

Encampments part 1

Introduction

These rules are designed to add a little more spice and background to your campaigns of Mordheim by allowing warbands to acquire their own base camp. In this and the following couple of articles, we will explain how warbands can take up residence in one of the encampments that surround the city and the benefits and hazards they face in doing so. These rules are purely experimental and although we would encourage players to use them they are as yet unofficial. For those players out there with an adventurous streak and who would like to give these rules a go we would love to hear your feedback – so send it to the usual place. In this, the first instalment, we will explain how a warband chooses their encampment and makes their camp. We will also cover the first of three encampments, Sigmarhaven, in detail describing income, places to visit and random events that may occur.



Encampments

Since the cataclysm that smashed the city of Mordheim, crude shantytowns have cropped up beyond the crumbling city walls. At first these pitiful settlements housed the sparse remnants of Mordheim's population. However, as soon as word reached the other towns and cities of the Empire of the magical Wyrdstone that could be found in the blackened shell of Mordheim, the treasure seekers came. The existing settlements were practically overrun by bands of mercenaries and bandits who would set up their camps in whatever tumbledown buildings were available or pitch their tents behind crude barricades. Soon there was a flood of greedy souls, many of which were not human as the stench of Wyrdstone tempted many from afar.

There are three main settlements in and around Mordheim. Sigmarhaven is inhabited mainly by the loyal followers of Sigmar and is a place of law and relative order. It also attracts a large following of Witch Hunters and their ilk, and understandably mutants and the Possessed are not tolerated there. Paid and equipped watchmen are maintained for the security of those who camp within it. There are, though, far more lawless settlements around Mordheim where scum



A new warband comes to town...

An exploration of the myriad camps and settlements around ye ruins of olde Mordheim
by Steve Gibbs, Stephanus Harburgh & Nicodemus Kyme

such as Orcs and even the Possessed are known to walk freely. Nowhere is more infamous than thrice cursed Cutthroat's Den. Here life is cheap and the only law is that of the sword. Although a foul and dangerous place, there are many things that can be bought and sold here because of the shady sorts this place attracts. The last place even the toughest, most brutal of scum would think twice before making their camp there is within the haunted ruins of Mordheim itself. The dead are said to walk here and the foul servants of the Shadow Lord are everywhere, waiting to claim the souls of the unwary. There are those, however, that brave the mutant infested cursed city even after nightfall but then again they seem quite suited to it. Foul Ratmen scurry about the sewers, Necromancers make their homes, confident that the foolish righteous won't disturb their unholy practices and, of course, the children of the Shadow Lord, the Possessed, claim the ruins as their domain.

Experimental Rules

When starting a new campaign, all players must decide or not to use the encampment rules. Only after their first battle may each player then try to find a settlement and make

camp. First, they must decide which of the settlements they wish to set up camp in (obviously dependant upon which settlements will let them in!) or if they want to risk actually staying in the cursed city. When you decide where you want them to stay, roll on the appropriate Housing chart to see what type of abode they were able to afford, steal or win gambling. A warband may only have one camp at a time and may only roll for a new camp if they lose their original one. Any effects that a camp provides start after the warband's next battle. After each battle you may find out if you gain income, if other warriors join the warband, or if repairs need be made to the camp.

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Roll a D3 to find out how many locations you may visit. Different locations can help you find items, receive healing, make money or other things. Between location visits, you must roll on the Events table to find out what happens to the warband as it carouses around the town.



Glance, if such a thing exists around the tortured ruins of Mordheim, can be found in Sigmarhaven. Tis the camp of those righteous enough not to stab you in the back for a sly glance nor offer up their virtue to the ruinous powers. Mercenaries of all states, grim Witch Hunters and their ilk are all welcome for a small fee. Though there is still division there, cliques exist unhidden, the camp splits into quarters where new arrivals can more readily find their kin. That belonging to the Witch Hunters is the largest quarter, known simply as 'The Cabal'. Entrance is only granted through secret symbols and clandestine ritual. They are a suspicious lot, ever vigilant of charlatans and find peace in isolation. No bawdy songs echo round the campfires, libations are quiet and ironically sober affairs. Not a place I've visited, nor would I wish to! The other quarters are less unwelcoming, yet mistrust around that place is as ubiquitous as the corpses that sway about the gibbet. Middenheimers rub broad shoulders with their haughtier Reikland brothers. Fights are scarce, so I'm told.

Sigmarhaven

Sigmarhaven, bastion of hope and goodwill, is located to the north-east of Mordheim where the River Stir still runs pure. It is not the largest of the settlements around Mordheim but is by far the safest. The settlement is surrounded by a wooden palisade and has a well-armed militia, which is paid for and maintained by tithes from all of the warbands that reside there.

Sigmarhaven was originally founded by the Sigmar-fearing folk who managed to flee the cursed city but has since become the refuge of Witch Hunters and Reiklanders alike. A makeshift wooden temple stands in the centre of this shanty of wooden shacks and canvas tents, and the priests of Sigmar preside over the settlement and deal with the day-to-day running of the place. The centre of the settlement is a bustling market place where

traders and merchants can buy and sell their wares – everything from food, ale and weapons to horses and even Wyrdstone. Most honest, decent folk are welcomed here from many of the Empire's outlying provinces, and even the odd Elf or Dwarf can be found wandering around the morass of camps.

Who may camp here: Mercenaries (Reiklanders, Marienburgers and Middenheimers), Ostlanders, Averlanders, Witch Hunters, Kislevites, Dwarf Treasure Hunters, Shadow Warriors and Amazons.

Special Rules: Any warband residing within Sigmarhaven is responsible for the upkeep and defence of the place – as a result a tithe of two shards of Wyrdstone must be paid after each battle.

Roll on the Housing chart below to find out what type of camp your warband has acquired.

Housing Chart

2D6	Camp	Effects
2-3	Drinking Den	You have somehow managed to acquire a deserted tavern or a makeshift drinking hole. This den is always a good place to attract new warriors. After each battle you may roll a D6: D6 Result 1 Bar Room Brawl – You must pay D6x20 gcs to repair the damage done. 2 Profits Down – Lose D6x10 gcs. 3 Nothing untoward happens. 4 A Hired Sword (select one at random) has overspent on ale and cannot afford his bar bill. He offers you his services for the next battle for free. 5 A Hero has overspent on ale and cannot afford his bar bill. He offers to join your warband for free (this cannot be over the maximum number of heroes or warriors in the warband though). 6 Business is good! You earn D6x20 gcs.
4-5	Old House	In your meandering you have found an old abandoned 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 by to sell their wares. You may add +2 to your roll when searching for items on the Trading chart.
6-8	Tents	You have set up your tents in Sigmarhaven. This gives you a place to stay and keep your stash relatively safe. There are no benefits or adverse effects.
9-10	Ruined Farmhouse	In your meandering, you have found a deserted farmhouse, which is both spacious and dry. You may add +1 to the maximum size of your warband.
11	Old Shrine	You have set up camp near an old abandoned shrine. You may take a vial of Blessed Water for free before each battle.
12	Cellar	You have set up camp in an old long forgotten cellar. It even has some nice tunnels running off of it to who knows where! The sewer allows the player to set up for each battle using the infiltration rules with two of his warriors.



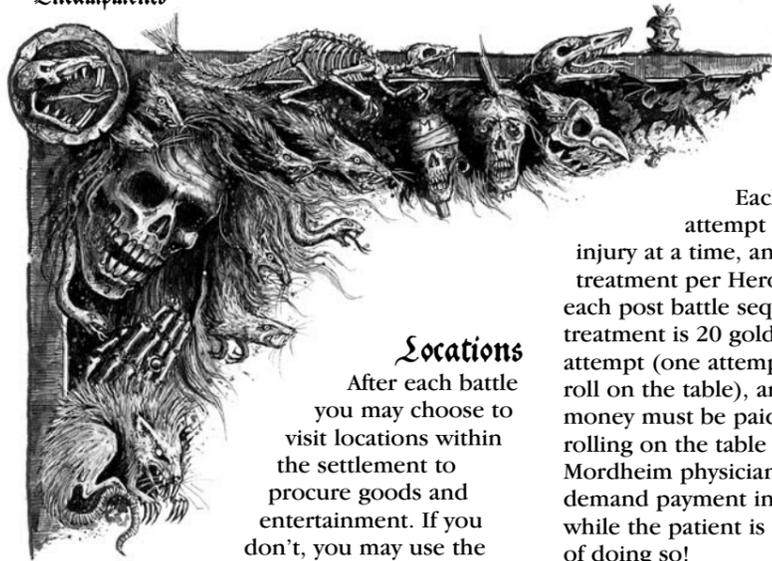
Oh, I've been there, mark that. Smelt the evening roast on warm fires, tasted the clearness of the Stir from its wells, clean of chaotic taint. A great wooden palisade looms around its border, 'tis scant but wards off all but the most determined invaders. If you're a praying man, and Sigmar knows we all look to the gods in these lean times, a temple stands at the heart of Sigmarhaven. It's not much to look at, a cluster of shanties and worn tents but it's safe, patrolled at all hours by the Watch. By Sigmar they are grim of face and humour. Never have I seen any man among 'em smile, lest their faces crack I'll warrant! Diligent folk they are though, ever watchful, fierce and driven. There is a fire that burns in those eyes, and steel the like of which I've never seen. Madness or bravery I know not which, but suspect a union of both!

'Tis the lot of the Watch to enforce order, and keep their gaze fixed on the bustling markets where most is up for trade if you have the coin or Wyrdstone. There are many who ply their wares and services: apothecaries, mystics, armourers and the like. I've seen 'em all. Honest folk they are, leastways as honest as any man can be in this age of darkness and uncertainty, and hard of face. Of course there are less salubrious establishments, where perhaps the scholars of Altdorf would fear to tread. A hive of gambling houses and drinking dens lie at the fringes of the market square, furthest from the lofty wooden towers of the Watch. 'Tis often used as a place to recruit new blood, swap stories or drink your nightmares to oblivion, at least till the next day... There are games of chance aplenty, dice, skulls, daggers, whatever your inclination. I'm no betting man; risk is a thing that leaves men for dead most oft! Less desirable elements have been known to frequent these places. They don't last long as I'm sure any witch fynder or bounty hunter will testify!

The only advice I'll give yer is this. Haven it might be, heaven it is not. Watch your back and keep to your own. Mordheim isn't the only place where blood is shed on the streets!



Nothing beats a good brawl outside the boozer!



Locations

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Roll a D3 to find out how many locations you may visit. Different locations can help you find items, receive healing, make money or other things. Between location visits you must roll on the Events table to find out what happens to the warband as it carouses around the town.



A VISIT TO THE APOTHECARY

(See TC 8 – 'Sawbones' by Daniel Carlson)

Each warrior may only attempt to get treatment for one injury 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 per attempt (one attempt = one roll on the table), and this money must be paid before rolling on the table – Mordheim physicians demand payment in advance, while the patient is still capable of doing so!



The following injuries cannot be treated: Chest Wound, Blinded in One Eye, and Old Battle Wound. They are permanent damage the afflicted warrior will carry to his grave.

The following injuries use the Limb Surgery table: Leg Wound, Smashed Leg, and Hand Injury.

The following injuries use the Brain Surgery table: Madness and Nervous Condition.

Brain Surgery table

2D6	Result
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 record, 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 <i>Stupidity</i> . If the warrior was being treated for <i>Stupidity</i> , 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 treatment as something of a raving lunatic. The warrior suffers a -1 Initiative penalty (down to a minimum of 1). He is now so unsettling to behold that he causes <i>fear</i> .
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.

Surgery table

2D6	Result
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 record, 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-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.

From pristine quarters to back street butcher shops there are many places to find an apothecary. You risk your life and limb literally when you enter them. I've heard tales, they are grim listening, and I've known many who'd rather die of infection than leave this world on a butcher's slab. Oh they'll claim they can cure any malady: arms, legs, head, some even wager they can cure insanity. Stepping into those places you make sure you get the job done right then pay up, the surgeon's knife is always keener, his purpose clearer when he hasn't been paid. There are scant few apothecaries in Sigmarhaven, yet a good 'un is sought after with some zeal. Of course they all know old 'Sawbones', his reputation is dire, it's a brave man who enters that surgery. Rumour has it, his apprentice, Jeremiah Hakem has set up shop in a small corner of the settlement. His practices are dubious. I've only heard tales mind, but there's talk that if yer can't pay in gold or Wyrdstone he'll accept a small body part in payment, a finger, nose, toe, yer know, anything expendable. His purpose is unknown as far as I can tell but I believe he is under close scrutiny of the 'Cabal'...

CARTOGRAPHER

A cartographer will help the band with their exploration. He also carries many different maps. You may purchase maps here without searching for them but the rules for maps from the Mordheim rulebook still apply. The cartographer is also a wealth of little tidbits of information that he is willing to sell. Most of it is useless but some isn't. If you pay him 5 gc

Mordheim is a labyrinthine city. I know, I've been to almost every nook and filth encrusted cranny. There are dark hollows, forgotten pitfalls, which spell death to the unwary or the ill prepared. Some claim to know the city; better than they know their own faces. They are mapmakers, cartographers if you will, old adventurers who've mapped out their routes with quill and parchment, turning their knowledge into a trade. Cartographers are rife in Sigmarhaven, strange given that most folk can neither read nor write. Treasure seekers often go to these men, eager for an edge, something to set them ahead of their rivals. Others who can afford it commission the scribing of maps and adventurers are paid in coin to provide accurate descriptions of the dark places that exist in this world. Mathias Blankk, he is the greatest known map smith in all of Stirland. He moved his business to Sigmarhaven, hoping to explore the city himself; such was the man's adventurous nature. No good with a sword though, he's a scholar through and through. He contents himself with making maps from the stories of others and frequents the many drinking dens in hope of loose lips providing a free source for his endeavours. It has been spoken, in whispers alone, that he's taken to drinking crushed Wyrystone with his evening libation. They say it grants 'im visions of the city and this is how he fashions the most detailed maps of Mordheim. They also say this addiction has driven him mad and at night he huddles in his quarters, terrified of the dark, bubbling froth on his lips. Insight has a cruel price and dementia an even greater one...

FLETCHER

The fletcher is a master at making bows and arrows, along with other missile weapons. He does not have the craft or know how to create Black Powder weapons though. When you

lean and long-fingered are the fletchers of Sigmarhaven, shaped like the bows they fashion I'd fancy! Any type of bow or arrow is available from a fletcher. Some of the more extravagant captains order specific wood for their shafts, particular feathers and individual tips. 'Tis a precise art and secretive which many fletchers hold dear to their heart. Despising the soot and ash of the smithies, their tents bear the stench of oil and wood sap. A fletcher of some repute and dubious renown goes by the name of Hans Krogen. Was a fine targeteer in his day and could shoot a bulls eye from a thousand paces. I've never placed much faith in bows, the only sure way to see a man dead is face to face with a blade in your hands. Still, his skill was a marvel and his mastery of bow crafting was equal in its adeptness.

he will divulge some of this info to you. Roll a D6 on the following chart:

- 1 You may re-roll one of your Exploration dice after the next battle.
- 2-5 The information was interesting but utterly useless.
- 6 You may increase or decrease the result of one Exploration dice by 1 after the next battle.

visit a fletcher you may add +2 to find the missile weapon you are looking for (this does not count towards Black Powder weapons though).

SMITHY

Hearty blacksmiths work at the smithy where they fashion all kinds of metals into a variety of useful items. Mainly though they create

weapons and armour. When visiting a blacksmith you may add +2 to your Search rolls when trying to find armour or close combat weapons.

Every warrior needs a sword; it's the bread and butter of this place. Strong steel and a stout heart are all you need in the darkness. Fashioned of stone, the smithies of Sigmarhaven billow gusts of smoke from their forges. Finding one is easy, as ubiquitous as the dead, just look for the ashen black pall in the air. The stink of leather and metal fills these places and the ring of steel on steel swells my heart! Weapons and armour of all descriptions can be found there for the right price of course! No fool would ever dream of robbing them, such is the bounty of arms they hold, the smithies are old warriors, or injured such that they cannot risk the City of the Damned any more. Skilled too, ah yes, no one would rob a smithy. They are strong men, hours spent by the forge moulding sinew and muscle to the hardness of anvils beneath tanned soot-soaked skin. Want a tip? The best smithy in Sigmarhaven goes by the name o' Roguchann. In times past he was the Captain of the Guard in the charge of the Elector of Middenheim. It sounds a tall tale but his fate led him to Sigmarhaven after a duel with a nobleman. No one knows the reason for their altercation, but after besting the whelp he was ambushed and beaten by the coward's stooges and has limped ever since. Poor Roguchann was disgraced and flung from his post, but no less proud and sets up his stall in Sigmarhaven now. He is as honest as any man there, quiet and brooding. He wields a sword of Estalian steel, 'tis a wondrous blade, his finest and rumours abound that it will never break! One thing is certain; if Roguchann ever chances upon that nobleman again he will take his revenge in blood...

MULESKINNER

A beast master takes care of the animals. He feeds, houses and trains horses, ponies and

dogs. He reduces the difficulty of finding animals by adding +2 to your dice roll on the Trading chart.

Animals are unusual fare around the City of the Damned, and only the most affluent can afford them. If yer looking for any type of beast then you'd best find a muleskinner. They ply their trade within tented lodgings; a stout post is staked within, about which the beasts are tethered. But 'tis the stench of the place you'll remember most! Those beast masters must be immune, for 'tis potent and unpleasant. I'd wager The Pit has a similar odour! They care for many animals, horses and dogs in the main, personally I trust a man with a blade over a brutish beast any day but there are those who place their faith in such pets and leastways they cannot be bribed into treachery... Of all the traders in Sigmarhaven, muleskinners are the most reclusive, seems they are more comfortable in the presence of beasts over their fellow man. I'd fancy some even resemble the beasts in their care: hairy folk, wily and instinctive. Such men would be open to ridicule, but their demeanour is both sombre and threatening and providing hounds for the Watch guarantees their protection. One such muleskinner went by the name of Hurkram Shakram, he was a dark-skinned foreigner and never before have I seen his like! The man commanded respect though, a mute although 'twas rumoured he could commune with the beasts in his care, making him the finest muleskinner I have known of!

MERCHANT

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

DRINKING DEN

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 Dancing Pig. To find out what else you can do, roll a D6 and consult the chart over the page:

D6	Effects
1	<p>Drugged One of your Heroes (select 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:</p> <p>1-3 Your Hero has been poisoned and is at -1 Toughness for the duration of the next battle.</p> <p>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.</p>
2-3	<p>Taken with the joys of hot food and a good too many bottles of Bugmans, your leader and his men overspend on such luxuries by D6x10 gcs.</p>
4-5	<p>Hireling Whilst carousing in the bar you meet many different characters and warriors. You sit down to have a few drinks with some. Roll a D6 on the following chart:</p> <p>1 You are drinking with a Halfling who, impressed with your propensity for ale, offers you his services at half the normal rate for the next battle.</p> <p>2 An Ogre challenges you to a drinking contest. Roll a D6:</p> <p>1-4 He drinks you under the table – you wake the next day with a terrible hangover.</p> <p>5-6 You drink him under the table and he is in such awe that he offers you his services for the next battle for free.</p> <p>3 You sit down with a mysterious Elven Ranger and start to tell tales of your exploits. One of your tales moves him so much, he offers you his services at half the cost for the next battle.</p> <p>4 You sit down and share a drink with a Freelancer. As the night wears on you find that he and your father served in the same company together. He offers you his services for the next battle for free.</p> <p>5 You find yourself drinking with a young fellow who is itching to test his metal in the Cursed City – you may add an extra henchman to your party (not above your warband's maximum number of warriors however).</p> <p>6 You sit with a fellow who looks battle hardened. As you talk, you discover that the rest of his warband was slain searching the ruins. You may ask him to join your warband as a Hero. You may add a Hero to your warband for free, although only if you haven't got the maximum number of Heroes already.</p>
6	<p>Bar Room Brawl Your leader gets into an argument with another patron in the tavern. The argument soon escalates quickly. Roll a D6 on the following table:</p> <p>1 Your leader is thrashed and must make an immediate roll on the Injury table.</p> <p>2 Your leader takes quite a beating and leaves D6 gcs poorer.</p> <p>3 Your leader knocks the patron to the ground and takes D6x3 gcs from his purse for his impudence.</p> <p>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 gcs, for your trouble. 5-6 you are routed and lose D6x5 gcs (you may instead play a skirmish scenario vs a starting Middenheimer warband (500gp) if you so desire to determine the outcome).</p> <p>5 The brawl attracts the attention of the watch, who arrive to throw the patron in the stocks.</p> <p>6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay D6x10 gcs to get everyone out.</p>

Gambling

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

D6	Result
1	Your leader loses 3D6 gcs 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 gcs in winnings.



Scenario: Encampment Raid



Often warbands are jealous of the accomplishments of their rivals, and the more opulent a warband's camp is, the more successful they have been in scouring the ruins. Also, this is where they stash their loot.

Other players may challenge your warband and attack your camp in an attempt to take it over for themselves. Play a 'Defend the Find scenario' with the following exceptions:

- Set-up the camp in the centre of the battlefield.
- The defender cannot be routed except voluntarily and only if at least 50% of the warband are taken *out of action*.
- No member of the defender's warband need take an *All Alone* test.
- As long as a model stays within the encampment's boundaries, they may use the Leader's Leadership value to roll for tests – regardless of how far away from their leader they are.
- One Henchmen group may be set-up Hidden at the beginning of the game.

If the attacker succeeds in capturing the camp he may either destroy it or occupy it (provided he is allowed within Sigmarhaven). In addition, the attacker claims the defender's stash for his own. The defender must then roll for a new camp.

The defender may purchase any of the following items to fortify his encampment. Each of these must be represented by applicable models when using them while defending your camp.

Additional Equipment

Banner: See Mordheim 2002 annual.

Ladders: These are useful for assaulting another warband's encampment and negate the effects of barricades and palisades – 5gcs Common.

DEFENCES

Barricade: These cost 10 gcs for a strip that is 6" long by 1" high. A warrior defending a barricade can only be hit by his opponent on an unmodified D6 score of 6 – Common.

Palisade: These cost 15gcs for a strip that is 6" long by 2" high. A warrior defending a palisade can only be hit by his opponent on an unmodified D6 score of 6 – Common.

Watchtower: This gives the defender a high

platform to shoot from (this may be as tall as 8") – 20 gcs common.

The following may be combined with the above defences or as stand alone.

Heads on spikes: These cause *Fear* and may be attached to barricades or palisades (the enemy must pass a Leadership test if they wish to assault them) – 5 gcs Common.

Ditch: These cost 5 gcs for a strip that is 6" long by 1" deep. It counts as difficult terrain, reducing movement by half.

Stakes: These cost 10 gcs for a strip that is 6" long. It counts as difficult terrain, reducing movement by half. In addition, those attempting to cross must roll a D6 – on a 5+ the warrior takes a Strength 3 hit with no armour saves allowed – Common.

Tunnels: These allow one Henchmen group to be held in reserve at the start of the game and may be placed anywhere on the battlefield at the start of the defender's turn but no closer than within 8" of an enemy model, however – 15 gcs Common.

Traps: The defender may place up to three trap markers (per trap if you have more than one) anywhere within their encampment. Each marker is marked with either 'Trap' or 'Decoy' on the underside. When a model touches the marker, flip it over. If it says 'Decoy', nothing happens. If it says 'Trap' then that model takes a Strength 4 hit with no armour save – 30 gc Rare 6.

Sigmarhaven Watch

If a resident of Sigmarhaven's camp comes under attack, the watch may turn up and assist them against their aggressors. Roll a D6 each turn and on the score of 5+ the watch have arrived and will immediately do battle with the attackers.

The watch consists of a Captain, four Swordsmen, and two Marksmen (use standard Reikland mercenaries). They are all armed with swords, wear light armour and carry shields. The Marksmen are also armed with bows.



Hired Sword – Warrior Priest of Sigmar

In the centre of Sigmarhaven is a wooden Temple of Sigmar and this attracts many fledgling warrior priests. To test their mettle against the horrors of the Cursed City, the priesthood hire out their acolytes and make careful observance of their faith, resilience and fervour.

Hire Fee: 40 gc to hire, 20 gc upkeep.

May be Hired: Any warband may hire a Warrior Priest of Sigmar except Witch Hunters (they already have the warband choice!), Middenheim mercenaries, Possessed, Orcs & Goblins, Skaven and any other suitably 'evil' warbands.

Rating: A Warrior Priest of Sigmar increases the warband rating by +16 points plus 1 point for each Experience point he has.

	M	WS	BS	S	T	W	I	A	Ld
Priest	4	3	3	3	3	1	4	1	8

Equipment: Hammer of Sigmar, light armour and shield.

SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.

Skills: Warrior-Priests may choose skills from the Academic skills list, or they may randomly determine a new Prayer from the Prayers of Sigmar list.



A Warrior Priest prepares to face off against a Marienburger warband.

Settlement Events Table (Roll D66)

- 11 THROWN OUT OF TOWN**
Your warband's wild behaviour in the many taverns and markets of the settlement attracts the attention of the Watch and they throw your warband out of town. Your warband must head back to their camp and prepare for the next battle. If your camp is in Sigmarhaven you must move to a different settlement.
- 12 UNEVENTFUL**
- 13 PICKPOCKET**
As your warband moves through the busy streets, your leader suddenly gets a feeling that something is wrong. He reaches for his crowns to find them gone, snatched by a rotten pickpocket. Immediately cross off half your gold crowns from your treasury.
- 14 HALFLING SCOUT**
Whilst travelling along a derelict street of the settlement, you stumble across a Halfling Scout being accosted by a gang of scum. Roll a D6 and consult the table below:
 - 1-3 There are too many foes, and besides, you don't much like Halflings anyway! You leave the wretch to its fate and continue on your way.
 - 4-5 You decide to help the Halfling, and manage to save him from his fate. As thanks, the Halfling offers you a map, which you may add to your stash.
 - 6 Your gang charges into the scum and manages to beat them off, saving the Halfling who keeps on mumbling something about an honour debt to you. You gain a Halfling Scout Hired Sword. The scout will fight for free in your next battle, after which he demands the usual hire fee.
- 15 UNEVENTFUL**
- 16 STEAM BATHS**
Your warband stumbles upon a makeshift steam baths run by some shifty looking Arabians and spends the rest of the day recuperating. You may not visit any more locations. However, any warriors that previously had to miss the next battle no longer have to due to the healing effects of the baths.
- 21 FIGHT**
Your leader argues with a merchant who has tried to charge him too much for some cheap items. 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 takes a beating and leaves D6 gc poorer.
 - 3 Your leader knocks the merchant to the ground and takes D6x3 gc for his impudence.
 - 4 The merchant is joined by his bodyguard and an all-out brawl ensues. Roll a D6: 1-4 you send the merchant and his guard fleeing and gain D6x5 gc for your trouble. 5-6 you are routed and lose D6x5 gc. (You may also play a skirmish scenario vs a Middenheim warband (500 gc) instead if you desire).
 - 5 The brawl attracts the attention of the watch who arrive to throw the shady merchant in the stocks.
 - 6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You may not visit any more locations.
- 22 UNEVENTFUL**
- 23 A NICE LITTLE EARNER**
A couple of shifty looking scum approach your gang asking for help with their smuggling operation. If you decide to help roll a D6 and consult the table below:
 - 1-3 You are unable to off-load the illegal contraband and make no money.
 - 4-6 You earn D6x10 gc by selling on the merchandise. Add this amount to your stash.
- 24 CHEATED**
A dishonest trader has fooled your leader. One item (decided randomly) that you purchase in this settlement is a fake and is useless. Discard the item in question.
- 25 UNEVENTFUL**
- 26 CONSCRIPTION**
One of the henchmen in your warband is conscripted into the local Count's army and is due to be shipped off in the next couple of days. Decide randomly who is conscripted and then roll a D6. On a 1, he fails to get out of his predicament and is never seen again. On a 2+, he manages to escape the barracks and returns to your camp. Your warband, however, must leave the settlement immediately otherwise the henchman risks getting re-captured. If your camp is in Sigmarhaven you must move to a new location.

31 AN HONEST DAYS WORK

Your warband is employed by a merchant to carry his wares around the settlement. Each henchman in your warband earns you D6 gc. Add this amount to your stash.

32 UNEVENTFUL**33 RIOTOUS LIVING**

Taken with the joys of hot food and a good too many bottles of Bugmans, your warband overspends on such luxuries by half the gold in your stash (strike it from your treasury).

34 DRUGGED

Visiting a local tavern in a seedy part of town, one of your Heroes (chosen at random) partakes of a curious drink offered to him by the bartender. 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 a -1 Toughness for the duration of the next battle.
- 3-6 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.

35 UNEVENTFUL**36 MISTAKEN IDENTITY**

The Watch has mistaken you for a band of rabble rousers (if you are the Watch ignore this result). Roll a D6 and consult the table below:

- 1-2 You hastily explain to the captain that you are not who they think you are. He believes you and lets you go.
- 3-5 You try to explain to the captain who you are but he doesn't seem to believe you. As you talk on you realise that a little money may help the situation. You pay the captain D6x3 gc (if another warband is the Watch pay them).
- 6 You try to talk your way out of this difficult situation but the captain doesn't buy it. He arrests your warband and throws them in jail. You may make no more location visits after this. He releases you after lightening your purse by D6x10 gc (remove this from your treasury). You may also chose to battle the Guard using the Sigmarhaven Watch or fighting the warband who is currently the watch. Play the Street Fight scenario.

41 GAMBLING

Your leader visits a local drinking hole and gets involved in a rather dubious game of dice. Roll 1D6 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.

42 UNEVENTFUL**43 JOIN THE WATCH**

The captain of the Watch marks your warband as useful looking recruits for the Watch. Your warband is deputised by the captain of the guard and given the chance to become watchmen. If you accept, you gain an additional 25 gc. If any other warbands have to fight the guard before the next battle then they fight you.

44 ILLNESS

A terrible illness strikes one of the Heroes in your warband (decide randomly which one). That Hero must miss the next game recovering from the illness, after which they are fine to continue as normal

45 UNEVENTFUL**46 LUCKY FIND**

Whilst wandering the streets of town, one of your fighters stumbles across a small sack lying on the ground. Upon opening the sack you find it stuffed with gems. Claim the moneybag and 5 gems worth 2D6x5 gc.

51 BEGGARS

Beggars accost your leader and, overwhelmed by their sadness, he gives each of the 2D6+2 pitiful wretches 2 gc. If your leader cannot pay he is a beggar himself, and you must roll a D6 and consult the table below:

- 1 Your leader is thrown out of town for begging (see Settlement Event roll of 11). The rest of your gang must leave town immediately so as not to risk the wrath of the guards (or their leader for that matter).
- 2-6 Your leader gains 2D6 gc from begging on the streets.

52 UNEVENTFUL**53 REWARD**

Whilst wandering through the settlement your leader sees a poster warning that a well known assassin is reputed to be in the area. Upon reading this, he realises that the description given matches that of a stranger he bumped into earlier. He rushes back to the spot where he last saw the assassin and manages to apprehend him just as he drags a merchant into a dark street. Roll a D6 and consult the table below:

- 1 The assassin laughs, slits the merchant's throat, throws the knife at your leader's feet and flees shouting "Help, murder!" Your leader is soon surrounded by the Watch and hauled off to the gaol. By the time he manages to protest his innocence many hours have passed and he decides it is unsafe to remain away from the warband's hideout for any longer period of time. Your warband may not visit any special locations.
- 2-5 Your leader saves the merchant's life, for which he receives D6x5 gc, but the assassin slips away.
- 6 Your leader saves the merchant and captures the assassin, turning him over to the Watch, for which he receives D6x5 gc. The merchant is so thankful for your leader's help that he offers his services as a go-between for selling useful scrap or items that your warband has. You may add a +1 when searching for items and sell items at three quarters of their cost.

54 PET DOG

As you walk around the streets you notice that a dog has started to follow you. It joins in the fray when you scuffle with the unsavoury elements of the city. You now have a new fighting companion. Add a wardog to your roster (even if you normally can't have one).

55 UNEVENTFUL**56 SHORTAGES**

Unexpected shortages in this settlement cause all local traders to increase their prices. For the duration of your stay in this town all weapons and equipment costs double the normal number of credits.

61 FORTUNE TELLER

One of your Heroes (chosen at random) visits a fortune teller. The teller attempts to divine the future and receives payment. Roll a D6 on the chart below:

- 1-4 The fortune teller is a hack and doesn't know what she is talking about. Lose D6x 3 gc.
- 5-6 The fortune teller has seen the future and gives you insight into your next battle. You may re-roll one missed hit next battle.

62 UNEVENTFUL**63 ILLEGAL CONTRABAND**

The Watch arrest a randomly determined warrior from your warband for possessing illegal contraband. The fighter is thrown in the gaol to await trial (often short and unfair by all accounts). Roll a D6 for the warrior. On a 5-6 he manages to escape from his cell and makes it back to the warband's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the warrior from the gang roster.

64 COUNTERFEIT

As your leader attempts to buy some equipment, the trader refuses to accept his gold crowns, pointing out that they are counterfeit. Looking through his stash, your leader finds that indeed some of his gold crowns are counterfeit. You must discard half the number of gold crowns in your treasury as a consequence.

65 UNEVENTFUL**66 CRIME**

Your leader is accused of murder and thrown into the gaol. The matter is eventually sorted out and bail must be paid. Pay D6x5 gc if you can't pay it then the leader is stuck in gaol until after the next battle.

