plus replace the collision damage to the object hit with; $D3 \times (\text{Distance cart travelled that turn}) \times \text{Strength}$ damage.

12 Brunweld's Last Resort.

250 gold crowns

Availability: Rare 12

The cart is rigged with an explosive device, hidden away safely that only the Warband knows how to activate. At anytime during your turn if at least 1 warband member is on the Cart they may trigger the device, instantly exploding the ship and everyone on it. Every model on board suffers $D3 \times \text{Strength}$ 10 hits, and the cart is destroyed and cannot be salvaged. you may also nominate to arm the device to blow on impact. You must declare this is your intention, at least a turn before your collision. If you do, any missile hits that hit on a 6 will trigger the device early.



Shipwright

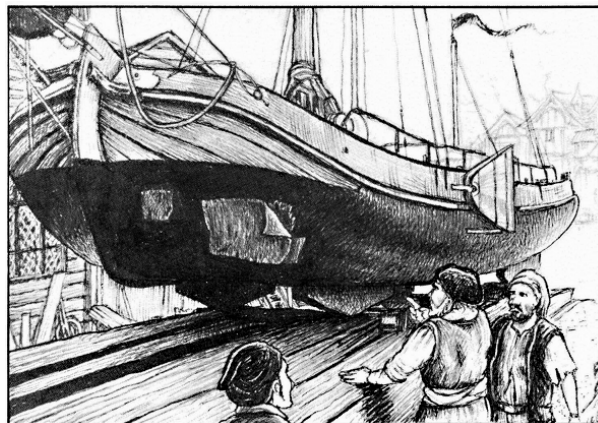
Shipwrights are skilled at fixing damage to all types of vehicles. **Van der Decken's Boatyard** in the Craftsmarket has a long established reputation. Marienburg has long been a hub of innovation, it's multicultural history bringing the best ideas from all over the old world and beyond. The love of invention, the love of the sea and the love of marketeering brought the world the Marienburg Class Landship after all.

A visiting Hero may choose one of the three options below.

Repairs: At 50% of the full cost, the shipwright may repair any previously wrecked watercraft or land transport: this will take D3 game turns.

Parts: The shipwright can also be paid to customise a watercraft by adding one new feature from the Boat Parts or the Artillery table. Choose the part you wish and roll for Rarity, as they are hard to come by. If it is unavailable, you can choose to gain a +1 bonus on rarity roll for that part each time you next visit. This bonus is cumulative until the Shipwright procures the part successfully.

On sale: Alternatively, you may look through the wares the shipwright has today (see table adjacent). You may buy them without rolling for Rarity, but only one roll can be made each turn regardless of how many Heroes visit.



On Sale! D6 roll

- 1 – A Rowboat with 25% discount.
- 2 – A second-hand Riverboat (-1 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.
- 3 – A second-hand Barge (-2 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.
- 4-5 – A shipment of custom-made parts arrived today. Roll twice on the Boat Parts Table: those items are available for sale.
- 6 – A ship of the Line!

Boat Parts Table

2D6 result

2 – 3 steam engine

1/3 of the boat price in gold crowns

Availability: Rare 13

This engine provides an independent type of propulsion, which adds D3+2" of movement to the base speed. This mode of propulsion cannot be combined with any others on the same boat, and cannot be installed on rafts or rowboats. Riverboats with Steam engines require 1 less crew to be manned, and Barges require 2 less crew.

Full Steam Ahead! The boat can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the boat's total speed. A warrior with the Pilot skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a boat equipped with a Steam Engine is prompted to roll on the Propulsion Chart, roll on this table instead.

Engine Malfunction

1 – *Kaboom!* The engine explodes spectacularly, dealing D6 wounds to the hull, any model within 4" of the bow takes a S5 flaming hit and the boat is now on fire. Furthermore, all models on board must test for Man Overboard!

2 – *Dangerous Overpressure!* The hull suffers 1 wound.

3-4 – *Emergency Vent.* The boat cannot move next turn, and any models within 4" of the bow suffer D3 S2 flaming hits.

5 – *Minor Leak.* The boat cannot move next turn.

6 – *Valve Locked.* The boat moves 2D3" this turn, but cannot turn.

4 ram

60 gold crowns

Availability: Rare 8

Your boat always adds +1 Strength to its ramming hits, and gains a 4+ save against any collision hits to its front (including its own ramming attack).

5 weapon turret

40 gold crowns

Availability: Rare 9

This wooden platform can fit an artillery weapon on top, allowing it to pivot in the same turn it is being reloaded! Riverboats can only carry one, while barges can carry two turrets (one at the prow another on the poop deck. Rowboats and Rafts are too small to carry them! You must buy artillery weapons separately. Each turret occupied by an artillery weapon reduces capacity of the boat by 1 (but the weapon takes no additional space).

6 artillery weapon

Roll on the Large Ordnance Weapons Table to see what is available today, or freely pick any one of the Swivel-Mounted Weapons to buy.

7 winch

40 gold crowns

Availability: Rare 7

Any Cargo or warrior is automatically pulled aboard by someone using a winch. The winch reduces capacity of the boat by 1.

8 hidden compartment

40 gold crowns

Availability: Rare 10

Any vehicle may include storage space to smuggle goods past watch patrols and excise men. Up to 2 Cargo markers already on board, or any other amount of items, may be stored below deck in this compartment. A model may store any illegal items in the compartment during the battle, by moving onto the deck and not performing any other action that round (shooting, spellcasting, close combat). Just in case they risk being detained by any snooping constabulary!

If your boat is commandeered by someone unaware of the secret compartment, a trigger mechanism drops the cargo into the sea below in a water tight container! If your boat is ever stolen from you, all such cargo can later be automatically recovered unharmed by your warband after the battle.

Rowboats and rafts cannot have hidden compartments.

9 armoured plating

80 gold crowns

Availability: Rare 10

The boat gains +1 T.

10 slave deck

1/4 of the boat price in gold crowns

Availability: Rare 13 (Rare 8 for Chaos Dwarves, Norse, Dark Elf, Marauders of Chaos, Beastmen or Greenskins)

(Only available to Riverboats and Barges with Oar Banks from the following warbands: Chaos Dwarves, Norse, Dark Elf, any Chaos warband, Greenskins and any warband following The Body Trade plot.)

The small space inside of the hull has been fitted with oars and chains, in a cramped oppressing structure. Your warband must secure enough hostages or slaves to make use of the oars (your warband members won't accept such working conditions!). Your ship now may hold a number of slaves equal to half the boat's capacity (in addition to the normal capacity). The boat only requires 2 models from your warband to crew it, but requires at least 2 slaves (for riverboats) or 4 slaves (for barges) to move the oars. It also gains the following rule:

Put yer Backs into it! You can force more speed out of the slaves, each turn. Roll a D6: if you roll 2-6 add +D3" to the boat speed. If the result was 1, roll on the table below:

1 - Revolt! D3 slaves must take a S test: if they fail they expire, otherwise they break free! An equal number of random members of your warband take a S3 hit, before the slaves dive off into the water.

2-3 Out of Sync. The slaves mess their coordination completely. The boat turns 45 degrees in a random direction.

4-5 - All Rowed Out. The slaves are too tired, and you can't apply the lash next turn either.

6- Inspired! The boat moves +4".



11 landship drive train

100 gold crowns

Availability: Rare 14

Something of a poor imitation of a true Empire Steam Tank in terms of sophistication, a Land Ship does at least have size and ambition in its favour, from its bulky armoured hull to its oversized, life-threatening boiler and a steering mechanism that can only be described as the fruits of an unhinged mind. This complex feat of engineering, including large wheels, internal axles and gears allows a Barge to be converted into an amphibious vehicle. The drive train requires a Steam engine to power it, which can be installed at a later time. The boat also gains *Armored Plating* (see above).

A Landship can move normally on water following boat rules, but can also cross a rivershore or beach into land and vice versa. It must stop at the shore for the turn while the crew readjusts the mechanisms. When on land, it moves like a wagon (ignoring any roll results that indicate draft animals), but can roll *Full Steam Ahead!* to gain speed in the same way as described for Steam Engines.

12 gyroscopic oscillator

125 gold crowns

Availability: Rare 14

A rare marvel of watercraft innovation for long and dangerous voyages, this originally dwarven invention was further tweaked on by Nuln engineers. Currently the contraption connects the rudder with an oscillating weight, to balance the vessel at all times. It cannot be installed on rowboats or rafts. The vessel's speed is reduced by -1", but whenever it suffers a collision or is rammed does not have to test for *Man Overboard* on a 4+, and if it suffers damage does not drift (but it still veers).

Artillery Weapons

Swivel-mounted Weapons

Mounted on the boat's railings on a swivel shoulder, they have an arc of fire of 90° (ie. they cannot fire towards the inside of the boat).

Rafts & Rowboats can mount one, at either end of the boat. Riverboats or larger boats can mount as many as fit on the railings, spaced by 3" between them. The position of the weapons on the boat must be decided at the beginning of the battle (and they cannot be removed and carried by models), but their position may be changed between battles.

A model manning a Swivel-mounted weapon cannot contribute to the boat's active crew that round.

Harpoon Gun

50 gold crowns

Availability: Rare 10

Range: 36"

Strength: 4

Special rules: Move or Fire, Prepare Shot, Save Modifier, Reel 'em In

Move or Fire: a model cannot move (including moving to man the Harpoon Gun) and shoot in the same turn.

Prepare Shot: Harpoon guns can only shoot every other round, and no Skills or abilities can modify this.

Save Modifier: wounds dealt by a Harpoon Gun have an additional -1 to the armour save (for a total of -2).

Reel 'em In: any model hit and wounded by the Harpoon Gun must make a Strength test, otherwise they are harpooned and the firer may move them 8" closer. Every turn after being harpooned the victim may make a Strength test to escape otherwise they are reeled in a further 8". Whilst harpooned the victim may not move but can act as normal. A friendly model may cut them free on a successful WS test. Cargo markers may also be harpooned, but do not get a S test.

eagle-eye bolt thrower

85 gold crowns (Elves & Dark Elves only)

Availability: Rare 8

Range: 36"

Strength: 5

Special Rules: Move or Fire, Prepare Shot, Save Modifier

Multiple Wounds (D2): if this weapon successfully wounds a target it inflicts D2 wounds instead of just 1.

Save Modifier: wounds dealt by this weapon have an additional -1 to the armour save (for a total of -3).

Move or Fire: a model cannot move (including moving to man the Harpoon Gun) and shoot in the same turn.

Prepare Shot: These weapons can only shoot every other round, and no Skills or abilities can modify this.

swivel gun

75 gold crowns

Availability: Rare 8

Special rules: Move or Fire, Prepare Shot, Cumbersome, Blackpowder misfire, Special Ammunition

Move or Fire: a model cannot move (including moving to man the Swivel Gun) and shoot in the same turn.

Prepare Shot: Harpoon guns can only shoot every other round, and no Skills or abilities can modify this.

Blackpowder Misfire: Swivel Guns always make use of the Blackpowder misfire chart, as they are experimental weapons.

Special Ammunition: Swivel Guns use nonstandard ammunition types, which must be bought for each game. Each type only lasts one shot, so once it fire it cannot be

used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

Ball Shot – 5gc Common

Range: 36" **Strength:** 5 **Armour Save:** -2

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

Concussion: The impact of the heavy lead projectile is enough to rattle even the hardest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

Chain Shot – 2gc Common

Range: 24" **Strength:** 4 **Armour Save:** -1

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

All Wrapped Up! Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

Grape Shot – 2gc Common

Range: 24" **Strength:** 3 **Armour Save:** -

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

Large Ordnance Weapons

Rafts & Rowboats cannot carry these. Each takes up space on deck, reducing the boat's capacity by 1. Models manning these weapons cannot contribute to the active crew that round.

These weapons all have the following rules:

Hard to Fire: Firing artillery weapons requires a good crew, a maintained weapon, and technical knowledge. They require a team of two to fire (or one if the model is Large), but only one crewmember needs the Artillery Expert skill. All of the normal shooting rules apply (with some exceptions below), but no Shooting skills apply to these weapons.

Cumbersome Movement: A single crewmember can move an Artillery weapon at half his movement, two crewmembers can move it at their full movement. They cannot run however.

Reload! These weapons require one full turn with the crew preparing the shot (place a marker next to it when loaded), and can only fire in the following turns. Note you may still have to aim (see below).

Aim! Artillery weapons may not move and fire in the same turn, and they are so cumbersome that pivoting on the spot (to aim) counts as moving it (unlike other shooting weapons which can pivot freely every turn). Thus, artillery weapons must draw a straight line from their nozzle to their target (with a 1" leeway) to be able to shoot at it.

Broadside shooting: when shooting at buildings or boats the size of a barge or larger, if the target is within 10" the shot hits automatically.

bolt thrower

110 gold crowns

Availability: Rare 9

Range: 36"

Strength: 6

Special Rules: Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, No Armor Save, Penetrate Ranks

Multiple Wounds (D3): if this weapon successfully wounds a target, it inflicts D3 wounds instead of just 1.

No Armour saves: the speed and weight of the bolt prevents any armour from being useful against it.

Penetrate ranks: if the bolt successfully renders its target Out of Action, it continues its trajectory in a straight line, hitting any further targets in its path (roll to hit and Wound) but subtract 1 from each To Hit and To Wound roll thereafter. Eg. Next target after the first one is hit at -1 To Hit and at S5, if that model goes Out of Action the next target is hit at -2 and at S4, and so on. Vehicles and scenery pieces in the path of a bolt are hit automatically.

repeater bolt thrower

150 gold crowns (Elves & Dark Elves only)

Availability: Rare 9

Range: 48"

Strength: 6

Special Rules: Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, Penetrate Ranks, No armour saves, Repeater Bolts

A repeater Bolt Thrower follows all the rules for a regular Bolt Thrower, but it can alternatively shoot a volley of smaller bolts, following the rules below.

Repeater Bolts: the weapon shoots out 6 smaller bolts, each hitting instead at S4, an extra -1 to armor saves and they deal only 1 wound.

carronade

150 gold crowns

Availability: Rare 11

Range: 8"-36" (Grapeshot: flame template)

Strength: 7 (Grapeshot: S3)

Special Rules: Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, Bounce, Grapeshot

Multiple Wounds (D3): if this weapon successfully wounds a target, it inflicts D3 wounds instead of just 1.

Bounce: this weapon does not roll To Hit when firing. Mark a spot within a straight line of sight from the weapon's muzzle to aim the cannonball at. Roll a D3 (or a D6 if the target is at long range) and move the mark by that distance in inches in the direction of a scatterdice roll. Then roll an artillery dice, and move the mark by that distance in the opposite direction of the cannon: this is where the cannonball lands. All models on that spot are hit (roll to Wound). Unless the cannonball landed on a Large model, a vehicle, building or obstacle (in which case it comes to a stop), the cannonball bounces forward: roll another artillery dice and all models in the path of the bounce are also hit. If a misfire is rolled in the first artillery dice roll, see Misfire below. If a misfire is rolled in the second artillery roll, the cannonball does not bounce and stops there.

Grapeshot: Instead of firing a cannonball, the crew can opt to fire rusty nails, handgun bullets, and other small projectiles – effectively creating a huge blunderbuss.

Place the base of a flame template on the nozzle of the cannon pointing in a direction of choice, and roll an artillery dice. Move the template forward by the result, and any models even partially covered by the template along its movement are hit. (unless they are fully in cover from the cannon) If a misfire is rolled, see Misfire below.

Misfire: roll on the Blackpowder Misfire chart, but if the roll is "1 BOOM!" the explosion of the cannon instead deals D3 S7 hits to everything (including the vehicle!) in 3".

naval cannon

250 gold crowns

Availability: Rare 12

Range: 8"-60" (Grapeshot: flame template)

Strength: 9 (Grapeshot: S3)

Special Rules: Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D6, Bounce, Grapeshot

A naval cannon follows all the same rules as a Carronade, except it has longer range and hits at higher S and wounds.

The Cursed Marshes

North and west beyond the Gisoreux Road lie the empty wastes of the Bitter Moors, a vast expanse that rolls to the Bretonnian frontier. Little of value grows in this poisoned land and, if anything, it is even less populated than the Tumble Downs. Even smugglers are reluctant to cross its barren interior - many of the streams flowing from the Pale Sisters are tainted and foul, polluted by mine-leavings that have leached into the water, or perhaps by the Fimir or Skaven. Residents of the Kleinland keep their spears sharp and village walls in good repair, for greenskins and worse sometimes wander out from the mountains, while the moors themselves are rumoured to hide great castles of the Fimir and vales where Chaos and mutants reign supreme.

Surrounding Marienburg where the Reik flows into the Manaanspoort Zee is the Grootcher Marsh, a forlorn delta that spreads for dozens of miles up and down the coast and back along the River Reik. The Grootcher Marsh holds things of value, too: herbalists pay richly for medicinal plants, and even the mud has its uses, for some earths have powerful euphoric and even hallucinogenic properties. Marienburgers don't just tell tall stories to scare newcomers: the Grootcher Marsh is home to the 'Fen Loonies', a loose tribe of psychotics and mutants. These unfortunates are or were people too violent, too wild or too changed by the touch of Chaos to hide even in the warrens of the Doodkanaal district or the hovels of the Flats. If they survive first the fens and then their new comrades, new Loonies join a society that looks like some tortured priest's nightmares. Hideous mutants break bread (or a captured trader or two) with cleaver-wielding maniacs and raving madmen.

Instead of searching for a rare item during the post battle sequence, one or more of the Heroes in a Beastman, Fimir, Undead or Greenskin warband, or Heroes that carry mutations or are Possessed, may spend it pursuing sinister schemes in the swamps. Several fun fen activities are described below.

Bog Expedition

Your Heroes can set off in an expedition to ferret useful resources from the depths of the Marsh.

Roll 2D6 on the *Bog Chart* to find out what happens. Apply a +1 modifier to the roll for each Hero beyond the first to comb the boggy mire.

2D6	Result
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2 – Gas Pocket. The party has found a temporary supply source for tapping the substance known as Bog Fire. You earn 2D3 vials of Cathayan Candles (see *Border Town Burning Spoils of War*).

3 – Spider Web. Each Hero must pass an initiative test, or he will be caught on a web. If at least one Hero is trapped, a Gigantic Spider appears. If a Hero has the Beastmaster skill, he can tame the Spider (add it to your roster), otherwise it attacks them. Any trapped Hero takes a -1WS and -1I penalty. Place the Giant Spider in base contact with all Heroes involved and resolve the combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
<i>Gigantic Spider</i>	5	3	0	4	4	3	4	2	7
Causes Fear, Natural Armour save 5+, Poison(<i>To Hit</i> rolls of 6+ wound automatically). If the Hero(es) defeat the spider, distribute D3 Experience among them.									

4 – Tentacle Trouble. Walking too close to the murky water, one Hero is beset upon by a host of slimy tentacles! Randomly determine one of them to take a Strength Test.

If he fails then the bogtopus grasps it slimy suckers on the models weapon! He lose one randomly determined weapon! On the failed roll is a 6, the model is pulled down into the inky black water. Don't mourn for him: he's about to embark on a great adventure under the swamp! You will never see him again, though. Remove the model from your warband roster.

If he passes then he manages to pull the creature up on to land and quickly subdue it. It's a cute lil' sucker! You may slaughter the bogtopus for D3+1 Provisions. Conversely you can keep the bogtopus and milk it for Black Lotus once before each game. You need to spend 35Gc on an aquarium for the bogtopus to live comfortably in.

5 – Goblin-Hole. One random Hero has fallen into a goblin trap! He must pass an initiative test or roll on the *Serious Injury* table. Regardless of the outcome the remaining warriors can assist in searching for the tricky gobbo. If any of them can pass an Initiative test they spy the goblin laughing from the trees above. If the warband is a greenskin warband they

may gain a free goblin (armed with a boss pole) and a pet squig as henchmen. Otherwise they are can coax D3+1 spider spittle and D2 Mad Cap Mushrooms from the grot before he escapes.



6 – Leeches. Each Hero which is not Undead receives a Strength 2 hit from leeches while traversing the swamp. No armour saves are allowed. Any Hero suffering a Wound receives a -1 Toughness modifier in the next battle (but do not roll for *Injury* from these Wounds).

7 – Weeds. Each Hero must pass an Initiative test while ferreting in the quagmire or receives D2 Strength 1 hits from insects. Undead and daemons are immune to insects. For each Hero that passes the test, roll once on the *Potions & Herbs* chart (see *Marketplace*).



8 – Snotling Set. The party stumbles onto a pile of Snotling dung. Snotling manure is so potent that it can be used as a disguise from foes and a deterrent from greenskins and larger predators alike! Collect up to D2 bags of dung. Each bag can be emptied onto a Hero (but not the leader) before the battle, and lasts until its end. Once smothered in dung the Hero becomes desensitized to the stink. Any model must pass a Leadership test in order to charge the warrior (in addition to any Fear tests). Any model in close combat with the affected model suffers -1 to hit. Undead and daemon models are immune to its stench.

9 – Beast Foragers. Daemonkin are twisted creatures akin to beastmen, mortal enough in their fashion. The creatures used to be scouts for a herd that has scattered after being destroyed by the Imperial military. The Heroes may make a Leadership test using the highest Ld of those present. If passed, D3+1 Ungor armed with daggers join them as a henchmen group.

10 – Poison Feast. Starved from foraging so long, the Heroes find the carcass of a dead beast they stumble upon. Unfortunately the meat is bad: each warrior suffers -1 Toughness for the next battle if they eat it. A warrior can resist his hunger and not feast if he passes a leadership test. Warriors that are immune to poison will be invigorated by the feast, gaining +1 toughness for the next battle.

11 – River Brigands. The Heroes stumble onto a group of ruthless brigands. Make a Ld test with the highest leadership among the Heroes: if you succeed you may buy slaves (15Gc each) and/or corpses (10Gc each) from them. Each Hero can carry one. You may also hire one of these Hired Swords at half of the initial cost: Black Orc, Chaos Warrior, Chaos Centaur, Dark Elf Assassin, Highwayman, Ogre Slavemaster, Thief or Slaver (even if the warband would not normally be allowed to hire them). If the Ld test fails, the negotiations break down and the bandits try to rob them. Roll three D6s as the Heroes flee: for each roll of 1-2 a random Hero of those present has been taken *Out of Action* and must roll for *Serious Injuries*. If the Hero has 10 or more Experience, he may avoid the *Serious Injury* on a 4+. The survivors gain +D3 Experience to distribute amongst themselves.

12 – Profaned Shrine. Hidden within the reeds and marsh is a barely standing old shrine dedicated to a god of chaos. The shrine was made by servants to the gods before their gaze was turned elsewhere. The heroes may make a sacrifice of a



captured warrior or henchmen to pray before the shrine. If they do, make a Leadership test for each Hero. Those that succeed can roll on the *Gifts of the Shadowlord* table; those that fail roll on the Random Mutations table. If any of

the Heroes has a Mark of Chaos, the model can instead choose a Gift of Chaos (or a free standard mutation, if he has the *Mark of Chaos Undivided*.)

13 – Marsh-Watch. The Heroes run into an armed patrol of soldiers, who attack them on sight. Roll four D6s: for each roll of 1-2 a random Hero among those present has been taken *Out of Action* and must roll for *Serious Injuries*. If the Hero has 10 or more Experience, he may avoid the *Serious Injury* on a 4+. If they survive, the warband gains 2D6gc, D6 spears, D6 swords, D3 suits of light armor and D3 Experience to distribute among those Heroes. They may also reduce their warband size by two when next selling Treasure, as they eat the soldiers' rations (and the soldiers too!).



Spooky tales from the Marshes, brought to you by Stuart Cresswell, DieLombardi and Nuno M.

14 – Bandit Camp. The Heroes encounter Cathayan bandits encamped in the marsh. After meeting with the outlaw chief, find out the outcome (roll a D6):

1-2 Booby Trap! The meeting has gone foul and the chief doesn't take kindly to the intrusion. The warband tries to escape, however the lair has been rigged with explosive charges. Resolve an exploding powder keg. All Heroes present failing an Initiative test are within the blast range and are hit with D3 S4 hits.

3-4 Grateful ally! One of the bandits is disillusioned with their leader's plans and deserts: the warband is joined by a Pyromaniac Hired Sword (see *Border Town Burning* supplement). He forms a Blood Pact immediately.

5-6 Bandits Attack! The Heroes from your warband need to pass Strength tests to overpower the bandits. Each Hero in the warband may attempt a Strength test until either three have passed or their attempt has failed. Any Hero rolling a 6 has been injured in the encounter: roll on the *Serious Injury* Chart. If the bandits are overpowered the warband raids their stash.

Roll a D6 for each entry:

Cathayan bandit camp - Auto find

The Bandit Camp counts as an encampment.

Rope - Auto find

Dragon Sword - 4+

Powder Keg - 2+

Lamellar Armour - 5+

Firecrackers - 3+

Cathayan Long sword - 6+

15 – Troll Hollow. Cautiously approaching a sump, the party encounters a "friendly" Chaos Troll wallowing in the muddy pool. The troll can be baited out from its sticky pit by spending a dose of Provisions, to join the warband. The warband may alternatively feed it one of his warriors. The Chaos Troll (see *Bestiary*) joins as a hired sword, with an upkeep of 15 gold, or a sacrificed henchmen or animal (any weapons, equipment or treasures the sacrifice warrior is holding will be lost).

16 – Daemon Familiar. A batrachian daemon is a small toad-like noxious creature, with malicious multifaceted eyes, long talons and too many tongues. But it may take many other forms. The warband's spell caster can immediately gain a familiar of their choice. Alternatively a warrior may choose to consume the daemon. If so roll a D6, on a roll of 1 the warrior has become a chaos spawn. Otherwise the warrior gains the mutation *Daemon Soul* and learns a random spell from the *Chaos Rituals* list.



17 – Merchant Ship. Deep in the darkest edges of the swamp the Heroes find a merchant ship woefully off course and bogged. If the warriors help the terrified Merchant free, they will manage to extort D3 CPs and 50+D6x5 Gc as a “thanks”.

The warriors may choose to slaughter everyone on board gaining D6+3 Experience that can be distributed among the Heroes. Otherwise they may choose to capture the merchants for Sacrifice or slavery in which case they gain D3+3 captives. If they captured or slaughtered the merchants they warrior have access to the ship and its contents, roll a D6 for each item below separately.

Ship of the line – Auto

5D6x5 GC – Auto

Unholy relic - 4+

D3 wyrdstone shards - 4+

Profane book - 6+

Greater artefact -6+

D6 Suit of heavy armour – 3+

D6 Cathayan Silk Clothes – 4+

Elven cloak - 5+



Plankwork

Marsb-stalkers and canal raiders need means to move on the waterways. The simplest of these are rickety rafts, held together with tough cord and navigated with simple hand-held paddles. With additional

For each two Heroes sent out to gather building materials, roll a D6. On a 5+, they find enough workable wood to cut and make into makeshift watercraft. Add one bundle of planks to your roster.

While you have bundles of planks, you can put your Heroes to work building boats instead of searching for a rare item.

Roll a D6 for each Hero involved in the construction: on a 1-2 the unskilled Hero has had a work accident and suffers a S4 hit, and if wounded will roll for Injury as normal.

☛ Two Heroes can make one Raft out of one bundle of planks. An additional bundle can be spent at the same time to add Sails to the Raft. This raft is quite makeshift and cannot be resold.

☛ Four Heroes spending two Campaign Turns and four bundles of planks can make a Riverboat. This is a flimsy and rickety construction, which has -1 Wound and cannot be resold.

☛ Three Heroes spending two bundles of planks can try to improve on any existing Riverboat or Barge you already possess. As they are not the best planners, who knows what they'll cook up? Roll on the table below (rules for boat upgrades are described in the *Shipwright*):

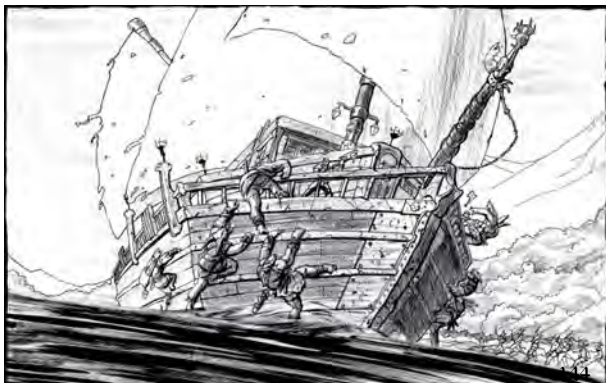
D6 roll

1-2 – Ram

3 – Winch

4-5 – Armored plating

6 – Slave deck



Marsbborn Alliances

The Cursed Marshes are home to many threats to civilization, in the form of the mutant Fen Loonies, roving Beastmen and Goblins, and the elusive Fimir. These form a constant looming presence to the local swamper and riverboats, dangerously plying their livelihood up and down the Reik. Sometimes tribes and groups band together to bolster their numbers and steal greater plunder. Forming alliances with these dangerous groups is not without its risks, however.

A Hero can approach one of the tribes hiding in the swamp in search for their allegiance. If they secure it, the warband gains the services of several warriors, as if they were Hired Swords, with the following rules:

☛ For the next 20 Campaign Rounds, the warband must provide 8 Treasures (or shards, etc) in tribute to the tribe each 5 Turns (ie. four deliveries). After that, they may break the alliance (remaining warriors return to their tribe), or they may choose to keep any remaining warriors for another 10 rounds, with the same payment.

☛ If the warband is delayed in its payment, the warriors pull out of the warband roster, and each Campaign Turn that the tribute is not resumed every Hero in the warband must roll for *Serious Injuries*, as the tribe exacts nasty retribution through persistent ambushes. When the tribute is resumed, the ambushes stop and the warriors return.

☛ The allied warriors never roll for Blood Pact.

☛ If killed these warriors are replaced, but xp is lost, they do not add to your hired sword maximum, and level up as henchmen.

Roll a D6 to find out the tribe's reaction:

D6 Result

1 – Rejected! The locals did not take kindly on the intrusion! The proposition is denied, and the Hero beaten up! Roll *Serious Injuries* for the Hero.

2-3 – Demanding! The warband has to contribute an additional 25 Gc at each tribute date.

4 – Challenging. The warband has to contribute an additional 15 Gc at each tribute date.

5 – Deal! The alliance is forged with no strings attached.

6 – Alliance of Plunder! The tribe joins in enthusiastically! The tribe lends the warband an additional 100 Gc worth of equipment, but the warband must pay an additional 25 Gc at each tribute date.

Tribal Marsb-troops

Chose which tribal group the warband approached, and add the warriors to your roster if the request was successful.

Goblins: 1x Goblin with a spear riding a Giant Spider.

1x Goblin with a spear riding a Squig.

3x Goblins with spears.

These goblins on foot suffer from Animosity amongst themselves (see 'The Mob Roolz' warband).

Mutants: 5x Mutant with a random mutation, armed with a club and a dagger.

Fimir: 4x Shearl armed with club.

The Place of Testing

Long ago, a Fimir Meargh called Kezra hatched a plan to take over the surrounding countryside of Halsdorph and expand her own settlement of Grat Moshka. She magically ripped an obelisk out of the heart of the overlooking hill, carved it with runes of power and daubed formulae with sacrifices' blood, and dedicated it to her demonic patron. Finally she invoked her patron. Great cracks appeared in the land and water gushed out. The whole region sank and the once fertile farmland became a stagnant swamp. But Kezra had incorrectly translated a part of the ritual, and her patron was infuriated by her insolence. The demon lord destroyed Kezra's body and imprisoned her spirit in the monolith. Luckily for the Fimir of Grat Moshka, Kezra had already trained a successor, Rakka. Since then, she has periodically raided the town with demonic servants to gain human females to use as breeders, and Grat Moshka's population has boomed. Rakka has also instituted martial contests at the monolith to hone the skills of her warriors. They now refer to the monolith and its environs as Tazrak Pelko, the Place of Testing, although only Rakka truly knows why.

Any number of Heroes from a Chaos warband may approach Tazrak Pelko in the hope of an audience. As they wade through the fog surrounding it, roll a Ld test for each of them. Those that succeed stay together and choose which area they approach the obelisk from. Those that fail get lost and approach from a random area (roll below).

D6 Approach area

1-2 – Lost! The Heroes becomes lost in the fog, and wanders around in circles before exiting outside Tazrak Pelko. They may give up and return to camp, or try again only once (any further results of 1-2 result in failure to enter Tazrak Pelko and the band must give for this Campaign Turn).

3 – Plain of Glass. This is where Fimir warriors fight in their martial contests. The ground is perfectly flat and smooth, almost transparent. Leering up from the glassy ground are the bodies of all the Fimir warriors defeated here. Those not killed outright are still alive, trapped like flies in amber. A lone Fimir Warrior stands to block the Heroes' way. All Heroes must succeed on a Ld test or suffer from Fear for this battle, and must confront the Fimir Warrior or retreat. If they fight, place them in base contact, roll-off to decide which side charges first, and resolve the fight. As the ground is slick, when a model rolls for Injury, roll twice and use the worst result. If they win, distribute D3 Experience among the survivors.

4 – Stones of Sacrifice! A huge circle of jagged obsidian pillars rises at the centre of the area, with a rough stone altar at the center. This is where Dirach are initiated and perform sacrifices. The Heroes can go around the circle, or defy its Guardian, a magical suit of animated jet-black Chaos Armor. If so, place the models in base contact, roll-off to see which side charges first and resolve the fight.

Profile	M	WS	BS	S	T	W	I	A	Ld
Guardian Daemon	4	4	0	4	4	3	4	3	7

The Daemon carries a halberd and Chaos Armor.

Immune to Psychology, poison & disease, and Critical Hits.

If the Daemon is defeated, the Heroes can collect a suit of Chaos Armor and gain D2 Experience to distribute among survivors.

5 – Pools of Obedience. The region is full of congealing blood, some up to twenty feet deep. Fimir warriors are initiated here, with a series of obedience tests that include immersion in these pools. Roll a D6 for each Hero that doesn't turn back: on a 1 that Hero is sucked into the bloody bog, and needs to be rescued or he will sink. Accompanying Heroes may try a Strength test to pull the model out, with a +1 bonus on the test for each additional Hero beyond the first that helps. Otherwise the Hero is dragged under and is lost forever.

6 – Forest of Corpses. This is where the Fimir have been dumping the bodies of sacrificial victims for the last hundred and forty years. Something about the area prevents the bodies from decomposing. So many victims have been thrown here that the area has become like a maze. Heroes must succeed on a Ld test or become lost from their companions: they will eventually find their way back in D2 Campaign Turns. In any case, each Hero may retrieve a corpse and carry it away with them.



The Monolith

Those Heroes successfully crossing past the approach areas may move onto the monolith hill, where they can address Rakka and beseech her aid. Roll a D6. Each Hero may attempt a Leadership test with a -1 penalty to its Ld, with each success adding a +1 bonus on this roll.

D6 + successful Ld tests Rakka's response

1-2 – Insolence! The Heroes fumble their negotiation and infuriate the Meargh. They must fight their way out through her Fimir. Roll a D6 for each Hero: on a roll of 1 the model must roll for *Serious Injuries*.

3 – Begone! Rakka firmly denies their request, and bids them off Tazrak Pelko immediately, before she sends her warriors after them.

4 – Blessing. Any curse ailing the warband or one of its members is lifted. Any Hero present can have one *Serious Injury* healed, but will develop a Random Mutation.

5-7 – Ritual. Heroes gain the the same benefit as 'Blessing' but additionally can sacrifice 2 Hostages to have one Hero gain a free standard mutation, or if the Hero is a spellcaster to learn a new spell from the Chaos Rituals or Rituals of Dhar.

8+ Assistance. Heroes gain the same benefit as 'Blessing' and 'Ritual', but will additionally gain the services of a Fimir Warrior as a Hired Sword for free for the next battle. The Fimir Warrior can be kept if 30 gc, or 2 Hostages and one Wyrdstone shard, is paid as upkeep each turn.





The Undercity

Bitter Stink

by doc_ctbulbu

Around 500 years ago, Seerlord Kritislik, leader of the Council of Thirteen, led clan Scruten north and established warrens beneath the Cursed Marshes: the Skaven settlement of Bitter Stink. Over the years the Clan's influence grew and they extended their warrens under the city of Marienburg itself.

The clan became known for their abilities in concealment and infiltration, and though they have never risen to a notable status as a warlord clan, some suspect that this all works well for Kritislik. There have even been some talk that he is growing a personal army far away from Skavenblight.

And that is precisely spot on.

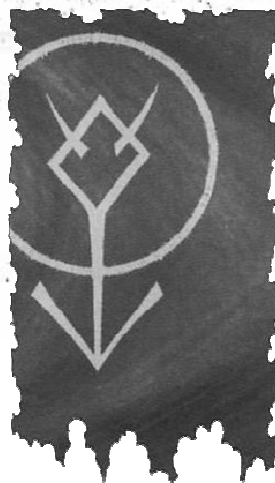
The Seerlord vehemently denies that Clan Scruten receive any special favours and insists that the unusually high number of expensive weapons and Grey Seers amidst their ranks, as well as the common occurrence of Kritislik's own personal rune amongst the clan's iconography, is pure coincidence.

The Clan's members, known as "scruts", are specialized in attacking from ambush whenever possible and avoiding direct fights. They are directed by the Grey Seers to carry out missions where secrecy is of prime importance and the presence of Skaven would attract unwanted attention near civilized areas. Units of the Clan are able to live off the land for long periods of time as they keep watch on the individual or area under investigation. Their motto translates as: "*With patience comes glimpses, with glimpses comes information, with information comes results.*" Clan emblems abbreviate the motto to "*Who Stares, Wins*".

Clan Scruten have also become known for their talents in hunting warpstone from the lands of the manthings. From each finding only a portion is sent to Skavenblight, as most of it is kept in the hidden chambers of clan's warrens. The Stormvermin of Clan Scruten have white fur, but whether these are actual members of the Albino Council Guard, or simply arrogant Skaven who have dyed their fur, is uncertain.

In recent decades, the Grey Seers have allocated a contingent of Clan Skryre, under the command of Warlord Riskin Tatter-Ear, to *de facto* command the warrens under Marienburg. The level of accomodation that Clan Scruten has given them has raised all sorts of suspicion, but the Warlord's ego has remained sufficiently stroked to allow for enough organization between their activities. Riskin brought with him a large engineering team from Clan Skurvy, one of their vassal clans, to employ their expertise in ship-building to raise a fleet of ships for the Grey Seers.

During their infiltration of the underworld (and under-world) of Marienburg, Clan Scruten have come into contact with the Lord of Shadows of Marienburg. Currently an uneasy truce is in effect and Lord of Shadows has even (sparsely) used Clan Scrutens spies to further his own evil plans.



During the Trading phase of the post battle Sequence, Skaven Heroes may visit one of the many retailers and service providers in the Undercity instead of searching for a rare item.

No other races may ever visit here.

Altar of the Horned Rat

If there is a Wizard present in the warband he may visit the altar of the Horned Rat, pay 15 Warp tokens and pray before the Rat God. This will grant the wizard +1 to casting rolls for the next battle. Also roll 2D6, and on a roll of 12 grey horns sprout from the wizards head, denoting him as a Grey Seer, blessed in the eyes of the horned Rat. His +1 to casting is Permanent, but he may return to the altar.

Any warrior may pray before the Altar for 15 Warp Tokens to roll on the chart below. Add +1 to the roll for each enemy he took out the previous battle.

D6	Result
1-2	Unworthy! -1 Toughness next battle.
3	Meh! No result.
4	Fly my Child. +1 movement next battle
5	Worthy subject: +1WS or +1BS next battle
6	Blessed Rat: +1S and +1WS or +1BS next battle

Warpstone Foundry

What the stupid manthings called Wyrystone has been known and used for centuries by the Skaven under the name of Warpstone. They know the Chaos moon Morrslieb is made of pure warpstone and some Skaven scholars believe it is the origin of their race. Deep within the lowest reaches of the undercity is the warp stone foundry, a gigantic green glowing vault where are Masters of the undercity store mass quantities of the cursed rock, and lock up untainted Items and creatures to imbue them with the magic of the stones.

The workers of the foundry will swap two untainted treasures or 35gc for a piece of Wyrystone/Warpstone.

In addition, the studious students of clan Skryre working in the foundry are able to produce a powerful **Warpstone Fuel Cell** in exchange for 100gc and D3 pieces of Warpstone. Warp stone Fuel Cells are able to indefinitely fuel any piece of equipment/creature that requires Warpstone to use: eg. Clan Skryre Rat Ogres, Warp Fire Throwers, Warp engines, etc.

Warpforge Workshop

Clan Skryre is one of the four great Skaven clans that specializes in the creation and research of demented diabolical machinery by using a horrible combination of arcane magic and technological machinery. Its members, known as Warlock-Engineers are both inventors and magicians alike, whose expertise aids in the manufacturing of all kinds of War-machines and weaponry for the use of those willing to pay. Many of them are full-fledged wizards themselves, capable of manipulating the Winds of Magic to cast spells on their own, but their most potent of weapons lies in their use of their own deadly weaponry.

Skaven visiting the warpforge may either order a weapon or choose one currently available.

To choose an already made weapon, roll 2D6 and consult the chart below, this is what is on offer at this time.

If you require a specific weapon, it is best to order it from the workshop, choose any weapon from the list below, and roll for rarity. If not available the first time, the tinker rats will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order. if your warband contains any Technicians engineers, or Tinker Rats, they may miss the next battle to work on the project, meaning next time your visit the workshop it will be ready for collection.

A Hero may only place one order at a time with the Dealer, if you choose to make a new order an roll for another weapon, they will cease work on your original order.



"The fact that the Warlock-Engineers sell to all sides in the constant Skaven struggle for dominance is well known; the fact that for a very high price they offer to withhold their services is widely guessed. None but the Grey Seers know the exorbitant extent of Clan Skryre's double-dealing and treachery."

— Underground Arms Dealers

2 Warpfire Thrower.

300gc

Availability: Rare 14.

The Warpfire thrower has an awesome potential to send a jet of liquid warpstone napalm that ignites in a searing magical flaming conflagration. Since its magic is supported by mechanical means, the net result is a blast more powerful than either could achieve alone.

Range: Special Attack (see below)

Strength: 5

Special Rule: Cumbersome, Heavy, Move or Fire, Pick Target, Save Modifier, Special Attack, Misfire, refuel.

SPECIAL RULES

Refuel: The warpfire projector must be refuelled using D3 wyrdstone shards between battles.

Cumbersome: Because the Warpfire Thrower is so heavy, a model equipped with one may use no other weapons or equipment.

Heavy: The Warpfire Thrower is a large heavy weapon and at some times needed two to carry it. If used by only one then the shooter has a -2 to movement, a -1 to Weapon Skill and cannot charge. If the user has an Assistant, then there is only a -1 to movement and Weapon Skill penalty.

Move or Fire: You may not move and fire a Warpfire Thrower in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Pick Target: A model armed with a Warpfire Thrower can target any enemy model in sight, not just the closest one.

Save Modifier: Warpfire Thrower are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Warpfire Thrower must make his armour save with a -2 modifier.

Special Attack: The Warpfire Thrower dose not fire like other weapons been a volatile mixture of warpstone dust, oil, & alcohol; firstly choose a target, place the Small Flame Template at the base on the model towards the target, then roll the Artillery Dice and moving the Small Flame Template by the result (in inches) towards the Target. The Target and any other model which the Small Flame Template passes over is hit automatic and causing D3 Wounds.

Misfire: The Warpfire Thrower is always subject to the optional Blackpowder Weapons rules, even if they are not normally used in your campaign. On any result other than "BOOM!" replace with the following:

Fireball: *The Warpfire Thrower explodes into a conflagration of bright green flames, the Weapon, User (& Assistant) are destroyed, and any model within 2" of the User, suffer a Strength 5 hit, causing D3 wound.*



3 Ratling Gun

275 warp tokens

Availability: Rare 14

The Ratling Gun is a six-barreled rotary gun operated by a Skaven weapons team. Ratling Guns are a relatively recent invention of Clan Skryre. The weapon is operated by warp steam and a hand crank which rotates the barrels and unleashes a hail of warp-laced bullets sufficient to cut down an entire enemy unit. Clanrats refer to creatures killed by these guns as 'teeth-breakers' as the bodies tend to be embedded with dozens of the glowing bullets.

Range: 6"-16" **Strength:** 3

Special Rules: Save Modifier -1, Move or fire, Unwieldy, Jeopardous, Metal storm!

SPECIAL RULES

Metal Storm! The ratling gun fires a great hail of bullets in a single devastating salvo. When firing the ratling gun nominate the target model then roll 2D6. This is the number of shots the ratling gun fires. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot. Once the weapon has been fired, it cannot be used for the rest of the game.

Unwieldy: The ratling gun is a heavy and bulky piece of equipment. It takes two models to carry it. The ratling gun may not be fired if there are any enemy models within 6" of the firer as he will be more concerned with getting ready for battle. In addition, you may never move and fire with the ratling gun, regardless of special rules such as the Nimble skill.

Jeopardous: If a double is rolled for the number of shots, the gun misfires! Roll on the following chart.

D6 Result

Ratling Gun Misfire Chart.

1 Boom! The weapons feed mechanism fails in a catastrophic manner! The weapon explodes in the firer's paws sending bits of metal and skaven everywhere! The firer is automatically taken out of action and every model within 6" of the firer takes a Strength 4 hit on a roll of a 4+. Roll a D6-1 on the Experimental weapon chart.

2 Blam! The weapons feed mechanism tries to load two bullets into the same chamber! This causes the ammunition to explode. The firer takes a Strength 4 hit on a 4+. Roll a D6 on the Experimental weapon chart.

3 Boing! Something important inside the weapon goes Boing! The failure tears the weapon apart. Roll a D6 on the Experimental weapon chart.

4 Ping! The weapon makes a number of strange pinging noises and bits of the firing mechanism come loose within its casing. The weapon is unusable for the rest of the game.

5 Clunk! The handle that rotates the barrels comes off in the firer's hand! You miss the turns shooting phase as you try to stick it back on. Try again next turn!

6 Roar! The weapon overheats and cooks off all the ammunition inside! The force of the recoil spins the bemused rat on the spot as he tries to wrestle control of the out of control weapon. Each model (friend or foe!) within 16" of the firer and in line of sight takes 2 automatic hits from the weapon.

4 Warp Grinder

200 warp tokens

Availability: Rare 14

Range: Close combat **Strength:** 5

Special Rules: Save Modifier -1, Unwieldy, Experimental Technology, Tunnel Borer, Drill Killer, refuel.

SPECIAL RULES

Unwieldy: The ratling gun is a heavy and bulky piece of equipment. It takes two models to carry it.

Experimental Technology: Weapons that are manufactured by Skyre Warp Engineers are prone to malfunction. Should a 1 be rolled to hit something has gone wrong! Roll a D6 on the Experimental Weapon Chart. If the weapon malfunctions resolve the hit against the firer instead of the target, hitting on a 4+. If the firer should be taken *out of action* by the shot then roll D6+1 on the Experimental Weapon Chart.

Tunnel Borer: the warp grinder may be used to go underground or come to the surface without the need for an existing entrance/exit eg. Manhole or sewer pipe. When the model wishes to "go below" roll a D6, on any result but a 1 (see experimental technology) the drilling has been successful. Place a token to denote the new hole in the ground and remove the model from the map (see going below for more details.) the method for appearing above ground is the same as above but the warrior is also able to "charge".

Drill Killer: if you roll a 6 to hit and a 6 to wound with the Warp Grinder, you will cause 3 wounds rather than 1.

Refuel: The warp grinder must be refuelled using D3 wyrdstone shards between battles.

5 Jezzail Rifle

Aided by its tremendous length, a Warplock Jezzail Rifle is capable of hitting targets at a distance greater than conventional bow or blackpowder firearms. Once the rifle is fired, the weapon unleashes a single bullet made up of refined toxic warpstone at such a high velocity that it strikes with a force capable of penetrating through even the thickest enemy armor.

200 warp tokens

Availability: Rare 11.

Counts as a Hochland Long Rifle (see master equipment list).

6 Warpstone Bullets

80 warp tokens

Availability: Rare 12

Add these to any black powder weapon to make all shots tainted! Any warrior wounded by a Warpstone bullet must make a roll on the Warp taint Table after the battle.

7 Poison Wind Globes

20 warp tokens

Availability: Rare 6

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

Range: 6" **Strength:** Special

SPECIAL RULES: Thrown weapon, Poison wind, Drop

SPECIAL RULES

Poison Wind: Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

Drop: If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact

8 Gas Mask

15 warp tokens

Availability: Rare 6

Protectively-coated visors crafted from leathery human skin are worn almost exclusively by the artificers of Clan Skyre. A skaven wearing the grisly mask receives a 3+ save against any gas or soporific based attacks. Any non-skaven Hero wearing the stinky facial apparel will receive a -1 modifier to hit in close combat, shooting missiles or casting spells.

9 Diving Bell

100 warp tokens

Availability: Rare 10

The Diving bell grants the model the *Aquatic* Ability, and also counts as a helmet.

10 Pneumatic Arm

140 warp tokens

Availability: Rare 13

Pneumatic arms fastened to harnesses allow Adept to wield weapons well beyond his strength. an Engineer Adept equipped with this harness counts as having two extra arms. Furthermore they may equip the harness to hold Weapons with the Unwieldy Trait (Ratling Gun, Warpfire Thrower etc), with the power of the arms ignoring the two model requirement.

11 Poison Wind Mortar

100gc

Availability: Rare 12

Range: 24"

SPECIAL RULE

Launcher: the poison wind mortar must be used in conjunction with Poison Wind Globes. As with the globes these must be bought each round and loaded into the cannon, which increases their firing distance to 24".

Combo: the Poison Wind Mortar Comes with two wind globes when first purchased.

Heavy: The Poison Wind Mortar is a large heavy weapon and at sometimes needed two to carry it. If used by only one then the shooter has a -2 to movement, a -1 to Weapon Skill and cannot charge. If the user has an Assistant, then there is only a -1 to movement and Weapon Skill penalty

Move or Fire: You may not move and fire a Poison Wind Mortar in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Prepare Shot: The Poison Wind Mortar must be reloaded after firing, so may only be fired every other turn.

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).



12 Doom Flayer

300 warp tokens

Availability: Rare 14

The Doom-Flayer is a motorised ball of whirling blades powered by warpstone and steered by two Skaven hell-bent on destruction. While it lacks the range of the other Skaven weapons, the Doom-Flayer more than makes up for it by slicing, tearing and shredding the enemy in close combat before running them over just to make sure they are dead.

Range: Close Combat **Strength:** Special

Movement: 2D6

Special Rules: Unweildy, refuel, Ridable, Whirling Death, No Brakes!, Experimental Weapon, More-More Whirling Death

SPECIAL RULES

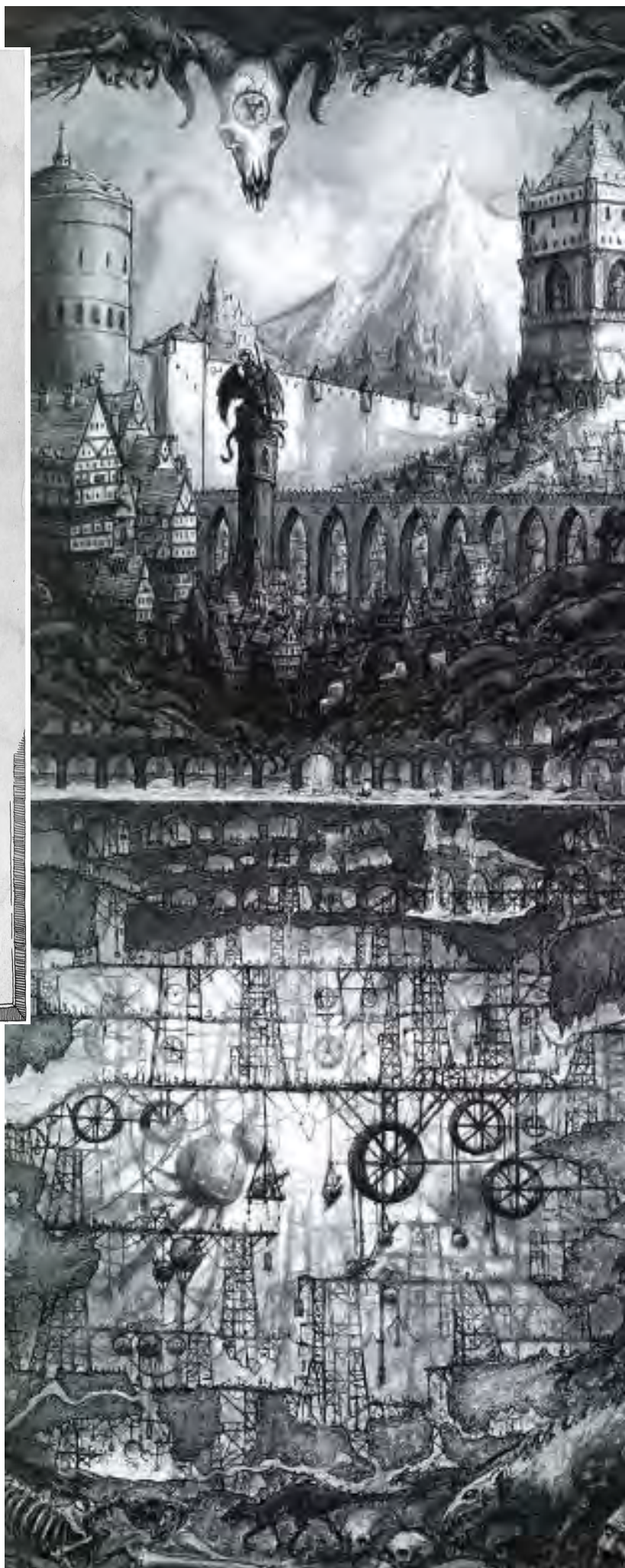
Refuel: The Doom Flayer must be refuelled using D3 wyrdstone shards between battles.

Ridable: the Doom flayer is similar to a cart in the fact that two warriors must be riding in it, And all hits against a Doom Flayer that moved the last turn are randomized, but the similarities end there.

Whirling Death: the Doom flayer does not enter close combat, but any model it passes over must pass an initiative test or suffer a hit equal to the distance the doom flayer rolled for movement that turn.

No Brakes!: the doom flayer may turn 90 degrees at the start of its movement but must move the full distance it rolled each turn, if the Doomflayer runs into anything that is not a warrior (wall, cart, gigantic monster, etc), it suffers collision as detailed in the vehicles of the empire section.

More-More Whirling Death!: before moving the skaven driving may choose to kick the warpstone generator into over drive. Roll a D6 on a 1-2 something as gone wrong, roll on the *experimental weapons chart.*, on a 3-6 the Doom Flayer moves 3D6 this turn and is unavoidable by initiative tests.



Moulder Beast Market

The Beast market takes up a massive corner of the undercity, filled with constant howls and screams from the abominations and foul beasts that are caged there. A Skaven with enough warptokens can purchase any kind of creature imaginable from a lowly Skaven Slave or giant rat, to the mighty Hell Pit Abomination. The bravest warriors can even submit themselves to the experimentations of a Master Moulder and maybe come back greatly improved or forever cursed.

Master Moulder: For the cost of One Warpstone and 25 warptokens, any hero or Clan Rat Ogre may submit themselves to warp stone experimentation. If you wish to mutate a rat ogre, it must not have been taken out of action last game, and a hero must accompany it to the Master moulder. Once the price has been paid, the subject rolls on the Random Mutation Table in Corrupted Characters.

Beast Market: Skaven visiting the Beast Market may either order a Beast or choose one currently available. To choose an already available animal, roll 2D6 and consult the chart below, this is what is on offer at this time. If you require a specific beast, it is best to order it from the Moulder, choose any animal from the list below, and roll for rarity. If not available the first time, the Master moulders will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order. If your warband contains any Beast Masters, or animal handlers, they may miss the next battle to work on the project, meaning next time your visit the workshop it will be ready for collection.

A Hero may only place one order at a time with the dealer. Speciality animals do not gain experience.

Animal Handling Skills

Trained animals require an animal tamer.

A Hero needs to be a Beastmaster or have the appropriate animal handling skill before the animal can be used in battles. ie, A Hero needs the 'Bear Handler' skill to become a bear tamer.

Trained: Trained animals are subject to the rules for stupidity. A trained animal is not required to take these Stupidity tests if its handler is within 6". This is the only member of the warband the animal will listen to; a trained animal will never use the warband leader's Leadership for any tests it is required to take. It may use the handler's Leadership if within 6" of him. Note that the warband cannot control the animal without an animal handler.

The trained animal may not be used in any game in which the warband's handler does not take part and this means that if the warband does not include a handler at all, the warband must keep the animal caged until they hire a new one!

Great Beast: Great beasts can only be used in multi-player games.

Staggered, but not down: Mighty blows will rock great beasts but most creatures truly lack the ability to knock it down. Therefore, any knocked down result the beast receives will instead cause it to lose 1 Attack until it recovers during the Recovery phase of its next turn. Multiple knocked down results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the beast may not attack until it recovers).

Familiar: If a familiar is claimed it can be included with any wizard model or represented on a separate base, in which case it should be ignored for game purposes. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails. Wizards used as Hired Swords can claim a familiar.



1 Giant Rat

15 Warp Tokens

Availability: Rare 9

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None. Giant Rats never use any armour or weapons.

Experience: Giant Rats are animals and do not gain experience.

Climb: unlike most animals, Giant rats are able to climb.

2 Skaven Slave

10 Warp tokens

Availability: Rare 9

Skaven slaves, sometimes called Clanrat Slaves, form the very bottom rank of society. They occupy a cruel and miserable position, but an essential one, for Skaven society is run by their unceasing labor. They carry out all menial labor, including mining, tunneling and food production. The slave class is made up of Skaven born into bondage, along with the remnants of a fallen Skaven clan enslaved by the victorious rival, and even non-Skaven.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	2	3	3	1	4	1	4

Weapons and armour: Skaven Slaves may use weapons and armour available to the warband's henchmen.

SPECIAL RULES

Ignored: Skaven Slave that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

Downtrodden: When a Skaven Slave is wounded do not roll for injury. The model is immediately taken *out of action*.

3 Wolf Rat

90 warp tokens

Availability: Rare 11

Though Clan Moulder often claim to create rats the size of wolves, it is rare indeed for them to supple other clan with the largest and strongest of this relatively stable breed. Wolf Rats are canines mutated by Clan Moulder into hunting beasts, they combine the cunning of a rat with the ferocity and brute strength of a canine. The Wolf Rats are the same size and build as a wolf but with hairless legs that end in rat like claws, a rat's head and a rat tail. In addition they often have hideous mutations such as an extra head, abnormal bone growth or insect like tails. Those that truly lupines are kept in spiked cages and fed on their own dead, so that when they are finally unleashed into the outside world they attack anything in their path in a blood rage.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: None. The Wolf Rat attacks with claws and fangs. The Wolf Rats never use any armour or weapons.

Special Rules

Experience: Wolf Rats are animals and do not gain experience.

Frenzy: Wolf Rats is affected by the rules for *frenzy*.

4 Spike Jawed Snatcher

25 warp tokens

Availability: Rare 10

Skaven-snatchers as semi-circular prongs mounted on pole-arms, ready to catch an enemy between the spike-jawed snapping steel claw. Popular among the Chaos Dwarfs this non-lethal spring loaded mancatcher can ensnare the most violent of prisoners.

Range: Close Combat **Strength:** As user

Special Rules: Capture, Two-handed

SPECIAL RULES

Capture: A model taken *out of action* by a spikejawed snatcher becomes *captured* unless the warband

DL



5 Brood Horror

250+D6x10gc

Availability: Rare 13

A frightening mutation, this bulking, fecund creature that has attained its monstrous size by devouring its kin, can tear through its foes with its rancid, rotting fangs or maul anything it can grasp with the frantic scrabbling of its hooked claws.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	5	5	3	3	3	5

Weapons and Armour: Teeth and Claws, fights unarmed without penalty.

Special Rules: Save, Fear, Climb, Ravenous Monstrosity, Mount

SPECIAL RULES

Save: the Brood horrors Skin has been burnt with pure warpstone and regenerated many times, it has an unmodifiable 5+ save.

Fear: the Brood Horror is a terrifying monster and causes fear

Climb: Unlike most animals, the Brood Horror can climb.

Ravenous Monstrosity: If the Brood horror inflicted at least 1 wound last round it will regenerate 1 wound.

Mount: the Brood Horror may be used as a Mount for a Skaven Hero with the appropriate skill.

6 Hellpit Abomination

300+ D6X10 Warp Tokens

Availability: Rare 15

The Hell-Pit Abomination is the greatest and most horrific monstrosity the Skaven of Clan Moulder have ever created. The creature is a mountain of missbapen flesh that moves in a rippling tide of unnatural spasms, writhing worm-like and using its many limbs to pull and drag its hideous bulk forward. Various mechanical bits, such as wheels, cogs, and fluidpumps have been grafted into the beast to ensure it moves at optimal speed and that the warpstone mutated growth agents are regularly injected into the beast's hyper-fast metabolism. A multitude of beads dart out of the lumpen mound of muscle and bone at the behemoth's fore. The beads that snake out are all vermin-like, but some glisten hairlessly, like unborn rat monstrosities. Many have eyes, but no few are blind, twisting and craning to catch the scent of prey, hissing and snapping at the air with razor-sharp incisors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2d6	3	0	5	5	3	2	4	6

Special Rules: Large, Fear, Great Beast, Warpstone Spikes, Regeneration, Staggered But Not Down. Save

SPECIAL RULES

Save: the Hell pit is a massive beast, constantly mutating, It has an unmodifiable 5+ save.

Too Many Heads!: the Abomination has too many heads and cannot be stunned. Count stunned as knocked down.

Regeneration: when the Hell Pit Abomination receives 1 or more wounds, roll a D6, on a 4+ it immediately heals all previously suffered wounds. Fire attacks and magical attacks negate this.

Warpstone Spikes: the Master Moulders have driven Warpstone Spikes into the Abomination, A substance that gives off a Fell Aura that disturbs the flow of many magic users. Wizards within 12" of a Hell Pit Abomination, must subtract -2 from their magic rolls.

Too Horrible to Die: the first time a hell pit abomination is slain each match roll a D6:

D6	Result
1-3	Out of Action. Hell-Pit Abomination is taken out of Action
4-5	The Rats Emerge! D6 Giant Rats burst of out the Abominations body, and it is taken Out of Action as normal
6	It's Alive! The Hell Pit Abomination recovers D3 Wounds.

Eshin Assassination Contract

The most well-hidden and perhaps most dangerous part of the undercity is naturally the dens of Clan Eshin. A lucky skaven with enough tokens may be able hire their services. an unlucky one will end up with a Weeping blade in their spine.

You may pay 60 Warp Tokens to the Assassins of Clan Eshin to put out a contract.

Next round you may choose any one game for the Assassin to appear in. it does not have to be a game your warband takes part in. choose a target in the game, the Assassin gets +1 to hit and must always move towards their target.

Profile M WS BS S T W I A LD

Night Runner 6 4 4 4 3 1 6 2 7

Weapons/Armour: the Night Runner carries fighting claws and throwing stars, his weapons are coated in black lotus and he wears a Thief's Cloak.

SPECIAL RULES:

Art of Silent Death: The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).

If your warband is Clan Eshin, you may choose to send one of your own heroes instead of the hired Assassin, if so he misses the game your warband plays and appears in the chosen match. you must still pay the 60 Warp Tokens

If your warband has the Assassination Protocol CP Bonus they may send 1 hero from your warband, along with the Assassin (Clan Eshin may instead send two heroes and no Assassin).



The Plague Cauldrons

Few other clans are brave enough to open the massive iron doors that lead to the Plague Cauldrons of the undercity for not all that enter will be able to leave without their eyes melting from their sockets and their skin erupting into boils. For those that do, all manner of biological weapons are on offer. Most of the diseases they sell have the names of their most famous plagues, and while extremely deadly and potent, the Plague Lords are selfish and prideful. They have diluted the diseases, for in their mind, if anyone will release a massive plague on the empire, it will be them.

A Skaven the wishes to purchase a vial of Disease from the Cauldrons may choose any disease from the list below and roll for rarity. If they do not succeed they may order it from the Plague Monks for a future purchase. Every time the warrior returns to check on the progress of their order, they may add a +1 to the rarity roll for each visit made previously. Alternatively if the warband contains any Plague Monks, they may stay in the cauldrons to finish their creation, they miss the next battle and the disease is ready for the next game.

All diseases purchased come in a sealed vial to keep them safe. These vials may be thrown in the shooting phase at a model, much like holy water (twice the throwers Strength in inches). the important thing about infecting someone with a disease is they must have already suffered a wound in the battle when they are hit by the vial or there will be no way for the disease to take. Also if the thrower rolls a 1 to hit, they have dropped the disease on themselves and are instantly infected (even if they have not yet suffered a wound)

Skalm: Disease isn't the only thing the plague monks sell. For 30 warp tokens they will sell a skaven a foul smelling smear of 'Skalm' which heals a character of previously suffered wounds in a match.

Poisons:

Clan Pestlins are experts at creating poisons and will sell the warband any amount of the below poison without need for rarity rolls but for an extra 10 warp tokens each vial on top of the normal price.

*Black Lotus, Dark Venom
Manticore Spore, Spider Spittle*



The Red Pox

60 warp tokens

Availability: Rare 12

Acute infection caused by the bacteria Salmonella Typhi. These diseases only contaminate by contact with a person who is currently afflicted or who is a carrier. Symptoms are high fevers, headaches, diarrhoea, physical weakness, and red blotches on the body. The disease is often complicated by Pneumonia.

The warrior has contracted the dreaded Red Pox! The warrior suffering from the disease has -1S and -1T until they are able to be cured by taking Manbane, from the herbs and potions list. Roll a D6 after each battle, on a roll of 1 they have passed the disease onto another random model in your warband.

Seeping Pox

100 warp tokens

Availability: Rare 13

The seeping pox was once the bane of Tilea, decimating their population and making way for a failed skaven invasion. The Seeping Pox covers the victim in bleeding weeping boils, causes Vomiting and intense fatigue.

While the disease can only be caught but physical blood to blood or blood to boil contact, it gets its name from the way it seeps right to the victims core, often disappearing for many years then coming back in full force.

A warrior that contacts the Seeping Pox must take a Ld test before each battle, if they fail they must miss the next battle to recover from the symptoms. If they roll doubles they have passed the disease onto another random warrior within the warband.

The Oozing Eye

120 warp tokens

Availability: rare 13

The oozing eye is a pretty self-explanatory disease, attacking the eyes and causing them to ooze bright green liquid over the course of month, slowly blinding the victim. Many Clan Pestlins skaven purposely suffer from this disease, to both spread the Ooze and for the green glow that mimics warstone.

A warrior that catches the oozing eye must take an Initiative Test after each battle. If failed they must either reduce their WS or BS by -1. Once one of these statistics reaches zero, the warrior is blinded in one eye. Once both these stats reach zero, the warrior is now blind and must be removed from your roster, or left at camp until a cure is found. The only known cure for Oozing eye is washing the eyes with Valerian Tea.

Scalamundrax

100 + D6x10 warp tokens

Availability: Rare 14

Scalamundrax spreads much slower than most Pestlins diseases, but the point of the sickness is not to kill the victim but slow them down making their towns and villages much easier to take for invading skaven. Based off of Clan Pestlins dealings with the Black Dwarves and their sorcerers curse of stone. The disease always starts in the legs, atrophying them and making them hard like stone, before moving up to the rest of the body, eventually killing the host and leaving an infectious statue behind. Sometimes many years later, unknowing builders will dig up old victims of Scalamundrax starting the spread of the disease once more.

A warrior that contracts Scalamundrax immediately suffers -1 Movement and gains +1 Toughness. At the end of each match the warrior must make a Strength test or suffer a further -1M and +1T. once the Warrior is reduced to 0 Movement he has turned to stone and must be struck from your roster. Roll a D6 after each battle, on a roll of 1 they have passed the disease onto another random model in your warband.

Nurgles Rot

150 + D6x10 warp tokens

Availability: Rare 15

Nurgle's Rot is the most foul of the countless contagions which afflict mortal beings. It is Nurgle's gift to the mortal universe. It is completely incurable, highly infectious, has a very slow course that turns the infected into bloated, rotting, corpses and worst of all it corrupts the souls of the infected into new Plaguebearers.

It is as much a spiritual plague as a physical one, as the souls of those infected are slowly leechd into Nurgle's realm, where they appear as warty seed pods growing from cracked branches of gloomy willows. Each pod swells and ripens as the plague destroys its host in the real world and the nascent Plaguebearer feeds upon the victim's dying energies.

Once a warrior has contracted the Rot, mark this on th ewarband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently. If he reaches zero, he has succumbed to the Rot and died, remove him from the roster. In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband. Randomly allocate a warband member and mark this on the roster.

Ektrit Warmachine Workshop

Within the undercity is a fully functioning warmachine workshop, and for the right price warbands are able to buy smaller versions of the Weapons that make skaven feared throughout the empire (for those that believe in them!)

Skaven Carts work a little differently to regular carts, as for all their ingenuity they have not yet found a way to make draft animals pull the vehicles! Therefore their carts can only be moved by either a Warp Engine, or by pushing them. For each Skaven (or Giant rat!) pushing the cart, it is able to move 1 inch. So a cart pushed by 4 skaven will move 4". A skaven pushing a cart can do nothing else that turn. Resolve all "Draft Animal" hits on the hit location table against a random skaven pushing the cart.

Skurvy Dockyards

The Skurvy dockyards connects to a cave on the coastline of the cursed wastes, which allows them access to the ocean for their finished products.

The skaven are able to purchase any non race specific item within the Craftsmarket section in addition to the items listed below. orders are made using the process described in the Craftsmarket.



Treadmill

150 warp tokens. Ship only

Availability: Rare 12

The ship can move an extra 2" a turn.

Warp Engine

250 warp tokens

Availability: Rare 13

Replaces the need for Draft animals in carts, allows boats to move an extra 4" a turn. Replace all hits against, Mast or Draft Animals with a hit against the engine, Engine has 4 wounds and toughness 8.

Refuel: the Warp Engine requires D3 Wyrystone a Match to run.

Warp Lightning Cannon

220 warp tokens

Availability: Rare 13

The Warp Lightning Cannon is a weapon of pure destruction. Created by the engineers of Clan Skryre, it has the power to tear apart units and monsters with ease. The Warp Lightning Cannon comprises of a huge timber frame and several wheels of varying size, the wood for which is noticeably rickety and precarious. It is bolted together with numerous metal plates and rivets, and tuned by cogs and screws. The cannon itself is a large esoteric metal barrel bearing Skaven iconography. A large chunk of warpstone sits at the centre of the cannon, while a smaller piece stands at the tip.

Range 36"

Strength: 5 (+1S & injury to armored enemies)

SPECIAL RULES

Refuel: the Warp Lightning Cannon requires D3 Warpstone a match to power.

Huge: the Warp Lightning Cannon is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare, 1 for the driver and 1 for the Cannon Operator.

Charge up: the Warp Lightning Cannon Takes a turn to charge up and only if it moved the previous turn therefore it can only be fired every second turn, if it moved the previous turn.

Jolt: roll to hit using the firers BS, the first model hit by the warp lightning cannon suffers a Strength 5 hit, then roll a D6, on a 4+ it jumps to a random warrior within 4", who will suffer a Strength 3 Hit. Repeat this process, reducing the strength by 1 each time, until the cannon misses or the strength is reduced to zero.

Plague Furnace

250 warp tokens

Availability: Rare 14

Roaring with the droning, humming buzz of disease and rot, the gargantuan censer of the Plague Furnace swings inexorably back and forth. Choking clouds of foul miasma emanate from within, covering the land in a vile, roiling fog; repellent, putrescent and pervasive. The chattering Plague Priest who rides the furnace to war spreads his filthy blessings to the besmirched flock.

Range: 24"

Strength: D3x5*

SPECIAL RULES

Great Censer: during the shooting phase the cart driver may release the chain holding the mighty swinging censer, sending a giant spiked ball of death crashing through the battlefield. The Censer has a range of 24". Roll to hit using the drivers BS. If it misses the Censer scatters 6" in a random direction. Place a small blast template (4") to denote where it hits, any model under the template suffers D3 Strength 5 hits. From now on, the spot where the censer landed rather than the cart suffers from Poisonous fumes as described below.

Poisonous Fumes: any model within 3" of censer ball, whether that be attached to the cart or fired, must pass a toughness test at the end of the turn or suffer a wound.

Models immune to poison do not suffer from this. **Defend**

the Ball: if the owners of the plague cart rout and the Censer ball has been let loose, the Ball will be lost. A new ball may be purchased for 100 warp tokens.

Huge: the Screaming Bell is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare

Screaming Bell

200 warp tokens

Availability: Rare 14

Of all the diabolical wonder weapons of the Skaven, none is as notorious as the Screaming Bell. It is from these unholy altars that the Grey Seers preach their plans of total domination in the name of the Great Horned Rat.

SPECIAL RULES

Peal of Doom: the deafening rings of the Screaming bell disrupt the magical resonance of its surrounding. No spells may cast with 12" of the screaming bell and any spell in effect that comes within 12" is cancelled. Magic of the Horned Rat is exempt from this rule.

The Bell tolls 13! Improbable Victory! If the game reaches 13 turns and no one has won, the Skaven team controlling the screaming bell wins the scenario.

Huge: the Screaming Bell is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare



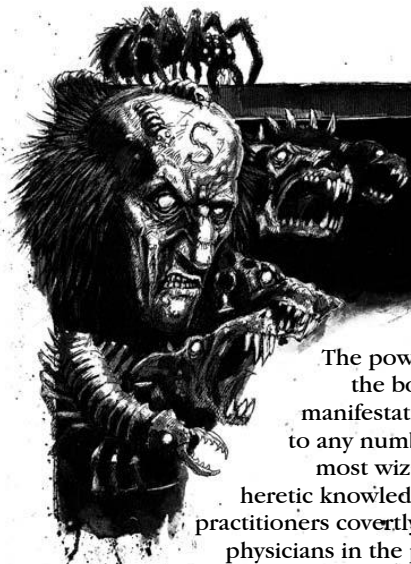
Clan Grutnick Warpstone Mine

Some people are just born lucky- for Clan Grutnick, this couldn't be more bluntly stated. Situated on a mountain overflowing with warpstone- the most valued mineral of the Skaven world -this clan has made a killing offering exclusive supplying treaties with both Clan Moulder and Clan Skryre, earning warbeasts and weapons aplenty. Likewise, they trade with other local Warlord clans- slaves are always in demand (warpstone is dangerous to mine, since it causes death and other unpleasant things to happen). Unfortunately, warpstone has become more than just a commodity- it's also become a part of their lives in a much more literal sense! Weapons, armor, various lucky trinkets- even the slaves are branded with warpstone. Naturally, the obsession is a concerning one. Across the empire Grutnick uses their wealth to buy even more deposits of Warpstone in turn creating even more money for more mines. This is true in Marienburg, as the largest deposit of Warpstone belongs to Grutnick, but they will let anyone mine the dangerous ore for a price....

For the price of 1 of the warpstone found, Grutnick will allow any amount of heroes / slaves to mine for Warpstone. Roll a D6 for each hero and slave and refer to the total result on the exploration chart to see how much warpstone you have found.

There's a catch though! any hero that rolls a 1, must take a toughness test or miss the next game. Furthermore, on a roll of 1 a captured warrior/slave has mustered the strength and courage to bite back against his oppressors! The warrior has slipped past the fiends guard and returns to his original warband a Hero. Treat a Henchman as receiving 'The lads got talent' and the Hero gains D6 +2 Experience points. If the roll made was a 6 the prisoner has been overworked, exposed to too much wyrdstone, and suffered so terribly at the hands of his tormentors that he has expired! Either result means removing the captured warrior from the Skaven player's roster.





Corrupted Characters

The power of Chaos corrupts the body and the mind. Its manifestation can be attributed to any number of sources. While most wizards closeguard such heretic knowledge, a few respectable practitioners covertly support pioneering physicians in the practice of forbidden procedures on the afflicted. Although these illicit operations have been known to successfully remove the taint in certain cases, the only fool proof way to eliminate the affliction is to send the warp-touched to the pyre. Righteous representatives from the Church of Sigmar continue to purge corruption from the city streets using the traditional technique. Regardless of the Witch Hunter's divine authority, cult networks promoting daemon worship have infiltrated society on every level and mutation still runs rife throughout the Old World.

If not cautiously contained then magical devices concocted from wyrdstone and the raw shards themselves pose the same threat. Beasts of Chaos prowl the forests of the Drakwald, soiling and polluting farmsteads. Whenever the dark tide of Chaos touches the fertile borders of the northernmost of provinces then follows change.

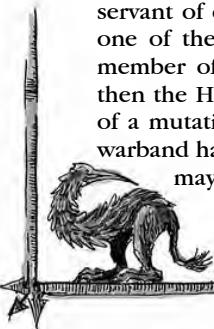
"They've been on foot from three days into the forest. One of them will be a champion, or something very like it. It'll be altered. Twisted, but not crippled. It's something big, something enhanced."

— Vukotich the Iron Man, Mercenary Veteran

Gifted Servants

Mutation is treated as a sign of favour by the servants of Chaos. Heroes from the following warbands are subject to the following rules: Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse, Stromfels Reavers, and Marauders of Chaos. Hired Swords associating themselves with any of these warbands can also be affected as follows because they unwittingly serve the Ruinous Powers!

If a double is rolled on an Advance roll that would result in the Hero or Hired Sword receiving a new skill, then the model has impressed his patron! Instead of choosing a new skill the Hero may buy one mutation instead. In addition to mutations, a dedicated servant of darkness might be awarded a gift by one of the four prime Gods of Chaos. If any member of the warband has a mark of Chaos then the Hero may choose to buy a gift instead of a mutation. For instance, if a warrior in the warband has the Mark of Tchar, then the Hero may choose a mutation from the Favours of Tchar.



Heroes from a Carnival of Chaos warband may only choose Blessings of Nurgle. Marauders of Chaos warbands must always adhere to the strictures applied by the *Eye of the Gods* special rule from the Border Town Burning supplement.

After every battle the warband has fought in the Northern Wastes territory (see the Border Town Burning supplement), whenever an Advance roll results in one of the warband's Heroes or Hired Swords receiving a new skill, then the warrior may buy one mutation instead (ie, no double is required). If a double is rolled however, then the model must purchase a mutation as soon as possible!

Abominations

The following rules apply when all other warbands have been fighting another warband in the Northern Wastes territory.

All players make Advance rolls straight after the battle as usual. If a double is rolled on an Advance roll that would normally result in the Hero or Hired Sword receiving a new skill, then the corrupting influence of Chaos has caused the model to become a mutant! Instead of choosing a new skill the Hero receives a mutation instead. Roll on the Random Mutation Chart. Ignore any costs associated when applying the mutation.

Any warrior from a warband with a human Priest, Sister of Sigmar or Witch Hunter that receives a mutation is immediately purged of the taint by his fanatical brethren using sword and flame! Remove the Hero from the roster, his equipment is lost.

Skaven, Chaos Dwarfs and Dark Elves have a reverence for all things twisted and corrupted by Chaos. As a consequence of mutation, any other Hero can usually expect to be cast out from his group by his suspicious peers when word gets around. After a warrior becomes a mutant, the warband leader typically uncovers the truth and wrestles with his conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle take a Leadership test using the characteristic of the warband leader to determine the mutant's fate. For each mutant the warband is already harbouring apply -1 to the roll. If the Leadership test is failed, then the mutant is put to death and must be struck from the warband roster sheet and his equipment is discarded. If the test is passed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. No test is required if the mutant has successfully undergone surgery in the post battle sequence by making a visit to the apothecary.



A treatise on the warp-touched by playwright, street performer and suspected werecreature **Stuart Cresswell** including his reinterpretation on the unscrupulous works of notorious scribe **Daniel Carlson**.



Random mutation chart (roll D66)

11 Moronic

The mutant's mind shrivels. The mutant is now subject to *stupidity*.

12 Emaciated Appearance

The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

13 Shrink

The warrior's body becomes hunched and shrunken. Reduce the mutant's Movement and Initiative by -1.

14 Warty Skin

The mutant is covered in repellent warts changing the mutant's outward appearance to be most unpleasant. The warrior suffers -1 when rolling to find rare items.

15 Brightly Patterned Skin

The mutant's skin becomes brightly coloured with contrasting patterns, making it difficult to hide. Unless the mutant is wearing a cloak, enemy models can spot the warrior's skin using twice their Initiative in inches.

16 Furry

The mutant grows a covering of long, dense fur. The warrior is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

21 Skull Face

The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes *fear*.

22 Eye Stalks

The mutant has stalked eyes similar to a crab. The mutant now causes *fear*.

23 Hideous

See mutations on the next page.

24 Bloated Foulness

See Blessings of Onogal on the following pages.

25 Great Claw

See mutations on the next page.

26 Horned One

See Beastmen special skills.

31 Daemon Soul

See mutations on the next page.

32 Cloven Hoofs

See mutations on the next page.

33 Tentacle

See mutations on the next page.

34 Blackblood

See mutations on the next page.

35 Spines

See mutations on the next page.

36 Scorpion Tail

See mutations on the next page.

41 Extra Arm

See mutations on the next page.

42 Poisonous Bite

See mutations on the next page.

43 Scaly Skin

See mutations on the next page.

44 Prehensile Tail

See mutations on the next page.

45 Wings

See mutations on the next page.

46 Regeneration

See Bounties of Arkhar on the following pages.

51 Suckers

See Blessings of Onogal on the following pages.

52 Fangs

See Bounties of Arkhar on the following pages.

53 Cloud of Flies

See Blessings of Onogal on the following pages.

54 Spiked Tail

See Bounties of Arkhar on the following pages.

55 Beak

See Favours of Tchar on the following pages.

56 Elastic Limbs

See Graces of Shornaal on the following pages.

61 Burning Body

See Favours of Tchar on the following pages.

62 Plague Carrier

See Blessings of Onogal on the following pages.

63 Crystalline Body

See mutations on the next page.

64 Hulking Brute

See mutations on the next page.

65 Beweaponed Extremities

The warp taint enters the warrior's body. The flesh of an arm hardens and twists into a spur of bone. The mutant is no longer able to use two-handed weapons such as a flail or bow. The bone limb can be used in hand-to-hand combat as a weapon. Roll a D6 to see what form the extremity takes likeness to: 1 sword, 2-3 mace, 4-5 axe, 6 flail. If the mutant grows a second extremity, he may no longer use other weapons or equipment that would require the use of hands.

66 Atrophy

A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

1 Head: The mutant is now subject to *stupidity*.

2-4 Arm: The mutant loses the use of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.

5-6 Leg: The mutant loses the use of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.



Mutations

This is an extended list of the mutations already published for the Cult of the Possessed in the Mordheim Rulebook.

blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns

crystalline body

The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.

Cost: 60 gold crowns

daemon soul

A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns

extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns



hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

bulking brute

The power of Chaos has imbued this warrior with superhuman strength. Stretching skin with the doubling of muscle mass adds +2 Strength but it reduces wit. The warrior suffers -4 Leadership.

Cost: 50 gold crowns

poisonous bite

The mutant grows small fangs which can secrete a potent poison. Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described here.

Cost: 50 gold crowns

prehensile tail

The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase. A single tail must be selected for use at the beginning of each hand-to-hand combat. If a warrior unable to use weaponry gains this mutation, they simply gain an extra attack (unless they already possess a tail) and remain unable to use weapons.

Cost: 50 gold crowns

scaly skin

A fine mesh of reptilian scales spreads across the flesh of the warrior. He receives a natural save due to being warp-touched. The mutant has a 5+ save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Cost: 60 gold crowns

scorpion tail

The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns

spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

wings

The mutant grows a pair of feathered bird-like or leathery bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is on a raised platform such as a roof, walkway or cliff it may glide down at a rate of 2" horizontally for each 1" of downward vertical movement.

Cost: 45 gold crowns

The Tale of Fish-face Fritz

By the elusive Rev Larny

For many years, Fritz or Fish-face as the other stevedores called him, worked hard on Candle wharf, moving cargo on and off ships moored in the Suddock. Some unkindly souls might make a comment that his eyes were slightly too far apart, or bigger and rounder than most were his eyes, or that his neck was as big and wide as his head, or that he had a small nose, thin lips, almost no ears and little hair, but Arthur and his friends cared not, for he was kindly, humble, hard-working and blessed with good humour.

Not once did he miss a ship, no matter the weather and there were some who would say that on the days when it rained, Fritz seemed more alive and refreshed than on those hot, sunny days that made him occasionally struggle with his work and gasp for air and a drink. Fritz ignored these hurtful jibes, always doubling his efforts in the knowledge he was doing solid work.

Yet there came a dark day when three men clothed in dark apparel came unto him. They spoke piously and bade Fritz swear oaths to prove his loyalty, until they raised a pile of firewood at the dockside and threw Fritz upon the blazing faggots – there they poached and fried him until he was burnt to a crisp, declaring Fritz to be more fish than man.



Gifts of the Gods

The Dark Gods bestow rewards on those mortal servants most dedicated in serving their infernal masters. The Blessings of Onogal replace the Blessings of Nurgle from page 66 of the Empire in Flames supplement. Gifted servants dedicated to the other prime Gods of Chaos may refer to the Favours, Bounties and Graces respectively.

Favours of Tchar

beak

The flesh around the Hero's mouth contorts and hardens forming a long beak like that of a bird or octopus. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each close combat phase. This pecking uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

burning body

The warrior's body is constantly burning with flickering tongues of hellish flame and burns with supernatural light. The Hero may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists. The warrior always counts as having a lantern. At the end of every turn roll a D6 for every model standing in base contact with the mutant: on a 4+ the model is *set on fire* (see page 70 of the Border Town Burning supplement).

Cost: 40 gold crowns

electrical touch

The skin of the Hero discharges sparks of raw electricity. The warrior can forfeit an attack in close combat to jolt an enemy model instead. This special attack is resolved with +1 Initiative. The jolt deals an automatic Strength 3 hit that ignores all armour saves.



If the enemy model is protected by any metal armour then the jolt counts as Strength 5. Once the mutant uses this ability it takes D3 turns to build another charge.

Cost: 45 gold crowns

eye of tchar

One or both of the Hero's eyes turn completely white, or black like a bird. Instead of attacking in close combat the warrior is able to hypnotise a victim. Tchar's gift may be used on any living model in base contact that is not immune to psychology. The victim must pass a Leadership test or be transfixed. A transfixed model may not attack in close combat and is treated as being *knocked down* for the purpose of being attacked. A transfixed model must pass a Leadership test at the start of each subsequent combat phase or else remains transfixed by the Eye.

Cost: 45 gold crowns

mer-creature

Both of the warrior's legs and arms warp in such a way that, fish-scaled webbed limbs replace them and gills develop allowing him to become aquatic. The warrior can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea is treated as difficult terrain by this warrior, and he ignores the penalties for slow moving rivers and ponds normally classified as difficult terrain. When moving on land, the Hero limps in obvious discomfort with a shambling gait, reducing the mutant's Movement by -1.

Cost: 25 gold crowns

telekinesis

Being most favoured of Tchar, the Hero develops the ability to manipulate static objects with his mind. This favour can only be gained by a spell caster. During the shooting phase, instead of casting a spell, the wizard can attempt to lift any loose object within 6" on a successful Leadership test. If the object is taller than 1" then a -3 modifier is applied to the roll. The object can be lifted and transported to anywhere within 6" of the wizard. If the object is a weapon, then it can be fired in the shooting phase or used to attack an enemy model in the hand-to-hand combat phase. Once the object is put down, another successful test is required to move it or any other object. The object must be put down in order for the wizard to cast a spell. Using this ability does not count as a spell.

Cost: 30 gold crowns



centaurid

After dropping his guts all morning, the Hero experiences further excruciating discomfort when his bowels begin to reform! As the warping intensifies his legs are replaced by four limbs and the trunk of a beast. Mutating into a creature the size of a small horse adds +2 to the warrior's Movement characteristic and +1 to Toughness.

Cost: 80 gold crowns

iron-hard skin

By the virtue of Arkhar the Hero's skin is covered in a hard shell of steel or iron scales. The warrior's armour save is improved by +1. If the warrior has no armour, their skin alone gives them a 6+ save.

Cost: 45 gold crowns

fangs

The mutant grows huge canine fangs, giving it a bite attack. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase. This mauling uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

spiked tail

The warrior grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand combat which tail it wishes to use.

Cost: 50 gold crowns

regeneration

The mutant can often heal itself from crippling wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

Cost: 60 gold crowns

spit acid

The bounty of Arkhar is delivered in many forms, and in such a case as this it leaves an unpleasant taste in the mouth of his servant! The warp-touched Hero's mouth has grown special glands which secrete sticky blobs of acid. Aside from a gruesome aftertaste the warrior is immune to this flesh-eating discharge which he can spit in globules during the shooting phase any distance up to 8". Acid attacks count as Strength 4 and do not suffer penalties for range or moving.

Cost: 35 gold crowns



Blessings of Onogal

stream of corruption

The mutant can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 gold crowns

neiglish rot

This warrior is infected with the deadly pestilence of its lord the Master of Plague. In addition, the mutant is immune to all poisons. Neiglish Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the mutant makes a successful to hit roll of 6, this will result in the target model contracting the Rot. Neiglish Rot only affects the living, so Undead, Daemons and the Possessed are unaffected. Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently. If he reaches zero, he has succumbed to the Rot and died, remove him from the roster. In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband. Randomly allocate a warband member and mark this on the roster.

Cost: 50 Gold Crowns

cloud of flies

The Hero is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the mutant but distract foes by buzzing into eyes, nostrils and mouths. The mutant's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 gold crowns



bloated foulness

The mutant is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 gold crowns

suckers

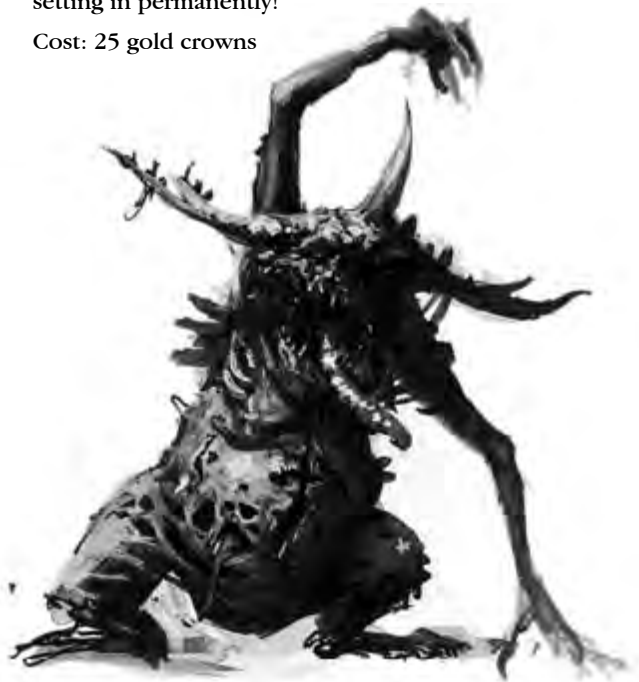
The warrior's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

Cost: 25 gold crowns

plague carrier

The mutant carries one of the terrible poxes tainted by Chaos. The warrior's limbs are covered in open sores and he is dramatically impeded by its condition. Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease. The enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle. The carrier of the pox may not infect the same model more than once in a single battle. After the battle infected models receive immediate herbal remedies to keep the disease from setting in permanently!

Cost: 25 gold crowns



Graces of Shornaal

alluring

Those who set eyes on the warrior are captivated by the unrivalled natural beauty which has been bestowed by the Prince of Pleasure. All enemy models except Undead creatures will receive -1 to hit during the first round of combat as they gawk at such radiance. Street vendors admire the charming Hero so he may add +1 to the roll that determines his chances of finding rare items.

Cost: 50 gold crowns

metallic growths

The warrior's skin sprouts countless metal studs. The metallic property of the nodules forms a protective shell which deflects missiles and hand-to-hand combat hits on 6+. The protection afforded by Metallic growths cannot be combined with other armours. This special save can be taken whenever the Hero fails any other saving throws. This save is not modified, and can be used if no saving throw is normally allowed.

Cost: 45 gold crowns

agile

By the divine touch of Shornaal, the body of the warrior becomes sleek and capable of moving with an almost liquid quality. The warriors receive +1 to Initiative tests and may ignore Initiative tests normally required if a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building or other sheer surface.

Cost: 35 gold crowns

vestigial twin

In an unpredictable twist of fate, the Master delivers his grace in the form of a parasitic vestige. The cruel twin is conjoined to the warrior's front, back, side or head heightens the awareness of his other half and splits the identity of the warrior in two! Whenever the mutant picks a new skill, an additional skill is learned by the vestigial twin. Pick two skills from the Skill tables available or if he is a wizard he may choose to randomly generate a new spell instead of a skill, before picking a skill for his twin. When spotting hidden enemies the mutant's Initiative value is doubled and he ignores the effects of fighting alone described in the Leadership & Psychology section. The vestigial twin handicaps the warrior in such a way that movement is reduced by -2".

Cost: 60 gold crowns

elastic limbs

The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

Cost: 40 gold crowns

piercing tongue

Like some homage to the Serpent himself, the warrior's tongue elongates into a sinuous lethal weapon. The monstrous transformation permits the Hero to lash his enemies at range. A Tongue attack can be made during the shooting phase against any model within 2". Tongue attacks use the Strength of the warrior and do not suffer penalties for range or moving. The warrior is so precise in the use of this tongue that he may attack enemy models that are engaged in close combat. The Tongue attack cannot be used when the mutant is engaged in close combat.

Cost: 30 gold crowns



A Visit to the Apothecary

Medical treatment is far from an exact science in the Old World, and most people have justly learned to fear a visit to the Physician's Guildhouse. Patients of the Old World doctor are likely to face bleeding, amputation, under-anaesthetized (a few pulls on a whiskey bottle if they're lucky!) surgery, and worse in the course of their treatment. Yet, amazingly, they sometimes emerge from these treatments in better health. Medicine may not be pretty, but it is occasionally effective... and it is often the only alternative to life as an invalid or, in the case of those carrying the taint, a fiery death at the hands of the Witch Hunters.

Yet, if medical practice is unsightly in the case of the professional guilds of Old World's cities, it is horrendous in the ramshackle butcher shops that are the surgeries of the squalid settlements around Mordheim. No respected surgeon would practice in such a place, and so the task of mending the wounded is often taken up by wanted men, unlicensed apprentices, and charlatans out to make a few coins off of another's misfortune. In the encampments around the City of the Damned, seeking out a physic is always regarded as a desperate gamble.

Over the course of a warband's career, it is quite likely that Heroes will suffer injuries that will leave them diminished in ability. If you wish, you may send a Hero to a physician rather than have him look for a rare item during the post battle sequence. Even warriors who went *out of action* in the last battle may go to the apothecary (they are quite possibly in urgent need!) for treatment.

You may only attempt to get treatment for one wound, condition or mutation at a time and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns. Each treatment permits one roll on the Limb Surgery Chart in order to treat the patients affected body part or Brain Surgery Chart in the event of a mental condition. This money must be paid before rolling on the table because medics in Mordheim demand payment in advance, while the patient is still capable of doing so!

Surgery is available to desperate enough mutants in cases such as when a limb has been altered, a singular growth has sprouted, or the warrior's mind has been corrupted. Operations performed on outcasts with altered flesh that successfully remove an extraneous body part such as a tail have no adverse effect on patients. A procedure to remove a mutated limb will result in the patient becoming an amputee. Successfully removing mutated limbs always results in 'This has got to come off'. If the warrior bears no other taints after the amputation or brain surgery is successfully completed, they are no longer considered a mutant.

All warbands have access to some form of medical attention and may use the Surgery Charts. Cult of the Possessed, Undead, Skaven and other villains have their own ruthless contacts in the shanty towns around Mordheim in the form of sympathetic dupes and cultists, including a number of disreputable surgeons. Surgery is not restricted to Mordheim. Every despicable post from Skabrand to Shang-Yang,

and port from Marienburg to Sartosa, has its own entrepreneurial intern or barbaric witch doctor.

A Visit to the Alchemist

Wyrdstone has been recognised as such a valuable commodity that every street cutpurse knows its worth. The value of wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well known fact that the stones are said to grant a variety of powers to those that learn to use them. It was an alchemist of Reikland who discovered that wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those metallurgists who covet it, for many are willing to pay princely sums for stones that will make them an even greater fortune. Yet, there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing or other magical benefits.

Wizards and thaumaturgists will stop at nothing to acquire even a small measure of the enigma. A type of rock steeped in magic that, so it is believed, could do everything from curing shingles to removing wrinkles from the aged and building strength in the young. Pigments mixed with wyrdstone dust are said to allow even the most talentless artist to paint a priceless masterpiece, and one sniff of a wyrdstone poultice guarantees protection from insanity and the evils of mutation.

Those who have lusted after wyrdstone insisted it was a different substance from the abhorred warpstone, the raw source of Chaos that brings madness and alteration with its touch. Such connections were dismissed as delusions of ignorant, superstitious fools in their minds. Those who dare to use them often learn to fear their magic rather than harness it. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stone.

Greed was the downfall of many in the City of the Damned, and the lust for power is perhaps the greatest sin of all...

Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of Wyrdstone, and will not make use of the stones under any circumstances.

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading and recruitment phase of the post battle sequence. Consequently, this means, if a stone is chosen to be evaluated and yields no special power it cannot subsequently be sold until after the next battle. Instead of searching for a rare item, a Hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the Evaluation Chart on the next page.

Limb surgery chart (roll 2D6)

The following injuries can be treated: *Leg Wound, Smashed Leg, Hand Injury*, as well as the following mutations: *Great Claw, Tentacle, Spines, Scorpion Tail, Extra Arm, Prebensible Tail, Suckers, Spiked Tail, Beweaponed Extremities*.

2-3 Someone fetch a priest... The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband roster sheet, but his equipment is retained by the warband.

4 This has got to come off. The surgeon has felt the need to amputate ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single one-handed weapon from now on.

5-6 Sorry lad. Done my best. The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.

7-8 No Luck. The surgery was unsuccessful.

9-10 Mind you stay off it for a bit. The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

11-12 Shallaya be praised! The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.



Brain surgery chart (roll 2D6)

The following injuries can be treated: *Madness and Nervous Condition*, as well as the following mutations: *Moronic, Daemon Soul, Spines, Scorpion Tail, Extra Arm, Prebensible Tail, Suckers, Spiked Tail, Beweaponed Extremities*.

2-3 Someone fetch a priest... The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband roster, but his equipment is retained by the warband.

4-5 Erm... That's not right. The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *stupidity*. If the warrior was being treated for *stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).

6 A bit unhinged, that one. The treatment has failed, and the warrior emerges from the procedure as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.

7-8 Sorry lad. Done my best. The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.

9-10 A bit of rest and you'll be fine. The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

11-12 Shallaya be praised! The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Evaluation chart (roll 2D6)

2 Spell Stone. Any warrior who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used.

3 Stone of Regeneration. Any warrior who carries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A warrior carrying this stone treats all *stunned* results it suffers as *knocked down* instead.

4 Stone of Might. A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile. Roll a D6 to see which characteristic is affected before each battle:

- 1 +1 Initiative
- 2 +1 Movement
- 3 +1 Strength
- 4 +1 Toughness
- 5 +1 Attacks
- 6 +1 Wounds

5 Stone of Warding. A warrior who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.

6-8 Powerless. The stone has no beneficial powers.

9 Stone of Luck. A warrior who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell of Shemtek to yield re-rolls on top of re-rolls, though it may be used if the Hero has a luck enhancement like a Rabbit's Foot, to give the warrior affected one additional re-roll for the battle as normal

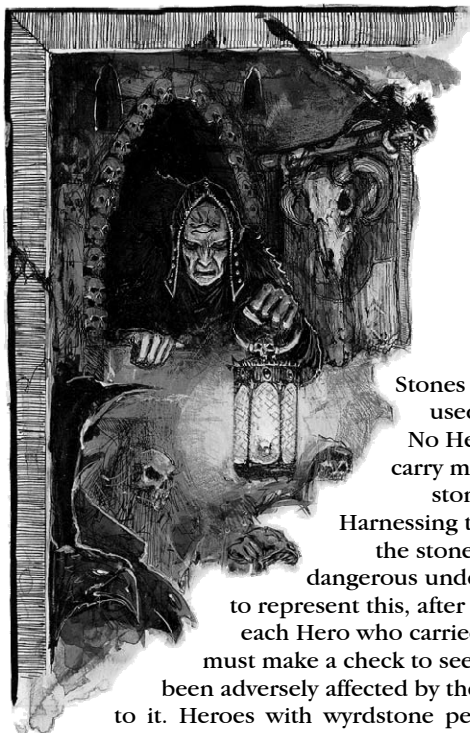
10 Stone of Skill. A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile.

- 1-2 +1 Weapon Skill
- 3-4 +1 Ballistic Skill
- 5-6 +1 Leadership

11 Stone of Healing. A warrior who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The model regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile. A model healed by the stone must roll a D6 and refer to the Warp-touch Chart.

12 Stone of Protection. A warrior who carries this stone has their armour save improved by one point. i.e. a 5+ save becomes a 4+ save. If the Hero has no armour, the stone gives him a 6+ save.





Stones

Stones may only be used by Heroes. No Hero may ever carry more than one stone at a time.

Harnessing the power of the stones is always a dangerous undertaking and to represent this, after every battle, each Hero who carried wyrdstone must make a check to see if they have been adversely affected by their exposure to it. Heroes with wyrdstone pendulums or any other items known to be crafted from the stone must make the same check. Only one check is ever required for each Hero.

Tainted Goods

In other settings than Mordheim, such as Khemri, Lustria or the Empire in Flames, warbands often collect treasures rather than wyrdstone shards.

Roll a D6 for each piece of treasure: on a 6 it is warp-tainted. The tainted item can be brought to the alchemist just like a wyrdstone shard. All treasures are warp-tainted in the Border Town Burning setting and can be treated as wyrdstone.

Roll a D6 for each Hero exposed to wyrdstone. Skaven have a natural tolerance for warpstone allowing Heroes to re-roll a failed check. A roll of 1 indicates the warrior has been warp-touched. Roll a D6 for an affected model and refer to the Warp-touch Chart.

Black Dust

There is a popular new vice among hoodlums and heretics, available only through vile drug dens across the Empire. Black dust is a warpstone derived narcotic, which promotes a warrior's resistance to the effects of wyrdstone. Dealers closely guard the secret of their source for dust.

Warriors using black dust have a natural tolerance for wyrdstone allowing Heroes to re-roll a failed check on the Warp-touch Chart. Skaven may not use black dust.

Warp-touch Chart (roll a D6)

1 Spawn! The warrior has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See 'Becoming a Chaos Spawn' below.

2 Weakened. The warrior has lost some of its life force to the stone. One of the warrior's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers. If any characteristic is reduced to 0 or less as a result of the weakening, the model becomes a Chaos Spawn.

- 1-2 Movement
- 3 Weapon Skill
- 4 Ballistic Skill
- 5-6 Strength
- 7-8 Toughness
- 9-10 Initiative
- 11-12 Leadership

3-4 Sickened. Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

5-6 Mutation! The corrupting power of Chaos has caused the model to gain a mutation! Roll on the Random Mutation Chart once.

Becoming a Chaos Spawn

Chaos spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast comprised of fangs, tentacles, eyestalks, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a warrior meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawns that allows them to keep their mutated friend among their ranks as a pet and weapon to use against their enemies.

If one of your Heroes becomes a Chaos Spawn, he is considered to be lost to the warband. Strike the model from the warband roster. The following warbands may keep the spawn: Skaven, Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse & Marauders of Chaos. Followers of Chaos have a sort of reverence for these mindless beasts, and the Skaven have long been adept at training and using the products wyrdstone-induced mutation.

When the Hero becomes a Chaos Spawn, all weapons, armour and miscellaneous items they were wearing are lost in the storm of violent mutation that overtakes the unfortunate warrior. Items that explicitly cannot be destroyed, such as the Chaos artefacts from the Border Town Burning supplement, are reclaimed by the warband.

Use the profile and special rules for Spawns of Chaos from the Marauders of Chaos warband (page 129 of the Border Town Burning supplement). The mutated warrior now counts as a henchman, not blocking a Hero slot.

On the Appearance of the Mutant

Know ye that the mutant will be gross and unkempt in general appearance and demeanour, irrespective of whatever taint or blight is inflicted upon themselves. For some, this infliction will be highly visible and clear for all to see; more worrisome will be those mutants with well hidden perversions – in both cases it is best to search their naked flesh to locate the full truth.

On the Mindset of the Mutant

It can be said that there are two differing mental states to the mutant – Shame and, it's opposite pride. A shameful mutant will seek to hide its taint and go to extreme lengths to maintain this secrecy. A prideful mutant revels in its taint so that all shall know of it. There is none of the latter in the goodly Empire, except Marienburg or ill-fated Mordheim.

On the Behaviour of the Mutant

The mutant has only one aim – the overthrow of the Empire and the usurpation of the rightful Emperor by a pawn of the Dark Gods leaving to the eventual ruination of all mankind. To this end, every action, be it small or large or of seemingly little consequence, is dedicated to this end.

On When a Friend or Loved One is Exposed as a Mutant

Assuage other's fears about your actions and prove to them that you yourself possess no bodily taint. A distancing of feeling towards the tainted is to be expected and for the good, as are piteous feelings. Put these to one side and mourn not their soon-to-be deaths. For once they were corrupted these persons were dead to you.

On How to Deal With a Mutant

Subdue them quickly, lest they taint anyone further. Be clear in mind that they are afflicted with ungodly perversions, for there are some diseases and pestilences to cause a goodly man much ill humour. If possible, a pyre is good, for fire cleanses all. Be alert for some tainted might escape the flames thro' devious methods. A gallows or noose is equally fine for the purpose, yet still some mutants can resist this hempen harm. Immediate results can always be for beheading or quartering, for by such achievements, I have yet to find a mutant capable of the survival from such.

Excerpts from 'Purge the Tainted' by Ruprecht Strocnfels



Watchmen

The Black Caps

The Honourable Company of Lamplighters and Watchmen is the appointed constabulary for investigating dry crimes and meting out justice in Marienburg. Each patrol force is stationed at a watch post, or watch station. Patrols are barracked at a watch barracks situated near to the station and there is one watch post for each city district and named ward.

Combating criminal groups committing 'dry' crimes citywide is the City Watch. A local constabulary is patrolling in each of twenty wards. Watch posts, anchored in most wards. Law enforcers patrol the labyrinthine streets of Marienburg, each wearing distinctive hats, black and voluminous. Better known as the Black Caps, the city guard is a constant, if unobtrusive presence. Law enforcement is haphazard, but a few guilders in the right place can ensure that the city guard will keep a careful eye on your business – or discreetly ignore it, if that is preferred.

City watchmen have a familiar look, with heavily-ridged brows, bruised knuckles and three days beard. Big, hard arm muscles from hefting clubs and big, soft stomachs from hefting tankards.

Brutal methods are used by watchmen of the old school. Faced with a crime, and no obvious culprit, street coppers sometimes haul in someone obscure and hit them until a confession comes out. While looking impressive today on the court books this doesn't solve crime. When serving justice in Marienburg, the truth is not always the preferred solution.

All they know is they've been ordered onto the streets and docks to keep order, to patrol the quayside warehouses and will be brusque with anyone who is asking too many questions. At each station the Watch Captain appoints two sergeants to lead patrol forces on the night shift and the graveyard shift.

Many of the upstanding agents of the law take bribes from criminals; a shilling here or there to look the other way when some act of petty theft has forced itself on their attention, or a levied more fines than they declared back at the watch house. Such action is not the course of all agents, as a few keep from picking up bad habits from older, more cynical watchmen.

"There's nothing wrong with killing, just so long as the right people get killed. But you don't get to be a hero by doing the same thing murderers do."

— Captain 'Filthy' Harald Kleindeist, Watchman

Citizens volunteering to assist the watch are branded as traitors. Watch stations always have at least one spy in their midst reporting back to the League of Gentlemen Entrepreneurs.

The city is divided into twenty wards. At least it is for administrative purposes. In addition to the officially recognised districts there are a bewildering number of so-called boroughs, areas with their own distinct identities and remarkably fluid boundaries. The largest of which in the Craftsmarket is the Halfling Quarter known colloquially as the Little Moot. Each of these has its own watch barracks and watch houses, with the exception of the Elftown, where the elves live which is outside the watch's jurisdiction, and the Dead Canal which is treated as a no-go area left strictly alone aside from occasional incursions in force.

Official law enforcement agencies are not the only groups interested in fighting crime. Marienburg is host to countless sleuths; sryers, bounty hunters and the odd private eye are licensed to uphold the law. Templars will put their oar in when they have no jurisdiction, especially the Witch Hunters.

Black Caps: City Watch patrols may requisition one Watch Carriage with two horses before every battle.

River Watch

The Marienburg Secretariat for Trading Equity are the wardens of order on the city waterways. From their headquarters in the Palace District the River Watch operates what they call Port Law. At any time the Secretariat is authorised to commandeer the services of the City Watch to help their own investigations. This arrangement contributes to the mutual resentment and rivalry between the two forces since the Black Caps loathe being associated with the unpopular taxmen, while the River Watch consider their landlocked counterparts to be corrupt slackers.

The secrecy of private saltwater lagoons and smugglers dens means that skiffs, water coaches, rowboats, sailing ships & galleons are all suspect transportation for contraband. In the fight against wet crime the watch has to contend with the smuggle of illegal cargo; drugs, stolen trophies, forbidden magic artefacts, living spoils and other less savoury body parts. Most seized valuables and magical items are swiftly claimed through back channels as the property of the League.

Occasionally the River Watch patrol is tasked to support the Caps in a joint operation. These clashes have been known to end in violence. There is little love lost between the Black Caps and their opposite numbers, charged with maintaining maritime law. In theory, the River Watch's jurisdiction is city-wide rather than being organised ward by ward, and although it is strictly restricted to the docks and waterways, they use the wider mandate they've been given to interfere in other matters to an extent most Black Caps find irksome in the extreme.

Secretariat: River Watch patrols may commandeer a River Boat before the start of every battle.

An inspection of the constabularies courtesy of the ceaseless audit trail of playwright, street performer and suspected werecreature Stuart Cresswell policing whistle-blowers allegations of corruption that threaten our great city by undermining justice on its docks and waterways.

Although everything on dry land belongs to the Black Caps and everything wet is the River Watch's, like most things in Marienburg, it is open to interpretation. The remit of the excise men on land is limited to within a hundred yards of a waterway. If a sewer runs underneath a crime scene of interest to them, the River Watch can justify claiming jurisdiction on the grounds of the subterranean waterway. There is no City Watch post in the Dead Canal so the responsibility for maintaining law and order, which theoretically falls to the Craftsmarket caps as the nearest barrack, can reasonably be argued that their despised colleagues have a better claim.

Joint operations are occasionally organised between the two constabularies. Such assignments have been known to deteriorate into rivalrous leadership contests, where each side feuds over operational control, and battles for custody. The 'waterboys', as the Black Caps like to refer to the River Watch, will try to claim the perpetrators arrest from their dry crime-solving counterparts on a joint venture and vice versa.

Knights of Purity

The forerunner in unofficial crime fighting comes courtesy of the Knights of Purity who are vigilantes honouring Solkan the Merciless. Notorious vigilante The Swords of Solkan must have contacts within the Black Caps – not surprising since magistrates and some officers of the watch, usually captains, are members of the Knights of Purity themselves.

Clerics of the Law, is what priests of Solkan believe themselves to be. Their activity is not exclusive to Marienburg, as the cult is known to have a powerbase in Altdorf. Devotees wear an amulet of Solkan.

Men of iron, merciless and utterly incorruptible preaching Solkan is Law. Scourge to the followers of evil. Fierce, disciplined with strictures of austerity and repression. Commanders of their own will serving under an angry god with the Lexicon of Banishment giving power to Law's servants to drive daemons back to their hellish seats and cleanse the world of change and chaos. A sword of Solkan conquers with a mighty hymn of Order and Destruction.

Special rules

Whistling: Watch patrols can summon assistance in the recovery phase by blowing their whistles. D3+1 Watch Officers arrive in D3 turns, and further whistling after they arrive will bring more help.

Assuming the patrol whistles on the first turn then reinforcements will arrive in the recovery phase of a following turn unless the game has ended. Once reinforcements arrive the patrol can immediately whistle again in the hope of receiving assistance. Officers whistled for are armed with a club and deployed within 6" of a randomly determined table edge after compulsory moves and charges resolve. They do not count for the purpose of rout tests.

Jurisdiction: Instead of rolling on the Serious Injury Chart the warrior chooses to go quietly. Warriors taken *out of action* in close combat are placed *under arrest* whenever an Injury Chart result rolled is a natural 6, unless the warband following this plot routed. Any equipment belonging to warriors placed *under arrest* cannot be kept by the warband unless they were impounded in accordance with campaign objectives. Confiscated items cannot be sold or traded.

Interrogation: Instead of searching for a rare item during the post battle sequence, the leader of the Watch can interrogate a suspect Hero being held *under arrest*. On a successful Leadership test, the torturer prizes a secret from the Hero. The Watch patrol gain 1 extra Campaign Point. Whichever warband the *captured* Hero belonged to loses 1 Campaign Point. Suspects placed *under arrest* may only be interrogated once.

Fanatical: Knights of Purity are vigilante crusaders with twin identities hell-bent on the destruction of Chaos, and no heretic or daemon holds any terror for them! Any Hero of the Watch with 30 experience points becomes a crusader of Law. Knights of Purity automatically pass all Leadership based tests they are required to take.

"Prophecy in upon us, my brothers. Our duty is clear, our purpose is pure, and our faith is resolute. Go forth, friends, and do the will of Solkan!"

— Captain Georges Sandler, Knight of Purity

Choice of warriors

A patrol of Watchmen must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your patrol. The maximum number of warriors in the patrol is 12.

Watch Captain: Each patrol of Watchmen must have one Watch Captain. Choose one of the constabularies to represent; City Watch, River Watch or Marsh Watch.

Sergeant: Your warband may include up to two Sergeants.

Private Sleuth: Your warband may include one Sleuth.

Rookies: Your warband may include up to two Rookies.

Officers: Your warband may include any number of Officers.

Turnkeys: Your warband may include up to two Turnkeys.

Sewer Jacks: Your warband may include up to four Sewer Jacks.

Starting experience

A **Watch Captain** starts with 20 Experience.

A **Sergeant** starts with 8 Experience.

A **Private Sleuth** starts with 12 Experience.

Rookies start with 0 Experience.

Henchmen start with 0 Experience.

Watchmen equipment lists

The following lists are used by Watch patrols to pick their equipment.

WATCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Boat Hook	8 gc
Sword	10 gc
Spear.....	10 gc
Halberd.....	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

Bow	10 gc
Pistol.....	15 gc (30 for brace)
Crossbow.....	25 gc
Blunderbuss	30 gc
Handgun.....	35 gc

Armour

Shield.....	5 gc
Buckler	5 gc
Light armour	20 gc

Miscellaneous Equipment

Lantern	10 gc
Falconry glove*.....	10 gc
Hunting bird*.....	25 gc
Wardog	25 gc
Watch carriage/Stage coach	100 gc
Riverboat.....	100 gc

*Sergeants only

PRIVATE SLEUTH EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Sword	10 gc
Spear.....	10 gc

Miscellaneous Equipment

Lock picks	15 gc
Marienburg Map	20 gc



Watchmen skill table

	Combat	Shooting	Academic	Strength	Speed
Watch Captain	✓	✓	✓	✓	✓
Sergeant	✓	✓		✓	✓
Private Sleuth	✓		✓		✓
Rookie	✓	✓			✓

Hunting bird

25 gold crowns Availability: Rare 12

Special Rules: Falconer

A good bird, trained, schooled, almost from the egg, to be a huntress, is a lethal pet. Huge she-hawks and some male warhawks still require josses to restrain their ankles and a hood to cover their eyes, but a well-trained bird does not take to the air until signalled. Faithful servant, devoted companion, murderous pet. Barbs attached to feet, a good attack-bird should have weapons as grown-in as a never-removed wedding ring.

SPECIAL RULES

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

Hawking is a popular pastime amongst the Great Families of Marienburg. Gentlemen of noble lineage enjoy nothing greater than "...discussing the moor country and its prospects for falconry." A well trained fighting falcon is fully capable of blinding an opponent. Hunting birds including hawks, owls, ospreys and eagles are specially trained raptors suited to the sport.

Hunting birds can be used as missile weapons and as weapons in hand-to-hand combat as well by any warrior with the Falconer skill. The range of the falcon is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents his skill in directing the falcon to its target in flight.

After a falcon attacks it flies back to the falconer. In close combat, falcons strike first with a single attack and use the warrior's Weapon Skill. Each successful falcon attack inflicts a Strength 3 hit.

If the Hero is taken *out of action* the falcon flies away, returning after the battle. Falcons cannot be attacked or slain, but if the Hero is slain the falcons are lost with him just like any other equipment.

A warrior must wear a leather or mesh falconry glove, otherwise be seriously injured when the raptor landed on his arm during each battle. Make a roll on the Serious Injury chart in the post battle sequence for a warrior using a hunting bird without a falconry glove.

Unless stated elsewhere a falconer may only supervise a single hunting bird.

1 Watch captain

60 gold crowns to hire

A well-connected captain will keep himself apprised of the various Watch commanders in the city. A word in the right ear at a convenient moment can get a captain noticed by his commanding officers and promoted to a safer district. On the other hand an ill word at the wrong time can assign a captain to policing a lawless borough or worse, a sentence served on Rijker's Isle!

Profile	M	WS	BS	S	T	W	I	A	Ld
Captain	4	4	4	3	3	1	4	1	8

Equipment: The Watch Captain may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Watch Captain may use his Leadership value instead of his own when taking Leadership tests.



0.2 Sergeants

35 gold crowns to hire

When thief-takers who rise to become sergeants were formerly part of the armed forces, it shows when drilling their subordinates. On top of their patrol duties they train regularly in combat techniques and may consult priests from the cults of Manann, Myrmidia and Verena on how best to defend themselves whilst dispensing justice. Sergeants easily establish contacts in the nobility allowing them to engage instructors in military pursuits, falconry, and training for emergencies such as fires or coach crashes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	3	3	3	1	3	1	7

Equipment: The Sergeant may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

0.2 Rookies

15 gold crowns to hire

Young officers of the Watch have everything to prove meaning they will answer an alarm at any time. Protesting from Priests of Verena that the Watch recruit women and halfling officers has received recognition by Watch command, with the change having made steady progress in some districts of the city. Officers of shorter stature spend most of their initiation in filth chasing beady-eyed rodents, with strike teams from the sewer-watch.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rookie	4	2	3	2	2	1	4	1	8

Equipment: Rookies may be equipped with weapons and armour chosen from the Watchmen equipment list.

0.1 Private sleuth

55 gold crowns to hire

In the case of violent crimes and pattern murders the constabulary will turn to a private detective. Operating as consultants to the Watch will be a Sleuth or Scryer. Amongst the private specialists available for hire are mentalists and psychometrists; practicing scientific techniques to examine blood and other clues found at crime scenes. Talented consultants use divination, intuitive visions, and informative half-trances to gather evidence.

*"Throat torn out with a docker's book.
Gang killing. Fifteen crowns please, Temple
Father."*

— Rosanna Ophuls, Scryer

Profile	M	WS	BS	S	T	W	I	A	Ld
Sleuth	4	3	2	3	3	1	4	1	8

Equipment: A Private Sleuth may be equipped with weapons and armour chosen from the Private Sleuth equipment list.

SPECIAL RULES

Scryer: A Sleuth can re-roll any rolls in close combat. You must accept the second result.

In addition, a Sleuth can use her psychometric intuitions to help the Watch patrol when they are scouring the city for evidence. If the Sleuth is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Hypnotist: The Sleuth is able to hypnotise a suspect using practiced half-trances. The trance may be applied at the beginning of the combat phase to any living warrior in base contact that is not Immune to Psychology.

The suspect must pass a Leadership test or be entranced. An entranced warrior may not attack in close combat and is treated as being knocked down for the purpose of being attacked. The trance ends when the entranced warrior or the Sleuth has been attacked. The Sleuth may choose to end the trance.



Genchmen



Officers

25 gold crowns to hire

Lamplighters and constables patrol the wards of Marienburg maintaining law and order. Streetlight deters burglary so authorities come down hard on crooks interfering with the nightly duty of lampers – Due to the risk of fire culprits can be punished with death. Watchmen are empowered to make arrests. When a criminal is apprehended the copper will decide on the punishment. Spot fines can be charged for public offences. In slums where poverty is endemic a policeman may see it as practical to administer punitive beatings for petty crimes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Watchman	4	3	3	3	3	1	3	1	7

Equipment: Officers may be equipped with weapons and armour chosen from the Watchmen equipment list.

"When we were on the leg we always used to split up as soon as possible. Don't let the watchmen know who to follow and you're halfway free."

— Porter, Mercenary Quartermaster

0·2 Turnkeys

35 gold crowns to hire

Marienburg jail cells are wet dungeons smelling of brine and excrement. Turnkeys are bulky wardens upholding the penal code with little sense of justice or pity. Some of the brutes are considered sadists by patrolling officers of the Watch – Most of their tortured guests would be inclined to agree! These bloated trustees sit behind desks minding prisoners, that is, unless the jailer needs to clear his gambling debts with a local racketeer first...

Profile	M	WS	BS	S	T	W	I	A	Ld
Turnkey	4	3	3	4	3	1	2	1	7

Equipment: Turnkeys may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Immune to Poison: Jailers have the constitution of an ox allowing them to shrug off the effects of almost any poison. After developing a resistance during years of contraband substance abuse, Turnkeys are not affected by any poison.

"We're passing through the fringes of the Drakwald now. Where the forest thins into the Cursed Marshes. Oh aye, the Fen-Guard have been having running battles with bands of mutants and beastman in the Marshes, or so the gallows-patterers scream. Something has stirred them up, that's for sure."

— Captain Stiglitz, Ferry Captain

0·4 Sewer jacks

20 gold crowns to hire

The Sewer Jacks are a specialised strike force under the command of the City Watch. Their responsibility is to drive out squatters, smugglers, goblins, ghouls and vermin of all shapes and sizes. In the gloom of the passages sewer watch wear no uniform except the ubiquitous scarves wrapped round their heads like Araby turbans, with a long fold obscuring their mouths. Tunnel delvers are possessed of unique expertise after a career wading through effluence in the fetid web of the Grand Sewer Network.

"All sorts of scavengers in the sewers. There are things you wouldn't believe living in the stew."

— Acting Sergeant Rudi, Sewer Watch

Profile	M	WS	BS	S	T	W	I	A	Ld
Sewer Jack	4	3	2	3	3	1	3	1	6

Equipment: Sewer Jacks may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Immune to Disease: Sewer Jacks spend every day waist-deep in slimy filth. Their hardiness has no rival – at least not amongst the living! A Sewer Jack is able to shrug off the effects of almost any malady. They are not affected by any disease.

Tunnel Rat: Sewer Jacks are at home beneath the city. They pick their way along the ledges as sure-footed as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.

The Fen-Guard

Marsh-watch patrols clutching wicked tridents, wearing breast-plates engraved with Manann's scowling visage and bronze full-face helms. Their masters rarely employed beyond the boundaries of the Cursed Marsh.

Prince Aloysious Ambrosius, Master of the Marsh and Lord Justicar of Marienburg, is as cunning a snake as ever slithered. Though declared Master of the Fens in title at least, there are wily brigands inhabiting the deepest reaches within the swamp that dare to defy the rule of law as laid down by the Lord Justicar.

Fenland Striders: Marsh-watch Heroes and Officers re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh.



Channel Rats

River Strigany, Exiles of Strigos

The survivors of Strigos were scattered to the winds when their lands were destroyed and have since taken up a nomadic life. They roam the Empire in caravan trains or river barges, making money (in trade and craft) when they can and stealing when they can't. Their history under the Vampires ensures they maintain their travelling lifestyle, marking them not just as thieves and cutthroats but also necromancers and servants of darkness. In truth most of them are simple woodsmen, entertainers or vagabonds, but a few do know something of witchcraft, a little of fortune telling, and a large amount of Vampire lore. Those mystics (the Petrus) were taught the true and complete history of their people, and they carry the secret knowledge from those ancient days, as well as the promise of their Strigos lords to one day return and lead them back to glory.

The Strigany are exiles, a wild-faced nomadic people plying their trade on the riverbanks of the Reik and the canals of Marienburg from water-caravans, stubby thick-waisted salt barges. Tenacious grifters, Strigany persist in soliciting rustic wares, strange curatives and flaunt fortunetelling skills from the riverfront.

Strigany live in caravans and on square-rigged river barges and riverboats. Their vessels are in poor shape.

River life

Gypsies are found on the rivers of the Old World as well as roads. Their watercrafts are similar to passenger boats, but are always brightly painted and cluttered with pots, herbs and other rustic paraphernalia.

The human empire of Strigos worshipped vampires as gods, but their undead deities couldn't save them from the might of butchering greenskins. When the few escapees staggered north into the Old World, the stricken people met a wall of hatred from the other human tribes, but they had nowhere else to turn.

They wander there still, now calling themselves the Strigany, and are hated no less, even though the centuries have erased the memories of their blood-soaked empire from the minds of their countrymen. Mirroring the rootless land caravans of their people, the Strigany meander up and down the Reik in small boat communities, moving from one persecution to the next. Their dreary, poorly maintained vessels are often moored far from civilisation, where they prey on the superstitions of passing riverfolk by selling charms and wards for whatever coin they can. They are a desperate people, often clinging to the half-forgotten legends that say that their ancient vampiric masters will someday return to lift them from their pathetic lives. As rumours of these throwback beliefs ripple outward and are heard by outsiders, the continued

vampire worship doesn't help those Strigany who are trying to move on from their past. Rather, it ensures that their persecution at the hands of outsiders continues. The Strigany are quickly blamed for any local problem without a more obvious culprit, and over-zealous witch hunters are all too eager to accuse them of transporting diseased undead in their rotten barges. By the time their innocence is proven in these cases, their boats are already burnt to the waterline.

Vampirism

The truth of the matter is that although the Strigany maintain a proud family orientated culture ascended from a long line, they have shadowy traditions, and exist under the unnatural influence of ancient evil.

The Old Fathers are their watchers and protectors. The gypsies reverence is of Ushoran, Lord of Masques, Celebrations and Festivities. The Strigoi are the past masters of the Strigany. Strigoi vampires; terrors of the dark, child-stealers, throat-tearers and haunters of the grave.

Prince Ushoran of the First Children sought out a place to build a new kingdom became ruler of Mourkain, capital city in the valley of Strigos. During the dreaded reign of Nagash, he deposed the ruling priest-king Kadon replacing their worship of Nagash as a god with that of his Vampire line. He even restored Abhorash's principle of only feeding upon criminals and enemy captives, so once again the people would have nothing to fear from their immortal masters. The kingdom became vast and powerful before it was struck low by an immense tide of orcs instigated by agents from rival bloodlines. After the great prince was slain his surviving children-in-darkness became terrified of exposure. They were forced to live secretly in lost or remote places to avoid extermination. Forgotten, they fed on leprous hermits in murky forests or in graveyards on ghouls, vermin and the already dead. A century later, the devolution of once proud lords left them beasts hidden in shadow.

The Strigoi still remember what it was like to be lords and they continue to act as such. Shadow courts and kingly ways become warped as their grotesque physical forms. Princely creatures to the last whose lifestyles drive them ever deeper into their own dark natures.

Without a kingdom, the last remnants of Ushoran's people were left to wander the Old World, feared and hated by all others for their vampire-tainted past. Isolated and shunned from human communities, the predations of the Strigoi vampires upon these travelling folk remain unnoticed. Many amongst welcome their once and future kings. A wise Strigoi does not stay long with the gypsy caravans, for they attract witch hunters and vampire agents who realise the dark reputation of these folk is based in truth.

A fashionable account of river piracy inked by the talented quill of playwright, street performer and suspected werecreature Stuart Cresswell exposing the romantic shenanigans of Strigany gypsies and the ancient malice of their dark defenders, inspired by Robert Earl.

Special rules

Lucky White Heather: The Strigany travel the waterways constantly, stopping to trade at any jetties and trading with boats they meet on their way, providing herbal remedies, luck charms, curios and divinations. While they are a welcome sight in remote areas and slum districts they visit, bringing news and well as trade goods, they are never encouraged to stay long. There are always thefts, accidents and more curious incidents when Strigany are about!

A favourite con is to palm off a few herbs wrapped in horsehair on unsuspecting customers. These charms tend not to be genuine. Strigany are so persistent that anyone will buy their damned lucky charms just to be rid of them! Even if riverfolk do not wish to receive their company a 'transaction' of sorts can still occur.

Instead of searching for a rare item during the post battle sequence, one of the Heroes prepares to con or rob a Hero chosen from another warband! Whenever a Hero from a Strigany warband participates in a job by visiting another warband roll a D6: On a roll of 1 the Strigany Hero involved has pushed his luck and got lynched, roll on the Serious Injuries Chart and apply the result. On a 2-5 the other warband is forced to buy a fake lucky charm for D6 gold crowns. On a roll of 6 the Strigany steals an item while they are distracted! Choose an item belonging to a Hero for the pesky Strigany to steal. If your post battle sequence rolls have been overseen by another player, arrange for the other player to inform the victim of the theft! To maximise the drama this should happen when the player announces the use of a pilfered item!

Shadowy Traditions: Vampiric thraldom entails being fed off by their dark master. Beguilement inspires champion feats from a Swain. The compelled warrior risks all in aspiring to become a Surrogate vampire or vampiress. The price of power is steep when the reward itself means receiving the Dark Kiss (or Blood Kiss) and if the bloodsucking sire chooses to make 'get' of one of his favourites then the warrior becomes one of the Nightbreed. Nor do the Strigoi grant the Dark Kiss to any, unless in exceptional cases. Their risk of exposure is far greater after the deed so it is gifted only to those most diligent to the Strigos line.

The Petru is an enchanter able to summon one of the Old Fathers. Instead of searching for a rare item during the post battle sequence, the Petru can request for one of his family to be granted an audience with the Old Father. On a successful Leadership test one of the other Heroes in the warband must visit their ancient master in the post battle sequence. If the test was failed this painstaking process means the Petru must miss the next battle.

One of the Heroes in the warband may pay a visit to the Old Father to seek his blessing. Choose a human warrior in the warband for the vampire to beguile and roll on the Father-in-Darkness chart. The leader or a spellcaster may not seek a blessing. A Hero with mutations receives a -1 modifier.

Father-in-Darkness chart

D6 Result

- | D6 | Result |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | Unworthy Son: The warrior is an unwelcome guest. Sensing dirty deeds and crimes past awakens the base nature of the Strigoi. Remove the Hero from the warband list as the Old Father swiftly punishes him by draining the warrior like a vintage bottle of plonk! |
| 4 | Fortunate Son: The Old Father examines the Hero curiously, nothing more. On the bright side his throat was not ripped out! |
| 5 | Favourite Son: The Old Father quells its bestial urge to feast on the Hero. The Hero gets to sample Vampire Blood and becomes a Blood-swain. The characteristics of the beguiled warrior increase as follows; +1 Initiative and +1 Attack. If the Blood-swain visits the Old Father again apply a +1 modifier to the result. |
| 6 | Son-in-darkness: The Old Father chooses to make 'get' of his favourite son! He becomes a Surrogate Vampire. The characteristics of the Surrogate increase as follows; +1 Movement, +1 Toughness, +1 Wound, +1 Initiative and +1 Attack. If a Blood-swain becomes a Surrogate the increases are not cumulative. Vampires treat a <i>stunned</i> result on the Injury chart as <i>knocked down</i> . Surrogates cause <i>fear</i> , are immune by poison and are subject to the 'Red Thirst'. |

"It's an old wives tale that all those killed by vampires rise as vampires themselves. Sire vampires turn their get by the Dark Kiss. That means they give their own altered blood to favoured victims as they drink from them."

— Rosanna Ophuls, Scryer

Red Thirst: Recently turned vampirekind will be tempted to glut themselves. Roll a D6 at the start of each turn. On a roll of 1 the Surrogate must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on a roll of 6 they become subject to *frenzy* for that turn.

"I'll tell you what's disgusting. A grave-rotted thirsty monster glutting itself fat on the blood of your lovely children or dear old grandma. That's what's disgusting."

— Antiochus Bland, Temple Father of Morr




Choice of warriors

A Strigany warband must include a minimum of three models. You have 600 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Domnu: Each Strigany warband must have one Caravan Master.

Petru: Your warband may include a single Petru.

Tinker: Your warband may include a single Tinker. 

Truants: Your warband may include up to two Truants.

Gypsies: Your warband may include any number of Gypsies.

Dead-eyes: Your warband may include up to two Dead-eyes.

Fugitives: Your warband may include up to two Fugitives.

Vagabonds: Your warband may include up to four Vagabonds.

Water Caravan: Each Strigany warband must include one Riverboat or River Barge. If there are no rivers in your campaign then you should replace the River Boat with a Wagon and two horses. If you do this then replace 'Rigger' skill with 'Handyman' to allow your Tinker to repair the wagon.

Starting experience

A **Domnu** starts with 20 Experience.

A **Petru** starts with 8 Experience.

A **Tinker** starts with 12 Experience.

Truants start with 0 Experience.

Henchmen start with 0 Experience.

"Interestingly the name Strigoi hints at an association with the travelling caravans of the Strigany, wandering hither and yon throughout the Empire and beyond with no kingdom to call their own. The Strigany have long since been rumoured to harbour the evil Strigoi within their ranks, but nothing has ever been proven."

— Ludolf Traugott, Priest of Verena

Strigany equipment lists

The following lists are used by River Strigany warbands to pick their equipment.

STRIGANY EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword	10 gc
Double-handed weapon	15 gc

Missile Weapons

Belaying pin	3 gc
Net	5 gc
Fish-hook shot	10 gc
Throwing knives	15 gc
Pistol	15 gc (30 for brace)
Crossbow	25 gc
Blunderbuss*	30 gc
Handgun	35 gc

Armour

Buckler	5 gc
Toughened leathers	5 gc
Light armour	20 gc

Miscellaneous Equipment

Rope & hook	5 gc
Rabbits foot**	5 gc
Compass*	45 gc
Telescope*	75 gc
Riverboat	100 gc
River barge	200 gc

*Tinker only

**Heroes only

PETRU EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Cutlass/Sword	10 gc
Spear	10 gc

Miscellaneous Equipment

Rabbits foot	5 gc
Lucky charm	10 gc
Tarot cards	50 gc

Strigany skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Domnu	√	√		√	√	√
Petru			√		√	√
Tinker		√	√		√	√
Truant	√			√	√	√

Strigany special equipment

This equipment is only available to the River Strigany, and no other warband may purchase it.

belaying pin

3 gold crowns
Availability: Common

A typical watercraft contains many short lengths of carved wood. They are set up in racks in convenient places in the barge, around which rigging can be secured or belayed. These pins make useful projectiles and river folk quickly proficient at hurling them.

Range: 6" **Strength:** As user -1
Special Rules: Thrown weapon, +1 Enemy armour save

boat hook

8 gold crowns
Availability: Common

Normally used to pull in ropes or floating debris from the Reik, their long reach is useful in a boarding action and a wicked thrust helps bring enemies to the point!

Range: Close Combat **Strength:** As user -1
Special Rules: Strike first, Two-handed

fish-hook shot

10 gold crowns
Availability: Rare 7

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. River gypsies use the range of this curious barbed weapon to waylay their victimizers.

Range: 3" **Strength:** 3
Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving.

Precise: A model using a fish-hook shot is so practiced in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the warrior himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).



compass

45 gold crowns
Availability: Rare 9

A compass is an invaluable aid on land or at sea, helping travellers navigate more accurately. In scenarios where players roll to determine which side deploys first, a warband with a compass may re-roll their result. If the Hero with the compass is missing the battle it cannot be used. If both sides have a compass then no re-rolls are allowed.

wicker man

50 gold crowns (Petru only)
Availability: Rare 12

Golems follow the commands of a Petru. They can be fashioned using witchcraft from mud with wicker, driftwood, or (when available) flesh parts. They are lifeless constructs in the shape of a man. Retainers that never make excuses or ask for a fix.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wicker Man	4	2	0	4	4	1	1	1	5

SPECIAL RULES

Zombified: Golems use all of the special rules for a zombie; Cause *fear*, May Not Run, No Brain etc.

Construct: A Wicker Man ignores any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Golem has the possibility of taking more damage than their 1 Wound would suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

scuttling hand

40 gold crowns
Availability: Rare 11

A hand cut from a corpse of a murderer, called a 'Hand of Glory', is well known by warlocks for its magical properties. It is a common ingredient in spells, but it has other, more amusing uses. Vampires have perfected a way of reanimating these hands for use as assistants, attendants, and even familiars. They are only able of causing a paltry amount of damage in a fight but can be used as a distraction at a vital moment.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scuttling Hand	3	1	0	1	1	1	4	1	7

Special Rules: Immune to Psychology, Dodge, Scale Sheer Surfaces, Silent Move

SPECIAL RULES

Silent Move: Scuttling Hands always remain *hidden* unless they attack an enemy warrior.

1 Domnu

65 gold crowns to hire

The stoic Caravan Master is the family member amongst all of the gypsy caravans with the sharpest wits and the most bulging muscles. He leaves the fable telling and rhetoric to mystical seers. Every level headed Domnu keeps one grizzled eye on the prize and another overseeing the safety of his kindred.

Profile	M	WS	BS	S	T	W	I	A	Ld
Domnu	4	4	3	4	3	1	3	2	8

Equipment: The Domnu may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Domnu may use his Leadership value instead of his own when taking Leadership tests.

Prize-fighter: The Caravan Master suffers no penalties whatsoever for fighting unarmed and receives +1 Attack when doing so.

Bear Hug: Wrestling and fist fighting are traditional Strigany sport. The barrel-chested Domnu is victor of many contests. If the Domnu hits the same enemy warrior with both of his unarmed attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If the option is chosen, each player must roll a D6 and add his warrior's Strength to the roll. If the Domnu's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Domnu's hold and suffers no damage from the attack.

0-1 Petru

40 gold crowns to hire

Acting as keepers of lore and procurers for their ancient masters, Strigany mystics are respectfully regarded with suspicion by their own kind. In the Empire their legacy of witchcraft and eldritch trickery is greeted with open hostility. After a disagreeable fortune telling, a few Marienburg crime lords have even arranged the drowning of a waterfront witch.

"I sense a cloud of evil in this place... beware the dead, for they walk among you wearing the faces of the living."

— Taciana Stirbei, Strigany Mystic

Profile	M	WS	BS	S	T	W	I	A	Ld
Mystic	4	2	2	2	3	1	4	1	7

Equipment: The Petru may be equipped with weapons and armour chosen from the Petru equipment list. The Petru always carries a secret pouch of spell ingredients.

SPECIAL RULES

Wizard: Petrus are Strigany mystics and have two spells generated from the Charms & Hexes list.

Necromancy: Knowing a little of the black arts, Petrus may randomly determine a new spell from the Necromancy list instead of learning a new skill.

Potions: Offering curatives through supplying suspicious potions, the Petru carries assorted philtres for the purpose of remedial thaumaturgy. A single Hero in the warband may chance upon the Petru before battle to risk one of these vitalist wares. Roll a D6 to discover the draught's effect.

D6 Result

- | D6 | Result |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Debilitating: The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects. |
| 2-3 | Strength: The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase. |
| 4-5 | Resilience: An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase. |
| 6 | Fortitude: The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored. |

0-1 Tinker

45 gold crowns to hire

Itinerant mender of pots, kettles, pans, drifter skilled in minor mechanical work, a Tinker has become jack-of-all-trades. A Tinker barter for parts and tools to keep cartwheels on caravan trains from falling off and sifts canal flotsam for driftwood and rigging to prevent river barges sinking into the Reik.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tinker	4	2	2	3	3	1	3	1	7

Equipment: A Tinker may be equipped with weapons, armour and miscellany chosen from the Strigany equipment list.

SPECIAL RULES

Grifter: Tinkers are crooked dealers! Like a merchant, a Tinker allows trading deals to be arranged with other warbands.

Rigger: The Tinker is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Tinker is in contact with it, he may repair one previously damaged location. ie, a paddle or mast. The Hero may do nothing else that turn and the vehicle may not be moved. A ship cannot be repaired if an enemy model is in contact with the Tinker or the watercraft.

02 Truants

25 gold crowns to hire

The mischief making of truants does nothing to mend the ill reputation of the Strigany. Most youngbloods are bone idle malingerers until an opportunity arises to set the next harmless prank in motion! Only then does the recklessness of youth reveal their competitive streak and thirst for adventure.

Profile	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	2	3	3	1	3	1	6

Equipment: Truants may be equipped with weapons and armour chosen from the Strigany equipment list.

"It's always good to know what's around the next corner. So the petrus tell us."

— Mihai Brock, Strigany Youngblood

SPECIAL RULES

Spry: A Truant is used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, a Truant may run or charge while climbing.

Taunt: After years of baiting persecutors into drunken brawls, this Strigany has learned some of the most vile insults in the Empire. During the Shooting phase, the Truant may choose to taunt one enemy instead of shooting with a missile weapon. The Truant must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Truant who taunted him.

The Unternehmung

From the Guide To Vampires

When Captain Schluter of the good ship Unternehmung took on two of the River Strigany as crew, he paid no heed to the ridiculous rumours of superstitious sailors. The Strigany proved to be hard working and knew their way around as it they were born to it. All this nonsense about being in league with the powers of darkness was clearly rot. Then the food spoiled. Every last morsel on board went bad, weeks out from land. His crew's bellies started grumbling, and so did they. Mutiny was inevitable, and the Strigany, having proven sound fellows, were its ringleaders.

The first order of business was to round up the captain and those crewmembers still loyal to him and lock them in the brig. The second order of business was to haul them back out of the brig and cook them up to replace the spoiled supplies. The Unternehmung sailed for weeks with no sight of land, and more and more prisoners were eaten. But each time another scapegoat was chosen to go in the pot, the crew only seemed to get hungrier. The hunger was like a living thing, gnawing at their bellies and whispering dark thoughts into their brains.

When Nanosh of the Strigoi finally climbed out of his coffin of grave dirt stowed in the hold and showed himself, his servants had done their work. Every surviving member of the Unternehmung's crew was a ravening ghoul, ready to serve their new captain eagerly if it meant fresh meat. Now, Nanosh and the Unternehmung crew sail through seas of blood, launching night-time raids on ships and coastal towns, dragging screaming meat back onto their ships for future meals. Even the pirates of Sartosa fear the Unternehmung and her ghoulish crew.

Genshmen

Gypsies

25 gold crowns to hire

Considered a ghoulish menace by nobles, the people of Strigos are scavenger folk not outlaws. River gypsies are especially treated with disdain, being referred to as wharf vermin, and channel rats by everyone who has paid the tax collectors their due.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gypsy	4	3	3	3	3	1	3	1	7

Equipment: Gypsies may be equipped with weapons and armour chosen from the Strigany equipment list.

0.2 Dead-eyes

50 gold crowns to hire

Best known among the crew for spectacular knife-throwing acts, these savvy marksmen are more than a match for any carnival trick shooter. Vagrants pick up snippets of foreign dialects and customs with the same ease as the hodgepodge of missiles found stowed in their arsenal.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dead-eye	4	3	4	3	3	1	3	1	7

Equipment: Dead-Eyes may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Dead Eye Shot: The Dead-Eye has the eyes of an eagle and can hit the smallest target. He ignores to hit modifiers for cover when shooting or throwing his weapon.

Target Practice: The warrior can fire a single missile attack when being charged. Models that stand and shoot suffer a -1 modifier to hit.

Weapons Expert: See page 122 of the Mordheim Rulebook.

0.2 Fugitives

40 gold crowns to hire

Codebreakers are once noble hedonists who became victims of accidental circumstances; usually they committed crimes of passion and piracy. Whether these freelancing buccaneers have stolen hearts or burglarised cargo the only thing awaiting fugitives of justice is the hangman's noose if the constabulary catches up with a masqued cad.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fugitive	4	4	3	3	3	1	4	1	7

Equipment: Fugitives may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Charismatic: Heartless seducers oozing machismo. A romantic rogue to the last, any model from the opposite sex (Sisters of Sigmar, Amazons, Kislev Ranger etc), must make a Leadership test if they wish to charge a Fugitive.

0.4 Vagabonds

15 gold crowns to hire

Penniless and ragged mariners or weatherworn footloose wanderers can be found among travelling companies all over the Empire. The law has a low tolerance of refugees because they turn to banditry or piracy. Vagabonds viewed as common criminals form bonds with gypsies for mutual protection, or so they are led to believe! Welcoming outsiders under this pretence are Petrus with other designs.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vagabond	4	2	2	3	3	1	3	1	6

Equipment: Vagabonds may be equipped with weapons and armour chosen from the Strigany equipment list.

Strigany special skills

River Strigany may choose to use the following skill list instead of the standard skill lists.

Knowledge of Myths and Legends: The Hero has spent most of their life chasing rumours of promised glory and heeding cryptic prophecies of those with supernatural abilities. During the Exploration phase, if the Hero was not taken *out of action*, you may re-roll one dice, keeping the second result even if it is worse.

Bull Rush: This warrior can use his massive girth to overpower his opponents. When he charges, the Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no roll to wound is necessary. Instead, if the warrior hits with this attack, the opposing model is *knocked down*.

Songster: Entertaining shanties and novelty songs boost the morale of all those around. Any friendly model within 6" of the Hero may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Prize-fighter: The Hero suffers no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

Animal Charmer (eg. Dog Charmer): The Hero can control up to five animals using Strigany charms provided that they remain within 6" of him. If an animal is not within 6" of the Animal Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Infiltration: A Strigany with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Charms & Hexes

Charms and Hexes are the magic of witchcraft. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck.

D6 Result

- 1 Scry** **Difficulty 6**
The Petru uses ancient divining crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one Hero or Henchman may re-roll D3 dice rolls and +1 or -1 to the result.

- 2 Curse** **Difficulty 6**
The Mystic bestows a powerful curse on one of his enemies that saps their confidence and resolve.

One enemy model within 12" of the Petru must re-roll all successful dice rolls for the duration of this and their next turn.

- 3 Dust of the Blind** **Difficulty 9**
Casting a handful of dust into the air, the Petru blows it around him, blinding his enemies.

One enemy model within 16" of the Petru is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The blindness lasts until the Petru casts another spell or moves.

- 4 Age of Stone** **Difficulty 8**
Whispering words of ancient power the Mystic causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Petru will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

- 5 Warrior's Bane** **Difficulty 7**
Muttering a dark and malicious incantation the Petru causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Petru will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

- 6 Cure** **Difficulty 6**
A faint aura extends from the Petru's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6" of the Petru have a single Wound healed. In addition any *stunned* or *knocked down* models may immediately stand up.



Sea Ghosts

Sea Elf Rangers

During the Storm of Chaos, the Admiral of the elven fleet deployed from Ulthuan led warships with the haste of Asuryan to aid the Empire against Chaos. Aided by the Sea Rangers of the Uranai, his ships companies wiped out settlements and slaughtered livestock, spreading fear and confusion along the coast of Norsca.

Not content to merely contain the longships of the marauders and prevent their attacks, Sea Lord Aislinn adopted an offensive strategy, striking at villages on the Norscan seaboard. The terrified survivors of the Sea Lord's attacks carried tales of the 'Sea Ghosts', from village to village.

Elf rangers are rustic outsiders, choosing to work and sometimes live out their many years at sea or out in the wilderness. Troupes of wildling elves from Laurelorn Forest consort with clans from the Elf Quarter in Marienburg. Recruiters enlist novice traders, wayfarers and travelling youngbloods. Wood elves are otherwise socially isolated from port inhabitants. The cultural divide is bridged between seafaring companions. Maritime adventurers form one caste despite schism. Entertainer or warrior, loyalty is always to the crew after swearing allegiance to the ship's company.

Scholar's view of the Elves

They were mighty sailors and explorers and wizards without equal. Elf folk were said to be cruel and degenerate and given over entirely to pleasure. Elvish slavers often raided the coast of the Old World, and mortal men never saw those they took again. Some scholars claimed only those sworn to darkness enslaved mankind. Others claimed that this was simply a convenient fiction that allowed elf traders to disclaim responsibility for their cruel corsair kindred.

"It is said that the words of an elf are as slippery as machine oil."

— Gotrek Gurnisson, Trollslayer

Elf trading communities amongst men

Sea Elves were originally traders and often visited the ports of the Old World. The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting, and lack the normal Elven disdain of physical labour. Because of this, the High Elves look down on them, thinking Sea Elves rough and uncouth.

Sea Rangers are brave warriors and tireless guardians of the seaways, and it is thanks to them that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in Old World ports. Some of the Uranai settled in the more

important ones aside from Marienburg, such as L'Anguille on the northern coast of Bretonnia. Most of them speak Reikspiel as well as Elvish, and many have a smattering of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elf clans.

The Sea Elves set out on voyages of exploration which range as far as Cathay in the east, Lustria in the south and the New World to the west. To the Old World, their ships bring goods from every continent. Every Old World port with a population over ten thousand has its own Elven quarter – an area where the Elven merchants build their houses and administer their own laws and customs. These quarters are generally regarded as off-limits by the human populace, and even the city militia and local authorities are reluctant to interfere here. Elven trade is a valuable asset to any community, and most people are happy to let the elves run their own affairs as long as it continues to be profitable. A typical trading community would have a population of about 1% of the total city population. Although trading posts are sometimes maintained in smaller cities, this is rare, and often occupation is sporadic or temporary – traders coming or going, a family settling for a few years before retiring back home. The largest Sea Elven trading quarter is to be found in Marienburg, where there are about 500 elves. Marienburgers call it 'Elftown'.

Elftown

Some elves in Marienburg are emissaries from flotillas sailing into port from Lothorn in Ulthuan. Where as merchants from a dozen lands of men inhabit the foreign quarters of Lothorn, only scholar-servants from far Cathay reside in Elftown. Outsiders inhabit buildings around the district borders of the Marienburg trading quarter. In the harbour of Lothorn, mighty merchant galleons from Marienburg and Bretonnia, dhows from Araby with sails like shark fins, and junks from Cathay with towering stern-castles and lateen rigs, dock alongside the many elven ships. By contrast the wharves of Elftown are exclusively lined with long lean Eagles, Falcons and Bloodhawks of elven design. The ships of men may have come to Lothorn to trade but they are prohibited by law from entering waterways connecting to the Elf Quarter in Marienburg! Sea Elf watch patrols judiciously inspecting the canals make sure nobody gets in or out.

Powerful merchants from the Ten Great Families can purchase magical wares, powerful drugs and medicine for which the elves are famed, and in return they bring cargos of silk, exotic woods, perfumes, spices, and trained pleasure slaves to the Elven Kingdoms.

"My father is a merchant. He often does business in Marienburg. There is a colony of elves there even to this day. Word gets out. Stories get told."

— Felix Jaeger, Poet

A medley of seafaring testimonies dredged up by the ceaseless archiving of playwright, street performer and suspected wererecreature Stuart Cresswell paying homage to the elder races through maritime fables, inspired by the legacy of pioneering scribe Mark Havener.

Special rules

Sundering: All elf warriors in a Sea Elf Rangers Warband have an unyielding hatred for Dark Elves. Sea Elf Rangers *bate* Dark Elves.

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves can spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by other Elves. Warriors in a Sea Elf Rangers Warband may not use poisons of any type.

Tolerant: Due to their outsider status with the Asur, Sea Elves have learned to stifle their distaste for younger races. Unless specified otherwise a Sea Elf Rangers Warband may hire any Hired Sword that is not a Dark Elf, Skaven or a follower of Chaos. In addition they shun the company of anyone specializing in the use of poison so may never hire Assassins.

Magicians: If a Sea Elf Rangers warband hires the Elf Mage Hired Sword then the magician can be retained after each battle by paying 25 gold crowns upkeep.

Unforgiving: In addition to their hatred of their corrupt kin, elf folk have a long history of struggle against the forces of Chaos. In multiplayer games, a Sea Elf Ranger warband may never forge an alliance with Dark Elves, followers of Chaos or Skaven warbands.



Guardians Of The Peace

Mannioc-quish is the watch patrol force in Elftown more commonly referred to as Mannikins. Silver-lamplit canal avenues are patrolled by Sea Elf watch officers in fast boats. Private ways with glittering shops on branching boulevards attract trespassers. A patrol detail will turn away visitors unless they are invited guests. The jurisdiction of the stone-faced Mannikins only stretches beyond the borders of the elf quarter for the purpose of policing crimes involving elves. Missives sent by the elves are curt. It is no surprise that elf police are not well liked by other constabularies in the city. A sentiment that is shared by most Marienburgers!

All elf crime committed anywhere in the Wasteland is also the purview of the Guardians of the Peace. Black Hats and the River Watch help keep the peace by depositing suspected violators of Elftown law on the Elfgate Bridge. The law enforcement constabulary is divided into two bodies each governed by separate clans. The Sun Guardians work the dayshift. Clan Aisellion enforces sentry duties at the three watch barracks where s officers including sergeants and sages preserve order on the docks and hinder any smuggling attempts.

The Moon Guardians were originally governed by the smallest of the eight major clans until an incident involving Stromfels cultists. Guardians appointed to the nightwatch by Clan Lormorillian were unable to prevent a series of kidnaps and killings through torture of important representatives from Clan Tallaindeloth. Strong trade connections with the Empire, Kislev and Bretonnia were not enough to dissuade the High Council from seizing control of the division after the fiasco. As a consequence, the Exarch was assigned to manage affairs until the High Council decreed the House of Silvermoon should have direct control over the Moon Guardians. Following the appointment, there has been an investigation into the murder of a significant clan member. The outcome is a campaign of conflicts with an old enemy being fought in the dank catacombs beneath the city.

Undercover operatives are split between three smaller agencies. The Star Gazers is a clandestine assembly gathering intelligence through a network of spies and informants reporting back to the Star Gazer Council. The Nightwalkers and the Shadows are the other two parts of the organisation. The Shadows are composed of elite combat experts and contributes mages whilst the Nightwalkers position highly trained skilled field agents in delicate covert operations.

Choice of warriors

A Sea Elf Rangers warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. maximum number of warriors in the warband is 12.

"The High Elves know too much of discipline and too much of restraint to take a proper part in the affairs of the world. That is why the first sea elves had to quit their company in order to carry forward the great quest which their cousins had all but abandoned."

— Kerewan, Sea Elf Magician

Wayfinder: Each Sea Elf Rangers warband must include a Wayfinder as the leader.

Feast-Master: Your warband may include a single Feast Master.

Lookouts: Your warband may include up to two Lookouts.

Sea Rangers: Your warband may include any number of Sea Rangers.

Minstrels: Your warband may include up to three Minstrels.

Wildkin: Your warband may include up to two Wildkin.

River Boat: Each Sea Elf Rangers warband may include one River Boat.

Starting experience

A **Wayfinder** starts with 20 Experience.

A **Feast-Master** starts with 14 Experience.

Lookouts starts with 8 Experience.

Henchmen start with 2 Experience.

Sea Elf equipment lists

The following lists are used by Sea Elf Ranger warbands to pick their equipment.

ELF RANGERS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Spear	10 gc
Sword/Glaive	10 gc
Double-handed weapon	15 gc
Ithilmar weapon	3x price

Missile Weapons

Belaying pin	3 gc
Bow	10 gc
Longbow	15 gc
Elf bow	35 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc
Sea Dragon cloak	50 gc
Ithilmar armour	60 gc

Miscellaneous Equipment

Rope & hook	5 gc
Lyre*	15 gc
Elven wine	30 gc
Compass	45 gc
Elven cloak	75 gc
Riverboat	100 gc

FEAST-MASTER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword/Glaive	10 gc
Spear-stave (counts as Halberd)	10 gc
Double-handed weapon	10 gc

Miscellaneous Equipment

Elven cloak	75 gc
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*Minstrels only



Sea Elf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Wayfinder	✓	✓	✓		✓	✓
Feast-Master	✓				✓	✓
Lookout	✓	✓			✓	✓

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The Elves are a special case. They have been deliberately left off the list as they are, in their current form, entirely inappropriate for Mordheim. Elves will return in the future, but will be somewhat different when they do.

Sea Elf special equipment

This equipment is only available to Sea Elf Rangers, and no other warband may purchase it.

Lyre

15 gold crowns (Minstrels only)

Availability: Rare 8

All Elf Minstrels have their own favourite songs and medleys are played on instruments handcrafted in Ulthuan, the home of the High Elves. Moving music performed using enchanted harps, pipes and lutes will attract Elf warriors during these troubled times.

The maximum number of warriors allowed in your warband is increased by +1 if the Minstrels group are equipped with enchanted instruments.

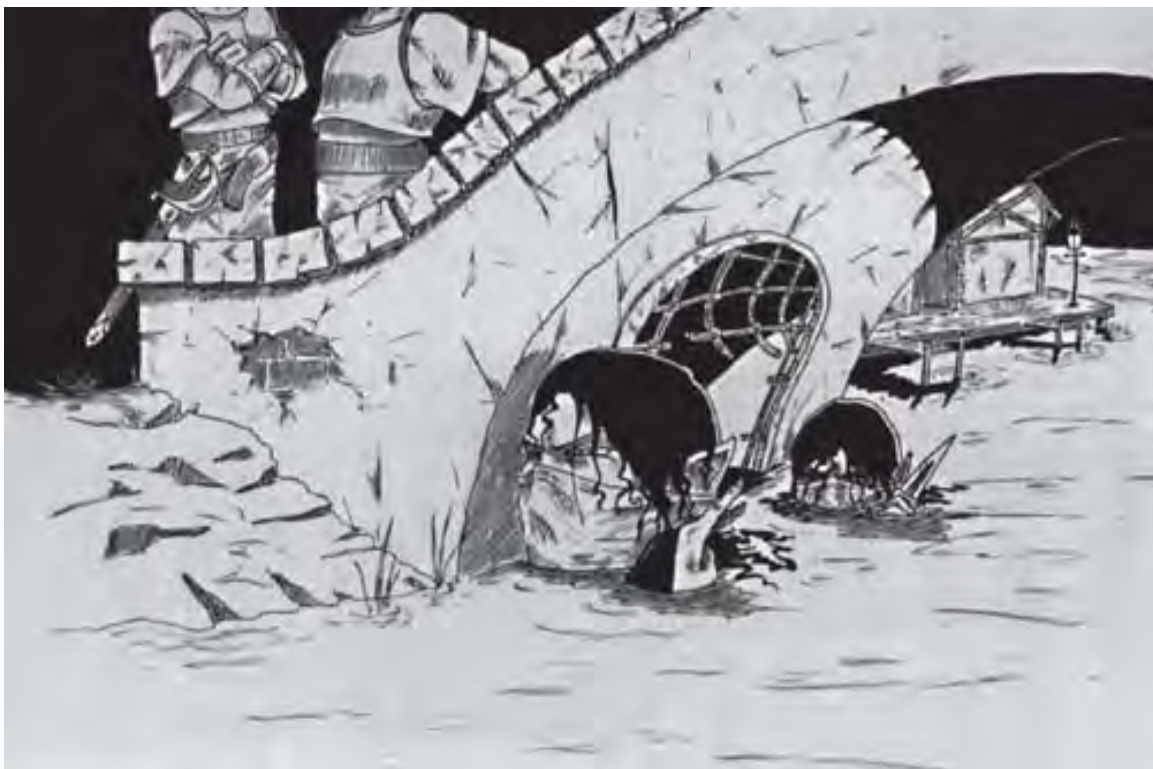
During the shooting phase the Minstrel or group of Minstrels can sing and play their instruments. They may not play while running or charging and may not perform while in close combat. Roll a D6 on the Song chart to see which tune they attempt to play. Lower the Difficulty by 1 for each additional Minstrel playing the song.

"Here we do not strain our desires with antiquated moral codes, for we are all travellers on the road of the senses."

— Narentir, Elf Poet

D6 Result

D6	Result	Difficulty
1	Lay of Bravery All friendly models within 6" automatically pass all Leadership tests. The songs effect lasts until a new song is played.	7
2	Marching Medley All friendly models within 6" may immediately move an additional D3". Any models moved into base contact count as charging. This extra move does not count as running and models may still shoot.	8
3	Litany of Deeds All friendly models within 6" re-roll failed rolls to wound in the next round of combat.	9
4	Hymn of Glory All friendly models within 6" may re-roll failed rolls to hit in the next round of combat.	9
5	Call to Arms All friendly models within 6" gain +1 Attack in the next round of combat.	9
6	Ballad of Woe All enemy models within 6" must pass a Leadership test or lose -1 Attack down to a minimum of 1 total attack (including attacks gained by wielding extra weapons and additional special attacks). Any models Immune to Psychology ignore the effects of this song.	10



1 Wayfinder

70 gold crowns to hire

Every elf sailor aspires to serve on the crew of a notorious Elf-captain. Before a sea elf acquires a ship and achieves captaincy the lifetimes of many men will come to pass. It takes an elf with exceptional perception and navigational talent to lead elven mariners on a seaward voyage.

A Wayfinder is one such fit for the task by possessing a heightened sense of awareness in the open air. Captains dress in black, with jerkin, hose and boots fashioned from different kinds of leather. A decorated skipper senses trouble and avoids natural disaster which is why wayfaring kindred sailing under his captaincy follow orders explicitly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shipmaster	5	4	4	3	3	1	5	1	9

Equipment: The Wayfinder may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Wayfinder may use his Leadership value instead of his own when taking Leadership tests.

Navigator: Once the Wayfinder earns a captaincy aboard his own vessel he becomes Shipmaster. The Shipmaster can turn the tide when battles are being fought at sea. The Hero allows you to re-roll a single dice result per battle when within 6" of the Warband's boat.

0'1 Feast Master

90 gold crowns to hire

Accomplished performing minstrels and poets are found amongst the crew aboard elven vessels. One troupe on any ship is assigned an athletic dancer.

Resin-stiffened hair styled elaborately and skin heavily tattooed with talismanic designs sets the Feast-Master apart.

Profile	M	WS	BS	S	T	W	I	A	Ld
Feast-Master	5	5	4	3	3	1	6	1	8

Equipment: Feast-Masters may be equipped with weapons and armour chosen from the Feast-Master equipment list.

SPECIAL RULES

Bestial: Feast-Masters are *immune to psychology*. Instinctual fury overcomes them in a fight as they dance and strike with savage abandon. They are too feral to become the leader of the warband.

Talismanic Tattoos: Feast-Masters are adorned with all manner of tattoos and warpaint that grant them the blessing of their gods. A warrior with Talismanic Tattoos gains a special 6+ save that cannot be modified by Strength, or magic spells and abilities.

Shadow Dances of Loec: Enactors of the Shadow Dances of Loec, Feast-Masters may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Feast-Masters must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

WARDANCER SPECIAL SKILLS

Whirling Death: Each strike of the Wardancer's blade is made with uncanny precision, capable of severing a head or piercing a heart with one deceptively elegant stroke. While performing this Dance, the warrior gains +1 to any Injury rolls.

Storm of Blades: The Wardancer rains blow after blow upon their opponent, moving with such speed that the eye cannot follow each distinct cut and thrust. While performing this Dance, a warrior is granted +1 Attack.

The Shadows Coil: With agile grace the Wardancer evades the clumsy attacks of their enemies, becoming almost impossible to strike. While performing this Dance, the Wardancer has a special 4+ save throw which cannot be modified by Strength, magic spells or magic weapons.

Woven Mist: The sinuous movements of this Dance distract and confuse the enemy, allowing the Wardancer to strike before their foe can react. When performing this Dance, the warrior reduces his total attacks by one but always *Strikes first* in combat. If their opponent also *Strikes first*, resolve attacks in Initiative order.

0'2 Lookouts

30 gold crowns to hire

Dextrous youngbloods swing from the rigging aboard boats docked in the Reik estuary. Sentinels are the lowest ordered hawk-eyes outranked by bosuns and the quartermaster.

Perfidious juveniles from the scouting Kindred of Arahain mean ideal candidacy for the crow's nest. Stealth and secrecy is crucial when seeking the unmentionable in shadier quarters of the port.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sentinel	5	3	3	3	2	1	4	1	7

Equipment: Lookouts may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Seeker: When rolling on the Exploration chart, the Lookout allows you modify one dice roll by -1/+1.

"We can learn much from the Elves of Marienburg, for they are a true democracy – the liberty of the individual is placed first and foremost. Everyone is free to speak his mind on any topic, even to denounce his rulers. Do the same in Marienburg and you'll get three years on Rijker's for sedition!"
— Haam Markvalt, Agitator

Herbmen

Sea rangers

35 gold crowns to hire

Fearsome fey folk known as the Uranai from the clans of Elftown form up in ships crews. Grey-clad mariners, a company of sea elves dresses in russet browns and dark sea-blues. While a ship's company is no place for a traitor, adventurers of a different stripe can find safe passage among the Sea Rangers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sea Ranger	5	4	4	3	3	1	5	1	8

Equipment: Sea Rangers may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

03 Minstrels

45 gold crowns to hire

Libertines are typically exiles or half-castes. Skin daubed with chalk and lime, and painted decadently with vivid dyes in reverence to Loec. Cult kindred troupes include novice traders, wayfarers and travelling youngbloods. Entertainment is performed within the troupe by musicians, dancers and artists pursuing dreamwine-fuelled fantasies of one day gracing the stages of amphitheatres in Lothorn.

Profile	M	WS	BS	S	T	W	I	A	Ld
Minstrel	5	3	3	3	3	1	5	1	8

Equipment: Minstrels may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Songster: Invigorating deep-sea shanties and reflective Elven lays boost the morale of all those around. Any friendly model within 6" of the warrior

may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Deathdancer: Occasionally a Minstrel aspires to become a Deathdancer. A Minstrel promoted to Hero may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Deathdancers must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

02 Wildkin

60 gold crowns to hire

Forest guides known as wildkin, speak with the creatures who dwell within Laurelor. In isolation these woodland beastmasters can adopt aspects of wild animals to commune with the forests denizens. 'Shifters' or 'Alters' only spurn their canopy domain when a great tragedy befalls them. Desperate loners will accompany a troupe of libertines leaving port.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wildkin	5	4	5	3	3	1	5	1	8

Equipment: Wildkin may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Loner: Wildkin never truly escape from the primal call of isolation. They are immune to All Alone tests and may never become the warband leader.

Animal Charmer (eg. Falcon Charmer): Wildkin can control up to five animals provided that they remain within 6" of him. If an animal is not within 6" of the Animal Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Sea Elf special skills

Sea Elf Rangers may choose to use the following skill list instead of the standard skill lists.

Infiltration: An Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

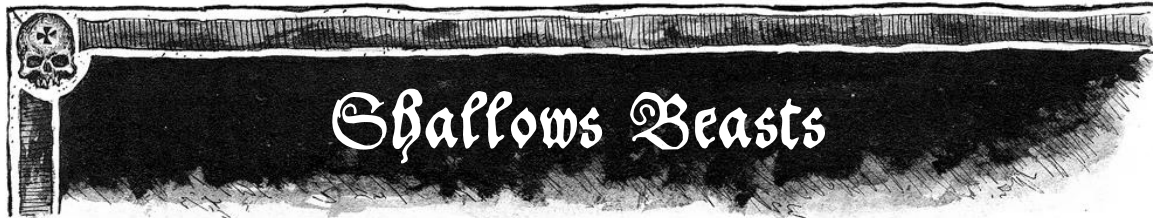
Luck: The Elf is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

See in Shadows: The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows: Over time the Hero has learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative before measuring the distance.

Powerful Build: The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the elder race. A warrior with this skill may choose skills from the Strength skills table from now on. There may never be more than two Elves with this skill in the warband at any one time.

Fey: Hostile magic spells will not affect the Elf on a D6 roll of 4+.



Shallows Beasts

Stromfels Reavers

Pirates are an ever-present threat on the waterways of the Marienburg, despite the best efforts of the River Watch. Further up the Reik, the Imperial River Patrol boasts to have eradicated piracy. Captured or stolen traders, appearing as ordinary trading vessels, are stripped down and modified. Their prey can seldom outrun them. Reavers tend to be humans who will consort with mutants, even beastmen when it profits them. Merchant families accuse rival houses of paying protection guarantees to dissuade pirates, or employing them to attack competitors.

Within Marienburg and along much of the Empires northern coast, authorities regularly tangle with worshippers of Stromfels, God of the Dangers of the Sea. Stromfels' cultists carry out bloody sacrifices and try to wreck ships on dark nights.

Shadow over Broekwater

The township of Broekwater endorses piracy! Ghastly denizens of the surrounding Cursed Marshes ensure the defensive swampy retreat outside of the city makes an idealistic stopover for pirates. The town is rumoured to be a safe haven for the smuggling operations of Stromfels worshippers.

Stromfels, Lord of Predators, is known as the Wrecker. His cult is devoted to predation on the high seas, including wrecking, piracy, and human sacrifice. Stromfels is believed an ancient aspect of Manann, the God of the Seas. Worship of Stromfels was outlawed as a result of Marienburg's treaty with the Sea Elves in 2150. In the years following, priests of Manann cut their ties to the cult of Stromfels and concealed Stromfels' association with their god. Despite this, Stromfels is venerated by those who work on the sea and profit by the death of others.

Altars to Stromfels

Stromfels is the god of pirates, storms and sharks. Every honest sailor's least favourite things! Stromfels welcomes sacrifices! Ancient sea-weathered standing stones used for sacrificial ceremonies, rise from the shallows in coastal lagoons on the edge of the Cursed Marshes. Standing twice the height of a man and carved to resemble a shark's head with a crude triangular shape in the front to delineate a mouth. Surrounded by a ring of eight man-high lesser stones carved with saucer sized circles, also poking from beneath the waves lapping against the shale lined shore of the marshlands.

The worship of the shark-god has long been outlawed in Marienburg, though furtive sects still worship him in badly lit back rooms and isolated tributaries out in the marshes. It is a name that every follower of Manann, devout or otherwise, knew well. Stromfels is the bogeyman... the dark of the deep sea and the doom that waits down below the white-capped waves.

Daemons of the Deep

Fanciful tales are told of an underwater necropolis beneath the sea populated by mermen when the truth of the matter is closer to home. Aquatic mutants lurk in the recesses of the canal network as dark water spills from the sewers!

River Watch patrol reports filed away in city archives describe officers dredging up things with *"The body of a sea-creature and the eyes of a man"* and *"An octopoid monstrosity with the eyes of a beautiful woman"*. Encounters with *"Creatures as much fish as human..."* were reportedly... *feasting on fallen militiamen*", during the recent invasion of the South Dock by an undead host.

Classified files consigned to early graves at the Marienburg Secretariat for Trading Equity, detail sightings of *"Frog-faced mutants, and snot-skinned invertebrates, reeking of damp."*

Accounts confidentially log: *"Long armed trout-face man with disc shaped suckers like slimy tentacles. Mutant with crab hands like claws. Fin woman with hair like a sea anemone and translucent razor-sharp fins running down the length of her forearms. Flipper man, he's a sleek skinned, barrel-shaped little runt with flipper arms with a sphincter-like mouth. Mutant seaman, whose strands of beard contained finger-sized tentacles hidden within the luxuriousness of his moustaches. Man with gaping fish beads for hands..."*

"An ugly something, all iridescent scales and teeth, like a cross between a frog, alligator and shark... gaping mouth saw-edged teeth, stinking blood... trying to drive off the rubbery forms of his assailants... Stromfel's Children... heaving piscine nightmares... something with entirely too many flippers... every monstrosity that stirred in the deep silt. Krakens with clashing beaks, frenzied sharks and the monstrous offspring of the storm-god!"

Special rules

Aquatic Mutants: Stromfels Reavers devotions to the Shark God can bring rewards from their patron.

Any Hero may start the campaign with a single mutation from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; blackblood, great claw, tentacle, prehensile tail, beak, electrical touch, mer-creature, suckers, or eye stalks (counts as hideous).

Seafaring: Stromfels Reavers are seafarers and spend much of their time rowing boats. To represent this, Stromfels Reavers get +2 to Strength, when they row a boat.

"Stromfels is an enemy of Manann. Our missionaries in the marshes and in the north have been attacked before."

— Esme Goodweather, Priestess of Manann

A gritty swashbuckling exposé dredging up all manner of abhorrent truths about the dark side of piracy embraced by throat-slitting reaver crews and wrecker cults devoted to the Storm God by playwright, street performer and suspected wererecreature Stuart Cresswell.

Choice of warriors

A Stromfels Reavers warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Buccaneer: Each Stromfels warband must include a Buccaneer as the leader.

Mutant-Priest: Your warband may include a Priest.

Renegades: Your warband may include up to two Renegades.

Foundlings: Your warband may include up to two Foundlings.

Wreckers: Your warband may include any number of Wreckers.

Fishmen: Your warband may include any number of Fishmen.

Swampers: Your warband may include up to two Swampers.

Starting experience

A **Buccaneer** starts with 20 experience.

A **Mutant-Priest** starts with 14 experience.

Renegades start with 10 experience.

Foundlings start with 0 experience.

Henchmen start with 0 experience.

"One of Stromfel's children. The Chaos-things breed like roaches down here and no two of them are the same, besides the teeth and the bad attitudes. Incidentally, that's why you're here, isn't it, to ward these buggers off?"

— Erkhart Dubnitz, Templar Knight of Manann

Stromfels Reavers equipment list

The following lists are used by Cult of Stromfels warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace/Staff.....	3 gc
Axe.....	5 gc
Boat hook.....	8 gc
Cutlass/Sword.....	10 gc
Flail.....	15 gc
Double-handed weapon.....	15 gc
Trident.....	15 gc

Missile Weapons

Belaying pin	3 gc
Net.....	5 gc
Throwing knives.....	15 gc
Pistol.....	15 gc (30 for a brace)

Armour

Buckler	5 gc
Shield.....	5 gc
Helmet.....	10 gc

Miscellaneous Equipment

Scrimshaw bauble.....	40 gc
Compass.....	45 gc
Telescope.....	75 gc
Shark-tooth necklace*	25 gc
Stromfels heart	40 gc

**Mutant-Priest only*

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace.....	3 gc
Axe.....	5 gc
Boat hook.....	8 gc
Cutlass/Sword.....	10 gc
Flail.....	15 gc

Missile Weapons

Belaying pin.....	3 gc
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Armour

Shield.....	5 gc
Helmet.....	10 gc

Stromfels Reavers skill table

	Combat	Shooting	Academic	Strength	Speed
Buccaneer	✓	✓	✓	✓	✓
Mutant-Priest	✓		✓		✓
Renegade	✓	✓		✓	✓
Foundling	✓				✓

1 Buccaneer

85 gold crowns to hire
(+ the cost of mutation)

An outlawed sea-captain is chief in command among any secretive marine cabal; wreckers, warlocks, brigands and bandits with the warp-touch form condemned covens loyal to Stromfels. A sea rover with a twisted thirst for bloodletting and robbing the bountiful cargos shipped through the Reik estuary becomes one of the dark buccaneers who plague the waterways.

Profile	M	WS	BS	S	T	W	I	A	Ld
Buccaneer	4	4	4	4	4	1	4	1	8

Equipment: The Buccaneer may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Buccaneer may use his Leadership value instead of his own when taking Leadership tests.

Swashbuckler: The Buccaneer cuts a dashing figure in combat, mixing dazzling swordplay and daring feats with charm and witty comments. Enemies praise and curse his ability to always seem to effortlessly slip from their grasp! The Buccaneer may make a Leadership test at the end of any close combat phase if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (not run or charge), without the enemy striking any blows on him. If the test is failed he remains in combat and must fight as normal in the following turn.

0·2 Foundlings

20 gold crowns to hire
(+ the cost of mutation)

Orphans, abandoned infants and street children of Porters Wall district have been kidnapped through banditry and sold for a pit fighter. Flotsam children of Marienburg wind up being recruited by criminal gangs or are fostered into the care of the Orphanage of Our Lady Shallya of the Blessed Heart. A special few are foundlings selected by worshippers of Stromfels destined to become ruthless murderers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Foundling	4	2	2	3	3	1	3	1	6

Equipment: Foundlings may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

SPECIAL RULES

Blessed Child: Foundlings can re-roll the result of any Advance rolls. Re-roll results must be accepted.

"As for the infant, it might grow up more quickly than an ordinary child. Some of them do. Anyway, altering folk is worthwhile for its own sake. You might even say it's a sacrament."

— 'Mama' Solveig Weiss, Midwife & Heretic

0·1 Mutant-priest

75 gold crowns to hire
(+ the cost of mutation)

A coven warlock rasping litanies in the dark tongue is the Storm Gods voice. Shark-headed cult priests personify Stromfels. One with a jaw distended in a horrible grimace from a mouth crammed with enormous dagger-like teeth is considered most blessed. Mutant-Priests preside over swamp temples and undergo a series of ravaging physical alterations; grey hairless flesh, pupil-less black eyes, lack of ears or nose. So begins a terrifying metamorphosis as their living vessel eventually manifests itself as his Harbinger.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mutant-Priest	4	4	4	3	4	1	4	1	8

Equipment: The Mutant-Priest may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

"We are waiting for Stromfels to send an auspicious storm to bless the event."

— Dahlbert 'the Maw' Rorhig, Priest of Stromfels

SPECIAL RULES

Wizard: The Mutant-Priest is a wizard and uses the Chaos Rituals on page 59 of the Mordheim rulebook.

Prayers: Mutant-Priests are servants of Manann's dark opposite Stromfels and may use the Prayers of Manann as detailed in the 'Miracle Workers' chapter.

In addition, Stromfels Priests can receive a Mark of Manann instead of choosing a new skill if a double was rolled on the advance roll.

Bite Attack: The Mutant-Priest has a powerful bite attack. This bite attack uses the Priest's own strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

0·2 Renegades

35 gold crowns to hire
(+ the cost of mutation)

Mutant smugglers can seek refuge with Stromfels cultists. The traitorous turncoats use their knowledge of secret lagoons and hidden tunnels to infiltrate the city. Embittered renegades spearhead the Storm God's raiding parties in wrecking vessels as they navigate safe passage through coastal and river regions around the Wasteland.

Profile	M	WS	BS	S	T	W	I	A	Ld
Renegade	4	4	3	3	3	1	4	1	7

Equipment: Renegades may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.



Henchmen



Wreckers

20 gold crowns to hire

Storm warriors of the wrecker cults are brigands and pirates. The Storm God is the evil mirror of Manann worshipped by Norscan sailors, Sartosan corsairs and Marienburg pirates.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wrecker	4	3	3	3	3	1	3	1	7

Weapons/Armour: Wreckers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

Fishmen

30 gold crowns to hire

When moving on land, the pale faced, pop-eyed men, with strange ritualistic scars on their cheeks and foreheads limp in obvious discomfort with a shambling gait.

Outlaw bands permit sanctuary for subhuman sea raiders, squid-human mutants and inhuman shapeless abominations. Pirates revealing abnormalities; scales, gills, fins, webbed fingers, eel-like tails, trailing tendrils like those of a jelly fish, as if their god is shaping them in his own image. Some are more subtly warp-tainted but all look disturbing when revealed!

Profile	M	WS	BS	S	T	W	I	A	Ld
Mermen	3	3	3	3	3	1	3	1	7

Weapons/Armour: Fishmen may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

SPECIAL RULES

Mer-creatures: Stromfels cultists whose legs and arms warp in such a way that, fish-scaled webbed limbs eventually replace them and gills develop allowing them to become aquatic. Fishmen can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea are treated as difficult terrain, and they ignore the penalties for slow moving rivers and ponds.

"The Promethean was worshipped by a Cult of Mutants in Marienburg. Each of them had some aquatic mutation- fins, scales, lobster claws, tentacles. They believed their crab god was sending them orders through their dreams, telling them who to sacrifice to bring the unholy beast out of the sea. My men made short work of them, they really were a sorry bunch, and that was the last I ever heard of the Promethean. Just a bit of nonsense made up by some pathetic altered to make them feel special."

— Ruprecht Tore, Witch Hunter

02 Swampers

25 gold crowns to hire

Swamp skimmers known as 'Fen Loonies' inhabit the bogs. Garrulous outlaws, they stalk the fens sewing discord by weaving preposterous tales of clawed swamp fiends and one-eyed marsh phantoms preying on anyone who dares to cross into their misty domain.

Profile	M	WS	BS	S	T	W	I	A	Ld
Swamper	4	2	3	3	3	1	3	1	7

Weapons/Armour: Swampers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

SPECIAL RULES

Swamp Striders: Swampers can move through any swamp and marshland terrain without penalty.

Marsh Born: Dense areas of watery fenland and log causeways are called home by Swampers. Swampers re-roll any failed Initiative tests when traversing marshland or fighting on slippery jetties.

Herb Lore: Out in the Cursed Marsh, Swamp-folk learn basic herb lore to cure simple injuries. Any model in base contact with the Swamper may be healed at the start of the recovery phase. On a roll of 4+ the model has 1 wound restored. The Swamper may not move in the same turn as he uses this skill, but may use it to heal himself.

Stromfels Teeth

By Joshua Reynolds

Cursing, she raised her bells and dug in her pouches for sea-salt. Flinging the latter out in wide curves, she was rewarded by an immediate withering of the mist around her. Whatever was causing it didn't like the touch of the Blessed Salts, no two ways there.

She pulled a handful of seagull feathers out next and flung them up, hoping she wasn't going to see what she knew she would. A stiff sea-breeze hissed through the Shallows, shoving the mist aside and revealing a horde of tumbling, savage bodies. Some of them looked like otters or eels, while others looked like sharks and octopi. They heaved and squirmed through the water, forcing their way past the wrecks and small reefs of netting and barnacles towards the far end of the walkway, where Dubnitz and the others struggled. Goodweather froze for a moment, struck dumb by the horror. Bulbous eyes rotated behind filmy membranes and something that was like a frog and a fish and lion scrambled up onto the dock and scuttled towards them, jaws snapping. The crossbowmen screamed and fired as one. The beast snapped forward, jackknifing as the bolts thudded home. It slid across the wet wood towards them, thrashing in its death throes. More of the beasts began to follow its course however.

"Manann bless and keep me from the beasts of the sea," she whispered, scattering salt around her and grabbing for her shark's teeth. The creatures were of Stromfels, and the priests of Manann had long since devised methods for keeping such monstrous afterbirths in check. Squeezing the teeth in her hand hard enough to draw stripes of blood from her palm, she shook them and threw them into the water, hoping that she wasn't too late.

Even as something that was more jellyfish than cormorant flapped squibily towards her, a red shape tore it into wet rags. Two more shapes joined the first and the phantom shapes of long-dead sharks spun lazily through the air around her, their ghostly teeth reducing even the boldest of the mutant beasts to ruin. She hurried towards Dubnitz and the others, blood dripping steadily from her hand. The spell wouldn't last long, and there was safety in numbers. Or so she hoped.

Stromfels Reavers special equipment

This equipment is only available to the Cult of Stromfels, and no other warband may purchase it.

Stromfels heart

40 gold crowns (Stromfels Reavers only)

Availability: Rare 10

Old pirates tell of mutant followers of Stromfels who became possessed and took on the aspect of the Shark God becoming a physical manifestation through the use of a cursed trinket in a ritual. Damned artefacts they call Stromfels 'heart' were cast from Dwarf gold.

In becoming the harbinger, the mutant seaman wearing Stromfels heart transforms, distorting and thickening into an iron grey-skinned representation of the Storm God; A razor-teethed, shark-mouthed octopoid monstrosity with python-thick tentacles.

SPECIAL RULES

Harbinger: A Hero with Stromfels Heart becomes Stromfels Harbinger by visiting an Altar to Stromfels. If three or more captives were sacrificed when rolling on the Ceremony of Sacrifice Chart in the post battle sequence the following transformation occurs.

The Harbinger is immune to psychology. It cannot carry weapons and has the following mutations; blackblood, prehensile tail, tentacle, mer-creature, eye stalks (counts as hideous) and suckers. The Harbinger has a Massive Beak (See Mordheim Annual page 35).

If the Harbinger is taken *out of action* then Stromfels Heart is considered lost and the transformation is reversed! While the Hero is transformed into the Harbinger the following characteristics apply.

Profile	M	WS	BS	S	T	W	I	A	Ld
Harbinger	6	5	0	5	6	4	4	4	8

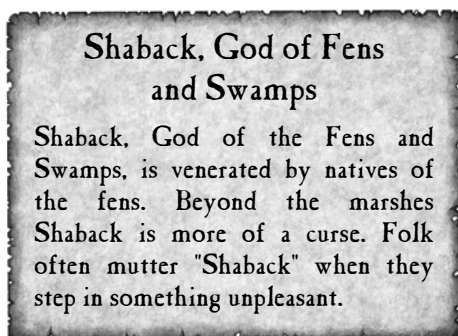
scrimshaw bauble

40 gold crowns

Availability: Rare 11

An engraved article, of whale ivory, whalebone, or walrus tusks, caught by whalers, usually carved into the shape of an albatross or sea creature then enchanted by a priest of Manann, or the shamans of Norsca. The bauble is supposed to protect the wearer from monsters of the deep.

A Hero wearing a Scrimshaw Bauble receives a special 4+ save against attacks made by models if they are aquatic. The bauble's special save is never modified by armour or negated by critical hit results.



shark-tooth necklace

25 gold crowns (Mutant-Priest of Stromfels only)

Availability: Rare 8

The rattling teeth are parts of Stromfels. Parts of his power! Priests of Stromfels wear mouthfuls of shark teeth strung on a grisly necklace. A recruiter can fashion shark-tooth necklaces woven with cords of horse hair to be worn by Stromfels 'guests'.

Shadows moving like sharks through the streets seeking out wearers for the necklaces. Fanatics move like daemons hunting hosts to use to feed and ravage the city of the sea-god. Stromfels is as hungry as the ocean, and like the ocean he must be fed. His children burst through the veil and feed on the unworthy.

SPECIAL RULES

Stromfels Luck: Instead of searching for a rare item during the post battle sequence, the Mutant-Priest may visit the city to recruit sailors into the cult. Teeth from the necklace are given as charms. The gifts are used to place a hex on the sailors!

Roll 2D6: **2.** The Priest gets arrested by the City Watch! Roll on the Conviction Chart and apply the result. **3-6.** Nothing happens. **7-9.** Recruit one Wrecker. **10-11.** Recruit D3 Wreckers into the cult. **12.** Recruit three Wreckers!

Wreckers being recruited form into a new Henchman group for no additional cost. Any equipment must be paid for as normal.

Stromfels Guest: If a Mutant-Priest is wearing the shark tooth necklace it can be used to ensnare warriors that fall under Stromfels influence! Referring to the Chaos ritual 'Lure of Chaos' on page 59 of the Mordheim Rulebook, if the effects can be applied to an enemy warrior by casting the spell it becomes Stromfels 'guest'.

Unless the Priest goes *out of action* (destroying the necklace!) any model the Mutant-Priest gained control of can become Stromfels 'guest'. A tooth from the necklace was used to lay a hex on the warrior! Unless the Cult of Stromfels routs then if the guest is under the Priest's control when the game ends the model is *captured* by Stromfels Reavers.

"Stromfels's teeth dig deep into the meat of Manann's realm. The King of Sharks will have his Mitterfrubl feast. Blood calls to beasts. We gave them away freely. Good luck charms we called them, and aye, so they are... Stromfels's luck!"

— Ikel the Marsh Man, Stromfels Cultist

Low Kings

Nobsmen

Murder in Marienburg is a commonplace and street duels even more so. There are battles aplenty within the confusing jangle of Marienburg's almost organic streets. Every minor princeling with a grudge is on the warpath six months out of a given year, looking to increase his portfolio of influence. Notwithstanding so-called claimants to the long-vacant Barony of Westerland, whose arrival in the free-city of Marienburg is weekly in occurrence.

Criminal enterprises transport goods through bolt-holes connected by the Marienburg Grand Sewer network. When appropriate bribes have been placed with the City Watch and duties have been paid to the League, then black market goods can be transported overland on a cart. Established strong-armed gangs transporting significant quantities of fenced merchandise use the canals. The city is riddled with private lagoons and forgotten cisterns, which provide ample space for boats to moored and loaded with contraband in secrecy.

Racketeers are an established part of the city's underworld. Great rivalries exist between gangs and gentlemen's agreements are made by the mob leaders who operate the rackets.

'Low Kings' rule the crime syndicates of any Old World city. Local lords of the criminal underclass, monarchs of the underworld, absolute rulers of the streets, lords of the dark – The men who run the real city, run the whores, traffic drugs, fund the gaming houses, control the streets or in the case of Marienburg, its waterways.

Ceaseless territorial disputes grind on in the slums and refuges. Old Tilean mobs find ragged junk markets encroaching on their turf, operated by newcomers from the spice port of Copher sailed in by corsairs of Lashiek. A larger scale gang war has been brewing in the Marienburg underworld for some time.

Illegal profit, smugglers circumvent the revenue men and illicit outlay. Marienburg Fish – The Fish and the Hooks are also the criminal gangs of Altdorf.

"Vampires don't bother Fish. It's one thing to have a cult on a campaign to wipe you out, but it's a lot more serious if one of the dock gangs gets a down on you."

— Lady Melissa d'Acques, Vampire Elder

League of Gentlemen Entrepreneurs

Although the city of Marienburg is governed by the merchant elite, the streets are under the rule of the League of Gentleman Entrepreneurs. The current leader of the "Guild We've Never Heard Of" is a racketeer known as Casanova. Adalbert Henschmann is an unpleasant individual with his fingers in many pies. He lords over the city's underbelly from his headquarters at the Marienburg Gentlemen's Club, which sit opposite the Guild of Stevedore's and Teamsters on Riddra Isle in the South Dock district.

The flow of trade in Marienburg is directed by one man who sits in charge at the Guild of Stevedore's and Teamsters. Lea-Jan Cobbius is the most powerful man in the city because he controls the docks and commands all of the stevedore teams who work them. By his edict all goods would cease to move through the port.

Crime Syndicates

Crime syndicate leaders, slum lords and members of the League include; Miguelito Nuñez 'Little Round Head', Racketeer; Guan Lo Fat, Racketeer, Herbalist and Slavemaster; Lisette Leerer, Leather-Merchant, Intelligence Officer, Enforcer and Assassin; Venk Kataswaran the Lascar, slaver and trader, proprietor of the Golden Lotus Dreaming House.

The warehouse at Haagen's Wharf at the eastern end of Riddra Isle is managed by Jochen Kaaimans who is a merchant nicknamed 'Breukrots' after the wrecker's rocks. House van Haagen owns the wharf but its charge has free reign to pursue malpractice; the petty frauds and dodges he runs on Gravel Street. He has illicit dealing with Thijs Modegekker and his smuggling gang.

Just off the south side of Potion Square on Silver Street is Kluger's Emporium. The antiques and curious shop contains towering heaps of jumbled miscellany. The death of his has Hans him with a deep grudge against the law and its minions. Through his father's shady dealings Hans Kluger has been left with extensive contacts in Marienburg's underworld. Many of his childhood friends are among the most feared and respected members of the city's criminal fraternity. Hans (has dealing with Ruud Vilager?) does a good imitation of an outraged honest trader but he will buy and sell anything. Unless recommend by one of his contacts then strangers needing his services as a fence must make the first move. Valuable items rarely stay on the premises long. Hans has buyers lined up and particularly hot items are shipped to contacts in the Empire, Bretonnia and Kislev.

"My father used to call moons like this 'smugglers moons'. I can see why. Dark. The excisemen would find it hard to see you on a night like this."

— Felix Jaeger, Poet

The secrecy of private saltwater lagoons and smugglers dens means that skiffs, water coaches, rowboats, sailing ships & galleons are all suspect transportation for contraband. In the fight against wet crime the watch has to contend with the smuggle of illegal cargo; drugs, stolen trophies, forbidden magic artefacts, living spoils and other less savoury body parts. Most seized valuables and magical items are swiftly claimed through back channels as the property of the League.

A keen appraisal of smuggling skulduggeries within organised crime culture by playwright, street performer and suspected werecreature Stuart Cresswell tracing vendetta law exemplified in the ghetto violence of deal brokering gangsters on the channels that feed into the Empire.

Special rules

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made. The second result must always be accepted.

Choice of warriors

A Criminal Gang must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your gang. The maximum number of warriors in the gang is 15.

Racketeer: Each Criminal gang must have one Racketeer.

Enforcer: Your gang may include a single Enforcer.

Fence: Your gang may include a single Fence.

Guttersnipes: Your warband may include up to two Guttersnipes.

Smugglers: Your warband may include any number of Smugglers.

Bruisers: Your warband may include up to two Bruisers.

Rapscallions: Your warband may include up to four Rapscallions.

Starting experience

A **Racketeer** starts with 20 Experience.

An **Enforcer** starts with 8 Experience.

A **Fence** starts with 12 Experience.

Guttersnipes start with 0 Experience.

Henchmen start with 0 Experience.

Mobsmen equipment lists

The following lists are used by Mobsters to pick their equipment.

MOBSMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Club/Mace.....	3 gc
Knuckledusters.....	5 gc
Sword.....	10 gc
Spear.....	10 gc
Double-handed weapon.....	15 gc
Morning star.....	10 gc
Spiked gauntlet*.....	15 gc

Missile Weapons

Net.....	5 gc
Pistol.....	15 gc (30 for brace)
Throwing stars/knives.....	15 gc
Crossbow.....	25 gc
Blunderbuss.....	30 gc
Handgun.....	35 gc

Armour

Shield.....	5 gc
Buckler.....	5 gc
Light armour.....	20 gc

Miscellaneous Equipment

Rope & hook.....	5 gc
Lantern.....	10 gc
Thief's cloak.....	15 gc
Lock picks**.....	15 gc
Fence's iron strongbox**.....	X gc

*Enforcer only

**Fence only

Mobsmen skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Racketeer	✓	✓	✓	✓	✓	✓
Enforcer	✓	✓		✓	✓	✓
Fence	✓	✓	✓		✓	✓
Guttersnipe	✓				✓	✓

1 Racketeer

75 gold crowns to hire

The mob leader is an aspiring smuggler whose outfit discreetly operates protection racketeering alongside small-time smuggling, blackmailing and loansharking deals. The tricky part is to avoid being noticed by the League of Gentlemen Entrepreneurs. Once a series of gentlemen's agreements are established the mobster has his sight set on becoming an established member of the League with ambitions to gather enough influence to put himself in charge!

Profile	M	WS	BS	S	T	W	I	A	Ld
Racketeer	4	4	4	3	3	1	4	1	8

Equipment: The Racketeer may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Racketeer may use his Leadership value instead of his own when taking Leadership tests.

Looter: The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure, in addition to the normal +1 Treasure he might already add through the Cutpurse skill. This does not affect the opposing warband's number of Treasures.

0:2 Guttersnipes

25 gold crowns to hire

Street urchins are toughened flotsam orphans turned teenage cutpurses recruited into Marienburg's criminal underworld. Guttersnipes dress in a distinctive gang uniform, acting thuggish and frightening lone citizens with the occasional mugging. Young ruffians fulfil their quota by picking pockets for the racketeer whilst they serve as recruiters for the gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Guttersnipe	4	2	2	3	3	1	3	1	6

Equipment: Guttersnipes may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Tea-Leaf! Naturally thieves are most adept at picking pockets! A Guttersnipe may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Guttersnipe successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Guttersnipe fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

0:1 Enforcer

40 gold crowns to hire

The crime lord's right-hand man is regularly used as a frightener when clients are slow to pay for protection. Masters of spycraft and deception are usually elevated to act as the racketeer's chief intelligence officer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Enforcer	4	4	3	4	3	1	3	1	7

Equipment: The Enforcer may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0:1 Fence

55 gold crowns to hire

Racketeers use a black marketer to safeguard and improve availability of contraband items using their acute knowledge of the city's underbelly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fence	4	2	3	3	3	1	4	1	8

Equipment: A Fence may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Sham: A Fence has an eclectic range of items procured from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often flawed...

All of the items purchased through the Fence are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fence are also at half price but once the item is first used roll a D6. On a roll of 1 the item breaks and is useless – an elaborate fake!

At the end of each battle (whether or not the Halfling Fence actually took part), roll a D6 and consult the following chart.

D6	Result
1	Halfling cookbook
2	Ithilmar weapon
3	Gromril weapon
4	Tome of magic or Holy tome
5	Hunting rifle or Elven bow
6	Brace of duelling pistols.



Henchmen

Smugglers

25 gold crowns to hire

Stevedores working the dock are thugs, trulls, bravos, gangsters, hustlers, blackmailers, drug-dealers, felons, crooks, hoodlums of every stripe! Common smugglers are armed with knives, clubs, knuckledusters (brass knuckles or chain gloves) or occasional sword. Successful racketeers can afford to arm their lackeys with flintlocks and sharp blades.

Profile	M	WS	BS	S	T	W	I	A	Ld
Smuggler	4	3	3	3	3	1	3	1	7

Equipment: Smugglers may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0.2 Bruisers

30 gold crowns to hire

Bull-necked flunkies are pit wardens in the baiting arenas. Bouncers and bailiffs with lantern jaws are always on-hand to protect the crime boss. Bodyguards and alley bashers with broken noses, bullies and varlets with scarred scalps; hard men armed with clubs and cudgels.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bruiser	4	3	3	4	3	1	2	1	7

Equipment: Bruisers may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0.4 Rapscallions

20 gold crowns to hire

Underworld contacts such as fences provide work and a safe place to hide should protagonists need it. A crime lord who fancies a minion with a little more flair than a common thug might offer pickpockets regular employment. Immigrant cutpurses and footpad urchins are plucked from mobs of street children the moment they display skill as thieves.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rapscallion	4	3	2	3	3	1	3	1	6

Equipment: Rapscallions may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Hide In Shadows: Rapscallions can blend into the shadows so that opponents will not see them before a mugging. As long as they are within 1" of a wall or other linear obstacle (hedge, fence, well etc), opposing models must pass an Initiative test in order to charge or shoot at them.

"It has to be smugglers. They dress like servants of the priests of Morr, so that they can move merchandise around... The only people never stopped by citizens of the Watch in this city are dead. And bearers of the dead."

— Kruza, Middenheim Cutpurse



Mobsmen special skills

Mobsmen may choose to use the following skill list instead of the standard skill lists.

Backstabber: The Hero specializes in attacking his targets when their back is turned. The Hero may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. The bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Pick Locks: The Hero knows how to open doors that others find impossible. When testing to open a locked door, the Hero just needs to make an Initiative test in order to be successful.

Poisoner: A warrior with this skill knows how to prepare lethal poisons and potions. The Hero knows exactly where to resource the drugs and arcane herbs required to produce them himself. The Hero starts each game with his weapons coated with Black Lotus or Dark Venom. The controlling player decides which poison the Hero is armed with before the game starts, and the poison does not need to be traded for. The Hero cannot poison other warrior's weapons, nor will he loan his out!

Slaver: Any Hero or Henchman put *out of action* by the Slaver in hand-to-hand combat will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook) unless the Mobsmen warband is routed.

Any Hero or Henchman *captured* must be sold or exchanged to another warband during the post battle sequence. If an arrangement cannot be reached with another warband, then that particular Hero or Henchman is sold into slavery and removed from the warband roster.

There may never be more than two warriors with this skill in the warband at any one time.

Stealthy: The Hero can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *bidden*.

Cutpurse: The Hero makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Hero was in the battle, and wasn't taken *out of action*.

Nobsmen special equipment

This equipment is only available to Criminal Gangs, and no other warband may purchase it.

knuckledusters

5 gold crowns
Availability: Rare 6

Thugs and robbers infest mighty cities of the Empire. Marienburg has more than its share of hoodlums who would not hesitate to strike their enemies with a low blow! Easily secreted, knuckledusters used in pairs. While of limited use in a street fight, simple brass knuckles have an effect that most brutish crooks can appreciate.

Range: Close Combat **Strength:** As user
Special Rules: Pair, Concealable

SPECIAL RULES:

Pair: Knuckledusters are used in pairs, one in each hand. A warrior armed with knuckledusters gets an additional attack.

Concealable: Knuckledusters are small enough to stow away in any pocket. They do not count towards the two close combat weapons a model may carry. They may be used in any scenario which prohibits use of weapons, such as 'Last Orders!' or 'Pit of Blood'.

fence's iron strongbox

30 gold crowns
Availability: Rare 10

The strongbox has a hidden compartment providing storage space for a fence to smuggle goods past watch patrols and excise men. One item can be concealed inside the iron strongbox. A wyrdstone item can be sealed in this way meaning its hazardous side-effects may be ignored by the bearer.

The strongbox never leaves the possession of the warband but it cannot be used unless the warband includes a Fence. Two models are required to move the strongbox.

spiked gauntlet

15 gold crowns
Availability: Rare 7

The baiting pits of the underworld are no place of the feint hearted. Blood soaks the sawdust covered floors of the fighting arenas! Chain gloves are a popular tool amongst the bruisers who participate in prize bouts hosted in these seedy dens of vice.

Range: Close Combat **Strength:** As user
Special Rules: Parry, Chain glove

SPECIAL RULES:

Chain Glove: The spiked gauntlet counts as a hand weapon and a buckler. The gauntlet does not count as having a second weapon or buckler in hand when using another weapon that is 'Difficult to use'.

The gauntlet may be used in any pit-fight scenario which prohibits weapons, such as 'Pit of Blood'.

"Heinrich Klug and some fellow merchants formed a cartel with the aim of making Marienburg the sole trade route between Tilea and the Empire."

— Liliana Falcone, Assassin

thief's cloak

15 gold crowns
Availability: Rare 9

Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. The distance required to spot a warrior wearing a Thief's cloak when *bidden* is doubled.

"We've made our bargain now and it was a good one. You don't play foul with the lords of the marsh and get away with it."

— Schafer, River Pirate

Beasts in Velvet

By Jack Yeovil

The River Rat, pride of the Reik and Talabec line, had the Marienburg to Altdorf run, carrying wines from Bretonnia, cloth from Albion and scrimshaw baubles from Norsca. And, during its twenty-five year life, it had never arrived in Altdorf with exactly the same cargo that left Marienburg. Rather, while the cargo might have entered Altdorf intact, it always seemed peculiarly diminished by the time the unloaded goods were inventoried.

Lords of the Marsh

Fimir Ambush Parties

Ancient tales that argue the existence of some queer elder race, driven to hiding after the advent and dominance of mankind. Narrowly avoiding extinction, the creatures survived in reduced numbers to the present. According to historical annals secured in vaulted repositories they were indigenous to the Wasteland region. The species fought a territorial war against the Skaven in the constant mists of boggy fens. The battle was lost along with the fickle favour of the Ruinous Powers.

The elusive Fimir are amphibious humanoid monsters that haunt bogs, fens, and desolate moorlands in the northern and western Old World. The city-port of Marienburg is surrounded by treacherous swamplands known as the Cursed Marsh and it is here that the daemon-worshipping Fimir lay in hiding. One-eyed minions subservient to the wicked stench of their dreaded daemon-queens

Forlorn strongholds are disguised by thick mist maintained through rites of blood by their sorcerers to shield their craggy fortresses from prying eyes. Lairs of the daemon-friends sit upon large hills that rear from the benighted marsh. Towering menhirs carved with spirals, circles and one-eyed monsters, standing as grotesque monuments puncture the sodden gorse of hillsides among the marshy creeks.

Marsh phantoms

Mist-wreathed bogs surround Marienburg. Noxious mists coil in from the marshes draining the city limits of colour. The air itself writhes with malice to create an opaque wall of grey. Distant flickering lights are seen bobbing in its depths by bumpkins splashing through icy pools of brackish water to gather herbs in sucking mud. Bog hunters work by the sickly glow from lifeless moonbeams. Spectral doom-lanterns made of ignited swamp gases light their passage, as strange burping sounds gurgle from the muck.

The Cursed Marsh is populated by residents of backwater villages such as Grimpengratz. This conveys the impression of an armed frontier community. Through perpetual drizzle a few weather beaten roads serve as routes through lethal bogs. Meandering wide pathways wind between tussocks and stagnant pools. Tendrils of mist reduce visibility by day while rumours abound of 'things' abroad in the marshes. After nightfall 'they' are most active. Townsfolk have no knowledge of the Fimir as they are careful to keep their existence a secret.

Daemonkin, ghosts and stranger fairy tales are what Wastelanders will speak of; the marshes are dangerous places, full of sucking bogs, corpse lights, and daemons that drink the blood of men. Terrifying tales of dead-eyed things of pale skin and needle teeth that lurk in the haunted mists to feast on the unwary!

Clearly routed decaying villages exist on bleak moors emerging from the Daemon Swamp. Moderately dense woodland farming communities with occasionally maintained roads give appearance to more normal country. Something is not quite right about the woods. Trees have grown twisted and deformed in the dawn of increased incursions.

Halsdorph was the first small but thriving township to fall. Once booming in trade with a straight road leading to Marienburg, it perished! Ever since the swamp destroyed its road and swallowed the best farmland, it has been in decline. Derelict buildings surround what ill-repaired inhabited houses are left.

Fertile land becomes polluted mire following daemon-worshipping denizens committing foul sorceries from their holds nearby. Flood walls and the vigilance of trident-clutching Marsh-Watch are all that defends the city in the resurgence of a deadly species of predator in pursuit of lost glory.

Special rules

Mutations: Fimir are constantly being exposed to Wyrdstone. Any Fimir Hero may start the campaign with a single mutation from the mutations in the Corrupted Characters chapter if they pay the appropriate cost. See page 76 of the Mordheim rulebook for an abbreviated list of mutations.

From the Mist: Fimir can see and move normally through all fogs including magically created mist. A raiding party of Fimir protect themselves outdoors by casting 'Mystic Mist' using potent talismans. The warband begins the battle wreathed in mist.

Bronze Talismans of Blood

Mystic Mist

Difficulty 7

Fimir march forth under a dense blanket of fog to conceal their bestial nature! Primitive bronze talismans forged in blood protect them from the sun's blinding rays and the sight of the Dark Gods.

If this spell is successfully cast then all missile attacks targeting an ambush party of mist-wreathed Fimir suffers an additional -1 modifier to hit. Once cast the spell remains in play until the start of the shooting phase in the players next turn.

Cold-blooded: Fimir roll 3D6 for Leadership tests, discarding the highest result.

Aquatic: Fimir are amphibious creatures and may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Swamp Striders: Fimir can move through any swamp and marshland terrain without penalty.

"The daemons demanded sacrifice! And the girl went willingly! She knew that the land must be nourished by virgin's blood, as it was in the elder days."

— Idris Gwylt, Condemned False-Priest

A ruinous diatribe debunking wayward allegations made by shrimp-pickers and fishwives concerning a predatory species of swamp-life based on the diaries of critically acclaimed dissidents fully censored by playwright, street performer and suspected wererecreature Stuart Cresswell.

Scaly Skin: Fimir have a 6+ armour save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Fimir Warriors with iron hard flesh all but immune to pain have a 5+ armour save.

Cyclopean Fiends: Heroes re-roll on the Serious Injury Chart when the result is 'Blinded in One Eye'. If the same result is rolled again the warrior is permanently blinded!

"I'll do it, damn your eye! Our bargain stands! Take him, you marsh-dogs! Take him or we're all for having our brains dashed on those cursed stones! Take him before cock-crow!"

— Quintus Fulmeyer, the 'Marsh-Hound',
River Pirate Captain

Hired Swords: Only the most cutthroat pirates and desperate bravos dare to involve themselves in the affairs of the Lords of the Marsh.

Fimir warbands may hire the following Hired Swords: Slaver, Highwayman, Swashbuckler, Bog Hunter, Whaler.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir	6	6	3	5	6	5	6	5	9

Choice of warriors

A Fimir Ambush Party must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Draich: Your warband must include a Draich as the leader.

Daemon-Fimm: Your warband may include up to two Daemon-possessed Fimir.

Young Nobles: Your warband may include up to two Young Nobles.

Shearls: Your warband may include any number of Shearls.

Warriors: Your warband may include up to two Fimir Warriors.

Starting experience

A **Draich** starts with 20 experience.

Daemon-Fimm start with 8 experience.

Young Nobles start with 4 experience.

Henchmen start with 0 experience.

Fimir equipment list

The following lists are used by Fimir warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Axe	5 gc
Spear	10 gc
Flail	15 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Mancatcher	25 gc

Armour

Helmet	10 gc
Light armour	20 gc
Heavy armour	50 gc

Miscellaneous

Wyrdstone Pendulum	25 gc
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HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Spear	10 gc
Double-handed weapon	15 gc

Armour

Helmet	10 gc
Light armour	20 gc
Heavy armour	50 gc





1 Draich

110 gold crowns to hire

When the few remaining holds prepare to raid Wasteland towns, the swamp teems with 'marsh phantoms' and their daemonic servants. Ambushes are led by a noble or a Draich. These sorcerers or a Witch-Queen, one of the mighty hag sorceresses, summon daemons which are bound into their most powerful warriors. Chosen to be possessed are unleashed in the swamp wrestling their possessors.

Profile	M	WS	BS	S	T	W	I	A	Ld
Draich	5	4	2	3	3	1	2	1	8

Equipment: The Draich may be equipped with weapons chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Draich may use his Leadership value instead of his own when taking Leadership tests.

Wizard: Draichs are sorcerers and have two spells. One is generated using the Chaos Rituals on page 59 of the Mordheim Rulebook. The other spell is from the Rituals of Dhar list from the 'Bazaar of Books' section in the chapter 'Infamous Haunts'.

Mind Focus: The 'Eye of the Balefiend' means the sorcerer possesses a great strength of mind which allows him to concentrate beyond the levels of most normal wizards. When using a spell or prayer the Draich may reroll one dice roll used in the difficulty roll.

Fear: The Draich is so revolting that it causes *fear*.

Large: Fimir sorcerers are monstrous. Any model may shoot at a Draich, even if it is not the closest model.

Craven: The Draich is a cravenly fighter. A Draich is subject to the effects of *fear* unless they are protected by Mystic Mist.

0.2 Daemon-fimm

100 gold crowns to hire

Daemons haunting marshes around Marienburg rise from the misty quagmire like ghosts. Eaters of men drag scouts down into the bogs, drowning them.

Once ascetic warriors become scaly servants of the sorcerers who bind their swamp daemon allies to a host once summoned into service. Worms ooze from fetid gashes. Skull and bone left exposed from self-inflicted claw marks left by grisly scythes and long-fingered mutations replacing their hands.

Wide-mouthed draconic faces grinning madly with many rows of razor-sharp teeth. Mud-covered from head to toe making it difficult to break their grip!

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon-fimm	5	4	0	4	4	2	4	2	7

Equipment: Daemon-Fimm cannot be equipped with weapons. They can wear armour chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Fear: The horrifying embodiment of a swamp daemon means that the Daemon-Fimm causes *fear*.

Daemon Soul: A Daemon lives within the warrior's soul. This gives demonomaniacs a 4+ save against the effects of spells or prayers.

0.2 Young Nobles

30 gold crowns to hire

Cold-hearted, cruel and mightier than any man, the Fimir are said to possess but a single baleful eye atop a pointed snout bristling with jagged fangs.

Legend has it that the dreaded Fimir once ruled, tearing down the cities of the High Elves and struggling in bloody conflict against the wild and brutish forebears of Sigmar. For centuries they roared the praises of the Dark Gods over blood-splattered altars, then the world changed and their gods left them to suffer a slow and lingering decay.

Dwindling Nobles devise petty raids within hidden holds nursing bitter hatred for those who now rule where once they were masters! They plot to tear the warm-blooded screaming from their homes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Young Noble	5	3	1	3	3	1	2	1	6

Equipment: Young Nobles may be equipped with weapons and armour chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Spiked Tail: Fimir Nobles have a flexible tail with a mace-like bony tip. The Young Noble gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

Craven: Young Nobles are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

Stupidity: Young Nobles are subject to *stupidity* unless they are protected by Mystic Mist.

Fimir skill table

	Combat	Shooting	Academic	Strength	Speed
Draich	✓		✓		✓
Daemon-Fimm	✓			✓	✓
Young Noble	✓			✓	✓



Henchmen



Shearls

55 gold crowns to hire

Contemptibly timorous underlings, Shearls are the skulking thralls of a Fimir hold. Mean-spirited servants of a cowardly nature, they are subservient to a warrior-caste of brutish amphibious Nobles with oaths of service sworn to daemons of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shearl	5	3	1	4	3	2	2	1	6

Equipment: Shearls may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

SPECIAL RULES

Craven: Shearls are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

Stupidity: Shearls are subject to *stupidity* unless they are protected by Mystic Mist.

"Horrible things they are, lad: a single deathly eye, needle teeth and grasping claws ready to pull you under the water to join them forever."

— Wolfgart, Reikland Horsemaster

02 Fimir Warriors

180 gold crowns to hire

More ferocious than the sorcerous Draichs, more destructive than any other brethren, black-armoured Fimir Warriors boast tails tipped with bony clubs and yellow-grey flesh that is all but immune to pain.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir Warrior	6	4	2	4	5	3	2	3	7

Equipment: Fimir warriors may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

SPECIAL RULES

Fear: A Fimir Warrior is so terrifying it causes *fear*.

Large: Fimir Warriors are hulking amphibians and therefore a tempting target. Any model may shoot at a Fimir Warrior, even if it is not the closest model.

Spiked Tail: Fimir warriors have a flexible tail with a mace-like bony tip. The warrior gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

Stupidity: Fimir Warriors are subject to *stupidity* unless they are protected by Mystic Mist.



Militant Mootlanders

A recipe baked for disaster on how hateful Halfling anarchists can cause havoc at waist height in Mordheim by playwright, street performer and suspected werecreature Stuart Cresswell.

Halfling Rogues

Halflings are a small people hailing from a region of the Empire known as Grand County of the Mootland. The Moot as it is known by 'Big Folk' is a mostly peaceful land. Most of its inhabitants are peaceable personalities, preferring quiet routines of farming, baking and brewing over martial pursuits involving military endeavours. Despite this organic way of life Halflings are tougher than they appear, remarkably courageous and will often stand their ground to fight resolutely while larger creatures might flee.

It's not easy being a Halfling outside of the Moot. In Marienburg, the city watch rarely responds to emergencies reported in the Halfling ghettos. The Merchant Council neglect to maintain roads and sewers in the streets of Little Moot. Halfling guilds and militia bodies are excluded from contracts for no good reason and housing permissions are drowned in bureaucracy for years. In the face of this, many Halflings spit in the collective soup of Men. Wherever there are Humans there are Halflings, yet opportunities remain scarce. Militant groups have organised impromptu revolts by establishing rogue syndicates to support the common interests of Mootlanders abroad.

Generals may rule the Empire but it's the 'Little Folk' who decide which leaders get the trots on the battlefield. At the centre of these shady dealings is an organisation such as the Quinsberry Lodge.

Quinsberry Lodge

Not every despicable act can be attributed to the Lodge. There is rising number of coteries secretly operating as body-snatchers, poisoners, kidnappers, grave-robbers, blackmailers and masked guerrillas. The longest standing, wealthiest and most successful organisation with branches in every major city is the Quinsberry Lodge.

While organised crime is not the exclusive purpose of the society, most associates from the Lodge's inner circle are involved in one or more illegal enterprise it endorses. Halflings are not dishonest by nature. For the most part they become guilty of one crime or another through their community affiliations. The Lodge and similar guilds create opportunities for struggling members to make ends meet. If these prospects happen to be violation of the laws set by humans then so be it.

Penalties for going against edicts set down by the Lodge are steep. Strict enough that all except young daredevils or maverick elders comply. Those who defy the will of an influential clique find themselves shunned or expelled from society. Living life in exile is the worst punishment imaginable to a Halfling. Outcasts in solitude seek employment among humans as servants for the Merchant Families or rookie officers in a law enforcement constabulary.

Little Moot

The Halfling quarter in Marienburg is home to so many residents it's known as 'Little Moot'. Most of them live down on the eastern fringe of the ward. Living next to the Dead Canal slum district doesn't seem to bother them too much. Compared to the neighbours they might have in the Empire even a notorious ghetto is considered an improvement! Most of the buildings are normal sized ones, left over from earlier occupants, although newer structures which crowd every vacant or semi-vacant space in true Marienburg fashion have waist-high doorways perfectly sized for the Halfling physique. Having less need for space than their human neighbours many of the locals have erected homes or businesses in the middle of wider thoroughfares, narrowing them to choke points barely wide enough for a party of watchmen to slip through in single file. The district is narrow enough to make Marienburgers heartily sick of small, curly-haired heads barging past at a pace and height to make every officer of the watch in uniform more grateful than usual for wearing his armoured codpiece.

Bakers Guild

Marienburg's Halfling district contains the headquarters of the Bakers' Guild and is located on the island at the easternmost end of the Craftsmarket district. While most Marienburgers would believe the unassuming building is no more than a repository for recipe books, kitchenware and baking supplies its true nature is far more sinister! It's unclear what type of illicit business is operating out of the guild-house. The current Guild-master Rudolf Ingo Pickles keeps a low profile. Whatever shady deals the Guild has been cooking up, Pickles has disguised them well through gourmet baking.

Special rules

Woodland Striders: Halflings can move through any woodland terrain without penalty.

Short Shanks: Halflings are too short to ride horses with any success. To represent this, Halflings riding draft horses, warhorses or anything larger than a mule or mountain goat, moves 2" less than normal.

Smooth Customers: Widely tolerated by vendors though never entirely welcomed as customers, Halfling Heroes gain +1 when rolling to find Rare items that are not exclusively available to Halflings.

Spry: Halfling Rogues are used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, any Halfling Rogue may run or charge while climbing.

Hired Swords: Halfling warbands may only hire Ogres as bouncers and other Halflings as Hired Swords, to abide with Guild policy.

Choice of warriors

A Halfling Rogues warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Burgermeister: Each Halfling Rogues warband must include a Burgermeister as the leader.

Quartermaster: Your warband may include a single Quartermaster.

Chef: Your warband may include a single Chef.

Raconteurs: Your warband may include up to three Raconteurs.

Thieves: Your warband may include up to three Thieves.

Cooks: Your warband may include up to two Cooks.

Scouts: Your warband may include any number of Scouts.

Starting experience

A **Burgermeister** starts with 20 experience.

A **Quartermaster** starts with 8 experience.

A **Chef** starts with 8 experience.

Raconteurs start with 0 experience.

Henchmen start with 0 experience.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	9	4	10

Halfling equipment list

The following lists are used by Halfling warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc
Pitchfork (counts as Trident)	15 gc

Missile Weapons

Pistol/brace	15 gc/30 gc
Sling	2 gc
Short bow	5 gc
Bow	10 gc
Kitchenware (counts as throwing stars)	15 gc

Armour

Toughened leathers	5 gc
Light armour	20 gc
Steel cloth	35 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

Miscellaneous Equipment

Lock picks	15 gc
Thief's cloak	15 gc
Hunting arrows	35 gc
Wild mountain goat	85 gc
Magic Acorn	100 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc

Missile Weapons

Short bow	5 gc
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Armour

Light armour	20 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

Halfling skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Burgermeister		✓	✓		✓	✓
Quartermaster		✓			✓	✓
Chef		✓			✓	✓
Raconteurs		✓	✓		✓	✓

Halfling special skills

Halflings may choose to use the following skill list instead of the standard skill lists.

crude belch

Halflings will eat anything spicy. Consequences are to be expected from those inconsiderate enough to consume a rich meal before battle. A Hero with this 'condition' may unleash his thunderous fumes on all enemies engaged in close combat. Those that do not pass a Leadership test suffer a -1 'to hit' modifier for the turn. The Halfling must wait until a new enemy engages him in combat before he relieves himself again.

stealthy

The Halfling can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *hidden*.

tea-leaf!

Halflings are most adept at picking pockets! The Hero may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Halfling successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Hero fails to steal the item roll a D6. On a score of 1-5 the Halfling is chased out of the trading post and escapes. On the score of a 6 the Hero is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

flan-eater

Halflings are generally considered civilized and it is proven they are prone to absorb foreign customs when travelling the world. Some eventually learn strange new skills before returning home to their communities. This Halfling may immediately learn one skill from the Combat or Strength skill lists. This skill may be taken only once.

looter

The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure. This does not affect the opposing warband's number of Treasures.

taunt

After years of baiting persecutors into drunken brawls, this Halfling has learned some of the vilest insults in the Empire. During the Shooting phase, the Halfling may choose to taunt one enemy instead of shooting with a missile weapon. The Hero must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Halfling who taunted him.

Halfling special equipment

This equipment is only available to Halflings, and no other warband may purchase it.

wild mountain goat

85 gold crowns

Availability: Rare 12

When in the company of dwarfs, someone suffering from 'Krut' has a disease contracted from mountain goats. 'Krut' is a goatherd, an insult in Khazalid! Herders suffer worse in truth when surveying an expedition south-east to the Black Mountains, to drive wild goats from their habitat. Among countless dangers, the ancient race of Eagles also live among the highest mountain peaks, preying (for the most part) on wild mountain goats or an unlucky herder! Goats driven back to the Moot are rehomed in the highest upland farms of Greenleaves where they are feared as well as respected by the farmers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wild Goat	7	2	0	2	3	1	4	1	5

Ride Mountain Goat: Any Halfling hero who learns the appropriate Animal Handling skill can use the Speed skill 'Scale Sheer Surfaces' if he has it, to climb while riding, equal to twice the normal Movement of his mount.

Magic Acorn

250 gold crowns

Availability: Rare 15

An arcane enchantment of premonition has been woven into this golden acorn by the Spellsingers of Laurelorn Forest. With the sparkling acorn tucked snugly in his breast pocket the carrier is imbued with great fortune in a fight.

In the first round of every close combat the Hero automatically hits with a single attack that was rolled as a miss.

Heroes

1 Burgermeister

60 gold crowns to hire

Respected civilian dignitaries hold positions of authority in guilds. Elected leaders of borough districts from noble families have their fingers in a lot pies. Criminals in other words! Even more rotund than his pot-bellied kin, a Burgermeister can always avoid getting his hands dirty by delegating salubrious tasks to any number of the gangsters they associate with on a regular basis.

Profile	M	WS	BS	S	T	W	I	A	Ld
Burgermeister	4	4	5	3	3	1	5	2	8

Equipment: The Burgermeister may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Burgermeister may use his Leadership value instead of his own when taking Leadership tests.

0.1 Quartermaster

40 gold crowns to hire

Ex-pirates for the most part find work quickly on the Marienburg docks. A slippery river-rat to boss the local gang of thieves. Educating thieves in the subtlest techniques of smuggling, directing targets marked by the Burgermeister, and enjoying a nice cut of the proceeds. There are still times when a freebooter sneaks out to savour the taste of freshly baked fish-pie procured at full discount and test the heft of a coin purse in the hand for himself!

Profile	M	WS	BS	S	T	W	I	A	Ld
Quartermaster	4	3	4	3	3	1	4	1	8

Equipment: The Quartermaster may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Long Shot: Quartermasters are excellent natural shots with all thrown weapons and slings. The Quartermaster may add 2" range to the length of any thrown weapons and 4" to the range of a sling.

0.3 Raconteurs

10 gold crowns to hire

Diminutive revolutionists are tall storytellers. After causing a public nuisance with scandalous speeches in the Craftsmarket, tiny windbags pursue their fortune in gambling dens – Swindling opponents for the thrills of *Daemon's Eyes* or *Cripple My Pig*.

Profile	M	WS	BS	S	T	W	I	A	Ld
Raconteur	4	2	4	2	2	1	4	1	7

Equipment: Raconteurs may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

0.1 Chef

50 gold crowns to hire

A distinctive cooking style quickly earns Halfling chefs a reputation among the nobility. It also draws attention from members of the Bakers' Guild, from where it is rumoured criminal enterprises operate.

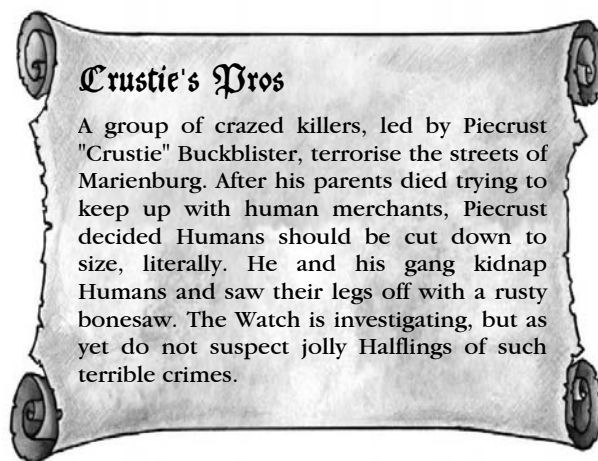
Profile	M	WS	BS	S	T	W	I	A	Ld
Master Chef	4	2	4	3	2	1	4	1	8

Equipment: A Master Chef brings kitchen supplies and may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Hot Pot: Before each battle the Chef knocks up a spicy pot of stew to fend off fatigue. On a successful Leadership test the hot pot contains enough stew to heal a number of Wounds equal to the difference rolled +1. Any friendly model supping stew recovers a number of Wounds up to their maximum.

e.g. On a roll of 7 the stew heals up to 2 Wounds.



Henchmen

03 Thieves

20 gold crowns to hire

Halflings are well known for their nimble feet and even nimbler fingers. They never take anything too valuable (except by accident). Nonetheless, it is surprising the number of things that go missing when a Halfling is about. The poor fellows don't know they're doing it half the time! They just seem to acquire rings, tinderboxes and small pets as they go about their business.

Thieves excel at making themselves inconspicuous. With their small stature, unassuming manner and predilection for walking barefooted, a Halfling Thief is the master of sneakiness, sticky-fingers, and feigned innocence. Having one around is always a dicey situation at best as you're always certain that the other warriors are going to come up a few crowns light by the end of an adventure.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thief	4	2	4	2	2	1	4	1	7

Equipment: Thieves may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

SPECIAL RULES

Uneasy Allies: At the end of each battle (whether or not any Halfling Thieves actually took part), roll a D6 and consult the following chart.

D6	Result
1	Stop Thief! Unimpressed with his employment, a Thief has absconded with all the warband's valuables! Remove one Thief from your roster, along with any Treasures in your stash from previous games. Do not add additional Treasures if any Thieves remain in your warband.
2-5	Tax Time. The Thieves seems satisfied thus far, and just charge their regular fees paid through selling Treasures as normal.
6	Ignorance is Bliss. Satisfied with the take so far, the Thieves forgo any charges. Your warband ignores any Thieves for the purpose of warband size when selling Treasures. Whatever else they pocketed this time will remain a mystery...

Infiltration: A Halfling Thief can infiltrate. See the Skaven special skill of the same name.

Pick Locks: A Thief knows how to open doors that others find impossible. When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful.

Cutpurse: A Thief makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure for each Thief who was in the battle, and wasn't taken *out of action*.

Scouts

15 gold crowns to hire

Halflings daring to establish residence within human cities encounter daily distrust. Toothsome types rise above the frequent jibes and taunts while intolerant cockerels fight back by confronting blunt bigotry head on. Organisations like the Bakers' Guild handpick rotten apples to be reassigned as they best see fit; bakers as poisoners to drug harbourmasters, valets as finks to spy on Merchant Princes, gardeners as grave-robbers to dig up trophies in the Garden of Morr and gamekeepers as poachers to restock Guild larders!

Profile	M	WS	BS	S	T	W	I	A	Ld
Scout	4	2	4	2	2	1	4	1	8

Equipment: Scouts may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

02 Cooks

40 gold crowns to hire

Halflings are renowned for heroics in the kitchen. The hallmark of chefs is attributed to procuring the best bounty of produce. Cooks are expert foragers valued by master chefs as baggage guards because they will fight tenaciously to prevent the provisions falling into enemy hands!

Profile	M	WS	BS	S	T	W	I	A	Ld
Cook	4	2	4	3	2	1	4	1	8

Equipment: Cooks may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

SPECIAL RULES

Feast: A warband with Cooks will resource one batch of provisions before each battle. If the battle was lost the warband loses its appetite. The warband can only choose to feast if the battle is won! If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead) for each batch of provisions consumed at the feast.

A warband may consume as many batches of provisions as they wish, but note that the warband size cannot be considered lower than 1-3 models.



Metal-mongers

Skyre Warp Engineers

"...concerning the scientific sorceries of Warlock Engineers, the Metal-mongers of Clan Skyre"

Skaven alchemists concentrate and purify warpstone which is purified by Skaven sorcerers. Chaos-inspired alchemy allied to a warped and inhuman imagination in the garrison that dwelt in the tunnels beneath the city.

No other race could match the skaven genius when it came to constructing machines. Acquiring new weapons increases Clan Skyre's influence on the Council, their brilliant mechanics improving human and dwarf artifices a million-fold.

Verminous Armada

The hospitality of Clan Skryre Warleader Riskin Tatter-Ear, commander of the skaven burrows under the fish-stinking manwarren the humans called Marienburg, amounted to a single damp room at the far end of an unused tunnel, barely large enough to house Thanquol, let alone all his retinue and Boneripper, and for which the impertinent young pup expected to be paid a fortune in warp tokens! The gross disrespect of it astounded Thanquol. Did he not know who he was? In the old days a mere warleader would have bowed and licked his hind paws in his eagerness to serve a grey seer of his renown.

The cold welcome had done nothing to improve Thanquol's mood, already befouled by the slow, miserable journey that had brought him here. In his day the palanquin-bearers had been speedy and subservient. They had known their place and how to get one to one's destination without colliding with every skaven coming the other way. Now it seemed more than they could do to all move in the same direction at once. It was therefore with little patience that he listened to his overpaid, under-successful assassin make yet more excuses.

'My abject apologies, oh most forgiving of skaven,' said Shadowfang from the floor where he knelt before him. 'But though our sleep-smoke missed them at the drinking place, all is not lost.'

'No?' said Thanquol. 'Have you managed to poison yourself in the process, then?'

Issfet tittered fawningly at that, and Thanquol nodded approvingly. He liked his servants servile and obsequious. 'No, grey seer,' said Shadowfang. 'But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination.'

'And...?'

The assassin squirmed uncomfortably. 'They have no destination, sagacious one. They hunt-see something in the stinkswamp, but know not where it is.'

Thanquol turned this information over in his head. It was unfortunate that Shadowfang had once again been unable to capture his two nemeses, but it would not be the most brilliant of plans to follow them into the Wasteland where there would be no one to interfere or come to their rescue. Yes, perhaps it was for the best. Now he only needed some way of following them there.

He turned to Issfet. 'What manners of conveyance does this fool Riskin have at his disposal?' he asked. 'Quick-quick.'

The tailless skaven bowed and once again nearly lost his balance. 'I shall enquire, oh most effluent of masters.'

Skurvey Alliance

The hospitality of Riskin Tatter-Ear is extended only so far as to allies in his armada from Clan Skurvey.

Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 warp tokens which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Engineer Adept: Your warband must include an Engineer Adept as the leader.

Black Skaven: Your warband may include up to two Black Skaven.

Forge-Rats: Your warband may include up to three Forge-Rats.

Pirate-Rats: Your warband may include any number of Pirate-Rats.

Technicians: Your warband may include up to two Technicians.

Machine-Ogre: Your warband may include a single Machine-Ogre.

Starting experience

An **Engineer Adept** starts with 20 experience.

A **Black Skaven** starts with 8 experience.

Forge-Rats start with 0 experience.

Henchmen start with 0 experience.



A scientific inquest fresh from fish-stinking burrows ruled by the metal-mongers of Clan Skyre decrypted from the mechanical jargon of technologist Kritislik "Frogprince" Hayward-Steele by playwright, street performer and suspected werereature Stuart Cresswell.

Skyre Engineers equipment list

The following lists are used by Skyre Engineer warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Wrench (counts as club)	3 gc
Cutlass/Sword	10 gc
Spear	10 gc
Halberd	15 gc
Spike-jawed snatcher	25 gc

Missile Weapons

Poison wind globe	20 gc
Warplock pistol	35 gc (70 for brace)
Warplock rifle (counts as Handgun)	35 gc
Jezzail (counts as Hochland long rifle)	200 gc
Ratling gun	275 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc

Miscellaneous

Gas mask	15 gc
Pneumatic arm	140gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Wrench (counts as club)	3 gc
Cutlass/Sword	10 gc
Spear	10 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc



"No, grey seer. But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination. They have no destination, sagacious one. They hunt-seek something in the stinkswamp, but know not where it is."

— Shadowfang, Eshin Assassin



Skaven Engineers special skills



Skaven Heroes may choose to use the following skill list instead of the standard skill lists.

Tail Fighting: The Skaven may wield a shield, dagger or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Infiltration: A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models that infiltrate, roll a D6 for each, and the lowest roll sets up first.

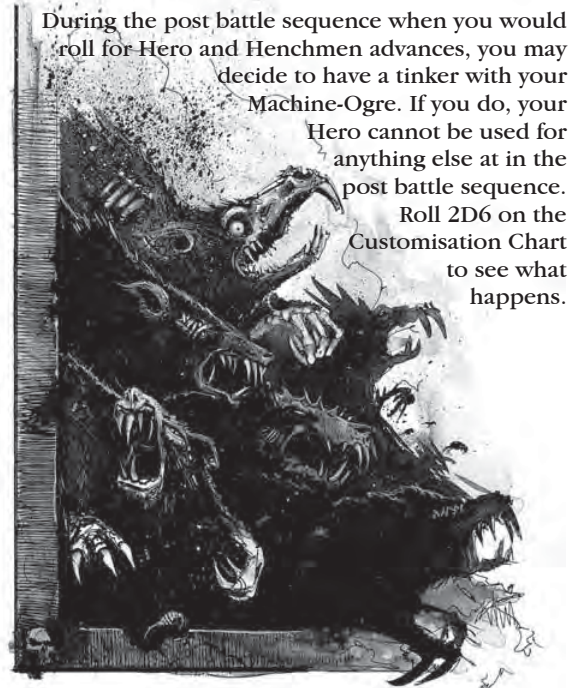
Unblinking Eye: Thanks to the sorcerous devices built by the Warlock Engineers, one of its eyes was replaced with a monstrous telescopic lens. The sharpshooter Hero can spot hidden enemies at twice his Initiative value in inches.

Metallic Body: Elaborate armour encases the Hero, arms and legs locked inside complicated frameworks of pipes and gears. The Hero has a 3+ armour save.

Respirator: A complex pump system of tubes has been fed directly into the skaven respiratory organs. The breathing apparatus means the Hero is able to ignore the effects of gas or soporific based attacks. Furthermore the skaven is immune to poison.

Tinker-Rat: The Hero can't resist making modifications. The beauty of the Machine-Ogre is that, even though it starts off a bit pathetic, battlefield trials are the best way to see what needs to be improved.

During the post battle sequence when you would roll for Hero and Henchmen advances, you may decide to have a tinker with your Machine-Ogre. If you do, your Hero cannot be used for anything else at in the post battle sequence. Roll 2D6 on the Customisation Chart to see what happens.



Customisation chart

2D6 Result

- | 2D6 Result | Result |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | That didn't go well! Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (re-rolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it! |
| 3 | Warpfire Projector. A smaller version of the dreaded warpfire thrower has been built into the machines arm. |
| 4 | Every Gear and Gizmo. For some reason, the engineer decided that more gizmos were needed! Although it may seem illogical, the extra gears give the Machine-Ogre +1 Movement. |
| 5 | Warp-powered Skeleton. A stroke of genius on the engineer's part has hardened the bones with warpstone dust resulting in +1 Weapon Skill. |
| 6 | Faster Pistons. New rumbling pistons with faster moving joints lets the Machine-Ogre react faster meaning it gains +1 Initiative. |
| 7 | More Reliable. The engineer has tuned the skeletal automaton. The result of the D6 roll to activate and work the Machine-Ogre can be re-rolled each turn. |
| 8 | Extra Arm. Drawing inspiration from a passing mutant, the engineer decides more arms are a great idea! The Machine-Ogre gains +1 Attack. |
| 9 | Bigger Claws. Welding bigger, heavier claws to the Machine-Ogre means that it can grip with more force! The Machine-Ogre gains +1 Strength. |
| 10 | Reinforced Cavity. Chest plates of steel, wire and tubing running from machinery behind the ribs to sink into metal rods bolted to each arm and leg make the skeletal bulk more durable. The Machine-Ogre gains +1 Toughness. |
| 11 | Steel Spine. A new sub-frame gives the Machine-Ogre a more durable design. The Machine-Ogre gains +1 Wound. |
| 12 | Breakthrough! If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough!' |

Heroes

1 Engineer adept

55 warp tokens to hire

Wires winding round his head are one of the nautical engineers doing the bidding of Warleader Riskin Tatter-Ear. Leather-coated tinkerers, with faces masked with leather visors. Elaborate armour is worn by ingenious schemers, arms and legs locked inside complicated frameworks of pipes and gears.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engineer	5	3	4	3	3	1	5	1	7

Equipment: The Engineer Adept may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Engineer may use his Leadership value instead of his own when taking Leadership tests.

02 Black Skaven

40 warp tokens to hire

Black Skaven with cutlasses.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Skaven	6	4	3	4	3	1	5	1	6

Equipment: A Black Skaven may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

03 Forge-rats

20 warp tokens to hire

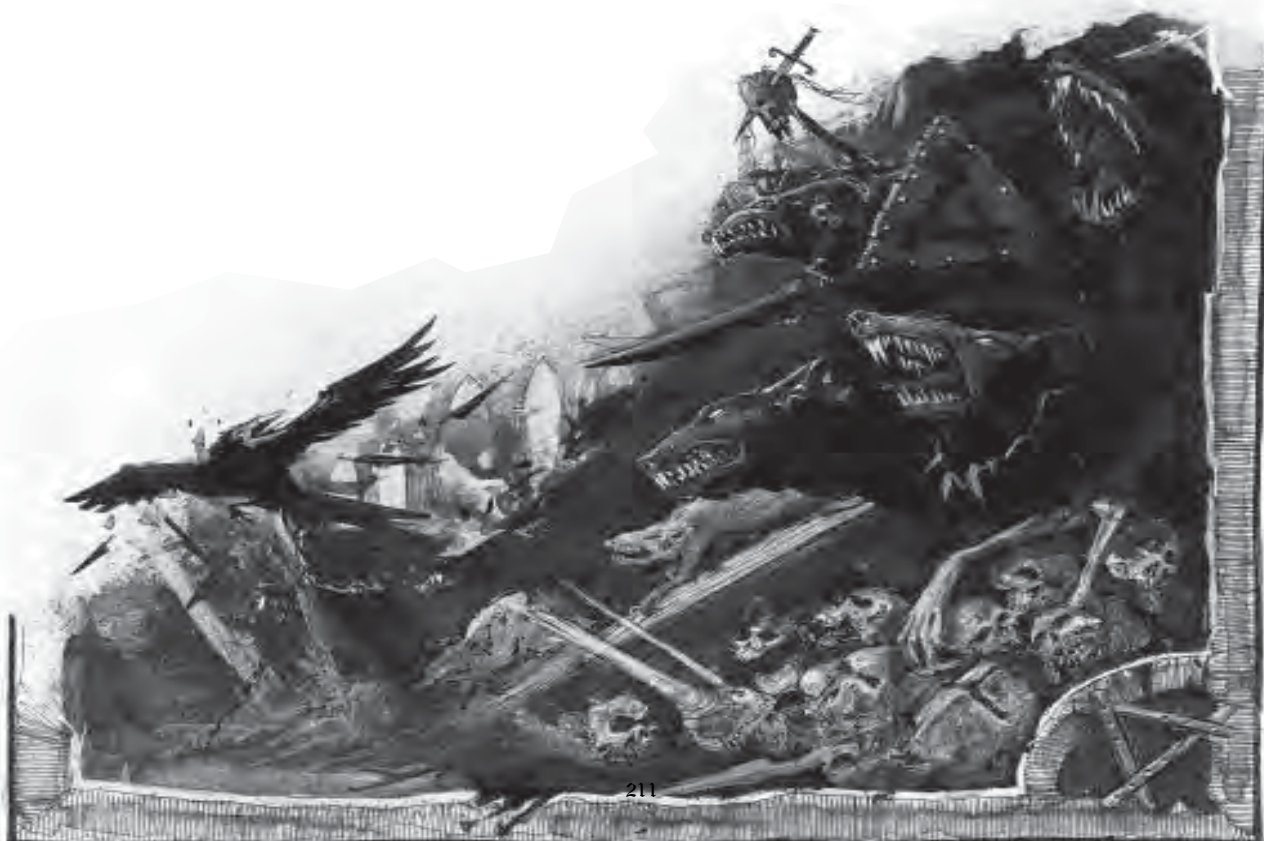
Lab-rat mechanics... Weaponeers of Clan Skyre.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mechanic	5	3	3	3	3	1	4	1	5

Equipment: Forge-rats may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

Skyre Engineers skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Engineer Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Forge-Rat	✓	✓	✓		✓	✓





Henchmen (bought in groups of 1-5)



Pirate-rats

20 warp tokens to hire

Water-rats of Clan Skurvy are instantly recognisable by their enlarged ears, webbed digits and barnacled extremities. Their affinity to wet environments makes Skurvy the most dependable of all candidates among underfolk when conscripting crew for an evacuation voyage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate-Rat	5	3	3	3	3	1	4	1	5

Equipment: Pirate-rats may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

SPECIAL RULES

Water-Rat: Water-rats from Clan Skurvy are among the few skaven with an affinity for water and the lunatic capacity for braving the subterranean rivers of the Under-Empire. Pirate-Rats are aquatic.

0.2 Technicians

30 warp tokens to hire

Small shooting teams of specialists, corps of weaponeers, machine-obsessed traitors... Artificers... Technologists wear heavy coats of leather and ratgut and strange bug-like masks with respirators.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warp Corp	5	3	3	3	3	1	4	1	5

Equipment: Technicians may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

SPECIAL RULES

Globadier: Technicians are specially selected from broods with high intelligences to be the assistants for Forge rats and engineers, as such they are trained to use both Poison Wind Globes and Gas Masks, and may buy them when being recruited.

0.1 Machine Ogre

100 warp tokens to hire

Having seen the success that Clan Moulder had with the rat ogre, Clan Skyre decided that they wanted in on it. The top engineers of the clan met in an almost unprecedented display of co-operation (by which I mean they only tried to backstab each other a little bit!). The result was the Machine-Ogre; A walking, clanking fusion of wood, metal and warpstone. In the field, a technician may attempt to construct a similar engine. The results are usually less impressive than the original Machine-Ogre, but still far better than any number of skaven.

In battle it is a terrifying if somewhat unreliable beast. Bone-ogre, mechanical brute, automaton's skull, armoured machinery, techno-sorcery.

"You told-say the machine-ogre to start trouble-fear so you could look-sniff."

— Ikit Claw, Skyre Chief Warlock Engineer

Profile	M	WS	BS	S	T	W	I	A	Ld
Machine-Ogre	4	3	3	5	5	3	1	3	10

Equipment: Jaws, claws and brute force! A Machine-Ogre can be customised by a Skaven Hero with the Tinker-Rat special skill.

SPECIAL RULES

Large: Machine-Ogres are huge creatures and therefore a tempting target. Any model may shoot at the Machine-Ogre, even if it is not the closest model.

Fear: The Rat Ogre is a fearsome, monstrous beast that causes *fear*.

Bio Machinery: The Machine-Ogre is simply a mindless fusion of materials animated by warpstone. The Machine-Ogre is immune to psychology and never leaves combat.

Immune to Poison: Machine-Ogres are not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery they are not affected by any poison.

May Not Run: The Machine-Ogre is a lumbering mechanical brute! It lacks the sheer animal speed of a living Rat Ogre. It may not run.

Warpstone Heart: The Machine-Ogre is a mindless machine requiring Wyrdstone shards to power it. It requires a single piece of Wyrdstone before each game to be 'powered-up'.

Warptooth: The Machine-Ogre is designed to obey all commands given to it by its master and creator, the Engineer Adept using a 'warptooth'. This precaution dissuades any ambitious apprentices seeking advancement, knowing that a Machine-Ogre can easily be used as a fast track to the top! Should the Machine-Ogre ever find itself more than 18" from the Engineer Adept at the start of the Movement phase, it 'powers down' reducing its Movement and Weapon Skill characteristic to 0. If the Engineer Adept is taken *out of action* the same thing happens.

No Pain: Machine-Ogres treat a *stunned* result as *knocked down*.

No Brain: Machine-Ogres never gain experience.

Unreliable: The technology of biometrics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable! At the beginning of each turn, the Skaven player may roll a D6 to activate and work the Machine-Ogre. On a roll of 2-6 everything is fine and the Rat Ogre may be moved normally. On a roll of 1, something has gone drastically wrong – roll again on the Malfunction Chart.

Malfunction chart

D6 Result

- 1 Explodes!** Something has gone horribly wrong with the Machine-Ogre's warpstone heart and it has overloaded, exploding in a bright green flash! All models within 6" of the Machine-Ogre receive a single Strength 5 hit. The Machine-Ogre is completely destroyed. Do not roll for injuries after the game.
- 2 Malfunctions!** From now until the end of the game, the Machine-Ogre is out of control. At the start of each of the Skaven player's turns, the Machine-Ogre will move randomly (use the Artillery Scatter dice from Warhammer to determine the distance and direction moved). If there are any warriors within charge range (of either side) it will count as charging them.
- 3 Shuts Down!** The warpstone generator fizzles out and the Machine-Ogre comes to a halt for the rest of the battle. It is hit automatically if engaged in close combat.
- 4 Temporary Loss of Control!** The Machine-Ogre moves in a random direction and if it comes into contact with any warriors (of either side) it attacks and counts as charging. If it does not move into contact with a warrior but there are warriors within range of its warpfire projector (if it has one!), it will fire at them instead.
- 5-6 Freezes!** The Machine-Ogre freezes up for this turn. It is hit automatically if engaged in close combat.

warpfire projector

Availability: Machine-Ogre only

The technology of biomechanics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable!

Range: 6" **Strength:** 4

Special Rules: Save Modifier -1, Jet of Flame, Refuel

SPECIAL RULES

Jet of Flame: Draw a line 6" long and 2" wide. All models in its path are hit on a 4+ with no modifiers. In addition, the warpfire projector causes fire damage (see the rules for the Brazier Iron from page 85 of the Mordheim 2002 annual).

Refuel: The warpfire projector must be refuelled using D3 wyrdstone shards between battles.

Ratling gun

X gold crowns (Forge-Rats and Technicians only)

Availability: Rare 14

Text here...

Range: 6"-16" **Strength:** 3

Special Rules: Save Modifier -1, Move or fire, Unwieldy, Jeopardous, Metal storm!

SPECIAL RULES

Metal Storm! The ratling gun fires a great hail of bullets in a single devastating salvo. When firing the ratling gun nominate the target model then roll 2D6. This is the number of shots the ratling gun fires. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot. Once the weapon has been fired, it cannot be used for the rest of the game.

Unwieldy: The ratling gun is a heavy and bulky piece of equipment. It takes two models to carry it. The ratling gun may not be fired if there are any enemy models within 6" of the firer as he will be more concerned with getting ready for battle. In addition, you may never move and fire with the ratling gun, regardless of special rules such as the Nimble skill.

Jeopardous: If a double is rolled for the number of shots, the gun misfires! Roll on the following chart.

Ratling gun misfire chart

D6 Result

- 1 Boom!** The weapons feed mechanism fails in a catastrophic manner! The weapon explodes in the firer's paws sending bits of metal and skaven everywhere! The firer is automatically taken out of action and every model within 6" of the firer takes a Strength 4 hit on a roll of a 4+. Roll a D6-1 on the Experimental weapon chart.
- 2 Blam!** The weapons feed mechanism tries to load two bullets into the same chamber! This causes the ammunition to explode. The firer takes a Strength 4 hit on a 4+. Roll a D6 on the Experimental weapon chart.
- 3 Boing!** Something important inside the weapon goes Boing! The failure tears the weapon apart. Roll a D6 on the Experimental weapon chart.
- 4 Ping!** The weapon makes a number of strange pinging noises and bits of the firing mechanism come loose within its casing. The weapon is unusable for the rest of the game.
- 5 Clunk!** The handle that rotates the barrels comes off in the firer's hand! You miss the turns shooting phase as you try to stick it back on. Try again next turn!
- 6 Roar!** The weapon overheats and cooks off all the ammunition inside! The force of the recoil spins the bemused rat on the spot as he tries to wrestle control of the out of control weapon. Each model (friend or foe!) within 16" of the firer and in line of sight takes 2 automatic hits from the weapon.



Poison wind globe

20 gold crowns (Skaven only)

Availability: Rare 6

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

Range: 6" **Strength:** Special

Special Rules: Thrown weapon, Poison wind, Drop

SPECIAL RULES

Poison Wind: Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

Drop: If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact instead of using a weapon in close combat.

Spike-jawed snatcher

25 gold crowns (Skaven only)

Availability: Rare 10

Skaven-snatchers as semi-circular prongs mounted on pole-arms, ready to catch an enemy between the spike-jawed snapping steel claw. Popular among the Chaos Dwarfs this non-lethal spring loaded mancatcher can ensnare the most violent of prisoners.

Range: Close Combat **Strength:** As user

Special Rules: Capture, Two-handed

SPECIAL RULES

Capture: A model taken *out of action* by a spike-jawed snatcher becomes *captured* unless the warband is routed. Do not roll for Serious Injuries. Large models, such as Ogres or Trolls cannot be *captured* this way, and neither can animals meaning roll for Serious Injuries as normal.

Gas mask

15 gold crowns

Availability: Rare 6

Protectively-coated visors crafted from leathery human skin are worn almost exclusively by the artificers of Clan Skyre. A skaven wearing the grisly mask receives a 3+ save against any gas or soporific based attacks. Any non-skaven Hero wearing the stinky facial apparel will receive a -1 modifier to hit in close combat, shooting missiles or casting spells.

"You put your face in there? Might as well kiss a skaven on the lips. You'll be dressing like them next, won't you?"

— Vabur Nerinson, Dwarf Reckoner

Pneumatic Arm

140 gold crowns (Engineer Adept only)

Availability: Rare 13

Pneumatic arms fastened to harnesses allow Adept to wield weapons well beyond his strength. An Engineer Adept equipped with this harness counts as having two extra arms. Furthermore they may equip the harness to hold Missile Weapons with the Unwieldy Trait (Ratling Gun, Warpfire Thrower etc, with the power of the arms ignoring the two model requirement.

SPECIAL RULES

Experimental Technology: Weapons that are manufactured by Skyre Warp Engineers are prone to malfunction. Should a 1 be rolled to hit with any missile weapons something has gone wrong! Roll a D6 on the Experimental Weapon Chart.

If the weapon malfunctions resolve the hit against the firer instead of the target, hitting on a 4+. If the firer should be taken *out of action* by the shot then roll D6+1 on the Experimental Weapon Chart.

Experimental weapon chart

D6 Result

- 1 **Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.
- 2-4 **Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 wyrdstone shard more than normal in the post battle sequence, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.
- 5-6 **Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.



Miracle Workers

All folk pray for miracles. The Old World is a grim place where life is a grinding experience. This is the reason to place hope in some good happening and a few fortunate individuals do bear witness to acts of divine intervention. This limited proof that the gods exist is why inhabitants of the Empire believe in miracles of faith.

Misfortune and disease falls surely on nobles and servants alike. There are curses and poxes to which physicians can provide no tangible cure, ancient creatures of the night who stalk the living and malevolent daemons which prey upon their souls. In times of risk or despair the superstitious reach out for protection from the many harmful spirits and otherworldly beings. This assurance can only be offered by the church.

Including both popular aspects of the God of Nature and Wild Places, there are ten prominent deities recognised throughout the Empire. Aside from Morr the authority of each is not universally equal, except for in the Reikland where there is general uniformity because the faiths are strongly influenced by centralised organisations. In Marienburg, the Cults of Manann and Ranald enjoy a greater sphere of influence than they would elsewhere.

"This is Marienburg, lad. People are always talking. Incessantly, as a matter of fact. Can't get them to shut up."

— Abbott Knock, Priest of Myrmidia

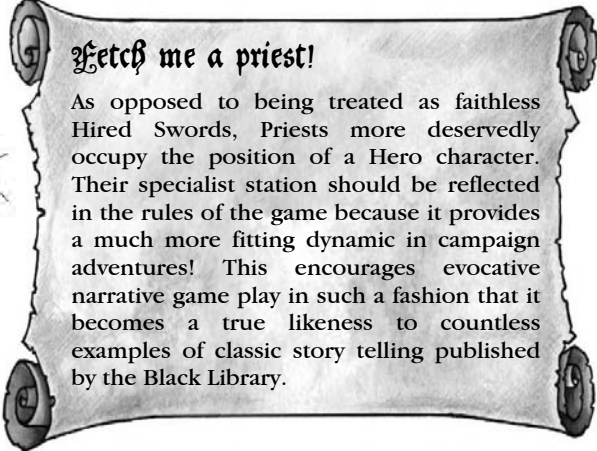
As opposed to the scholarly learning of arcane lore, embracing divine lore requires a different academic approach which explains why a Morrian Priest abandons his faith if choosing to join the Amethyst Order. Every priest maintains the strictures of their given cult. Servants representing the Imperial Cults are expected to show respect to all the other gods, and expect their followers to do likewise. However, priests remain suspicious and distrustful of their fellow clergymen. The threat posed by displeasing the Gods is very real. They are fickle and known to be frequently cruel, showing few mercies to all except their most favoured attendants.

Many priests will be assigned to a specific temple or parish district. Others become wanderers who go where they feel they can do most good. Some priests take the wandering vow, inspired to leave the comforts of the church and spread their faith abroad. Escaping rigours of temple life, a wandering priest's travels may take him to remote locations, prayers and arbitrating disputes in outlying fiefdoms. All clergymen are trained stringently and their cult studies adhere to strict guidelines. Not all priests are warriors though! Far from it, most are unsuited to conflict, yet some of the worst strife in the Empire has occurred due to the schisms between one cult and another.

Some believers have been successful in dismissing the theories of less popular deities. The worship of particular gods has been outlawed across the Empire. Minor cults worshipping forbidden patrons have been driven underground because their practice is punishable by death. Regardless of whether these shadowy groups are worshipping a once thought legitimate religion or one of the Ruinous Powers, the unenlightened are always treated as heretics by the Witch Hunters once they have been rooted out.

Dryads, nymphs, naiads and other fey spirit creatures are mistakenly treated as minor deities. Priests recognise localised gods encountered in unexplored backwaters and ghettos as aspects of the primary gods. Most citizens accept contradictions without concern.

In return for their talents concerning the divine, priests are afforded with protection by the warbands they are hired to serve alongside. Miracle workers are often suspected of pursuing their own undisclosed agendas and most of the time it is uncertain as to whom exactly is keeping who off the hook.



Fetch me a priest!

As opposed to being treated as faithless Hired Swords, Priests more deservedly occupy the position of a Hero character. Their specialist station should be reflected in the rules of the game because it provides a much more fitting dynamic in campaign adventures! This encourages evocative narrative game play in such a fashion that it becomes a true likeness to countless examples of classic story telling published by the Black Library.

"The hunter calls to Taal to bring game into his sights. The sailor asks Manann to keep the storm away from his ship. Soldiers plead to Sigmar to keep them alive on the battlefield. This all just luck, which means that Ranald is the one that ultimately answers these prayers."

— Gustav Adelbrecht, Priest of Ranald

In the event that a warband leader is killed then any Hero can assume command of the warband. A Priest inheriting the *leader* skill effectively becomes a Cleric-Captain. This provides an excellent modelling opportunity to create a formidable character such as a templar from one of the Sigmarite orders, a templar marine of Manann or even one of the Morrian sergeant-acolytes, known as a Black Guardsman.

A sermon on ecclesiastical lore by playwright, street performer and suspected werecreature **Stuart Cresswell** being inspired by ministrations contained within the **Tome of Salvation** and other holy extracts.



Priests for every occasion

Any warband that includes humans can hire a human Priest and in doing so the Priest replaces one of the warbands Heroes. Only one Priest can ever be included in a warband. Unless specified elsewhere Priests may not be hired by followers of Chaos, Orcs & Goblins, Dark Elves, Skaven and Undead warbands.

"The people need to see their heroes from time to time. Without that, they lose faith. And faith is everything."

— Emperor Karl Franz, Elector Count of Reikland



Starting experience

A Priest starts with 12 experience.

Chanting prayers

Prayers are used in the same way that spells are cast during the shooting phase. Unlike wizards, priests may wear armour and use their prayers unless their strictures prevent them from doing so. Some prayers cause direct damage, and are resolved in the same way as damage from shooting. Prayers do not cause critical hits.

Holy tomes

Each clergy preaches gospel from the scriptures faithful to its priesthood. Irrespective of church every cult has its own prayer book and these tomes are sold to those who follow the faith. A holy warrior or priest initiate can recite prayers from such a book, strengthening his faith and belief.

Any human Priest with a holy tome can add +1 to the score when determining whether he (or she) can recite a prayer successfully or not.

Nautical exploration

All hands on deck! Find out what happens from the Exploration results after a battle has been fought at sea.

'Mutiny in Marienburg' is the forthcoming supplement for Mordheim, set in the greatest city seaport to be found in the Warhammer World.

'Liber Malefic' reveals more secrets!

<http://libermalefic.blogspot.com>

Priest equipment lists

The following list is used by Priests to pick their equipment. All priests are armed with a ceremonial dagger in addition to any extra equipment detailed below:

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer/mace/staff/club.....	3 gc
Axe	10 gc
Sword.....	10 gc
Spear**	10 gc
Double-handed weapon.....	15 gc
Trident****	15 gc
Sigmarite warhammer*.....	15 gc

Missile Weapons

Crossbow*	25gc
Pistol*	15 gc (30 for a brace)
Long bow**	15 gc
Bow**	10 gc
Short bow**.....	5 gc
Crossbow pistol*.....	35 gc
Throwing knives*****	15 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Toughened leathers**	5 gc
Shield	5 gc
Buckler.....	5 gc
Helmet	10 gc

Miscellaneous

Holy tome	120 gc
Blessed water.....	20 gc
Holy relic	25 gc
Hunting arrows***	20 gc
Blessed stag hide***	40 gc
Falconry glove***	10 gc
Hunting bird***.....	25 gc
Rope & hook*****	5 gc

*Warrior-Priest of Sigmar and (except Sigmarite warhammer) War-Priestess of Myrmidia only
**Priest of Taal and Priestess of Myrmidia only

***Nature-Priest of Taal only
****Mariner-Priest of Manann only
*****Trickster-Priest of Ranald only



Mariner-priest of Manann

40 gold crowns to hire

Devout marines and seamen of a proven aptitude are easily initiated to become acolytes or templars of the priesthood dedicated to the God of the Seas and Sea Life. Mariner-Priests are kept busy on land with their inspections of watercraft and Marienburg shipyards, the blessing of every new vessel prior to its virgin voyage, and officiating at the dozens of churches throughout the city. The prosperity of the coastal metropolis is seen as a sign of the Sea King's favour.

Priestly navigators serve aboard vessels. These experienced pilots serve as interpreters to the Lord of Journeys. Sometimes they act as luck charms to certify safe passage on a voyage, other times the success of an expedition is dependent upon their navigation.

"Manann would rather be cursed at with the most horrible of words rather than not be spoken of at all."

— Gunter Sheidhaal, Stevedore of Marienburg

May be Hired: Any human or dwarf warband including Norse may hire a Mariner-Priest of Manann (or Olovald). Elf warbands may hire a Priest of Mathlann, with +1 Movement, -1 Toughness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mariner-priest	4	3	3	3	3	1	3	1	8

Skills: Priests of Manann may choose skills from the Combat, Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Manann list. In addition, Manannan Priests can receive a Mark of Manann instead of choosing a new skill if a double was rolled on the advance roll.

Stromfels, God of Storms

Stromfels the Lord of Predators is the sworn enemy of Manann. Theologians have debated whether the Shark God is a primeval Norscan god, a dark ancient aspect of Manann, or an aspect of the Blood God. Stromfels is the patron deity of all pirates. Tribute is paid to this uncaring god by raiders of the Sea of Claws, and by wreckers along the coastal and river regions of the Empire.

The Storm Guard are an order of priests carrying tridents who are devoted to hunting the Cult of Stromfels. They regularly enlist templars from the Sons of Manann on missions to stop the machinations of outlawed covens in league with Stromfels. Worship of the God of the Dangers of the Sea is forbidden in the Empire and the Wasteland. Rebel followings comprise of brigands, warlocks, and smugglers who are often horribly warp-touched. These outlaws and abominations form secret cabals in maritime shanties and slums under the fearful scrutiny of altered sorcerers and the Storm Gods chosen, the dark magic wielding Mutant-Priests.

Olovald, Spirit of the Delta

Olovald, Lord of the Water's Bounty, is secretly worshipped by Manannites in the South Dock at his only remaining church. All other sites have become shrines to Morr. Various maritime deities exist including Rijkstrom, god of the lower Reik. The priesthood tolerates the Spirit of the Delta and even venerates Olovald as a saint of the cult. Even among Manann's clergy there are those who have heard Olovald's call in their dreams, though professing their beliefs would be tantamount to heresy which is punishable by a good keelhauling!

SPECIAL RULES

Prayers: A Priest of Manann is a servant of Manann and may use the Prayers of Manann as detailed elsewhere in this chapter.

Seafaring: Priests of Manann are seafaring people and spend much of their time rowing boats. To represent this, all Priests of Manann get +2 to Strength, when they row a boat.

Navigator: His maritime intuition means the Priest can turn the tide when battles are being fought at sea. The Hero allows you to re-roll a single dice result when rolling on the Seafaring Encounters Chart.

MARKS OF MANANN

One with the Sea: If the Priest falls into water then regardless of the injury roll the Priest cannot be drowned.

Webbed: The fingers and toes of the Priest develop webbed skin and he becomes Aquatic.

"In me experience, the Lord o' that Tydes is as fickle as an Averbheim matron. Ya baff ta court him, give him gifts, and speak sweetly. But one misstep and yer in fer a world of burt."

— Black Amos, Pirate



Trident

Templar marines favour the long thrust of a trident. Unlike other arms the tri-pronged fork weapon is a sacred instrument of their mermedic patron.

Range: Close combat **Strength:** As user

Special Rules: Strike first, Parry

"I've said all my prayers, offered sacrifice and paid my tithes. My ship is in Manann's hands now."

— Walter van Hoik, Marienburger Captain



Priest of Morr

35 gold crowns to hire

Most folk within the Empire fear a Priest of Morr, for most fear the unknown. Death is an inevitable fate that none can escape and the Morrian clergy remind everyone of their own mortality, a reminder that most would sooner not have. Despite this prejudice, the celibates of Morr are indispensable in the services they render. Everyone acknowledges the importance of funeral rituals, for more times than anyone cares to remember, the uncared for dead have risen up to terrorise the living. Though hammer and sword will curtail the undead only a Priest of Morr can put them to rest for good.

"Unclean undead spirit, I cast thee out."

— Antiochus Bland, Temple Father of Morr

May be Hired: Any human or elf warband may hire a Priest of Morr.

Profile	M	WS	BS	S	T	W	I	A	Ld
Morrian Cleric	4	3	3	3	3	1	3	1	8

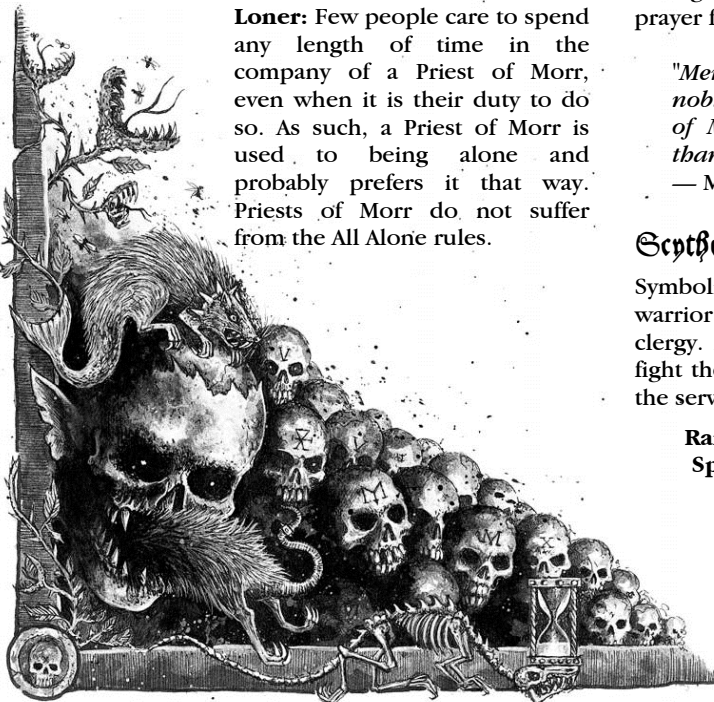
Skills: Priests of Morr may choose skills from the Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Morr list. In addition, Morrian Priests can receive a Mark of Morr instead of choosing a new skill if a double was rolled on the advance roll. Only one Mark of Morr can be chosen by Priests of Morr.

SPECIAL RULES

Prayers: A Priest of Morr is a servant of the Death God and may use the Prayers of Morr as detailed elsewhere in this chapter.

Strictures: Priests of the Death God seldom engage in martial activities. Priests of Morr may only be armed with the ceremonial scythe and dagger that they begin equipped with. Both items can be replaced at no cost. Priests of Morr may never wear armour.

Loner: Few people care to spend any length of time in the company of a Priest of Morr, even when it is their duty to do so. As such, a Priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.



Morr's Servant: Undead creatures shy away from the Priest's presence. Any Undead creature declaring a charge against the Priest or being charged by the Priest must pass a Leadership test or be treated as suffering the effects of *fear*. This ignores all the exemptions for Psychology which are normally applied to Undead models.

Protected by Morr: Morr has a special purpose in mind for His Priests, or so it seems. He, or some other mysterious benefactor, is protecting them from serious harm. As such, when rolling for serious injuries, ignore rolls of 'Dead' and 'Sold to the Pits'. Simply apply the next injury after the relevant entry. (ie, for 'Dead' use 'Multiple Injuries' and for 'Sold to the Pits' use 'Survives Against the Odds').

"Father rests with Morr now. And we clubbed together enough to pay the Priests to make sure the bastard stays there."

— Ludmilla von Thieldorf, Reikland Noble

MARKS OF MORR

Augur: Inured to fear by long exposure to death, the Priest has been recognised as an augur, one of the enlightened Crones of Morr, a living vessel of the Morr Himself! The Priest becomes Immune to Psychology. Crones of Morr possess psychic ability at the expense of a wretched physique. The weakening of the augur's muscles means he suffers -1 Strength permanently. Augurs may re-roll any one dice roll they make during a battle as a result of this mark.

Haunted Mien: Having experienced great suffering by death the hair of the Priest darkens and he gains a few inches in height. As he broadens the Priest takes on a paler complexion. The Priest enters into the martial career of the Black Guard, the silent paladins of Morr. Strictures are ignored by a Black Guardsman. The cleric-warrior may choose skills from the Combat and Strength skills lists, but they may not determine a new prayer from the Prayers of Morr list.

"Merchants fight merchants, nobles fight nobles, thieves fight thieves, and the priests of Morr fight necromancers. I say no more than that."

— Magritta, Tilean Mercenary

Scythe

Symbolic of the looming fate that is in store for every warrior is the ceremonial armament of the Morrian clergy. Although not always a practical weapon in a fight there are a few fleet priests with a strong arm in the service of the God of Dreams.

Range: Close combat **Strength:** As user +1

Special Rules: Difficult to use, Two-handed



War-priestess of Myrmidia



40 gold crowns to hire

The worship of foreign gods is treated by most folk of the Empire as being highly suspicious. Regardless of opinion, Old World soldier's common adoration for Tilea's War Goddess has become universal. Estalians, Tileans and followers in the Empire appeal to her priesthood in times of war or injustice, and on matters of revenge, honour and art. As uncomfortable as it makes the Sigmarites, templars have established chapterhouses across the Empire and most cities have a temple run by the Order of the Eagle. Strategic sermons offered by sharp-eyed clerics include classes in warcraft, for Myrmidia is Queen of Muses, Mother of Invention

Their customs and practices symbolically include wanders. Pilgrimages and crusading knights from the Order of the Blazing Sun have spread awareness of Bellona Myrmidia as her war-priests and priestesses lend spear or sword to honourable campaigns.

"You don't understand. She isn't like the other Gods. She understands us. She walked as one of us! She experienced pain for us. She died for us. She isn't like your uncaring Gods. She is Myrmidia!"

— Iulius Innocenti Giovanelli, Tilean Merchant

May be Hired: Marienburgers, Tileans, Amazons, Watchmen and Merchants Caravans may hire a War-Priestess of Myrmidia.

Profile	M	WS	BS	S	T	W	I	A	Ld
War-priestess	4	3	2	3	3	1	4	1	8

Skills: War-Priestesses of Myrmidia may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new prayer from the Prayers of Myrmidia list. In addition, Myrmidian Priestesses can receive a Mark of Myrmidia instead of choosing a new skill if a double was rolled on the advance roll.

"We might be priests, but we are capable of fighting. Indeed, most of the younger initiatives look forward to it. We're playing dice with the gods themselves, boy. Pray we win this throw and all the ones that follow."

— Abbott Knock, Priest of Myrmidia

SPECIAL RULES

Prayers: A War-Priestess of Myrmidia is a servant of Myrmidia and may use the Prayers of Myrmidia as detailed elsewhere in this chapter.

War-honed: The Priestess is a warrior of stout heart and ignores the effects of *fear*. In addition, the War-Priestess may re-roll her first failed Leadership test of every battle.



MARKS OF MYRMIDIA

Oracle: Faithful Myrmidians consult with the seers of Morr's cult. Augurs of Morr can be seen accompanying Tilean and Estalian warbands, yet the Myrmidian orders include oracles with prophetic wisdom of their own. Oracles may re-roll any one dice roll they make during a battle.

Eagle Friend: The Priestess attracts an eagle companion. The Priestess can gain this mark multiple times. Each time, the Priestess gains an additional bird of prey. Eagles can be used as missile weapons and as weapons in hand-to-hand combat as well by the Priestess. The range of the eagle is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents her skill in directing the eagle to its target in flight. After an eagle attacks it flies back to the Priestess. In close combat, eagles strike first and use the warrior's Weapon Skill. Each successful eagle attack inflicts a Strength 3 hit.

If the Priestess is taken *out of action* the eagle flies away, returning after the battle. Eagles cannot be attacked or slain, but if the Priestess is slain the eagles are lost with him just like any other equipment.

"Our mother of battle, she who keeps our blades keen, who keeps our shields ready, and our armour strong, grant us the grace to know our enemies, and the honour to stand against them, and the strength to defeat them. This we pray in Myrmidia's name."

— Myrmidian Battle Prayer



Trickster-priest of Ranald

55 gold crowns to hire

Ranaldan priests are wandering peddlers with criminal connections. Their cult is the most loosely structured in the Empire and the majority of its clergy act independently. Its orders attract the most unsavoury characters who all willingly swear oaths to the patron of thieves and rogues. They preach Ranald's gospel in his temples which are the taverns, bordellos, gaming halls, and drug parlours of the underworld. Most Trickster-Priests are prudent enough not to remain in the exact same spot for long else arise the suspicion of local law enforcement. Cult affairs are rarely conducted in the open anyway. The pursuit of illegal activity in the cult dictates a Priest habitually stays within a familiar district of criminal enterprise. Many operate each grift under an alias. Some lead dual lives.

All businessmen seek blessing of improved commerce. To guarantee bountiful favour they need a priest! Outside of Marienburg, where smuggling is difficult to perceive from honest trade, worship of Ranald is frowned upon. Common opinion is of all business folk to be con artists of some degree hence it is no surprise when vendors are seen consorting with clergymen.

*"Something worse than being eaten alive?
Hmm looks like we have a new game. I'll start.
How about being ground into sausage and
served at a Bretonnian banquet?"*

— Sindt, Trickster-Priest of Ranald

Handrich, God of Merchants

Across much of the Empire, Handrich, also known as Haendrykk, and Ranald are considered the same, though worshipped under both names without much thought. Faithful merchants and charlatans that travel into the far reaches of the Empire strive to show the differences between these two gods and, over time, a split is being accepted. With the rise of the middle class, composed of wealthy burghers, the Cult of Handrich is the fastest growing cult in the Empire. The division becomes distinct in Marienburg because it is where the cult is centred. The God of Prosperity and Commerce is second only to Manann in his popularity.

The Handrich clergy maintain their own temples to the local god. Priests and cultists of Handrich openly display their symbol, while followers of Ranald keep their sigil and pendants concealed. As with all cults there is competition between the two. Both have a roughly equal level of power, but the Cult of Handrich's influence is weak in slum districts like the South Dock. As a result it is more transparent in its dealings. In its quest for wealth, church offices and positions are now for sale to the highest bidder. Merchant families donate generously before contributing a son to the priesthood. As trusted advisers priests are privy to many delicate commercial secrets. Family connections make cult priests prized negotiators and confidants.

Skills: Priests of Ranald may choose skills from the Shooting, Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Ranald list. In addition, Ranaldan Priests can receive a Mark of Ranald instead of choosing a new skill if a double was rolled on the advance roll.

May be Hired: Any human or dwarf warband may hire a Priest of Ranald or Handrich (or Gundred).

Profile	M	WS	BS	S	T	W	I	A	Ld
Trickster-priest	4	2	3	3	3	1	3	1	7

SPECIAL RULES

Prayers: A Priest of Ranald is a servant of Ranald and may use the Prayers of Ranald as detailed elsewhere in this chapter. Priests of Handrich use the same prayers.

Strictures: Trickster-Priests habitually avoid engaging in martial activity. They may only be armed with a dagger, throwing knives and a stiletto. Priests of Ranald may never wear armour. The Priest has both the skills Haggles and Streetwise.

Grifter: Priests of Ranald are practiced swindlers! Like a merchant, a Trickster-Priest allows (dodgy!) trading deals to be arranged with other warbands.

MARKS OF RANALD

Ranald's Luck: The Priest must be counted amongst Ranald's favourite servants because he is the canniest fellow for miles around. Once during each battle, the Priest is able to influence the result of any dice roll he makes by +1 or -1. In addition, the Priest is lucky enough to duck past any hits on a 6+ regardless of their strength or source, including magical attacks. This is an unmodifiable roll made before any critical hit effects would be determined.

Cat Friend: Those favoured by the God of Good Fortune may attract a cat companion. The Priest can gain this mark multiple times. Each time, the Priest gains an additional cat. Cats cannot attack or be attacked but they must be represented by an appropriate model because they can be used to intercept a charge made against the Priest. When a cat intercepts, the charging model is treated as having entered into close combat with it. The interception is completed as normal. No combat is subsequently fought and during the charging model's next turn it no longer counts as being in hand-to-hand combat.

The cat must always be positioned anywhere within 3" of Hero. If the Priest is taken *out of action* the cat runs away, returning after the battle. Cats cannot be attacked or slain, but if the Priest is slain the cats are lost with him just like any other equipment.



Priestess of Shallya

50 gold crowns to hire

A Priestess of Shallya is likely to be received warmly wherever she goes. All beg forgiveness of the mercy goddess, Shallya, at the altars of her shrines and conclaves. At leave of the prioress Shallyans depart the blessed shelter of their cloister to spend some time travelling the Old World early in their careers, relieving distress as they find it.

Oft times aided by sack-clothed supplicants, missionaries pass from village to township exercising the healing arts; gainsaying false doctrines, curing ordinary maladies, delivering babies and ministering sacred treatments maintained secretly within the reliquaries of isolated Shallyan conclaves. The Clerics of Mercy set to treating bodies wracked by plague with ecclesiastic remedies, fighting the infections of Chaos with miraculous thaumaturgy at great personal risk.

Shallya the Maiden is ever the bane of the Fly Lord. Clericals of the sister goddess are sworn to combat agents sent by the Lord of Decay with arcane holy chanting, miracle balms, even energy drawn from their own life-force or the divine remnants of potent Shallyan vessels, stored in secret chambers beneath chapterhouse reliquaries after their passing.

"Even the goddess of mercy picks and chooses her prey."

— Brunner, Bounty Hunter

May be Hired: Any human, elf or dwarf warband may hire a Priestess of Shallya.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cleric of Mercy	4	2	2	2	3	1	3	1	8

"He is greedy. Rapacious, even! Throwing sacrifices to him is like tossing gold and offerings into a bottomless pit. There is a reason that the sea is so vast – it is the belly of Manann, the ever hungry."

— Ingrid Schumer, Priestess of Shallya

Skills: Priestesses of Shallya may choose skills from the Academic skills list, or they may randomly determine a new prayer from the Prayers of Shallya list. In addition, Shallyan Priestesses can receive a Mark of Shallya instead of choosing a new skill if a double was rolled on the advance roll.

Gunnred, God of Rustlers

Ranald's suspected guises include Gunnred, the God of Rustlers and Blackmail, regarded no less highly as Shallya in the Border Princes and emphasising brutality and intimidation over luck and skilful larceny. Each incarnation of Ranald propagates initiation, usually involving a daring heist or other risky criminal endeavour.

SPECIAL RULES

Prayers: A Priestess of Shallya is a servant of Shallya and may use the Prayers of Shallya as detailed elsewhere in this chapter.

Strictures: Priestesses of Shallya avoid engaging in martial activities. Followers of Shallya may only charge in hand-to-hand combat against warriors from a Carnival of Chaos warband or other servants of Onogal the Fly Lord. Priestesses of Shallya always begin equipped with a walking staff (counts as a staff). They may only be armed with a walking staff. Priestesses of Shallya may never wear armour.

"Pig-headed bammer burler. Why do people always believe bloodshed is such a cure-all?"

— Sister Anna Fleck, Priestess of Shallya

Mercy: The Priestess may heal a wounded warrior once during battle. Any model in contact with the Priestess immediately recovers 1 Wound. In addition, she may accompany another Hero visiting an Apothecary which allows a +1 modifier when rolling on the Surgery charts.

Cure Poison: At the beginning of the post battle sequence the Priestess and any other model in the warband is healed from the effects of a poison. The disease is removed from the subject model and all ill-effects are nullified.

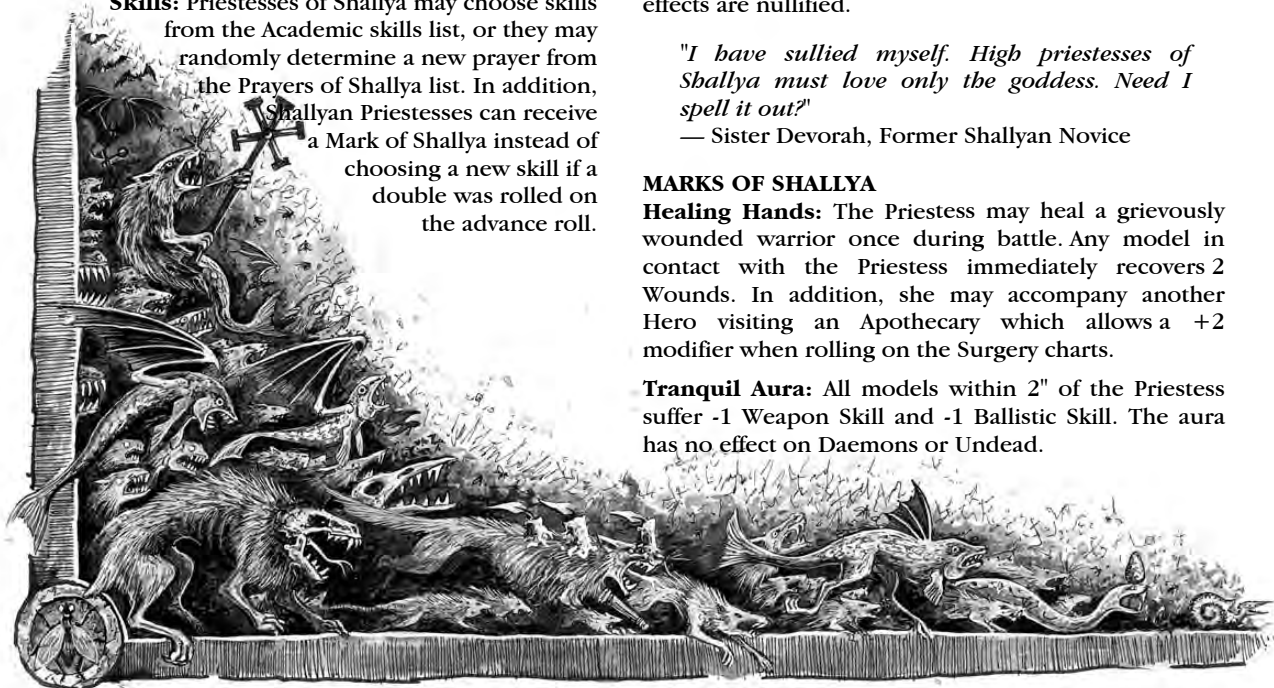
"I have sullied myself. High priestesses of Shallya must love only the goddess. Need I spell it out?"

— Sister Devorah, Former Shallyan Novice

MARKS OF SHALLYA

Healing Hands: The Priestess may heal a grievously wounded warrior once during battle. Any model in contact with the Priestess immediately recovers 2 Wounds. In addition, she may accompany another Hero visiting an Apothecary which allows a +2 modifier when rolling on the Surgery charts.

Tranquil Aura: All models within 2" of the Priestess suffer -1 Weapon Skill and -1 Ballistic Skill. The aura has no effect on Daemons or Undead.



Warrior-priest of Sigmar

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exceptions, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

"When Sigmar wishes to punish us, He answers our prayers."

— Erich Keller, Warrior-Priest of Sigmar

May be Hired: Any human warband may hire a Warrior-Priest of Sigmar except Witch Hunters (they already have this choice!), Pit Fighters, Pirates, Norse, Kislevites, Tileans, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior-priest	4	3	3	3	3	1	3	1	8

Skills: Warrior-Priests of Sigmar may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new prayer from the

Prayers of Sigmar list. In addition, Sigmarite Matriarchs and Warrior-Priests can receive a Mark of Sigmar instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Warrior-Priest of Sigmar is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section of the Mordheim rulebook.

MARKS OF SIGMAR

Enlightened: Divine purpose washes over the Priest. He automatically passes all Leadership based tests taken while fighting against Orcs & Goblins or the followers of Chaos.

Symbol of Unity: The Priest inspires citizens of the Empire with nationalistic pride. His symbolic presence affects encounters with Witch Hunters, Sisters of Sigmar or any mercenary warband except Marienburg and Middenheim mercenaries. If an enemy warrior within 3" of the Priest strikes or shoots at a warrior within 3" of the Priest they suffer -1 on all rolls to hit.

"I met Magnus the Pious once, and he tried to put his hand up my dress."

— Geneviève Dieudonné, the Vampire Heroine

Nature-priest of Taal

45 gold crowns to hire

One of the most ancient and pervasive of Cults in the Empire belongs to the primal nature Gods of Taal and Rhya. It is said that every priest of Taal is born during the darkest phase of the moon. A few servants are ordained by their hierarchs to live as hermits in the wilderness, following the Path of Taal. Friend to bird and beast. Druid-Priests act as guardians of wild places and those who wander them. To the creatures of Chaos lurking in the woods, they are terrors.

May be Hired: Any human warband may hire a Priest of Taal or Rhya (or Karog) except Witch Hunters, Sisters of Sigmar, Pit Fighters, Norse, Kislevites, Tileans, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Druid-priest	4	2	3	3	3	1	3	1	7

Skills: Priests of Taal and Rhya may choose skills from the Combat, Academic, Strength and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Taal list. In addition, Taalite Priests can receive a Mark of Taal instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Priest of Taal is a servant of Taal and may use the Prayers of Taal as detailed elsewhere.

Strictures: Priests of Taal may never wear heavy armour. Druid-Priests may never be equipped with blackpowder weapons.

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

MARKS OF TAAL

Tranquil Fauna: Animals are calmed by the presence of the Priest. Animals will never attack the Priest. Animals controlled by warrior with an Animal Handler skill or large predatory beasts must pass a Leadership test (this can be taken using the Leadership of the handler) or they may not attack the Priest. A failed Leadership test does not result in a failed charge when an animal may not attack.

Enlivened Flora: The Priest becomes surrounded by a rampant plantation of verdant blossoms. Once during each battle, models (friend as well as foe) within the exception of friendly Taalites within 3" of the Priest are pushed directly away from him by the wall of blooms. Models are moved so that they are standing no closer than 3" away from the Priest. The living barrier of flora wilts during the recovery phase after D3 turns have elapsed.

Karog, God of Rivers

As the father of Manann, Taal is worshipped in Marienburg by riverfolk in his aspect as Karog, who is ruler of rivers and waterways. Most rivers lead to the sea but fanatical Karogans believe rivers create the sea! Extremists following sinister aspects of Manann have moved to smite disciples of the River God for this heresy. Their hateful argument is as simple as it is heretical itself: the sea swallows and destroys rivers.



Wolf-priest of Ulric



60 gold crowns to hire

The Wolf-Priests hail from the city of the White Wolf. Deep within the Ulricsberg, blood descendents of Ulric conspire to assume control of the cult from their holiest shrine – The Womb of the Wolf. All competing Ulrican Orders see templars of Sigmar as heretics due to the intense rivalry between their two faiths. Priests with the Mark of Ulric are known to attract wolf companions. These loyal creatures fight on behalf of the Wolf-Priest, scouting ahead to warn of danger.

"The Children of Ulric... They say that when the world was young, Ulric walked among men and begat children on mortal women. That those of his bloodline could shift shapes between that of man and wolf. They withdrew to the wild places of the world long ago. Some say their blood grew tainted when Chaos came and now they feast of human flesh."

— Felix Jaeger, Poet

May be Hired: Middenheim mercenaries may hire a Wolf-Priest of Ulric.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf-priest	4	3	2	3	3	1	3	1	8

Skills: Wolf-Priests of Ulric may choose skills from the Combat, Academic, Strength and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Ulric list. In addition, Ulrican Priests can receive a Mark of Ulric instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Wolf-Priest of Ulric is a servant of Ulric and may use the Prayers of Ulric as detailed elsewhere.

Strictures: Every Wolf-Priest is garbed in a cloak made from the pelt of a white wolf. A wolf cloak allows a 6+ saving throw. Black powder weapons, crossbows and helmets are not favoured by Ulric. Use of them shows a lack of courage. Wolf-Priests of Ulric may never be equipped with blackpowder weapons.

Intense Rivals: A Wolf-Priest *bates* all Witch Hunters, Warrior-Priests of Sigmar, Sigmarite Matriarchs and Sisters of Sigmar with as they are the agents of an opposing cult.



"There is only death here. Soon it will be night. Then my father will come. For generations my people have lived at peace with the Count's."

— Magdalena, Child of Ulric

MARKS OF ULRIC

Son of Ulric: The Priest is a direct descendent of Ulric's bloodline! While the Priest's teeth sharpen and become elongated, wicked claws manifest, suffering -1 Ballistic Skill. The Priest can fight unarmed without the usual penalties so he cannot be disarmed. In addition, the Wolf-Priest becomes even hairier than his kinsmen rendering him immune to the harmful effects of cold, except when it's triggered by the use of magic.

Wolf Friend: The Priest attracts a wolf companion. The Wolf-Priest can gain this mark multiple times. Each time, the Priest gains an additional wolf. If the Priest or the wolf is taken *out of action* the wolf runs away, always returning before the next battle. A wolf friend does not count towards the maximum number of models in a warband and is ignored when selling treasures and wyrdstone shards to resolve income.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Friend	9	3	0	3	3	1	3	1	5

"He relieved himself in the font in the Temple of Verena. During High Mass. And then he suggested to the priests that the Goddess herself was a "piece of all right" who could really do with a good... what was it again?"

— Ar-Ulric Emil Valgeir, High Priest

Solkan, God of Vengeance

Another outlawed cult in the Empire with a following in Marienburg, are those masked radicals dedicated to a thought to be dead god, Solkan, Lord of Vengeance. Clerics occupy high-ranking positions of authority in society, their inner circle forming the heart of a circumspect operation. The core is a secretive organisation of vigilantes calling themselves the Knights of Purity. All disciples are sworn to the destruction of Chaos and its followers. The priesthoods methods are fanatical to say the least. Oblivious to the consequences, its clandestine avengers take the law into their own hands by hunting mutants and slaying heretics.

While it has never been officially banned in Marienburg, the cult is regarded as a haven for reactionaries. The seat of power is in the Tilean city state of Remas where the fearsome cult has a firm grip of authority under the wrathful leadership of the infamous Inquisition. These warlock-killers dress in black hooded cloaks and wear a mask of gold. Wrathful men encased in blackened plate armour judging morality by extreme measures.

The crusading Inquisitors of Solkan have become hell-bent on bringing about order and justice, leading scholars to speculate whether this merciless favoured god of the Remeans could be a vengeful ancient aspect of Verena. Popular conjecture amongst merchants associates Solkan with Ulricans. Idle tavern talk remains contradictory to the former theory supported further by hushed clerical hearsay – This concerns the Verenans convenient marriage with Solkanites in the miserly collection of an exclusive repository! Their locally rumoured Unseen Library exists at least in urban folklore yet its elusive whereabouts has mystified the witch hunters for decades.

Priest of Verena

45 gold crowns to hire

Priests and priestesses of the Goddess of Justice and Law are clerics first and foremost. Their ministrations are concerned with learning and balance. The mandate of the cult includes spreading knowledge leading priests to wander. Missionaries travel to lands ruled by tyrants. Priests have been executed in Brionne! It is easy to mistake their wrathful rhetoric for anarchism! For every dissident being persecuted there is a rabble-rouser whose judicious recitals succeed in overthrowing tyranny.

Verenans are eclectic and their decadence for decorative tailored dress and ornate talismans depicting swords, owls and sets of scales. More devout clericals have taken to gilding their uniforms with extracts of lore copied from ancient texts. Scriptures are transferred to strips of parchments that are pinned to their robes of office, fragments from scrolls painted on armour, and the very pious have tattooed quotations from scrolls onto their bodies. These embellishments act as a reminder of the commitment the cult has to safeguarding knowledge in the name of Verena the Protector.

The owl symbolizes wisdom yet for all their wisdom and the exhaustive archives of lore that reside in the cults libraries for safekeeping, those ordained of office are not always considered wise. Sometimes priests go too far in their search for the facts or to protect rare tomes and unique scrolls. More than once a truthseeker reading from a prohibited text has inadvertently drawn witch hunters in to investigate. Forbidden secrets known to the Order of Illuminated Readers are feverishly protected by Librarian-Assassins who have studied forbidden Nipponese tomes about the art of war to become formidable martial artists. The church has suffered the embarrassment of having members of their ministry condemned to the pyre by agents from the Holy Order of Sigmar.

"The man of Law who claims to stand for justice is a cheat. If you would serve justice, take Verena for your patroness, and shun the champions of Solkan, who are bitter and uncaring men."

— Semjaza, Estalian Sorcerer



May be Hired: Any human warband may hire a Priest of Verena (or War-Priest of Solkan) except Witch Hunters, Sisters of Sigmar, Pit Fighters, Pirates, Norse, Kislevites, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cleric of Law	4	3	2	3	3	1	3	1	8

Skills: Priests of Verena may choose skills from the Academic skills list, or they may randomly determine a new prayer from the Prayers of Verena list. In addition, Verenan Priests can receive a Mark of Verena instead of choosing a new skill if a double was rolled on the advance roll.

War-Priests of Solkan may choose skills from the Strength skills list, or they may randomly determine a new prayer from the Prayers of Verena list. In addition, War-Priests of Solkan can receive a Mark of Solkan instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Priest of Verena is a servant of Verena and may use the Prayers of Verena as detailed elsewhere in this chapter. War-Priests of Solkan can invoke the divine power of Law using the same prayers!

Strictures: Priests of Verena may only be armed with a sword.

"Men who dwell outside the Empire are not necessarily barbarians, nor always wicked by design. Yet in places where names are unsafe to utter, the worship of Ulric goes often hand in glove with that of Solkan the Avenger. Their followers are not corrupt but can be unjust: a bard faith to reconcile with worship of Our Lady."

— Brother Martin, Verenan Academy Initiate

MARKS OF VERENA

Librarian: The Priest has studied forbidden tomes of the Unseen Library. Whenever a prayer is successfully cast on an individual model, select another target within 3" of the original target to share in the Priest's wisdom. Roll again for the casting of the same prayer. The Priest is able to project the prayer at the additional target applying +1 to the Difficulty of the casting cost. Repeat the process each time the casting is successful, applying a further +1 to the prayer's Difficulty, which can never exceed 12.

Owl Friend: The Priest attracts an owl companion. A warrior favoured by the owl seems to gain accuracy from the bird's uncanny sureness of sight, and are more likely to shoot straight! The player controlling the Priest can declare a warrior at the start of the shooting phase. The warrior may then re-roll any failed dice rolls to hit with missiles.

The owl never settles on the same warrior twice in succession. If the Priest is taken *out of action* the owl flies away, returning after the battle. Owls cannot be attacked or slain, but if the Priest is slain the owl is lost with him just like any other equipment.

"Whatever has put the taint on them, their fate is still the same. Heretics burn."

— Inquisitor Gualtiero Bocca, Solkanite War-priest

MARKS OF SOLKAN

Witch-finder: The holy avenger of Solkan possesses a sixth sense alerting him to the presence of the minions of Chaos and warlocks he must punish for the heresy of witchcraft, necromancy and daemonology. The Priest must declare a charge against any follower of Chaos, warlock, necromancer, sorcerer or warpainted character, even if he cannot see them!

Inquisitor: This Solkanite Priest becomes a prudent enforcer, an Inquisitor of Solkan. Empowered by the Inquisition of Solkan in Remas, the warrior-cleric judges the immoral and wrathfully smites any heretics branded in his path. At the beginning of a new round of combat with the Priest, roll a D6 for an enemy warrior who is not Undead or a follower of Chaos. On a roll of 6 the warrior is judged to be concealing corruption! Roll on the Random mutation chart (see chapter on Corrupted Characters) and apply the result to the affected model representing its brand that was detected by the warrior-priest. Inquisitors may never leave combat and are Immune to Psychology.

Prayers of Manann

Manann is the capricious God of the Seas. Moods of Manann and his clergy range from violent outbursts to strange benevolent acts. Whenever one of the Mariner-Priests requests aid, they never know quite how their unpredictable patron will react. Manann punishes ministers with jolts of harmless electricity, but when benevolent, he fills them with a sense of soothing calm. As Lord of Journeys and God of Storms both sides of Manann's fitful aspects are reflected.

D6 Result

- 1 Blessed Voyage** **Difficulty 5**
Mariner-Priests commune with the fickle God of the Seas at the beginning of every voyage. The strength of his divine influence is enough to turn any tide.

As long as the Priest began the battle upon water, then so long as he remains upon water for the entire duration of the battle, any single dice result can be rerolled during the post battle sequence. Being upon water can be defined as standing on a jetty or watercraft, or being submerged in water.

- 2 Curse of the Albatross** **Difficulty 10**
The wrath of Manann is not to be trifled with. Landlubbers quail as the Priest invokes their ultimate doom.

Enemy warriors within 24" of the Priest will suffer a critical hit on a roll of a 5 or 6 instead of a 6 for the next round of close combat.

- 3 Drowned Man's Face** **Difficulty 7**
A seasoned Mariner-Priest chants prayer to beseech Manann to impede the unfaithful. The enemies lungs instantaneously become pumped full of salt water.

An enemy warrior within 18" of the Priest receives a +1 modifier to all characteristic based tests. During each of his recovery phases, the player controlling the drowning man may have the warrior attempt to break the spell by passing a toughness test with no modifier applied. The affected warrior suffers a Strength 2 hit when the spell expires.

- 4 Sea Legs** **Difficulty 8**
Prayer can be used to bind individuals to the will of Manann. Priests can curse their foe to stand upon the deck of a ship caught in stormy weather.

An enemy warrior within 18" of the Priest must pass an Initiative test to remain standing. If the warrior fails the test he is *knocked down* and may only stand with a successfully passed Initiative test with a +1 modifier applied.

- 5 Water Blast** **Difficulty 8**
Hands outstretched reverently, the old Mariner unleashes a sweeping torrent of brine water by the grace of the Lord of Tides.

Any model within 18" of the Priest is struck with a magical blast of water. The blast has Strength 4 and the target must pass a Strength test or be *knocked down*. A water blast extinguishes flames, affecting anything *set on fire* within 2" of its target.

- 6 Waterwalk** **Difficulty 9**
Floating on a raft of true belief, the Priest solicits the power of faith in a majestic display that defies all logic.

In the next movement phase the Priest is able to walk on water, marsh and swampland as if it were firm ground. The effects of this prayer last until the Priest returns to any solid platform.

Prayers of Morr

Morr is the God of the Dead and of Dreams. Among his faithful servants are the Priests of Morr and those dreaded augurs touched by Morr himself, the Croners of Morr. Priests of Morr use funerary rites to ensure that the dead remain dead, that their bodies are sanctified and sealed with their souls safely passed into Morr's keeping.

D6 Result

- 1 Destroy Undead** **Difficulty 8**
Through a devout supplicant, by the hand of Morr, the Undead shall become as dust and ashes.

The Priest of Morr must be touching an enemy Undead or Daemon model to use this prayer. If successful the foe immediately goes *out of action* (this only affects Zombies, Dire Wolves, Vampires etc). Ghouls, Possessed and Daemons affected by this prayer will immediately flee their full Movement away from the Priest of Morr.
- 2 Glimpse Ahead** **Difficulty 9**
Amongst the church of Morr there are augurs who are said to be possessed of witch sight. It is said this trait can lead only to madness and as such the augurs are given a wider berth by fellow clergymen than their Morrian counterparts.

The Priest is entitled to modify the result of a roll he makes by +1 or -1. Successful casting of this rite cannot be repeated during a battle or else the Priest would succumb to insanity! If the modifier has not been applied to the result of a roll during the battle, then it can be applied to a roll the Priest makes during the post battle sequence when either searching for a Rare item or visiting another location.
- 3 Preserve Corpse** **Difficulty 5**
Those who fall become sanctified through funerary rites carried out the Priest and their soul freed, in the name of Morr, God of Death.

The Priest of Morr may attempt to perform the prayer of sanctity on a model (friend or foe) who has been taken *out of action*. The Priest of Morr must be within 6" of the model in question. If successful, the model may not be raised by a Necromancer.
- 4 Sign of the Raven** **Difficulty 7**
Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death. Dire circumstances are when the actions of a Morrian Priest can inspire warriors to perform heroic deeds, despite of certain doom.

During the next close combat phase all friendly models with 6" including the Priest, receive +1 on all rolls to wound.
- 5 Sleep of Death** **Difficulty 10**
Servants of Morr are taught to divine and invoke the will of the God of Dreams, allowing them to interfere with the conscious minds of the living. The most learned of the church are capable of manipulating individuals in a dreamstate.

Draw a 12" line from the Priest. Any enemy models falling under the line fall asleep for D6 turns, unless a successful Leadership test is passed by each model. Roll a D6 for each model affected. Sleeping models are treated as being *knocked* down. Undead creatures are immune to the effects of this prayer.
- 6 Threshold Line** **Difficulty 8**
Charcoal is used after reciting an arcane phrase when the Priest is confronted by an apparition of Old Night to block its path.

Mark a 4" long line. This mark can be applied to a walkway, doorway, stair or other entry point to prevent an Undead creature from passing it. Any Undead creature must pass a Leadership test with a +1 modifier to the roll before it can pass the threshold marker, which lasts for the duration of the battle.

Prayers of Myrmidia

Myrmidia is the War Goddess of Civilisation and Honour. Remeans and Magrittans savagely debate the moral founding of her faith, manoeuvring to put natives in seats of authority including secular positions across the Empire. Tacticians portray her as the Goddess of the Art of War. Expansion of Imperial cults swearing allegiance has led both sects to strategically transfer the priesthoods efforts to subverting colonials.

D6 Result

1 **Blazing Sun** **Difficulty 10**

For some Priestesses there is a unique view where the world can be brought into order with blinding flames of retribution. Myrmidia answers prayer with fury.

Any models within 4" of the Priestess suffer a Strength 3 hit with no armour saves allowed, and must pass a Leadership test or be *knocked down* (to extinguish their attire and half-blind by the blinding flames). A War-Priestess of Myrmidia is unaffected by the prayer.

2 **Command the Legion** **Difficulty 6**

Myrmidia lends her strength to the snarling words of the War-Priestess. As the vassal dictates solid tactics through prayer, the legionnaires become righteous.

Any target warrior within the Priestess's line of sight receives +1 Leadership until the start of the players next turn.

3 **Dismay Foe** **Difficulty 9**

In her wrathful aspect the War Goddess can be invoked by a Priestess. All those heretics who gaze upon her just form in melee become utterly terrified.

Any model attacking the Priestess in close combat this turn must pass a Leadership test or is unable to make any attacks. Undead are immune to the effects of this prayer.

4 **Eagle's Vision** **Difficulty 8**

Entering a trance-like state the Priestess receives lucid visions from the Goddess. Interpreting answers to her prayers enables sly enemies in hiding to be detected.

The War-Priestess can use this prayer to reveal any *bidden* warrior. A Priestess who has moved this turn is unable to use this prayer, and the prayer cannot be used if the Priestess is in close combat.

5 **Fury's Call** **Difficulty 9**

Passion can be found in prayer. The Priestess recants fervent sermons deposing bated despots in opposition of the War Goddess.

All friendly models within 12" not including the Priestess may re-roll their first missed attack during the next close combat phase.

6 **Vengeful Wrath** **Difficulty 6**

Lifeblood of the wronged fuels a divine command of unbridled fury. The Priestess dictates vengeance upon all bated foes in a rite of retaliation.

The War-Priestess may re-roll each failed roll to hit the next time that a round of hand-to-hand combat is being fought. Until her next close combat has started the Priestess must always charge if there are enemy models within charge range. The player has no choice in the matter – the Priestess will automatically declare a charge.

Prayers of Ranald & Handrich

Ranald is God of Luck and Good Fortune. Commonly hailed by entrepreneurs as the Lord of Thieves and Tricksters, he is also revered as God of Swindlers, Smugglers and Profiteering. In the lower stretches of the Reik, prayers are uttered in the name of Handrich, God of Merchants. Priests of Handrich are widely considered the last hope of any sinking enterprise.

D6 Result

1 Bamboozle

Difficulty 9

Creating confusion is a talent the Priest has mastered! By craving the blessing of his fickle patron the Priest cajoles a creature short on wit to do his bidding.

An enemy warrior within 12" of the Priest must pass a Leadership test or during the next turn the warrior is controlled by the player who controls the Priest. The bamboozled warrior may do something which results in its harm, but may not attack itself. Large models, Daemons and Undead are immune to the effects of this prayer.

2 Bargain Hunter

Difficulty 8

Intoning this litany, the Priest divines a geographical area pinpointing a hotbed of quality merchandise. Opulent goods being quickly shifted in a price slash.

If successfully cast then Common items must be reduced in price by one third of their cost during the next post battle sequence. Any fractions should be rounded down. Additionally, one Hero from the Priest's warband is guided to a Rare item of his choice which is charged at the normal cost. The maximum price for Common items purchased during the post battle sequence is altered to match the price slash, which consequently affects all players. The prayer cannot be used again once it has been successfully cast.

3 Bountiful Fortune

Difficulty 10

Comrades are gifted with uncanny luck when the Priest implores his deity for an upturn in the gang's fortunes.

The Priest and any warriors from his warband within 12" may each reverse the chances of success on a single dice roll or characteristic test. For example, if a warrior with a missile weapon requires a 6 to hit, then reversing the odds will mean that the warrior will hit his target on a roll of 1-5 instead. The prayer is effective until the start of the players next turn.

4 Open

Difficulty 7

Few doors are considered closed to clergymen. It is joked that this Priest can walk through walls! The Priest petitions for safe passage to override any barrier.

A lock, bolt or latch becomes unlocked by the Priest. This includes magical locks. The Priest model must be touching the lock to use this prayer.

5 Rumour of Bounty, Rumour of Dearth

Difficulty 9

The Priest requisitions his lord to assist in manipulating priced commodities.

If successfully cast then all equipment of one type may be halved in price (ie, bows cost 5 gold crowns) or a Rare item becomes Common during the next post battle phase. Alternatively, all equipment of one type may be doubled in price (ie, bows cost 20 gold crowns) or a Common item becomes Rare 10. All warbands are affected by the rumour during the post battle sequence. The prayer cannot be used again once it has been successfully cast.

6 Stealth

Difficulty 5

Calling upon divine favour, bountiful servants quickly develop a knack of going unnoticed and evading conflict whenever it suits them.

The Priest becomes *hidden* until the start of the players next turn. Any attempts made to detect or spot the Priest will automatically fail unless they are achievable through magical means.

Prayers of Shallya

Shallya is the Goddess of Healing and Mercy. The holy prayers of the forgiving Goddess are recited in all nations by wandering Sisters of Mercy. Boons of respite bring relief to the suffering. Spells granting restoration allow her clerics to heal the troubles of the world.

D6 Result

1 Cure Disease Difficulty 8

The Priestess petitions Shallya to remedy those unfortunate enough to have been struck low by the sickness of plague.

The Priestess or any model in contact with the Priestess is healed from the effects of a disease. The disease is removed from the subject model and all ill-effects are ignored.

2 Cure Wounds Difficulty 6

Beseeking the Mercy Goddess to restore health of a fallen warrior is the widely done duty of the Priestess.

The Priestess or any model in contact with the Priestess immediately recovers 1 Wound.

3 Golden Tears Difficulty 10

Tears of purity shower upon the dying as the Priestess entreats Shallya for a merciful pardon.

This prayer can only be used if the Priestess is able to reach the spot where a warrior was taken *out of action* in the previous turn. If successfully cast, the Priestess has healed the warrior. Return the model to play with 1 Wound, in the *knocked down* position.

4 Purify Difficulty 9

The Cleric displays her abhorrence of the Plague God with an anathema to his polluting servants. The Priestess shrivels vile followers of Onogal with the purifying power of Shallya.

Any warriors from a Carnival of Chaos warband or other servants of Onogal the Fly Lord within 24" of the Priestess lose D6 Wounds, regardless of Toughness or armour. All affected warriors reduced to 0 Wounds must also pass a Leadership test or be treated as being *stunned*.

5 Shallya's Endurance Difficulty 7

In chanting a rite of resilience the Sister delivers the power of Shallya, boosting the vitality of a worthy defender. At her decree the champion endures the pain.

The Priestess or any model in contact with the Priestess receives +1 Toughness during the next round of close combat.

6 Vestment of Purity Difficulty 10

A miracle of faith as the Priestess weathers the stream of corruption. Heretic lieutenants of the Plague Lord yield before the overwhelming purity of Shallya.

The Priestess becomes immune to all poisons and diseases. In addition, Daemons, warriors from a Carnival of Chaos warband or any other servants of Onogal the Fly Lord must pass a Leadership test taken at -2 Leadership to charge, shoot missiles at or use magic attacks against the Priestess. The effects of this prayer last until the Priestess attacks an enemy model in close combat.

Prayers of Taal & Rbha

Taal is the God of Nature and Wilderness and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. Priests of Taal resemble the Lord of Beasts by wearing a stag skull as a helm with bison and bear skins for clothing. Worshippers include rangers, trappers and men living in the wilds of the Empire.

D6 Result

1 Stag's Leap

Difficulty 7

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again.

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bears Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bears Paw' this spell is sometimes referred to as 'Moose Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single Strength 3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 Strength 5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Taalites within 12" of the Priest can only move at half their Movement until the next shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents will assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Prayers of Ulric

Ulric the White Wolf is the God of Battle, Wolves and Winter. Middenheim is the city of the White Wolf, the seat of power for Ulric's wild patronage. The Ulricsberg was built on a plateau that according to legend was created by a mighty blow from the Snow King's fist. Warrior-Priests of Ulric are the Wolf-Priests calling upon the might of the Great Wolf in battle.

D6 Result

1 Frost's Bite

Difficulty 7

The snarling Wolf-Priest prays to Ulric to freeze the blood in the body of his enemy.

An enemy model within 9" must pass a Toughness test or loses 1 Wound ignoring armour saves. Furthermore, the target is unable to take any actions during the opponents next turn. If the test is failed, the target may still make defensive actions such as Dodge, and defend itself in combat.

2 Heart of the Wolf

Difficulty 8

The Wolf-Priest's prayer is answered as an ear-shattering inhuman howl roars from his throat.

For the duration of the battle, all members of the Priest's warband are immune to fear and All Alone tests as they feel the presence of their god. Additionally, the leader of the warband receives +1 Leadership on all Rout Tests.

3 Hoarfrost Thews

Difficulty 8

An unnatural chill ripples through the musculature of the Priest as a frost forms upon the flesh across his entire body. A chilling cold aura surrounds him.

The Priest is immune to exposure caused by freezing conditions for the remainder of the battle. This includes the ill effects of all types of cold weather and the Priest is immune to the effects of any magical attacks or spells which refer to the cold such as snow, frost, ice and hail. All models within 2" of the Priest without a cloak or winter furs suffers -1 Leadership and -1 Initiative. However, Initiative cannot fall below 1. Undead models are immune to the chilling auras effects.

4 Ice Storm

Difficulty 10

The Priest snarls an invocation that releases a fierce storm of lashing ice to cripple Ulric's enemies.

An enemy model within 24" of the Priest is lashed by ice, receiving a Strength 5 hit. The target, along with any models (friend or foe) within 2" of the target, must take a Toughness test. Any model which fails the test is treated as being *stunned*.

5 The Snow King's Decree

Difficulty 10

Scornful words are bellowed by the Wolf-Priest in tribute to Ulric's hatred for cowardice, weakness and dishonour. The decree of Ulric punishes the craven.

Silvery, freezing fire erupts from one target within 6", and causes one Strength 8 hit. Any devout Ulrican warriors including brave Middenheimers are assumed to be immune to the spell. If the chosen target is a warrior then he may avoid the effects of the prayer by successfully passing a Leadership test. Armour offers no protection against the Snow King's decree.

6 Wild Pack

Difficulty 8

The Wolf-Priest howls angry prayers to Ulric, leading allies to bristle with menace. All of this unrestrained violence unsettles all except the steeliest of foes.

All enemy models within 12" suffer a -1 penalty to their Weapon Skill in the next close combat phase if they are attacking warriors from the Priest's warband. This prayer does not affect Undead.

Prayers of Verena & Solkan

Virtuous disciples of Law are rewarded with the just blessing of their patrons. Justice is meted out through worshippers of more than one deity. Verenan priests attending fonts at High Mass garbed in flowing scholarly robes and gowns of white fabric are dressed in stark contrast to the dark cloaks and blackened armour of the Solkan Inquisition. Readers of the Verenan clergy are loyal to the Goddess of Learning and Wisdom. Warrior-Priests of Solkanite faith remain chanters from a hymn book bearing angst ridden dedications for the God of Vengeance and Wrath.

D6 Result

1 Preserve the Balance

Difficulty 8

The Priest's prayers beg to mete out justice to all those who dare to defy a sanctified servant of justice.

Until the following turn, any vicious act committed against the Priest is also inflicted upon the perpetrator of the offence. For example, if the Priest suffered a Strength 4 hit from an assailant then the same Strength hit would apply to the attacker, or if the Priest lost 1 Wound then the warrior who inflicted the wound would lose 1 Wound also. The same conditions apply in reverse when another model is being attacked by the Priest, aside from through the use of this prayer.

2 Retribution

Difficulty 9

The Priest delivers a recital to punish guilty scum using the total power of Law.

An enemy warrior within 12" of the Priest must take a Leadership test with a +2 modifier. If the test is failed then during the next close combat phase the warrior loses half of his Attacks. In addition, the warrior's Movement is halved. Any fractions are rounded up.

3 Shackles of Law

Difficulty 6

Invisible shackles immobilise a character with flagrant disregard for regulations as the Priest works magical power into the binding invocation.

An enemy warrior within 6" of the Priest becomes immobile this turn unless he successfully passes a Leadership test. If the test is failed the warrior cannot move, attack or cast spells during the players next turn.

4 Sword of Justice

Difficulty 8

The weapon of every Priest of Law is the sword. When all other options fail a prayer can empower the weapon turning it into a divine instrument of justice.

The Priest receives +1 Weapon Skill on attacks he makes in the next close combat phase. In addition, the Priest will cause a critical hit on a roll to wound of 5-6 instead of just 6.

5 The Blind Maiden

Difficulty 9

Truth can be divined in a prayer that allows the Priest to find it when blinded.

The Priest spots any *bidden* warriors within line of sight and ignores any penalty for effects like weather, darkness including any tunnel fighting in underground scenarios, or any blinding magical effects. In addition, the Priest ignores psychology tests for being All Alone. The effects of the prayer last until the players next shooting phase.

6 Trial by Fire

Difficulty 10

In an ultimate test of innocence a party found guilty by the Priest of grave injustice will be engulfed in divine flames.

An enemy warrior within 6" of the Priest suffers a Strength 6 hit. The warrior is treated as being *set on fire* from the flaming attack.

Specialists

Marienburg with its proliferation of professional murderists – The mark of an assassin may die at the end of a hired blade, the victim of a jealous husband or scorned woman – Possibly a city official with a grudge, or an old enemy free of prison.

Mavericks and pay-swords seeking opportunity as freelance agents arriving in Marienburg will not have far to look when constabularies and gangs are with need to hire specialists. Private interests including the Houses of the Ten, the Elves of Sith Rionnasc and the League of Gentlemen Entrepreneurs who regularly hire in freelance agents to ferret out foreigners secrets.

Ogre treasure hunter

95 gold crowns to hire +40 gold crowns upkeep

Rum-soaked ogre treasure hunters have sailed the big seas living the life of a pirate. Sea-dogs are haulage dealers and deep-sea divers. Salvagers of maritime paraphernalia will dive off shipwrecks to collect trinkets boarding every piece of junk they ensnare along the way, whether it be scrap metal or snack-meat for lunch.

May be Hired: Any warband with a riverboat/barge except Skaven may hire an Ogre Treasure-Hunter.

Rating: An Ogre Treasure Hunter increases the warband's rating by +35 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scrap-Dealer	6	3	2	4	4	3	3	2	7

Equipment: Brace of pistols, anchor (counts as an axe) and fishing rod & tackle (counts as a man-catcher). Ogre Treasure Hunters wear rusted diving equipment including a diving bell for a helmet!

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.

SPECIAL RULES

Diver: Ogre Treasure Hunters wear rusty diving gear allowing them to move (and breathe!) in water without penalties. They count as being aquatic.

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Parrot Gnoblar: The ogre is accompanied by a gnoblar dressed as a parrot. The feathery costume is a compulsory disguise in a city like Marienburg!

An Ogre Treasure Hunter with a Parrot Gnoblar can swipe salvage for the warband after each battle. Roll on the Cargo Chart if the Ogre Treasure-Hunter was not taken *out of action*. A Parrot Gnoblar is a 'claimed' gnoblar meaning it is represented on the ogre model.

Scrap-Dealer: A warband with an Ogre Treasure Hunter can arrange trade deals with other warbands without requirement of a wagon or other vehicle. If the player wants to benefit from having a reputation in trade deals then a vehicle will be required.

Grave warden

30 gold crowns to hire +10 gold crowns upkeep

The priests of Morr who preside over burials are unable to maintain each of the cemeteries in which the Empire's dead are interred. Known as Gardens of Morr, these cemeteries are often kept by Grave Wardens. The Grave Warden is responsible for maintaining each Garden's grounds, walls, and monuments, trimming back its black rosebushes and keeping things tidy. These Grave Wardens also regularly patrol each Garden's perimeter, ensuring that no grave robbers, would-be necromancers, or crypt ghouls attempt mischief.

The Grave Warden's role means that he often stands as the first line of defence against any unquiet undead that would disturb the Empire's deceased, and the Grave Warden understands better than anyone how dangerous it can be to walk alone at night.

May be Hired: Any Dwarf, Elf or Human warband may hire a Grave Warden.

Rating: A Grave Warden increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Warden	4	3	3	3	3	1	4	1	6

Equipment: Shovel (counts as an axe), toughened leathers, wheelbarrow.

Skills: A Grave Warden may choose from Combat and Speed skills when he gains new skills.

SPECIAL RULES

Immune to Disease: Grave Wardens guard against those who would disturb the dead from their rest, be they rats, bone pickers, grave robbers or worse. Hardy constitution further fortified by drinking bowls of graveroot soup means a Grave Warden is not affected by any disease.

Hardened: Tending the Gardens comes with heavy responsibilities. Grave Wardens are immune to *fear*.

Gardener: Stout-hearted are Morr's Gardeners, offering a grim welcome to anyone who dares trespass into his domain. A Grave Warden must move towards the nearest model that attacked a grave marker (or trespassing in a tomb) if he has line of sight. The Grave Warden *bates* all models defiling graves and charges any trespassers.

Halfling fence

30 gold crowns to hire +15 gold crowns upkeep

Not just anybody can run a successful fencing operation under the protection of powerful gangs that are hiring him. Halfling counterfeiters benefit from keeping a low profile while they network independently of racketeers in the city's underbelly.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Fence.

Rating: A Halfling Fence increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Fence	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Fence is equipped with a pistol and dagger.

Skills: A Halfling Fence may choose from the Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Sham: A Fence has an eclectic range of items procured from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often flawed...

All of the items purchased through the Fence are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fence are also at half price but once the item is first used roll a D6. On a roll of 1 the item breaks and is useless – an elaborate fake!

At the end of each battle (whether or not the Halfling Fence actually took part), roll a D6 and consult the following chart.

D6	Result
1	Halfling cookbook
2	Ithilmar weapon
3	Gromril weapon
4	Tome of magic or Holy tome
5	Hunting rifle or Elven bow
6	Brace of duelling pistols



Halfling pimp

20 gold crowns to hire +10 gold crowns upkeep

Halfling agents can make a career as sleazy expeditors serving as go-betweens in the seedier parts of the city. An underworld guide acts as a herder of barlots. Flesh-peddlers with delusional aspirations of becoming slave traffickers.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Pimp.

Rating: A Halfling Pimp increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Pimp	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Pimp is equipped with a dagger and a box of cigars (counts as a torch).

Skills: A Halfling Pimp may choose from Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made when accompanied by a Pimp hired by the warband. The second result must always be accepted.

Flesh-peddler: At the start of each battle nominate one of your opponent's Female warriors as the Pimp's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle has ended, the mark is *captured* by the Pimp.

The Pimp gets +1 to hit his mark and must always move towards them. He gains +D3 Experience for each mark he puts *out of action* if he survives and the battle was won. After the battle do not roll on the Serious Injuries chart, marks count as *captured*. Any weapons can be kept by the warband or sold.

Playboy: A mark works for the Pimp's warband as a Courtesan and must always remain within 8" of him, due to the syndrome of Courtesans becoming dependent on luxuries supplied by the Pimp.

Courtesans: If the Pimp is taken *out of action* and none of the Pimp's warband members are within 8" then his marks will automatically run for the nearest table edge, in the hope of returning to its original warband. If a mark ever comes within 8" of its original warband, then it is instantly controlled by the original owner of the mark. If the Pimp is taken *out of action* in a battle and a mark is within 8" of another warrior from the Pimp's warband, the mark will charge the closest model from that warband in range. Treat the mark as having *hatred*.

Albino stormvermin

75 warp tokens to hire +30 warp tokens upkeep

Hulking white-furred armoured mutes are Skavenblight's elite Stormvermin. Albino guard are granted sparingly, sent only in protection of minions carrying out their dastardly assignments.

May be Hired: Albino Stormvermin may only be hired by Skaven warbands.

Rating: An Albino Stormvermin increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Albino Guard	6	4	3	4	4	1	5	2	6

Equipment: Albino Guard carry a halberd and wear a suit of heavy armour.

Skills: An Albino Stormvermin may choose from Combat, Strength and Speed skills when he gains a new skill.

SPECIAL RULES

Hardened: The Council's bodyguard are chosen for their strength and relative fearlessness. They are immune to *fear*.

Bearman bodyguard

65 gold crowns to hire +30 gold crowns upkeep

Norse retainers are all the fashion with the nobility. Norscan mercenaries from Ormsgard and Urslo serve numerous Merchant Houses. Thirsty bodyguards are always garrisoned away from strong ale, food stores and women!

May be Hired: Norse Bodyguards may not be hired by Undead and Skaven warbands.

Rating: A Bearman Bodyguard increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bearman	4	4	3	4	3	1	3	2	7

Equipment: A Norse Bearman is equipped with an axe, shield and wears light armour and a wolf cloak.

Skills: A Bearman Bodyguard may choose from Combat and Strength skills when he gains a new skill.

SPECIAL RULES

Shieldmaster: A Norse mercenary has trained with a shield since childhood becoming so skilled as to repel any blow. A Bearman Bodyguard may parry with it in addition to getting a save throw.

Bulwark: Bearmen fight expertly with a shield in one hand and an axe in the other. The Bearman Bodyguard gets an additional +1 bonus on his armour saving roll in close combat.

Drunken: Bearmen are notorious for their uncontrollable consumption of alcohol. Roll a D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on a roll of 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Whaler

70 gold crowns to hire +30 gold crowns upkeep

Whaling is an important trade for Norsca and whalers are respected even among the warriors. Swimming through the dark currents of the Sea of Claws are massive whales, many of which bear strange markings and odd colourations, twisted and warped as they are by the power of Chaos. These monsters can capsize ships and swallow hundreds of men in a single gulp meaning Norscan whale-hunters sailing out of Marienburg must be made of sterner stuff than ordinary fishermen.

Some whalers, hoping to retire to a less dangerous means of making a living, sell their services as mercenaries in dangerous locales like Mordheim or cutthroat shores of Sartosa.

May be Hired: Whalers may not be hired by Undead and Skaven warbands.

Rating: A Whaler increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Whaler	4	3	4	4	3	1	3	1	7

Equipment: A Whaler is equipped with a spear, net, harpoon gun (counts as harpoon crossbow), and harpoons (counts as javelins).

Skills: A Whaler may choose from Strength and Shooting skills when he gains a new skill.

SPECIAL RULES

Marine Hunter: Whalers grow accustomed to hunting marine beasts. Double any wounds inflicted to aquatic models.

Hardened: Having come face to face with some of the largest most terrifying beasts the seas have to offer and survived, the Whaler is immune to *fear*.

Harpooner: When the Whaler hits a model in the shooting phase, if he wounds the target, he may attempt to reel in the catch. If the Whaler passes a Strength test, the target model is pulled 8" towards the Whaler. Neither model counts as charging if a model is reeled into close combat.

Whalebone Carver: Heroes get +2 on search rolls when looking for Scrimshaw Baubles when a Whaler joins the warband.

Fire-eater

75 gold crowns to hire +30 gold crowns upkeep

A strange gesture with a fire-stick from an exotic personality with tattooed skull gesture. Followed by waves of boiling heat from a tongue of flame shooting between onlookers! Lethal displays from fire-eaters of Ind, Cathay and the Ogre Kingdoms. Entertainers and assassins both surprise all as they let loose with a belch of fire. Foes curse them as hair and bemp fries or rope curls and snaps as they unleash a titanic flume of heat. Nearby drunkards bursting into flame means a crowd notices that pandemonium is going on in their midst. What starts as a show can end in a dangerous explosion. If a fire-eater should instinctively take a breath at the wrong moment, inhaling the fire he should have been spewing... His screams will soon be cut short as he is cooked inside out!

May be Hired: Any Human warbands including Battle Monks of Cathay may hire a Fire-Eater. Ogre Maneaters may hire a Fire-Eater with Movement 6.

Rating: A Fire-Eater increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fire-eater	4(6)	2	3	3	4	2	2	1	7

Fire-Stick: Being almost perfectly trained in mystical arts, the Fire-Eater spits fire upon his enemies in the shooting phase. Use the teardrop shaped flame template to determine which models suffer an automatic Strength 4 hit. In addition, any models hit are *set on fire* on a roll of 4+ (see Fire Rules). Fire-Eaters can use this breath attack even when engaged in close combat.

Inhaling Fire: After belching the first flume of heat, roll a D6 each time a Fire-Eater makes an additional breath attack. On a roll of 1 the Fire-Eater has inhaled the fire he should have been spewing! The warrior suffers a Strength 4 hit instead of using the flame template.

Sister of Sigmar

45 gold crowns to hire +15 gold crowns upkeep

The Sisters of Sigmar have traditionally travelled the Empire, tending to the needs of orphans. Their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

The Sisters popularity wanes as rabble-rousing Witch Hunters have denounced them as witches. Wastelanders perceive them as anything but beretics because Magritta of Marienburg was brought up by the Sisters and said to be sympathetic to their cause.

May be Hired: Any Dwarf, Elf or Human warband except Witch Hunters may hire a Sister of Sigmar.

Rating: A Sister of Sigmar increases the warband's rating by +15 points, plus 1 point for each Experience point she has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sister	4	4	3	3	3	1	4	1	8

Equipment: The Sister of Sigmar is armed with a Sigmarite Warhammer and Arcane Candelabrum from a holy temple. The Sister wears light armour and carries a vial of blessed water.

Skills: The Sister of Sigmar may choose from the Combat, Academic, Strength or Speed skills when she gains a new skill. A Sister of Sigmar may choose from the special skill list instead of normal skills. See page 83 of the Mordheim Rulebook.

SPECIAL RULES

Blessing of Sigmar: The Sister has two of the special skills from page 83 of Mordheim Rulebook.

Candle Tree: Sisters were orphaned children. In holy light they are recognised as saviours of orphans including mutants with minor afflictions. Arcane Candelabrum counts as a holy relic, brazier iron and lantern that is used one-handed. Any mutant taken *out of action* by the Sister of Sigmar is *captured*.

Midshipman

30 gold crowns to hire +15 gold crowns upkeep
Amidst the winding channels linking the River Reik to the Manaanspoort Sea, many Midshipmen can be found to lend their services to a warband willing to pay. These men are hardened from years at sea and the abuse of their respective hierarchy, capable of rousing the most shambolic of men into a crew of reasonable aptitude. While common in Marienburg, these men still provide exceptional service for those who seek it.

May be Hired: Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Midshipman.

Rating: A Midshipman increases the warband's rating by +8 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Midshipman	4	3	3	3	3	1	4	1	7

Equipment: Boathook, cutlass (sword), pistol, toughened leathers.

Skills: A Midshipman may choose from Speed skills when he gains a new skill.

SPECIAL RULES

Pilot: A boat piloted by the Hero may re-roll results on the Propulsion Damage Chart once. The second result must be accepted even if it is worse.

Rigger: The Hero is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Hero is in contact with it, he may repair one location previously damaged or set on fire. ie, a paddle or mast. The Hero may do nothing else that turn and the boat may not be moved. A boat cannot be repaired if an enemy model is in contact with the Hero or the watercraft.

A Crew Fer Me! A midshipman craves the comradery and adventure of the sea and a worthy crew. As such, any seafaring warbands gain a +1 to blood pact rolls with the Midshipman.

Bog Hunter

30 gold crowns to hire +15 upkeep
Some men have lost so much in life, or have such strange desires that they have been shunned from normal society, some are also so desperate for interaction and contact they have somehow "befriended" the creatures of the swamp. They work as almost slaves for the monsters, doing their every bidding, acting as spies and errands in the human world for plans best not spoken aloud, traitors to their race.

May Be Hired: Fimir, Beastmen and Greenskin Warbands may hire a Bog Hunter.

Rating: Bog hunter increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Bog Hunter	4	3	3	3	4	1	3	1	6

Equipment: Beastlash, Net, Toughened Leathers. **Skills:** A Bog Hunter may choose from the Combat and Strength skills when he gains a new skill. In addition, he may learn the Academic skills Streetwise and Haggle. **SPECIAL RULES**

Unholy Stink: The Bog hunter is covered in a thick layer of dung, the smell is so distracting that all enemies are at -1 to hit the Bog hunter in close combat.

Gopher: the Bog hunter may venture into town for his masters, ferrying back his goods to the waiting warband. In place of a hero doing a roll on either the Daemon swamp or Trading, the Bog hunter may visit any 1 place in the Craftsmarket, Infamous Haunts or Marketplace as the Hero waits outside of town for the bog hunters return. Skills:

Fenland Strider: The Bog Hunter may re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh

Dramatis Personae

The characters described in this chapter are unique and outstanding persons from the *Mutiny in Marienburg* Setting. They follow all rules for Dramatis Personae as described in the Mordheim Rulebook on page 152.

Old Dramatis Personae

Special Characters from the Mordheim Rulebook and Border towns Burning are bound to their locations and should not be used in other settings. Sigurd and Bertha are unlikely to be found in the wilderness of the streets of Marienburg hundreds of years later.

Hiring and Upkeep

Some of the special characters described in this chapter can only be hired when using the *Border Town Burning* campaign system. That is because their hiring and/or upkeep costs are paid using campaign points (CP) instead of or in addition to gold crowns. This means, when hiring dramatis personae the warband erases an amount of CP equal to the character's hiring costs from their roster. The same goes for the upkeep costs which are also paid using campaign points.

Lisette Leerer, Assassin

Saleswoman and enforcer for the League of Gentlemen Entrepreneurs, the most powerful crime organisation in the Free City of Marienburg.

Hire Fee: Lisette takes D3+1 Treasures or Shards of Wyrdstone after each game she participated in.

May be Hired: Any warband except Skaven may hire Lisette Leerer.

Rating: Lisette increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lisette Leerer	4	6	6	4	4	2	7	4	9

Equipment: Lisette is armed with a rapier and stiletto. The enforcer also carries knuckledusters, throwing knives and a blow pipe. She wears toughened leather breeches and the Iron Amulet.

Skills: Lisette has the following skills: Resilience, Lightning Reflexes, Scale Sheer Surfaces, Dodge, Mighty Blow, Hide in Shadows and Step Aside.

SPECIAL RULES

Iron Amulet: Crafted using one of the most secret rituals of the Priesthood of Sigmar to protect Sigmar's Witch Hunters in their sacred duty, this amulet uses the natural properties of metal to resist the effects of Magic. It is rumoured some other

organisations, such as the Gold College, can craft similar devices. Any spell that would target the affected area of the wearer of this amulet has the difficulty of casting increased by 2.

League Business: Roll a D6 for every rare item the warband gets hold of when the rarity of the item is at least Rare 12. On a roll of 1 the item is appropriated by the League of Gentlemen Entrepreneurs.

Guild Membership: Protection is afforded to members of the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. Lisette is an appointed enforcer protected by the Guild. She may not be placed *under arrest*.

Protection Racket: Any human Hired Swords that the warband encounters, through a random happening or exploration event result, may join any warband Lisette accompanies.

The player may not actively hire any Hired Sword that could not normally be hired by the warband. A Hired Sword may only be removed from the warband roster Lisette accompanies if upkeep is not paid, if it dies from being taken *out of action* or if an enemy model has *captured* the Hired Sword.

Trancas Quendalmanliye, Wood Elf Charlatan

"I said the casino is closed to you. Your money is good at the bar, be grateful for that!"

— Trancas Quendalmanliye

Hire Fee: Trancas takes a 25% cut of all gold crowns earned after each game he participated in. Wyrdstone Shards or Treasures found must all be sold after the battle to work out his total fee. **May be Hired:** Any warband except Skaven, and Undead may hire Trancas Quendalmanliye.

Rating: Trancas increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trancas	5	5	4	3	4	3	8	1	8

Equipment: Trancas is equipped with a rapier and lasso (counts as a net, except that it can never be discarded). He wears Elven boots, Elven cloak and magical Amulet of Thrice-Blessed Copper. **Skills:** Trancas has

the following skills: Excellent Sight, Luck

SPECIAL RULES

Wizard: Trancas was a wizard's apprentice and has two spells generated at random from the Lesser Magic list.

Songster: Trancas can sing. Any friendly model within 6" of the warrior may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Pick Locks: Trancas knows how to open doors that others find impossible. When testing to open a locked door, Trancas just needs to make an Initiative test in order to be successful.

Hate Orcs and Dark Elves: Trancas has an unyielding hatred for Orcs and Goblins. Trancas *hates* Orcs and Goblins in addition to Dark Elves. **Amulet of Thrice-Blessed Copper:** On a successful Toughness test

Trancas is unaffected by any poison attacks. Non-magical weapons inflict 1 less Wound when Trancas is attacked in hand-to-hand combat.



Sam Warble, Private Investigator



The diminutive sleuth is famous for solving Marienburgers problems for the right price, delving into suspicious characters and uncovering secrets. Annoyingly laconic, especially for a halfling, folk who are renowned for being garrulous in the extreme, Sam operates as a private eye in the big leagues. His rate of hire starts at thirty guilders a day, plus expenses, although this varies on how desperate his patron is, how much they can afford, and how likely he is to get himself killed! With a network of more informants than anyone else in the city, Sam Warble can find anything or anyone at a price.

Hire Fee: Sam charges a rate of 30 gold crowns after the first game he participated in. After each assignment for the same warband his fee is increased by +15 gold crowns. If more than one player wishes to hire the halfling detective then unless campaign objectives take precedence, his services will be awarded to the highest bidder.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire Sam Warble.

Rating: Sam Warble increases the warband's rating by +100 points.

"Alright who's first? The monkey or the organ grinder?"

— Sam Warble, Halfling Investigator

Profile	M	WS	BS	S	T	W	I	A	Ld
Sam Warble	4	5	7	3	4	3	9	4	10

Equipment: Sam is armed with a pair of short swords (one is ithilmar, one is gromril) and a sling. The detective also receives no penalties for fighting unarmed. He wears a toughened leather jerkin and a thief's cloak.

Skills: Sam has the following skills: Pick Locks, Trap Expert, Haggle, Spry, Hide in Shadows, Step Aside.

SPECIAL RULES

Bribery: The halfling detective meets covertly with agents from law enforcement constabularies to bribe any corrupt officers to avoid arrest. Sam Warble can never be placed *under arrest*. Any warriors being placed or having been placed *under arrest* can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has.

Disarm: In the event of a critical hit, the result is always the same with Sam Warble. The detective sweeps his opponents weapon aside, knocking it from their hand. If carrying two weapons, roll to see which one is lost. His opponent must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

Fleet Footed: The halfling detective may make a flee movement away from enemies to escape from combat, without the enemies striking any blows on him.

Jack of All Trades: The halfling detective is a master of miscellany. He may use any items or weapons he encounters and wear any cloaks or armour. You may purchase equipment for Sam just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give to Sam Warble is his to keep – he will not give it to another warband member later.

Night Vision: Sam is able to spot *bidden* enemies from twice his Initiative value in inches away for the purpose of underground scenarios.

Sixth Sense: Sam is blessed with more than good luck. Once per game he may choose the result of any dice roll he makes (but not one made by other members of the warband).

Stealthy: Sam can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *bidden*.

True Detective: Warriors taken *out of action* in close combat by Sam Warble are placed *under arrest* whenever an Injury Chart result rolled on a D6 is 5-6, unless the warband following this plot routed.

Any equipment belonging to warriors placed *under arrest* cannot be kept by the warband unless they were impounded in accordance with campaign objectives. Confiscated items cannot be sold or traded.

Private Eye: At the start of each battle nominate one of your opponent's warriors as Sam's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle ended, the mark is placed *under arrest*. Sam gets +1 to hit his mark and must always move towards them.

Sam's mark can be used to nominate any suspects considered to be 'above the law', Emissaries with diplomatic immunity or Members of the League

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made if accompanied by Sam when hired by the warband. The second result must always be accepted.

Very Resilient: Having been kicked, stabbed, drowned, bitten, shot, captured and tortured on several occasions explains why Sam is tougher than any other halfling in Marienburg or anywhere else for that matter! He receives +1 Toughness for being so very resilient, meaning more than the maximum characteristics normally allowed for a halfling. The increase is already accounted for in his profile.

The South Dock Strangler

Before the Strangler can be hired his identity must be determined. this is not an easy task and requires extensive book keeping and evidence gathering. first determine all Heroes that exist at the time the Strangler first appears, and add them to the list on the second page. from now on whenever the Strangler appears in a game containing one of those heroes strike their name from the list. whenever one of those heroes dies permanently strike their name from the list. Do Not strike their name from the list if they are killed by The Strangler. He may have staged his own death to throw the police off his tail. Once there is one name remaining the Strangler is identified and arrested immediately. If the Strangler is arrested by way of capturing during his Random Happening event, then randomly determine who is the Strangler from the names remaining on the list. once the South Dock Strangler is revealed, they obviously never return to their original warband, strike them from your list.

Hire Fee: 1 Campaign point to hire. the warband that rescues him does not have to pay the hire fee. he will only stay with a warband for 1 match at a time, if you hired him the match before you cannot hire him again.

May Be Hired: All warbands except those following "Defending the Peace" or "Drowning the Witch"

Rating: The Strangler increases the warbands rating by 60+ experience points.

Profile **M WS BS S T W I A Ld**

Weapons & Armour: The Strangler has the following equipment:

SKILLS

The Strangler has the following Skills;

SPECIAL RULES

Infiltrate: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models that infiltrate, roll a D6 for each, and the lowest roll sets up ^{first}.

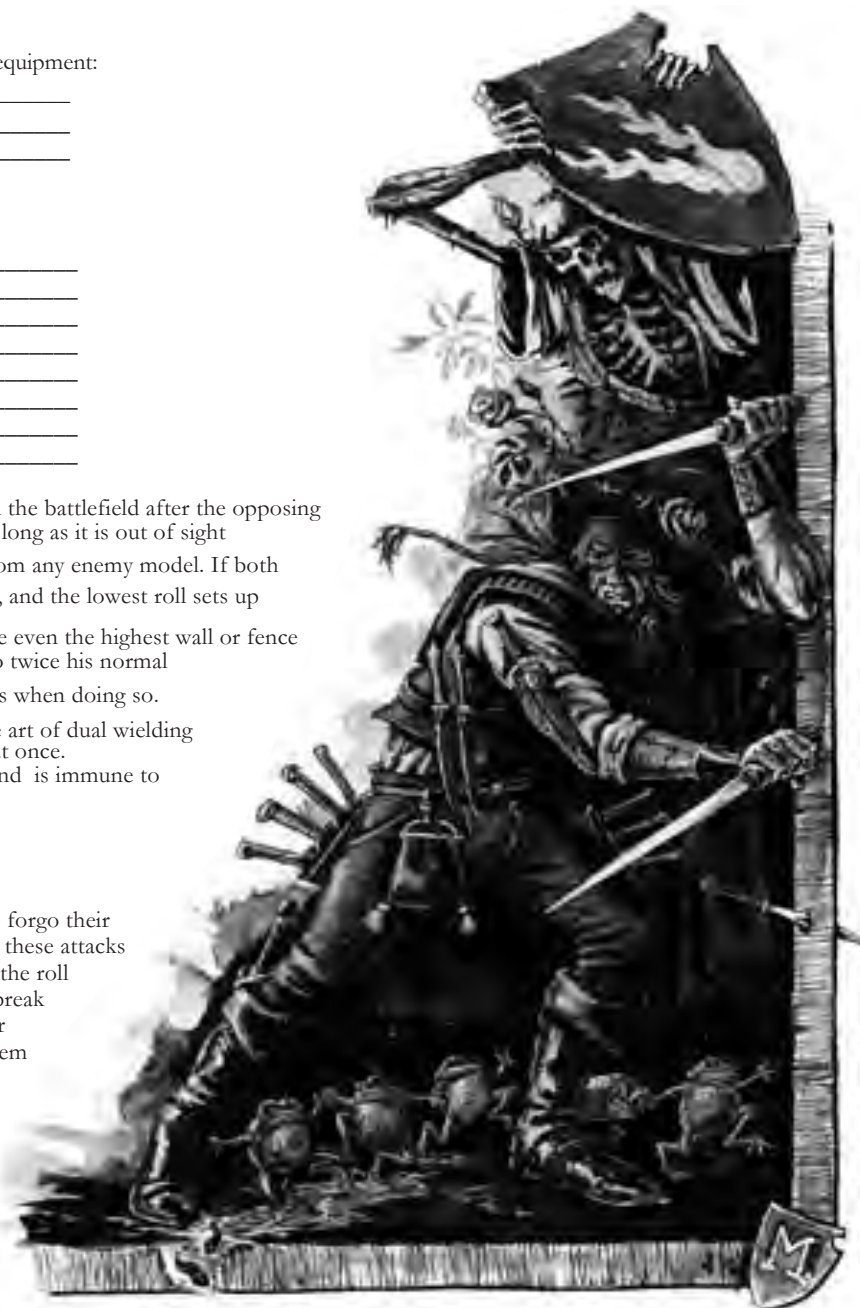
Scale Sheer Surfaces: A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Ambidextrous: The warrior has trained himself in the art of dual wielding and may ignore the -1 to hit for using two weapons at once.

Immune to Psychology: The ripper is a Psychopath and is immune to all Psychology.

Cause Fear: the legendary killer causes fear

Strangle: when charging this character may choose to forgo their normal attacks to make two unarmed attacks. if both these attacks hit, each player rolls a D6 and adds their Strength to the roll (Strangler gets +2). if the defender rolls higher they break free and combat continues as normal. if the strangler rolls higher they manage to squeeze the life out of them and the warrior dies permanently.



Ark'il'hes Daemon Prince of Arkhar

Once a Kurgan Warlord from the Wastelands surrounding Cathay, Ark'il'hes won countless battles in the name of Arkhar and was the main instigator of the Second Siege of Cathay. The Siege used a massive coalition of warbands of many different races united under one banner. The forces of good suffered a great loss that day, as Ark'il'hes took Cathay and the Chaos Artifact within. After seizing the final artifact from a rival Norse Warband, Ark'il'hes finally ascended to Daemonhood and was set to conquer all of the borderlands. But total domination was not his destiny after all, as on the eve of his victory, a simple priest of Morr named Tabris banished Ark'il'hes to the Chaos Realm. Now 100 years have passed, the whipsers of his servants have broken through to cultists in the mortal realm, and Ark'il'hes may soon be summoned once more.

Hire Fee: 200 gold crowns and D6 campaign points to hire, +50 gold crowns and +D3 campaign points upkeep cost.

May be Hired: only a warband with the Summoning Circle may hire the Daemon Prince.

Rating: The Daemon Prince increases the warband's rating by +136 points (Experience points +75).

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	7	3	4/7	5/6	4	6	3/6	9

Weapons/Armour: The Daemon Prince is armed with the Broadsword of Damnation. He wears the Chaos Dragon Scale Armour and Ghartok's Skull and has the Liber Chaotica (see Chaos Artefacts). In addition, he has the following equipment:

Stone of Luck: 1 Reroll per game

Rabbits Foot: 1 reroll per game or exploration.

Unholy Relic: automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

Healing Herbs; use in recovery phase to heal all wounds.

Bone Bow: a reminder of his former life as a Kurgan Warrior, the Daemon prince wields a massive Bone Bow.

Range: 36" **Strength;** As User (4)

SKILLS

The Daemon Prince has the following skills:

Bloated Foulness: -1 Movement, +1 wound, +1 Toughness (added into stats)

Mighty Blow: +1S in Close Combat (added in Stats)

Mark of Arkhar: Frenzy (added in Stats)

Liber Chaotica (Arkhar): 2+ save against Magic

Strongman: Ignores Strike Last

Resilient: -1 Strength from all hits against him in close combat. this does not affect armour save modifiers. (Added in Stats)

Regeneration: When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

SPECIAL RULES

Leader: Any Warrior within 6" of the Daemon Prince may use his Leadership when taking Ld tests. As a powerful Scion of Chaos, the Daemon Prince will automatically be the *leader* of any warband he joins.

Mark of Chaos: The Daemon Prince has the Mark of Arkhar as described in the Marauders of Chaos warband.



This Daemon Prince is based on one that appeared in our personal BTB campaign. If your group has had a Daemon prince appear before and you still have the stats, definitely try using them in its place.
- Dic.

Cause fear: The Daemon Prince is a monstrous creature that causes *fear*.

Daemonic aura: The Daemon Prince has a natural armour save of 5+. This save is negated by magic weapons and spells. The daemon's attacks are considered as magical.

Flying: The Daemon Prince triples his Movement when running and ignores terrain when moving.

Chosen Servant of Chaos: When taken *out of action* the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

Immune to poison: The Daemon Prince is immune to all poisons.

Immune to psychology: The Daemon Prince is immune to psychology and automatically passes all Leadership tests. This includes all Rout tests his warband is required to take.

Summoning the Prince

After a Warband acquires a summoning circle from the Lodge, a Wizard that knows Chaos Magic (including the Rituals of Dhar or Hashut) may draw the circle during the circle during a match. place a 4" blast template to denote circle in front of the summoning wizard. this action takes up the entire wizards turn. after the circle is placed the ritual will take D3 turns to complete. during this time the wizard may do nothing but concentrate on summoning. At the end of the designated number of turns the Daemon prince will appear, though he is not fully corporeal until the start of the warband's next turn. at any time during the summoning, until the Prince is corporeal, enemy warbands may attempt to disrupt the ritual, in one of two ways.

Attacking the wizard in any way that causes to lose a wound, be knocked down, or taken out of action will halt the ritual.

The second way is to disrupt the circle. This can have dire consequences for both the fighter disrupting the Circle and the summoner. A fighter can disrupt a Summoning Circle simply by moving into contact with it. Slightly ruffling up the intricate patterns of silver dust on the floor with one's foot is all it takes. Roll on the Summoning Disruption table once for every fighter who moves into contact with the Circle.

SUMMONING DISRUPTION TABLE

- D6 **Result**
- 1 **Oh, shit!** It is too late, the Daemon has already fully manifested. The Circle is removed and the Daemon inside immediately charges the fighter who disrupted the Circle.
 - 2-3 **Clumsy Kick.** The warrior fails to disrupt the Summoning Circle. Nothing happens.
 - 4-5 **Fade Away.** The Circle is broken before the Daemon fully materializes. Remove the Circle and the Daemon.
 - 6 **Rampage!** The Daemon breaks free of the summoner's will. The Circle is removed and the Daemon inside immediately charges the fighter who summoned him. From then on it behaves as aggressive roaming creatures.

Demonic Essence: Ark'Tl'Hes cannot hold his form in the mortal world for very long, and therefore must be summoned each game. If the warband wishes to summon the Daemon Prince again after they have successfully used the circle, they must pay the Upkeep Cost listed in his profile, this represents the warband purchasing the supplies necessary to build a new circle.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead. Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). A spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).

Advanced Rules

Crew Movement

Crew may board a rowboat like normal. A rowboat may not move the turn that warriors move onto it. Crew may move around on deck as normal. Crew disembarking from a moored vessel can in proportion to the remaining movement of the boat; If the boat moved half of its maximum movement, then the warrior may move half; If the boat moved a third of its maximum move, the warrior may move 2/3rds his top movement; If the ship moved all of its movement, then the warrior may not move this turn.. Models may choose to run or sprint, but require an Initiative test; if they fail, they fall in the water at the shore edge, and they may not move further this turn. The turn that they reach shore, the warriors may not declare charges against models on land unless the enemy models are physically preventing the disembarking warriors from touching the shore. If they are charging, they require Initiative tests, the same as Running.

In the Drink

As with the main skirmish rules, if a model is knocked down or stunned within 1" of the edge of a vessel (or walkway, pontoon, bridge, etc) then the model must pass an Initiative test to avoid falling overboard. If the model falls in the water then the Swimming rules apply. A Cargo crate held by a falling model is lost on a 5+ in rowboats and 4+ in rafts.

Man Overboard

Roll D6 for each warrior on the boat, and on a roll of 1, that model is knocked overboard. See the rules for Swimming. If caused by overcapacity, test for **Man Overboard** when the boat first becomes overcapacity, and at the start of the boat's controller's Movement phase.

Ramming Boats

You can, if you wish, attempt to Ram an enemy boat that is 11" or smaller with your boat. If you do, use the following stats. The ramming boat deals damage 1D2 Hits, with Strength equal to the number of inches your boat has traveled this turn, and all members aboard the boat have to roll of Man Overboard (see above). Your boat also suffers 1 hit of the same Strength, although you do not have to test for Man Overboard. Norse boats deal +1 Strength to the enemy boat. Once you ram a boat, your boat stops for the turn. Riverbarges and Ships of the line cause 1D3 Hits instead of 1D2

Boarding An Enemy Ship

The boarding ship or boat must move alongside the enemy ship (or if it's docked, along the wharf touching the large ship). The difference in height of the gunwales (pronounced 'gunnals', meaning the 'side' of each ship plays an important part in a boarding action. For example, it is very difficult to board a large enemy vessel if you first have to climb up the much higher side of the enemy ship's hull. If the ship being boarded is less than 1" higher than the raiding height, use the rules for attacking "**Boarded Ship Has Same or Lower Gunwales**" (see below). If the Boarded ship's height is 1" or higher than the raiding height, use the rules for "Higher Gunwales" apply. When in doubt, if a Climbing roll is required (ladder, scaling the side of the ship), use the "**Boarded Ship Has Higher Gunwales**" (see below). When no Climbing roll is required, (walking up even plank, easy steps), use the "**Lower/Equal Gunwales**" rules.

Boarded Ship Has Same or Lower Gunwales

The boarding crewmen are moved up to base move (usually 4") from their position on their own ship on to the boarded ship. These models count as charging, but may only move their normal movement distance due to the difficulty of moving from one ship to another. They are assumed to leap on to the boarded vessel's lower decks to combat with the enemy crew. Combat proceeds as usual. Any defending model may move 2" to intercept any model boarding, as if intercepting a charge. If so, the boarder counts as charging.

Boarded Ship Has Higher Gunwales

Since the boarding crew must climb up ropes or clamber up nets, it is much more difficult to board the enemy vessel, as the crew must quite literally fight their way aboard! The models must attempt to climb up the side of the ship (may use Rope and Hooks, if they have them). All models that successfully made the climb are placed at the edge of the boarded ship, and cannot move further this turn. If there is a defending model blocking the area that the attacker would occupy, the defender is pushed back far enough to allow the boarder on (the boarder has effectively charged the defender). After all boarding models have been lined up, the defending player may move any of his models 2" towards the boarding models, if this allows them to come into base contact with a boarder (this is treated as intercepting a charge, allowing the Boarder to attack first). In the round that they climbed up, the boarders require 6's to hit - effectively the higher side of the enemy vessel is a defended barrier. After the first round, the Boarders fight and move as normal.

Swinging on board

(Optional Rules)

Any model armed with a Rope & Hook or standing on a Large Boat may attempt to swing onto or off of a boat, in a most 'swashbuckler'-like fashion. They must nominate a direction they are swinging, and roll 2D6" to see how far their swing would take them (they always swing in a straight line). If this rolled distance falls short of the opposing boat or shore, the model falls in the gap between your boat and the shore/enemy boat (He falls in water, see the **Swimming** Rules.) If the distance rolled is enough to carry the model to the shore/enemy boat, the model must take an Initiative test. If the model rolls a natural 1, he automatically passes, lands the rolled 2D6" inches, and may continue his move as normal. If he fails the initiative test or rolls natural 6, he automatically fails, and falls in the gap between the boat, landing in the water. If he passes the test (but doesn't roll a natural 1), he successfully swings the 2D6 inches, but cannot make any additional move or charges this turn. A model cannot swing onto a boat/surface that is more than 1" higher than the surface he is currently on, nor onto any surface that is more than 6" lower. A model that swings into an enemy model in his swing path counts as Charging. In the first round of combat, the Swinger cannot use any additional hand weapons, bucklers, or shields (though may double handed weapons as normal.) If the direct line of your swing path includes a Fear Causing model within 12" of your swinger (and your hero is affected by Fear), your warrior must pass the Leadership test before swinging, as he risks swinging into something terrifying. Models that can reroll Diving Charges (heroes with the Acrobat skill, Bossun Henchmen, etc) may reroll failed Swing rolls once.

Extra Optional Rule: Include the Swing rule anywhere on the map that includes ropes: have a hero swing from a clothesline, or from a vine-covered tree! Of course, if he fails, he's not landing on gentle water...

Ocean Currents

Unlike rivers, ocean currents are more unpredictable, and there is never an 'upstream' or 'downstream' pull, but rather smaller currents in a multitude of directions. For the purposes of this game, it is assumed that there is no current.

In some scenarios, however, the water is especially Turbulent, and is treated as very difficult terrain (this has no effect on boats.)

Leaving the Battlefield

Models may only leave the battle field if they are carrying an objective marker or the equivalent

Swimming

Swimming models are assumed to have all Gunpowder Weapons soaked, and are unable to fire them for the rest of the battle. Non-aquatic Stunned models that fall in the water must Immediately test for *Drowning*: they recover on a

D6 roll of 4+ or are removed as a casualty. If they are wearing armour that provides a 5+ or better save, they are taken out of action without having to roll. Shields, scaly skin and other modifiers do not count towards this only actual armour.

Knocked down models that fall in the water recover on a D6 roll of 2+, Ships moving at a speed of 6" or less may pick up crew that pass within 1" during the vessel's movement. Enemy troops encountered in this manner may be treated as if they are *knocked down* for the purposes of hand-to-hand combat.

Upon reaching the shore, or a friendly vessel, any remaining movement is discarded as the fellow is busy hauling himself out of the water (unless he started the turn within 1" with the shore). Swimmers reaching a stationary enemy vessel may climb aboard but automatically fight last and require a 6 to hit in any subsequent combat due to exhaustion and their sopping wet attire. This is not the ideal method for boarding an enemy ship!

Non-Aquatic models fighting in water may not charge, suffer a -1 to hit penalty and may only make 1 attack in Close Combat as they must focus on swimming. also models in the water may escape from close combat without passing a leadership test.

Drowned

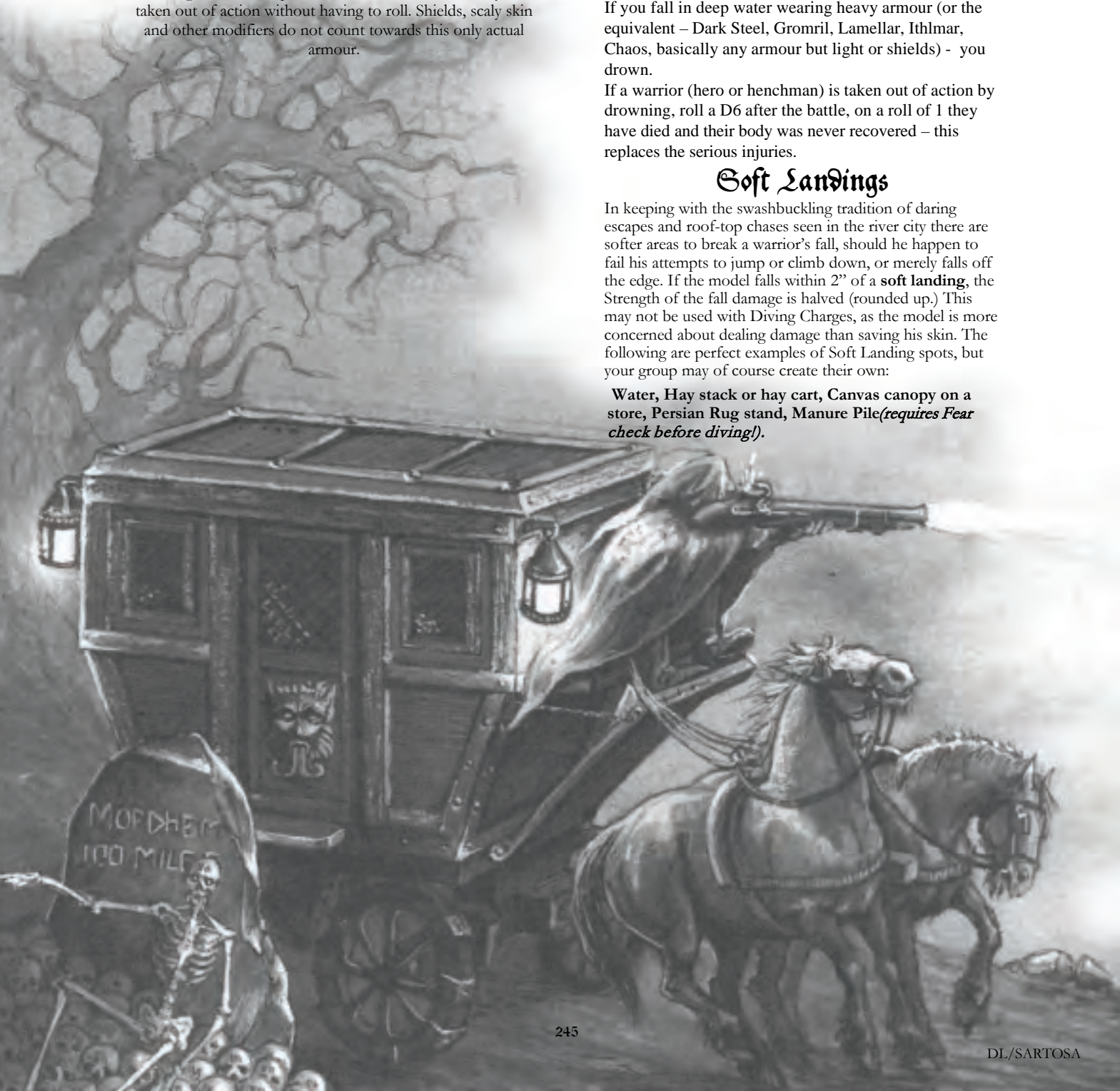
If you fall in deep water wearing heavy armour (or the equivalent – Dark Steel, Gromril, Lamellar, Ithlmar, Chaos, basically any armour but light or shields) - you drown.

If a warrior (hero or henchman) is taken out of action by drowning, roll a D6 after the battle, on a roll of 1 they have died and their body was never recovered – this replaces the serious injuries.

Soft Landings

In keeping with the swashbuckling tradition of daring escapes and roof-top chases seen in the river city there are softer areas to break a warrior's fall, should he happen to fail his attempts to jump or climb down, or merely falls off the edge. If the model falls within 2" of a **soft landing**, the Strength of the fall damage is halved (rounded up.) This may not be used with Diving Charges, as the model is more concerned about dealing damage than saving his skin. The following are perfect examples of Soft Landing spots, but your group may of course create their own:

Water, Hay stack or hay cart, Canvas canopy on a store, Persian Rug stand, Manure Pile(requires Fear check before diving!).



Missing Game Rounds

Players that miss game rounds may fall behind. 1cp and the underdog bonus are fine for 1 or two rounds, but for anymore the warband will be at a disadvantage. Please consult the chart below for warbands that miss multiple rounds, the player may execute a trading phase at the beginning of the game if one is not happening already.

Rounds Missed

1

2

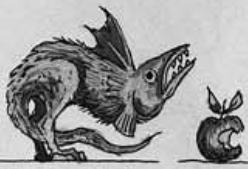
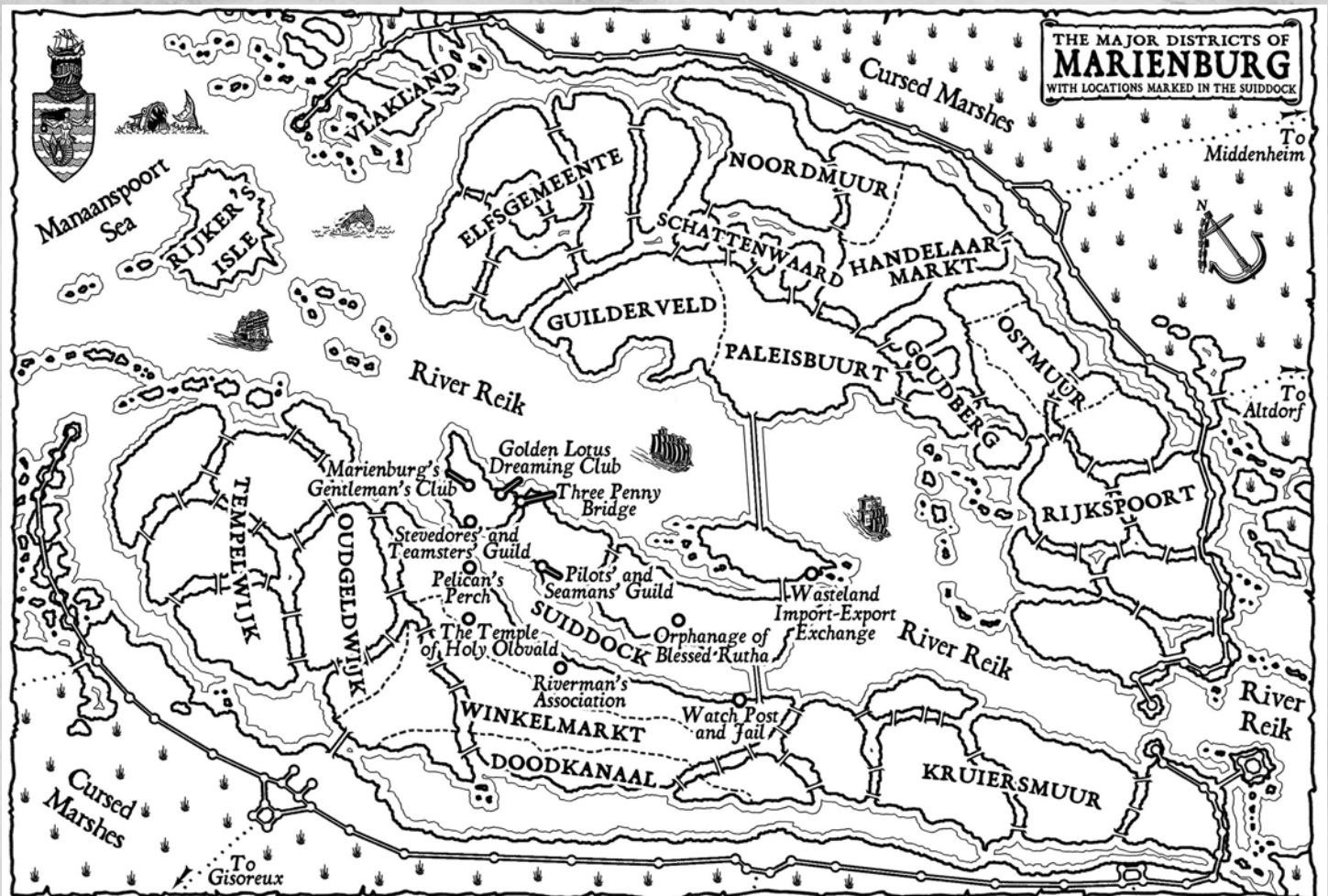
3+

Reward

1 Treasure.

An Exploration Roll equal to half your heroes.

A full exploration roll.



Charts and Tables

Cargo Chart

D6	Result
1	Crest! A wave crashes against the cargo smashing its contents to smithereens!
2	Crate. 2D6 gold crowns worth of light goods.
3	Chest. Two models are required to move a chest. Roll a D6 for its contents: 1-3 Treasure 4-5 D3 Treasures 6. Medicine Chest.
4	Barrel. Two models are required to move kegs. Roll a D6 to prize the barrel open to reveal its contents: 1. Hostage 2. Powder Keg 3. Superior Blackpowder 4. Alcoholic Spirits 5. Elven Wine 6. Bugman's Ale
5	Coffin! Two models are required to move coffins. Roll a D6 for what the casket holds: 1-3 Waterlogged Corpse 4. Blunderbuss 5. D3 Handguns 6. Hochland Long Rifle
6	Booty Sack! Inconspicuously packaged in a grain sack is an exquisite commodity of value! Roll on the Booty Chart for the looted article.

Booty Chart

2D6	Result
2	Roll on the Arcane Items Chart (see Magician's Workshop in the Marketplace)
3	Roll on the Herbs & Potions Chart (see Herbalist in the Marketplace)
4	Telescope
5	Compass
6	Holy (or Unholy) Relic
7	Roll on the Tainted Items Chart
8	Duelling Pistol
9	Marienburg Map
10	Elven Boots
11	Roll on the Custom Weapons Chart
12	Roll on the Profane Books Chart (see Bazaar of Books in the Infamous Haunts)

Tainted Items Chart

D6	Result
1	Wyrdstone Shard! Carry wyrdstone shard.
2	Wyrdstone Pendulum. Wear necklace.
3	Wyrdstone Poultice. Carries sealed poultice. Wyrdstone ink is poured to create a poultice that heretics apply as a salve to promote fortitude and fertility! A Hero with wyrdstone poultice can use it once only at the beginning of the recovery phases as long as he is not engaged in hand-to-hand combat. Roll a D6. On a 1-3 the Hero receives a mutation. Roll on the Random Mutation Chart and apply the result. On a 4-6 restore all wounds he has previously lost during the game instead.
4	Wyrdstone Tattoo Ink. Carries sealed vial of ink. Wyrdstone ink is used by the northern tribes and other cultists in applying tattoos. Tattoo ink has one use only. Roll on the Random Mutation Chart and apply the result. Whenever a double is rolled on an Advance roll for a Hero with a wyrdstone tattoo roll for a new mutation.
5	Wyrdstone Spyglass. Carry a wyrdstonelensed telescope! Wyrdstone spyglass can help a Hero spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).
6	Power in the Stones! Carries magic stone. Roll 2D6 on the Evaluation Chart to determine a power (see Alchemist).

Grave Robbery Chart

D6	Result
1-2	Zombie! A zombie rises from the grave.
3	Fresh Corpse. Collect a corpse.
4	Trinket. 2D6 gold crowns worth of goods.
5	Drugs. The time honoured tradition of Smuggling drugs in bodies. Roll a D6 to see what drugs were sewn into the corpse: 1 Mandrake Root 2. Madcap Mushrooms 3 Crimson Shade 4. Slaaneshi's Dream 5. Black Dust 6. Daemon Dust
6	Heirloom! Roll on the Booty Chart.

Burglary Chart

D6	Result
1	On the Lam! The crook has been caught in the act! D3+1 Watch Officers (see the Watchmen warband list for characteristics) each armed with a club arrive at the scene of the crime. Place each watchman D6" away from the thief. The thief players next turn can be used to stage an escape (or charge at the watch!) and then before the next players turn, the Officers must pursue the thief, charging whenever possible. If the thief is taken <i>out of action</i> the warrior is placed <i>under arrest</i> by the Watch.
2	Vacant. No one is home and nothing is worth thieving.
3	Occupied. The thief has broken into an occupied property. On a successful Initiative test the thief stealthily carries out his plunder as if the building was unoccupied. On a failed test the thief winds up in close combat with an unarmed hostile patron (same characteristics as Warriors from the Mercenary warband). Work out order of attack based on highest Initiative. If the thief is taken <i>out of action</i> the warrior is placed <i>under arrest</i> by the Watch.
4-5	Unoccupied. The building has been left unattended. The thief bags enough loot to fetch 2D6 gold crowns.
6	Swag! Ranald must be smiling on the thief as he lays his sticky fingers on a bountiful find. Roll a D6 on the Booty Chart to see what the thief has purloined.

Burning House Chart

D6	Result
1	Gone Out. The fire has sputtered out of its own accord. Do not make any further rolls on the chart.
2-5	Rising Flames. Flames and smoke quickly rise. Any model within 2" and inside the building must take a Toughness test. If they fail, they suffer D3 Strength 2 hits with no armour save possible, as they succumb to smoke inhalation and minor burns. Any model wishing to enter the building must pass a Leadership test to do so.
6	Raging Inferno. The building is totally ablaze. No model may enter the building and any model within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to move out of the building must pass an Initiative test or it will stay trapped within.
7+	Collapse! The building collapses, its timbers finally giving way as the fire engulfs it! Any model inside the building (and not <i>stunned</i>) must pass an Initiative test to escape. Models <i>knocked down</i> suffer -1 to their Initiative for the purpose of this roll. Any model failing to escape is crushed by the collapsing debris and taken out of action. The building now counts as impassable terrain.

Subterranean Event Table

2D6	Result
2	Cave-in! The roof has collapsed. Place a marker denoting the tile is impassable.
3	Sewer Hazard. Roll a D6 on the Sewer Hazard Chart.
4	Mould. Every model becomes <i>stunned</i> by soporific spores unless it can pass a Toughness test. Spores have no effect on daemons or undead creatures.
5	Spiders. Place 2D3 Giant Spiders on the tile. (See <i>Empire in Flames</i> page 27)
6	Rats. Place 2D3 Giant Rats on the tile. (See <i>Mordheim Rulebook</i> page 95)
7	Trap. Roll a D6 on the Trap Chart.
8	Sconce. One of the Heroes in your warband collects a torch from the sconce.
9	Fungus. A Hero collects a batch of Mad Cap Mushrooms.
10	Powder Store. Place D3 powder kegs anywhere on the tile.
11	Ratskin Map. When a warrior with the ratskin map enters an <i>unexplored</i> tile first, you can re-roll what tile is being placed. The result of the re-roll must be accepted. Discard the map after battle if it was used.
12	Aqueduct! A loud rushing sound takes the party by surprise. Each model entering the tile must pass an Initiative test to avoid falling into the subterranean waterway. Any model dropping into the river is washed to another tile in the sewer network. Randomly determine an <i>unexplored</i> tile for the model to show up, or any tile that is not a cellar is all tiles are revealed.



Conviction Chart

D6	Result
1	Gallows! The guilty verdict means the felon has been transferred to Rijker's Isle pending execution! If the arrest was made by a warband following the 'Guarding the Peace' plot then the other warband can choose to play the special scenario Hangman's Square instead of choosing a core scenario. Otherwise, the felon is never seen or heard of again!
2	Sentenced. Punishment fits the crime in Marienburg! Penalties vary wildly depending on the severity of an offence. The warrior misses the next D3 games before being processed for release.
3	Holding. Troublemakers have to be thrown behind bars to cool off. The warrior misses the next battle.
4	Bail. The convict has been sentenced but bail has been set for release. The warband can pay an amount in gold crowns to the constabulary equal to the number of experience points the warrior has for him to be released. The warrior misses the next battle before being released, unless the warband pays double the cost to bribe someone high ranking in the constabulary to sign his release papers! If a bribe is paid the warrior is immediately released.
5	Drunk-Tank. Rabble-rousers spend a night in the clink to cool off! The warrior is released before the next battle but misses the post battle sequence. In addition, the warrior gets an extra +1 Experience point.
6	Acquittal! After a short spell under lock and key, a legal associate of the warband turns up to make a case for the defence! The warrior is released and the constabulary has to pay 2D6 gold crowns in compensation to the defence!

Sinking Ship Chart

2D6	Result
2	All Hands Are Lost! With a terrifying suddenness, the boat dives beneath the waves and is gone! All models aboard are taken <i>out of action</i> .
3-4	Abandon Ship! The boat tilts to one side and goes down. All models can make a normal move (no running) to leap off the boat and into the water. If they fail to get off or are trapped on a lower deck, the models are taken <i>out of action</i> .
5-10	Man Overboard! The boat will go down in D3 turns. Each warrior must pass a Leadership test to remain on board and make any further actions. Otherwise, crew will run and fling themselves overboard. The ship is adrift. It cannot move of its own accord.
11-12	Running Repairs! One of your crewmen with some carpentry skills has patched up the worst of the damage. The hull now has 1 wound and the ship is no longer sinking. The boat suffers a -2" movement penalty because it has taken on so much water.

Blackpowder weapon misfires

1	BOOM! The shooter suffers a S4 hit (this does not cause critical hits) and the weapon is destroyed.
2	Jammed. The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
3	Phut. The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.
4-5	Click. The weapon fails to fire, but there is no additional Effect.
6	KA-BOOM! The shot hits the intended target and counts as having +1 Strength.



Critical hits charts

missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

- 1-2 **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.
- 3-4 **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
- 5-6 **Master Shot.** The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers, chain sticks, iron fists etc.)

- 1-2 **Hammered.** Your opponent may not fight this turn if he hasn't already fought.
- 3-4 **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5 **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
- 6 **Bludgeoned.** The victim automatically goes *out of action* if he fails his armour save. Even if he has several wounds remaining, he will be taken *out of action* by this attack.

bladed weapons

(Swords, axes, double-handed swords etc.)

- 1-2 **Flesh Wound.** There is no armour save.
- 3-4 **Bladestorm.** The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.
- 5-6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed combat

(Wardogs, warhorses, Zombies, Possessed, Monks, animals etc.)

- 1-2 **Body Blow.** You may make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3-4 **Crushing Blow.** You gain +1 to the Injury roll. Normal armour save.
- 5-6 **Mighty Blow.** The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances, pikes, quarter staffs etc.)

- 1-2 **Stab.** You gain +1 to any Injury rolls. Armour saves as normal.
- 3-4 **Thrust.** The target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5-6 **Kebab!** The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

post battle sequence

- 1 **Injuries.** Determine injuries for each warrior taken *out of action*.
- 2 **Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles.
- 3 **Roll on the Exploration Chart.**
- 4 **Sell Wyrdstone.** Can be done once per post battle sequence.
- 5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire.
- 6 **Make rarity rolls & buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.
- 7 **Look for Dramatis Personae.** If you want to hire any.
- 8 **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.
- 9 **Reallocate equipment.** Swap equipment between models as desired.
- 10 **Update your warband rating.** You are now ready to fight again.

Heroes' serious injuries chart (D66)

- 11-15 **Dead.** Remove the Hero from your warband roster.
- 16-21 **Multiple injuries.** D6 injuries, re-roll 'dead', 'Captured' and 'multiple injuries'.
- 22 **Leg wound.** -1 Movement.
- 23 **Arm wound.** Roll again: 1 = Amputation. 2-6 = the Hero must miss the next game.
- 24 **Madness.** Roll again: 1-3 *stupidity*, 4-6 = *frenzy*.
- 25 **Smashed leg.** Roll again: 1 = no more *running*, 2-6 = the Hero must miss the next game.
- 26 **Chest wound.** -1 Toughness.
- 31 **Blinded in one eye.** -1 BS. If subsequently blinded, remove the Hero from your warband roster.
- 32 **Old battle wound.** Roll D6 every battle: 1 = miss.
- 33 **Nervous condition.** -1 Initiative.
- 34 **Hand injury.** -1 Weapon Skill.
- 35 **Deep wound.** Hero must miss the next D3 games.
- 36 **Robbed.** Hero loses weapons, armour and equipment.
- 41-55 **Full recovery.**
- 56 **Bitter enmity.** Roll again: *Hatred* towards... 1-3 = the model, 4 = the enemy warband's leader, 5 = the entire warband, 6 = all warbands of that type.
- 61 **Captured.** Exchange the Hero for a price. Sell for D6 x 5gc. Undead get a free Zombie. Possessed sacrifice for +1 Experience. Weaponry is kept when sold or sacrificed.
- 62-63 **Hardened.** Hero is immune to *fear* from now on.
- 64 **Horrible scars.** Hero causes *fear* from now on.
- 65 **Get in the ring.** Duel with Pitfighter. If he loses and survives (36+), he loses weapons/armour. If he wins, he gains, +2 Experience and 50gc.
- 66 **Survives against the odds.** The warrior survives and rejoins his warband. He gains +1 Experience.

underdog

0-50: None, 51-75: +1, 76-100: +2, 101-150: +3, 151-300: +4, 301+: +5

heroes advance rolls

- | 2D6 | Result |
|-------|----------------------------------------------------------------------------------|
| 2-5 | New skill. Select an available skill or a random spell if he is a wizard. |
| 6 | Roll again: 1-3 = +1 Strength, 4-6 = +1 Attack. |
| 7 | Choose either +1 WS or +1 BS. |
| 8 | Roll again: 1-3 = +1 Initiative, 4-6 = +1 Leadership. |
| 9 | Roll again: 1-3 = +1 Wound, 4-6 = +1 Toughness. |
| 10-12 | New skill. Select an available skill or a random spell if he is a wizard. |

henchmen advance rolls

- | 2D6 | Result |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2-4 | +1 Initiative. |
| 5 | +1 Strength. |
| 6-7 | Choose either +1 BS or +1 WS. |
| 8 | +1 Attack. |
| 9 | +1 Leadership. |
| 10-12 | The lad's got talent. Choose two skill lists available to Heroes of your warband. Make one Hero advance for him and one for the Henchmen group. |

income chart: selling treasures

1-5 = 1 treasure,
6-11 = 2 treasures,
12-17 = 3 treasures,
18-24 = 4 treasures,
25-30 = 5 treasures,
31-35 = 6 treasures,
36+ = 7 treasures.

		Number of Warriors in Warband					
		1-3	4-6	7-9	10-12	13-15	16+
No. of Shards Sold	1	45	40	35	30	30	25
	2	60	55	50	45	40	35
	3	75	70	65	60	55	50
	4	90	80	70	65	60	55
	5	110	100	90	80	70	65
	6	120	110	100	90	80	70
	7	145	130	120	110	100	90
	8+	155	140	130	120	110	100