



DEATH UNDER THE EIGHT PEAKS

A MORDHEIM SUPPLEMENT





THREE THOUSAND YEARS AGO, GREENSKINS INVADED THE DWARF HOLD OF KARAK EIGHT PEAKS, ITS CAVERNS AND TUNNELS WERE TAKEN BY NIGHT GOBLINS AND SKAVENS; WHILE, IN ITS BLACK DEPTHS, HORRORS WITHOUT NAME CRAWLED THROUGH THE OLD MINES AND NESTLED IN THOSE FORSAKEN PLACES. AFTER A FEW YEARS, THE NIGHT GOBLINS HAD SETTLED IN THE RUINS AND DIVIDED THEMSELVES IN SEVERAL TRIBES ENCAMPED ON THE SURROUNDING MOUNTAINS AND IN THE TUNNELS THAT SNEAKED UNDER THEM.

ALTHOUGH THE DWARFS HAVE TRIED OFTEN TO RECONQUER KARAK EIGHT PEAKS, THEY HAVEN'T HAD ANY SUCCESS IN THEIR ATTEMPTS UNTIL RECENTLY, WHEN A DWARF LORD CALLED BELEGAR SET UP A FORTIFIED BRIDGEHEAD IN THE OLD CITADEL. ALBEIT THE DWARFS MUST LIVE IN A PERMANENT STATE OF SIEGE, THEY HAVE EXPANDED SLOWLY THEIR DOMAINS, CLEANSING THE UPPER LEVELS OF NIGHT GOBLINS AND OTHER CREATURES. BEREGAR HOPES TO RECOVER SOMEDAY ALL THAT ONCE WAS HIS ANCESTORS'S, BUT THE GOBLINS ARE NUMEROUS AND INCREASE WITHOUT PAUSE.



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WELCOME TO THIS MORDHEIM SUPPLEMENT, HEREIN YOU'LL FIND RULES FOR FIGHTING WITH YOUR WARBANDS IN THE DISPUTED HOLD OF KARAK EIGHT PEAKS, AN ANCIENT DWARF CITY FOUGHT OVER BY THREE RACES IN A CONFLICT THAT HAS LASTED SINCE BEFORE THE AGE OF MAN. IF YOU DO NOT FEAR TO ENTER THE DEPTHS BELOW THE WORLD, GRAB A TORCH AND LOOK AT THE SUN ONE LAST TIME, GREAT PROMISE AND DANGER AWAITS IN THE ABANDONED HALLS OF VALA-AZIRLUNGOL.

WHAT YOU'LL NEED

APART FROM THIS SUPPLEMENT AND MINIATURES TO FORM YOUR WARBAND (NO GREAT SURPRISES THERE!) YOU'LL ALSO NEED THE MORDHEIM RULEBOOK. A NUMBER OF D6 DICE AND A TAPE MEASURE IN INCHES ARE ALSO A MUST HAVE.

WARBANDS

ALL OFFICIAL AND UNOFFICIAL WARBANDS CAN PLAY IN THIS SETTING, THREE NEW ONES ARE PROVIDED IN HERE INCLUDING THE CROOKED MOON GOBLINS, THE ANGRUND CLAN AND THE SKAVEN SLAVE UPRISING. THE MINES AREN'T A PLACE FOR A PONY SO YOU CAN'T BUY ANY MOUNTS AS PART OF YOUR EQUIPMENT.

PLAYING SURFACE

INSTEAD OF THE RUNIED BUILDINGS USED IN THE MORDHEIM MAIN GAME THE TERRAIN SHOULD BE UNDERGROUND THEMED. THERE ARE TWO WAYS OF DOING THIS: THE FIRST IS TO BUILD A NETWORK OF TUNNELS AND CHAMBERS TO REPRESENT THE LABYRINTHIC MINING COMPLEX, THE SECOND AND EASIER IS TO CREATE ELEMENTS LIKE STALAGMITES, PILLARS AND CHASMS TO RECREATE A GIGANTIC CAVERN WITH PLENTY OF OPEN GROUND. EITHER WAY YOU'LL HAVE TO USE SOME OF THOSE ELEMENTS AS THE "BUILDINGS" MENTIONED IN SOME MAIN RULEBOOK SCENARIOS; IF USING TUNNELS CHAMBERS ARE IDEAL, AS ARE STALAGMITES OR RUINS IN CAVERNS.

COUNTERS

SOME NUMBER OF TREASURE COUNTERS WILL BE USEFUL FOR THE SCENARIOS; SMALL CHESTS OR THE MORDHEIM WARPSTONE COUNTERS SHOULD SUFFICE. YOU'LL ALSO HAVE TO MAKE SOME ITEMS TO MARK THOSE OF YOUR WARRIORS THAT ARE CARRYING TORCHES TO USE IN AN SCENARIO OR TWO, COTTON PUFFS PLACED ON THE BASE ARE IDEAL FOR THAT.

SOLD TO THE PITS INJURY RESULT

THERE ARE NO FIGHTING PITS IN THE EIGHT PEAKS BUT SKAVEN ARE ALWAYS ON THE LOOKOUT FOR FRESH SLAVES, THE HERO HAS BEEN CAPTURED BY THEM AND MUST PASS AN I TEST TO OUTWIT HIS JAILERS AND ESCAPE OR HE IS DRAGGED TO THE UNDEREMPIRE NEVER TO BE SEEN AGAIN.



THE HOLD

DEFENCES

THE OUTER WALLS ARE THE FIRST LINE OF DEFENCE. THE TOWERS ARE PLACED AT REGULAR INTERVALS, WITH ARTILLERY PIECES OF DIVERSE NATURE (MANY OF WHICH ARE MANNED BY HUMAN MERCENARIES). A GREAT HORN LAYS NEAR THE EAST GATE, TO SOUND THE ALARM IF THE DEFENCES MAY BE OVERWHELMED. EIGHT HUNDRED METERS AROUND THE WALLS, A DEFENSIVE PERIMETER HAS BEEN CLEARED OF ANY OBSTACLES THAT COULD BE USED AS COVER BY AN INVADING ARMY. A NUMBER OF GYROCOPTERS, RECENTLY ARRIVED FROM KARAZ A KARAK, PATROL THE ZONE AND THE VALLEY AHEAD.

THE INNER WALLS ENKIRLE THE FORTRESS, THAT PROVIDES THE ONLY SURFACE ACCESS TO THE HOLD. IT IS SAID THAT THE CITADEL OF KARAK EIGHT PEAKS IS BIGGER THAN ANY IMPERIAL CASTLE. VISITORS (AND THOSE LOOKING FOR AN EMPLOYMENT) ARE INTERROGATED AT THE GATE BY A SERGEANT OF THE HAMMERERS, THE KING'S PERSONAL GUARD, AFTER ANSWERING HIS QUESTIONS AND REACHING AN AGREEMENT OVER THE CONDITIONS OF THEIR STAY (OR EMPLOYMENT), THE VISITORS ARE ESCORTED TO LODGINGS IN THE EAST SIDE. THESE ARE GENERALLY SMALL AND SPARTAN ROOMS, THAT CAN ONLY BE INHABITED BY TWO GUESTS. THEY AREN'T ALLOWED TO VISIT THE REST OF THE HOLD, WHOSE ONLY ACCESS IS SECURED BY AN ENORMOUS DOOR RUNICALLY PROTECTED, WITHOUT AN AUTHORIZATION

THE AUDIENCE HALL

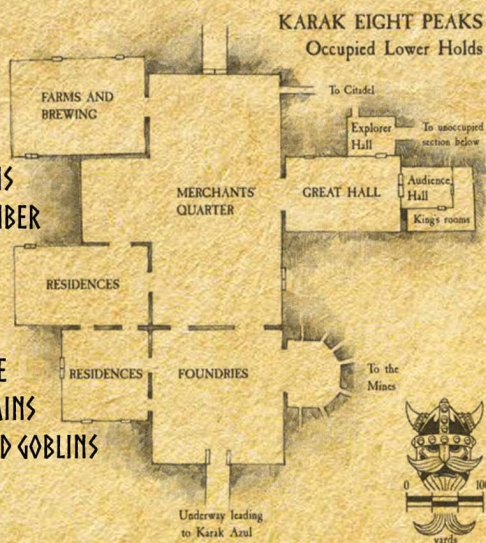
VISITORS CAN ONLY ENTER INTO THE HOLD PROPER BY DESCENDING THE GREAT EAST WING STAIR. AFTER A 200 METERS DESCENT, THE STAIR LEADS TO A GREAT AUDIENCE HALL. PROTECTED BY HAMMERERS, THE KING'S REPRESENTATIVE (ALTHOUGH THE KING MAY HEAR DWARF NOBLES AND OTHER HIGH RANKING VISITORS IN PERSON) GREET'S FORMALLY THE VISITORS AND TAKES CARE OF THE MATTERS THAT BRING THEM TO THE HOLD. THERE ARE OTHER TWO EXITS FROM THIS ROOM, BOTH HEAVILY GUARDED. A STEEL DOOR INLAID WITH GOLD THROUGH WHICH THE KING (OR HIS REPRESENTATIVE) ENTER AND EXIT THE CHAMBER, LEADS TO THE KING'S ROOMS. THE OTHER IS ALSO MADE OF STEEL BUT IT'S INSCRIBED WITH RUNES OF PROTECTION AND BARRED BY A BAR OF STEEL AS WIDE AS AN OAK'S TRUNK. DWARFS REFER TO THIS GATE AS BARAK KHATÜL (DOOR TO THE PERILS THAT STALK); ADVENTURERS PASS THROUGH IT TO REACH THE UNCLAIMED SECTIONS OF KARAK EIGHT PEAKS. NEEDLESS TO SAY MANY DON'T CROSS IT A SECOND TIME.

KARAK EIGHT PEAKS
Surface Citadel



THE SUBTERRANEAN WAY

THE REOPENING OF THE ROUTE TO KARAK AZUL IN THE SOUTH IS CONSIDERED ONE OF THE RECENT REMARKABLE SUCCESSES IN KARAK EIGHT PEAKS. ITS IS STILL TREACHEROUS IN SOME POINTS. CHASMS AND PARTIALLY COLLAPSED SECTIONS BLOCK A NUMBER OF TUNNELS OF THE UNDERWAY. TROLLS AND OTHER CREATURES CUT THEIR WAY TROUGH THESE TUNNELS FROM TIME TO TIME. GENERALLY, ARMED WARBANDS OF TEN OR MORE MEMBERS CAN DO THE TRIP RELATIVELY SECURE. THE WAY NORTH REMAINS BLOCKED TO PREVENT ANY INCURSION OF ORCS AND GOBLINS FROM KARAK DRAZH.



THE MINES

SINCE THE CITY'S DOWNFALL, MUCH OF THE CITY IS IN A STATE OF DISREPAIR. WALLS AND CEILINGS WOULD OFTEN CRUMBLE DOWN, AND STATUES OF LONG-FORGOTTEN HEROES ARE SMEARED FROM THE AGE OF TIME.

AFTER PASSING THROUGH BARAK KHATÛL ONE MUST CROSS THE SILVERGATE, THE GATEWAY INTO THE LOWER LEVELS. THE SILVERWAY RUNS ITS WAY TOWARDS THE UPPER GRANARIES AND THE LONG STAIRS. WITHIN THE CORRIDORS LEADING TOWARDS THE UPPER GRANARIES, ONE CAN SEE SEVERAL OPENINGS BRANCHING OUT TO OTHER AREAS OF THE CITY. MOST HOWEVER ARE BLOCKED, AS THE DWARFS BLOCK OFF AREAS THAT CAN'T BE RECLAIMED BY THE GREENSKINS WITHOUT DISASTROUS LOSSES. ONCE PAST THE SILVERWAY ONE WILL ENTER A HALLWAY AS LARGE AS THE KOENIGSPARK IN ALTDORF. THE CEILINGS ARE LIT BY GLOWING STONES USED BY THE DWARFS AS AN INEXHAUSTIBLE SOURCE OF LIGHT DURING THE GOLDEN AGE OF THEIR PEOPLE.

THIS AREA OF THE CITY IS CALLED THE SQUARE OF MERSCHA, WHERE A SMALL REGIMENT OF DWARFS HAS MANAGED TO HOLD OFF AGAINST A HORDE OF GOBLIN A HUNDRED TIMES THEIR NUMBERS. FURTHER ON, THE PASSAGES BRANCH OUT TO OTHER SECTIONS OF THE CITY. THIS AREA IS HEAVILY INFESTED BY GREENSKIN TRIBES WARRING WITH ONE-ANOTHER FOR DISTINCT SECTIONS OF THE CITY. THE SKAVENS HOWEVER CLAIM THE LOWER LEVELS OF THE CITY, SEEKING ONLY TO TAKE VITAL AREAS OF THE UPPER CITY WITHOUT THE NEED TO FIGHT ALL THE TRIBES LIVING THERE

LUNN'S LAMENT

FAR SOUTH THROUGH SNOW CAPPED PEAKS
LAID MY KINGDOM, THE QUEEN OF THE SILVER DEPTHS
THERE A GREEN VALLEY RESTED IN A BOWL OF STONE
AND ALL MY PEOPLE, MY RICHES, NOW FOREVER GONE
AH BUT WHY WEEP, WHY REASON DERANGE
IF NOT TO FEED, TO INFLAME ETERNAL REVENGE

THE EIGHT MOUNTAINS ROSE WITH ETERNAL GRACE
HOLDING US ALL IN THEIR IMPERTURBABLE EMBRACE
STRONG GATES THE WINDY PASSES GUARDED
WHILE MOUNTAIN STREAMS THE CROPS NOURISHED
AND OVER KARAG LHUNE MY CITY, GAZING THE SKIES
FULL OF LIFE AND JOYFUL CRIES

AND UNDER IT THE MAZE OF WAYS OF SHAFTS AND HALLS
MINES, STAIRS, TOMBS, FORGES AND HIDDEN FALLS
GEMS, IRON, COPPER, GOLD AND SILVER WERE UNEARTHED
WHICH INTO THINGS OF BEAUTY WE LOVINGLY CRAFTED
NEVER SLEPT THE HEARTH'S FIRE IN THAT DAY
NEVER THE STONE RESTED, FORGOTTEN IN SLOW DECAY



SPECIAL RULES

PITCH BLACK

SOME SCENARIOS WILL HAVE THIS RULE WHICH SEVERELY HAMPERS VISION. IN THIS CASE DWARF, SKAVEN, NIGHT GOBLIN, ELF, SQUIGS, TROLLS AND MAGICAL (SUCH AS DAEMONS, SPIRITS...) MODELS CAN ONLY SEE 12" AHEAD AND IF THEY WANT TO SHOOT FURTHER THAN 6" WILL HAVE -1 TO THEIR BS. ANY OTHER MODELS CAN'T SEE AT ALL AND WILL HAVE TO CARRY TORCHES. YOU CAN GIVE A TORCH TO ANY MODEL FROM ANY WARBAND EXCEPT ANIMALS, TORCHES MAKE VISIBLE ALL WARRIORS (FRIEND OR FOE) WITHIN 12" BUT ANY MODEL CARRYING ONE CAN BE SEEN FROM ALL THE MODELS ON THE BOARD (IF HE IS NOT OBSCURED BY TERRAIN THAT IS). BEFORE THE GAME BEGINS PUT A MARKER ON ALL THE MODELS YOU WANT TO BE CARRYING TORCHES, IF THE MODEL IS TAKEN OUT OF ACTION LEAVE THE MARKER WHERE HE WAS, THE TORCH KEEPS ILLUMINATING.

ENCOUNTERS

THE MINES ARE A DANGEROUS PLACE SO ALL PLAYERS WILL HAVE A D3 ENCOUNTER POINTS TO PLAY AGAINST HIS OPPONENT AT THE BEGINNING OF THE BATTLE. TO PLAY AN ENCOUNTER JUST PICK ONE ENEMY MODEL IN YOUR MOVEMENT PHASE AND ROLL IN THE TABLE BELOW. THIS COSTS 1 ENCOUNTER POINT; ONLY ONE ENCOUNTER POINT CAN BE PLAYED PER TURN.

D6 ENCOUNTER: 1 LUCKY FIND, 2 NOTHING, 3 ROCKFALL, 4 CHASM, 5 SQUIG, 6 WARPSTONE

LUCKY FIND: PLACE A TREASURE MARKER NEXT TO THE MODEL, THE TREASURE CAN BE STOLEN IF THE WARRIOR IS STUNNED OR TAKEN OOA, ANYONE CAN PICK IT UP IN THE MOVEMENT PHASE.

ROCKFALL: THE MODEL TAKES A S4 HIT, IF HE WEARS A HELMET HE IS ONLY TAKEN OOA WITH A 6+.

CHASM: THE MODEL MUST PASS AN I TEST OR BE TAKEN OUT OF ACTION, DWARVES PASS THE TEST AUTOMATICALLY DUE TO THEIR MINING EXPERIENCE.

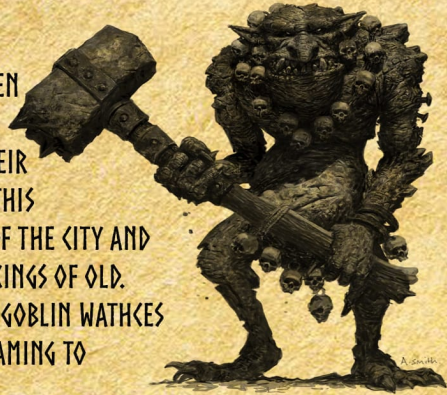
SQUIG: THE WARRIOR IS CHARGED BY AN SQUIG (SEE CROOKED MOON WARBAND), IF THE SQUIG IS NOT IN BASE CONTACT WITH THE WARRIOR IT'LL KEEP ON CHARGING/RUNNING TOWARDS THE CLOSEST WARRIOR. NIGHT GOBLINS THAT TAKE OUT OF ACTION A SQUIG ADD IT TO THEIR ROSTER AFTER THE CONCLUSION OF THE GAME.

WARPSTONE: THE MODEL MUST PASS A T TEST OR BE TAKEN OOA, SKAVEN PASS AUTOMATICALLY. WINNING WARBAND ADDS A TREASURE MARKER AFTER THE BATTLE.



HOOKED MOON NIGHT GOBLINS

FOR MANY YEARS NOW THE HOOKED MOON HAS BEEN THE LEADING FORCE AMONGST THE GREENSKIN FORCES OF THE EIGHT PEAKS, SINCE THE RISE OF THEIR CHIEFTAIN SKARSHIK. ONCE THE MAIN FACTION IN THIS UNDERGROUND WAR THEY HAD CONTROL OF MOST OF THE CITY AND EVEN TOOK HOLD OF THE THRONE ROOM OF DWARF KINGS OF OLD. ALBEIT HIS POWER IS NOW MUCH DIMISHED THE SLY GOBLIN WATCHES STILL FROM HIS POWERBASE ON KARAG ZILFIN, DREAMING TO HAVE SOME DAY ALL THE CITY UNDER HIS POWER.



THIS WARBAND IS A VERSION OF THE NIGHT GOBLIN ONE FROM THE KARAK AZGAL SUPPLEMENT.

SPECIAL RULES

ANIMOSITY:

GOBLINS SPEND MUCH OF THEIR LIVES SQUABBLING AND FIGHTING AMONGST THEMSELVES. SOMETIMES THIS WILL HAPPEN AT THE WORST OF TIMES. AT THE BEGINNING OF EACH NIGHT GOBLIN TURN ROLL A D6. ON A ROLL OF 1 THEY START TO SQUABBLE AND WILL DO NOTHING ELSE FOR THE REST OF THE TURN. ONLY NIGHT GOBLINS ARE AFFECTED. TROLLS, SQUIGS, SNOTLINGS AND OTHER NON-GOBLINS ARE NOT AFFECTED AND WILL ACT AS NORMAL.

HATE STUNTIES AND SKAVEN:

NIGHT GOBLINS ARE SUBJECT TO HATRED TOWARDS DWARFS AND SKAVEN. THIS ONLY AFFECTS NIGHT GOBLINS NOT ANY OTHER GREENSKINS. FANATICS ARE SO OUT OF THEIR SKULL THAT THEY ARE NOT AFFECTED.

NIGHT GOBLIN SPECIAL SKILLS

DED SHOOTY:

THE CLEVER LITTLE GIT ADDS +6" TO THE RANGE OF ANY MISSILE WEAPONS HE USES (NOT INCLUDING NETS)

SNEAKY GIT:

THE GREENSKIN IS SO SNEAKY THAT HE CAN MOVE D3 OF HIS WARBAND MEMBERS AFTER ALL OTHER DEPLOYMENT IS COMPLETE. NIGHT GOBLIN BIG BOSS ONLY.

INFILTRATE:
AS SKAVEN SKILL.

NETTER:

THE GOBLIN AS ADEPT AT USING A NET TO DISABLE HIS ENEMIES. THEY LEARN THEIR SKILL HUNTING WILDCAVE SQUIGS IN THE DEPTHS OF THE MOUNTAINS. THE TECHNIQUE HE HAS MASTERED IS 'CHUCK AND CHARGE'. THE GOBLIN MAY DECLARE THAT HE IS MAKING A NET CHARGE. HE THROWS THE NET AT A TARGET IN THE SAME WAY AS DESCRIBED IN THE MORDHEIM RULEBOOK. IF HE HITS AND THE TARGET FAILS TO ESCAPE THE NET THEN TARGET COUNTS AS KNOCKED DOWN AND THE GOBLIN COMPLETES HIS CHARGE. IF HE MISSES OR THE TARGET ESCAPES THEN THE GOBLIN MAKES A FAILED CHARGE. IF THE FAILED CHARGE WOULD TAKE HIM INTO BASE CONTACT THEN STOP HIM 1" AWAY. A WARRIOR WHO IS CAUGHT IN A NET WILL BE AUTOMATICALLY HIT IN COMBAT. THE GOBLIN MUST STILL ROLL TO WOUND JUST AS WITH A KNOCKED DOWN ENEMY. IN THE WARRIOR'S NEXT RECOVERY PHASE, UNLESS HE IS STUNNED OR OUT OF ACTION HE WILL CUT HIMSELF OUT OF THE NET BUT CANNOT DO ANYTHING ELSE AND WILL GO LAST IN COMBAT JUST AS IF HE HAD STOOD UP FROM BEING KNOCKED DOWN.

NIGHT GOBLIN SKILL TABLE

	COMBAT	SHOOTING	ACADEMIC	STRENGTH	SPEED	SPECIAL
BIG BOSS	X	X		X	X	X
SHAMAN		X	X		X	X
BOSS	X	X			X	X

CHOICE OF WARRIORS

A NIGHT GOBLIN WARBAND MUST INCLUDE A MINIMUM OF 3 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.

BIG BOSS: EACH NIGHT GOBLIN WARBAND MUST HAVE ONE BIG BOSS; NO MORE, NO LESS!

SHAMAN: YOUR WARBAND MAY INCLUDE UP TO 1 SHAMAN.

BOSS: YOUR WARBAND MAY INCLUDE UP TO 2 BOSSES.

SQUIG HOPPER: YOUR WARBAND MAY INCLUDE UP TO 2 SQUIG HOPPERS.

NIGHT GOBLIN: YOUR WARBAND MAY INCLUDE ANY NUMBER OF NIGHT GOBLINS.

FANATICS: YOUR WARBAND MAY INCLUDE UP TO 2 FANATICS.

CAVE SQUIG: YOUR WARBAND MAY INCLUDE UP TO 5 CAVE SQUIGS. YOU MAY NEVER HAVE MORE CAVE SQUIGS IN YOUR WARBAND THAN AT

TROLL: YOUR WARBAND MAY INCLUDE UP TO ONE TROLL.

SNOTLINGS: YOUR WARBAND MAY INCLUDE UP TO 1 SNOTLING MOB.

STARTING EXPERIENCE

A BIG BOSS STARTS WITH 17 EXPERIENCE
A SHAMAN STARTS WITH 10 EXPERIENCE.
A BOSS STARTS WITH 6 EXPERIENCE.
A SQUIG HOPPER STARTS WITH 6 EXPERIENCE.
HENCHMEN START WITH 0 EXPERIENCE.

NIGHT GOBLIN EQUIPMENT LISTS

NIGHT GOBLIN EQUIPMENT LIST

HAND TO HAND COMBAT WEAPONS

DAGGER 1ST FREE/2 ⚔

WORD 10 ⚔

SPEAR 10 ⚔

CLUB 3 ⚔

MISSILE WEAPONS

SHORT BOW 5 ⚔

ARMOUR

LIGHT ARMOUR 20 ⚔

SHIELD 5⚔

HELMET 10 ⚔

FANATIC EQUIPMENT LIST

HAND TO HAND COMBAT WEAPONS

POISON DAGGERS. 25 ⚔

DOUBLE HANDED WEAPON: 15 ⚔

BALL & CHAIN: 15 ⚔

MISCELLANEOUS

MADCAP MUSHROOMS 25 ⚔

SPECIAL EQUIPMENT

POISON DAGGERS

25 ⚔ COMMON (FANATICS ONLY) A PAIR OF DAGGERS WHICH ARE COATED IN DEATH CAP MUSHROOM JUICE. THE COATING IS RE-APPLIED FOR FREE AFTER EVERY GAME. IT IS DERIVED FROM THE DEADLY DEATH CAP MUSHROOMS AND HAS THE SAME EFFECT AS BLACK LOTUS.

MAD CAP MUSHROOMS

THE FEARED CULT OF GOBLIN FANATICS OF THE WORLD'S EDGE MOUNTAINS USE THESE HALLUCINOGENIC MUSHROOMS TO DRIVE THEMSELVES INTO A FRENZIED STATE. EFFECT: ANY WARRIOR WHO TAKES MAD CAP MUSHROOMS BEFORE A BATTLE WILL BE SUBJECT TO FRENZY. THE MAD CAP MUSHROOM HAS NO EFFECT ON UNDEAD SUCH AS VAMPIRES AND ZOMBIES, OR THE POSSESSED. SIDE EFFECT: AFTER THE BATTLE, ROLL A D6. ON A ROLL OF A 1 THE MODEL BECOMES PERMANENTLY STUPID.

BALL AND CHAIN

THIS IS A HUGE IRON BALL WITH A CHAIN ATTACHED, USED BY THE DREADED NIGHT GOBLIN FANATICS TO DEAL OUT WHIRLING DEATH. ENORMOUSLY HEAVY, IT CAN ONLY BE USED WHEN COMBINED WITH MAD CAP MUSHROOMS. [GOBLINS ONLY]

RANGE: CLOSE COMBAT

STRENGTH: AS USER +2

SPECIAL RULE: TWO HANDED, INCREDIBLE FORCE, CUMBERSOME, UNWIELDY, RANDOM,
SPECIAL RULES

TWO HANDED: A MODEL ARMED WITH A BALL AND CHAIN MAY NOT USE A SHIELD, BUCKLER OR ADDITIONAL WEAPON IN CLOSE COMBAT. IF THE MODEL IS EQUIPPED WITH A SHIELD HE WILL STILL GET A +1 BONUS TO HIS ARMOUR SAVE AGAINST SHOOTING. **INCREDIBLE FORCE:** BECAUSE THE BALL AND CHAIN IS SO HEAVY, NORMAL ARMOUR DOES VERY LITTLE TO PROTECT AGAINST IT. NO ARMOUR SAVES ARE ALLOWED AGAINST WOUNDS CAUSED BY A BALL AND CHAIN. IN ADDITION, ANY HIT FROM A BALL AND CHAIN IS VERY LIKELY TO TAKE OFF SOMEONE'S HEAD (OR AT LEAST BREAK SOME RIBS!).

THEREFORE, ANY HIT THAT SUCCESSFULLY WOUNDS WILL DO 1D3 WOUNDS INSTEAD OF 1.

CUMBERSOME: BECAUSE THE BALL AND CHAIN IS SO HEAVY, A MODEL EQUIPPED WITH ONE MAY CARRY NO OTHER WEAPONS OR EQUIPMENT. IN ADDITION, ONLY A MODEL UNDER THE INFLUENCE OF MAD CAP MUSHROOMS HAS THE STRENGTH TO WIELD A BALL AND CHAIN.

HEROES

1 BIG BOSS 45 GOLD CROWNS TO HIRE

LIKE ALL GREENSKINS NIGHT GOBLIN SOCIETY IS RULED BY THE BIGGEST AND MEANEST OF THE TRIBE. GOBLINS HAVE ONE ADVANTAGE OVER THEIR LARGER COUSINS - THEY ARE CUNNING TOO. TO CLIMB TO THE POSITION OF BIG BOSS THE GOBLIN MUST BE SNEAKY AND BACKSTABBING AS WELL AS THE BIGGEST AND BEST.

PROFILE M WS BS ST W I A L D

4 3 3 3 3 1 2 1 7

WEAPONS/ARMOUR: A BIG BOSS MAY BE EQUIPPED WITH WEAPONS FROM THE NIGHT GOBLIN LIST.

SPECIAL RULES

LEADER: ANY MODEL IN THE WAR BAND WITHIN 6" OF THE BIG BOSS MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

◆-1 SHAMAN 50 GOLD CROWNS TO HIRE

DESPITE THEIR SMALLER SIZE NIGHT GOBLIN SHAMANS ARE EVERY BIT AS POWERFUL AS THEIR ORC COUSINS. THEY CAN SUMMON THE POWER OF THE WAAAGH GENERATED BY THEIR FIGHTING COMRADES AND CALL ON GORK AND MORK FOR THEIR SUPERNATURAL ASSISTANCE.

PROFILE M WS BS ST W I A LD
4 2 3 3 3 1 3 1 6

WEAPONS/ARMOUR: A SHAMAN MAY BE EQUIPPED FROM THE NIGHT GOBLIN LIST.

SPECIAL RULES

WIZARD

: A NIGHT GOBLIN SHAMAN IS A WIZARD AND USES WAAAGH! MAGIC.

◆-2 BOSSES 25 GOLD CROWNS TO HIRE

GOBLIN BOSSES LIKE TO THINK THAT THEY ARE THE BEST AND TOUGHEST FIGHTERS IN THE TRIBE. OF COURSE THE BIG BOSS KNOWS BETTER BUT HE HAS TO WATCH HIS BACK WHEN THE OTHER BOSSES ARE AROUND.

PROFILE M WS BS ST W I A LD
4 3 3 3 3 1 2 1 6

WEAPONS/ARMOUR: A BOSS MAY BE EQUIPPED WITH FROM THE NIGHT GOBLIN LIST.

◆-2 SQUIG HOPPERS 30 GOLD CROWNS TO HIRE

NIGHT GOBLINS ARE FUNDAMENTALLY CRAZY, THEIR BUILDINGS ARE BUT SHAMBLING SHANTIES, THEY HUNT DEADLY SQUIGS AND DRINK TOXIC MUSHROOM BEER. IT COMES AS NO SURPRISE THEN THAN THE MOST UNBALANCED OF THEM JUMP ONTO A SQUIG AND USE IT AS IMPROVISED CAVALRY.

PROFILE M WS BS SR W I A LD
2D6 3 ◆ 4 3 1 4 1 6

WEAPONS/ARMOUR: A SQUIG HOPPER CAN'T BE EQUIPPED WITH ANY WEAPONS BUT CAN PICK ARMOUR FROM THE NIGHT GOBLINS LIST.

HENCHMEN (BOUGHT ON GROUPS OF 1-5)

NIGHT GOBLINS 15 GOLD CROWNS TO HIRE

INDIVIDUALLY NIGHT GOBLINS ARE WEAK AND COWARDLY BUT TOGETHER THEY MAKE A FORCE TO BE RECKONED WITH. PREFERRING TO ATTACK IN LARGE NUMBERS THEY ARE ADEPT AT HIT AND RUN TACTICS AND CAN TAKE DOWN FOES MUCH STRONGER THAN THEMSELVES.

PROFILE M WS BS ST W I A LD
4 2 3 3 3 1 3 1 5

WEAPONS/ARMOUR: A NIGHT GOBLIN MAY BE EQUIPPED FROM THE NIGHT GOBLIN LIST.

◆-2 FANATICS 20 GOLD CROWNS TO HIRE

THE CAVES WHERE NIGHT GOBLINS LIVE ARE RICH IN VARIOUS FORMS OF FUNGI. THE GOBLINS ARE ABLE TO MAKE USE OF THESE AND EVEN CULTIVATE SOME OF THEM. BEST KNOWN ARE THE MADCAP MUSHROOMS. THESE DRIVE ANYONE WHO EATS THEM INTO A FROTHING FIGHTING FRENZY. SOME OF THE NIGHT GOBLINS ARE DELIBERATELY FEED LARGE QUANTITIES OF MADCAP MUSHROOMS TO TURN THEM INTO CRAZED KILLING MACHINES. OFTEN SEEN ON OPEN BATTLEFIELDS WIELDING A HUGE BALL AND CHAIN THEY ADOPT SLIGHTLY SAFER WEAPONS IN THE CONFINES OF KARAK EIGHT PEAKS.

PROFILE M WS BS ST W I A LD
4 2 3 33 13 1 5

WEAPONS/ARMOUR: A FANATIC MAY BE EQUIPPED WITH WEAPONS FROM THE FANATIC LIST.

SPECIAL RULES

ADDICT: THE FANATIC IS DEPENDENT ON A REGULAR SUPPLY OF MADCAP MUSHROOMS. IF HE CAN'T GET ANY BEFORE A BATTLE HE WILL STAY IN HIS CAVE FOAMING AT THE MOUTH AND NOT TAKE PART. IF AVAILABLE HE WILL EAT HIS MUSHROOMS BEFORE THE BATTLE.

LOONEY: DUE TO THE EFFECT OF THE MUSHROOMS HE IS SUBJECT TO FRENZY. HE MUST ALSO TEST FOR PERMANENT DAMAGE AFTER THE BATTLE AS DESCRIBED IN THE RULEBOOK.

FRANTIK: THE FANATIC IS HYPERACTIVE AND WILL STRIKE FIRST IN COMBAT IGNORING PENALTIES FOR WEAPONS OR INITIATIVE ORDER.

◆-5 CAVE SQUIGS 15 GOLD CROWNS TO HIRE

GOBLINS RAISE THE DEADLY CAVE SQUIGS. THESE CREATURES ARE A CURIOUS BLEND OF ANIMAL AND FUNGUS, AND ARE COMPOSED MOSTLY OF TEETH, HORNS AND A NASTY TEMPERAMENT.

PROFILE M WS BS ST W I A LD
2D6 4 ◆ 4 3 1 4 1 5

WEAPONS/ARMOUR: BIG GOB AND BRUTALITY! CAVE SQUIGS NEVER USE WEAPONS OR ARMOUR.

SPECIAL RULES

MOVEMENT: CAVE SQUIGS DO NOT HAVE A SET MOVEMENT CHARACTERISTIC BUT MOVE WITH AN UNGAINLY BOUNCING STRIDE. TO REPRESENT THIS, WHEN MOVING SQUIGS, ROLL 2D6 FOR THE DISTANCE THEY MOVE. SQUIGS NEVER RUN AND NEVER DECLARE CHARGES. INSTEAD THEY ARE ALLOWED TO CONTACT ENEMY MODELS WITHIN THEIR NORMAL 2D6" MOVEMENT. IF THIS HAPPENS, THEY COUNT AS CHARGING FOR THE FOLLOWING ROUND OF CLOSE COMBAT, JUST AS IF THEY HAD DECLARED A CHARGE.

MINDERZ: EACH CAVE SQUIG MUST ALWAYS REMAIN WITHIN 6" OF A NIGHT GOBLIN. IF A CAVE SQUIG FINDS ITSELF WITHOUT A GOBLIN WITHIN 6" AT THE START OF IT'S MOVEMENT PHASE, IT WILL GO WILD. FROM THAT POINT ON, MOVE THE SQUIG 2D6" IN A RANDOM DIRECTION DURING ALL IT'S MOVEMENT PHASES. IF IT'S RANDOM MOVEMENT TAKES IT INTO CONTACT WITH ANOTHER MODEL (FRIEND OR FOE), IT WILL ENGAGE THE MODEL IN HAND-TO-HAND COMBAT AS NORMAL.

ANIMALS: CAVE SQUIGS ARE ANIMALS OF A SORT AND SO DO NOT GAIN EXPERIENCE.

◆-1 TROLL 200 GOLD CROWNS TO HIRE

TROLLS ARE NOT INTELLIGENT ENOUGH TO RECOGNISE THE VALUE OF GOLD, BUT LARGE AMOUNTS OF FOOD CAN OFTEN INSTIL A CERTAIN LOYALTY IN THEM.

PROFILE M WS BS ST 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 ALLOWS THEM TO REGENERATE WOUNDS. WHENEVER AN ENEMY SUCCESSFULLY INFLECTS 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 MONSTERS: 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 GC AFTER EVERY GAME IN ORDER TO KEEP THE TROLL. IF THE WARBAND LACKS THE GOLD TO PAY THE UPKEEP, THE BIGBOSS HAS THE OPTION OF SACRIFICING THREE SNOTLINGS OR TWO CAVE SQUIGS TO THE TROLL IN LIEU OF BUYING FOOD (TROLLS EAT NEARLY ANYTHING). IF THIS FEE IS NOT PAID (EITHER IN GOLD OR WARBAND MEMBERS) THE TROLL GETS HUNGRY AND WANDERS OFF IN SEARCH OF FOOD.

VOMIT ATTACK: INSTEAD OF HIS NORMAL ATTACKS, A TROLL CAN REGURGITATE IT'S 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.

◆ - 1 SNOTLING MOB (CONSISTS OF 5 SNOTLINGS) 50 GOLD CROWNS TO HIRE (10 GOLD CROWNS PER SNOTLING TO REPLACE TO A MAXIMUM OF 5 SNOTLINGS).

PROFILE M WS BS ST W I A LD
4 2 2 2 2 1 3 1 4

WEAPONS/ARMOUR: CAN'T GET ANY WEAPONS OR ARMOUR BUT ALWAYS HAVE A DAGGER.

MOB: SNOTLINGS ARE NATURALLY GREGARIOUS CREATURES. ALL MEMBERS MUST STAY WITHIN 1" AND ALL WILL JOIN IN THE SAME COMBAT IF POSSIBLE.

WEEDY: IF WOUNDED THEY ADD +1 ON THE INJURY TABLE.

DODGY: THE LITTLE CREATURES ARE CONSTANTLY DUCKING AND DIVING IN THE MOST INFURIATING WAY. THEY GET A6+ DODGE SAVE AGAINST SHOOTING.

WAAGH MAGIC

WAAGH MAGIC ARE RITUALS OF A SORT, PRAYERS TO THE BOISTEROUS ORC GODS GORK AND MORK.

D6 RESULT

1 LED'Z GO DIFFICULTY: 9

THE SHAMAN'S HOWLING INVIGORATES THE LADZ TO FIGHT EVEN HARDER FOR GORK AND MORK. ANY ORC OR GOBLIN WITHIN 4" OF THE SHAMAN WILL STRIKE FIRST IN HAND-TO-HAND COMBAT REGARDLESS OF OTHER CIRCUMSTANCES. THE SPELL ONLY LASTS UNTIL THE CASTER IS KNOCKED DOWN, STUNNED OR TAKEN OUT OF ACTION.

2 OI! GERROFF! DIFFICULTY: 7

A HUGE, GREEN ECTOPLASMIC HAND PUSHES AN ENEMY AWAY. RANGE 8". MOVES ANY ENEMY MODEL WITHIN RANGE D6" DIRECTLY AWAY FROM THE SHAMAN. IF THE TARGET COLLIDES WITH ANOTHER MODEL OR A BUILDING, BOTH SUFFER 1 S3 HIT. NOTE: VERY HANDY FOR DROPPING PEOPLE FROM HIGH BUILDINGS WITH. MAY NOT BE CAST ON MODELS IN HAND-TO-HAND COMBAT.

3 ZZAP! DIFFICULTY: 9

A CRACKLING GREEN BOLT OF WAAAGH! ENERGY ERUPTS FROM THE SHAMAN'S FOREHEAD TO STRIKE THE SKULL OF THE CLOSEST FOE. THIS ENERGY EASILY OVERLOADS THE BRAIN OF A WEAK-WILLED OPPONENT. RANGE 12". CAUSES D3 S4 HITS ON THE CLOSEST ENEMY TARGET, WITH NO ARMOUR SAVES ALLOWED.

4 FOOLED YA! DIFFICULTY: 6

THE SHAMAN DISAPPEARS IN A GREEN MIST, CONFUSING HIS ENEMIES. NO ENEMY MAY CHARGE THE SHAMAN DURING THEIR NEXT TURN. IF THE SHAMAN IS ENGAGED IN HAND-TO-HAND COMBAT HE MAY IMMEDIATELY MOVE 4" AWAY.

5 CLUBBA DIFFICULTY: 7

A HUGE, GREEN CLUB APPEARS IN THE HAND OF THE SHAMAN. THE ECTOPLASMIC CLUB COUNTS AS A NORMAL CLUB WITH +2 STRENGTH BONUS AND GIVES THE SHAMAN +1 ATTACK AS WELL. THIS SPELL LASTS UNTIL THE SHAMAN SUFFERS A WOUND.

6 FIRE OF GORK DIFFICULTY: 8

TWIN BOLTS OF GREEN FLAME SHOOT FROM THE SHAMAN'S NOSE TO STRIKE THE NEAREST ENEMY. RANGE 12". EACH OF THE TWO BOLTS CAUSES D3 S3 HITS; THE BOLTS CAN EITHER BE FIRED BOTH AT THE CLOSEST ENEMY TARGET OR SPLIT BETWEEN THE TWO CLOSEST ENEMY TARGETS



CLAN ANGRUND

FOR ALMOST A CENTURY THE DWARFS OF CLAN ANGRUND, LED BY BELEGAR IRONHAMER, DIRECT SUCCESSOR OF KING LUNN, HAVE MAINTAINED A TREMBLING TOEHOLD ON THE EIGHT PEAKS. FROM THE FORTIFIED CITADEL, EXPEDITIONS MARCH BELOW TO CLEANSE THE TUNNELS FROM INVADERS AND RECONQUER THEIR ANCESTRAL HERITAGE.



SPECIAL RULES

HARD TO KILL. DWARFS ARE TOUGH, RESILIENT INDIVIDUALS WHO CAN ONLY BE TAKEN OUT OF ACTION ON A ROLL OF 6 INSTEAD OF 5-6 WHEN ROLLING ON THE INJURY CHART. TREAT A ROLL OF 1-2 AS KNOCKED DOWN, 3-5 AS STUNNED, AND 6 AS OUT OF ACTION.

HARD HEAD. DWARFS IGNORE THE SPECIAL RULES FOR MACES, CLUBS... THEY ARE HARD TO KNOCK OUT!

ARMOUR. DWARFS NEVER SUFFER MOVEMENT PENALTIES FOR WEARING ARMOUR.

HATE SKAVENS, ORCS AND GOBLINS. ALL DWARFS HATE SKAVENS, ORCS AND GOBLINS. SEE THE PSYCHOLOGY SECTION OF THE MORDHEIM RULES FOR DETAILS ON THE EFFECTS OF HATRED.

GRUDGEBEARERS. DWARFS HOLD AN ANCIENT GRUDGE AGAINST ELVES FROM THE DAYS WHEN THE TWO RACES FOUGHT FOR SUPREMACY IN THE OLD WORLD. A DWARF WARBAND MAY NEVER INCLUDE ANY KIND OF ELVEN HIRED SWORD OR DRAMATIS PERSONAE. **INCOMPARABLE MINERS.** DWARFS SPEND MUCH OF THEIR LIVES UNDERGROUND SEARCHING FOR PRECIOUS MINERALS, AND THEY ARE THE BEST IN THE WORLD AT THIS KIND OF WORK. IN THE CITY OF MORDHEIM THEY APPLY SIMILAR SKILLS TO THE SEARCH FOR WYRDSTONE. WHEN CHECKING FOR TREASURE AT THE END OF A GAME, ADD +1 TO THE NUMBER OF PIECES FOUND FOR A DWARF WARBAND

DWARF EQUIPMENT LISTS

THE FOLLOWING LISTS ARE USED BY DWARF WARBANDS TO PICK THEIR EQUIPMENT.

DWARF WARRIOR EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

DAGGER	1ST FREE/2 G
MAZE	3 G
HAMMER	3 G
AXE	5 G
DWARF AXE	15 G
SWORD	10 G
DOUBLE-HANDED WEAPON	15 G
SPEAR	10 G
HALBERD	10 G
GROMRIL WEAPON*	3 TIMES THE COST

MISSILE WEAPONS

PISTOL	15 G
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ARMOUR

LIGHT ARMOUR	20 G
HEAVY ARMOUR	50 G
GROMRIL ARMOUR**	75 G
SHIELD	5 G
HELMET	10 G

DWARF SKILL TABLE

NOBLE ENGINEER SLAYER IRONBR.

COMBAT	X	X	X	X
SHOOT.	X	X		
ACAD.				
STR.	X		X	X
SPEED				
SPECIAL	X	X	X	X

THUNDERER EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

DAGGER	1ST FREE/2 G
MAZE	3 G
HAMMER	3 G
AXE	5 G
SWORD	10 G

MISSILE WEAPONS

CROSSBOW	25 G
HANDGUN	35 G
PISTOL	15 G

(30 FOR A BRACE)

ARMOUR

LIGHT ARMOUR	20 G
HEAVY ARMOUR	50 G
SHIELD	5 G
HELMET	10 G

*ANY WEAPON A DWARF MAY NORMALLY PURCHASE MAY BE BOUGHT AS A GROMRIL WEAPON INSTEAD. THIS MULTIPLIES THE COST OF THE WEAPON BY 3. THE PRICE ABOVE IS JUST USED FOR CREATING THE WARBAND LATER PURCHASES OF GROMRIL ARE DONE USING THE PRICE CHART IN THE RULES.

**THE PRICE OF A SUIT OF GROMRIL ARMOUR IS CHEAPER FOR A STARTING WARBAND TO REPRESENT THE RELATIVE EASE WITH WHICH DWARFS CAN FIND SUCH ITEMS IN THEIR OWN STRONGHOLD. LATER PURCHASES OF GROMRIL ARMOUR MUST BE DONE USING THE NORMAL PRICE CHART IN THE MORDHEIM RULES.

CHOICE OF WARRIORS

A DWARF WARMBAND MUST INCLUDE A MINIMUM OF 3 MODELS. YOU HAVE 500 GOLD CROWNS WHICH YOU CAN USE TO RECRUIT AND EQUIP YOUR WARMBAND. THE MAXIMUM NUMBER OF WARRIORS IN THE WARMBAND IS 12.

NOBLE: EACH DWARF WARMBAND MUST HAVE ONE NOBLE – NO MORE, NO LESS!

ENGINEER: YOUR WARMBAND MAY INCLUDE UP TO 1 ENGINEER.

TROLL SLAYERS: YOUR WARMBAND MAY INCLUDE UP TO 1 TROLL SLAYER.

IRONBREAKER: YOUR WARMBAND MAY INCLUDE UP TO 1 IRONBREAKER.

DWARF CLANSMEN: YOUR WARMBAND MAY INCLUDE ANY NUMBER OF DWARF CLANSMEN.

DWARF THUNDERERS: YOUR WARMBAND MAY INCLUDE UP TO 5 DWARF THUNDERERS.

BEARDLINGS: YOUR WARMBAND MAY INCLUDE ANY NUMBER OF BEARDLINGS.

STARTING EXPERIENCE

A NOBLE STARTS WITH 20 EXPERIENCE.

AN ENGINEER STARTS WITH 10 EXPERIENCE.

TROLL SLAYERS START WITH 8 EXPERIENCE.

DWARF CLANSMEN START WITH 6 EXPERIENCE.

DWARF THUNDERERS START WITH 6 EXPERIENCE.

BEARDLINGS START WITH 6 EXPERIENCE.

HEROES

1 DWARF NOBLE

85 GOLD CROWNS TO HIRE

DWARF NOBLES ARE FORTUNE SEEKERS WHO HAVE RECRUITED A BAND OF LIKE-MINDED DWARFS AND SET OFF FROM THEIR STRONGHOLD IN SEARCH OF RICHES. A DWARF NOBLE IS WELL RESPECTED BY THE MEMBERS OF HIS WARMBAND. OFTEN HE IS A MEMBER OF ONE OF THE NOBLE FAMILIES OF THE LOST DWARF STRONGHOLDS, DREAMING OF COLLECTING ENOUGH TREASURE TO RESTORE THE FORMER GLORY OF THE DWARF KINGDOMS.

PROFILE M WS BS S T W I A LD

3 5 4 3 4 1 2 1 9

WEAPONS/ARMOUR: A DWARF NOBLE MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST.

SPECIAL RULES

LEADER: ANY MODELS IN THE WARMBAND WITHIN 6" OF THE DWARF NOBLE MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

◆-1 DWARF ENGINEER

50 GOLD CROWNS TO HIRE

DWARF ENGINEERS ARE RESPECTED MEMBERS OF DWARF SOCIETY. IT IS THEY WHO DESIGN AND BUILD THE COMPLEX WAR MACHINES AND DEVICES WHICH HAVE MADE THE DWARFS FAMOUS.

PROFILE M WS BS ST W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: A DWARF ENGINEER MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM DWARF THUNDERER EQUIPMENT LIST.

SPECIAL RULES

EXPERT WEAPONSMITH: A DWARF ENGINEER IS A MASTER OF MECHANICAL DEVICES. BY USING STRONGER CONSTRUCTION MATERIALS AND TIME-TESTED SECRETS OF DWARF ENGINEERING, A DWARF ENGINEER CAN INCREASE THE DISTANCE THE WARBAND'S MISSILE WEAPONS CAN SHOOT. ALL DWARF MISSILE WEAPONS IN THE WARBAND HAVE THEIR RANGE INCREASED BY 3" FOR PISTOLS AND 6" FOR CROSSBOWS AND HANDGUNS. ANY RANGE INCREASES ARE ONLY MAINTAINED AS LONG AS THE DWARF ENGINEER REMAINS WITH THE WARBAND.

◆-1 DWARF TROLL SLAYER

50 GOLD CROWNS TO HIRE

TROLL SLAYERS ARE MEMBERS OF THE MORBID DWARF CULT OBSESSED WITH SEEKING AN HONOURABLE DEATH IN COMBAT. HAVING COMMITTED SOME UNFORGIVABLE CRIME OR BEEN DISHONOURED IN SOME WAY, A DWARF WILL FORSAKE HIS HOME AND WANDER OFF TO DIE FIGHTING THE ENEMIES OF DWARFKIND. TROLL SLAYERS ARE INSANELY DANGEROUS INDIVIDUALS, PSYCHOPATHIC AND VIOLENT. THERE ARE HOWEVER FEW BETTER FIGHTERS IN THE KNOWN WORLD, SO THEY ARE MUCH SOUGHT AFTER BY DWARF TREASURE HUNTERS.

PROFILE M WS BS ST W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: TROLL SLAYERS MAY BE EQUIPPED WITH WEAPONS CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST. SLAYERS MAY NEVER CARRY OR USE MISSILE WEAPONS OR ANY FORM OF ARMOUR.

SPECIAL RULES

DEATHWISH: TROLL SLAYERS SEEK AN HONOURABLE DEATH IN COMBAT. THEY ARE COMPLETELY IMMUNE TO ALL PSYCHOLOGY AND NEVER NEED TO TEST IF FIGHTING ALONE.

SLAYER SKILLS: TROLL SLAYERS MAY CHOOSE A SKILL FROM THE TROLL SLAYER SKILL TABLE INSTEAD OF THE NORMAL SKILL TABLES WHEN THEY GAIN A NEW SKILL.

TROLL SLAYER SKILLS

DWARF SLAYERS MAY USE THE FOLLOWING SKILL TABLE AS WELL AS ANY OF THE STANDARD SKILL TABLES AVAILABLE TO THEM.

-FEROCIOUS CHARGE: THE SLAYER MAY DOUBLE HIS ATTACKS ON THE TURN IN WHICH HE CHARGES. HE WILL SUFFER A -1 'TO HIT' PENALTY ON THAT TURN.

-MONSTER SLAYER: THE SLAYER ALWAYS WOUNDS ANY OPPONENT ON A ROLL OF 4+, REGARDLESS OF TOUGHNESS, UNLESS HIS OWN STRENGTH (AFTER ALL MODIFIERS DUE TO WEAPON BONUSES, ETC) WOULD MEAN THAT A LOWER ROLL THAN THIS IS NEEDED. -BERSERKER: THE SLAYER MAY ADD +1 TO HIS CLOSE COMBAT 'TO HIT' ROLLS DURING THE TURN IN WHICH HE CHARGES.

◊-1 IRONBREAKER

110 G< TO HIRE

THE REGIMENTS OF IRONBREAKERS PATROL THE DEEPEST DEPTHS OF THE DWARF HOLDS AND ARE VALUED FOR THEIR ENDURANCE AND EXPERIENCE BY ANY EXPEDITION HEADING INTO THE MINES.

PROFILE M WS BS STW A I LD

3 4 3 33112 9

WEAPONS/ARMOUR: IRONBREAKERS ARE ALWAYS EQUIPPED WITH GROMRIL ARMOUR, AND HE MAY PICK ADDITIONAL ARMOUR OR WEAPONS FROM THE WARRIOR EQUIPMENT LIST.

SPECIAL RULES

WATCH OUT! AN IRONBREAKER KNOWS ALL ABOUT THE UNDERDEEP AND ITS PERILS AND SO HE OR ANY DWARF 6" FAR MY DECIDE TO REROLL THE RESULT ON THE ENCOUNTER TABLE THAT AFFECTS THEM.

HENCHMEN

DWARF CLANSMEN

40 GOLD CROWNS TO HIRE

THESE ARE DWARF WARRIORS IN THEIR PRIME: TOUGH, STUBBORN AND BRAVE WARRIORS WHO CAN BE RELIED ON TO HOLD THEIR OWN AGAINST ANY FOE.

PROFILE M WS BS STW A I LD

3 4 3 34121 9

WEAPONS/ARMOUR: DWARF WARRIORS MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST.

◆5 DWARF THUNDERERS

40 GOLD CROWNS TO HIRE

DWARF THUNDERERS ARE EXPERTS AT USING MISSILE WEAPONS. MANY AN ORC OR GOBLIN HAS DIED BY THE STING OF A CROSSBOW BOLT OR A ROARING HANDGUN BULLET SHOT BY A DWARF THUNDERER.

PROFILE M WS BS S T W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: THUNDERERS MAY BE ARMED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF THUNDERER EQUIPMENT LIST.

BEARDLINGS

25 GOLD CROWNS TO HIRE

THESE ARE YOUNG DWARFS WHO HAVE JOINED THE RETINUE OF AN EXPERIENCED DWARF TREASURE HUNTER HOPING TO MAKE THEIR FORTUNE.

PROFILE M WS BS S T W I A LD

3 3 2 3 4 1 2 1 8

WEAPONS/ARMOUR: BEARDLINGS MAY BE ARMED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST.

SPECIAL WEAPONS

DWARF AXE

15 GOLD CROWNS AVAILABILITY: RARE 8 (DWARFS ONLY)

DWARF AXES ARE SMALLER-HAFTED WEAPONS MADE OF LIGHTER (BUT STRONGER) MATERIALS THAN NORMAL AXES. DWARF WARRIORS ARE SPECIALLY TRAINED IN THEIR USE AND ARE ABLE TO USE THEM AS DEFTLY AS A HUMAN WARRIOR MIGHT WIELD A SWORD.

RABGE: CLOSE COMBAT STRENGTH: AS USER SPECIAL RULES: CUTTING EDGE, PARRY

SPECIAL RULES

CUTTING EDGE: DWARF AXES HAVE AN EXTRA SAVE MODIFIER OF -1, SO A MODEL WITH STRENGTH 4 USING A DWARF AXE HAS A -2 SAVE MODIFIER WHEN HE HITS AN OPPONENT WITH THE AXE IN COMBAT.
PARRY: DWARF AXES OFFER AN EXCELLENT BALANCE OF DEFENCE AND OFFENSE. A MODEL ARMED WITH A DWARF AXE MAY PARRY BLOWS. WHEN HIS OPPONENT ROLLS TO HIT, THE MODEL ARMED WITH A DWARF AXE MAY ROLL A D6. IF THE SCORE IS GREATER THAN THE HIGHEST TO HIT SCORE OF HIS OPPONENT, THE MODEL HAS PARRIED THE BLOW AND THAT ATTACK IS DISCARDED. A MODEL MAY NOT PARRY ATTACKS MADE WITH DOUBLE OR MORE ITS OWN STRENGTH – THEY ARE SIMPLY TOO POWERFUL TO BE STOPPED. A MODEL MAY NOT PARRY MORE THAN ONE ATTACK IN A SINGLE CLOSE COMBAT PHASE; A MODEL ARMED WITH TWO DWARF AXES (OR A DWARF AXE AND A SWORD, ETC) DOES NOT GET TO PARRY TWO ATTACKS BUT MAY INSTEAD RE-ROLL A FAILED PARRY.

DWARF SPECIAL SKILLS

DWARF HEROES MAY USE THE FOLLOWING SKILL TABLE INSTEAD OF ANY OF THE STANDARD SKILL TABLES AVAILABLE TO THEM.

MASTER OF BLADES

THIS DWARF'S MARTIAL SKILLS SURPASS THOSE OF A NORMAL WARRIOR; HE HAS FOUGHT UNSCATHED AGAINST HORDES OF ORCS AND GOBLINS. WHEN USING A WEAPON THAT HAS A PARRY SPECIAL RULE, THIS HERO PARRIES SUCCESSFULLY IF HE BEATS OR MATCHES HIS OPPONENTS HIGHEST 'TO HIT' ROLL, NOT JUST IF HE BEATS THE ROLL. IN ADDITION, IF THIS WARRIOR IS USING TWO WEAPONS THAT HAVE THE PARRY SPECIAL RULE, HE IS ALLOWED TO PARRY TWO ATTACKS (IF HIS TWO DICE MATCH OR BEAT THE TWO HIGHEST ATTACK DICE AGAINST HIM) INSTEAD OF THE NORMAL MAXIMUM OF ONE. NOTE THAT IF THIS DWARF HAS TWO DWARF AXES (AS DETAILED ABOVE) HE CAN REROLL ANY FAILED PARRIES.

EXTRA TOUGH

THIS DWARF IS NOTORIOUS FOR WALKING AWAY FROM WOUNDS THAT WOULD KILL A LESSER BEING. WHEN ROLLING ON THE HEROES SERIOUS INJURY CHART FOR THIS HERO AFTER A GAME IN WHICH HE HAS BEEN TAKEN OUT OF ACTION, THE DICE MAY BE RE-ROLLED ONCE. THE RESULT OF THIS SECOND DICE ROLL MUST BE ACCEPTED, EVEN IF IT IS A WORSE RESULT.

RESOURCE HUNTER.

THIS DWARF IS ESPECIALLY GOOD AT LOCATING VALUABLE RESOURCES. WHEN ROLLING ON THE EXPLORATION CHART AT THE END OF A GAME, THE HERO MAY MODIFY ONE DICE ROLL BY +1/-1.

TRUE GRIT

DWARFS ARE HARDY INDIVIDUALS AND THIS HERO IS HARDY EVEN FOR A DWARF! WHEN ROLLING ON THE INJURY TABLE FOR THIS HERO, A ROLL OF 1-3 IS TREATED AS KNOCKED DOWN, 4-5 AS STUNNED, AND 6 AS OUT OF ACTION.

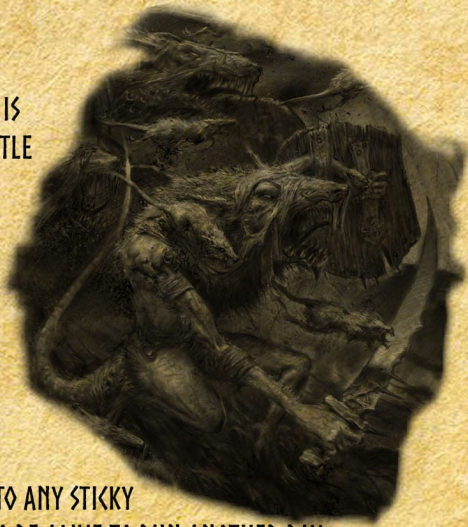
THICK SKULL

THE HERO HAS A THICK SKULL, EVEN FOR A DWARF. HE HAS A 3+ SAVE ON A D6 TO AVOID BEING STUNNED. IF THE SAVE IS MADE, TREAT A STUNNED RESULT AS KNOCKED DOWN INSTEAD. IF THE DWARF ALSO WEARS A HELMET, THIS SAVE IS 2+ INSTEAD OF 3+ (THIS TAKES THE PLACE OF THE NORMAL HELMET SPECIAL RULE).



KAVEN SLAVE UPRISING

COUNTLESS ARE THE SLAVE OF THE UNDEREMPIRE IT IS SUCH THEIR NUMBER THAT IF THEY ROSE AS ONE LITTLE COULD DO THEIR OVERSEERS TO STOP THEM. THE SLAVE REVOLS HAVE BEEN FEW IN KNOWN HISTORY BUT EACH ONE HAS MADE THE WHOLE OF SKAVEN SOCIETY TREMBLE.



SPECIAL RULES

ESCAPISTS

THESE SLAVES ARE SPECIALISTS OF GIVING THE SLIP TO ANY STICKY SITUATION AND KNOW THAT TO RUN TODAY MEANS TO BE ALIVE TO RUN ANOTHER DAY. THEY CAN NEVER BE CAPTURED AND ANY INJURY RESULT LIKE SOLD TO THE PITS OR CAPTURED BY SKAVEN ARE TREATED AS FULL RECOVERY. ADDITIONALLY ANY SLAVE CAN RUN FROM A HAND TO HAND COMBAT AT THE END OF ANY COMBAT ROUND BY PASSING AN I TEST, IF IT'S PASSED PLACE HIM 12" AWAY FROM HIS OPPONENT.

HATE SKAVEN: AFTER YEARS OF MISTREATMENT THE WARBAND'S MEMBERS HATE ALL SKAVEN.

SLAVES EQUIPMENT LIST

HAND TO HAND COMBAT WEAPONS

DAGGER: 1ST FREE, 2ND 2G

MAKE: 3G

HAMMER: 3G

AXE: 5G

SWORD: 10G

SPEAR: 10G

HALBERD: 10G

MISSILE WEAPONS

SLING 2 G

SHORTBOW 5G

ARMOUR

BUCKLER 5G

HELMET 10G

CHOICE OF WARRIORS

YOUR WARBAND MUST INCLUDE 1 DEMAGOGUE

YOUR WARBAND MAY INCLUDE UP TO THREE UNDERLINGS

YOUR WARBAND MAY INCLUDE UP TO ONE GOBLIN LEADER

YOUR WARBAND MAY INCLUDE UP TO ONE HUMAN LEADER

YOU CAN INCLUDE ANY NUMBER OF RABBLE

YOU CAN INCLUDE UP TO FIVE HUMAN SLAVES

YOU CAN INCLUDE UP TO FIVE GOBLIN SLAVES

THE DEMAGOGUE STARTS WITH 10 EXPERIENCE

UNDERLINGS, HUMAN AND GOBLIN LEADERS BEGIN WITH 4 EXPERIENCE

HEROES

DEMAGOGUE

30 ⚔ TO HIRE

TO BEGIN AN SLAVE REVOLT THERE HAS TO BE ONLY A SMALL SPARK, CAPABLE OF IGNITING ALL THE ROTTEN KINDLING UNDER THE SKAVEN CLANS, THOSE SPARKS ARE OFTEN CHARISMATIC SLAVES THAT RALLY AROUND THEM THE DISPOSSESSED IN A CRUSADE AGAINST THE UPPER ECHELONS.

PROFILE M WS BS TS W A I LD

6 3 3 3 3 11 5 7

WEAPONS/ARMOUR: THE DEMAGOGUE CAN PICK ANY ITEMS FROM THE SLAVE LIST.

SPECIAL RULES

LEADER: ANY SLAVE CAN USE HIS LEADERSHIP IF WITHIN 6"

UNDERLINGS

25 ⚔ TO HIRE

TO ORGANIZE A REVOLUTION THE DEMAGOGUE WILL HAVE NEED OF TRUSTY (AS TRUSTY AS A SKAVEN CAN BE) APPOINTEES, TO STRIKE AT SEVERAL POINTS AT ONCE AND ORGANIZE THE MOVEMENTS OF THOUSANDS OF FORCED LABOUR.

PROFILE M WS BS TS W A I LD

6 3 3 3 3 11 5 6

WEAPONS/ARMOUR: THE UNDERLINGS CAN PICK ANY ITEMS FROM THE SLAVE LIST.

GOBLIN LEADER

25 ⚔ TO HIRE

GREENSKINS HAVE A DEEP MISTRUST OF SKAVEN AND THIS IS DOUBLY TRUE IN THE CASE OF GOBLINS SO THEY RALLY AROUND ONE OF THEM WITH WHOM THE DEMAGOGUE'LL HAVE TO DEAL.

PROFILE M WS BS TS W A I LD

4 3 3 3 3 11 3 6

WEAPONS/ARMOUR: THE GOBLIN LEADER CAN PICK ANY ITEMS FROM THE SLAVE LIST.

SPECIAL RULES: HATES DWARFS.

HUMAN LEADER

25 ⚔ TO HIRE

HUMANS ARE QUITE LOST IN THE UNDEREMPIRE AND SO KEEP TOGETHER, ONE OF THEM IS THEN MANIPULATED BY THE DEMAGOGUE TO ADD NUMBERS TO THE FIGHT.

PROFILE M WS BS TS W A I LD

4 3 3 3 3 11 3 7

WEAPONS/ARMOUR: THE HUMAN LEADER CAN PICK ANY ITEMS FROM THE SLAVE LIST.

HENCHMEN

RABBLE

15 ⚔ TO HIRE

MILLIONS OF SKAVENSLAVES TOIL UNDER THE LASH, HAVING ENDURED THE SAME TREATMENT FOR YEARS THEY ARE QUITE USED TO THE CONDITIONS OF THE WARRENS AND SO FORM THE BULK OF ANY UPRISING, HAVING SURVIVED MORE THAN OTHER, LESS HARDY RACES.

PROFILE M WS BS ST W I A LD

5 2 2 3 3 1 4 1 4

WEAPONS/ ARMOUR: RABBLE CAN PICK ANY ITEM FROM THE SLAVES LIST.

◆-5 GOBLIN SLAVES

15 ⚔ TO HIRE

PROFILE M WS BS ST W I A LD

4 2 2 3 3 1 3 1 5

WEAPONS/ ARMOUR: GOBLINS CAN PICK ANY ITEM FROM THE SLAVES LIST.

SPECIAL RULES: HATE DWARFS

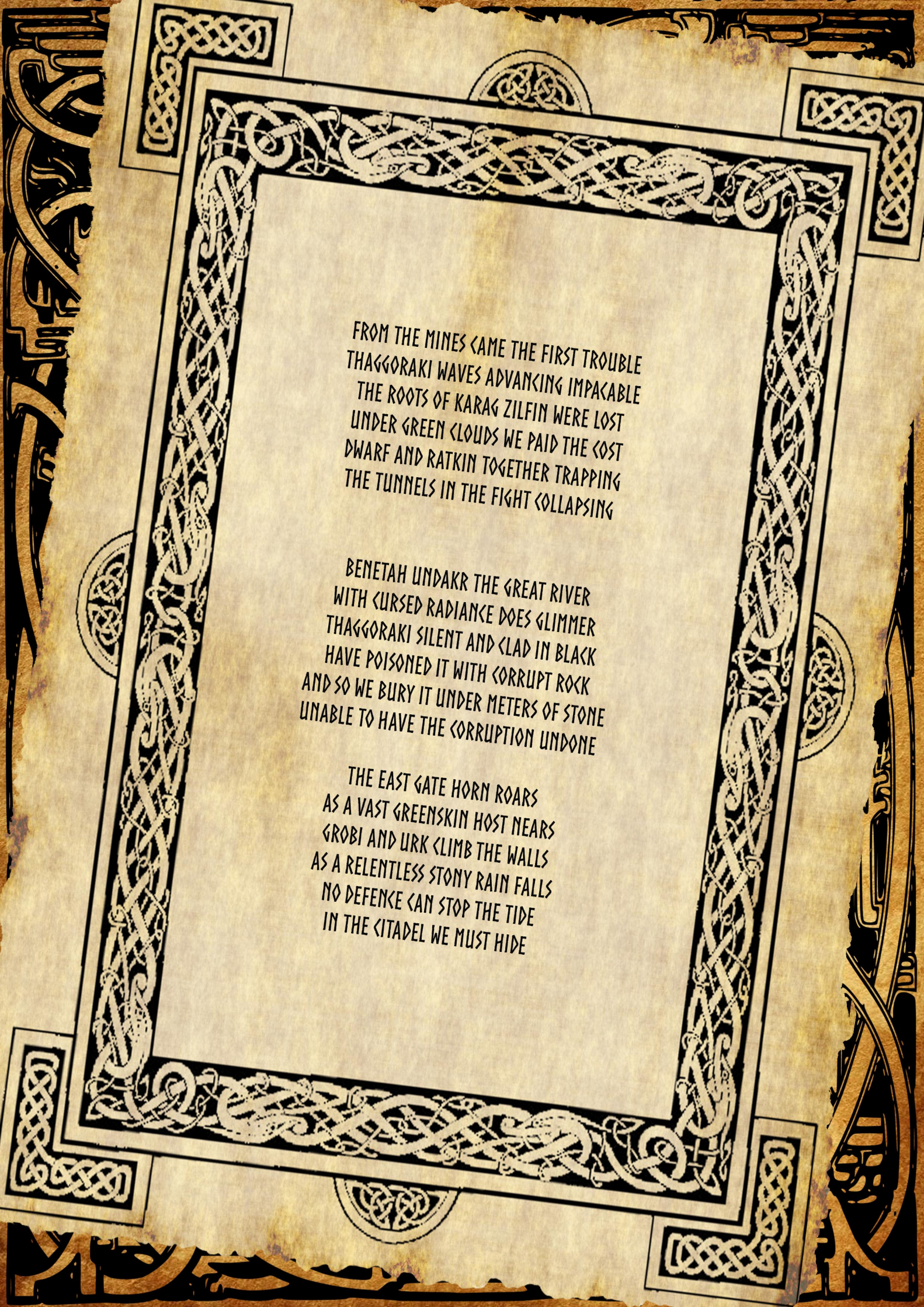
◆-5 HUMAN SLAVES

15 ⚔ TO HIRE

PROFILE M WS BS ST W I A LD

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WEAPONS/ ARMOUR: HUMANS CAN PICK ANY ITEM FROM THE SLAVES LIST.

The page features a complex, multi-layered decorative border. The outermost border is a wide, dark band with intricate, interlocking knotwork patterns. Inside this is a narrower, lighter-colored band with similar knotwork. The central text area is framed by a thick, black border with a repeating, stylized knotwork pattern. The text is arranged in three distinct paragraphs, each with a consistent indentation from the left margin. The paper has a weathered, aged appearance with some staining and a slightly irregular edge.

FROM THE MINES CAME THE FIRST TROUBLE
THAGGORAKI WAVES ADVANCING IMPACABLE
THE ROOTS OF KARAG ZILFIN WERE LOST
UNDER GREEN CLOUDS WE PAID THE COST
DWARF AND RATKIN TOGETHER TRAPPING
THE TUNNELS IN THE FIGHT COLLAPSING

BENETAH UNDAKR THE GREAT RIVER
WITH CURSED RADIANCE DOES GLIMMER
THAGGORAKI SILENT AND CLAD IN BLACK
HAVE POISONED IT WITH CORRUPT ROCK
AND SO WE BURY IT UNDER METERS OF STONE
UNABLE TO HAVE THE CORRUPTION UNDONE

THE EAST GATE HORN ROARS
AS A VAST GREENSKIN HOST NEARS
GROBI AND URK CLIMB THE WALLS
AS A RELENTLESS STONY RAIN FALLS
NO DEFENCE CAN STOP THE TIDE
IN THE CITADEL WE MUST HIDE



SCENARIOS

ROLL ON THE FOLLOWING TABLE TO DETERMINE THE SCENARIO

2D6 ROLL

- | | |
|----|--|
| 2 | THE PLAYER WITH THE LOWEST RATING PICKS THE SCENARIO |
| 3 | STREET FIGHT (RULEBOOK) |
| 4 | SQUIG HUNT |
| 5 | HIDDEN TREASURE (RULEBOOK) |
| 5 | DURIK'S BREWERY |
| 6 | WYRDSTONE HUNT (RULEBOOK) |
| 7 | TROLL HOARD |
| 8 | SKIRMISH (RULEBOOK) |
| 9 | FORGOTTEN TOMB |
| 10 | DEFEND THE FIND (RULEBOOK) |
| 11 | UNRELENTING WAR |
| 12 | THE PLAYER WITH THE LOWEST RATING PICKS THE SCENARIO |

NOTE: ALBEIT THERE IS SOME WYRDSTONE AROUND THE HOLD, BEING FULL OF SKAVEN AND ALL THE MAIN VALUABLES YOU WARBAND 'LL FIND ARE DWARF RELICS FROM THE GOLDEN TIMES OF KARAK EIGHT PEAKS SO REPLACE ALL THE "WYRDSTONE" BY TREASURE INSTEAD.



SQUIG HUNT

IF ONE THING CAN BE FOUND IN THE CAVERNS BELOW THE MOUNTAINS THAT'S SQUIGS, THIS STRANGE COMBINATION OF FUNGUS AND ANIMAL IS GREATLY APPRECIATED BY NIGHT GOBLINS AS FOOD, PETS AND WARBEASTS AND CAN ALSO COME IN HANDY TO ANY WARBAND WILLING TO SELL IT.

TERRAIN

EACH PLAYER TAKES A TURN IN PLACING A SCENERY ELEMENT EITHER TUNNELS AND CHAMBERS OR PILLARS, MOUNDS OF RUBBLE, ETC. THE GAMING AREA SHOULD BE 4'X4'.

WARBANDS

EACH PLAYER ROLLS A DICE. WHOEVER ROLLS HIGHEST CHOOSES WHO SETS UP FIRST. THE FIRST PLAYER THEN CHOOSES WHICH TABLE EDGE TO SET UP ON, PLACING ALL HIS WARRIORS WITHIN 8" OF THAT EDGE. HIS OPPONENT THEN SETS UP WITHIN 8" OF THE OPPOSITE EDGE.

STARTING THE GAME

BOTH PLAYERS ROLL A D6, THE HIGHER SCORING PLAYER TAKES THE FIRST TURN.

ENDING THE GAME

AT THE END OF 6 TURNS THE PLAYER THAT HAS CAPTURED MORE SQUIGS WINS, ADDITIONNALLY WHEN ONE OF THE WARBANDS FAILS ITS ROUT TEST, THE GAME ENDS. THE ROUTING WARBAND LOSES AND THEIR OPPONENTS WIN.

SPECIAL RULES

PLACE D6 SQUIGS (SEE CROOKED MOON WARBAND) 3" AROUND THE CENTER OF THE TABLE, THEY MOVE RANDOMLY AFTER ALL THE PLAYER'S TURNS ATTACKING ANY WARRIOR WITH WHICH THEY CONTACT. SQUIGS CAN BE CAPTURED BY BEING TAKEN OUT OF ACTION IN HAND TO HAND COMBAT, ONCE OOA REMOVE THEM FROM THE TABLE, THEY CAN BE SOLD BY 10G AFTER THE BATTLE OR BE KEPT BY NIGHT GOBLIN WARBANDS.

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 EXTRA EXPERIENCE.
- +1 PER ENEMY OUT OF ACTION. ANY HERO EARNS +1 EXPERIENCE FOR EACH ENEMY HE PUTS OOA.
- +1 PER SQUIG CAPTURED, ANY HERO THAT CAPTURES A SQUIG EARNS +1 EXPERIENCE.



DURIK'S BREWERY

DURIK, THE ANCIENT BREWMASTER OF KARAK EIGHT PEAKS HAS BEEN DEAD FOR MILLENIA, BUT THE FAME OF HIS BEERS IS UNDIMINISHED. SHOULD ANY WARBAND STUMBLE UPON ONE OF THEM GOLD IS SURE TO FLOW, AND ONE OF HIS RUINED BREWERIES HAS JUST BEEN DISCOVERED.

TERRAIN

EACH PLAYER TAKES A TURN IN PLACING A SCENERY ELEMENT EITHER TUNNELS AND CHAMBERS OR PILLARS, MOUNDS OF RUBBLE, ETC. IN THE CENTER OF THE BOARD THERE IS A RUINED BREWERY (COPPER KETTLES, BARRELS, ETC.) THAT'LL BE THE OBJECTIVE OF THE BATTLE. THE GAMING AREA SHOULD BE 4'X4'.

WARBANDS

EACH PLAYER ROLLS A DICE. WHOEVER ROLLS HIGHEST CHOOSES WHO SETS UP FIRST. THE FIRST PLAYER THEN CHOOSES WHICH TABLE EDGE TO SET UP ON, PLACING ALL HIS WARRIORS WITHIN 8" OF THAT EDGE. HIS OPPONENT THEN SETS UP WITHIN 8" OF THE OPPOSITE EDGE.

STARTING THE GAME

BOTH PLAYERS ROLL A D6, THE HIGHER SCORING PLAYER TAKES THE FIRST TURN.

ENDING THE GAME

AT THE END OF 6 TURNS THE PLAYER THAT HAS CAPTURED THE BEER WINS, ADDITIONNALLY WHEN ONE OF THE WARBANDS FAILS ITS ROUT TEST, THE GAME ENDS. THE ROUTING WARBAND LOSES AND THEIR OPPONENTS WIN.

SPECIAL RULES

LOOKING FOR DURIK'S XXXX: ONCE IN CONTACT WITH A SCENERY ELEMENT OF THE BREWERY ANY WARRIOR CAN ROLL TO SEE IF HE FINDS THE BEER, WITH A ROLL OF 5+ IT IS FOUND! THE KEG OF BEER CAN BE CARRIED AS A WYRDSTONE MARKER. AFTER THE BATTLE THE KEG CAN BE SOLD FOR 10G X 10 G OR DRUNK, IN THE SECOND CASE ALL THE MEMBERS OF THE WARBAND WILL HAVE +2 LD AND -1 I FOR THE NEXT 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 EXTRA EXPERIENCE.
+1 PER ENEMY OUT OF ACTION. ANY HERO EARNS +1 EXPERIENCE FOR EACH ENEMY HE PUTS OOA.



ROLL HOARD

MANY HORRIFYING MONSTERS PROWL THE RUINS OF THE HOLD, GRABBING OBJECTS TO DRAG BACK TO THEIR NESTS, THERE THEY THROW THEM INTO A PILE TOGETHER WITH THE REMAINS OF MANY AN UNFORTUNATE ADVENTURER. DESPITE BEING COMPOSED MOSTLY OF RUBBISH SOMETIMES THERE ARE ITEMS OF VALUE.

TERRAIN

EACH PLAYER TAKES A TURN IN PLACING A SCENERY ELEMENT EITHER TUNNELS AND CHAMBERS OR PILLARS, MOUNDS OF RUBBLE, ETC. THE GAMING AREA SHOULD BE 4'X4'.

WARBANDS

EACH PLAYER ROLLS A DICE. WHOEVER ROLLS HIGHEST CHOOSES WHO SETS UP FIRST. THE FIRST PLAYER THEN CHOOSES WHICH TABLE EDGE TO SET UP ON, PLACING ALL HIS WARRIORS WITHIN 8" OF THAT EDGE. HIS OPPONENT THEN SETS UP WITHIN 8" OF THE OPPOSITE EDGE.

STARTING THE GAME

BOTH PLAYERS ROLL A D6, THE HIGHER SCORING PLAYER TAKES THE FIRST TURN.

ENDING THE GAME

WHEN ONE OF THE WARBANDS FAILS ITS ROUT TEST, THE GAME ENDS. THE ROUTING WARBAND LOSES AND THEIR OPPONENTS WIN.

SPECIAL RULES

PITCH BLACK.

THE TROLL: IN THE CENTER OF THE BOARD THERE'S A TROLL (SEE CROOKED MOON WARBAND) THAT WILL RUN AND CHARGE TOWARDS THE CLOSEST WARRIOR (IF SAME DISTANCE ROLL OFF). IF THE TROLL IS SLAIN THE WINNING WARBAND MAY SEARCH THE HOARD ROLLING 1D6 ON THE TABLE BELOW.

1-BUGMAN'S ALE

3-A HELMET

5-GEMS WORTH D3X10 GK

2-A SWORD

4-MADCAP MUSHROOMS

6-RUNIC ARTIFACT

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 EXTRA EXPERIENCE.

+1 PER ENEMY OUT OF ACTION. ANY HERO EARNS +1 EXPERIENCE FOR EACH ENEMY HE PUTS OOA.

+1 FOR KILLING THE TROLL. ANY HENCHMEN OR HERO THAT TAKES THE TROLL OOA GAINS +1 EXP.



FORGOTTEN TOMB

A SEPULCRAL CHAMBER THAT HAS BEEN SEALED BY THOUSANDS OF YEARS HAS BEN UNCOVERED BY A COLLAPSE IN THE MINES, YOUR WARBAND'LL HAVE TO BE FASTER THAN THE REST TO CLAIM ITS WELL PRESERVED RICHES.

TERRAIN

EACH PLAYER TAKES A TURN IN PLACING A SCENERY ELEMENT EITHER TUNNELS AND CHAMBERS OR PILLARS, MOUNDS OF RUBBLE, ETC. THE GAMING AREA SHOULD BE 4'X4'. IN THE CENTER THERE'S A BURIAL CHAMBER OR A TOMB ON A PLINTH.

WARBANDS

EACH PLAYER ROLLS A DICE. WHOEVER ROLLS HIGHEST CHOOSES WHO SETS UP FIRST. THE FIRST PLAYER THEN CHOOSES WHICH TABLE EDGE TO SET UP ON, PLACING ALL HIS WARRIORS WITHIN 8" OF THAT EDGE. HIS OPPONENT THEN SETS UP WITHIN 8" OF THE OPPOSITE EDGE.

STARTING THE GAME

BOTH PLAYERS ROLL A D6, THE HIGHER SCORING PLAYER TAKES THE FIRST TURN.

ENDING THE GAME

AT THE END OF TURN 6 THE PLAYER WITH MOST WARRIORS ON THE CHAMBER/PLINTH IS THE WINNER. ADDITIONALLY WHEN ONE OF THE WARBANDS FAILS ITS ROUT TEST, THE GAME ENDS. THE ROUTING WARBAND LOSES AND THEIR OPPONENTS WIN.

SPECIAL RULES

PITCH BLACK.

THE TOMB: THE WINNING WARBAND MAY SEARCH THE TOMB, ROLL BELOW.

1- EMPTY! SOMEONE HAS GOT HERE FIRST

2-3 PRIESTESS OF VALAYA: 1KATHAYAN SILKS, 5 HEALING HERBS, 1LUCKY CHARM

4+ DWARF THANE: 1 HELMET,1 DWARF AXE, 1 GROMRIL ARMOUR, 1 RUNK ARTIFACT

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 EXTRA EXPERIENCE.

+1 PER ENEMY OUT OF ACTION. ANY HERO EARNS +1 EXPERIENCE FOR EACH ENEMY HE PUTS OOA.



PERELENING WAR

THE MEDIUM LEVELS OF THE HOLD HAVE BEEN IN DISPUTE FOR MORE TIME THAN ANY GOBLIN OR SKAVEN CAN REMEMBER AND THE CLASHES BETWEEN THE TWO FACTIONS ARE FAR FROM A RARE OCCURRENCE.

TERRAIN

EACH PLAYER TAKES A TURN IN PLACING A SCENERY ELEMENT EITHER TUNNELS AND CHAMBERS OR PILLARS, MOUNDS OF RUBBLE, ETC. THE GAMING AREA SHOULD BE 4'X4'.

WARBANDS

EACH PLAYER ROLLS A DICE. WHOEVER ROLLS HIGHEST CHOOSES WHO SETS UP FIRST. THE FIRST PLAYER THEN CHOOSES WHICH TABLE EDGE TO SET UP ON, PLACING ALL HIS WARRIORS WITHIN 8" OF THAT EDGE. HIS OPPONENT THEN SETS UP WITHIN 8" OF THE OPPOSITE EDGE.

STARTING THE GAME

BOTH PLAYERS ROLL A D6, THE HIGHER SCORING PLAYER TAKES THE FIRST TURN.

ENDING THE GAME

WHEN ONE OF THE WARBANDS FAILS ITS ROUT TEST, THE GAME ENDS. THE ROUTING WARBAND LOSES AND THEIR OPPONENTS WIN.

SPECIAL RULES

SKAVEN VS GOBLIN: PLACE IN THE CENTER OF THE BOARD 10 NIGHT GOBLIN HENCHMEN WITH SPEAR AND SHIELD (CROOKED MOON WARBAND) AND 10 VERMINKIN (RULEBOOK SKAVEN WARBAND) PAIRED. THE SKAVENS WILL CHARGE THE NIGHT GOBLINS GIVEN THE CHANCE AND VICEVERSA, ONLY WHEN ALL THE 10 ENEMIES ARE DEAD THE WINNING HENCHMENT WILL ATTACK THE CLOSEST WARRIOR OF THE WARBANDS. NIGHT GOBLIN AND SKAVEN WARBANDS MAY DECLARE THAT THEY ARE HELPING THEIR COMRADES BY CHARGING ANY OF THE 10 ENEMY HENCHMEN. IF THEY DO SO THEY GET TO MOVE THE VICTORIOUS HENCHMEN IF THEIR SIDE WINS THE CENTRAL FIGHT.

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 EXTRA EXPERIENCE.
+1 PER ENEMY OUT OF ACTION. ANY HERO EARNS +1 EXPERIENCE FOR EACH ENEMY HE PUTS OOA.



EXPLORATION CHART

DOUBLES

11 MINING SHAFT

MANY WELLS WERE NEEDED TO EXTRACT RUBBLE AND ORE FROM THE MINES, ALTHOUGH MOST OF THEM ARE NOW BLOCKED OR DESTROYED SOME LED TO UNEXPLORED PARTS OF THE HOLD.

ROLL 1D6

1 A TROLL! YOUR HERO MUST FIGHT AGAINST A TROLL (SEE CROOKED MOON) IF HE DIES ROLL AS USUAL

2-3 EMPTY TUNNEL

4+ THE HERO FINDS A TREASURE

22 ABANDONED ROOM

MANY WERE THE HABITACLES OF THE EIGHT PEAKS OF OLD, NOW ALL BUT FEW ABANDONED.

RUMAGGING THROUGH IT YOU FIND LOOT WORTH D666, IF YOU ROLL A 1 YOU ALSO FIND BUGMAN'S ALE.

33 SKAVEN CORPSE

YOU FIND A DEAD SKAVEN, AN USUAL SIGHT IN THIS HOLD INFESTED BY THEM.

THE SKAVEN CARRIES A DAGGER AND ARMOUR WORTH D666 IF YOU ROLL A 6 YOU FIND 1 WYRDSTONE.

44 MADCAP MUSHROOMS

AROUND A TUNNEL'S CORNER YOU STUMBLE UPON A COLONY OF THESE STRANGE FUNGI.

YOU FIND 1 MADCAP MUSHROOMS

55 GOBLIN CORPSE

A DEAD GREENSKIN LIES DEAD AT THE END OF A CHASM, AFTER HAULING HIM UP YOU SEARCH FR LOOT.

THE GOBLIN CARRIES A SPEAR, A HELMET AND A SHIELD.

66 SKAVEN SLAVE

YOU CATCH A RUNAWAY SLAVE THAT HAS JUST ESCAPED FROM THE UNDEREMPIRE.

SKAVEN WARBANDS MAY SELL HIM BACK AGAIN, EARNING 1D6 66, THE OTHER WARBANDS MAY KILL HIM EARNING A DAGGER AND:

1D6 ROLL: 1-3 A CLUB, 4-5 A BUCKLER, 6 MINES (MORDHEIM) MAP.

TRIPLES

111 MINE CART

YOU FIND AN ABANDONED MINE CART FULL OF ROCKS; WILL THEY HAVE ANY VALOUR?
ROLL 1D6: 1-2 RUBBLE WORTH 0G, 3-5 IRON ORE WORTH 5 G, 6 SILVER WORTH 20 G.

222 CRUMBLING TUNNEL

THE HERO ENTERS A DECREPIT TUNNEL TRUSTING TO LUCK AFTER A WARY LOOK AT THE ROTTEN BEAMS
PICK ONE YOUR HEROES, AT THE END OF THE TUNNEL HE FINDS MINING EQUIPMENT WORTH 06X2G.
HOWEVER, IF HE ROLLS A 1 THE TUNNEL COLLAPSES ON HIM AND HE MUST SKIP THE NEXT BATTLE.

333 SQUIG CAVERN

YOU ENTER A SILENT CAVERN, ALL IS QUIET WHEN SUDDENTLY A PACK OF SQUIGS JUMPS ON YOU!
PICK ONE OF YOUR HEROES, HE HAS TO FIGHT AGAINST D3 CHARGING SQUIGS. IF HE DEFEATS THEM
HE CAN SEARCH THE CAVERN FINDING A CORPSE CARRYING A HELMET AND AN AXE.

444 MADCAP FARM

SOME SECRET CAVERNS ARE USED BY NIGHT GOBLIN SHAMANS TO CULTIVATE THEIR WEIRD FUNGI.
YOU HAVE ENTERED A CAVERN WITH D6 MADCAP MUSHROOMS IN IT. HOWEVER, IF YOU PICK THEM UP
THE SHAMAN'LL CURSE YOU AND THE FIRST 6 YOU ROLL NEXT GAME WILL INSTEAD BE A 1!

555 ORC CORPSE

SO FAR FROM THE SURFACE ORCS ARE A RARE FIND, BUT SOMETIMES THEY ENTER LOOKING FOR A SCRAP.
ROLL 1D6: 1 CHOPPA (MORNING STAR), 2 HELMET, 3 SHIELD, 4-5 SPEAR, 6 LIGHT ARMOUR

666 DWARF MINER

DESPITE THE STATE OF CONSTANT WAR MANY DWARFS STILL DIG UNDER THE MOUNTAINS LOOKING FOR
VALUABLE ORES AND MINERALS. YOU COULD HELP HIM ON HIS WORK, OR LOOT HIS CORPSE.
HUMAN OR DWARF WARBANDS MAY HELP HIM EARNING 1D6 G, THE REST CAN SEND ONE HERO TO
FIGHT HIM, HE HAS THE PROFILE OF A CLANSMAN (SEE CLAN ANGRUND) WITH A HELMET AND TWO
HANDED WEAPON, IF YOU KILL HIM YOU LOOT A TWO HANDED WEAPON AND 1D6 G.

FOUR OF A KIND

1111 GLOWING GEMS

IN ANCIENT TIMES DWARFS USED THESE RUNIC STONES AS A SOURCE OF LIGHT THAT NEVER RAN OUT. THESE RARE GEMS CAN BE SOLD FOR 103X10 GC.

2222 BLIND FISH

THE DWARFS OF OLD BRED THESE AS A FOOD SOURCE, THEY ARE LONG GONE BUT THE FISH REMAIN. YOU CAN COUNT YOUR WARBAND'S NUMBER AS 1 WHEN SELLING THE WYRDSTONE/TREASURE THIS PHASE, YOU ALSO PAY ANY FOOD UPKEEPS (FOR OGRES, TROLLS...) FOR THIS CAMPAIGN PHASE.

3333 SKIRMISH

YOU REACH THE REMAINS OF AN OLD SKIRMISH, SOME OF THE WEAPONS LOOK SERVICEABLE. ROLL FOR EACH WEAPON ONCE, IF YOU MATCH OR PASS THE RESULT NEEDED YOU GET IT.

AXE, AUTOMATICALLY

SWORD 6+

LIGHT ARMOUR 6+

HELMET 5+

BUCKLER 4+

CLUB 4+

4444 POISONED WELL

THE SKAVEN POISONED MANY OF THE WATER SUPPLIES OF THE DWARFS DURING THE FALL OF THE HOLD AND ALBEIT THEY RECOVERED MOST OF THE WYRDSTONE, SOME REMAINS.

PICK ONE OF YOUR HEROES, HE GRABS 103 WYRDSTONE, BUT MUST PASS A T TEST OR MISSES THE NEXT GAME WHILE RECOVERING. SKAVEN MAY REROLL THIS TEST.

5555 ANCIENT DWARF TEMPLE

MOST OF THE OLD TEMPLES WERE ABANDONED BY THE RETREATING DWARFS, NOW YOU'VE FOUND ONE.

ALL WARBANDS EXCEPT DWARFS MAY LOOT IT EARNING 106+5 GC, DWARFS INSTEAD RECOVER THE RELICS AND THE WARBAND'S LEADER GAINS +1 EXPERIENCE.

6666 BRIDGEKEEPER

THE BRIDGES CLOSEST TO THE CITADEL ARE GUARDED BY STEADFAST IRONBREAKERS.

DWARFS MAY PASS UNMOLESTED BUT OTHER WARBANDS'LL HAVE TO SEND A HERO TO FIGHT AGAINST AN IRONBREAKER (CLAN ANGRUND) EQUIPPED WITH GROMRIL ARMOUR, SHIELD AND AXE, IF YOU KILL HIM YOU CAN KEEP HIS EQUIPMENT AS LOOT.

FIVE OF A KIND

11111 DWARF CORPSE

YOU FIND THE REMAINS OF A DWARF WARRIOR KILLED LONG TIME AGO.

ROLL 1D6 TO SEE WHAT HE WAS CARRYING

1 HELMET, 2-3 AXE, 4-5 SHIELD, 6 HEAVY ARMOUR

22222 ABANDONED FORGE

THE FIRE HAS LONG SLEPT IN THIS FORGE BUT THERE CAN BE SOMETHING OF USE AMONGST ITS RUINS.

ROLL 1D6 FOR EACH ITEM, IF YOU MATCH OR PASS THE NUMBER YOU GET IT.

SWORD 5+

2 AXES 4+

2 HELMETS 4+

2 SETS OF HEAVY ARMOUR 6+

33333 DUSTY TOMB

THIS TOMB HAS BEEN LONG PLUNDERED, BUT SOMETHING GLINTS THROUGH THE RUBBLE.

ROLL 1D6 TO SEE WHAT DO YOU FIND

1-2 A TWO HANDED WEAPON, 3 A HELMET, 4-5 TRINKETS WORTH D6 GC, 6 GROMRIL ARMOUR

44444 GOBLIN PATROL

ONE OF YOU HEROES FALLS UNDER A GOBLIN AMBUSH!

PICK ONE OF YOU HEROES, HE MUST FIGHT AGAINST 3 CHARGING NIGHT GOBLIN HENCHMEN (CROOKED MOON) EQUIPPED WITH SPEAR AND SHIELD. IF HE WINS HE CAN LOOT EITHER ONE SPEAR OR A SHIELD.

55555 EDIBLE MUSHROOMS

THERE ARE MANY COMESTIBLE FUNGI AROUND THE MINES, ONE ONLY HAS TO KNOW WHERE TO LOOK.

YOU CAN COUNT YOU WARBAND'S NUMBER AS 1 WHEN SELLING THE WYRDSTONE/TREASURE THIS

PHASE, YOU ALSO PAY ANY FOOD UPKEEPS (FOR OGRES, TROLLS...) FOR THIS CAMPAIGN PHASE.

66666 SKAVEN WARREN

THE RATKIND HAVE BEEN A CONSTANT PLAGUE FOR THE HOLD AND THEY CAN BE FOUND ANYWHERE.

PICK ONE OF YOU HEROES, HE STEPS INTO IT AND MUST DEFEAT 1D3 CHARGING VERMINKIN (RULEBOOK SKAVEN WARBAND) ARMED WITH BUCKLER AND MAUL. IF VICTORIOUS HE CAN SEARCH THE PLACE

ROLLING 1D6: 1-2 DIVERSE RUBBISH WORTH 1D3GC, 3-5 A BUCKLER AND A MAUL, 6 1WYRDSTONE.

SIX OF A KIND

111111 WARPLOCK ENGINEER'S WORKSHOP

THE WARBAND ENTERS THE SINISTER LAIR OF ONE OF THE SKAVEN ENGINEERS, FREAKISH GREEN LIGHTNING JUMPS FROM COPPER ORBS AND INCOMPREHENSIBLE MACHINES THROB WITH POWER. ROLL 1D6 TO SEE WHAT DO YOU FIND.

1-2 A WARPLOCK PISTOL, 3-4 A WARPFIRE THROWER, 5-6 1D3 SHARDS OF WYRDSTONE.

222222 STRAY SLAYER

SLAYERS USUALLY ROAM THE TUNNELS SEARCHING FOR A MIGHTY DOOM.

UNLESS DWARFS, THE WARBAND MUST SEND A HERO TO FIGHT AGAINST A CHARGING TROLL SLAYER (SEE CLAN ANGRUND) HE IS EQUIPPED WITH A TWO HANDED WEAPON. IF THE SLAYER IS DEFEATED THE HERO CAN STEAL THE TWO HANDED WEAPON AND GOLD BRACELETS WORTH 1D6X5G.

333333 DWARF HOLD

THE WARBAND EMERGES FROM A TUNNEL TO ENTER AN IMMENSE HALL WHOSE PILLARS DISAPPEAR IN THE DARKNESS, SEARCHING AROUND THE RUINS THEY FIND SEVERAL PIECES OF DWARF ARTISTRY. THE WARBAND EARNS 1D6X10 G.

444444 SEALED TOMB

BY MERE LUCK ONE OF YOUR HEROES DISCOVERS A SEPULCHRE UNTOUCHED BY TIME OR PLUNDER. ROLL FOR EACH OF THE ITEMS, IF YOU MATCH OR SURPASS THE NUMBER YOU GET IT.

RUNIC ARTIFACT, AUTOMATICALLY

HELMET 4+

HEAVY ARMOUR 5+

SHIELD 5+

555555 SKAVEN PATROL

SMALL GROUPS OF SKAVEN PATROL THE HOLD AND IS ALWAYS A BAD HING TO STUMBLE UPON THEM.

PICK ONE OF YOUR HEROES, HE'LL HAVE TO FIGHT AGAINST 1D6 VERMINKIN (SKAVEN RULEBOOK WARBAND) ARMED WITH SPEAR AND SHIELD. IF HE DEFEATS THEM HE CAN PILLAGE THE CORPSES LOOTING 1D6G.

666666 ANCIENT BATTLEFIELD

YOUR WARBAND HAS FOUND THE REMAINS OF A GREAT BATTLE IN AN ENORMOUS CAVERN.

EACH MEMBER OF THE WARBAND CAN PICK ONE ITEM FROM ITS EQUIPMENT LIST FOR FREE, ALL THE ITEMS MUST BE DIFFERENT AND MUST BE EQUIPPED BY THE WARRIOR THAT PICKED IT.



RUNIC ARTIFACTS

RUNIC ARTIFACTS CAN ONLY BE USED BY GOOD WARBANDS, NEUTRAL OR EVIL WARBANDS MUST ALWAYS SELL OR TRADE THEM. THE WARBANDS CONTAINED IN THIS SUPPLEMENT ARE: CLAN ANGRUND GOOD, SLAVE UPRISING NEUTRAL AND CROOKED MOON EVIL.

ROLL 1D6

1 BARAGOR'S SHIELD: THIS SHIELD IS INSCRIBED WITH A RUNE OF STONE GIVING +2 TO ARMOUR SAVE INSTEAD OF THE +1 USUAL. WORTH 10G

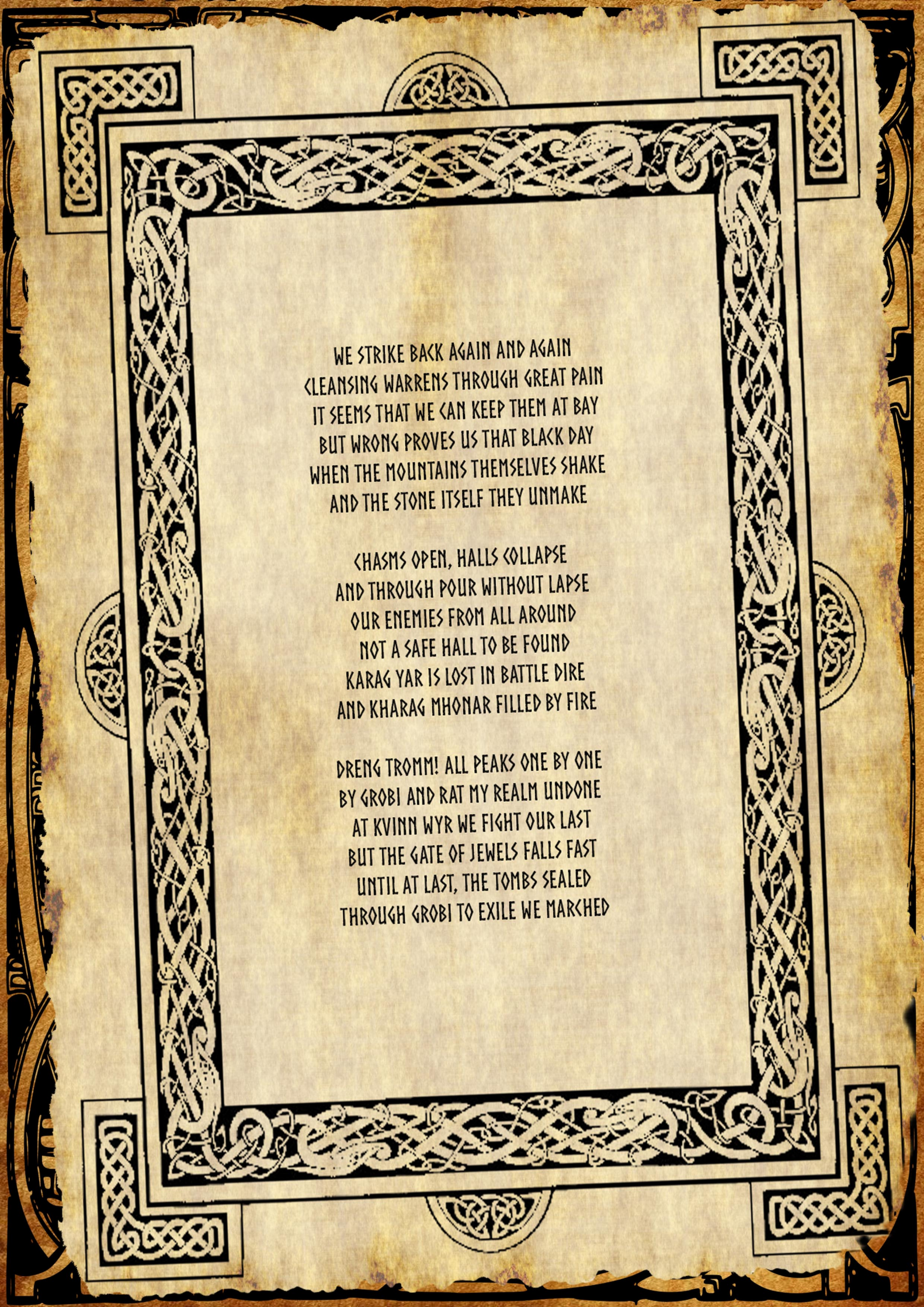
2 HELGA'S TANKARD: THIS MAGIC CUP SEEMS TO TURN THE LOLIWEST OF BEERS INTO DRINKABLE ONES BEFORE THE BATTLE THE CARRIER MAY BUY BEER FOR 2G, HE IS THEN EQUIPPED WITH BUGMAN'S ALE FOR THE REST OF THE GAME. WORTH 1D3X10G.

3 SKEGGI'S AXE: THIS AXE IS INSCRIBED WITH THE MASTER RUNE OF DEATH, AND ALWAYS INFLECTS CRITICAL HITS IF IT WOUNDS. WORTH 50G.

4 VALAYAN PENDANT: THIS NECKLACE IS INSCRIBED WITH THE RUNE OF WARDING, DISPELLING ALL MAGIC CAST ON THE BEARER WITH A ROLL OF 5+. WORTH 20G

5 RAGNAR'S HAMMER: THIS HAMMER IS INSCRIBED WITH THE RUNE OF SWIFTNESS, ENABLING THE BEARER TO STRIKE FIRST IN HAND TO HAND COMBAT. WORTH 40G.

6 HARALD'S AXE: THIS AXE IS INSCRIBED WITH SO MANY RUNES THAT IS NOW IMPOSSIBLE TO REPLICATE, IT WOUNDS AUTOMATICALLY, GRANTS ONE EXTRA ATTACK AND IGNORES ARMOUR SAVES. WORTH 100G.



WE STRIKE BACK AGAIN AND AGAIN
CLEANSING WARRENS THROUGH GREAT PAIN
IT SEEMS THAT WE CAN KEEP THEM AT BAY
BUT WRONG PROVES US THAT BLACK DAY
WHEN THE MOUNTAINS THEMSELVES SHAKE
AND THE STONE ITSELF THEY UNMAKE

CHASMS OPEN, HALLS COLLAPSE
AND THROUGH POUR WITHOUT LAPSE
OUR ENEMIES FROM ALL AROUND
NOT A SAFE HALL TO BE FOUND
KARAG YAR IS LOST IN BATTLE DIRE
AND KHARAG MHONAR FILLED BY FIRE

DRENG TROMM! ALL PEAKS ONE BY ONE
BY GROBI AND RAT MY REALM UNDONE
AT KVINN WYR WE FIGHT OUR LAST
BUT THE GATE OF JEWELS FALLS FAST
UNTIL AT LAST, THE TOMBS SEALED
THROUGH GROBI TO EXILE WE MARCHED