

# Wasteland Exploration

This chapter describes the exploration phase for campaigns set in Marienburg. The Wasteland territory surrounding the city-port is a rich resource for sites where gangs will find themselves drawn to. It should replace the exploration tables from the Mordheim rulebook.

## Finding wyrdstone or treasures

The gangsters, fortune hunters and adventurers with greater ambitions roam dangerous outlying territories. Warbands seek treasure, wyrdstone or other tainted items. In the Marienburg setting players are encouraged to pursue whichever currency best fits the warband they collect and the objectives from the plot they choose to follow.

While some warbands may search for gold and treasures, some factions have greater interest in wyrdstone or flesh! Wyrdstone is harder to come by than regular treasure. Shards of wyrdstone can be found in the vicinity of Marienburg and the evilly tainted marshlands that lie beyond the city walls.

Unless a scenario or other campaign event specifies wyrdstone has been found, then roll a D6 for each piece of treasure on all income: on a 6 it is warp-tainted wyrdstone. The tainted item can be brought to the alchemist just like a wyrdstone shard.

*"You can tell the swamp water is good for healing wounds cause of all the things living in it!"*

—Jekil Sumpfmund, Marienburg Fisherman

## Exploration procedure

1. Roll a D6 for each Hero surviving the battle without going *out of action*, plus one extra dice if you won the battle, plus any extra dice granted by skills or equipment. You must pick no more than 6 dice out of all the dice you roll.
2. Some things such as skills and equipment may allow you to re-roll dice.
3. If you roll any doubles or triples and so on then you must refer to the exploration charts and resolve any outcomes of the effects described.
4. Add the results of dice rolls together and refer to the income chart to determine how many treasures have been secured. Add these and any income acquired to your warband roster. Treasures can be sold in accordance to the rules for selling wyrdstone.
5. Roll a D6 for each piece of treasure: on a 6 it is warp-tainted. It counts as a wyrdstone shard.

### Income Chart:

|                      |
|----------------------|
| 1-5 = 1 treasure     |
| 6-11 = 2 treasures,  |
| 12-17 = 3 treasures, |
| 18-24 = 4 treasures, |
| 25-30 = 5 treasures, |
| 31-35 = 6 treasures, |
| 36+ = 7 treasures.   |

## The Wasteland

The Wasteland is a low-lying, marshy, wind-swept area extending from the borders of the Reikwald Forest in the east to the foothills of the Pale Sisters in the west, from the marshes of Grootmoers to the Sea of Claws.

It is a flat and windswept area, consisting of the Reik estuary and the salt marshes and sand flats around it. Most of the Wasteland is barren wilderness – farming on the sands is largely futile and there is no shelter from the biting winds that blow down from the Sea of Claws.

90% of Wastelanders live in Marienburg. The remaining population are scattered across the salt marshes and scrub forests; stubborn sand-crofters, hardy fishermen, grim patrols of Marsh-Watchmen, close-mouthed fensmen, wily bog hunters, and optimistic adventurers. Upon first glance, the city is in an undesirable place to be where no scholarly merchant would expect to prosper. Surrounded by miles of brackish swamp, and unhealthy delta wherein the River Reik meets the sea.

Sitting in a swampy delta, Marienburgers have suffered recurring problems with disease. Outbreaks of plague and red pox have been relatively common in the poorer districts even though sanitation is better here than in most Old World cities.

Beyond the abysmal delta, stretching from the forests of Laurelorn and Drakwald to the Pale Sisters, lie leagues of windswept sand dunes. Near the Reik or by the sea, one finds isolated farmsteads and villages that have tamed a patch of land. Settlements are few and far between in the wilderness.

Most of the Wasteland is barren and deserted. It is rumoured to be home to orcs, goblins, beastmen, mutants and far fouler creatures that haunt its most inhospitable swamplands.

The Wasteland is open moorland – Saw grass and cat-tails and stunted trees; Rough scrub, rocky hills, treacherous swamp, abandoned farms, cairns, ancient ruins, abandoned crofts, old tracks, small shelters, peasant farmers, sinkholes and mud pits in lake beds.

The coast consists of foul-smelling wetlands, endless flat swamps; brittle, knife-sharp grass, occasional leafless trees, rank spongy ground, foetid mist, populated by hungry clouds of midges and mosquitoes.

To the north lie the Tumble Downs. Outlaws and bandits prowl the Downs while highwaymen threaten commuters on Middenheim Road which serves as the main overland route between Marienburg and the Empire. To the far north the border town of Aarnau sits precariously on the edge of the Laurelorn Forest. The wood elves mind their own business.

The ancient Laurelorn forest lies to the north of the great city of Middenheim and marches right down to the shore of the Sea of Claws. Many believe that this forest is haunted and it contains very few human settlements. Superstitious folk claim that it is the last refuge of the fey Elves in the Empire and that their faerie magic and powerful illusions protect their declining numbers from harm. Most men would have nothing to do with these strange creatures and so rarely stray from the path cut by the Great North Road from Middenheim to the great city-port of Marienburg in the Wasteland.

### **Little Country**

To the south several villages and inns squat along the riverfront. The banks are patrolled by the Wasteland river watch, keeping a watchful eye for bands of pirates and smugglers with illicit cargoes. On the western bank of the River Reik is Little Country, a scrubland threatened by mutants and the creatures of Chaos inhabiting the polluted mires of the Bitter Moors. Dwindling settlements still exist in these parts, haunted by the Daemon Swamp. The remote mining village Erlach with its mostly exhausted mines are scattered across the border between the Grey Mountains and Little Country. Some of the old shafts are still worked by dwarfs.

Between the river and the Bitter Moors lies the Kleinland, an almost pleasant heath mostly used for sheep-herding: its exceptional wool is one of the Wasteland's few native exports. Even here in 'Little Country', residents keep their spears sharp and village walls in good repair.

Greenskins and worse sometimes wander out from the mountains, while the moors themselves are rumoured to hide great castles of the Fimir and vales where Chaos and mutants reign supreme. Or, so locals tell any travellers who are willing to buy a round or two of ale in the local taproom! The Old Coast Road leading north before turning west was built in ancient times by the Elves. A long stretch of the broken highway is surrounded by the Cursed Marsh.

### **Grootscher Marsh**

Psychotic outcasts and mutants becoming too altered to hide in the Warrens of the Dead Canal head for the marshes of Grootmoers. In the stinking fens of the forlorn delta the changed have no need to disguise their warp-touched selves.

Moors and marshlands lay outside of the city walls surrounding Marienburg. Twelve miles south of the city on the edge of the Cursed Marsh (as it's called among Marienburgers) is found the site of the famous defeat of an Imperial expedition launched by Prince Wilhem of Altdorf. They had been harassed by a small force of fenlanders, and were backed into a vast area of quicksand by a combined force of Marienburg river militia backed up by Sea Elf marines. Ramshackle settlements sparsely populate Grootscher accommodating fishermen and poachers, known to city-folk as Swampers. Elsewhere the swampland depths are home to mutants and cultists being provided safe haven by ancient temples and crumbling Skaven strongholds abandoned to the swamp.

## **Exploration chart**

### **DOUBLES**

|           |                    |
|-----------|--------------------|
| 1 1 ..... | Stagnant Pool      |
| 2 2 ..... | Marine Grotto      |
| 3 3 ..... | Orphanage          |
| 4 4 ..... | Whiskey Distillery |
| 5 5 ..... | Shrine of Ranald   |
| 6 6 ..... | Private Isle       |

### **TRIPLES**

|             |                   |
|-------------|-------------------|
| 1 1 1 ..... | Riverfront Inn    |
| 2 2 2 ..... | The Sickly Wood   |
| 3 3 3 ..... | Fort Beg-Bribe    |
| 4 4 4 ..... | Wouduin Tollhouse |
| 5 5 5 ..... | Rat Rock          |
| 6 6 6 ..... | Laurelorn Forest  |

### **FOUR OF KIND**

|               |                             |
|---------------|-----------------------------|
| 1 1 1 1 ..... | Ruins of Almshoven          |
| 2 2 2 2 ..... | Cursed Village of Halsdorph |
| 3 3 3 3 ..... | Mining Colony of Erlach     |
| 4 4 4 4 ..... | Pirate Town of Broekwater   |
| 5 5 5 5 ..... | Border Town of Aarnau       |
| 6 6 6 6 ..... | Market Town of Klessen      |

### **FIVE OF KIND**

|                 |                  |
|-----------------|------------------|
| 1 1 1 1 1 ..... | Tannery          |
| 2 2 2 2 2 ..... | Auction Hall     |
| 3 3 3 3 3 ..... | Trading Post     |
| 4 4 4 4 4 ..... | Lighthouse       |
| 5 5 5 5 5 ..... | Laundrette       |
| 6 6 6 6 6 ..... | Ship-of-the-Line |

### **SIX OF KIND**

|                   |                            |
|-------------------|----------------------------|
| 1 1 1 1 1 1 ..... | The Underdock              |
| 2 2 2 2 2 2 ..... | Colony of the Lady's Tears |
| 3 3 3 3 3 3 ..... | Hartshorn Lodge            |
| 4 4 4 4 4 4 ..... | Mist-wreathed Stronghold   |
| 5 5 5 5 5 5 ..... | Unseen Library             |
| 6 6 6 6 6 6 ..... | The Mouth of Morr          |

# Doubles

## (1 1) Stagnant Pool

The coast consists of endless foul-smelling wetlands. Foetid ponds populated by hungry clouds of midges and mosquitoes disperse treacherous ground in the salt flats.

Nominate one of the Heroes in the warband to scout the wetlands. The warrior must pass an Initiative test while scouting round slimy ponds of brackish water. If the Hero fails he is dragged to his demise by quicksand!

If the Hero passes then each of the warriors in the warband receives a Strength 1 hit from mosquito bites. Undead and daemons are immune to insects.

If the Hero passes the initiative test, then roll on the Herbs & Potions Chart (see Herbalist in the Marketplace).

## (2 2) Marine Grotto

Monolithic shrines occupy watery crevasses between windswept dunes, either as sacred sites to Manann or a place where pirates leave tribute to Stromfels.

Roll a D6 for each entry:

|                                  |    |
|----------------------------------|----|
| D3 Nets                          | 2+ |
| 2D6 gold crowns                  | 3+ |
| Trident                          | 4+ |
| Jewel Necklace                   | 5+ |
| Chest (roll a D6 on Cargo Chart) | 6+ |

The Jewel Necklace can be worn by a Hero in the warband. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

Roll on the Cargo Chart to see what the chest contains.

## (3 3) Orphanage

The Marienburg Home for Foundlings is an orphanage sited along the Poultice Water canal stretch. School and sanctuary for orphans, the home has a deadly secret. Some of its inmates are mutant children!

Witch Hunters visiting the orphanage search the premises. If the leader passes a Leadership test they find mutants in the basement! Distribute D3 experience amongst Heroes in the warband.

If the orphanage is visited by a Skaven or Goblin warband or a warband following the plot 'The Body Trade' they capture one of the orphans. Add the orphan captive as a hostage to the warband's roster sheet for stored equipment.

If the orphanage is visited by followers of Chaos they capture one of the mutant children instead! Add the mutant to the warband's roster sheet. This counts towards fulfilling the plot achievement for 'Gaze of the Gods'. If the warband returns to the orphanage they capture one of the orphans. Add the captive as a hostage to stored equipment on the roster sheet.

Due to the persistent pleas of the orphans any other warbands make a donation of D6 gold crowns. The warband receives the blessings of Shallya. Any model may immediately recover 1 Wound in the next battle.

## (4 4) Whiskey Distillery

An illegal cellar bar with a still has opened. The speakeasy has been secreted away in a rathskeller operated by privateers from Albion distilling their own whiskey and serving blended dregs to misfits.

Two Heroes from the warband pay the makeshift brewery a visit. Roll once on the Drinking Chart for the Gentleman's Club from Infamous Haunts. The Heroes walk out of the distillery with a barrel unless one of the warriors is placed under arrest. Roll on the Cargo Chart to see what the barrel contains.

## (5 5) Shrine of Ranald

There are no known temples to Ranald in the city. The few shrines that openly exist are careful to emphasise Ranald's role as a patron of trade. Reliquaries can be found adjoining gambling halls.

A Hero from the warband must visit the Gambling Den from Infamous Haunts. After rolling on the Gambling Chart the Hero enters a shrine. Roll a D6:

|     |   |
|-----|---|
| 1   | Pickpocketed lose 2D6 gold crowns.                                  |
| 2-3 | Find a Rabbits Foot.  |
| 4-5 | Find a Lucky Charm.   |
| 6   | Dropped purse belonging to a merchant containing D6x10 gold crowns. |

## (6 6) Private Isle

Hidden coves nestle amongst rocky promontories in the Flats. An old smuggler's corpse has washed up on the sand bar in a rowboat that may once have been seaworthy!

Roll a D6 for each entry:

|                                    |           |
|------------------------------------|-----------|
| Oars (count as a two clubs)        | Auto find |
| D3 cooking pots (count as helmets) | Auto find |
| Corpse (still fresh!)              | 2+        |
| D6x5 gold crowns                   | 3+        |
| Map of Marienburg                  | 4+        |
| Rowing boat                        | 5+        |
| Roll on the Booty Chart            | 6+        |

# Triples

## (1 1 1) Riverfront Inn

South of Marienburg, the River Reik cuts through the marshes. Riverfront inns squat along its alluvial plains. Strangers are more welcome here than in the city. Small bands of pirates prey on riverboats. Smugglers use the route to hide illicit cargoes among the tons of legitimate goods that pass along it each day.

The lookout spies a piece of freight caught in the river current. Roll on the Cargo Chart to see what type of freight is hauled out of the swell.

## (2 2 2) The Sickly Wood

At the edge of Daemon Swamp is a band of forest standing dark and ominous on the horizon. During the last Incursion of Chaos a taint spread here that has never been burned out. The Sickly Wood has a fearful reputation amongst the villages nearby as things of Chaos were drawn to it. There is unnatural life here. Face-like burls whisper with voices. Wet, dirty pink fungus pulses rhythmically as if breathing.

The spiteful trees hurl dead branches at the party. D6 Heroes in the warband receive D3 Strength 4 hits. Among the bizarre plant life of Sickly Wood is a bulbous fungus that bursts, spraying a choking cloud of spores. Boilswort bears attempt a Strength test until either three have passed on their attempt has failed. Any Hero rolling a 6 has been injured in the taint of Chaos! Any Heroes optionally touching the the encounter. Roll on the Warp-touch Chart.

## (3 3 3) Fort Beg-Bribe

In the middle of the Ois Gap at the bridge over the river squats Fort Bergbres, a former Imperial castle now run jointly by the Marienburg Directorate and agents appointed by the Duc of Gisoreux. Travellers often refer to the fort as Beg-Bribe since getting anything done requires a donation of gold to a Bretonnian official. Upstanding merchants who object to the routine practice find themselves subjected to vigorous inspections.

Roll a D6 to see if the Duc is running a campaign:  
**1 Beast Hunt!** Reports have been arriving at Fort Bergbres of a "Great horned beast in the savage wilds to the east of Marienburg." The Duc will reward anyone who slays the Beast of the Moors! Each model in the warband must take a Toughness test. When D6 warriors have passed, the beast is slain, the bounty is claimed and no further tests are required. Roll on the Injury Charts for any model failing a Toughness test. The bounty is D6 Treasures and the hide of the beast! Beast Hide gives its wearer a 6+ saving throw unmodified by Strength. It can be combined with other armour saves.

**2-5 Inspection!** Officials detain D6 members of the warband. Unless a donation of 50 gold crowns is paid to the suspicious Bretonnians the warriors miss the first turn of the next battle!  
**6 Restock Supplies!** Fort Bergbres serves as a rest station and supply post for those preparing for the long trek across the Bitter Moors. Heroes receive a half-price discount on any equipment they find at the fort!

## (4 4 4) Wouduin Tollhouse

The Tumble Downs are divided by a major highway, the Middenheim Road. It serves as the main overland path between Marienburg and the Empire. A lonely trip fraught with highwaymen! Fortified coaching inns offer passengers reprieve on their journey until the Wouduin Tollhouse is in sight at the edge of Laurelorn Forest. The route is travelled only by the bravest caravan guards and Road Wardens despite the border station on the Middenheim Road.

Pay a toll of 1 gold crown for each model in your warband. A Highwayman or Road Warden Hired Sword joins the warband.

## (5 5 5) Rat Rock

North-east of the swamps lie the low rolling hillocks known as the Tumble Downs. Dangerous country like the Downs attracts outlaws. Amongst the boggy dells, travellers find clumps of exposed rock breaking through soil like exposed teeth. Scholars argue they are the remains of ancient civilisations. The blackest reputation goes to a vast jumble of cyclopean blocks given the name Rat Rock. Climbing expeditions traverse boulders with pre-human markings to explore the crags. (Note if another play owns rat rock, ignore below and the discovering player may claim it through Stocade as normal.)

A banditti hide-out is concealed way up in the crags. The lair belongs to a brigand trio of pyromaniacs! Roll a D6:  
**1-2 Booby Trap!** The lair has been rigged with explosive charges. Resolve an exploding powder keg. All models in the warband failing an Initiative test are within the blast range.  
**3-4 Lone Gunman!** The warband is joined by a Pyromaniac Hired Sword from the Border Town Burning supplement.  
**5-6 Bandits!** The brigand arsonists are at home! Three Heroes from your warband need to pass Strength tests to overpower the bandits. Each Hero in the warband may attempt a Strength test until either three have passed on their attempt has failed. Any Hero rolling a 6 has been injured in the result. If the bandits are overpowered the warband raids their arson stash. after over taking Rat Rock, the warband may claim it as a fortified encampment. Rat Rock allows the owning player to play False Beacons Special Scenario.

Roll a D6 for each entry:

|              |           |                               |    |
|--------------|-----------|-------------------------------|----|
| Rope         | Auto find | Cathayan Candle/Firepot       | 4+ |
| Powder Keg   | 2+        | Herstel-Wenckler Pigeon Bombs | 5+ |
| Firecrackers | 3+        | Fire Bomb                     | 6+ |

## (6 6 6) Laurelorn Forest

The ancient Laurelorn forest lies to the north of the great city of Middenheim and marches right down to the shore of the Sea of Claws. Many believe that this forest is haunted and it contains very few human settlements. Superstitious folk claim that Laurelorn is the last refuge of the fey Elves in the Empire and that their faerie magic and powerful illusions protect their declining numbers from harm. Most men would have nothing to do with these strange creatures and so rarely stray from the path cut by the Great North Road from Middenheim to the great city-port of Marienburg in the Wasteland.

The warband risks having dealings with the wood elves to visit one of the few human settlements contained in the haunted forest. The forest is protected by faerie magic. This requires a Leadership test to be made by the warband leader to pass through the powerful illusions. If the test is successful the warband may pass through unscathed to reach the settlement. Humans inhabiting Laurelorn sell one of each of the following items at half-price traded from their capricious neighbours; Elf Bow, Elven Cloak, Elven Wine, Elven Boots, Blessed Stag Hide, Hunting Arrows

If the Leadership test is failed the warband encounters a troupe of glade guardians who block the path. The fey elves will not tolerate the presence of druchii corsairs. Any dark elf Hired Swords with the warband will be slain! If a Dark Elf, Goblin or warband following the 'Gaze of the Gods' plot dares to approach Laurelorn Forest they will be attacked! Each model in the warband must take a Toughness test. If 2D6 warriors pass, the elves are driven off! Roll on the Injury Charts for any model failing a Toughness test.

# Four of a kind

## (1 1 1 1) Ruins of Almshoven

The ruins of Almshoven and its light house is all that remain of a beautiful coastal port town destroyed during a Chaos invasion. The ruins are now feared as a diseased and cursed graveyard. The Coast Road passes near this desolate blighted ruin and those who have set eyes on the place have nightmares for years after. Ships avoid the southern side of the Manannsport for fear of the rocks and the curse! Those who pass within sight of the port have said at night there are ships afloat in the harbour and the occasional sound of laughter and music can be heard over the waves.

The warband is joined by a Bard Hired Sword with his accursed instrument, typically a fiddle or a flute! He forms a 'Blood Pact' with the warband.

Unless they are following the 'Guarding the Peace' plot then warbands can choose to despoil burial mounds while exploring the ruins. Roll once on the Grave Robbery Chart for each Hero in the warband.

## (2 2 2 2) Cursed Village of Halsdorph

Once prosperous, Halsdorph a beautiful town of 2,500 souls is now a depressed community haunted by morbid dreams from the nearby Daemon Swamp! Since the Night of Terror when the earth shook and the best fields sank it is a place of decay.

Sorcerous hallucinations lead warriors to despair and to suffer from night terrors and strange visions! Each Hero in the warband must take a Leadership test. Roll on the chart for the Dream Parlour from Infamous Haunts for any Hero failing the test.

## (3 3 3 3) Mining Colony of Erlach

Other than the mining town of Erlach, the foothills of the grey mountains are only sparsely inhabited by lonely shepherds, hopeful prospectors, religious hermits and ragged outlaws who prey on the road traffic. Old exhausted mines are scattered amongst the hills and mountains, some still worked by the Dwarfs, but most of them long since abandoned for better prospects elsewhere.

Roll a D6 for each entry:

|              |           |                            |    |
|--------------|-----------|----------------------------|----|
| Rope         | Auto find | Pair of Mules              | 4+ |
| D3 Pick-axes | 2+        | Mine Cart (counts as cart) | 5+ |
| Powder Keg   | 3+        | Prospector Hired Sword     | 6+ |

If the old Prospector crosses your path then he automatically forms a 'Blood Pact' with the warband!

A warband visiting Erlach may choose to play the special scenario: Colony of Plenty.

## (4 4 4 4) Pirate Town of Broekwater

North of the city walls along the Old Coast Road to Bretonnia is a fishing village with a sinister reputation. Broekwater and the few run-down inns in its area are suspected criminal haunts. The Grey Mist gang of smugglers is rumoured to make its base here, and whispers mark Broekwater as a centre of the banned cult of Stromfels. While traders in Marienburg regularly complain about the criminal activities centred on Broekwater, the lack of any action by the Directorate has led many to speculate about some sort of official backing from one or more of the Great Houses.

Warbands involved in piracy can use the swampy retreat as a convenient stopover. Pirate warbands or followers of Chaos search for rare items as normal in the post battle sequence. For any one rare item that was found, that item counts as what merchandise was being smuggled by the Grey Mist gang! The gang's stash contains multiple copies of the item. The Hero who searches and finds the item can buy an additional D3 of these items from the smugglers stash.

Witch Hunters along with other law enforcement constabularies visiting Broekwater will not receive such a warm welcome! A well-equipped militia of angry locals with a shambling gait greets the party to refuse entry.

## (5 5 5 5) Border Town of Aarnau

Aarnau is a large fishing and farming village on the shore of the Sea of Claws. This border town at the far north of the Tumble Downs is the home of the last remaining noble in the Wasteland, Baron Martinus van Buurens. The population of 400 includes a 150 man militia drilled constantly by the Baron. Just what threat they guard against is an amusing mystery to Marienburgers, since the Elves of Laurelorn mind their own business and the Empire is hardly likely to march an army through this isolated corner of the Old World.

The old codger has spent so much money on uniforms and equipment over the years that the men of Aarnau are known throughout the province as the 'Wasteland Peacocks', though none who have seen them repel bestial invaders in the northern Tumble Downs will say that to an Aarnauer's face!

Human, elf and dwarf warbands are joined by one of the Wasteland Peacocks. The Aarnauen veteran counts as a Freelancer Hired Sword.

Other warbands get the opportunity to sack the town! For each Hero in the warband roll a D6:  
1. The Hero is caught in the attempt by town militia, roll on the Serious Injury Chart. 2. Find 2D6 gold crowns. 3. Steal a sacrificial goat! 4. Capture one of the townsfolk as a hostage! 5. Requisition a rowboat plus a fish-hook shot. 6. Roll on the Cargo Chart; re-roll if the result is 1.

## (6 6 6 6) Market Town of Klessen

At the edge of the Little Country where the Bitter Moors begin, a great road runs from Marienburg to the Bretonnian city of Gisoreux, from which many in the agricultural town of Klessen make their living by trading livestock and providing rest and refreshments to travellers going either way.

Human, elf or dwarf warbands are joined by a Merchant Hired Sword with D3 bodyguards. If the warband already has a Merchant then he gains an outfit of D3 bodyguards.

Other warbands get the opportunity to ransom the market! For each Hero in the warband roll a D6:  
1. The Hero is placed under arrest by the town's watch. 2. Plunder a Treasure. 3. Rustle a prize bull or a wild pig! (counts as a War Boar) 4. Seize a villager as a captive! 5. Hijack a hay wagon (counts as a Trade Wagon). 6. Pillage the town's armoury. The armoury contains D6 hand weapons plus D6 handguns. If the dice result makes up a double, roll once on the Custom Weapons Chart.

# Five of a find

The following entries represent exclusive Marienburg locations. Only one warband can possess each type of *encampment*. If the same exploration result is rolled by another player then the *encampment* should be contested between the two warbands in the next round by playing Scenario 10: The Sting.

## (1 1 1 1 1) Tannery

The Tanney on Tanners Alley is secretly a flesh house with links to a Cult of Slaanesh. the encountering Warband leader gains a random Chaos gift from the Graces of Shornaal (see Corrupted Characters chapter) and the Tannery as an *encampment*.

The Tannery allows the owning warband to roll on the Tanner chart (Result 4) within the leather goods table of Infamous Haunts

any warband following Drowning the witch will instead burn the tannery to the ground and gain 150gc.

## (2 2 2 2 2) Auction Hall

The Auction Hall can be used to sell any number of rare items, but once auctioned they must be sold regardless of the roll.

Roll a D6 for each rare item being sold. Auction Hall counts as an *encampment*.

### D6 Result

- 1-2 Half the items base price
- 3-4 The item's full base price
- 5-6 The item's full price plus half

## (3 3 3 3 3) Trading Post

*The warband comes across a ruined trading post. Despite its tatty condition it has not been destroyed so could potentially be re-established.*

Searching the trading post for some valuable remains the warband finds D3 Swords, D3 Helmets, D3 suits of light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols. In addition, any warband may restore the trading post. A player doesn't have to decide whether they wish to restore the post immediately. They may return at any time between battles if they wish until such a time that another warband finds and restores the trading post.

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

A warband controlling the restored trading post rolls 3D6 to determine the experience of the henchmen available for hire after the battle. As a bartering point for many exotic goods they get +3 when searching for rare items.

If the warband is following the 'Ten Great Families' plot, they get +D6 campaign points once for rebuilding the trading post. Trading Post counts as an *encampment*.

## (4 4 4 4 4) Lighthouse

*This used to be a Temple of Manann set on a rocky promontory. The beacon in the lighthouse tower should still be lit at night as a warning to any wayward ships passing by. Extinguishing the light in stormy weather conditions gives wreckers the only excuse they need to plunder trade vessels. When a ship runs afoul of wreckers their cargo can wash up on the rocks.*

Lighthouse can be used if the warband has a boat. During the Trading phase of the post battle sequence three Heroes may scavenge on the rock instead of searching for a rare item. Make D3 rolls on the Cargo Chart to see what types of freight crash down onto the rocks from amongst the waves. Lighthouse counts as an *encampment*.

A dispute over a Lighthouse should be fought using Scenario 5: Stockade if boats can be used by the warbands to reach the island where it is bastioned. The maximum number of models deployed in the scenario will be determined by how many models the boats can transport for each warband.

## (5 5 5 5 5) Laundrette

The laundrette is a front for a drug lab, it counts as an encampment, after every battle roll a D6 for Drugs by referring the Grave Robbery Chart in the post battle sequence. One free dose of drugs is available. The warband may exchange a Cathayan Silk for D3 doses of the same drug. As many doses can be taken as Cathayan Silks are being exchanged.

## (6 6 6 6 6) Ship-of-the-Line

A ship-of-the-line is a small ship to be used in battles! The ship can be crewed by every model in a player's warband including any cargo and objective markers.

If a second warband rolls the same result then they charter a ship from a pirate captain to contest the *encampment* between their two warbands. The dispute is settled in the next round by playing the special scenario: All Hands On Deck!

# Six of a kind

## (1 1 1 1 1) The Underdock

Most of Marienburg goes about its business, unaware of what transpire below their feet on the Underdock. The Underdock is an open secret... an artificial world beneath the massive docklands that occupies the city's northern coast. Built in an ad hoc fashion by generations of smugglers, merchants, pirates and beggars, the rickety wooden walkways spread like a massive spider's web beneath the docklands, cutting between the shallows and the surface. Stairs, ladders, fishing nets and overturned dingbies occupy the spaces between wooden planks, and formed natural landmarks. The air is muggy and thick with sea-salt. Barnacles cluster in patches like moss and things move beneath the water. Things most smugglers don't particularly like to think about.

Made up of condemned prisoners, mercenaries and disgraced watchmen, the sewerjacks patrol the Underdock as well as the sewers and under-canals of Marienburg. Wooden walkways lead off from the understructure into grimy waters beneath the embankment.

your warband sets up a shady deal with one of the underfolk. you can find anything you want down here. choose any item from the unknowable cargo list, market place or infamous haunts. you may purchase it from the Underdock without need for rarity roll, but the item will cost its full price+D6x25. this deal is available for 1 item only but does not need to be redeemed imediately, any time you are able to purchase equipment you may cash in your favour and buy the item.

## (2 2 2 2 2) Colony of the Lady's Tears

Leaving the highway and approximately a week's journey cross country is an unusual sanctuary. Passing through the odour of decay in Sickly Wood will reveal wood frame biers bearing corpses in a macabre cemetery. Large crows pick at suspended bodies in thick fog outside a stockade; the Colony of the Lady's Tears, Shallyan's hospice in the Wasteland. The remote moorland settlement is run by Sister Astrid von Nimlsheim as a refuge for mutants seeking salvation. The excommunicated priestess was considered to be a heretic by her Shallyan order before leaving Marienburg.

A warband arriving at the Shallyan refuge may choose to play the special scenario: Colony of Plenty. The following few changes must be made to the scenario conditions.

Wandering Monsters are replaced with deadly fauna! Roll a D6 to find out what one of the warriors in your warband has encountered. Determine a victim at random.  
**1-2 Boilswort.** Dirty pink fungus on deformed trees releases spores tainted by Chaos. Boilswort infestation causes Neiglish Rot. The model becomes infected unless it passes a Toughness test! Undead models are not affected.  
**3-4 Blood Sedge.** Man-eating plants native to the Cursed Marsh. Refer to Carnivorous Plants on page 81 of Border Town Burning supplement).

Replace 'Sleeping Monster', 'Bat Cave' and 'Powder Store' with 2D3 mutants. Roll on the Random Mutation Chart to see what mutation applies to each group. 'Gold Rush' is replaced by Shallyan Serum. 'Greater Artefact' is replaced by the Divine Relic, **Blessed Instruments of Thaumaturgy** and its product - **Shallyan Serum**. these are treated exactly like Greater Artefacts for all purposes except for Plot requirements.

**Blessed Instruments of Thaumaturgy.** A set of consecrated implements including blessed thaumaturgical instruments. This alchemical equipment is secretly used by members of the Shallyan church who preserve corpses of priestesses. By sparingly harvesting a gel substance from the sacred flesh of stored bodies using holy relics it has been possible to create a rejuvenating elixir which can restore vitality among the aged and return the infirm to full health.

The Blessed Instruments come with 1 dose of Shallyan Serum. further doses may only be "harvested" from the bodies of dead priests. any battle that the warband possessing the Blessed Instruments took part in in which a priest died permantly after the match, the warband gains 1 does of Shallyan Serum.

**Shallyan Serum.** Scrapped off the flesh of preserved bodies from deceased priestesses, the serum is gelatinous goo harvested to help the church in times of dire need.

The Shallyan Serum is able to heal any Hero of all previously suffered Permanent Injuries, strike all injuries from the heroes profile. the serum may also raise a deceased hero back to life but only at the precise time of their death. if a hero rolls 11-15 Dead, or is sacrificed, hung or sold into slavery, when the warband is in possesion of the serum, you may treat the result as Full Recovery and the warrior is returned to their warband.

## (3 3 3 3 3) Hartshorn Lodge

The liberal view of Marienburgers towards the use of magic has turned the city into a refuge for those wishing to practice their aethyric talents without the constraints of Imperial law. It is a natural byproduct that some of these free-thinking dabblers come across Chaos and Dark Magic in their studies. Unfortunately, Marienburgers share the same view on the Dark Lores as their narrow-minded Imperial cousins, and allow witch hunters to operate unfettered in the city. As a consequence, the sophisticated Marienburg warlock requires a place where he can safely study the alternative lores without risking meddlesome interference from the authorities. Such a haven can be found along a stretch of isolated coast, several leagues northeast of Marienburg. On the surface, the Hartshorn Lodge functions as a hunting and fishing retreat for the Marienburg gentry. The extensive lower dungeons and massive occult library suggest other activities, however. The Hartshorn Lodge is a place where the urbane warlock can study the Dark Lores in peace and share discoveries with like-minded fellows. As a service to its members, the lodge also employs a team of grave-robbers to keep its pantry stocked year round.

A Warband that discovers the Harshorn Lodge may learn their darkest ritual. By paying D6Cp and 200 gold coins the Lodge will teach the Warband how to create a Summoning Circle to bring forth Ark'il'hes, a dreaded Daemon Prince of Arkhar, who ascended and brought destruction down on Cathay 100 years prior. rules for using the circle and summoning the Prince are listed in the Dramatis Personae section.

If the Warband follows either the "Drowning the Witch" or "Keeping the Peace" Plots or does not contain a wizard, they may choose to burn the lodge to the ground and gain D3+1 Cp.

#### (4 4 4 4 4) Mist-wreathed Stronghold

*The lair of the daemons sat upon a large hill that reared from the benighted marsh. Towering menhirs carved with spirals, circles and one-eyed monsters, standing as grotesque monuments puncture the sodden gorse of hills among the marshes, ponds and creeks.*

D6 randomly determined models from the warband must pass an Initiative test, or be dragged to their doom by the monstrous Fimir lurking in the mist. Remove any doomed models from the warband roster sheet.

If a Skaven, Beastmen warband or followers of Chaos survive a Fimir attack with their leader unscathed they may claim the stronghold. Mist-wreathed stronghold counts as an encampment.

Chaos warbands who have at least once Mutant Child in their possession, suddenly realize one of the childrens importance when they take the stronghold. the Child now counts as a hero, with the stats of the warbands cheapest hero. the Child immediately gains 10xp and all relevant level ups. the child also gains 2 random mutations. when the warband receives a mark of chaos, the child will receive the other mark (i.e. if the leader gains a mark of arkhar, the child will receive the wizard mark. if the leader is a wizard, the child will receive the applicable warriors mark.)

If a Fimir warband reaches the stronghold a Young Noble may claim it as his lair. The Hero must now become the warband leader, ascending to become a Noble! The Noble gains 10 experience points and counts as a large target.

#### (5 5 5 5 5) Unseen Library

*Divining the location of a sunken repository containing a valuable grimoire, the warband uncovers a drowned collection of profane texts and arcane books. An expedition across the Reik Estuary brings the fortune seekers to the greatest archive of lore in the world that scholars have ever known. Even though the Unseen Library has been flooded and most of its knowledge has been lost to the tides, the Heroes can dive for sunken arcana. The library contains scrolls wrought in metal ore or stone tablets, profane tomes bound in leathery watertight skins, magical parchments bound by mystical enchantments and more.*

a Warband that discovers the Unseen Library has several options; If the warband contains a wizard hero or hired sword, they may attempt to gain the knowledge trapped in the books but at a cost - if they are able to pass a Ld test then they may deduct D3 campaign points to roll on the below chart;

##### D6 Result

1-2 the wizard learns 1 random chaos ritual

3-4 the wizard learns 1 random Necromancy spell

5-6 the wizard learns 1 random Ritual of Dhar.

their education has begun, after each battle, rather than searching for an item or visiting a location, the wizard may return to unseen library and learn another spell from the list they first rolled for. once they have learnt every spell from that list they graduate to full membership and from now on get +2 to every spell casting attempt.

If the Warband follows either the "Drowning the Witch" or "Keeping the Peace" Plots or does not contain a wizard, they may choose to destroy library and gain D3+1 Cp

#### (6 6 6 6 6) The Mouth of Morr

*A secret tunnel near the fishing village of Fauglimere (beside a distributary of the Reik that flows into the Cursed Marshes) bypasses Marienburg. Built long ago by dwarf smugglers, the tunnel was used to bypass the taxes and tariffs imposed by the elf colony that once stood where Marienburg does today. Old maps of the region, some dating back to when Marienburg was still an elf colony, suggest a series of connected routes through the area. A skilled boatman with knowledge of maps and the smuggler's tunnel might be able to navigate from the Reik along the River Bach, through the Mouth of Morr, straight out to sea (and back) without needing to portage, traverse sandbars or stop for any reason. The tunnel bores through the hilly country northwest of Fauglimere known as Hohlenbugel, and is some eight or ten miles in length, before opening back into the brackish swamp called the Cursed Marshes and following a nameless river to the ocean. Caves on either side of the tunnel are cleverly concealed by scrub and the folds of the land, and their precise location is not widely known. The Mouth of Morr has a grim reputation that the local*

*smugglers do nothing to dispel. The tunnel itself is a closely guarded secret, known only to a few smugglers. Should the druchii corsairs learn the nature of this tunnel, then the dark elf slavers will be able to strike at the heart of the Reikland with impunity. Entire villages will vanish, and given time a dark elf fleet might lay siege to Altdorf itself!*

The Mouth of Morr can be used to ship rare items out of the city. A Hero can visit the Mouth of Morr in the post battle sequence to sell any rare items at their full value.

If a warband is following 'The Secret Deal' plot, the Mouth of Morr can be used to smuggle any rare item that was being appropriated by the League of Gentlemen Entrepreneurs.

The Mouth of Morr can be used to move hostages out of the city. If a warband is following 'The Body Trade' plot, the Mouth of Morr can be used to transport *captured* models out of the city. Two warriors (including at least one Hero) miss the next battle while transporting any number of *captured* models. For each *captured* model smuggled out of Marienburg this way, the number of hostage objective markers required to be moved through the Grand Sewer Network is reduced by one. When the player has accumulated 40 CP's if 12 *captured* warriors and stragglers have been sent through the Mouth of Morr the body trader is declared winner of the campaign.

If two or more warbands discover the Mouth of Morr then neither side can use it to transport.

# Marketplace

## Worlds Market

Marienburg is a maritime trading nation. Merchants, peddlers, tinkers, swindlers and shoppers line the streets of the thriving port-city where Marienburg gold guilders are of equal value to the Imperial currency of gold crowns.

The Craftsmarket, Dwarf's Hold, Nippon Town and Potion Square in the South Dock are just a few areas of the city where houses of mercantile commerce are run by charlatans, forgers, pawnbrokers, criminal alchemists and herbalists. Shipping companies and major smuggling operations supply Marienburg's business traders meaning anything imaginable might be found in stock.

The Freetraders of Marienburg are the most prosperous merchants in all the Old World. Through their hands pass goods from all points of the compass: spices from Araby, silks from Cathay, weird beasts from the Southlands and strange metals from the savage shores of Norsca.

*"The joy of the market place is that you pay for what you get. The curse of life is that you get what you pay for."*

— Strigany saying

## Exotic Boutiques

All kinds of additional services can be rendered by making a special location visit to business establishments, with some dealers being more transparent in their affairs than others. Salubrious enterprises with a reputation for square dealing are found scattered around the city.

*"If you can't find it in Marienburg it doesn't exist. Everything in the world passes through here sooner or later."*

— Kris Goudriaan, Wizard Adept

After engaging in martial conquest a soldier can usually be found carousing in dens of vice. Where as some heroes of the Empire are renowned for their indulgence not all lead a hedonistic lifestyle! While one adventurer might lay with a doxy in a bordello bed after drinking himself into oblivion, another is out searching the marketplace for supplies. Frequenting armouries, emporiums and boutiques is a great opportunity to place orders for scarcely seen items and enhance or repair damaged vehicles.

**During the Trading phase of the post battle sequence Heroes may visit one of the many retailers and service providers in the Marketplace instead of searching for a rare item.**

Skaven, Beastmen, Fimir, Orcs and Goblins may not visit the Marketplace or Infamous Haunts, except for when visiting an Alchemist or an Apothecary.

## Sites of Salvation

*Priests attend to local shrines, serving the parish by ministering congregations in their places of worship. There is a large temple to Sigmar in Marienburg, but this is one of the rare cities outside the Empire to have one. Shrine clubs are discreetly maintained by clergy of Ranald. All other faiths receive decadent representation in Temple District.*

**If there is a human Priest in the warband, during the Trading phase of the post battle sequence a single Hero may visit one of the sites of salvation in the city instead of searching for a rare item.**

**Old Shrine:** At the behest of the priest your Hero takes a free vial of Blessed Water before the battle.

**Temple:** Priests visiting their respective temples, tabernacles, and monasteries to pray during the post battle sequence may receive +1 to the casting of any prayers during the next battle. A compulsory donation of 5 gold crowns is required upon each visit, when seeking spiritual guidance to help mete out the boons or punishments of their patron.

**Hospital:** Any injured Hero visiting a Shallyan hospital improves the chance of recovery by adding +1 to any subsequent dice roll made on the Surgery Charts.

## Potion Square

*Just off Potion Square on Dock Road is the alchemical laboratory and observatory of Wilhelem Rotkopf, the Master Alchemist, who does occasional private business with Hans Kluger. Science of sighting the heavens using brass astrolabes and polished lenses, understanding that celestial signs and augurs accompany the deathless ones...*

*On the corner of Silver Street and Potion Square stands a small building with a strange sign hanging outside – a crossed saw and knife. Next door to Kluger's Emporium is the surgery of Doktor Markus Puttlangs. The surgery is also known as Puttlang's Chamber of Horrors.*

The rules for visiting an **Alchemist** or an **Apothecary** can be found in the 'Corrupted Characters' chapter.

*"There is pain in the ruling house of Xerxes, and both Tiamut and Darios, Sons of the Morning, draw hooked blades against each other. Eh! It is seen and written in water."*

— Master Ebn Al-Azir, Alchemist

A commercial review of the busiest outlets for mercantile activity drawn from amongst a great many trade houses and flea-market stalls found in and around the city squares of a metropolis by playwright, street performer and suspected werecreature Stuart Cresswell.

## Cartographer

*Mapwrights of Luigi's Town can help with exploration because they carry a great many atlases, star-charts and navigational parchments. The cartographer is also a wealthy resource for titbits of information that he is willing to sell. A lot of it is useless but not all.*

If you pay 15 gold crowns he will divulge some of his expertise. Roll a D6 on the following chart.

### D6 Result

- 1 **Red Herring:** You roll one less Exploration dice after the next battle.
- 2 **Slippery Counsel:** You must choose one Exploration dice result to remove from your score after the next battle.
- 3 **Fishy Advice:** The directions given were utterly useless but on a D6 roll of 4-6 your warband has obtained a compass.
- 4 **Local Rumour:** You may re-roll one of your Exploration dice after the next battle.
- 5 **Legend Has It:** You may increase or decrease the result of one Exploration dice by 1 after the next battle.
- 6 **Souvenir:** The mapwright is convinced to part with a remarkable piece from his personal collection. Roll another D6:  
**1-3 Marienburg Map.** This map is exactly the same as the Mordheim Map from the Mordheim Rulebook.  
**4 Ratskin Map.** When a Hero with the Ratskin Map enters an *unexplored* tile first in underground scenarios, you can re-roll what tile is being placed. The result of the re-roll must be accepted.  
**5 Satchel of Maps.** One Hero from a warband carrying the Satchel of Maps may take a Leadership test after each battle in which he was not taken *out of action*. Success will allow him to modify one exploration dice by +1/-1.  
**6 Star-Chart.** An accurate navigator's plan can be used to pinpoint locations. One Hero from a warband in possession of the Star-Chart may take a Leadership test after each battle in which he was not taken *out of action*. Success will allow him to change the result of one exploration dice to a score of his choice.

## Fletcher

*The fletcher is a master at making bows and arrows, along with some other missile weapons.*

When you visit a fletcher you may pay 5 gold crowns for Heroes to add +2 to your Search rolls when trying to find missile weapons or arrows. Once a Hero finds an item the modifier no longer applies. Blackpowder weapons cannot be bought from the bowyers.

## Instructor

*Expertise can be learned by hiring an instructor at an academy of learning, school of gunnery & marksmanship or a combat training camp like Monnik's Pit Fighter School. Mystical fighting styles can be practiced in a dojo of the martial arts in Nippon Town. Tutelage from masters of war comes at a steep premium.*

Note that these special skills can only be acquired through gaining experience points.

Any Hero can miss the next battle and pay 150 gold crowns in tuition fees to learn how to shoot. The Hero may choose 'Weapons Expert' from the Shooting skills list when he gains a new skill instead of normal skills.

Any Hero can pay 100 gold crowns to learn one of the skills detailed below. The Hero may choose from the following skills when he gains a new skill instead of normal skills; Expert Swordsman, Haggle, Pit Fighter, Acrobat, Energy Focus, Swashbuckler.

**Energy Focus:** If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The Hero may sacrifice any number of attacks this way.

*"Never underestimate the power of innocent blood."*

— 'Iron Man' Vukotich, Instructor and Retainer to House von Mecklenberg

## Dwarfen Forge

*Hearty armour smiths work metals at the smithy in Dwarfs Hold borough where they fashion all kinds of ores into a variety of useful items. Dwarf artificers from House Fooger mainly create weapons and armour. The quality of workmanship of Dwarfen forges is the greatest in the world.*

When visiting an armour smith you may pay a tariff of 10 gold crowns for Heroes to add +2 to your Search rolls when trying to find gromril armour or close combat weapons forged with gromril. Once a Hero finds an item the modifier no longer applies.

The first time a Hero visits the forge there is no tariff to pay if he is a dwarf!

## Magician's Workshop

*Rogue wizards and alchemists do highly secret business with magic workshops like the one Jeremias Qualk runs in Potion Square, when in desperate need of rare or illegal components for a process. They are places where information circulates about powerful arcana when it falls into the wrong hands.*

Any spellcaster will find this to be a suitable supplier of arcane items. Roll 2D6 on the Arcane Items chart when a Hero who is a wizard visits the Workshop to see what item the magician currently has in stock.

# Arcane Items Chart

Availability: Rare 15

## 2D6 Result

### 2 enchanted egg

200 gold crowns

*Due to magical properties of the egg, the creature rapidly matures!*

Roll a D6 after the battle to see if the egg hatches.

## D6 Result

- 1 **Prehistoric Lizard.** A carnivorous lizard hatches like some Lustrian beast of legend. The lizard bites the warband leader who discovered its egg before escaping into a sewer drain! The warband leader takes a Strength 5 hit. Saving throws and injuries are resolved as normal. If the warband has a Beastmaster or Lizard Tamer then the lizard fails to escape. Use the Sewer Lizard characteristics and rules in Scenario 8.
- 2 **Haute Cuisine.** One of the warriors cracks the shell open to cook up a huge omelette for his comrades! If the warband sells Treasures after the battle, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead).
- 3 **Cold One Beasthound.** See Dark Elf warband in the *Cities of Gold* supplement.
- 4 **Cold One.** See Mordheim Annual page 70
- 5 **Fledgling Griffon.** Young griffons are great beasts (See Mordheim Annual page 35)
- 6 **Baby Dragon.** Young dragons are great beasts (See Mordheim Annual page 35) Dragon breath is able to set on fire targets.

If a warrior in the warband has the Beastmaster skill or the appropriate Animal Handling skill to tame the beast then it can be included in your warband.

### 3 hourglass

165 gold crowns

*Ancient hourglasses are believed to prolong life. Such a storied time-keeping artefact is said to contain as its measuring sand the dusty remnants of a dead god of old, and a scholar can spend much of their life studying its mysteries. The bearer of Death's Timekeeper holds fast in the face of uneven odds, a symbol of defiance and stubbornness. Powerful enough magicians have perfected some limited measure of control over time and death itself!*

Once per turn, the player can re-roll a single dice of their choice involving the Hero. If this re-roll is not used, at the beginning of the next recovery phase the Hero may recover a wound previously lost in the battle. The hourglass bearer is immune to the effects of being All Alone.

### 4 unicorn ivory

85 gold crowns

*The most valuable ivory comes from the horn of a Unicorn Mare. The ivory holds magical properties to a magister who seeks it.*

It contains silver which is harmful to vampires. Any warrior who wounds a vampire with a thrust from the ivory horn of a unicorn causes a critical hit.

### 5 talismans

125 gold crowns

*A Hero procures a talisman made of magical stone.*

Roll a D6 to see what kind of talisman is discovered.

## D6 Result

- 1 **Wyrdstone.** Strange rock steeped magic. Roll on the Evaluation Chart in Corrupted Characters to see if the stone has powers.
- 2 **Blood Stone.** A malice inspiring stone exists in the darkest catacombs beneath the city. A magic stone coveted by those with appropriate knowledge of the arcane to summon daemons! Feuding cultists of Khaine, Khorne and other fortune seekers are climbing over each other to possess a chunk of this stone. Its material could warp-taint the bearer into becoming a pawn of the God of Murder or the Blood God. The Hero takes on lupine, vulpine or canine aspect, giving him a bite attack. If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+. If any warband leader carries a Blood Stone then the warband automatically offers refuge to warriors developing mutations. Even witch hunters will harbour mutants in secrecy!
- 3 **Toadstone.** The rare stone is a ward against disease, poisons, magic and evil spirits. A toadstone provides a +1 modifier to Toughness tests against disease, poison or magic. Undead creatures received -1 to hit a Hero carrying a toadstone.
- 4 **Luckstone.** Charged with divinatory power, luckstones are used by wizards manipulating the delicate balance of the Winds of Magic. They are also believed to provide a boon when worn as talismans. A warrior who carries this stone may re-roll any dice roll he makes once per game.
- 5 **Dawnstone.** An enchanted stone that has the power to undo the effects of magic! Re-roll armour save throw. Any spell that would target the affected area of the wearer has the difficulty of casting increased by 1.
- 6 **Power Stone.** Possessed of a pre-natural energy, it is capable of sustaining a spellcaster who draws from its power. Roll 3D6 when casting a spell to determine the difficulty result. It can only be used once during each battle.

### 6 steel cloth

75 gold crowns

*A magic shirt enchanted to be as strong as steel.*

This can be worn under normal armour to add a further +1 to armour save to the wearer or can be worn on its own giving the wearer a 6+ save. This item is destroyed if the Hero wearing it is ever set on fire.

## 7 magical scroll

75 gold crowns

A Hero uncovers a magical scroll written by a wizard from Baron Henryk's College.

Roll a D6 to determine what kind of scroll is discovered. The scroll can be read by a wizard during a player's shooting phase and once used crumbles to dust in the reader's hands.

### D6 Result

- 1 **Inferno Scroll.** The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3" of the reader will take a Strength 4 hit and be *set on fire* on a 4+ regardless of the hit causing a wound. The reader suffers a Strength 2 hit.
- 2 **Jade Scroll.** Written on a large leaf the jade scroll glows with the magic of life itself. A friendly model within 6" can restore all lost wounds and recovers from being *knocked down* and *stunned*.
- 3 **Blizzard Scroll.** Once read, a blizzard arises. For the next D3+1 game turns heavy snow falls while a blasting wind hammers the battlefield. If a model chooses to cast a spell or shoot at a model when nothing within 6" surrounds it (no models, no terrain features higher than 1") then roll a D6: on a score of 1 or 2 it misjudges the range and cannot shoot or cast a spell this turn. Spells affecting all models in a certain range still work. Due to the torrential snowfall the warriors can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons (except for blunderbusses) is reduced to 10" and no model can charge enemies that are further than 10" away. Modifiers still apply when shooting at long range. Note that the Eagle Eyes skill cannot be used to increase the sight of warriors caught in a blizzard. All attempts to leap over a gap or to perform a jump attack suffer a -1 Initiative modifier. The same applies for climbing attempts. Jumping down suffers no modifiers.
- 4 **Sunlight Scroll.** The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn receive an additional -1 modifier to hit and all undead, daemons or possessed models will take a single Strength 2 hit with no armour saves allowed. Undead warbands and followers of Chaos may not use this scroll, but if they happen to acquire one, they may destroy it granting the leader +1 experience. In addition, during this turn any adverse weather effects can be ignored.
- 5 **Amethyst Scroll.** The smell of death is all around, as an incantation inked upon the hide from a beast of is unfurled. The scroll can be read during a player's shooting phase by a wizard and once used crumbles to dust in the reader's hands. An enemy model within 8" takes D6 Strength 3 hits.
- 6 **Metal Scroll.** Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10" must pass an Initiative test or be unable to strike any blows in close combat this turn.

## 8 tarnwine

75 gold crowns

Wine and water imported from the Black Tarn outside Vimera in the principality of Khypris in the Border Princes. Tarnwine has incredible cleansing properties. It is used to fight the taint of Chaos in its many forms.

Acts as a cure for Neighish Rot or a means to exorcise daemonic possession – removes a Dark Soul mutation from a warrior in your warband. Acts as holy water would against undead, when used against daemons.

## 9 ice gem

75 gold crowns

This blue gem has a constant aura of cold about it.

During the shooting phase the gem can be pointed towards an enemy within 8". An icy wind chills the target doing D3 Strength 1 hits. The model wearing this can also never be *set on fire* but can take damage from fire sources as normal

## 10 Nehekharan fire

100 gold crowns

Small spiked sphere loaded with an explosive concoction capable of melting flesh from bone! The terrible mixture for Nehekharan Fire is one of the oldest and most closely guarded secrets of the ancient and eldritch Alchemists' Guild. Kept imprisoned within an iron flask, once exposed the gooey, syrup-like nasaalm will weaken its container to the point of brittleness before exploding into flame, immolating everything caught in its blast.

Nehekharan Fire can be thrown in the same way as blessed water. Any model hit by Nehekharan Fire is *set on fire*.

## 11 mummy dust

150 gold crowns

A sacred urn containing mummified remains in ashen powder. Using powdered mummy remains, allows a Necromancer or Acolyte of the Dark Arts to summon a powerful undead warrior to do their bidding! Sprinkling dust from the urn releases a tiny amount of essence belonging to the mummy.

Wizards with the Necromancy skill can use dust from the urn to summon a Tomb Lord! The difficulty of the spell to summon the mummy is 9+.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Mummy   | 4 | 4  | 3  | 4 | 5 | 3 | 3 | 2 | 8  |

## 12 greater artefact

Rumours have circulated that a legendary artefact has arrived in the city. It has fallen into the hands of the Thieves' Guild. The proprietor of the magic workshop claims to have solid information that could lead to a secret deal with the Guild members.

In exchange for the information, the Hero must donate a magical item or an arcane item to the Magician's Workshop that was not previously purchased from the store.

Next time you roll on the Arcane Items Chart that is not as a result of visiting the Magician's Workshop, roll on the Greater Artefacts Chart instead. Additionally if another player's warband possess a Greater Artefact they must reveal its identity to you!

## Animal Emporium

For those seeking the perfect pet, whether for companionship or to follow the latest fashions, there is no better place in Marienburg than 'Priceless Friends', the exotic pet emporium located on the Grand Circle canal.

A menagerie of the strange – Short of Arabyan Sphinxes, potentially any creature from around the world can be purchased.

Here one may find unusual animals from all over the world, from trained Kislevan mink and hairless Arabyan racing dogs to stranger creatures from the interior of the New World and Cathay. Though friends are priceless, Sumieren Imlordil will provide any animal if the money is right! Need a companion? A pet to suit every owner – Norse bloodbounds, Imperial bearbounds, Bretonnian blue sheepdogs, Tilean hunting dogs, Mukkhai desert-bounds, an Arabyan jackyl, or perhaps an Ebonian lion.

Any Hero seeking to invest in speciality animals can visit the Exotic Animal Emporium in Elf Quarter. A lowly muleskinner would be hard pushed to resource such unusual companions as can be found in stock or ordered from Priceless Friends!

Visiting the Animal Emporium reduces the difficulty of finding an animal by adding a +1 modifier to all dice rolls made by the Hero in subsequent visits. The diminishing rarity of the animal being ordered represents the effort made by the dealer to complete the purchase. Eventually the dealer would be expected to resource the animal.

When a Hero places an order on his first visit, either choose one of the animals or ridden mounts listed on the Pricing chart or roll 2D6 and consult the Speciality Animals chart. Once the animal has been chosen (or rolled for) the Hero has entered into an agreement with the dealer. The agreement means that the Hero must buy the animal he ordered when it becomes available on a follow-up visit. If he does not do this then no other Heroes from the same warband may visit the Animal Emporium until the order has been paid for.

A Hero may only place one order at a time with the dealer. Speciality animals do not gain experience.

## Animal handling skills

**Trained animals require an animal tamer.** A Hero needs to be a Beastmaster or have the appropriate animal handling skill before the animal can be used in battles. ie, A Hero needs the 'Bear Handler' skill to become a bear tamer.

**Trained:** Trained animals are subject to the rules for *stupidity*. A trained animal is not required to take these Stupidity tests if its handler is within 6". This is the only member of the warband the animal will listen to; a trained animal will never use the warband leader's Leadership for any tests it is required to take. It may use the handler's Leadership if within 6" of him. Note that the warband cannot control the animal without an animal handler.

The trained animal may not be used in any game in which the warband's handler does not take part and this means that if the warband does not include a handler at all, the warband must keep the animal caged until they hire a new one!

**Great Beast:** Great beasts can only be used in multi-player games.

**Staggered, but not down:** Mighty blows will rock great beasts but most creatures truly lack the ability to knock it down. Therefore, any *knocked down* result the beast receives will instead cause it to lose 1 Attack until it recovers during the Recovery phase of its next turn. Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the beast may not attack until it recovers).

**Familiar:** If a familiar is claimed it can be included with any wizard model or represented on a separate base, in which case it should be ignored for game purposes. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails. Wizards used as Hired Swords can claim a familiar.

**The following skill can be chosen in addition to the Animal Handling skills from the Empire in Flames supplement.**

**Falconer:** Hawking is a popular pastime amongst the Great Families of Marienburg. Gentlemen of noble lineage enjoy nothing greater than "...discussing the moor country and its prospects for falconry." A well trained fighting falcon is fully capable of blinding an opponent. Hunting birds including hawks, owls, ospreys and eagles are specially trained raptors suited to the sport.

Hunting birds can be used as missile weapons and as weapons in hand-to-hand combat as well by any warrior with the Falconer skill. The range of the falcon is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents his skill in directing the falcon to its target in flight. After a falcon attacks it flies back to the falconer. In close combat, falcons strike first with a single attack and use the warrior's Weapon Skill. Each successful falcon attack inflicts a Strength 3 hit.

If the Hero is taken *out of action* the falcon flies away, returning after the battle. Falcons cannot be attacked or slain, but if the Hero is slain the falcons are lost with him just like any other equipment.

A warrior must wear a leather or mesh falconry glove, otherwise be seriously injured when the raptor landed on his arm during each battle. Make a roll on the Serious Injury Chart in the post battle sequence for a warrior using a hunting bird without a falconry glove.

Unless stated elsewhere a falconer may only supervise a single hunting bird.

*"A bad one, he was. Kept to himself, did Warhawk. Always with his precious birdies. Minya, Sebastian. Cheep cheep cheep. They were his childlings. The only thing he cared for, the only things real to him."*

— Gotrek Gurnisson, Trollslayer

# Speciality Animals chart

## 2D6 Result

### 2 geckamand

195 gold crowns

**Availability:** Rare 15

The pack-hunting geckamand is a dog-sized fire lizard that changes the colour of its spiny scales to blend in with its surroundings, much like a chameleon. Naturally they a reddish-brown colour. Geckamands are warm-blooded reptiles that thrive in extreme heat. They can also exhale gusts of superheated gas from their mouths, even as they trip and entangle foes with their rubbery limbs.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Fire Lizard | 6 | 3  | 4  | 3 | 3 | 2 | 5 | 1 | 6  |

**Special Rules:** Superheated Breath, Tunnel Rat, Night Vision, Scale Sheer Surfaces, Hot Blooded, Scaly Skin, Bite Attack, Camouflage, Tongue!

#### SPECIAL RULES

**Superheated Breath:** This attack is made in the Shooting phase. Geckamands may move and fire. The target must be in line of sight to shoot at it. Place the small teardrop shaped template (See Mordheim Annual page 34) with the narrow end at the Geckamand's mouth and the large end aimed at the target. Roll an artillery die and move the template the amount of inches shown by the die towards the target to see where the template lands. Any models under the template will be hit. A model hit by gas takes a Strength 3 hit. Gas attacks ignore normal armour saves.

If you roll a Misfire, the Hero got in the way of the Geckamand. The lizard attacks his handler this turn!

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

**Night Vision:** Geckamands have night vision meaning they are able to spot *hidden* enemies from twice their Initiative value in inches away.

**Hot Blooded:** Geckamand are naturally accustomed to hot environments. They are immune to damage from fire or heat based attacks.

**Scaly Skin:** The lizard has a 6+ armour save that is not modified by the strength of attacks against it (or by other save modifiers).

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

**Camouflage:** With skin that shifts colours to match their surroundings, a Geckamand is hard to spot. This means that missile attacks suffer -1 to hit.

**Tongue!**: The Geckamand can unfurl its tongue up to 3" using its Ballistic Skill. On a successful hit it wraps its tongue around a target model, trapping it. Unless the lizard retracts its tongue no further attacks can be made. While held its target can do nothing except try to escape. The opposing models must pass a Strength test to wriggle free. If the test is successful or the Geckamand releases its victim, the model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).

### 3 Cathayan temple rooster

95 gold crowns

**Availability:** Rare 14

Fighting roosters are used in cockfighting at baiting pits. Crests of the sacred birds from Cathay are unmistakeable! Temple roosters frenzied pecking makes them highly prized. Razor-sharp knives are often attached to the limbs of these fighting cocks.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Rooster | 4 | 2  | 0  | 2 | 2 | 1 | 7 | 1 | 4  |

**Special Rules:** Cutting Edge, Strike first, Frenzy, Cock-a-doodle!

#### SPECIAL RULES

**Cock-a-doodle!**: All enemy in base contact with the rooster will be at -2 to hit in their first round of combat unless they can pass a Leadership test.

### 4 polecat

50 gold crowns

**Availability:** Rare 12

Slender shapes scuttling after scouting warriors with a liquid, snake-like grace. Polecats can vanish and reappear, as fleeting as tree spirits like an extra shadow.

**Special Rules:** Cat Friend

#### SPECIAL RULES

**Cat Friend:** Polecats cannot attack or be attacked but they must be represented by an appropriate model because they can be used to intercept a charge made against the Hero. When a cat intercepts, the charging model is treated as having entered into close combat with it. The interception is completed as normal. No combat is subsequently fought and during the charging model's next turn it no longer counts as being in hand-to-hand combat.

The cat must always be positioned anywhere within 3" of Hero. If the Hero is taken *out of action* the cat runs away, returning after the battle. Cats cannot be attacked or slain, but if the Hero is slain the cats are lost with him just like any other equipment.

### 5 bird

Roll a D6 on the Fine Feathered Friends Chart.

### 6 snake

20 gold crowns

**Availability:** Rare 9

King cobras from Ind and Lustrian devil pythons. Either breed could be yours at Priceless Friends!

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Snake   | 4 | 3  | 0  | 1 | 2 | 1 | 5 | 1 | 5  |

**Special Rules:** Snake Charming, Venomous

#### SPECIAL RULES

**Snake Charming:** Snakes may only be used by a Hero with a Snake Charmer's Flute or the special skill 'Snake Charmer'.

**Venomous:** The snakes are venomous and count as attacking using Black Lotus.

## 7 goat

5 + D6 gold crowns

**Availability:** Rare 8

A goat or sheep can be bought as provisions for the warband. Provisions may be used once after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). The warband size cannot be considered lower than 1-3 models.

If there is a wizard in the warband, then a single goat or lamb can be sacrificed during the recovery phase to prepare for a difficult casting. Add +1 to the result for any spell cast by the wizard during the next shooting phase. The wizard may not move in the same turn when a sacrifice is being made. An appropriate model can be used as a marker to represent the animal if you wish.

## 8 fighting monkey

60 gold crowns

**Availability:** Rare 10

*In recent years, traders from distant lands have begun importing monkeys. Powder monkeys adopted by Sartosan corsairs became popular with the Imperial military. Fighting monkeys come from jungles in the Southlands. These mischievous devils can be trained to perform many tasks, such as retrieving equipment, carrying objects, throwing dung and even thievery. The most fleeting breed is the Lustrian four-armed green Mimic Monkey.*

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Monkey  | 6 | 3  | 2  | 3 | 3 | 1 | 4 | 1 | 5  |

**Special Rules:** Scale Sheer Surfaces, Dung

### SPECIAL RULES

**Dung:** Monkeys love to throw crap! If a dung throw is attempted the monkey may not charge. Roll a D6: On a 3+ the monkey finds something malleable, but on a 1-2 nothing suitable comes to hand: A monkey with a dung projectile may not improvise another.

The dung projectile is automatically lost after it has been thrown. Dung is thrown as a missile using the following features.

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

**Special Rules:** Thrown weapon

## 9 camel

90 gold crowns

**Availability:** Rare 11

*Camel riders are brave and notoriously savage warriors who navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers. They are guided as much by their knowledge of the deep desert as by their cantankerous mounts and, some would say, by their taste for blood!*

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Camel   | 6 | 2  | 0  | 3 | 3 | 1 | 3 | 2 | 5  |

**Special Rules:** Beast of Burden, Unsettling

### SPECIAL RULES

**Beast of Burden:** Camels can carry remarkable baggage. A camel can transport up to two human-sized warriors or smaller, or the equivalent in cargo.

**Unsettling:** Camels are known to be ill-tempered, odious beasts. Horses in particular find the creatures to be unsettling. Camels cause *fear* in all types of equine animals.

## 10 bear

145 gold crowns

**Availability:** Rare 12

A hefty sum of gold is invested on nurturing a suitable cub. Such is the value of a prize specimen. Only patience can win their trust and obedience. The effort required to train a bear is worth the wait. There is no more loyal friend than a trained bear.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Bear    | 6 | 3  | 0  | 5 | 5 | 2 | 2 | 2 | 6  |

**Special Rules:** Trained, Fear, Bear Hug, Fiercely Loyal, Woodland Dwelling

### SPECIAL RULES

**Bear Hug:** If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

**Fiercely Loyal:** Such dedication is built into the relationship between bear and tamer that if his master is injured, a bear will stand over the body to protect it, or even drag the body to safety. As long as his bear is not taken *out of action* during a game, a Hero ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings that have their own special Serious Injury table). If any of these results are rolled for the Hero, treat the result as a 'Full Recovery' instead.

**Woodland Dwelling:** Bears suffer no movement penalty for moving through wooded areas.

## 11 tiger

165 gold crowns

**Availability:** Rare 13

*Tigers from Ind are all the rage in the courts of nobles these days. Lions from Cbrace are not out of reach for proprietor Sumieren Imlordil. It would not be beneath him to crossbreed both species if he thought he could sell ligers! Panthers and other big cats can be imported from the jungles of Lustria.*

See **Sabre-toothed tiger** on p. 82 of 5th edition Wood Elf army book (+33 points/165 gold crowns)

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Big Cat | 7 | 4  | 0  | 5 | 4 | 2 | 6 | 3 | 4  |

**Special Rules:** Trained, Fear

## 12 Dragon turtle

275 gold crowns

**Availability:** Rare 15

*Dragon turtles are marine animals characterised by stony spiked shells and flippers. They turn aggressive when their territory is invaded. Dragon turtles come ashore to lay eggs in the sand. Their spherical eggs, if uncovered, are the size of an ogre's fist, and a delicacy in Marienburg. The meat and reserve of baby dragon turtles are also used in Estalian soups. The hard shell is sought by apothecaries for medicinal applications. Trespass of poachers on the silt sandbars of the Flats is stringently monitored by the elves in reverence of these fascinating creatures.*

| Profile       | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dragon Turtle | 5 | 3  | 0  | 5 | 5 | 3 | 2 | 4 | 6  |

**Special Rules:** Large, Aquatic, Fear, Great Beast, Scaly Skin, Hard Shell, Massive Beak, Breathe Steam

## SPECIAL RULES

**Scaly Skin:** Scales cover the flesh of a Dragon Turtle. The creature has a 5+ armour save that is not modified by the strength of attacks against it (or by other save modifiers).

**Hard Shell:** Dragon Turtles are immune to the effects of being stunned. Treat stunned results from the Injury Chart as a knocked down result instead.

**Massive Beak:** One of the Dragon Turtle's attacks is a bite attack. Its maw is a powerful beak. A model damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

**Breathe Steam:** Dragon Turtle gullets generate extreme heat beneath the shell meaning they can release a breath of steam. This attack is made in the Shooting phase. Place the small teardrop shaped template (See Mordheim Annual page 34) with the narrow end at the Turtle's mouth. Any models under the template will be hit by hot steam on a dice roll of 4+. A model hit by steam takes a Strength 4 hit. Normal armour saves apply.

## Stables

*Arabian full bloods and Lipizan horses from Magritta are stabled at van Kempen's Stable on Messenger Street in Old Money Ward.*

The farrier freshly shoes any equine beasts in the warband for a fee of 5 gold crowns per animal. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse or Elven Steed is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2. If the animal is taken *out of action* then fresh shoes are required.

The rarity when searching for a mount can be reduced by 1 at the Stables by paying 2D6 gold crowns. ie, An elven steed costing 90 + 4D6 crowns would be Rare 8. The additional cost is only incurred if the Stables can help find such an animal!

## Marienburg manifest

Dealers in strange unknowable goods bring their business to Marienburg.

'Mutiny in Marienburg' is the forthcoming city supplement for Mordheim, set in the greatest seaport in all of the Warhammer World.

Discover more about 'Illicit Cargo' by subscribing to 'Liber Malefic'

<http://libermalefic.blogspot.com>

## Escort Agency

*For the best protection affordable, there is no better place to go than Marquandt's Escort Service in Gold Mound district. The protection specialist is a firm believer in payback! Bodyguards at the agency are drilled harder than average henchmen. Tobias Marquandt puts heart and soul into his work.*

One Hero in a warband may visit the escort agency searching for a new recruit. Roll a D6 on the following chart if the Hero successfully passes a Leadership test.

If you like what Marquandt offers, you may purchase the Henchman bodyguard at twice the regular cost. You may only purchase one Henchman bodyguard at a time this way. If the warrior dies then the Escort Agency can be visited again.

### D6 Result

**1-4** **Bodyguard:** A Henchman is available allowing you to go above your usual allotted maximum. The bodyguard can be added to an existing group. This can only be done once for each Henchman type in a warband.

**5** **Veteran Bodyguard:** An experienced Henchman is available allowing you to go above your usual allotted maximum. The bodyguard can be added to an existing Henchman group regardless of the number of Experience points they have already gained.

**6** **Heroic Escort:** A talented Henchman is available allowing you to go above your usual allotted maximum. Apply the effects of 'The Lad's Got Talent' to this warrior.

# Fine Feathered Friends chart

If the Hero is taken *out of action* the bird flies away, returning after the battle. Birds cannot be attacked or slain, but if the Hero is slain the bird is lost with him just like any other equipment

## D6 Result

### 1 parrot

15 gold crowns

Availability: Rare 8

*Lustrian red-capped parrots and macaws are the proud companions of old seadogs.*

**Special Rules:** Squawk!

#### SPECIAL RULES

**Squawk!**: A well trained Parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way. All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership test.

### 2 pelican

20 gold crowns

Availability: Rare 9

*Large water birds characterised by a long beak and large throat pouch. Gregarious birds, they hunt cooperatively. Big fish are caught with the bill-tip then tossed up in the air to be snatched and slid into the gullet headfirst! Gulls sometimes sit on and peck it to distraction, then grab a fish from the open bill. Pelicans in turn snatch prey from others.*

"A wonderful bird is the pelican,  
His bill will hold more than his belican,  
He can take in his beak  
Food enough for a week,  
But I'm damned if I see how the belican!"  
— Old Rhyme from the Pelican's Perch

**Special Rules:** Gullet

#### SPECIAL RULES

**Gullet**: Pelicans can carry remarkable loads in the pouch of their beaks! At the end of the movement phase a Pelican can transport one piece of cargo, except for chests or items that require more than one model to lift it. Choose any piece of cargo within 12" of the Hero. The bird steals away with the cargo and carries it to the Hero. Move the cargo objective marker, repositioning it next to the Hero.

### 3 raven

60 gold crowns

Availability: Rare 10

*The infamous black birds that prowl battlefields for carrion are a common sight in the Old World. Believed to be birds of ill omen, the eyes of necromancers and worse, ravens elicit fear in superstitious commoners.*

**Special Rules:** Familiar, Ill Omen

#### SPECIAL RULES

**Ill Omen**: Once per battle the Raven can cause an enemy model within line of sight of the Hero to fail a roll. The failed roll can be re-rolled with a re-roll.

### 4 owl

75 gold crowns

Availability: Rare 11

*An owl can be trained to become a wizard's companion. It also represents a symbol of justice within the Verenan clergy. Turkey vultures are more popular with the Church of Morr. Winged heralds and message carriers are more subtle than the hunting birds of nobles.*

**Special Rules:** Familiar, Bird Friend

#### SPECIAL RULES

**Bird Friend**: The player controlling the Hero can declare a warrior at the start of the shooting phase. The warrior may re-roll any failed rolls to hit with missiles including thrown items and magic missiles. The Owl never settles on the same warrior two turns in succession.

### 5 falcon

75 gold crowns + 10 gold crowns for falconry glove

Availability: Rare 12

*A good bird, trained, schooled, almost from the egg, to be a huntress, is a lethal pet. Huge she-hawks and some male warhawks still require josses to restrain their ankles and a hood to cover their eyes, but a well-trained bird does not take to the air until signalled. Faithful servant, devoted companion, murderous pet. Barbs attached to feet, a good attack-bird should have weapons as grown-in as a never-removed wedding ring.*

**Special Rules:** Falconry

#### SPECIAL RULES

**Falconry**: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

### 6 lizard-hawk

125 gold crowns

Availability: Rare 15

*Sorcerous conspiracies can be linked to ultra-rare winged lizards native to Lustria. Devious wizards choose the ghastly lizard-hawk for their familiar, a flying reptile, spying on persons of interest.*

**Special Rules:** Familiar, Ghastly, Spy

#### SPECIAL RULES

**Ghastly**: Lizard-hawks are unpleasant creatures. Being harried by a winged reptilian is a frightful experience. The player controlling the Hero can declare an enemy warrior at the start of the shooting phase. The nominated model receives -1 to hit in close combat and a -1 modifier on any dice rolls it makes in the player's next shooting phase. The Lizard-hawk never harasses the same warrior two turns in succession unless it is sent to spy.

**Spy**: The player can nominate a model that was *bidden*. From this point forwards the nominated model is unable to remain *bidden*. The Lizard-hawk harasses the same model until the battle ends.

## College of Magic

Statues and gargoyles encrust every surface of Baron Henryk's College of Navigation and Sea Magicks. The college in Temple District rambles for some distance beyond the monumental facade of the hundreds of glazed windows, where newer, more utilitarian buildings have been added to the original palace, donated to the city by Baron Henryk when he endowed the institution in the first place.

Only wizards or warriors with the Arcane Lore academic skill may visit the College of Magic. Roll a D6 on the following chart.

### D6 Result

- 1 **Dark Lore!** The wizard reads something he ought not to have and gains knowledge of necromancy! The wizard becomes a necromancer! Necromancers are able to use Necromantic magic.
- 2 **Gargoyle.** The wizard is intercepted by a statue guardian protecting the college from warlocks and interlopers. The wizard has such a fright that he forgets one spell (or ritual) at random from those previously learned. Unless the wizard learns a new spell he cannot cast that spell again.
- 3 **Wards.** A warded entry point denies the wizard access to the sanctums of study.
- 4 **Stiff Fine.** A magister finds the wizard researching in an alcove they are not permitted to visit. The college bursar empties the warrior's purse meaning the warband loses 4D6 gold crowns.
- 5 **New Spell.** Gain a new spell.
- 6 **Loremaster!** The wizard swots up on magical lore and reduces the difficulty of casting a spell by 1.

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

— Mannfred von Carstein, Gravelord of Sylvania

## Herbalist

*Van Arzneier's Floracopoeia, in Potion Square on Luydenboek Isle is the primary source of all poisons, cures and potions prepared in the South Dock district. Outlets trading the mystical wares of master herbalists can be sought in Arab Town and the Indic ghetto. Herbalist's shops procure arcane herbs and solicit elusive prescriptions.*

If you pay him 30 gold crowns the herbalist will supply herb. Roll 2D6 on the Herbs & Potions chart to see what item the herbalist currently has in stock. Undead models are considered to be immune to these effects unless they are caused to explode or are being set on fire.

*"That breeder thing. It think-know way to eat-chew plant-herb. Heal sick-things. That one find-catch in sand-land. It think-know way to stab flesh-body. Make pain leave."*

— Slavemaster Skuzzyl, Hellpit Flesh-herder



# Herbs & Potions chart

## 2D6 Result

### 2 mage leaf

This rare plant only grows around the great benges that dot the remotest hills of the Empire. Mage leaf is an important plant in the rituals of the Jade Order of wizards. Chewing on a sprig restores the power level of a spellcaster.

A spellcaster smoking the herb before battle is able to summon the will to cast two spells in every shooting phase for the duration of the next battle.

### 3 man bane

Dried leaves in small dose will kill any pain a warrior is suffering from, while its effects last, and when they've worn off leaving the recipient feeling twice as bad. A large enough dose, or when it's refined, will act as a deadly poison. The effect of the leaves makes a warrior invulnerable to pain!

A Hero consuming the leaves before battle treats a *stunned* result on the Injury Chart as *knocked down*. In addition, if the warrior receives a critical hit then ignore all effects that would normally apply. If the Hero received critical hits then make a roll on the Serious Injury Chart in the post battle sequence.

### 4 elven Hair

A dried moss which grows only on the leaves of the Laurelorn is used by the Elves as a cure for plagues. The vapour of moonflower acts as a powerful sedative capable of drugging any other creatures usually leading to hair loss! 'Elven Hair' as it is also known has become feared as a tranquiliser.

Moonflower is used to treat the missiles from all missile weapons (not blackpowder weapons) for all warriors in the warband. Tranquillised missiles last for one battle only. Any model hit by a tranquilliser becomes stunned unless they pass a Toughness test. Elves are immune to effects of Elven Hair.

### 5 rat bane

The Hero can burn the rat bane by putting it on a torch or brazier iron. A -1 to hit in combat modifier applies to any Skaven models or giant rats within 8" of the model carrying the burning weed. If the Rat Bane is deposited in a building or on a vehicle that was *set on fire* then any skaven models or giant rats within 16" of the blaze are affected.

### 6 elixir

The Hero may imbibe an elixir before battle. Roll a D6 if a warrior pulls the stopper and swigs it down.

## D6 Result

- 1 **Agurk.** It causes mild shaking when its fumes are inhaled. The warrior's Initiative is reduced to 1 for the next battle.
- 2 **Oxleaf.** The sap of this herb can be rendered down to a fine powder which can be dissolved in a glass of alcohol. A Hero consuming an Oxleaf laced elixir becomes a stinking drunk!

Roll twice for the effects of 'Liquid Courage' from the scenario 'Last Orders!' and deploy the model as being *knocked down*.

3 **Graveroot Soup.** The herb is a root found growing in graveyards and other areas suffused with the Amethyst Wind. Among its many mystical properties, it is the only effective cure for 'Tomb Rot'. Drinking a fresh bowl of soup requires a Hero to pass a Toughness test to keep the noxious substance down! If successful, the warrior becomes immune to disease.

4 **Valerian Tea.** This dark green herb grows deep in the forests of the Old World and can be dried and brewed into a pungent tea with many medicinal properties. Drinking a fresh cup of Valerian Tea allows the Hero to recover the first wound lost in their following recovery phase. In addition, the Hero becomes immune to poison.

5 **Blood Wine** is brewed by druchii. Warriors drinking the wine succumb to a frothing battle lust. The Hero now suffers from *Frenzy*.

6 **Elixir of Life** is imported from Lustrian where waters that make this mysterious fluid are found. The Elixir is said to heal wounds and make the Amazons immortal! Any Hero with this Elixir can re-roll the first *Death* Result on the *Serious Injuries* Table once after the battle accepting the result of the second roll.

## 7 potions

Offering curatives through supplying suspicious potions, the herbalist carries assorted philtres for the purpose of remedial thaumaturgy. The Hero may chance upon ingesting the potion before battle. Roll a D6 to discover the draught's effect.

## D6 Result

- 1 **Debilitating.** The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
- 2-3 **Strength.** The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase.
- 4-5 **Resilience.** An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase.
- 6 **Fortitude.** The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

## 8 tinctures

Slight infusions containing herbal extracts are being peddled by the herbalist. The Hero may consume the vial before battle. Roll a D6 to discover the effects of a solution.

### D6 Result

- 1 **Schlafenkraut.** Mild sedative used as a sleeping draught by insomnia sufferers. The warrior is asleep when the next battle begins! The warrior is *stunned* upon being deployed. In each recovery phase from of the second turn onwards the warrior must pass a Toughness test or remains *stunned*.
- 2 **Slowmind.** This flowing plant is often found growing near water-lilies, in and around ponds, swamps and other pools of still water. Doktor's use Slowmind as a mild anaesthetic, as it dulls the sense of those who drink it in tea or mulled wine. For those affording herb, it contains a mild nerve toxin which works as a mild poison if an infusion is ingested. The warrior suffers from *stupidity* in the battle. However, the model no longer feels pain! Treat a *stunned* result on the Injury Chart as *knocked down* instead.
- 3 **Vanera.** Consuming a pottage of Vanera allows warriors to treat the day as if they were resting, regardless of what activity they undertake! This thick leafy plant is naturally inedible, unless softened by being soaked in brine for at least a fortnight. In the Empire and Tilea it is believed to be blessed by Verena to ward off intrusions by her husband Morr in his guise as God of Dreams. A Hero consuming a dose suffers -1 Leadership in the next battle. The stimulant allows a model taken *out of action* to still participate in the exploration phase! In addition, by removing the need for rest, he can make two actions in the post battle sequence. ie, The warrior can search two times for Rare items, visit two locations, or search once and visit once in the next post battle sequence.
- 4 **Vigwort.** Acts as a mild stimulant! A +2 modifier is applied to a roll made at the Bordello in the next post battle sequence (see Infamous Haunts).
- 5 **Trinkwort.** Also known as Sober-root, or Corryliamid among the Elves, Trinkwort is a bitter tasting onion-like plant that grows as a bitter tasting tube among the roots of trees deep within the Old World forests. Although not pleasant to eat, the plant has a strange property. The bulb of this plant may be oven-roasted for until it becomes soft. If consumed in a pulp it begins neutralising the effects of alcohol, allowing a warrior to sober up! Warriors tasting Trinkwort becomes immune to the effects of alcohol. Refer to scenario Last Orders!
- 6 **Spellwort** Beloved of Witch Hunters, this strange plant is related to Mage Leaf except it interferes with magic. Spellwort can be made into a tea that is said to be a potent ward versus the spells of witches, second

only to raw onion in its protection! An infusion of the brew provides resistance to spells and magical effects. The next time a Hero using the infusion is targeted by a successfully cast spell its effects are completely ignored. A spellcaster imbibing the tincture receives a -2 modifier on the difficulty of casting spells in the next battle.

## 9 juck

*Juck causes a horrible itch. Truants use it to cause mischief. Burghers have been known to smear paste on door handles or locks to discourage thieves!*

A bag of powder can be thrown at an enemy model. If it hits refer to Bamboozle from the Prayers of Ranald in Miracle Workers chapter.

## 10 laughing powder

*Pharmacists were able to manufacture a synthetic stimulant from elements including sulphur and mercury. A substance known as 'Ranald's Delight' for its short term effects! It is an addictive drug. Inhalation of laughing powder can lead to weight loss, melancholia and insomnia.*

A bag of powder can be thrown at an enemy model. If it hits and they fail a Toughness test, see effects of 'Atrophy' in Corrupted Characters chapter. The model suffers any resulting effects permanently but does not count as receiving a mutation or becoming a mutant.

## 11 treescuttle venom

*Contents extracted from the venom sack of this Albion millipede with enormous ant-like jaws. It can kill a man. Ingested in small quantities by shamans and wizards it can bring about visions, madness or usually both!*

The venom sack from one of these creatures can be used in one of two ways both not both. Choose one. Firstly, the sack can be used to make poisoned weapons. D3 weapons are permanently poisoned using Treescuttle venom. Poisoned weapons add +1 to injury rolls. Secondly, the venom sack can be used by a spellcaster to gain visions. The wizard using the venom sack can re-roll any failed casting but if the re-roll is failed then the magic user suffers from *stupidity* until the end of the battle. Additionally he may not attempt to re-roll any further castings.

## 12 bog fire

*A small sealed glass vial containing an eldrich vapour capable when reacting with air to produce a volatile explosive gas which can cause an entire building to go up in flames.*

Bog fire must be thrown at a building in the same way as blessed water. Any building hit by bog fire becomes a raging inferno! The building *set on fire* is totally ablaze. No model may enter the building and any model within 2" and inside takes D3 Strength 3 hits from the flames and burning debris. Any model wishing to move out of the building must pass an Initiative test or it will stay trapped within. In the following turn the affected building collapses! Refer to the Burning House Chart to see what happens.

# Infamous Haunts

## Underworld Excursions

Heroes thrive off dangerous pursuits – Sold to the pits, held captive by a rival gang, or an illegal drug addiction. The underbelly of the city is where pleasure houses, drug parlours and baiting pits can be found. This is where hedonistic warriors will be able to entertain their darkest desires in godforsaken dens of vice and misery. It is said that more people die every year around the wharfs than on all the glorious battlefields of the Empire! Here is an exhaustive tour of Marienburg's renowned waterfront hostelleries and most notorious havens of ill repute.

During the Trading phase of the post battle sequence Heroes may attempt enter one of the taverns, casinos, drug dens and bordellos of Marienburg instead of searching for a rare item.

### Abattoir

**Groenewoud's Fine Meats, Fresh Fish and Abattoir** are the renowned butchers of fresh meat in the Guilder Field district. Blood and other unused body parts sold by the Khaine worshipping cannibal butcher Bonifatius Groenewoud, kept stocked by procurers from the wharfs. Channel rats market the remains to shops in the poor parts of town – places where folk consider head cheese and pickled knuckles to be a delicacy!

Groenewoud's exploits go so far as creating a colony of ghouls in Marienburg's ancient underground network. Prisoners are supplied to Groenewoud as sacrifices to the God of Murder, by slaver rings who know nothing of the growing ghoul nest beneath the charnel house.

The following illegal purchases can be made by Heroes who visits the abattoir; Slaves (20 gold crowns), Cadavers (12 gold crowns)

A maximum of one living or dead body can be transported by each Hero. Roll a D6 once on the following chart upon making any purchases.

### D6 Result

- 1 **Neiglish Rot!** The butcher has fobbed off the Hero with a diseased corpse! A Hero contracts Neiglish Rot (see page 66 of Empire in Flames supplement).
- 2 **Ghoul Nest!** The Hero is followed by D3 Ghouls. Roll a D6 at the start of each turn in the next battle. On a roll of 1 the Hero is attacked by the Ghouls.
- 3 **Scraps.** The body expires upon leaving the charnel house. If a living slave was purchased then the buyer now has a cadaver on his hands! Fit for body parts.
- 4 **Tattoo Map.** The body is tattooed with a map of Marienburg. Rip the skin off or a copy can be made if the subject is alive.
- 5 **Dirty Smuggler!** Roll a D6 to see what drugs were hidden on the body:
  1. Mandrake Root
  2. Madcap Mushrooms
  3. Crimson Shade
  4. Slaaneshi's Dream
  5. Black Dust
  6. Daemon Dust
- 6 **Blood Stone!** The visit to the abattoir took place while the cannibal was sleeping off his lunch! The body is stolen without payment and rifling through the butchers possessions the Hero finds a prized Blood Stone.

### Banking House

Anyone seeking sensible repayment terms on a small loan would be advised to visit Frans Makreel the moneylender in Potion Square. Warband leaders seeking to finance grander ventures need to approach Nippon Town. The perilous reputation of **Lang Fu Counting House** is such that the usurers should be approached with extreme caution. Stories are told of potential customers having their legs broken before receiving a consultation!

The loan sharks at Lang Fu grant larger sums of capital than their debtors can reasonably be expected to return. Leading to the understanding that anyone bold or fool enough to arrange credit with the bank will be expected to pay back what they owe in flesh if payments fall behind!

A Hero may visit the counting house to request a loan on behalf of the warband. If the Hero successfully secures an account then a short-term loan of up to 250 gold crowns is guaranteed. The warband must repay the sum of the loan once they have scored 20 Campaign Points. The penalty for not making a repayment is steep! Every Hero in the warband is subject to make a roll on the Serious Injury Chart after each battle. If the loan is repaid the banking house calls off its Nipponese assassins.

Each Warband may only have 1 Successful bank loan per Campaign.

### D6 Result

- 1 **Rejected!** The banking house has refused to offer a loan. Roll on the Serious Injury Chart and apply the result to the Hero.
- 2 **Pound Of Flesh!** The banking house offers a low interest loan of 25% but the moneylending cartel is connected to a slaver ring! If the loan is not paid on time then after every battle one randomly determined Hero from the warband is kidnapped. The loan sharks continue to exact payment in flesh until the debt is settled.
- 3 **High Interest.** 50% interest loan.
- 4 **Low Interest.** 10% interest only loan.
- 5 **Interest-Free Credit!** The warband has a fierce enough reputation to command an interest-free loan!
- 6 **Increased Credit Limit!** Interest-free loan for 250 gold crowns – In addition they secure a further 250 gold crowns in credit with a 10% interest rate.

## Bordello

*Molly's on Three Penny Bridge is a longstanding den of iniquity. Her richly furnished parlour occupies a converted temple at the Stoessel end of the crossing. The Madame reluctantly relocated the bawdyhouse from the first floor of the menacing structure next door after the watch reclaimed the cursed station. After Captain Schnell restored the Abandon Hope Tavern gambling den to its original purpose the Black Caps permitted Molly and her girls to continue plying their trade.*

A Hero visiting the bordello on Three Penny Bridge for the first time gains +1 Experience. At the expense of 5 gold crowns roll a D6 on the chart below. The working girls don't come cheap!

*"How long is it since you received a good spanking?"*

— Detlef Sierck, Actor-Playwright & Impresario

### D6 Result

- 1 **Spanked!** The girls have been particularly rough on this occasion! Roll on the Serious Injury Chart and apply the result. Re-roll the outcome if this results in the death of the Hero because Molly is not in the market for murder.
- 2 **Frisked!** A brazen harlot with light fingers has relinquished the warrior of all his worldly possessions! The Hero loses any weapons and miscellaneous equipment he was carrying.
- 3 **Groped!** Enamoured with one of the silver-tongued vixens, the Hero loses track of the days. The Hero misses the next game unless his warband pays Madame Molly D3x10 gold crowns to extract him from the bordello.
- 4 **Tickled!** A favourable performance by the warrior has encouraged his companion to show him another trick or two. The Hero gains an extra +1 Experience.
- 5 **Fondled!** This visit has won the favour of the house! After tasting forbidden fruits of ill-repute the Hero gains an additional D3 Experience Points.
- 6 **Pampered!** Word of the Hero's prowess has carried beyond the walls of the bordello! The Hero has acquainted one of the city's most enigmatic treasures. Courtesans such as Madame Diede von Tiezer are trained in many arts. Observe and hearing much, some possess second sight. A Companion uses her talents to help the Hero's warband. If the Hero is not put *out of action* in the battle, you may roll two dice for him in the exploration phase and pick either dice as the result. Only one Hero in each warband can acquaint the Companion.

*"In a brothel in Nuln they had what they claimed were goblin girls. They weren't though. They were just human lassies with their faces painted green and their teeth filed."*

— Bjorni Bjornisson, Trollslayer

## Gambling Den

*The Long Dragon is a tavern-casino on Luydenhoek Isle, a gamblers drinking ball. Co-owned by its landlady Lotte Wald, a dangerous woman who deliberately plays two men off against each other – many a body found floating in the Tussenkanal are those of her potential suitors! Fight nights organised in the longhouse are vicious affairs refereed closely to avoid resulting in fatalities that would attract unwanted attention from the watch.*

*In the south-eastern corner of Potion Square, its patrons are served prime beer, as well as the need to keep a low profile while they enjoy it. Karel Broegman is the skilled brewer and cook who inherited his father's business. Regulars prefer brawling and other activities that attract the official enforcers of the law to be avoided. Anyone stupid or ignorant enough to break this rule finds himself firmly escorted from the premises and thrown into the Poultice Water!*

Roll a D6 and consult the Gambling Chart when a Hero visits a gambling den.

### Gambling chart

#### D6 Result

- 1 **Prize-Fight!** The Hero comes in when the bar is running an illegal fight night. The Hero is offered D6x5 gold crowns to enter the first round of the contest. Roll on the Serious Injuries Chart and apply the result except on a roll of 11-16 which causes the fight to be stopped without effect or reward. If you wish to fight in the second round of the contest the Hero collects another D6x5 gold. Roll for Serious Injury again. Then repeat the process for the third and fourth rounds.
- 2 **Rotten Luck!** The Hero loses any combat and missile weapons he owns in a dubious dice game.
- 3 **Hard Luck.** The Hero loses (or owes) 3D6 gold crowns at the card tables.
- 4 **Lady Luck!** After gambling away a small fortune the Hero wins 3D6 gold crowns.
- 5 **Jackpot!** The Hero goes on a winning streak amounting to D3 Treasures.
- 6 **Warehouse Deeds!** The Hero wins the deeds to a warehouse on the waterfront. After each battle you earn 2D6 gold crowns for renting out the warehouse to store grain deliveries and shipping freight. If the result is a double then a Hired Sword on the dockside offers his services in the next battle. Warehouse counts as an *encampment*. If the Warehouse is held by another player then the warbands can fight a dispute over it using 'The Sting' scenario.

## Casino

**Three of a Kind**, is the casino in the Elf Quarter where co-owner Trancas Quendalmanliye shows the world a sophisticated, daredevil, almost flippant face. Unusual for a Wood Elf – he has rejected his past and has chosen to live among humans. In fact, he likes humans! His cabaret tavern and casino on Elfgate Bridge is situated where Guilder Field touches borders with Elftown.

Trancas Quendalmanliye, owner of the Three of a Kind casino near Elftown, may or may not belong to the League. A Wood Elf in early middle age (Trancas is 126) he is one of the biggest information brokers in Marienburg visiting the Gentlemen's Club, but his behaviour doesn't mesh with that expected of a League member. How this wood elf has avoided coming under the League's thumb, if he has, is a mystery to many.

The fact is that Trancas is wanted for murder in Carroburg, the capital of Middenland and seat of the von Bildhofen family. It was not an ordinary killing; either seventy-five years ago he killed the heir to the Grand Ducal throne, Hans-Dietrich von Bildhofen, grand-uncle to the current Grand Duke, Leopold. The elder von Bildhofen wanted forest lands near his estates that were occupied by the small Wood Elf village in which Trancas lived. When Orcs invaded Middenland from the Middle Mountains, Hans-Dietrich bribed them through agents to attack the Laurelorn Forest instead. The Wood Elves drove off the Orcs, but not before the rest of the village was massacred. Trancas was the only survivor.

A Hero may enter Three of a Kind and acquire intelligence from Trancas whose web of spies stretches as far through the mobs, gangs and bawdy-houses of the slum districts as it does across the nobility and the merchant families. In exchange for 3 treasures or wyrdstone shards, and only once each Trading phase, roll a D6 and consult the following chart.

### D6 Result

- |   | M | WS | BS | S | T | W | I | A | Ld |
|---|---|----|----|---|---|---|---|---|----|
| 1 | 5 | 5  | 4  | 3 | 4 | 3 | 8 | 1 | 8  |
- 1 Cabaret!** Lose 1 Campaign Point and roll on the Serious Injury Chart. Re-roll the outcome if this results in the death of the Hero because Trancas is not in the market for murder.
- 2 Red Herring.** The casino is closed. Roll on the Drinking Chart.
- 3 Counter Intelligence.** The next time an enemy player would be choosing a core scenario you may choose which scenario to play instead.
- 4 Intelligence.** Gain 1 extra Campaign Point on a D6 roll of 5+.
- 5 Secret Intelligence.** Gain D3 extra Campaign Points on a D6 roll of 4+.
- 6 Secret Deal!** Choose any special scenario to play for your next game. Trancas Quendalmanliye joins your warband as its Dramatis Personae.

"I said the casino is closed to you. Your money is good at the bar, be grateful for that!"

— Trancas Quendalmanliye, Wood Elf Charlatan

## Trancas Quendalmanliye

**Hire Fee:** Trancas takes a 25% cut of all gold crowns earned after each game he participated in. Wyrdstone Shards or Treasures found must all be sold after the battle to work out his total fee.

**May be Hired:** Any warband except Skaven, and Undead may hire Trancas Quendalmanliye.

**Rating:** Trancas increases the warband's rating by +100 points.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Trancas | 5 | 5  | 4  | 3 | 4 | 3 | 8 | 1 | 8  |

**Equipment:** Trancas is equipped with a rapier and lasso (counts as a net, except that it can never be discarded). He wears Elven boots, Elven cloak and magical Amulet of Thrice-Blessed Copper.

**Skills:** Trancas has the following skills: *Excellent Sight, Luck*

### SPECIAL RULES

**Wizard:** Trancas was a wizard's apprentice and has two spells generated at random from the Lesser Magic list.

**Songster:** Trancas can sing. Any friendly model within 6" of the warrior may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

**Pick Locks:** Trancas knows how to open doors that others find impossible. When testing to open a locked door, Trancas just needs to make an Initiative test in order to be successful.

**Hate Orcs and Dark Elves:** Trancas has an unyielding hatred for Orcs and Goblins. Trancas *bates* Orcs and Goblins in addition to Dark Elves.

**Amulet of Thrice-Blessed Copper:** On a successful Toughness test Trancas is unaffected by any poison attacks. Non-magical weapons inflict 1 less Wound when Trancas is attacked in hand-to-hand combat.

## Fighting Pit

Slum lord Miguelito Nuñez hosts illegal pit brawls at the *Knife Alley Pits*. 'Little Round Head' as he is known, presides over fighting arenas and baiting pits in the Estalian district of violent gang crime.

Unlike most places, any Warband type is allowed to visit the fighting pit, including Fimir, Beastmen, Greenskins and Skaven.

The Hero enters a fight against a Pit Fighter. See the 'Sold to the Pits' rules on page 119 of the Mordheim rulebook. Roll to see which side charges and fight the battle as normal. If the Hero loses, roll on the Serious Injuries Chart but he retains his equipment. If he survives he returns to his warband. If the Hero wins he earns 50 gold crowns and gains +2 Experience Points.

Large models challenging the pit must always start by facing an Ogre Pit Fighter. ie, Ogre Captain, Mountain Guide or Bulls from Ogre Maneaters warband effectively start at 3 wins.

An Ogre Pit Fighter has the same characteristics as an Ogre Bodyguard, except +1 Weapon Skill and comes equipped in the same way as a Pit Fighter Hired Sword.

Make a note each time a warrior wins a fight. Consult the following table whenever a Hero returns to fight in further bouts.

**0 wins.** Pit Fighter

**1 win.** Pit Fighter that wins the charge

**2 wins.** Pit Fighter with Pit Fighter skill

**3 wins.** Ogre Pit Fighter

**4 wins.** Ogre Pit Fighter that wins the charge

**5 wins.** Ogre Pit Fighter with Pit Fighter skill

(Hero gains Pit Fighter skill by defeating this opponent)

Additional +1 Experience +25 gold crowns for winning the following fights!

**6 wins.** 2 Pit Fighters that win charge

**7 wins.** 2 Pit Fighters with Pit Fighter skill that win charge

**8 wins.** 2 Ogre Pit Fighter that win charge

**9 wins.** 2 Ogre Pit Fighter with Pit Fighter skill that win charge

**10 wins.** After winning 9 fights the next challenge is for the Hero to do battle against 2 Pit Fighters and 2 Ogre Pit Fighters each with Pit Fighter skill. If the Hero wins the purse is 250 gold crowns. The Hero gains an additional +D3 Experience. In addition, roll twice on the Custom Weapons Chart. Award the Hero with the weapon of his choice from between the two results.

After winning 10 fights the Hero has become a legend of the pit! He may not compete in further bouts because nobody will place any bets on gladiators foolish enough to face him in the pit!

## Dream Parlour

*Golden Lotus Dreaming House* clings to the end of Three Penny Bridge on Riddra Isle. An exotically designed building owned a blackmailing lascar. Scarlet turban wearing merchant Venk Kataswaran is proprietor of the business. It is the most notorious drug parlour in all of the South Dock.

Heroes in the Old World can oft be found tripping on contraband. After a hard-fought battle against mutants or the undead you can't blame them!

A small dose of crimson shade here, a snuff of warp-tainted dust there – perhaps chew on a piece of weirdroot to induce a hallucinogenic dream-state. Anything to take the edge off horrors experienced in the Old World.

In Marienburg, drug cartels and vice houses are rife in the slums. All of the latest herbal delights are on offer at Golden Lotus. It is a den of vice in the notorious district called Three Penny Bridge where every watchman fears the most to patrol. At the Golden Lotus any drug can be supplied to a heroic libertine who needs their next fix.

A Hero visiting a drug den for the first time gains +1 Experience. At a fee of 10 gold crowns roll a D6 on the Dream Chart below.

### D6 Result

- |          |  |
|----------|--|
| <b>1</b> | <b>Overdose!</b> An unpleasant experience results in the warrior fighting imaginary foes! The Hero must pass a Strength test or misses the next battle. If the delirious Hero passes he suffers from the effects of <i>stupidity</i> for the next battle.  |
| <b>2</b> | <b>Weirdroot Addict.</b> The libertine warrior becomes dependent on weirdroot. The Hero suffers from the effects of <i>stupidity</i> for the next battle. The warrior must return to the Dream Parlour in the next post battle sequence! The Hero receives a -1 modifier to the roll on the next trip.   |
| <b>3</b> | <b>Stupor.</b> Narcotics the Hero has smoked were cooked from was a potent batch! The Hero experiences a vivid juice dream! The effects continue after the Hero leaves the drug parlour. Roll a D6 in each recovery phase of the next battle: On a roll of a 1 the warrior falls into a stupor and misses the rest of the battle. Treat the Hero as <i>out of action</i> but otherwise unharmed.   |
| <b>4</b> | <b>Quick Fix.</b> The Hero experiences a vivid juice dream. The Hero gets to re-roll a single dice roll made in the next battle.   |
| <b>5</b> | <b>Buzz.</b> The stoned Hero is immune to psychology, has -1 Initiative in the next battle and may not declare any charges against enemy models. Deduct -1 from all hits against him in close combat. In addition the warrior is immune to the effects of psychology and any attacks made against the warrior.   |
| <b>6</b> | <b>Stardust!</b> This oily resin is imported to the Empire from Lustria and smuggled in through Marienburg. When smoked in a ceremonial pipe the drug is a potent hallucinogen used by druids and seers. Its only side effects are those normally associated with lunatic hermits. Hallucinogenic effects continue after the Hero leaves the drug parlour. Roll an additional exploration dice after the next battle for the next hallucination the Hero has. If the bonus roll is a 1-2 no further hallucinations will occur. On a 3-6 the hallucinations continue. |

## Gentleman's Club

In slums districts of the city the ale is considered something of an acquired taste. Depending on where drinkers frequent though, taverns, guild house taprooms and the private clubs of Marienburg might serve anything from Kislevite potato vodka to fabled whiskey of Albion. Carousing in tap rooms leads to encounters with all kinds of strange patrons.

Roll a D6 on the Drinking Chart for each Hero who visits one of the notorious drinking dens in the city.

*"Listen Gotrek, I can't leave Marienburg until I resolve this matter. If you don't help me it might take weeks – weeks of drinking fishy beer."*

— Felix Jaeger, Poet

## Drinking chart

### D6 Result

- 1 **Arrested!** The Hero gets involved in a bar brawl after arguing with another patron. The watch turn up and place the warrior *under arrest*.
- 2 **Drugged!** The Hero partakes in a curious drink offered by a stranger. After one swig he feels the liquor take effect! The poisoned Hero is at -1 Toughness for the duration of the next battle.
- 3 **Indulged!** The Hero enjoys too much good food and too many bottles of Bugman's. He spends D6x5 gold crowns consuming these luxuries.
- 4 **Swindled!** The Hero invites a halfling patron to play a board game. On a successful Initiative test the Hero cheats his way to victory over his acquaintance. A Halfling Scout joins your warband as a Hired Sword.
- 5 **Philosophised!** The Hero engages an elf patron in a philosophical debate. On a successful Leadership test the Hero impresses his subject. An Elf Ranger joins your warband as a Hired Sword.
- 6 **Arm-wrestled!** The Hero challenges an ogre patron to an arm wrestle. On a successful Strength test the Hero defeats his opponent. An Ogre Bodyguard joins your warband as a Hired Sword.

## Mead Hall

**Old Jarl's Shanty-ball** is a mead hall of meagre size and splendour near the city's shore-gate. The privy entrance leads to a private wharf, accessing the river and the sea via an underground dock.

Roll a D6 and consult the following chart when a Hero frequents a mead hall.

### D6 Result

- 1 **Slavers!** A run in with Uli Tassenberg's cronies. The Hero must pass a Toughness test or takes a horrible beating and get taken captive to be sold into slavery! Roll on the Serious Injury Chart. Re-roll if this results in death. A player following 'The Body Trade' plot may purchase the captive (see 'Captured' on the Serious Injuries Chart, p.119 of the Mordheim rulebook).
- 2 **Drunken Boast!** After rowdily bragging about his athletic prowess a patron calls the warrior's bluff! If the Hero passes an Initiative test with a -2 penalty applied to his Initiative for being boozed up, the Hero enters an axe-throwing contest – see below. If the test is failed the Hero is mugged upon leaving the mead hall. Roll on the Serious Injury Chart. Re-roll if this results in death. All of the Hero's equipment is lost.
- 3 **Axe-throwing contest.** The Hero enters a traditional Norscan axe-throwing contest. On a successful Initiative test the Hero wins a coveted Hunter's Throwing Axe, as prized by Beast Hunters. If the Hero made a 'Drunken Boast' then a -1 penalty is applied to his Initiative as he tries to sober up.
- 4 **Shield Dance.** The Hero participates in a customary Norscan 'shield dancing' contest after sharing a drink with Norse mercenaries. As the night wears on a Norscan Hired Sword offers his services joining your warband at no cost. Roll a D6 to see who offers to join:  
1-2 Bearman Bodyguard    3-4 Whaler  
5-6 Norse Shaman
- 5 **Borrowed Boat!** The proprietor offers the use of his private cog. The warband can use a riverboat in the next game when a scenario permits it to be used.
- 6 **Guild Membership!** A member of the Marienburg Gentleman's Club extends the Protection afforded by joining in exchange for less than salubrious responsibilities. The Hero is appointed as enforcer with full guild membership! Enforcers are protected by the Guild. They may not be placed *under arrest*.

# Dockside Havens of Villainy and Scum

**Esmeralda's Apron** is a halfling dive on the edge of the Elven Quarter. The inn is a favourite haunt of Sam Warble.

**The Three Bells** is a tavern in the Dealers Market

**The Moonbeam Inn** plays host to Chapter meetings for the Knights of Purity. The secretive society poses as a drinking club in the back room of the inn. Meetings are regularly attended by Albert Loedemans, the Guildmaster of the Brotherhood of Seamen and Pilots (the guildhouse is at the centre of the waterfront on Stoessel Isle).

**The Lighthouse Inn** is one of the Guild meeting places. The Guild (meaning the Thieves' and Assassins' guild in Marienburg) uses the backroom of the Lighthouse Inn as one of the many guild meeting places. Members of the Marienburg Gentleman's Club also use the back room of the inn to introduce rogues characters to the underworld organisation.

**The Mermaid**, tavern in the South Dock is patroned mostly by riverboat crew, the sailors of ocean-going craft preferring to frequent the bars fronting the deep water docks.

**The Pike and Pike** is another tavern on the fog-shrouded South Dock.

**The Pelican's Perch** is a haven for scumbags. A large but unobtrusive hostelry has always been a favourite watering-hole for stevedores and rivermen. It is a favoured haunt for villains loyal to Stromfels. Pirates, wreckers, even mutants have been known to frequent this den on the South Dock.

**The Whaler's Return** is a tavern. The barman and bouncer is Klaus Mannlicher, friend of Axel Hurder who is Guildmaster of the Riverman's Association (the small guildhouse in on the South Dock across the channel from Stoessel Isle).

**The Bunk and Binnacle** is a dilapidated inn on the Sour Dock, not far from the Pelican's Perch in the South Dock district.

**The Jolly Boatman** in the Dead Canal district is one of many notorious waterfront taverns to be found in Marienburg where those from the lowest rungs of society set aside their differences. Despite coming from foreign places, foreign minds come together in the gutter as equals with common purpose. Patrons of the taprooms include foppish pandurers, weirdroot addicts, river pirates, stevedores, mobsmen, leather-faced fishermen, brutish muggers, swaggering sailors, back-alley swindlers, thieves and murderers. The tavern is a dingy two-story building in the Dead Canal district. It has one window, but it has been boarded up. A sign hangs above the door showing a disreputable fellow making water.

**The Quill and Ink**, is a student-friendly tavern on Scholar's Row in Temple District.

**The Dancing Pirate** in the Craftsmarket, so called for the crude sign hung above the door with an image of a sailor with an eye patch twisting at the end of a hangman's rope.

**The Blind Eye**, tavern opposite the Craftsmarket watch barracks (and almost opposite the watch headquarters) attracting a large and faithful clientele of off-duty watchmen to its taproom.

**The Flying Swan**, presumably another Craftsmarket tavern, as the elf who claimed to stay there also claimed to have spent the day trading in the market. Sam Warble discusses an alleged theft from the Swan with the watch captain Gil Roland over a drink in the Blind Eye. Gil describes the Swan as somewhere you'd have to be crazy to steal from. Every latcher in Marienburg knows it' Warble concurs. He subsequently reveals the inn is protected and nobody steals from it to the elf.

**The Gull and Trident**, is a tavern best described as poncey – A double-wing, two-storey structure built along the bank of the Rijksweg in Palace District, it boasts very comfy rooms, excellent food, and a magnificent view from its terrace. The inn is also a front for the biggest fencing operation between Erengard, L'Anguille and Altdorf.

**The Seagull and Spittoon** is a waterfront tavern in Gold Mound district's east-end. Jacques Pottage, an impish Bretonnian, is the innkeeper. He has an overbearing fondness for garlic, garlic and more garlic, but this hasn't stopped him building a lucrative trade. The previous owners are doing time on Rijker's Isle for murder, it is rumoured they used meat from their victims for dishes served at the tavern!

**The Scalded Gull** clings to a little-used stable on Fishhook Lane like an unsightly growth. From the back alleys that stretched out from the Central Canal, it is an overlarge shed, with wide windows and a door that is less an obstacle than a curtain. Strigany dancing girls spin and shake across the tabletops in a splash of silks and a rattle of bangles. Marine-Templars sit in the back corner beneath the hide of giant rat that had been stretched across the wall and nailed in place! After they cleaned out a nest of the pestiferous beasts a few years back in the area, all of the local swill-sellers let the Order of Manann drink for free.

**The Prince's Rest** is an ancient three-storey inn in the Gold Mound district. The Prince's Rest is among the smartest establishments in Marienburg, and cultivates an elite, exclusive atmosphere that is reflected in its clientele.

**The Red Cock** has for over thirty years been known for good food, good beer and a respectable atmosphere. And, for the same time, it has been the preferred safe house for smugglers in the north of the city looking for a place to store contraband!

## Leather Goods

Marienburg was like an apple riddled with brown patches, and of those patches the Tannery was one of the worst. Located in the maze of streets that played host to the city's tanneries, it was a squalid, foul-smelling territory and the gangs of mule-skinners and cat's meat-men who made it their home were as dangerous as any dock-tough or river-rat. And now that he was powerful, Uli Tassenberg made it his fortress on *Tanners Alley*.

Leatherworkers point customers in the direction of leather goods stores at Shoemaker's Square, or more ominously the one in Potion Square ran by Lisette Leerer.

At a fee of 10 gold crowns roll a D6 on the chart below. If a Slaver Hired Sword has previously been hired by the warband then the Hero receives a +1 modifier to the roll. If the Hero has the Slaver skill then the result can be re-rolled.

### D6 Result

- 1-2 **Meat-Men!** The warrior gets jumped by Tassenberg's lackeys! The Hero must pass a Toughness test or takes a horrible beating and get taken captive to be sold into slavery! Roll on the Serious Injury Chart. Re-roll if this results in death. A player following 'The Body Trade' plot may purchase the captive (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim rulebook).
- 3 **Skinner.** A Muleskinner Hired Sword joins your warband with no hire cost.
- 4 **Tanner.** A grizzled leatherworker producing custom goods offers the Hero his latest piece at half its usual price! The Hero must wear buy and wear the item to avoid offending the burly tanner. Roll a D6: 1. Leatherwear Skulcap, Greaves and Straps (counts as helmet and toughened leathers) 2. Wolf Cloak 3. Wyvern Hide Cloak (6+ armour save that cannot be modified by Strength of the attacker) 4. Enchanted Skin 5. Skinkskin Boots 6. Sea Dragon Cloak
- 5 **Meat-Father.** A business connection was established with Uli Tassenberg. The loathsome flesh trafficker sends a Slaver Hired Sword to join your warband with no hire cost.
- 6 **Enforcer!** Lisette Leerer joins your warband as its Dramatis Personae.

*"Tassenberg the Slaver. I grew up with him. Fat little bastard, even then. Hard too. We boiled horse-hide and made leather and glue like the other orphans in the Tannery. Me and Uli and Ferkheimer the Mad and Otto Schelp, the Sewer-Wolf. Gods yes, got out as quick as I could too."*

— Erkhart Dubnitz, Templar Knight of Manann

## Lisette Leerer, Assassin

Saleswoman and enforcer for the League of Gentlemen Entrepreneurs, the most powerful crime organisation in the Free City of Marienburg.

**Hire Fee:** Lisette takes D3+1 Treasures or Shards of Wyrdstone after each game she participated in.

**May be Hired:** Any warband except Skaven may hire Lisette Leerer.

**Rating:** Lisette increases the warband's rating by +100 points.

| Profile        | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Lisette Leerer | 4 | 6  | 6  | 4 | 4 | 2 | 7 | 4 | 9  |

**Equipment:** Lisette is armed with a rapier and stiletto. The enforcer also carries knuckledusters, throwing knives and a blow pipe. She wears toughened leather breeches and the Iron Amulet.

**Skills:** Lisette has the following skills: Resilience, Lightning Reflexes, Scale Sheer Surfaces, Dodge, Mighty Blow, Hide in Shadows and Step Aside.

### SPECIAL RULES

**Iron Amulet:** Crafted using one of the most secret rituals of the Priesthood of Sigmar to protect Sigmar's Witch Hunters in their sacred duty, this amulet uses the natural properties of metal to resist the effects of Magic. It is rumoured some other organisations, such as the Gold College, can craft similar devices. Any spell that would target the affected area of the wearer of this amulet has the difficulty of casting increased by 2.

**League Business:** Roll a D6 for every rare item the warband gets hold of when the rarity of the item is at least Rare 12. On a roll of 1 the item is appropriated by the League of Gentlemen Entrepreneurs.

**Guild Membership:** Protection is afforded to members of the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. Lisette is an appointed enforcer protected by the Guild. She may not be placed under arrest.

**Protection Racket:** Any human Hired Swords that the warband encounters, through a random happening or exploration event result, may join any warband Lisette accompanies.

The player may not actively hire any Hired Sword that could not normally be hired by the warband. A Hired Sword may only be removed from the warband roster Lisette accompanies if upkeep is not paid, if it dies from being taken *out of action* or if an enemy model has *captured* the Hired Sword.

## Fortune Teller

*Charlatans flock to the port claiming to be mystic men from Araby. The truest way for warriors to have their fortune told is by visiting a witch doctor of Norse Town. Seers from Skeggi are fickle in their attentions with customers. Possibly because what they have to say is not usually what Marienburgers want to hear!*

At a fee of 1 treasure or shard roll a D6 on this chart.

### D6 Result

- 1 **Portent of Doom!** The seer condemns the warrior with a grisly reading of the future. The next time the Hero is subject to an injury roll he is taken *out of action!*
- 2 **Bleak.** A depressing reading shows the warrior to have a foreboding fate. The next time the Hero is hit a critical hit will apply!
- 3 **Vague.** Pay 1 extra treasure to finish the reading or not. Re-roll on the chart.
- 4 **Rosy.** An optimistic telling of the future! Next time the Hero fails a roll, re-roll it.
- 5 **Bright.** A prosperous outcome is revealed! Next time the Hero receives a Serious Injury it is ignored! He even avoids death.
- 6 **Vision of Destiny!** The warrior has a heroic destiny to fulfil! A re-roll applies to every roll applying to the Hero in the next battle and post battle sequence!

*"An old swamp witch back in Skeggi told me that the mosquitoes there once drained a baby of blood while it slept. Of course, she also swore to me that the charms she was selling would make me irresistible to women and a mighty warrior."*

— Prince Tyrion of Ulthuan

## Sanitarium

*Heiligdom, the Shallyan Asylum of Blessed Rest. Care home to mentally ill patients and correction facility to incarcerate dangerous lunatics. Originally a small fort, now replaced by a three storey keep, the monastery was redecorated to be restful for the mind. The 'bin' faces opposite from Deedesveld Graveyard, from the north bank of the Dead Canal. Its dark stone bulk surrounded by replanted grounds presenting a classical appearance in the shadow of the city walls. Dwarf artisans ruminate that a structure reflects those who live inside. The asylum houses pain, madness... And corruption lurks within.*

*Suspicion lingers about the asylum's activities because the abbess was one of Sister Astrid von Nimlsheim's defenders when she faced charges of heresy. Despite vehement intervention on behalf of the accused by high ranking clergy, the heretic was excommunicated from the order, conveniently before the magistrate could deliver a verdict! While the elderly priestess who administers the facility did not openly advocate the treatment instead of execution of mutants herself, she has dedicated her life to helping Shallya's 'lost nestlings'.*

Any Hero passing a Leadership test is admitted entry to the mental institute. Any Hero failing a Leadership test may voluntarily be committed to the asylum! Being committed means a Hero misses the next battle. Either way, roll a D6 and consult the following chart.

### D6 Result

- 1 **West Tower.** Its entrances were sealed long ago by edict of the first abbess. Her order was reinforced by the Council of Quenelles in 2420 in the sternest terms. Besmirched by Chaos, or so it is believed. The Hero may choose to break in to the forbidden wing, entering on pain of death! A Hero failing an Initiative test faces summary execution! If a Hero passes roll on the Rewards of the Shadowlord Chart.
- 2 **Tower of Lamentations.** Criminally insane, violent inmates occupy the south tower. Heroes who refuse to cooperate and resist are committed to cells! Incarceration lasts for D3 battles. A Hero loses -1 Leadership for each battle missed.
- 3 **Dormitories.** First storey is residence for nuns caring for the insane. Inmates occupy the upper three floors, between which trap doors are kept locked and chained. Collect D3 provisions from ground floor.
- 4 **Grounds.** Monastery-hospital staff will supervise various duties. Roll a D6 for the Hero to participate. Finders' keepers:
  - 1 **Therapy.** Affected by 'Madness' - Refer to page 119 of the Mordheim rulebook.
  - 2 **Laundry.** One fresh Cathayan silk cloak!
  - 3 **Gardening.** Dig up D3 healing herbs.
  - 4 **Carpentry.** Hand-carving a quarter staff!
  - 5 **Cookery.** Halfling cookbook spare copy!
  - 6 **Prayer.** The Hero has Healing Hands, in the next game, from the Marks of Shallya.
- 5 **Infirmary.** A small library and the surgery are in the East Tower. Less successful experiments of chief pharmacist and physician Sister Katja Faasen receive temporary isolation in the south tower. Despite accusations that the asylum is harbouring mutants nobody from the sisterhood has ever been found guilty. Conspirators arrange their escape into the marsh when collecting swamp ingredients! Roll a D6 for a Hero entering East Tower:
  - 1 **Treatment!** The Hero becomes a test subject! Roll on the Warp-touch Chart.
  - 2 **Sedative!** The Hero is sedated. Roll on the Dream Chart from the Dream Parlour.
  - 3 **Cadaver!** The Hero carries out a corpse.
  - 4 **Borrowed Library Book!** A holy tome!
  - 5 **Concoction!** Roll on Herbs & Potions Chart.
  - 6 **Medicine Chest!** Acquires chest!
- 6 **North Tower.** The Hero has discovered a tainted item in the asylum. Roll on the Tainted Items Chart. Upon presenting the evidence to Abbess Monica Arden she divulges whereabouts for Colony of the Lady's Tears, Shallya's hospice in the Wasteland. The warband may visit location (2 2 2 2 2) in the exploration phase.

*"There's more to Heiligdom than meets the eye, mark my words. I have evidence that they harbour mutants and arrange for their escape to the marshes! Yet one more example of the cult hierarchy's disgusting weakness of heart and mind!"*

— District Judge Bertrand, Magistrate for Porters Wall & Knight of Purity

## Bazaar of Books

Marienburg's lesser-known trade is knowledge. Journeying to the lands of men, followers of the Lord of Change disguise themselves, walking cloaked and hooded through the streets, to buy tomes of forbidden lore in the **Bazaar of Books** found in Marienburg.

The Unseen Library, an archive of scholarship so secretive that most researchers had never heard of it or believed it a fable, had been a cynosure for those desperate enough to seek it out and pay its price.

There had been a disaster and the library had flooded, its collection believed to be destroyed. Scrolls, books and manuscripts that had been outside its catacombs when the water flowed in have survived. Booksellers and antiquarians scavenged scraps of parchment and vellum like beggars from the river's foreshore over the month that followed, selling them to eager collectors.

Roll a D6 on the chart below.

### D6 Result

- 1 **Illuminated Readers!** A fellow reader has snapped up the rare tome. Your Hero trails him from the Bazaar and is ambushed by Lay-Readers from the Order of Illuminated Readers. Roll for 'multiple injuries' on the Serious Injury Chart.
- 2 **Profane Manuscript.** Passing his eyes across forbidden texts the warrior suffers a bout of insanity. The Hero loses -1 Leadership permanently.
- 3 **Fake!** Roll 2D6 on the Bazaar of Books Chart to find out what book is on offer. The fake is a poor copy of the original. It costs 50 gold crowns but it only lasts for the duration of the next D3 battles.
- 4 **Vellum Fragment.** Roll 2D6 on the Bazaar of Books Chart to find out what scrap of knowledge is available. It costs 25 gold crowns but it only lasts for the duration of the next D3 battles.
- 5 **Authentic Tome!** Roll 2D6 on the Bazaar of Books Chart to find out what precious tome is on offer.
- 6 **Library Card!** One of the booksellers offers to sell your Hero a copper token with an emblem inscribed upon it for a fee of  $20 + 4D6$  gold crowns. The emblem on the token is the symbol of the Illuminated Readers. The Library Card can be used by a Hero with the Haggle skill to exchange any book for another tome at the Bazaar upon return visits. Roll on the Profane Books Chart to see what the book swap will be.

"Marienburg. It was after the Library had flooded, and the sects were fighting for control of what was left. I joined a group of former witch hunters and scholars, disaffected like me. The Cloaked Brothers. Research is what they do. Discovering the true nature of Chaos so it can be beaten – not the short-term victories of battles and burnt cults, but learning how to force it from the world."

— Andreas Reisefertig, Cloaked Brothers Agent

## Profane Books chart

### 2D6 Roll Result

- 2 Training Manual (see Fighting Arena on page 140 of the Mordheim rulebook)
- 3 Alchemist's Notebook (see Alchemist's Laboratory on page 139 of the Mordheim rulebook)
- 4 Tome of Magic
- 5 Holy Tome
- 6 Hammer of Witches
- 7 Halfling Cookbook
- 8 The Loathsome Ratmen and All Their Vile Kin
- 9 Bare Before the Gods - the Dances of Darkest Ind
- 10 Book of the Dead
- 11 Grimoire of Daemon Lore
- 12 Liber Chaotica

*"Unlike your mercantile peers, I know you have spent the last twenty years of your life obtaining and studying a wide variety of magical, alchemical and heretical texts. You have read the works of Van Hal, von Juntz, Krischan Donn, Ralfs, even the tedious prose of the Ratmen-obsessed Leiber. And all of it with the aim of achieving a single burning ambition. But it was only recently, after a visit to Marienburg's Unseen Library to read Hollseber's Liber Malefic, that you finally discovered a means by which to achieve your aim. Now, you have come here to me in the hope that I can give you what your books could not."*

— Samael, the Silver Tongue, Daemon Prince, First among the Infernal Legions of Shornaal

## Bone Garden

A graveyard in Porters Wall district overlooks the Dead Canal to the south. Its crypts and mausoleums are a bewildering maze of tunnels and chambers holding the resting places for the wealthiest families from the merchant elite.

Cellars and secret passages beneath the cemetery have been used by smugglers for centuries. The cave system is entered from a hidden crypt in the Sailor's Memorial. Contraband of one kind or another is stored behind secret doors in the Smugglers' Caves under Deedesveld Graveyard.

Burial grounds are condensed in the port-city, fresh graves planted over sunken coffins in the Gardens of Morr. Corpses occasionally have heirlooms and trinkets buried with them. The curse of undeath looms when fresh bodies are being sought by curious physicians and budding necromancers.

A team of two Heroes from your warband may go tomb robbing in the post battle sequence. Roll twice on the Grave Robbery Chart. If the 2D6 result is 2 the tomb has collapsed on the Heroes! Roll on the Serious Injuries Chart for each Hero.

On a roll of 12, the Heroes find two corpses (suitable to become Zombies for Undead warbands) and find possessions worth 2D6 gold crowns in addition to making two rolls on the Booty Chart.

In the event that a zombie rises from the grave fight the battle as normal. The zombie strikes first in the opening round of combat. If a Hero loses, roll on the Serious Injuries Chart.

# Unseen Library

Adventurous lore-seekers find that the Library itself no longer exists. Not at least in its original state. It was destroyed in a flood. Almost every scholar in Marienburg knows of the Order of Illuminated Readers but most are unwilling to speak about it. Despite their clandestine studies, some knowledge of the Order and its headquarters has entered academic folklore. Almost nobody knows the Unseen Library really exists, and its location is reported variously as Nuln, Marienburg, Miragliano, Brionne or Praag. It was said to house the greatest repository of knowledge in the entire world; which is probably true.

Local rumours fail to reveal much of the Order. The Order has a site, not necessarily its main base, positioned on one of the estuary islands. The whole truth has been embroidered with a great deal of fiction over the years to help conceal the Library.

After the flood the religious and academic groups that had centred on the Library were warring for control of remaining books and the allegiance of their members. For a struggle fought by academics, priests and half-blind scholars, it was surprisingly fanatical and bloody.

*"The inner circle of the Unseen Library, the Readers, they took a vow of silence. To encourage them to keep it their tongues were cut out. Although the Library is no more, the Readers are still with us, guarding the texts they saved from the flood. Some are said to have found new, even darker ways to protect their secrets. So be on your guard."*

— Father Willem, Verenan Information-broker

Various sources give hints mentioning an island in the Reik estuary. There are around fifty islands that fit the basic description, some inhabited and some just rocks and sandbanks. A couple of hours spent making enquiries in the inns on the waterfront will find a docker or a barman who knows of an island with a ruined Solkanite temple and mad hermit on it which people still visit from time to time. The occasional boat with passengers in robes comes in from the estuary, returning with provisions a few hours after disembarking. These are the Librarians or the Readers.

The Library is hidden beneath a strange cavern on Foyles Rock. It is common knowledge that there was once a temple on the island dedicated to Solkan, God of Lawful Vengeance, but it was raided by pirates many centuries ago and destroyed in a fire.

*"How were you proposing to discover and infiltrate these secretive, defensive, factionalised cults that now control the few books that are left of the Unseen Library?"*

— Erasmus Pronk, Untersuchung Agent

Foyles Rock sits out in the estuary about eight hundred yards from shore; a solid lump of rock, one hundred yards long and thirty wide. Two walls remain of the ruined temple of Solkan. Aside from a few seals, seagulls and an emaciated cow, the only visible inhabitant on Foyles Rock is an elderly hermit believed by most Marienburgers to be last of the old Solkanite monks! The incognito Librarian suffers from dementia.

Readers cannot speak because their tongues are removed during their vows of loyalty to gain access to secret knowledge. The monk signals cryptic advice by mouth to visitors. The obscure insights he offers serve as a cover story for daytrips made to Foyles Rock by boat to use the Library. Wizards, priests and astrologers carry a small piece of flat copper etched with strange symbols serving as a 'library card' allowing them access to the Library. Members are permitted to withdraw up to three books for two weeks at a time. Members or 'Lay-Readers' suspected of breaking their vow or not returning a book in time, defacing a book, eating while holding a one of the Library's books are found with their throats slit and their tongues cut out. The other way to be admitted it by depositing a rare book, such as a profane tome of dark magic. To join the Order, one must donate at least five books to its archives, each at least five hundred years old.

A surprising number of well-known and highly suspected scholars from all over the world are Lay-Readers of the Order, making a trip to Marienburg every few years to consult the Unseen Library's resources, or leave a rare or proscribed book in the care of the Illuminated Readers. These vary from damnable tomes of sorcery quilled in blood by the foulest of unspeakable authors to the flamboyant catalogues of playwrights such as Jacopo Tarradasch and Detlef Sierck. The fullest extent of its true contents cannot be known. Rarest masterworks in song and literature such as *The Merman's Daughter - an Opera in Seven Acts*, could be piled atop condemned excerpts from *Liber Mortis* by the infamous necromancer Frederick van Hal.

Beyond a carefully hidden door is a stone stairway descending a hundred feet, opening into a cavernous space. This is the Great Reading Room, formerly a crypt of the Temple to Solkan, now lined with ancient books stretching back to the before the foundation of the Empire. On the floor is an incomplete tiled map of the Library

The Library can also be accessed via a half-mile long secret tunnel hidden in the cellar of Johan Harupz's shop on the riverfront. It is the only tobacco-seller in the South Dock. The Solkanites originally used the Unseen Library as a catacomb. The bodies of honoured dead priests still exist.

Most of the labyrinth complex is now given over to book storage. The Library is a warren of tunnels containing shelves of neatly-arranged precious tomes. Unclassified volumes lie stacked in dead end corridors. Unexplored passageways contain forgotten caches of arcane lore including clay tablets, flayed skins, Cathayan pictographic novels, knotted strings from Lustria, and unholy scrolls rescued from Witch Hunter's bonfires. Others secret exits concealed behind bookcases emerge through disused secret doors into a sewer on the Marienburg waterfront, or in a basement of the prison-island of Rijker's Isle, in the middle of the estuary.

# Profane Books

## Hammer of Witches

100 gold crowns

**Availability:** Rare 10 (Witch Hunters only)

*The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.*

A Hero with the Hammer of Witches will *bate* all followers of Chaos, Possessed, Skaven, Beastmen, Daemons, Dark Elf, Orcs & Goblins and Sisters of Sigmar.

## The Loathsome Ratmen and all of their Nilekin

150 gold crowns

**Availability:** Rare 11 (Not Skaven)

*From the sewers and drains crawl the Ratmen, filthy beasts of fur and claw, spreaders of disease: the Skaven! Few have the courage to recognise the peril of the Old World. Most men remain blind to it. One man with the foresight to recognise the threat was the scholar Wilhelm Leiber. This is his book, covering all aspects and habits of the revolting Skaven: their physiology, methods of war and his projected plans on how to deal with the rising menace, with many accompanying pictures and sketches. Many believe Leiber was a maniac, a paranoid fool whose work has no basis on fact.*

A Hero carrying the book and any warriors within 6" of the Hero *bate* all warriors in Skaven warbands.

## Bare Before the Gods - the Dances of Darkest Ind

175+D6x10 gold crowns (Wizards only)

**Availability:** Rare 12

*Bare Before the Gods contains an illustrated guide to the shamanic dances from distant Ind. The Dances of Darkest Ind are the mystical teachings of magic rituals used by desert shamans from Araby and Ind.*

A wizard with the Arcane Lore skill and this tome can learn spells from the Lore of Serpents. The wizard will gain an extra spell from the Lore of Serpents list permanently.

## Book of the Dead

200+D6x25 gold crowns

**Availability:** Rare 12 (Vampires and Necromancers only)

*This is a book that contains transcripts from the famous books of Nagash, the Great Necromancer. Extant copies of the dread Liber Occultus, of which there were three, dealing with the history of ancient Nebekbara and the Liber Necris contain the direst of secrets!*

A Vampire can learn Necromantic magic with the Arcane Lore skill using this book and a Necromancer will gain a new spell permanently. Book of the Dead counts as a tainted item.

## Grimoire of Daemon Lore

275+D6x25 gold crowns

**Availability:** Rare 13 (Wizards only)

*A rare tome of daemon lore written in Fimir script, if correctly translated it would contain a wealth of information on the Fimir and their ritual magic. Worth at least 200 gold crowns to a collector of profane books such as the Order Illuminated Readers, who would consider it a valuable donation! Daemon lore is incredibly scarce. Even brief excerpts copied from blasphemous publications such as Grimoire Daemonicus and Liber Malefic are considered priceless by collectors who commit heresy.*

Books of dark magic are used in daemonology. A wizard with the Arcane Lore skill and this grimoire can learn Rituals of Dhar and will gain a new spell permanently. Grimoire of Daemon Lore counts as a tainted item. In addition, if the wizard knows any Chaos Rituals or Lesser Magic spells then lower the spells difficulty by 1 using the Grimoire of Daemon Lore.

## Liber Chaotica

500 gold crowns

**Availability:** Rare 16 (Wizards only)

This mighty tome of Chaos magic contains all the Chaos Rituals. In addition a wizard in possession of the book is able to use all spells from his dedicated spell list. He must still learn a spell twice to permanently reduce its Difficulty. A non-spellcaster may choose one random spell determined before the battle from the Chaos Rituals. The warrior may attempt to cast it as if he was a wizard. Liber Chaotica is a Chaos artefact.

# Rituals of Dhar

Accomplished practitioners of magic manipulate the wind of Dhar. The most powerful of Chaos magisters practice daemonology as do the druchii. The sorceresses of Naggaroth use rituals of dark magic against their arch enemies the elves of Ulthuan. High Elf mages use their magic defensively to cast rituals of Qhyash for the power of good, while the Dark Elves harness the raw power of dark magic for the sole purpose of destruction.

## 1 Doom Bolt

Difficulty 9

*Whispering an ancient incantation the sorcerer conjures a bolt of pure dark energy and unleashes it from her outstretched hand.*

The bolt of doom may be targeted at any enemy model in line of sight. The Doom Bolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is hit on a 4+ with -1 to Strength from the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

## 2 Word of Pain

Difficulty 8

*The sorcerer calls the dreadful curse of the Witch King himself upon his enemy, crushing their spirit and reducing their willingness to fight!*

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. The spell lasts until the beginning of the players next turn.



## 3 Soul Stealer

Difficulty 9

*At the sorcerer's touch, the essence of life is drained from his enemy and absorbed into his body giving him renewed strength and vigour.*

Once successfully cast, the sorcerer makes a roll to hit against a model in base contact. If the attack is successful and the opponent is struck, it suffers a wound with no armour save possible. The sorcerer feeds on this life-force and adds one wound to his profile. Note that the sorcerer can never have more than one extra wound above its maximum characteristic from the use of this spell and the extra wound is lost at the end of the battle.

## 4 FlAMESWORD

Difficulty 8

*Summoning dark magic the sorceress engulfs a weapon in twisted black flames.*

The sorcerer may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. The spell lasts until the players next shooting phase.

## 5 Death Spasm

Difficulty 10

*The sorceress channels the raw power of Dhar into his enemy, causing him to writhe in excruciating pain.*

The morbid sorcery has a range of 6" and must be cast on the closest enemy model. A model affected by Death Spasm must roll on the Injury Chart. If successfully cast the sorcerer is immediately knocked down.

## 6 Witch Flight

Difficulty 7

*The sorcerer bends the winds of magic to his will and flies through the air.*

The sorcerer may immediately move anywhere within 12", and may count as charging. If he engages a fleeing enemy in the close combat phase he will score an automatic hit and then the opponent will flee again.

# Crafts Market

## Cartwright

Across the road from the shipyard is Von der Decken's Cartyard which has an equally established reputation for Cart modification and fierce rivalry with Van Der Deckens.

A visiting Hero may choose one of the three options below.

**Repairs:** At 50% of the full cost, the Cartwright may repair any previously wrecked watercraft or land transport: this will take D3 game turns.

**Parts:** The Cartwright can also be paid to customise a Vehicle by adding one new feature from the Cart Parts or the Artillery table. Choose the part you wish and roll for Rarity, as they are hard to come by. If it is unavailable, you can choose to gain a +1 bonus on rarity roll for that part each time you next visit. This bonus is cumulative until the Cartwright procures the part successfully.

**On sale:** Alternatively, you may look through the wares the Cartwright has today (see table adjacent). You may buy them without rolling for Rarity, but only one roll can be made each turn regardless of how many Heroes visit.

## On Sale!

### D6 roll

- |     |  |
|-----|--|
| 1   | A treasure cart with 25% discount.   |
| 2-3 | A second-hand Wagon(-1 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.                                |
| 4-5 | A shipment of custom-made parts arrived today. Roll twice on the Cart Parts Table: those items are available for sale. |
| 6   | An Opulent Coach!  |



## Cart Parts Table

2D6 result

### 2 – 3 steam engine

1/3 of the Cart price in gold crowns

**Availability:** Rare 13

This engine provides an independent type of propulsion, which adds D3+2" of movement to the base speed. This replaces the need for any draft creature.

**Full Steam Ahead!** The Cart can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the Cart's total speed. A warrior with the Driver skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a Cart equipped with a Steam Engine is hit in the bow by a Draft Creature, it has hit the engine, the engine has a toughness of 6 and if wounded, roll on the Engine Malfunction chart. **Engine Malfunction**

**1 – Kaboom!** The engine explodes spectacularly, dealing D6 wounds to the wagon, any model within 4" of the bow takes a S5 flaming hit and the Cart is now on fire.

**2 – Dangerous Overpressure!** The wagon suffers 1 wound.

**3-4 – Emergency Vent.** The Cart cannot move next turn, and any models within 4" of the bow suffer D3 S2 flaming hits.

**5 – Minor Leak.** The Cart cannot move next turn. **6 – Valve Locked.** The Cart moves 2D3" this turn, but cannot turn.

### 4 Spiked wheels

100 gold crowns

**Availability:** Rare 10

Any warrior hit by the wagon, suffers an extra wound.

### 5 Threaded wheels

150 Gold Crowns

**Availability:** Rare 11

Ignore *out of control* tests for rough terrain, and will only lose speed after losing at least 2 wheels, in addition, the cart can now make 90 degree turns rather than 45 degree.

### 6 Emergency flotation device.

80 gold crowns

**Availability:** Rare 12

In the event a wagon accidentally falls into the water this device will inflate and save the wagon from sink. It is immobile for the rest of the game. After the match the inflatable device must be reset for 10 gold crowns.

### 7 weapon turret

40 gold crowns

**Availability:** Rare 9

This wooden platform can fit an artillery weapon on top, allowing it to pivot in the same turn it is being reloaded! Carts can carry 1 Weapon turret. You must buy artillery weapons separately. Each turret occupied by an artillery weapon reduces capacity of the Cart by 1 (but the weapon takes no additional space).

## 8 artillery weapon

Roll on the Large Ordnance Weapons Table to see what is available today, or freely pick any one of the Swivel-Mounted Weapons to buy.

## 9 armoured plating

80 gold crowns

**Availability:** Rare 10

The Cart gains +1 T.

## 10 Hidden Compartment

40 gold crowns

**Availability:** Rare 10

Any vehicle may include storage space to smuggle goods past watch patrols and excise men. Up to 2 Cargo markers, or any other amount of items may be stored below deck in this compartment. A model may store any illegal items in the compartment during the battle, by moving onto the deck and not performing any other action that round (shooting, spellcasting, close combat). Just in case they risk being detained by any snooping constabulary! If your Cart is commandeered by someone unaware of the secret compartment, a trigger mechanism drops the cargo into the sea below in a water tight container! If your Cart is ever stolen from you, all such cargo can later be automatically recovered unharmed by your warband after the battle.

## 11 Battering Ram

60 gold crowns.

**Availability:** Rare 8

Battering Rams negate all collision hits from the Front plus replace the collision damage to the object hit with; D3x(Distance cart travelled that turn)Strength damage.

## 12 Grunweld's Last Resort.

250 gold crowns

**Availability** Rare 12

The cart is rigged with an explosive device, hidden away safely that only the Warband knows how to activate. At anytime during your turn if at least 1 warband member is on the Cart they may trigger the device, instantly exploding the ship and everyone on it. Every model on board suffers D3 Strength 10 hits, and the cart is destroyed and cannot be salvaged. You may also nominate to arm the device to blow on impact. You must declare this is your intention, at least a turn before your collision. If you do, any missile hits that hit on a 6 will trigger the device early.



## Shipwright

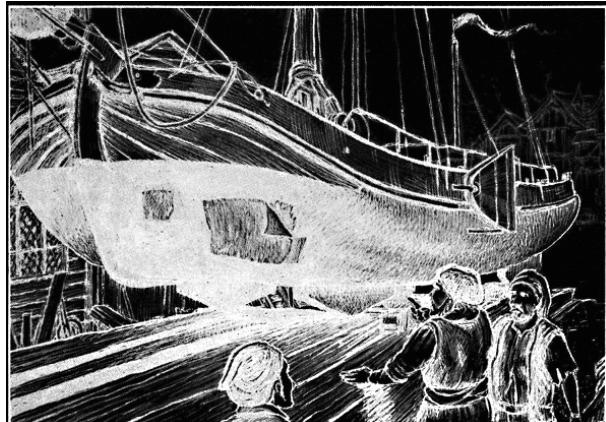
Shipwrights are skilled at fixing damage to all types of vehicles. **Van der Decken's Boatyard** in the Craftsmarket has a long established reputation. Marienburg has long been a hub of innovation, its multicultural history bringing the best ideas from all over the old world and beyond. The love of invention, the love of the sea and the love of marketeering brought the world the Marienburg Class Landship after all.

A visiting Hero may choose one of the three options below.

**Repairs:** At 50% of the full cost, the shipwright may repair any previously wrecked watercraft or land transport: this will take D3 game turns.

**Parts:** The shipwright can also be paid to customise a watercraft by adding one new feature from the Boat Parts or the Artillery table. Choose the part you wish and roll for Rarity, as they are hard to come by. If it is unavailable, you can choose to gain a +1 bonus on rarity roll for that part each time you next visit. This bonus is cumulative until the Shipwright procures the part successfully.

**On sale:** Alternatively, you may look through the wares the shipwright has today (see table adjacent). You may buy them without rolling for Rarity, but only one roll can be made each turn regardless of how many Heroes visit.



## On Sale!      D6 roll

1 – A Rowboat with 25% discount.

2 – A second-hand Riverboat (-1 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.

3 – A second-hand Barge (-2 max Wounds, -1" Movement) at 70% of the price. Cannot be resold.

4-5 – A shipment of custom-made parts arrived today. Roll twice on the Boat Parts Table: those items are available for sale.

6 – A ship of the Line!

## Boat Parts Table

### 2D6 result

#### 2 – 3 steam engine

1/3 of the boat price in gold crowns

**Availability:** Rare 13

This engine provides an independent type of propulsion, which adds D3+2" of movement to the base speed. This mode of propulsion cannot be combined with any others on the same boat, and cannot be installed on rafts or rowboats. Riverboats with Steam engines require 1 less crew to be manned, and Barges require 2 less crew.

**Full Steam Ahead!** The boat can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the boat's total speed. A warrior with the Pilot skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a boat equipped with a Steam Engine is prompted to roll on the Propulsion Chart, roll on this table instead.

#### Engine Malfunction

1 – *Kaboom!* The engine explodes spectacularly, dealing D6 wounds to the hull, any model within 4" of the bow takes a S5 flaming hit and the boat is now on fire. Furthermore, all models on board must test for Man Overboard!

2 – *Dangerous Overpressure!* The hull suffers 1 wound.

3-4 – *Emergency Vent.* The boat cannot move next turn, and any models within 4" of the bow suffer D3 S2 flaming hits.

5 – *Minor Leak.* The boat cannot move next turn.

6 – *Valve Locked.* The boat moves 2D3" this turn, but cannot turn.

#### 4 ram

60 gold crowns

**Availability:** Rare 8

Your boat always adds +1 Strength to its ramming hits, and gains a 4+ save against any collision hits to its front (including its own ramming attack).

#### 5 weapon turret

40 gold crowns

**Availability:** Rare 9

This wooden platform can fit an artillery weapon on top, allowing it to pivot in the same turn it is being reloaded! Riverboats can only carry one, while barges can carry two turrets (one at the prow another on the poop deck. Rowboats and Rafts are too small to carry them! You must buy artillery weapons separately. Each turret occupied by an artillery weapon reduces capacity of the boat by 1 (but the weapon takes no additional space).

#### 6 artillery weapon

Roll on the Large Ordnance Weapons Table to see what is available today, or freely pick any one of the Swivel-Mounted Weapons to buy.

#### 7 winch

40 gold crowns

**Availability:** Rare 7

Any Cargo or warrior is automatically pulled aboard by someone using a winch. The winch reduces capacity of the boat by 1.

## 8 Hidden compartment

40 gold crowns

**Availability:** Rare 10

Any vehicle may include storage space to smuggle goods past watch patrols and excise men. Up to 2 Cargo markers already on board, or any other amount of items, may be stored below deck in this compartment. A model may store any illegal items in the compartment during the battle, by moving onto the deck and not performing any other action that round (shooting, spellcasting, close combat). Just in case they risk being detained by any snooping constabulary!

If your boat is commandeered by someone unaware of the secret compartment, a trigger mechanism drops the cargo into the sea below in a water tight container! If your boat is ever stolen from you, all such cargo can later be automatically recovered unharmed by your warband after the battle.

Rowboats and rafts cannot have hidden compartments.



## 9 armoured plating

80 gold crowns

**Availability:** Rare 10

The boat gains +1 T.

## 10 slave deck

1/4 of the boat price in gold crowns

**Availability:** Rare 13 (Rare 8 for Chaos Dwarves, Norse, Dark Elf, Marauders of Chaos, Beastmen or Greenskins)

*(Only available to Riverboats and Barges with Oar Banks from the following warbands: Chaos Dwarves, Norse, Dark Elf, any Chaos warband, Greenskins and any warband following The Body Trade plot.)*

The small space inside of the hull has been fitted with oars and chains, in a cramped oppressing structure. Your warband must secure enough hostages or slaves to make use of the oars (your warband members won't accept such working conditions!). Your ship now may hold a number of slaves equal to half the boat's capacity (in addition to the normal capacity). The boat only requires 2 models from your warband to crew it, but requires at least 2 slaves (for riverboats) or 4 slaves (for barges) to move the oars. It also gains the following rule:

**Put yer Backs into it!** You can force more speed out of the slaves, each turn. Roll a D6: if you roll 2-6 add +D3" to the boat speed. If the result was 1, roll on the table below:

**1 – Revolt!** D3 slaves must take a S test: if they fail they expire, otherwise they break free! An equal number of random members of your warband take a S3 hit, before the slaves dive off into the water.

**2-3 Out of Sync.** The slaves mess their coordination completely. The boat turns 45 degrees in a random direction.

**4-5 – All Rowed Out.** The slaves are too tired, and you can't apply the lash next turn either.

**6- Inspired!** The boat moves +4".

## 11 landship drive train

100 gold crowns

**Availability:** Rare 14

Something of a poor imitation of a true Empire Steam Tank in terms of sophistication, a Land Ship does at least have size and ambition in its favour, from its bulky armoured hull to its oversized, life-threatening boiler and a steerage mechanism that can only be described as the fruits of an unhinged mind. This complex feat of engineering, including large wheels, internal axles and gears allows a Barge to be converted into an amphibious vehicle. The drive train requires a Steam engine to power it, which can be installed at a later time. The boat also gains Armored Plating (see above).

A Landship can move normally on water following boat rules, but can also cross a rivershore or beach into land and vice versa. It must stop at the shore for the turn while the crew readjusts the mechanisms. When on land, it moves like a wagon (ignoring any roll results that indicate draft animals), but can roll *Full Steam Ahead!* to gain speed in the same way as described for Steam Engines.

## 12 gyroscopic oscillator

125 gold crowns

**Availability:** Rare 14

A rare marvel of watercraft innovation for long and dangerous voyages, this originally dwarven invention was further tweaked on by Nuln engineers. Currently the contraption connects the rudder with an oscillating weight, to balance the vessel at all times. It cannot be installed on rowboats or rafts. The vessel's speed is reduced by -1", but whenever it suffers a collision or is rammed does not have to test for *Man Overboard* on a 4+, and if it suffers damage does not drift (but it still veers).

# Artillery Weapons

## Swivel-mounted Weapons

Mounted on the boat's railings on a swivel shoulder, they have an arc of fire of 90° (ie. they cannot fire towards the inside of the boat).

Rafts & Rowboats can mount one, at either end of the boat. Riverboats or larger boats can mount as many as fit on the railings, spaced by 3" between them. The position of the weapons on the boat must be decided at the beginning of the battle (and they cannot be removed and carried by models), but their position may be changed between battles.

A model manning a Swivel-mounted weapon cannot contribute to the boat's active crew that round.

## Harpoon Gun

50 gold crowns

**Availability:** Rare 10

**Range:** 36"

**Strength:** 4

**Special rules:** Move or Fire, Prepare Shot, Save Modifier, Reel 'em In

**Move or Fire:** a model cannot move (including moving to man the Harpoon Gun) and shoot in the same turn.

**Prepare Shot:** Harpoon guns can only shoot every other round, and no Skills or abilities can modify this.

**Save Modifier:** wounds dealt by a Harpoon Gun have an additional -1 to the armour save (for a total of -2).

**Reel 'em In:** any model hit and wounded by the Harpoon Gun must make a Strength test, otherwise they are harpooned and the firer may move them 8" closer. Every turn after being harpooned the victim may make a Strength test to escape otherwise they are reeled in a further 8". Whilst harpooned the victim may not move but can act as normal. A friendly model may cut them free on a successful WS test. Cargo markers may also be harpooned, but do not get a S test.

## eagle-eye bolt thrower

85 gold crowns (Elves & Dark Elves only)

**Availability:** Rare 8

**Range:** 36"

**Strength:** 5

**Special Rules:** Move or Fire, Prepare Shot, Save Modifier

**Multiple Wounds (D2):** if this weapon successfully wounds a target it inflicts D2 wounds instead of just 1.

**Save Modifier:** wounds dealt by this weapon have an additional -1 to the armour save (for a total of -3).

**Move or Fire:** a model cannot move (including moving to man the Harpoon Gun) and shoot in the same turn.

**Prepare Shot:** These weapons can only shoot every other round, and no Skills or abilities can modify this.

## swivel gun

75 gold crowns

**Availability:** Rare 8

**Special rules:** Move or Fire, Prepare Shot, Cumbbersome, Blackpowder misfire, Special Ammunition

**Move or Fire:** a model cannot move (including moving to man the Swivel Gun) and shoot in the same turn.

**Prepare Shot:** Harpoon guns can only shoot every other round, and no Skills or abilities can modify this.

**Blackpowder Misfire:** Swivel Guns always make use of the Blackpowder misfire chart, as they are experimental weapons.

**Special Ammunition:** Swivel Guns use nonstandard ammunition types, which must be bought for each game. Each type only lasts one shot, so once it fires it cannot be

used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

### Ball Shot – 5gc Common

**Range:** 36" **Strength:** 5 **Armour Save:** -2

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

**Concussion:** The impact of the heavy lead projectile is enough to rattle even the hardest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

### Chain Shot – 2gc Common

**Range:** 24" **Strength:** 4 **Armour Save:** -1

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

**All Wrapped Up!** Enemy hit by Chain Shot which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

### Grape Shot – 2gc Common

**Range:** 24" **Strength:** 3 **Armour Save:** -

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

**It's Everywhere!** If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

## Large Ordnance Weapons

Rafts & Rowboats cannot carry these. Each takes up space on deck, reducing the boat's capacity by 1. Models manning these weapons cannot contribute to the active crew that round.

These weapons all have the following rules:

**Hard to Fire:** Firing artillery weapons requires a good crew, a maintained weapon, and technical knowledge. They require a team of two to fire (or one if the model is Large), but only one crewmember needs the Artillery Expert skill. All of the normal shooting rules apply (with some exceptions below), but no Shooting skills apply to these weapons.

**Cumbersome Movement:** A single crewmember can move an Artillery weapon at half his movement, two crewmembers can move it at their full movement. They cannot run however.

**Reload!** These weapons require one full turn with the crew preparing the shot (place a marker next to it when loaded), and can only fire in the following turns. Note you may still have to aim (see below).

**Aim!** Artillery weapons may not move and fire in the same turn, and they are so cumbersome that pivoting on the spot (to aim) counts as moving it (unlike other shooting weapons which can pivot freely every turn). Thus, artillery weapons must draw a straight line from their nozzle to their target (with a 1" leeway) to be able to shoot at it.

**Broadside shooting:** when shooting at buildings or boats the size of a barge or larger, if the target is within 10" the shot hits automatically.

### bolt thrower

110 gold crowns

**Availability:** Rare 9

**Range:** 36"

**Strength:** 6

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, No Armor Save, Penetrate Ranks

**Multiple Wounds (D3):** if this weapon successfully wounds a target, it inflicts D3 wounds instead of just 1.

**No Armour saves:** the speed and weight of the bolt prevents any armour from being useful against it.

**Penetrate ranks:** if the bolt successfully renders its target Out of Action, it continues its trajectory in a straight line, hitting any further targets in its path (roll to hit and Wound) but subtract 1 from each To Hit and To Wound roll thereafter. Eg. Next target after the first one is hit at -1 To Hit and at S5, if that model goes Out of Action the next target is hit at -2 and at S4, and so on. Vehicles and scenery pieces in the path of a bolt are hit automatically.

### repeater bolt thrower

150 gold crowns (Elves & Dark Elves only)

**Availability:** Rare 9

**Range:** 48"

**Strength:** 6

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, Penetrate Ranks, No armour saves, Repeater Bolts

A repeater Bolt Thrower follows all the rules for a regular Bolt Thrower, but it can alternatively shoot a volley of smaller bolts, following the rules below.

**Repeater Bolts:** the weapon shoots out 6 smaller bolts, each hitting instead at S4, an extra -1 to armor saves and they deal only 1 wound.

### carronade

150 gold crowns

**Availability:** Rare 11

**Range:** 8"-36" (Grapeshot: flame template)

**Strength:** 7 (Grapeshot: S3)

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D3, Bounce, Grapeshot

**Multiple Wounds (D3):** if this weapon successfully wounds a target, it inflicts D3 wounds instead of just 1.

**Bounce:** this weapon does not roll To Hit when firing. Mark a spot within a straight line of sight from the weapon's muzzle to aim the cannonball at. Roll a D3 (or a D6 if the target is at long range) and move the mark by that distance in inches in the direction of a scatterdice roll. Then roll an artillery dice, and move the mark by that distance in the opposite direction of the cannon: this is where the cannonball lands. All models on that spot are hit (roll to Wound). Unless the cannonball landed on a Large model, a vehicle, building or obstacle (in which case it comes to a stop), the cannonball bounces forward: roll another artillery dice and all models in the path of the bounce are also hit. If a misfire is rolled in the first artillery dice roll, see Misfire below. If a misfire is rolled in the second artillery roll, the cannonball does not bounce and stops there.

**Grapeshot:** Instead of firing a cannonball, the crew can opt to fire rusty nails, handgun bullets, and other small projectiles – effectively creating a huge blunderbuss.

Place the base of a flame template on the nozzle of the cannon pointing in a direction of choice, and roll an an artillery dice. Move the template forward by the result, and any models even partially covered by the template along its movement are hit. (unless they are fully in cover from the cannon) If a misfire is rolled, see Misfire below.

**Misfire:** roll on the Blackpowder Misfire chart, but if the roll is "1 BOOM!" the explosion of the cannon instead deals D3 S7 hits to everything (including the vehicle!) in 3".

### naval cannon

250 gold crowns

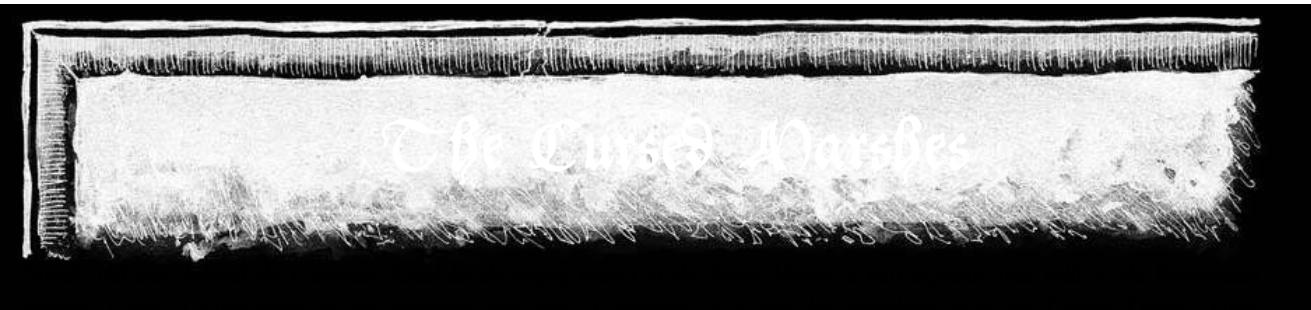
**Availability:** Rare 12

**Range:** 8"-60" (Grapeshot: flame template)

**Strength:** 9 (Grapeshot: S3)

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside, Multiple Wounds D6, Bounce, Grapeshot

A naval cannon follows all the same rules as a Carronade, except it has longer range and hits at higher S and wounds.



frontier. Little of value grows in this poisoned land and, if anything, it is even less populated than the Tumble Downs. Even smugglers are reluctant to cross its barren interior - many of the streams flowing from the Pale Sisters are tainted and foul, polluted by mine-leavings that have leached into the water, or perhaps by the Fimir or Skaven. Residents of the Kleinland keep their spears sharp and village walls in good repair, for greenskins and worse sometimes wander out from the mountains, while the moors themselves are rumoured to hide great castles of the Fimir and vales where Chaos and mutants reign supreme.

Surrounding Marienburg where the Reik flows into the Manaanspoort Zee is the Grootsher Marsh, a forlorn delta that spreads for dozens of miles up and down the coast and back along the River Reik. The Grootsher Marsh holds things of value, too: herbalists pay richly for medicinal plants, and even the mud has its uses, for some earths have powerful euphoric and even hallucinogenic properties. Marienburgers don't just tell tall stories to scare newcomers: the Grootsher Marsh is home to the 'Fen Loonies', a loose tribe of psychotics and mutants. These unfortunates are or were people too violent, too wild or too changed by the touch of Chaos to hide even in the warrens of the Doodkanaal district or the hovels of the Flats. If they survive first the fens and then their new comrades, new Loonies join a society that looks like some tortured priest's nightmares. Hideous mutants break bread (or a captured trader or two) with cleaver-wielding maniacs and raving madmen.

Instead of searching for a rare item during the post battle sequence, one or more of the Heroes in a Beastman, Fimir, Undead or Greenskin warband, or Heroes that carry mutations or are Possessed, may spend it pursuing sinister schemes in the swamps. Several fun fen activities are described below.

## Bog Expedition

Your Heroes can set off in an expedition to ferret useful resources from the depths of the Marsh.

Roll 2D6 on the *Bog Chart* to find out what happens. Apply a +1 modifier to the roll for each Hero beyond the first to comb the boggy mire.

### 2D6

### Result

**2 – Gas Pocket.** The party has found a temporary supply source for tapping the substance known as Bog Fire. You earn 2D3 vials of Cathayan Candles (see Border Town Burning *Spoils of War*).

**3 – Spider Web.** Each Hero must pass an initiative test, or he will be caught on a web. If at least one Hero is trapped, a Gigantic Spider appears. If a Hero has the Beastmaster skill, he can tame the Spider (add it to your roster), otherwise it attacks them. Any trapped Hero takes a -1WS and -1I penalty. Place the Giant Spider in base contact with all Heroes involved and resolve the combat.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|---------|---|----|----|---|---|---|---|---|----|

Gigantic Spider      5    3    0    4    4    3    4    2    7

Causes Fear, Natural Armour save 5+, Poison(*To Hit* rolls of 6+ wound automatically). If the Hero(es) defeat the spider, distribute D3 Experience among them.

**4 – Tentacle Trouble.** Walking too close to the murky water, one Hero is beset upon by a host of slimy tentacles! Randomly determine one of them to take a Strength Test.

If he fails then the bogtopus grasps its slimy suckers on the model's weapon! He loses one randomly determined weapon! On the failed roll is a 6, the model is pulled down into the inky black water. Don't mourn for him: he's about to embark on a great adventure under the swamp! You will never see him again, though. Remove the model from your warband roster.

If he passes then he manages to pull the creature up on to land and quickly subdue it. It's a cute lil' sucker! You may slaughter the bogtopus for D3+1 Provisions. Conversely you can keep the bogtopus and milk it for Black Lotus once before each game. You need to spend 35Gc on an aquarium for the bogtopus to live comfortably in.

**5 – Goblin-Hole.** One random Hero has fallen into a goblin trap! He must pass an initiative test or roll on the *Serious Injury* table. Regardless of the outcome the remaining warriors can assist in searching for the tricksy gobbo. If any of them can pass an Initiative test they spy the goblin laughing from the trees above. If the warband is a greenskin warband they

may gain a free goblin (armed with a boss pole) and a pet squig as henchmen.

Otherwise they are can coax D3+1 spider spittle and D2 Mad Cap Mushrooms from the grot before he escapes.



**6 – Leeches.** Each Hero which is not Undead receives a Strength 2 hit from leeches while traversing the swamp. No armour saves are allowed. Any Hero suffering a Wound receives a -1 Toughness modifier in the next battle (but do not roll for *Injury* from these Wounds).

**7 – Weeds.** Each Hero must pass an Initiative test while ferreting in the quagmire or receives D2 Strength 1 hits from insects. Undead and daemons are immune to insects. For each Hero that passes the test, roll once on the *Potions & Herbs* chart (see Marketplace).



**8 – Snotling Set.** The party stumbles onto a pile of Snotling dung. Snotling manure is so potent that it can be used as a disguise from foes and a deterrent from greenskins and larger predators alike! Collect up to D2 bags of dung. Each bag can be emptied onto a Hero (but not the leader) before the battle, and lasts until its end. Once smothered in dung the Hero becomes desensitized to the stink. Any model must pass a Leadership test in order to charge the warrior (in addition to any Fear tests). Any model in close combat with the affected model suffers -1 to hit. Undead and daemon models are immune to its stench.

**9 – Beast Foragers.** Daemonkin are twisted creatures akin to beastmen, mortal enough in their fashion. The creatures used to be scouts for a herd that has scattered after being destroyed by the Imperial military. The Heroes may make a Leadership test using the highest Ld of those present. If passed, D3+1 Ungor armed with daggers join them as a henchmen group.

**10 – Poison Feast.** Starved from foraging so long, the Heroes find the carcass of a dead beast they stumble upon. Unfortunately the meat is bad: each warrior suffers -1 Toughness for the next battle if they eat it. A warrior can resist his hunger and not feast if he passes a leadership test. Warriors that are immune to poison will be invigorated by the feast, gaining +1 toughness for the next battle.

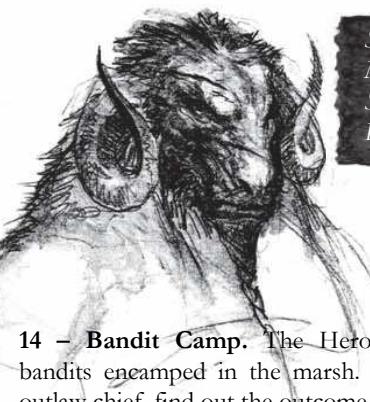
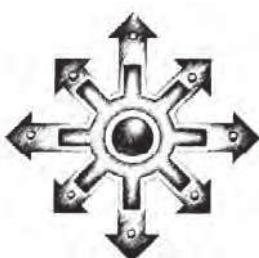
**11 – River Brigands.** The Heroes stumble onto a group of ruthless brigands. Make a Ld test with the highest leadership among the Heroes: if you succeed you may buy slaves (15Gc each) and/or corpses (10Gc each) from them. Each Hero can carry one. You may also hire one of these Hired Swords at half of the initial cost: Black Orc, Chaos Warrior, Chaos Centaur, Dark Elf Assassin, Highwayman, Ogre Slavemaster, Thief or Slaver (even if the warband would not normally be allowed to hire them). If the Ld test fails, the negotiations break down and the bandits try to rob them. Roll three D6s as the Heroes flee: for each roll of 1-2 a random Hero of those present has been taken *Out of Action* and must roll for *Serious Injuries*. If the Hero has 10 or more Experience, he may avoid the *Serious Injury* on a 4+. The survivors gain +D3 Experience to distribute amongst themselves.

**12 – Profaned Shrine.** Hidden within the reeds and marsh is a barely standing old shrine dedicated to a god of chaos. The shrine was made by servants to the gods before their gaze was turned elsewhere. The heroes may make a sacrifice of a

captured warrior or henchmen to pray before the shrine. If they do, make a Leadership test for each Hero. Those that succeed can roll on the *Gifts of the Shadowlord* table; those that fail roll on the Random Mutations table. If any of

the Heroes has a Mark of Chaos, the model can instead choose a Gift of Chaos (or a free standard mutation, if he has the *Mark of Chaos Undivided*).

**13 – Marsh-Watch.** The Heroes run into an armed patrol of soldiers, who attack them on sight. Roll four D6s: for each roll of 1-2 a random Hero among those present has been taken *Out of Action* and must roll for *Serious Injuries*. If the Hero has 10 or more Experience, he may avoid the *Serious Injury* on a 4+. If they survive, the warband gains 2D6gc, D6 spears, D6 swords, D3 suits of light armor and D3 Experience to distribute among those Heroes. They may also reduce their warband size by two when next selling Treasure, as they eat the soldiers' rations (and the soldiers too!).



*Spooky tales from the Marshes, brought to you by Stuart Cresswell, Dic Lombardi and Nuno M.*

**14 – Bandit Camp.** The Heroes encounter Cathayan bandits encamped in the marsh. After meeting with the outlaw chief, find out the outcome (roll a D6):

**1-2 Booby Trap!** The meeting has gone foul and the chief doesn't take kindly to the intrusion. The warband tries to escape, however the lair has been rigged with explosive charges. Resolve an exploding powder keg. All Heroes present failing an Initiative test are within the blast range and are hit with D3 S4 hits.

**3-4 Grateful ally!** One of the bandits is disillusioned with their leader's plans and deserts: the warband is joined by a Pyromaniac Hired Sword (see *Border Town Burning* supplement). He forms a Blood Pact immediately.

**5-6 Bandits Attack!** The Heroes from your warband need to pass Strength tests to overpower the bandits. Each Hero in the warband may attempt a Strength test until either three have passed or their attempt has failed. Any Hero rolling a 6 has been injured in the encounter: roll on the *Serious Injury* Chart. If the bandits are overpowered the warband raids their stash.

#### **Roll a D6 for each entry:**

**Cathayan bandit camp** - Auto find

The Bandit Camp counts as an encampment.

**Rope** - Auto find

**Dragon Sword** - 4+

**Powder Keg** - 2+

**Lamellar Armour** - 5+

**Firecrackers** - 3+

**Cathayan Long sword** - 6+

**15 – Troll Hollow.** Cautiously approaching a sump, the party encounters a "friendly" Chaos Troll wallowing in the muddy pool. The troll can be baited out from its sticky pit by spending a dose of Provisions, to join the warband. The warband may alternatively feed it one of his warriors. The Chaos Troll (see *Bestiary*) joins as a hired sword, with an upkeep of 15 gold, or a sacrificed henchmen or animal (any weapons, equipment or treasures the sacrifice warrior is holding will be lost).

**16 – Daemon Familiar.** A batrachian daemon is a small toad-like noxious creature, with malicious multifaceted eyes, long talons and too many tongues. But it may take many other forms. The warband's spell caster can immediately gain a familiar of their choice. Alternatively a warrior may choose to consume the daemon. If so roll a D6, on a roll of 1 the warrior has become a chaos spawn. Otherwise the warrior gains the mutation

*Daemon Soul* and learns a random spell from the *Chaos Rituals* list.



**17 – Merchant Ship.** Deep in the darkest edges of the swamp the Heroes find a merchant ship woefully off course and bogged. If the warriors help the terrified Merchant free, they will manage to extort D3 CPs and 50+D6x5 Gc as a “thanks”.

The warriors may choose to slaughter everyone on board gaining D6+3 Experience that can be distributed among the Heroes. Otherwise they may choose to capture the merchants for Sacrifice or slavery in which case they gain D3+3 captives. If they captured or slaughtered the merchants they warrior have access to the ship and its contents, roll a D6 for each item below separately.

**Ship of the line** – Auto

**5D6x5 GC** – Auto

**Unholy relic** - 4+

**D3 wyrdstone shards** - 4+

**Profane book** - 6+

**Greater artefact** -6+

**D6 Suit of heavy armour** – 3+

**D6 Cathayan Silk Clothes** – 4+

**Elven cloak** - 5+



## Plank-work

*Marsh-stalkers and canal raiders need means to move on the waterways. The simplest of these are rickety rafts, held together with tough cord and navigated with simple hand-held paddles. With additional*

For each two Heroes sent out to gather building materials, roll a D6. On a 5+, they find enough workable wood to cut and make into makeshift watercraft. Add one bundle of planks to your roster.

While you have bundles of planks, you can put your Heroes to work building boats instead of searching for a rare item.

Roll a D6 for each Hero involved in the construction: on a 1-2 the unskilled Hero has had a work accident and suffers a S4 hit, and if wounded will roll for Injury as normal.

✿ Two Heroes can make one Raft out of one bundle of planks. An additional bundle can be spent at the same time to add Sails to the Raft. This raft is quite makeshift and cannot be resold.

✿ Four Heroes spending two Campaign Turns and four bundles of planks can make a Riverboat. This is a flimsy and rickety construction, which has -1 Wound and cannot be resold.

✿ Three Heroes spending two bundles of planks can try to improve on any existing Riverboat or Barge you already possess. As they are not the best planners, who knows what they'll cook up? Roll on the table below (rules for boat upgrades are described in the *Shipwright*):

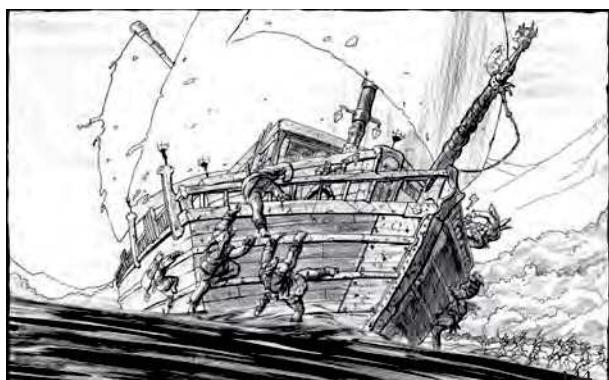
### D6 roll

1-2 – Ram

3 – Winch

4-5 – Armored plating

6 – Slave deck



## Marshborn Alliances

*The Cursed Marshes are home to many threats to civilization, in the form of the mutant Fen Loonies, roving Beastmen and Goblins, and the elusive Fimir. These form a constant looming presence to the local swampers and riverboats, dangerously plying their livelihood up and down the Reik. Sometimes tribes and groups band together to bolster their numbers and steal greater plunder. Forming alliances with these dangerous groups is not without its risks, however.*

A Hero can approach one of the tribes hiding in the swamp in search for their allegiance. If they secure it, the warband gains the services of several warriors, as if they were Hired Swords, with the following rules:

✿ For the next 20 Campaign Rounds, the warband must provide 8 Treasures (or shards, etc) in tribute to the tribe each 5 Turns (ie. four deliveries). After that, they may break the alliance (remaining warriors return to their tribe), or they may choose to keep any remaining warriors for another 10 rounds, with the same payment.

✿ If the warband is delayed in its payment, the warriors pull out of the warband roster, and each Campaign Turn that the tribute is not resumed every Hero in the warband must roll for *Serious Injuries*, as the tribe exacts nasty retribution through persistent ambushes. When the tribute is resumed, the ambushes stop and the warriors return.

✿ The allied warriors never roll for Blood Pact.

✿ If killed these warriors are replaced, but xp is lost, they do not add to your hired sword maximum, and level up as henchmen.

Roll a D6 to find out the tribe's reaction:

### D6 Result

**1 – Rejected!** The locals did not take kindly on the intrusion! The proposition is denied, and the Hero beaten up! Roll *Serious Injuries* for the Hero.

**2-3 – Demanding!** The warband has to contribute an additional 25 Gc at each tribute date.

**4 – Challenging.** The warband has to contribute an additional 15 Gc at each tribute date.

**5 – Deal!** The alliance is forged with no strings attached.

**6 – Alliance of Plunder!** The tribe joins in enthusiastically! The tribe lends the warband an additional 100 Gc worth of equipment, but the warband must pay an additional 25 Gc at each tribute date.

### Tribal Marsh-troops

Choose which tribal group the warband approached, and add the warriors to your roster if the request was successful.

**Goblins:** 1x Goblin with a spear riding a Giant Spider.

1x Goblin with a spear riding a Squig.

3x Goblins with spears.

*These goblins on foot suffer from Animosity amongst themselves (see ‘The Mob Roolz’ warband).*

**Mutants:** 5x Mutant with a random mutation, armed with a club and a dagger.

**Fimir:** 4x Shearl armed with club.

# The Place of Testing

Long ago, a Fimir Meargh called Kezra hatched a plan to take over the surrounding countryside of Halsdorff and expand her own settlement of Grat Moshka. She magically ripped an obelisk out of the heart of the overlooking hill, carved it with runes of power and daubed formulae with sacrifices' blood, and dedicated it to her demonic patron. Finally she invoked her patron. Great cracks appeared in the land and water gushed out. The whole region sank and the once fertile farmland became a stagnant swamp. But Kezra had incorrectly translated a part of the ritual, and her patron was infuriated by her insolence. The demon lord destroyed Kezra's body and imprisoned her spirit in the monolith. Luckily for the Fimir of Grat Moshka, Kezra had already trained a successor, Rakka. Since then, she has periodically raided the town with demonic servants to gain human females to use as breeders, and Grat Moshka's population has boomed. Rakka has also instituted martial contests at the monolith to hone the skills of her warriors. They now refer to the monolith and its environs as Tazrak Pelko, the Place of Testing, although only Rakka truly knows why.

Any number of Heroes from a Chaos warband may approach Tazrak Pelko in the hope of an audience. As they wade through the fog surrounding it, roll a Ld test for each of them. Those that succeed stay together and choose which area they approach the obelisk from. Those that fail get lost and approach from a random area (roll below).

## D6 Approach area

**1-2 – Lost!** The Heroes becomes lost in the fog, and wanders around in circles before exiting outside Tazrak Pelko. They may give up and return to camp, or try again only once (any further results of 1-2 result in failure to enter Tazrak Pelko and the band must give for this Campaign Turn).

**3 – Plain of Glass.** This is where Fimir warriors fight in their martials contests. The ground is perfectly flat and smooth, almost transparent. Leering up from the glassy ground are the bodies of all the Fimir warriors defeated here. Those not killed outright are still alive, trapped like flies in amber. A lone Fimir Warrior stands to block the Heroes' way. All Heroes must succeed on a Ld test or suffer from Fear for this battle, and must confront the Fimir Warrior or retreat. If they fight, place them in base contact, roll-off to decide which side charges first, and resolve the fight. As the ground is slick, when a model rolls for Injury, roll twice and use the worst result. If they win, distribute D3 Experience among the survivors.

**4 - Stones of Sacrifice!** A huge circle of jagged obsidian pillars rises at the centre of the area, with a rough stone altar at the center. This is where Dirach are initiated and perform sacrifices. The Heroes can go around the circle, or defy its Guardian, a magical suit of animated jet-black Chaos Armor. If so, place the models in base contact, roll-off to see which side charges first and resolve the fight.

| Profile         | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Guardian Daemon | 4 | 4  | 0  | 4 | 4 | 3 | 4 | 3 | 7  |

The Daemon carries a halberd and Chaos Armor.

Immune to Psychology, poison & disease, and Critical Hits.

If the Daemon is defeated, the Heroes can collect a suit of Chaos Armor and gain D2 Experience to distribute among survivors.

**5 – Pools of Obedience.** The region is full of congealing blood, some up to twenty feet deep. Fimir warriors are initiated here, with a series of obedience tests that include immersion in these pools. Roll a D6 for each Hero that doesn't turn back: on a 1 that Hero is sucked into the bloody bog, and needs to be rescued or he will sink. Accompanying Heroes may try a Strength test to pull the model out, with a +1 bonus on the test for each additional Hero beyond the first that helps. Otherwise the Hero is dragged under and is lost forever.

**6 – Forest of Corpses.** This is where the Fimir have been dumping the bodies of sacrificial victims for the last hundred and forty years. Something about the area prevents the bodies from decomposing. So many victims have been thrown here that the area has become like a maze. Heroes must succeed on a Ld test or become lost from their companions: they will eventually find their way back in D2 Campaign Turns. In any case, each Hero may retrieve a corpse and carry it away with them.



## The Monolith

Those Heroes successfully crossing past the approach areas may move onto the monolith hill, where they can address Rakka and beseech her aid. Roll a D6. Each Hero may attempt a Leadership test with a -1 penalty to its Ld, with each success adding a +1 bonus on this roll.

### D6 + successful Ld tests Rakka's response

**1-2 – Insolence!** The Heroes fumble their negotiation and infuriate the Meargh. They must fight their way out through her Fimir. Roll a D6 for each Hero: on a roll of 1 the model must roll for *Serious Injuries*.

**3 – Begone!** Rakka firmly denies their request, and bids them off Tazrak Pelko immediately, before she sends her warriors after them.

**4 – Blessing.** Any curse ailing the warband or one of its members is lifted. Any Hero present can have one *Serious Injury* healed, but will develop a Random Mutation.

**5-7 – Ritual.** Heroes gain the the same benefit as 'Blessing' but additionally can sacrifice 2 Hostages to have one Hero gain a free standard mutation, or if the Hero is a spellcaster to learn a new spell from the Chaos Rituals or Rituals of Dhar.

**8+ Assistance.** Heroes gain the same benefit as 'Blessing' and 'Ritual', but will additionally gain the services of a Fimir Warrior as a Hired Sword for free for the next battle. The Fimir Warrior can be kept if 30 gc , or 2 Hostages and one Wyrdstone shard, is paid as upkeep each turn.





the city of Marienburg itself.

The clan became known for their abilities in concealment and infiltration, and though they have never risen to a notable status as a warlord clan, some suspect that this all works well for Kritislik. There have even been some talk that he is growing a personal army far away from Skavenblight.

And that is precisely spot on.

The Seerlord vehemently denies that Clan Scruten receive any special favours and insists that the unusually high number of expensive weapons and Grey Seers amidst their ranks, as well as the common occurrence of Kritislik's own personal rune amongst the clan's iconography, is pure coincidence.

The Clan's members, known as "scruts", are specialized in attacking from ambush whenever possible and avoiding direct fights. They are directed by the Grey Seers to carry out missions where secrecy is of prime importance and the presence of Skaven would attract unwanted attention near civilized areas. Units of the Clan are able to live off the land for long periods of time as they keep watch on the individual or area under investigation. Their motto translates as: "*With patience comes glimpses, with glimpses comes information, with information comes results.*"

Clan emblems abbreviate the motto to "*Who Stares, Wins*".

Clan Scruten have also become known for their talents in hunting warpstone from the lands of the manthings. From each finding only a portion is sent to Skavenblight, as most of it is kept in the hidden chambers of clan's warrens. The Stormvermin of Clan Scruten have white fur, but whether these are actual members of the Albino Council Guard, or simply arrogant Skaven who have dyed their fur, is uncertain.

In recent decades, the Grey Seers have allocated a contingent of Clan Skryre, under the command of Warlord Riskin Tatter-Ear, to *de facto* command the warrens under Marienburg. The level of accomodation that Clan Scruten has given them has raised all sorts of suspicion, but the Warlord's ego has remained sufficiently stroked to allow for enough organization between their activities. Riskin brought with him a large engineering team from Clan Skury, one of their vassal clans, to employ their expertise in ship-building to raise a fleet of ships for the Grey Seers.

During their infiltration of the underworld (and under-world) of Marienburg, Clan Scruten have come into contact with the Lord of Shadows of Marienburg. Currently an uneasy truce is in effect and Lord of Shadows has even (sparsely) used Clan Scrutens spies to further his own evil plans.



for a rare item.

No other races may ever visit here.

## Altar of the Horned Rat

If there is a Wizard present in the warband he may visit the altar of the Horned Rat, pay 15 Warp tokens and pray before the Rat God. This will grant the wizard +1 to casting rolls for the next battle. Also roll 2D6, and on a roll of 12 grey horns sprout from the wizards head, denoting him as a Grey Seer, blessed in the eyes of the horned Rat. His +1 to casting is Permanent, but he may return to the altar.

Any warrior may pray before the Altar for 15 Warp Tokens to roll on the chart below. Add +1 to the roll for each enemy he took out the previous battle.

| D6  | Result  |
|-----|---|
| 1-2 | Unworthy! -1 Toughness next battle.           |
| 3   | Meh! No result.                               |
| 4   | Fly my Child. +1 movement next battle         |
| 5   | Worthy subject: +1WS or +1BS next battle      |
| 6   | Blessed Rat: +1S and +1WS or +1BS next battle |

## Warpstone Foundry

*What the stupid manthings called Wyrdstone has been known and used for centuries by the Skaven under the name of Warpstone. They know the Chaos moon Morrisleib is made of pure warpstone and some Skaven scholars believe it is the origin of their race. Deep within the lowest reaches of the undercity is the warp stone foundry, a gigantic green glowing vault where are Masters of the undercity store mass quantities of the cursed rock, and lock up untainted Items and creatures to imbue them with the magic of the stones.*

The workers of the foundry will swap two untainted treasures or 35gc for a piece of Wyrdstone/Warpstone.

In addition, the studious students of clan Skryre working in the foundry are able to produce a powerful **Warpstone Fuel Cell** in exchange for 100gc and D3 pieces of Warpstone. Warp stone Fuel Cells are able to indefinitely fuel any piece of equipment/creature that requires Warpstone to use: eg. Clan Skryre Rat Ogres, Warp Fire Throwers, Warp engines, etc.

# Warpforge Workshop

*Clan Skyre is one of the four great Skaven clans that specializes in the creation and research of demented diabolical machinery by using a horrible combination of arcane magic and technological machinery. Its members, known as Warlock-Engineers are both inventors and magicians alike, whose expertise aids in the manufacturing of all kinds of War-machines and weaponry for the use of those willing to pay. Many of them are full-fledged wizards themselves, capable of manipulating the Winds of Magic to cast spells on their own, but their most potent of weapons lies in their use of their own deadly weaponry.*

Skaven visiting the warpforge may either order a weapon or choose one currently available.

To choose an already made weapon, roll 2D6 and consult the chart below, this is what is on offer at this time. If you require a specific weapon, it is best to order it from the workshop, choose any weapon from the list below, and roll for rarity. If not available the first time, the tinker rats will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order. If your warband contains any Technicians engineers, or Tinker Rats, they may miss the next battle to work on the project, meaning next time your visit the workshop it will be ready for collection.

A Hero may only place one order at a time with the Dealer, if you choose to make a new order an roll for another weapon, they will cease work on your original order.



*"The fact that the Warlock-Engineers sell to all sides in the constant Skaven struggle for dominance is well known; the fact that for a very high price they offer to withhold their services is widely guessed. None but the Grey Seers know the exorbitant extent of Clan Skye's double-dealing and treachery."*

— Underground Arms Dealers

## 2 Warp Fire Thrower.

300gc

**Availability:** Rare 14.

*The Warpfire thrower has an awesome potential to send a jet of liquid warpstone napalm that ignites in a searing magical flaming conflagration. Since its magic is supported by mechanical means, the net result is a blast more powerful than either could achieve alone.*

**Range:** Special Attack (see below)

**Strength:** 5

**Special Rule:** Cumbersome, Heavy, Move or Fire, Pick Target, Save Modifier, Special Attack, Misfire, refuel.

### SPECIAL RULES

**Refuel:** The warpfire projector must be refuelled using D3 wyrdstone shards between battles.

**Cumbersome:** Because the Warpfire Thrower is so heavy, a model equipped with one may use no other weapons or equipment.

**Heavy:** The Warpfire Thrower is a large heavy weapon and at some times needed two to carry it. If used by only one then the shooter has a -2 to movement, a -1 to Weapon Skill and cannot charge. If the user has an Assistant, then there is only a -1 to movement and Weapon Skill penalty.

**Move or Fire:** You may not move and fire a Warpfire Thrower in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

**Pick Target:** A model armed with a Warpfire Thrower can target any enemy model in sight, not just the closest one.

**Save Modifier:** Warpfire Thrower are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Warpfire Thrower must make his armour save with a -2 modifier.

**Special Attack:** The Warpfire Thrower dose not fire like other weapons been a volatile mixture of warpstone dust, oil, & alcohol; firstly choose a target, place the Small Flame Template at the base on the model towards the target, then roll the Artillery Dice and moving the Small Flame Template by the result (in inches) towards the Target. The Target and any other model which the Small Flame Template passes over is hit automatic and causing D3 Wounds.

**Misfire:** The Warpfire Thrower is always subject to the optional Blackpowder Weapons rules, even if they are not normally used in your campaign. On any result other than "BOOM!" replace with the following:

**Fireball:** The Warpfire Thrower explodes into a conflagration of bright green flames, the Weapon, User (& Assistant) are destroyed, and any model within 2" of the User, suffer a Strength 5 hit, causing D3 wound.



## 3 Rattling Gun

275 warp tokens

**Availability:** Rare 14

The Rattling Gun is a six-barreled rotary gun operated by a Skaven weapons team. Rattling Guns are a relatively recent invention of Clan Skyre. The weapon is operated by warp steam and a hand crank which rotates the barrels and unleashes a hail of warp-laced bullets sufficient to cut down an entire enemy unit. Clanrats refer to creatures killed by these guns as 'teeth-breakers' as the bodies tend to be embedded with dozens of the glowing bullets.

**Range:** 6"-16" **Strength:** 3

**Special Rules:** Save Modifier -1, Move or fire, Unwieldy, Jeopardous, Metal storm!

### SPECIAL RULES

**Metal Storm!**: The rattling gun fires a great hail of bullets in a single devastating salvo. When firing the rattling gun nominate the target model then roll 2D6. This is the number of shots the rattling gun fires. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot. Once the weapon has been fired, it cannot be used for the rest of the game.

**Unwieldy**: The rattling gun is a heavy and bulky piece of equipment. It takes two models to carry it. The rattling gun may not be fired if there are any enemy models within 6" of the firer as he will be more concerned with getting ready for battle. In addition, you may never move and fire with the rattling gun, regardless of special rules such as the Nimble skill.

**Jeopardous**: If a double is rolled for the number of shots, the gun misfires! Roll on the following chart.

### D6 Result

#### Rattling Gun Misfire Chart.

**1 Boom!** The weapons feed mechanism fails in a catastrophic manner! The weapon explodes in the firer's paws sending bits of metal and skaven everywhere! The firer is automatically taken out of action and every model within 6" of the firer takes a Strength 4 hit on a roll of a 4+. Roll a D6-1 on the Experimental weapon chart.

**2 Blam!** The weapons feed mechanism tries to load two bullets into the same chamber! This causes the ammunition to explode. The firer takes a Strength 4 hit on a 4+. Roll a D6 on the Experimental weapon chart.

**3 Boing!** Something important inside the weapon goes Boing! The failure tears the weapon apart. Roll a D6 on the Experimental weapon chart.

**4 Ping!** The weapon makes a number of strange pinging noises and bits of the firing mechanism come loose within its casing. The weapon is unusable for the rest of the game.

**5 Clunk!** The handle that rotates the barrels comes off in the firer's hand! You miss the turns shooting phase as you try to stick it back on. Try again next turn!

**6 Roar!** The weapon overheats and cooks off all the ammunition inside! The force of the recoil spins the bemused rat on the spot as he tries to wrestle control of the out of control weapon. Each model (friend or foe!) within 16" of the firer and in line of sight takes 2 automatic hits from the weapon.

## 4 Warp Grinder

200 warp tokens

**Availability:** Rare 14

**Range:** Close combat **Strength:** 5

**Special Rules:** Save Modifier -1, Unwieldy, Experimental Technology, Tunnel Borer, Drill Killer, refuel.

### SPECIAL RULES

**Unwieldy**: The rattling gun is a heavy and bulky piece of equipment. It takes two models to carry it.

**Experimental Technology**: Weapons that are manufactured by Skye Warp Engineers are prone to malfunction. Should a 1 be rolled to hit something has gone wrong! Roll a D6 on the Experimental Weapon Chart. If the weapon malfunctions resolve the hit against the firer instead of the target, hitting on a 4+. If the firer should be taken *out of action* by the shot then roll D6+1 on the Experimental Weapon Chart.

**Tunnel Borer**: the warp grinder may be used to go underground or come to the surface without the need for an existing entrance/exit eg. Manhole or sewer pipe. When the model wishes to "go below" roll a D6, on any result but a 1 (see experimental technology) the drilling has been successful. Place a token to denote the new hole in the ground and remove the model from the map (see going below for more details.) the method for appearing above ground is the same as above but the warrior is also able to "charge".

**Drill Killer**: if you roll a 6 to hit and a 6 to wound with the Warp Grinder, you will cause 3 wounds rather than 1.

**Refuel**: The warp grinder must be refuelled using D3 wyrdstone shards between battles.

## 5 Jezzail Rifle

Aided by its tremendous length, a Warlock Jezzail Rifle is capable of hitting targets at a distance greater than conventional bow or blackpowder firearms. Once the rifle is fired, the weapon unleashes a single bullet made up of refined toxic warpstone at such a high velocity that it strikes with a force capable of penetrating through even the thickest enemy armor.

200 warp tokens

**Availability:** Rare 11.

Counts as a Hochland Long Rifle (see master equipment list).

## 6 Warpstone Bullets

80 warp tokens

**Availability:** Rare 12

Add these to any black powder weapon to make all shots tainted! Any warrior wounded by a Warpstone bullet must make a roll on the Warp taint Table after the battle.

## 7 Poison Wind Gloves

20 warp tokens

**Availability:** Rare 6

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

**Range:** 6" **Strength:** Special

**Special Rules:** Thrown weapon, Poison wind, Drop

### SPECIAL RULES

**Poison Wind:** Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

**Drop:** If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact

## 8 Gas Mask

15 warp tokens

**Availability:** Rare 6

Protectively-coated visors crafted from leathery human skin are worn almost exclusively by the artificers of Clan Skyre. A skaven wearing the grisly mask receives a 3+ save against any gas or soporific based attacks. Any non-skaven Hero wearing the stinky facial apparel will receive a -1 modifier to hit in close combat, shooting missiles or casting spells.

## 9 Diving Bell

100 warp tokens

**Availability:** Rare 10

The Diving bell grants the model the *Aquatic* Ability, and also counts as a helmet.

## 10 Pneumatic Arm

140 warp tokens

**Availability:** Rare 13

Pneumatic arms fastened to harnesses allow Adept to wield weapons well beyond his strength. an Engineer Adept equipped with this harness counts as having two extra arms. Furthermore they may equip the harness to hold Weapons with the Unwieldy Trait (Ratling Gun, Warpfire Thrower etc), with the power of the arms ignoring the two model requirement.

## 11 Poison Wind Mortar

100gc

**Availability:** Rare 12

**Range:** 24"

### SPECIAL RULE

**Launcher:** the poison wind mortar must be used in conjunction with Poison Wind Gloves. As with the globs these must be bough each round and loaded into the cannon, which increases their firing distance to 24".

**Combo:** the Poison Wind Mortar Comes with two wind globes when first purchased.

**Heavy:** The Poison Wind Mortar is a large heavy weapon and at sometimes needed two to carry it. If used by only one then the shooter has a -2 to movement, a -1 to Weapon Skill and cannot charge. If the user has an Assistant, then there is only a -1 to movement and Weapon Skill penalty

**Move or Fire:** You may not move and fire a Poison Wind Mortar in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

**Prepare Shot:** The Poison Wind Mortar must be reloaded after firing, so may only be fired every other turn.

**Scatter:** If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).



## 12 Doom Flayer

300 warp tokens

**Availability:** Rare 14

The Doom-Flayer is a motorised ball of whirling blades powered by warpstone and steered by two Skaven hell-bent on destruction. While it lacks the range of the other Skaven weapons, the Doom-Flayer more than makes up for it by slicing, tearing and shredding the enemy in close combat before running them over just to make sure they are dead.

**Range:** Close Combat **Strength:** Special

**Movement:** 2D6

**Special Rules:** Unwieldy, refuel, Ridable, Whirling Death, No Brakes!, Experimental Weapon, More-More Whirling Death

### SPECIAL RULES

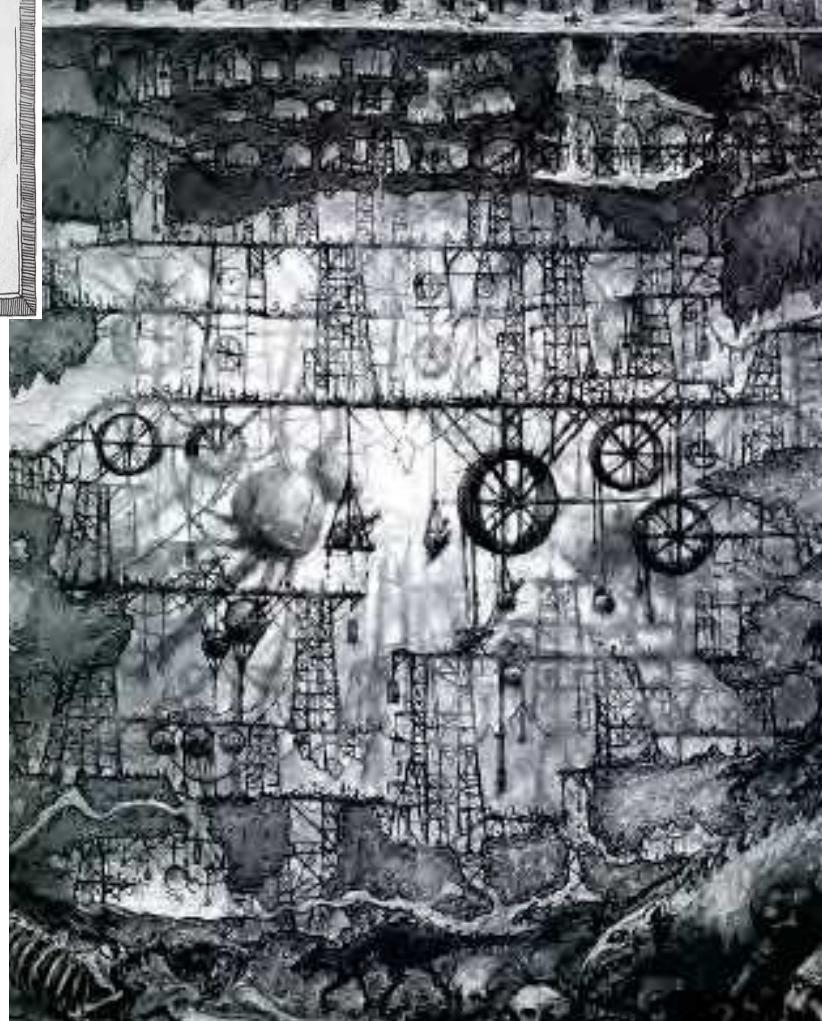
**Refuel:** The Doom Flayer must be refuelled using D3 wyrdstone shards between battles.

**Ridable:** the Doom flayer is similar to a cart in the fact that two warriors must be riding in it, And all hits against a Doom Flayer that moved the last turn are randomized, but the similarities end there.

**Whirling Death:** the Doom flayer does not enter close combat, but any model it passes over must pass an initiative test or suffer a hit equal to the distance the doom flayer rolled for movement that turn.

**No Brakes!:** the doom flayer may turn 90 degrees at the start of its movement but must move the full distance it rolled each turn, if the Doomflayer runs into anything that is not a warrior (wall, cart, gigantic monster, etc), it suffers collision as detailed in the vehicles of the empire section.

**More-More Whirling Death:** before moving the skaven driving may choose to kick the warpstone generator into over drive. Roll a D6 on a 1-2 something as gone wrong, roll on the *experimental weapons chart.*, on a 3-6 the Doom Flayer moves 3D6 this turn and is unavoidable by initiative tests.



# Moulder Beast Market

The Beast market takes up a massive corner of the undercity, filled with constant howls and screams from the abominations and foul beasts that are caged there. A Skaven with enough warptokens can purchase any kind of creature imaginable from a lowly Skaven Slave or giant rat, to the mighty Hell Pit Abomination. The bravest warriors can even submit themselves to the experimentations of a Master Moulder and maybe come back greatly improved or forever cursed.

**Master Moulder:** For the cost of One Warpstone and 25 warptokens, any hero or Clan Rat Ogre may submit themselves to warp stone experimentation. If you wish to mutate a rat ogre, it must not have been taken out of action last game, and a hero must accompany it to the Master moulder. Once the price has been paid, the subject rolls on the Random Mutation Table in Corrupted Characters.

**Beast Market:** Skaven visiting the Beast Market may either order a Beast or choose one currently available. To choose an already available animal, roll 2D6 and consult the chart below, this is what is on offer at this time. If you require a specific beast, it is best to order it from the Moulder, choose any animal from the list below, and roll for rarity. If not available the first time, the Master moulders will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order. If your warband contains any Beast Masters, or animal handlers, they may miss the next battle to work on the project, meaning next time your visit the workshop it will be ready for collection.

A Hero may only place one order at a time with the dealer. Speciality animals do not gain experience.

## Animal Handling Skills

Trained animals require an animal tamer. A Hero needs to be a Beastmaster or have the appropriate animal handling skill before the animal can be used in battles. ie, A Hero needs the 'Bear Handler' skill to become a bear tamer.

**Trained:** Trained animals are subject to the rules for stupidity. A trained animal is not required to take these Stupidity tests if its handler is within 6". This is the only member of the warband the animal will listen to; a trained animal will never use the warband leader's Leadership for any tests it is required to take. It may use the handler's Leadership if within 6" of him. Note that the warband cannot control the animal without an animal handler.

The trained animal may not be used in any game in which the warband's handler does not take part and this means that if the warband does not include a handler at all, the warband must keep the animal caged until they hire a new one!

**Great Beast:** Great beasts can only be used in multi-player games.

**Staggered, but not down:** Mighty blows will rock great beasts but most creatures truly lack the ability to knock it down. Therefore, any knocked down result the beast receives will instead cause it to lose 1 Attack until it recovers during the Recovery phase of its next turn. Multiple knocked down results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the beast may not attack until it recovers).

**Familiar:** If a familiar is claimed it can be included with any wizard model or represented on a separate base, in which case it should be ignored for game purposes. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails. Wizards used as Hired Swords can claim a familiar.



## 1 Giant Rat

15 Warp Tokens

Availability: Rare 9

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 6 | 2  | 0  | 3 | 3 | 1 | 4 | 1 | 4  |

**Weapons/Armour:** None. Giant Rats never use any armour or weapons.

**Experience:** Giant Rats are animals and do not gain experience.

**Climb:** unlike most animals, Giant rats are able to climb.

## 2 Skaven Slave

10 Warp tokens

Availability: Rare 9

Skaven slaves, sometimes called Clanrat Slaves, form the very bottom rank of society. They occupy a cruel and miserable position, but an essential one, for Skaven society is run by their unceasing labor. They carry out all menial labor, including mining, tunneling and food production. The slave class is made up of Skaven born into bondage, along with the remnants of a fallen Skaven clan enslaved by the victorious rival, and even non-Skaven.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 6 | 2  | 2  | 3 | 3 | 1 | 4 | 1 | 4  |

**Weapons and armour:** Skaven Slaves may use weapons and armour available to the warband's henchmen.

### SPECIAL RULES

**Ignored:** Skaven Slave that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

**Downtrodden:** When a Skaven Slave is wounded do not roll for injury. The model is immediately taken *out of action*.

## 3 Wolf Rat

90 warp tokens

Availability: Rare 11

Though Clan Moulder often claim to create rats the size of wolves, it is rare indeed for them to supple other clan with the largest and strongest of this relatively stable breed. Wolf Rats are canines mutated by Clan Moulder into hunting beasts, they combine the cunning of a rat with the ferocity and brute strength of a canine. The Wolf Rats are the same size and build as a wolf but with hairless legs that end in rat like claws, a rat's head and a rat tail. In addition they often have hideous mutations such as an extra head, abnormal bone growth or insect like tails. Those that truly lupines are kept in spiked cages and fed on their own dead, so that when they are finally unleashed into the outside world they attack anything in their path in a blood rage.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 9 | 3  | 0  | 3 | 3 | 1 | 3 | 1 | 5  |

**Weapons/Armour:** None. The Wolf Rat attacks with claws and fangs. The Wolf Rats never use any armour or weapons.

### Special Rules

**Experience:** Wolf Rats are animals and do not gain experience.

**Frenzy:** Wolf Rats is affected by the rules for *frenzy*.

## 4 Spike Jawed Snatcher

25 warp tokens

Availability: Rare 10

Skaven-snatchers as semi-circular prongs mounted on pole-arms, ready to catch an enemy between the spike-jawed snapping steel claw. Popular among the Chaos Dwarfs this non-lethal spring loaded mancatcher can ensnare the most violent of prisoners.

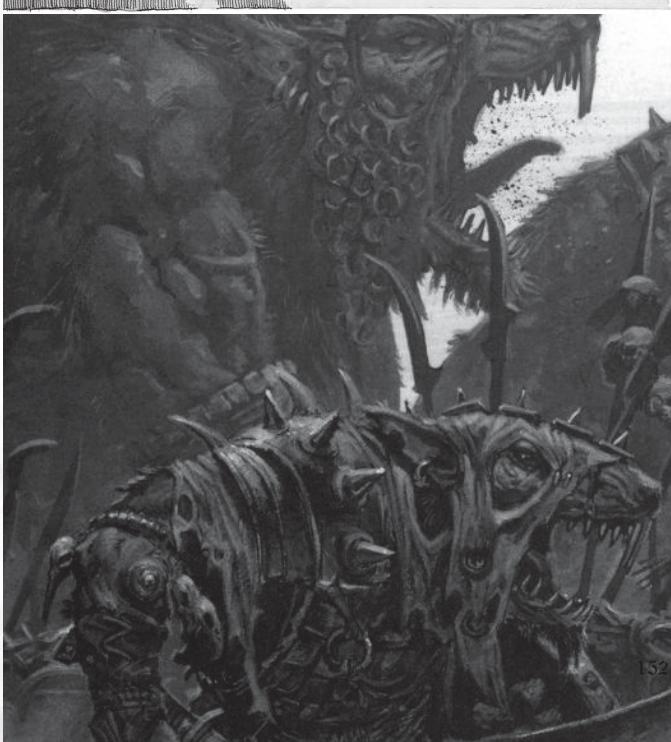
**Range:** Close Combat **Strength:** As user

**Special Rules:** Capture, Two-handed

### SPECIAL RULES

**Capture:** A model taken *out of action* by a spikejawed snatcher becomes *captured* unless the warband

DL



## 5 Brood Horror

250+D6x10gc

**Availability:** Rare 13

A frightening mutation, this bulking, fecund creature that has attained its monstrous size by devouring its kin, can tear through its foes with its rancid, rotting fangs or maul anything it can grasp with the frantic scrabbling of its hooked claws.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 9 | 4  | 0  | 5 | 5 | 3 | 3 | 3 | 5  |

**Weapons and Armour:** Teeth and Claws, fights unarmed without penalty.

**Special Rules:** Save, Fear, Climb, Ravenous Monstrosity, Mount

### SPECIAL RULES

**Save:** the Brood horrors Skin has been burnt with pure warpstone and regenerated many times, it has an unmodifiable 5+ save.

**Fear:** the Brood Horror is a terrifying monster and causes fear

**Climb:** Unlike most animals, the Brood Horror can climb.

**Ravenous Monstrosity:** If the Brood horror inflicted at least 1 wound last round it will regenerate 1 wound.

**Mount:** the Brood Horror may be used as a Mount for a Skaven Hero with the appropriate skill.

## 6 Hellpit Abomination

300+ D6X10 Warp Tokens

**Availability:** Rare 15

The Hell-Pit Abomination is the greatest and most horrific monstrosity the Skaven of Clan Moulder have ever created. The creature is a mountain of misshapen flesh that moves in a rippling tide of unnatural spasms, writhing worm-like and using its many limbs to pull and drag its hideous bulk forward. Various mechanical bits, such as wheels, cogs, and fluidpumps have been grafted into the beast to ensure it moves at optimal speed and that the warpstone mutated growth agents are regularly injected into the beast's hyper-fast metabolism. A multitude of heads dart out of the lumpy mound of muscle and bone at the behemoth's fore. The heads that snake out are all vermin-like, but some glisten hairlessly, like unborn rat monstrosities. Many have eyes, but no few are blind, twisting and craning to catch the scent of prey, hissing and snapping at the air with razor-sharp incisors.

| Profile | M   | WS | BS | S | T | W | I | A | Ld |
|---------|-----|----|----|---|---|---|---|---|----|
|         | 2d6 | 3  | 0  | 5 | 5 | 3 | 2 | 4 | 6  |

**Special Rules:** Large, Fear, Great Beast, Warpstone Spikes, Regeneration, Staggered But Not Down. Save

### SPECIAL RULES

**Save:** the Hell pit is a massive beast, constantly mutating, It has an unmodifiable 5+ save.

**Too Many Heads!**: the Abomination has too many heads and cannot be stunned. Count stunned as knocked down.

**Regeneration:** when the Hell Pit Abomination receives 1 or more wounds, roll a D6, on a 4+ it immediately heals all previously suffered wounds. Fire attacks and magical attacks negate this.

**Warpstone Spikes:** the Master Moulders have driven Warpstone Spikes into the Abomination, A substance that gives off a Fell Aura that disturbs the flow of many magic users. Wizards within 12" of a Hell Pit Abomination, must subtract -2 from their magic rolls.

**Too Horrible to Die:** the first time a hell pit abomination is slain each match roll a D6:

| D6  | Result   |
|-----|--|
| 1-3 | <b>Out of Action.</b> Hell-Pit Abomination is taken out of Action  |
| 4-5 | <b>The Rats Emerge!</b> D6 Giant Rats burst out of the Abomination's body, and it is taken Out of Action as normal |
| 6   | <b>It's Alive!</b> The Hell Pit Abomination recovers D3 Wounds.  |

# Eshin Assassination Contract

The most well-hidden and perhaps most dangerous part of the undercity is naturally the dens of Clan Eshin. A lucky skaven with enough tokens may be able hire their services. An unlucky one will end up with a Weeping blade in their spine.

You may pay 60 Warp Tokens to the Assassins of Clan Eshin to put out a contract.

Next round you may choose any one game for the Assassin to appear in. It does not have to be a game your warband takes part in. Choose a target in the game, the Assassin gets +1 to hit and must always move towards their target.

## Profile M WS BS S T W I A LD

**Night Runner** 6 4 4 4 3 1 6 2 7

**Weapons/Armour:** the Night Runner carries fighting claws and throwing stars, his weapons are coated in black lotus and he wears a Thief's Cloak.

### SPECIAL RULES:

**Art of Silent Death:** The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).

If your warband is Clan Eshin, you may choose to send one of your own heroes instead of the hired Assassin, if so he misses the game your warband plays and appears in the chosen match, you must still pay the 60 Warp Tokens.

If your warband has the Assassination Protocol CP Bonus they may send 1 hero from your warband, along with the Assassin (Clan Eshin may instead send two heroes and no Assassin).



# The Plague Cauldrons

Few other clans are brave enough to open the massive iron doors that lead to the Plague Cauldrons of the undercity for not all that enter will be able to leave without their eyes melting from their sockets and their skin erupting into boils. For those that do, all manner of biological weapons are on offer. Most of the diseases they sell have the names of their most famous plagues, and while extremely deadly and potent, the Plague Lords are selfish and prideful. They have diluted the diseases, for in their mind, if anyone will release a massive plague on the empire, it will be them.

A Skaven who wishes to purchase a vial of Disease from the Cauldrons may choose any disease from the list below and roll for rarity. If they do not succeed they may order it from the Plague Monks for a future purchase. Every time the warrior returns to check on the progress of their order, they may add a +1 to the rarity roll for each visit made previously. Alternatively if the warband contains any Plague Monks, they may stay in the cauldrons to finish their creation, they miss the next battle and the disease is ready for the next game.

All diseases purchased come in a sealed vial to keep them safe. These vials may be thrown in the shooting phase at a model, much like holy water (twice the thrower's Strength in inches). The important thing about infecting someone with a disease is they must have already suffered a wound in the battle when they are hit by the vial or there will be no way for the disease to take. Also if the thrower rolls a 1 to hit, they have dropped the disease on themselves and are instantly infected (even if they have not yet suffered a wound).

**Skalm:** Disease isn't the only thing the plague monks sell. For 30 warp tokens they will sell a skaven a foul smelling smear of 'Skalm' which heals a character of previously suffered wounds in a match.

### Poisons:

Clan Pestlins are experts at creating poisons and will sell the warband any amount of the below poison without need for rarity rolls but for an extra 10 warp tokens each vial on top of the normal price.  
*Black Lotus, Dark Venom, Manticore Spore, Spider Spittle*



## The Red Pox

60 warp tokens

Availability: Rare 12

*Acute infection caused by the bacteria Salmonella Typhi. These diseases only contaminate by contact with a person who is currently afflicted or who is a carrier. Symptoms are high fevers, headaches, diarrhoea, physical weakness, and red blotches on the body. The disease is often complicated by Pneumonia.*

The warrior has contracted the dreaded Red Pox! The warrior suffering from the disease has -1S and -1T until they are able to be cured by taking Manbane, from the herbs and potions list. Roll a D6 after each battle, on a roll of 1 they have passed the disease onto another random model in your warband.

## Seeping Pox

100 warp tokens

Availability: Rare 13

*The seeping pox was once the bane of Tilea, decimating their population and making way for a failed skaven invasion. The Seeping Pox covers the victim in bleeding weeping boils, causes Vomiting and intense fatigue.*

*While the disease can only be caught by physical blood to blood or blood to boil contact, it gets its name from the way it seeps right to the victims core, often disappearing for many years then coming back in full force.*

A warrior that contacts the Seeping Pox must take a Ld test before each battle, if they fail they must miss the next battle to recover from the symptoms. If they roll doubles they have passed the disease onto another random warrior within the warband.

## The Oozing Eye

120 warp tokens

Availability: rare 13

*The oozing eye is a pretty self-explanatory disease, attacking the eyes and causing them to ooze bright green liquid over the course of month, slowly blinding the victim. Many Clan Pestilus skaven purposely suffer from this disease, to both spread the Ooze and for the green glow that mimics warpstone.*

A warrior that catches the oozing eye must take an Initiative Test after each battle. If failed they must either reduce their WS or BS by -1. Once one of these statistics reaches zero, the warrior is blinded in one eye. Once both these stats reach zero, the warrior is now blind and must be removed from your roster, or left at camp until a cure is found. The only known cure for Oozing eye is washing the eyes with Valerian Tea.

## Scalamundrax

100 + D6x10 warp tokens

Availability: Rare 14

*Scalamundrax spreads much slower than most Pestilus diseases, but the point of the sickness is not to kill the victim but slow them down making their towns and villages much easier to take for invading skaven. Based off of Clan Pestilus dealings with the Black Dwarves and their sorcerers curse of stone. The disease always starts in the legs, atrophying them and making them hard like stone, before moving up to the rest of the body, eventually killing the host and leaving an infectious statue behind. Sometimes many years later, unknowing builders will dig up old victims of Scalamundrax starting the spread of the disease once more.*

A warrior that contracts Scalamundrax immediately suffers -1 Movement and gains +1 Toughness. At the end of each match the warrior must make a Strength test or suffer a further -1M and +1T. once the Warrior is reduced to 0 Movement he has turned to stone and must be struck from your roster. Roll a D6 after each battle, on a roll of 1 they have passed the disease onto another random model in your warband.

## Nurgles Rot

150 + D6x10 warp tokens

Availability: Rare 15

*Nurgles Rot is the most foul of the countless contagions which afflict mortal beings. It is Nurgles gift to the mortal universe. It is completely incurable, highly infectious, has a very slow course that turns the infected into bloated, rotting, corpses and worst of all it corrupts the souls of the infected into new Plaguebearers.*

*It is as much a spiritual plague as a physical one, as the souls of those infected are slowly leeched into Nurgles realm, where they appear as warty seed pods growing from cracked branches of gloomy willows. Each pod swells and ripens as the plague destroys its host in the real world and the nascent Plaguebearer feeds upon the victim's dying energies.*

Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently. If he reaches zero, he has succumbed to the Rot and died, remove him from the roster. In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband. Randomly allocate a warband member and mark this on the roster.

## Etrit Warmachine Workshop

Within the undercity is a fully functioning warmachine workshop, and for the right price warbands are able to buy smaller versions of the Weapons that make skaven feared throughout the empire (for those that believe in them!)

**Skaven Carts** work a little differently to regular carts, as for all their ingenuity they have not yet found a way to make draft animals pull the vehicles! Therefore their carts can only be moved by either a Warp Engine, or by pushing them. For each Skaven (or Giant rat!) pushing the cart, it is able to move 1 inch. So a cart pushed by 4 skaven will move 4". A skaven pushing a cart can do nothing else that turn. Resolve all "Draft Animal" hits on the hit location table against a random skaven pushing the cart.

## Skury Dockyards

The Skury dockyards connects to a cave on the coastline of the cursed wastes, which allows them access to the ocean for their finished products.

The skaven are able to purchase any non race specific item within the Craftsmarket section in addition to the items listed below. orders are made using the process described in the Craftsmarket.



## Treadmill

150 warp tokens. Ship only

**Availability:** Rare 12

The ship can move an extra 2" a turn.

## Warp Engine

250 warp tokens

**Availability:** Rare 13

Replaces the need for Draft animals in carts, allows boats to move an extra 4" a turn. Replace all hits against, Mast or Draft Animals with a hit against the engine, Engine has 4 wounds and toughness 8.

**Refuel:** the Warp Engine requires D3 Wyrdstone a Match to run.

## Warp Lightning Cannon

220 warp tokens

**Availability:** Rare 13

*The Warp Lightning Cannon is a weapon of pure destruction. Created by the engineers of Clan Skryre, it has the power to tear apart units and monsters with ease. The Warp Lightning Cannon comprises of a huge timber frame and several wheels of varying size, the wood for which is noticeably rickety and precarious. It is bolted together with numerous metal plates and rivets, and tuned by cogs and screws. The cannon itself is a large esoteric metal barrel bearing Skaven iconography. A large chunk of warpstone sits at the centre of the cannon, while a smaller piece stands at the tip.*

**Range:** 36"

**Strength:** 5 (+1S & injury to armored enemies)

### SPECIAL RULES

**Refuel:** the Warp Lightning Cannon requires D3 Warpstone a match to power.

**Huge:** the Warp Lightning Cannon is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare, 1 for the driver and 1 for the Cannon Operator.

**Charge up:** the Warp Lightning Cannon Takes a turn to charge up and only if it moved the previous turn therefore it can only be fired every second turn, if it moved the previous turn.

**Jolt:** roll to hit using the firers BS, the first model hit by the warp lightning cannon suffers a Strength 5 hit, then roll a D6, on a 4+ it jumps to a random warrior within 4", who will suffer a Strength 3 Hit. Repeat this process, reducing the strength by 1 each time, until the cannon misses or the strength is reduced to zero.

## Plague Furnace

250 warp tokens

Availability: Rare 14

*Roaring with the droning, humming buzz of disease and rot, the gargantuan censer of the Plague Furnace swings inexorably back and forth. Choking clouds of foul miasma emanate from within, covering the land in a vile, roiling fog: repellent, putrescent and pervasive. The chittering Plague Priest who rides the furnace to war spreads his filthy blessings to the besmirched flock.*

Range: 24"

Strength: D3x5\*

### SPECIAL RULES

**Great Censer:** during the shooting phase the cart driver may release the chain holding the mighty swinging censer, sending a giant spiked ball of death crashing through the battlefield. The Censer has a range of 24". Roll to hit using the drivers BS. If it misses the Censer scatters 6" in a random direction. Place a small blast template (4") to denote where it hits, any model under the template suffers D3 Strength 5 hits. From now on, the spot where the censer landed rather than the cart suffers from Poisonous fumes as described below.

**Poisonous Fumes:** any model within 3" of censer ball, whether that be attached to the cart or fired, must pass a toughness test at the end of the turn or suffer a wound. Models immune to poison do not suffer from this. **Defend the Ball:** if the owners of the plague cart rout and the Censer ball has been let loose, the Ball will be lost. A new ball may be purchased for 100 warp tokens.

**Huge:** the Screaming Bell is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare

## Screaming Bell

200 warp tokens

Availability: Rare 14

*Of all the diabolical wonder weapons of the Skaven, none is as notorious as the Screaming Bell. It is from these unholy altars that the Grey Seers preach their plans of total domination in the name of the Great Horned Rat.*

### SPECIAL RULES

**Peal of Doom:** the deafening rings of the Screaming bell disrupt the magical resonance of its surroundings. No spells may cast within 12" of the screaming bell and any spell in effect that comes within 12" is cancelled. Magic of the Horned Rat is exempt from this rule.

**The Bell tolls 13!** Improbable Victory! If the game reaches 13 turns and no one has won, the Skaven team controlling the screaming bell wins the scenario.

**Huge:** the Screaming Bell is massive, and takes up 4 crew slots on boats and carts. In carts this leaves only 2 spaces spare



## Clan Grutnick Warpstone Mine

*Some people are just born lucky- for Clan Grutnik, this couldn't be more bluntly stated. Situated on a mountain overflowing with warpstone- the most valued mineral of the Skaven world -this clan has made a killing offering exclusive supplying treaties with both Clan Moulder and Clan Skyre, earning warbeasts and weapons aplenty. Likewise, they trade with other local Warlord clans- slaves are always in demand (warpstone is dangerous to mine, since it causes death and other unpleasant things to happen). Unfortunately, warpstone has become more than just a commodity- it's also become a part of their lives in a much more literal sense! Weapons, armor, various lucky trinkets- even the slaves are branded with warpstone. Naturally, the obsession is a concerning one. Across the empire Grutnick uses their wealth to buy even more deposits of Warpstone in turn creating even more money for more mines. This is true in Marienburg, as the largest deposit of Warpstone belongs to Grutnick, but they will let anyone mine the dangerous ore for a price....*

For the price of 1 of the warpstone found, Grutnick will allow any amount of heroes / slaves to mine for Warpstone. Roll a D6 for each hero and slave and refer to the total result on the exploration chart to see how much warpstone you have found.

There's a catch though! any hero that rolls a 1, must take a toughness test or miss the next game. Furthermore, on a roll of 1 a captured warrior/slave has mustered the strength and courage to bite back against his oppressors! The warrior has slipped past the fiends guard and returns to his original warband a Hero. Treat a Henchman as receiving "The lads got talent" and the Hero gains D6 +2 Experience points. If the roll made was a 6 the prisoner has been overworked, exposed to too much wyrdstone, and suffered so terribly at the hands of his tormentors that he has expired! Either result means removing the captured warrior from the Skaven player's roster.

