

Brigandsburg



Brigandsburg tends to house the more unsavory characters. Middenheimers abound here as do Witch Hunters. Some Reiklanders set up camp here and very few Marienburgers (after all it is too filthy for them). The Sisters have a presence here but it is only a safe house. Possessed are a rare site but do appear at times. Here you will find the most hired swords. If hired out of Brigandsburg they are hired at 75% of the base cost but their upkeep is the same. The streets of Brigandsburg are dangerous and not for the unwary, if any Heros go out serching for Rare items they must roll a d6 under their I to keep carfull watch of them selves or risk ambush. If the test is failed they do not get to search for items as they are having to avoid the roving street thugs.

Roll on the encampment chart to find out what type of living space your warband has. When visiting Brigandsburg roll a D3 to find out how many special locations you may visit. You may choose to skip visiting locations and use the trading chart to get equipment.

Housing Chart

2D6	Camp	Effects
2	Tavern	You have gotten your warband a deed to a Taven. You get to earn extra cash for renting out rooms and selling food, you may also pick up a hired sword for free for a game or a hero (You may not add more than 1 extra this way, it is also above racial limits). Roll a D6, on a 1-4 You may add one hero to a group. 5-6 an HS has spent himself and offers you his services for your next exploration in payment. -D6 gc every game -Each game roll a D6 on a 5 or 6 there has been a brawl in the tavern causing D6x5gc in damage. All money you have and recieve must go to fix the tavern before you make other purchases.
3-4	House	In your meandering you have found a House. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop to sell their wares. - Add +2 to find items roll on the trading chart. - Each game roll a D6 on a 5 or 6 you must spend D6x2 gc on repairs to your house.
5-7	Tent	You have set up your tents near Sigmarhaven. This gives you a place to stay and stash your goods. You also attract lots of beggars. Roll a D6 every other game. 1-2 you may add a beggar to a henchmangroup (2 above maximum, must be the same level, if none are at 0 level start a new group) 3-6 you feel sorry for the beggars and give them D6 gc.
8-10	Ruins	In your meandering you have found some ruins that you convert into a camp. - Every other CT roll a D6 1-4 you have found a stash of D3 gc hidden under some of the rubble 5-6 part of the ruins collapse, injuring one of your men. They have to miss the next combat as they recover from their wound. Roll a D6 to out if it was a 1-4 Henchman, 5-6 Hero
11	Farm	In your meandering you have found a deserted farm. Your warband may work it, to earn some extra cash, but for each man that works it they can't explore Mordheim the next game. D3gc for every man that works the farm
12	Barracks	You have found an abandoned barrack. After every battle, the warband can skip their exploration to find D3 weapons or armour, costing 25% less to buy.

Locations

PHYSICIANS STUDENT: You may visit a Physicians Student to help heal or take care of battle wounds. The surgeons of Brigandsburg are far too busy to have the time to spend on low life members from warbands and thus leave the dirty work to their students. Physicians Students are usually more reliable than any surgeon from Cutthroat's Den but still lack experience. A Physicians Student costs 5 gc per hero you want to try to have healed. Roll on the Surgery Table to find out if the surgery was successful. Add +1 to your rolls if you are searching for Healing Herbs while at the surgeons.

Surgery Table

D6	Result
1-3	<p>'Uh Oh'</p> <p>The student has mistakenly cut a main artery whilst his shaky hands slipped during the procedure. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Warband roster. On the bright side the student offers you D6x5gc to keep this matter quiet, so that his master doesn't hear about this. This amount is added to the warbands stash.</p>
4-5	<p>'I haven't done this procedure before!'</p> <p>The student becomes over excited after seeing an opportunity to perform some surgery he's never done before and fixes up another wound. If your fighter has any other serious injuries then the student attempts to fix one of them instead. Determine which serious injury the student operates on randomly. If your fighter doesn't have any other serious injuries then the student has made a error in his judgment on what a wound is. Roll a D6 and look up the result on the Uh Oh Table to see what happened to the unfortunate patient.</p> <p>'Successful Surgery'</p> <p>The surgery was a success. Remove the serious injury from the fighter's profile on the Warband roster.</p>

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Uh Oh Table

D6	Result
2	<p>'Dead'</p> <p>The student accidently mistook one of your deep scars to be a wound, and performs some unnecessary transplanting. Unfortunately the fighter's body rejects the organs and dies on the operating table. On the bright side the student offers you D6x5gc to keep this matter "hush, hush". This amount is added to the warbands stash.</p>
3	<p>'Complications'</p> <p>There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.</p>
4	<p>'Hmmm Drugs'</p> <p>The combination of anaesthetics and drugs has given your fighter a taste for more. He now is addicted to Mandrake Root and must use it each battle, and buy some after each battle.</p>
5-6	<p>'Not too Bad'</p> <p>The surgery was a slight success. Remove the injury result from the fighter's profile on the Warband roster, but he will have to miss then next game whilst he recovers from his ordeal.</p>

SMITHY

A smithy works metals into items that are useful. They create many weapons and armour. When visiting a black smith you may add a +2 to your search rolls when trying to find Armour or close combat weapons.

MULESKINNER

A beast master takes care of animals. He re-shoes and feeds horses, feeds the dogs, trains them and cleans up after them. He reduces the difficulty of finding animals by adding a +2 to your dice roll on the trading chart.

MERCHANT

The merchant is a purveyor of many different goods. He sells just about anything that's not nailed down. The merchant gives you a +1 to find rare items.

Special Locations

LABORATORY

You may visit a laboratory to shop for some bargain prices on black powder weapons. Prices for these weapons are reduced due to their experimental state, thus the purchase cost is 25% less than the normal cost for such items. Also anything bought from the laboratory will have the BOOM! result replace the Click result as well on the Misfires table in the Mordheim Optional Rules.

Roll to see what is available in stock.

- D3 Pistols
- D3 Handguns
- D3 Blunderbuss
- D3-1 Bags of Superior Blackpowder
- D3-1 Hunting Rifles

TEST OF THE MAGI

Learning and knowledge are held high in Brigandsburg, and many a mage has sought the Test of the Magi to gain further insight into the arts.

The Test is similar to Sold to the Pits on pg 119 of the Mordheim Rule Book, but only a Hero Mage may enter the Test versus a Warlock (roll up 2 random spells). Both mages have been given a random Magical Item (only for this Test) and are blind folded. They must use their intuition to seek out the other and take him down. Therefore both models must roll under their Initiative to move or cast LOS spells (no shooting weapons are allowed).

Roll to see who goes first. If your Mage losses, roll to see whether he is dead or injured (ie, a D66 roll of 11-35). If he is not dead, he is thrown out of the Test and may re-join his warband.

If your Mage wins he gains +1 to casting his spells and +2 experience.

Gamble on the Mages: The test is open to the public, but under the heavy gaze of the local watch. You may enter one of your heroes to bet on the Test. Roll a D6 to bet.

D6

- 1-2 The Mage you bet on shows some talent but not enough. He is dispatched and you are out of D6x5 gc.
- 3-4 The Mage you bet on puts on a spectacle and wins but the odds were for him, you only win D6gc
- 5-6 The Mage you place your money on is a long shot which pays off in the end, you win D6x5 gc.

THE IRON CUTLASS

This is a tavern where you may play a game of chance, look for new recruits or just get smashed.

You may gamble at any time in The Iron Cutlass. To find out what else you can do roll a D6 and consult the Tavern chart.

GAMBLING

Your leader gets involved in a rather dubious game of dice. Roll a D6 and consult the table below:

1	Your Leader loses 3D6 gc and comes away a little wiser.
2-5	Your Leader manages to break-even.
6	Your Leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 gc in winnings.

TAVERN

D6 1 Result Drugged

One of your heroes (choose randomly) partakes of a curious drink offered to him by a stranger. After one swig he feels the effect of the liquid take hold - he has been drugged! Roll a D6 on the following table:

1-3 Your hero has been poisoned and is at -1 Toughness for the duration of the next battle.

4-6 The liquid in question is actually a very strong ale, and your hero quickly gains a taste for it. He wakes up the next morning with a pounding head.

2 Pickpocket

As your warband jostles through the crowded bar, your leader suddenly gets a feeling that something is wrong. He reached for his crowns to find them gone, snatched by a lousey pickpocket. Count the loss of half your crowns.

3-4 Hireling

Whilst carousing in the bar you meet many different characters and fighters. You sit down to have a few drinks with some. Roll a D6 on the following chart.

1 You are drinking with a warlock who offers you his services at half the normal rate.

2 An ogre challenges you to a drinking contest. Roll a D6 on the Drinking Contest Table below.

3 You sit down with a Halfling Scout and start exchanging recipes. One of your recipes he has never heard of, he offers you his services at half the cost.

4 You sit down and share a drink with a freelancer. As the night wears on you find that he and your father were in the same company. He offers you his services for the next battle for free.

5 You find yourself drinking with a young fellow who is itching to test his metal in Mordheim. You may add an extra henchman to your party. (This is above your racial maximum)

6 You sit with a fellow who looks battle hardened. As you talk you discover the rest of his warband was slain searching the ruins in Mordheim. You may offer to have him join your warband as a hero. Add one hero to your warband.

If you don't have room for one of your regular heroes (ie you already have 2 champions or 2 youngbloods) you may use the stats of a henchman (like lads got talent).

5-6 Bar Room Brawl

Your Leader gets into an argument with another patron in the tavern. The argument grows into a brawl quickly. Roll a D6 on the following table:

1 Your leader is thrashed and loses D6x3 gc

2 Your leader is beat pretty bad and leaves D6 gc poorer.

3 Your leader knocks the patron to the ground and takes D6x3 gc for his prudence.

4 The patron is joined by his warband and an all out brawl ensues. Roll a D6. 1-4 you send the warband fleeing and gain D6x5 gc for your trouble. 5-6 you are routed and loose D6x5 gc. (You may also play a skirmish scenario vs middenhiemers, 500gc, to find out how the outcome happens)

5 The brawl attracts the attention of the local watch who arrive and throw the patron in the stocks.

6 The brawl attracts the attention of the local watch who arrive to throw everyone into the stocks. You must pay D6x10gc to get everyone out.

Drinking Contest Table

1-3 He drinks you under the table.

4-6 You drink him under the table and he is in such awe he offers you his services for the next battle for free.