

# Plots

Warbands in Marienburg are wrestling for power, striving for fame & fortune or struggling for survival. Each has its own agenda. Plots are used to determine goals that players work toward achieving throughout the course of a campaign. While it is good to have a warband "Defending the Peace" it is not required that any player fights for the forces of good (or vice versa). Mutiny in Marienburg campaigns can be played with all concerned infighting – exacting works of evil or all disputing law & order. Of course it is generally more fun if roles are distributed evenly but it hardly matters if they are not.

## choosing an objective

Depending on the warband type each warband has its own objective that it aims to complete throughout the campaign. This objective is determined at the beginning of the campaign. All players may always have complete insight concerning other players' objectives. There are six objectives being introduced in the Border Town Burning supplement.

A warband may switch to another legal objective in between battles. However, this results in a penalty of losing -D6 campaign points.

## campaign achievements

Mark a check box for every Campaign Point (CP) the warband gets – similar to gaining Experience points. Whenever you reach a thick-bordered box check the Achievement chart for the Objective to see what happens.

Campaign Points:

5	10	15	20
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

You can find an adapted warband roster with a field for tracking your Campaign Points at the back of this supplement or you can download one from our website.

If campaign points are lost for any reason, then this has no bearing on campaign achievements already reached. Any lost campaign points must be regained before a warband can progress to its next campaign achievement.

## starting over

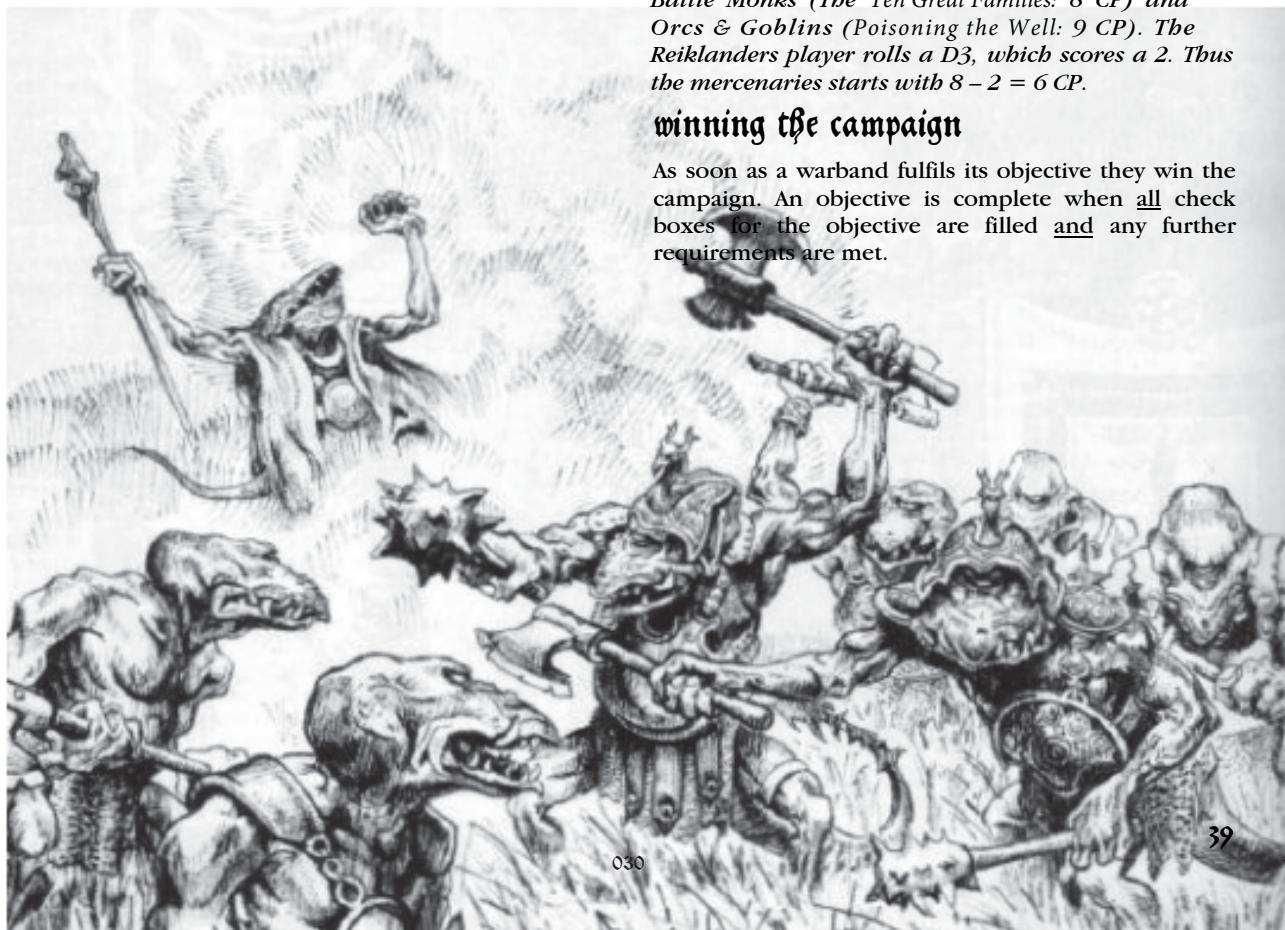
When a player chooses to disband his warband, their progress and achievements are lost along with the warband members. He then selects a new objective for his new warband just like at the beginning of the campaign.

To make up for the time lost (similar to the underdog bonus for lesser warband rating) the warband immediately gains an amount of campaign progress points equal to the next lowest amount of the other participating warbands minus D3.

*Example: A Reiklanders warband is reformed. Other warbands participating in the campaign are Marauders of Chaos (Gaze of the gods: 12 CP), Battle Monks (The Ten Great Families: 8 CP) and Orcs & Goblins (Poisoning the Well: 9 CP). The Reiklanders player rolls a D3, which scores a 2. Thus the mercenaries starts with  $8 - 2 = 6$  CP.*

## winning the campaign

As soon as a warband fulfils its objective they win the campaign. An objective is complete when all check boxes for the objective are filled and any further requirements are met.



# Plot: Drowning the Witch

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

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

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

## Objective progress

- +1 Playing a scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a scenario. If the warband wins a scenario it gets +1 CP.
- +1 Tainted Goods impounded. Roll a D6 for every 'Tainted' item confiscated from another warband. On a roll of 6 the warband gets +1 CP. Each bonus applies only once for the same type of artefact impounded in this way.
- +1 Heathen out of action. The warband gets +D3 CP whenever the *leader* from any followers of Chaos or Undead warband is taken *out of action*.
- +1 Burnt Heretic. Roll a D6 whenever a Mutant, Witch, Warlock or Hero from any followers of Chaos or Undead warband is taken *out of action* in close combat after being *set on fire*. On a roll of 6 the warband gets +1 CP.
- +1 Slain Heretic. Whenever a Mutant, Witch, Warlock or Hero from any followers of Chaos or Undead warband is taken *out of action* by the warband and dies after a battle the warband gets +1 CP.
- 1 Slain Guardian of Peace. Whenever a warrior from a warband following the plot 'Guarding the Peace' is taken *out of action* and dies after a battle the warband loses -1 CP.

## Achievements

### CP Achievement

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

# Plot: Gaze of the Gods

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

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

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

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

— Captain Kurt Rorschach, Grimpengratz Watch

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

## Objectives

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

## Achievements

### CP Achievement

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

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

### Ceremony of Sacrifice chart

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

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

- 15** **Master's Bidding:** The coven master from your prominent organisation enlists a sympathizer to join the Chaos following by duping them into joining the cult movement. The player nominates a human Hero (not a leader or a Witch Hunter, Witch-Finder, Sister of Sigmar or human Priest) from one of the other warbands in the campaign. The Hero is bonded into servitude with the coven of Chaos followers. The nominated Hero gains a mutation from the Random Mutation Chart. The warrior is cunning enough to be able to conceal the mutation or provide a convenient explanation to prevent being noticed and avoid being drummed out. The Hero cannot be retired from his warband and any roll on the Serious Injury Chart resulting in death must be re-rolled.  
Any wizard following the Chaos warband learns the Lure of Chaos ritual if he has not already done so. If there is no wizard among your Heroes then assign the ritual to the leader of the warband, even if the warband is not normally allowed magic users. If the ritual can be successfully cast in a battle when the nominated Hero is in range then it automatically falls under your control for the remainder of the game. No further tests are required to assume control. No Leadership tests can be made to relinquish control.
- 20** **Chaos Moon Aligned:** if a warband has not yet located the Mist Wreathed Stronghold your warband will discover it. If another warband has gained the stronghold as an encampment, you may attempt to claim it via the Stockade scenario. Once you are in possession of the Stronghold you may play the Stronghold Scenario next time you are allowed to choose.
- 25** **Bargain Struck :** A God has noticed you. Your prayers have been answered. If you won “the Stronghold” scenario you may choose a god of chaos to follow, if you are a warband already dedicated to a major god choose them, otherwise a random god will be your patron.

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

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

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

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

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

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

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

These sacrifices will take place in a special scenario of “Hangman’s Square” within your Mist Wreathed Stronghold.



# Plot: Guarding the Peace

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

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

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

## Objectives

- +1 Playing a scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a scenario. If the warband wins a scenario it gets +1 CP.
- +1 Illegal Goods impounded. Roll a D6 for every illegal item confiscated from another warband. On a roll of 6 the warband gets +1 CP. Each bonus point applies only once in the campaign for the same type of Chaos artefact, tainted item, poison or drugs impounded in this way.
- +1 Felon under arrest. Roll a D6 whenever a thief, assassin, backstabber, slaver, cutpurse, bandit, outlaw, fugitive, highwayman or necromancer is placed *under arrest*. On a roll of 6 the warband gets +1 CP.
- +D3 Ringleader under arrest. The warband gets +D3 CP whenever the *leader* of a warband following the plots 'The Secret Deal' or 'The Body Trade' is placed *under arrest*.

## Achievements

### CP Achievement

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

# Know Your Rights!

## The Officers Guide to Utilitarian Law Enforcement

Ratified by the Stadsraad, Merchant Council of Marienburg 2305

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Conviction Chart

### D6 Result

- |   |  |
|---|--|
| 1 | <b>Gallows!</b> The guilty verdict means the felon has been transferred to Rijker's Isle pending execution! If the arrest was made by a warband following the 'Guarding the Peace' plot then the other warband can choose to play the special scenario Hangman's Square instead of choosing a core scenario. Otherwise, the felon is never seen or heard of again! |
| 2 | <b>Sentenced.</b> Punishment fits the crime in Marienburg! Penalties vary wildly depending on the severity of an offence. The warrior misses the next D3 games before being processed for release.   |
| 3 | <b>Holding.</b> Troublemakers have to be thrown behind bars to cool off. The warrior misses the next battle.   |

- |   |  |
|---|--|
| 4 | <b>Bail.</b> The convict has been sentenced but bail has been set for release. The warband can pay an amount in gold crowns to the constabulary equal to the number of experience points the warrior has for him to be released. The warrior misses the next battle before being released, unless the warband pays double the cost to bribe someone high ranking in the constabulary to sign his release papers! If a bribe is paid the warrior is immediately released. |
| 5 | <b>Drunk-Tank.</b> Rabble-rousers spend a night in the clink to cool off! The warrior is released before the next battle but misses the post battle sequence. In addition, the warrior gets an extra +1 Experience point.  |
| 6 | <b>Acquittal!</b> After a short spell under lock and key, a legal associate of the warband turns up to make a case for the defence! The warrior is released and the constabulary has to pay 2D6 gold crowns in compensation to the defence!  |

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

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

# Plot: Poisoning the Well

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

**Warbands:** Any Skaven Warband may follow this plot.

## Objectives

- +1 Playing a Scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a Scenario. If the warband won the battle, it gets +1 CP unless the scenario played was.
- +D1 for Objective Tainted. Every time the warband taints an objective with wyrdstone, roll a D6, on a 6 they earn +1CP.
- +D3 Destroyed Encampment. For every encampment that is burnt to the ground, the warband gains +D3CP
- +1 Poisoned Out Of Action. Every time the warband takes a warrior out using poisoned or warpstone weapons, roll a D6, on a 6 they earn +1CP unless the warrior dies permanently after the battle.
- +D3 Death by Poison. Whenever a Hero that was poisoned or hit by a warpstone weapon went out of action and dies permanently after a battle, the warband gets +D3 CP instead of +1 CP.

## Achievements

### CP Achievement

- 5 **An Endless Web of Sewers:** In any match that is played within the city the warband may choose to begin the game underground. – see Going Below for more details.
- 10 **Eye for Warpstone:** the warband members have a keen eye for which treasures are their precious stone. From now on when the warband acquires a treasure they may choose for it to be tainted.
- 15 **Emmisary of Skavenblight:** a representative of the council has been sent to monitor the warband. An Albino Storm Vermin hired sword joins the warband via a blood pact. If this hired sword dies permanently the warband loses 40gc from council disapproval and a new storm vermin is sent to monitor them.
- 20 **The Gaze of the Council:** The council of twelve has noticed the warband's achievement's and has sent them new knowledge to use in the taking of the city. The warband gains the following ability:
  - Clan Pestilens - Unholy Chant:** Once per battle, the warband leader may start an Unholy Chant. This chant causes all Skaven in the warband to immediately pass all Leadership-based tests in the turn the chant is uttered, including Rout tests.
  - Clan Skryre – Fixer:** any weapon that has been broken/destroyed due to misfire or malfunction may be repaired by paying half the base price of the weapon
  - Clan Eshin - Saboteurs:** Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor become less difficult to acquire. The rarity for all these items is reduced to common. In addition, one Henchman group at a time may now also use these poisons (note that you need one dose of poison per model in the Henchman group in order to equip them all).

- 25 Mortsleib Falling:** the warband has learnt the secret ways of the council and the chaos moons proximity to earth has made it easier to draw chunks of Warp stone to the city through ancient rituals. Whenever the warband rolls a Random happening, they may choose to make that Random happening 55 Shard of Wyrdstone. Rather than falling in the middle of the battlefield the Meteor may be directed by the Skaven warband. Choose a place on the battlefield then roll an artillery and scatter die to determine its final falling place (ignore the “hit” symbol, the Meteor will always scatter).
- 35 Assassination Protocol:** Your orders have come through, for you to take your place on the council of thirteen you must assist in taking the city of Marienburg, the way this will be done is surgically and swiftly. If you destroy the pillars holding this city up the whole thing comes tumbling down. From now on when you take the leader of a warband following a plot besides poisoning the well, the leader is automatically dead. No need to roll on the Serious Injury table. This only applies for the first leader you take out from each plot.

*"All tunnels lead to Skavenblight"*

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

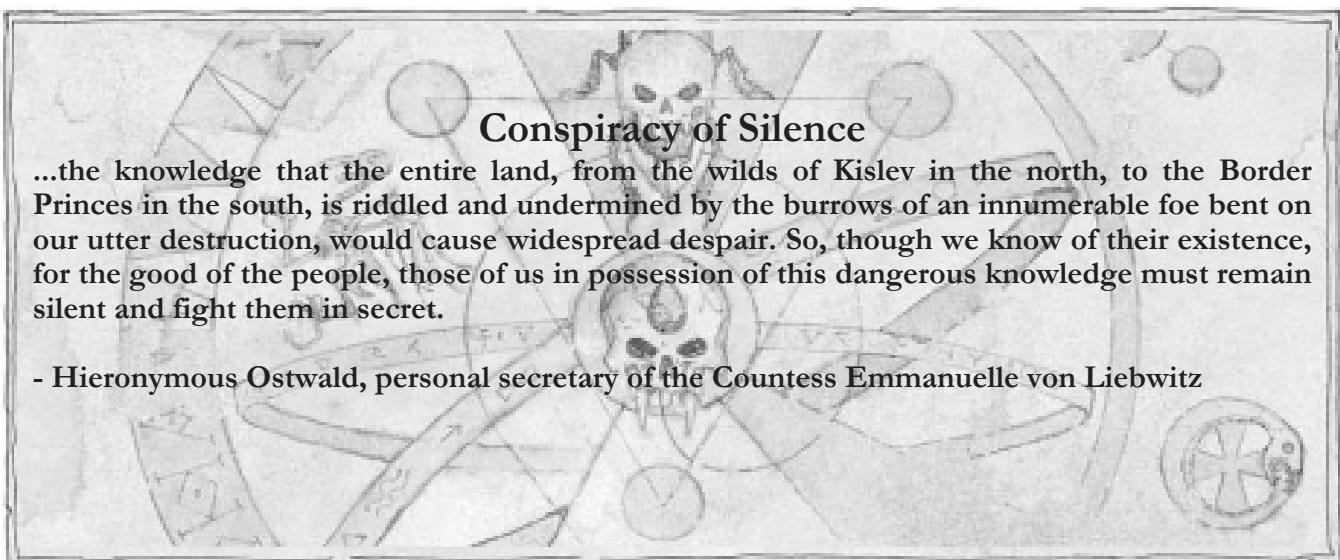
- 40 An Invitation to the Thirteen:** if you have Assassinated a leader of every plot besides poisoning the well you may now attempt your final test. Rout out any other “Poisoning the Well” warband and win the campaign. If there is no other Poisoning the well players you automatically win.



### Conspiracy of Silence

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

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



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

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



# Plot: Promise of Power



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

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

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

— Dieter Brossman, Priest of Morr

## Objectives

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

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

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

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

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

## Achievements

### CP Achievement

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

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

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

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

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



## CP Achievement

- 25 **Bring out your dead:** the warband's stockpile of corpses has not only started to smell, but to condense and twist the Wind of Shyish around them, resulting in a localized magical miasma visible to those with the Witchsight. If the warband keeps at least 5 corpses stored in a vehicle, that vehicle becomes a Travelling Charnelhouse, a lodestone of dark magic (and foul odours!), invigorating undead with unholy speed. All Undead (including Constructs) within 12" of the Travelling Charnelhouse can re-roll results of "1" To Hit, and those with the "Cannot Run" special rule ignore the effects of that special rule.  
Additionally, due to becoming regular customers, when visiting the Abattoir, Cadavers cost 10Gc instead of 12, and heroes of this warband may leave the premises with their purchase without having to roll on the table (if they wish).
- 35 **Evocation of Death:** the warband is getting close to finding its destination, and utmost care is being devoted to protect its precious cargo. The warband may store their Vampire's coffin (or Phylactery Ark) within a vehicle. If they do so, the unholy receptacle will absorb the local Winds of Magic, becoming surrounded by an otherworldly mist and empowering its own arcane defenses. Every time a spell is cast during a battle, roll a D6. Each result of '6' will add a cumulative +1 to the table below. The benefits last until the end of the battle.
- 6s rolled Effect**
- 1 An eerie mist surrounds the vehicle, as it seemingly glides along the ground effortlessly. The vehicle gains +4 to its Move, and if it is a wagon it can move across difficult terrain without going Out of Control. If it is a watercraft it can move across land at half speed: collisions on land are treated as if the vehicle was a wagon (rolling on the Out of Control table).
  - 2 A dark nimbus surrounds the receptacle: the vehicle, its draft animals and all its contents and occupants gain a 5+ ward save against enemy spell effects.
  - 3 The vehicle's rim is surrounded by green witchfires. Whenever it moves over models, it deals D2 S4 Flaming hits to each model instead of a single S4 hit. If it collides with any object, the damage caused to it is also considered Flaming.
  - 4 The vehicle picks up unnatural speed. The draft animals (for wagons) develop a feral instinct, gain +1S, lose Stubborn (if they had it) and gain Immune to Psychology (ie. driver automatically succeeds Ld test to regain control of them when Out of Control). Watercraft ignore direction of the wind, and can just roll for wind strength in whatever direction they wish. When the vehicle moves over models, the Strength of the hit is now 5 instead of 4.
  - 5 The vehicle flickers between the world of the dead and the living. Itself, its draft animals and all its occupants gain a 4+ ward save against all wounds except for those caused by magic, spells or magical weapons.
  - 6 The vehicle can fly: it can move triple of its movement, horizontally across the table, but moving over any intervening terrain.
- 40 **Apotheosis:** the warband has located a place rich in settled Dhar, and has begun preparations for a ritual to elevate the Leader's undead spirit to a higher state of existence. From now on, as long as the warband has a captive warrior of at least 15 experience, any Greater Artefact and an intact phylactery ark attunned to the warband's leader, the warband can choose to play the "Hangmans Square" scenario, with a total of two players against the Defending Team. The phylactery ark must be placed adjacent to the altar. The warband does not have to take Rout tests until they have lost 50% of its members. Furthermore, due to the local concentration of unholy energies around the phylactery, the attunned Leader cannot be taken Out of Action: each time that would happen simply apply a cumulative -1 penalty To Hit, Strength, Initiative and Attacks for the rest of the battle.  
If the warband wins, the Artefact is destroyed and the Leader is unfused with unholy power, its spirit transcending its corporeal form, and its sinister will reaching far and wide to awake legions of the long-lost dead. The warband wins the campaign.





# Plot: Price of Power



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

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

## Objectives

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

## Achievements

### CP Achievement

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

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

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

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

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

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



## CP Achievement

- 25 Bring out your dead:** the warband's stockpile of corpses has not only started to smell, but to condense and twist the Wind of Shyish around them, resulting in a localized magical miasma visible to those with the Witchsight. If the warband keeps at least 5 corpses stored in a vehicle, that vehicle becomes a Travelling Charnelhouse, a lodestone of dark magic (and foul odours!), invigorating undead with unholy speed. All Undead (including Constructs) within 12" of the Travelling Charnelhouse can re-roll results of "1" To Hit, and those with the "Cannot Run" special rule ignore the effects of that special rule.  
Additionally, due to becoming regular customers, when visiting the Abattoir, Cadavers cost 10Gc instead of 12, and heroes of this warband may leave the premises with their purchase without having to roll on the table (if they wish).
- 35 Evocation of Death:** the warband is getting close to finding its destination, and utmost care is being devoted to protect its precious cargo. The warband may store their Vampire's coffin (or Phylactery Ark) within a vehicle. If they do so, the unholy receptacle will absorb the local Winds of Magic, becoming surrounded by an otherworldly mist and empowering its own arcane defenses. Every time a spell is cast during a battle, roll a D6. Each result of '6' will add a cumulative +1 to the table below. The benefits last until the end of the battle.
- 6s rolled Effect
- 1 An eerie mist surrounds the vehicle, as it seemingly glides along the ground effortlessly. The vehicle gains +4 to its Move, and if it is a wagon it can move across difficult terrain without going Out of Control. If it is a watercraft it can move across land at half speed: collisions on land are treated as if the vehicle was a wagon (rolling on the Out of Control table).
  - 2 A dark nimbus surrounds the receptacle: the vehicle, its draft animals and all its contents and occupants gain a 5+ ward save against enemy spell effects.
  - 3 The vehicle's rim is surrounded by green witchfires. Whenever it moves over models, it deals D2 S4 Flaming hits to each model instead of a single S4 hit. If it collides with any object, the damage caused to it is also considered Flaming.
  - 4 The vehicle picks up unnatural speed. The draft animals (for wagons) develop a feral instinct, gain +1S, lose Stubborn (if they had it) and gain Immune to Psychology (ie. driver automatically succeeds Ld test to regain control of them when Out of Control). Watercraft ignore direction of the wind, and can just roll for wind strength in whatever direction they wish. When the vehicle moves over models, the Strength of the hit is now 5 instead of 4.
  - 5 The vehicle flickers between the world of the dead and the living. Itself, its draft animals and all its occupants gain a 4+ ward save against all wounds except for those caused by magic, spells or magical weapons.
  - 6 The vehicle can fly: it can move triple of its movement, horizontally across the table, but moving over any intervening terrain.
- 40 Lifting the Curse:** the warband has located the place where the curse was first uttered, and has charted preparations for the ritual. From now on, as long as the warband has a captive warrior of at least 15 experience and any Greater Artefact, the warband can choose to play the "Kidnapped!" scenario (Town Cryer #06). The "Kidnapped" scenario follows all the rules described there, except that it allows a total of 3 players, you replace the sacrificial victim described there with the captive warrior (who may or may not have been stripped of possessions), and the coffin with its guards must be placed adjacent to the altar. The Vampire will jump out and attack enemy models if they approach too close, as per the 'Blood Kiss' achievement, but if the warband loses they will lose D6 CPs, as the vampire is furious at the failure and also had to be roused so its strength has been spent (therefore more CPs must be gained before attempting the ritual again).  
If the warband wins, the Artefact is destroyed and the curse is lifted from the Vampire: its full power is restored, and soon legions of undead will rise from the marshes! The warband wins the Campaign



# Plot: The Body Trade

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

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

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

## Objectives

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

## Achievements

### CP Achievement

- 5 **Bribery:** The traders begin meeting covertly with agents from law enforcement constabularies to bribe any corrupt officers to avoid arrest. Any warriors being placed or having been placed *under arrest* can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has. In addition, any warband *leader* following this plot can be disguised wearing Cathayan silk clothes.
- 10 **Slaver Ring:** The warband joins a slaver ring. Whenever another player sells captives to slavers at a price of D6x5 gold crowns, they should be offered to warbands in the slaver ring. If two or more warbands join a slaver ring roll dice to determine who buys each captive.  
The warband may trade *captured* warriors from other warbands. The warband *leader* gains the 'Slaver' skill. There may never be more than two warriors with this skill in the warband at any one time. Any Hero or Henchman put *out of action* in hand-to-hand combat by a Slaver will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook). Heroes *captured* may not be eaten or ransomed to another warband during the post battle sequence.  
Heroes, Henchmen or Blood Pact Hired Swords *captured* may be exchanged with their starting warband for stragglers or *captured* warriors. Campaign points can only be scored in an exchange when a greater number of non-friendly models are received by the slaver than were given.
- 15 **Kidnapping:** Transporting trussed up abducted women in wine barrels is a favourite ploy used by Brionesse body traders! Whenever the warband rolls on the Cargo Chart for the contents of a barrel, the player may elect for it to contain a hostage instead of the resulted rolled.  
Vehicles can be used to stow *captured* models in. The warband may lease any vehicle at a discount of 50% through the slaver ring without making a search roll. The vehicle cannot be exchanged or sold. Any *captured* models are bound and gagged inside barrels. Use cargo objective markers to represent the hidden hostages. At the end of a battle when cargo markers were used to represent hidden hostages roll a D6 for every 4 *captured* models still aboard a vehicle. On a roll of 6 the warband gets +1 CP.

"It is better to take your own life than to fall into the hands of the Kurgan."  
— Karl Althaus, Imperial Pikeman

- 20 Tanners Alley:** The slaver ring appoints a flesh house. The warband must visit location (1 1 1 1) in the next exploration phase. If another warband has already taken up residence in the Tannery then the *encampment* can be disputed by playing 'The Sting' scenario against him for the next game. If the challengers win the battle without collapsing the building then they take possession of the *encampment* deeds. If the burning building collapses then the *encampment* is razed. The challengers may restore it.
- 25 Sleeper Cell:** Agents from a clandestine faction have infiltrated Marienburg. Acting as handlers for the warband, an isolated group of sleeper agents lies dormant until it receives orders or decides to act. The player can activate the cell to support their cloaked purpose in any large confrontations. Deploy an additional Henchman group of D3 warriors. Normal limits for warband maximum can be ignored but limits for the number of Henchman of any one type must be adhered to as normal.
- 35 Reluctant Overseers:** Rather than pursuing commodities through backroom trade channels used to source exotic contraband, the trafficking venture becomes a desperate wholesale bodysnatching exercise, taking captives by threat, use of force or fraud. The player can choose to play the 'Swap Meat' special scenario instead of a core scenario whenever he picks a scenario to play.
- Due to the infamy associated with Naggarothi and Dawi Zharr slave raiders these malign overseers are reluctant to engage in the affairs of their associates unless business requires they get their hands dirty. The warband is either taking captives to trade with a Dark Elf or Fire Dwarf slave-master. Choose either as your business partner. D3 Dark Elf Corsairs or Chaos Dwarf models may be deployed at the start of every battle.
- "We take a bite here and a bite there, always staying a few days ahead of the Bretonnian forces. By late summer we could be at the inlet leading to Marienburg, by which point our holds will be bursting and it will be time to head home."*
- Hethan Gul, Druchii Corsair Captain
- 40 Human Chattel:** The conspiracy culminates in the body traders and their 'client' drawing away large chain-gang shipments of coffled prisoners emptied from barges or slave pens hidden underground. An unbroken line of hostages in chains are being moved through the Marienburg Grand Sewer Network. If the warband has taken twelve captives the player must play the 'Burrow Town Collapsing' scenario. The body trader plays the role of a smuggler. Twelve hostage objective markers replace the body trader player's contraband items normally used in this scenario. A guard must be assigned to both ends of the hostage chain for it to move. If the player wins the game by escaping through the sewers with the hostage chain or routing all enemy warbands then the body trader is declared winner of the campaign.
- "I'll have them this afternoon. Tassenberg drove a hard bargain, blasted flesh-peddler. Twelve of them, yes. Pure? Tassenberg said they would be, damn you."*
- Prince Hermann 'The Eel' Eyll, Dock Master



## Tassenberg, Master of Men

By Joshua Reynolds

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

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

# Plot: The Secret Deal

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

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

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

## Objectives

- +1 Playing a scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a scenario. If the warband wins a scenario, it gets +1 CP unless the scenario played was 'The Heist'.
- +D3 Winning 'The Heist' scenario. If the warband won this special scenario it gets +D3 CP.
- +1 Acquiring deeds. Whenever the warband acquires an *encampment* it gets +1 CP.
- +1 Rare item procured. Roll a D6 for every rare item the warband can get hold of when the rarity of the item is at least Rare 12. On a roll of 6 the warband gets +1 CP. On a roll of 1 the warband gets +1 CP but the item is appropriated by the League of Gentlemen Entrepreneurs to fulfill your quota! Remove the item from your roster sheet. Only roll once for each different type of rare item.

## Achievements

### CP Achievement

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

# Plot: The Ten Great Families

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

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

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

## Objectives

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

## Achievements

### CP Achievement

- 5 **House Guard:** One of the Ten Great Families has employed the warband to guard their interests. While in the guild's service any warband following this plot may hire a Merchant Hired Sword who replaces one of the Hero slots on the warband roster sheet. The Merchant may also benefit from trading bonuses that apply to the Warband leader, i.e Opulent Coach and the Reputation Bonus.
- Instead of searching for rare items the Merchant may sell a rare item that has been stored in the Trade Cart during the preceding battle. This must be done before Heroes of either warband search for rare items. Roll a D6 to determine how many gold coins the Merchant would get for the item: **1-2** Half the item's basic price. **3-4** The item's full basic price. **5-6** Full plus half the item's basic price.
- Note that the Merchant may decide whether he wants to sell the item for that price or if he wants to try again after the next battle. This can be combined with the Wholesale achievement to sell up to D3 +1 items each game.
- 10 **Enmity:** The Merchant's guards can confront any challenge due to the authority bestowed upon them by the ruling Merchant House they represent. One of the Heroes may voice such a challenge twice during each battle so long as a Merchant is included in the warband. The warrior counts as having the 'Taunt' skill for this purpose.
- When facing flesh traffickers the house guard will fight to the death! The warband gets to re-roll any attack rolls that miss in the first round of combat against a Norse warband, a warband with a Slaver, or a warband following 'the Body Trade' plot. In addition, the warband can re-roll their first failed rout test. The warband can never choose to voluntarily rout when facing Slavers or Norse unless their Warband Leader has been taken *out of action*.
- 15 **Mystic Mentor:** Merchant Houses appoint a representative to the position of instructor if they demonstrate a keen understanding of martial skill and the aptitude to teach what they know. Nominate a Hero from your warband to accept the role of 'Mentor' to the rest of your warband. Choose a combat skill or special skill that is known by the Hero. While the Hero is mentoring the warband, any warrior in the warband can use the skill he has taught them if they are within 1" of the Hero. If the Hero is killed or captured then a new teacher is appointed and a new skill is chosen to be taught instead.

## CP Achievement

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

# Plot: New World, Old Grudges

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

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

**Warbands:** Lizardmen Warbands may follow this plot.

## Objective progress

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

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

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

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

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

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

## Achievements

### CP Achievements

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



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

Extract from the Prophecy of Sotek.



# The Green Tide

From Cathay to the old world, Araby to Lustria Greenskins are a fact of life, every cave, field and forest contains at least one type of them. and if left unchecked they quickly sprout and grow into a Waaagh becoming almost impossible to stop. Waaagh are named for their boss, Waaagh Grimgor ripped through Peak Pass sacking kislev before it was finally stopped. Waaagh Gorbad almost made it to the capital in Altdorf. The Greatest Waaagh of all led by the goblin warlord Grom the Paunch smashed through the empire and made it all the way to the home of the Elves, Ulthuan.

The idea of Waaagh in Mordheim is strange, instead of thousands of Greenskins, you'll have under thirty! How can you create a legendary Waaagh with thirty men! Well any true Warboss will tell you "a Waaagh comez from in 'ere, ya 'arte n ya 'ead" right before he is stomped and overthrown for thinking and feeling too much. Greenskins run on belief and hopefully this supplement conveys that feeling.

The Green Tide is designed to be used with the Campaign point system and alongside other newer supplements such as Swords of the Empire, The Undercity, Corrupted characters, Colour of Magic and miracle workers. All these together give each race the options they need to stay competitive.

You can use Da Camp with or without the Campaign plot of DA WAAAGH but if you do use the plot I suggest following its rules and waiting till you get to 5CP before unlocking Da Camp.



## Seein' Green

Though the original Town Cryer only gave us Da Mob Rules, there are plenty of excellent Greenskin warbands out there mainly; Black Orcs and Forest Goblins from the Nemesis Crown, Night Goblins by Pathfinder Dubstyles and Snotlings by Luke "Ram Rock Ed First/Auretious Taak" Roberts. There's also the Underworld alliance from this Annual, and a new Savage Orc warband coming in the next supplement Chaos in the New World. I think that covers all the goblinoid races except maybe Hobgoblins and Gnoblar hordes....



## Winnin' Da Plot

Greenskins don't operate like a normal warband, therefore their plot isn't like a normal plot. They only care about two things, Waaagh' and Bossin' and to win the campaign they gotta do both. Below is the various ways to grow or lose your Waaagh, and once you get to 5CP, go visit Da Prophet in your camp to receive your first Mission.

## Da Waagh

Waags work differently to regular plots in the way that you can gain and lose CP at faster rate, and also when you drop below the CP required for an Achievement you lose that Achievement until you once again rise above the required amount. Also many items and locations in Da Camp refer to Waagh level, this is the number of CP Achievements not total CP.

### Objectives

- +1 Playing a scenario. Whenever the warband plays a scenario it gets +1 CP.
- +1 Winning a scenario. If the warband wins a scenario, it gets +1 CP
- +1 Killing a great beast. Whenever the Warband kills a model with the Great Beast rule it gets a CP
- +1 Every three warriors Da Boss takes OOA in one match. Whenever your leader takes three warriors OOA it gains a CP.
- +1 Taking out their boss. Whenever your warband takes an enemy leadear OOA it gains 1CP.
- +D3 Taking out Rival Greenskin boss. If the enemy leader was a Greenskin it gains an Additional D3CP.
- +D3 Burning down an encampment: when your warband burns down an encampment it gains D3CP.
- +D3 Three Victories in a row. Whenever your warband wins three games in a row it gains a CP.
- +D3 Completing a Prophecy. Everytime you complete a Prophecy you gain D3 CP.
- D3 Three losses in a row. If you lose three games in a row you lose D3CP
- 1 War boss OOA. Whenever your Leader is taken OOA you lose 1CP
- 5 War boss Death. Whenever your leader dies permanently you lose 5CP
- 1 Warrior captured. (if Orcs, this does not include Non-Orcs. Who cares!) whenever a warrior is captured you lose 1CP
- 1 Hero Death. Whenever a hero dies permanently you lose a CP.

## Achievements

### CP      Achievement

- 5      **WAGH!**: Your growing Wagh has gathered a Greenskin camp around your fokes. You may now visit Da Camp.
- 10     **WAAGH!**: Your Warband Gains +2 to its maximum size.
- 15     **WAAAGH!!**: your warband gains;  
**You Balong to da Boss Now:** Once per game after a member of your warband takes a warrior OOA they may immediately declare that they are captured.
- 20     **WAAAAGH!!**: Your Warband Gains +3 to its maximum size.
- 25     **WAAAAAGH** Your warboss gains;  
**War Chant!!!:** Once per game your War boss may let out a deafening War Chant. This chant gives causes all friendly models within range of your leader ability Frenzy and Cause fear. The chant lasts D3 turns.
- 35     **WAAAAAAAGH!!!**: Your warboss gains;  
**Unkillabull:** the Swirling energy of the waagh is so strong that Gork and Mork Bless your warboss, allowing him to reroll any results of Dead on the serious injuries chart.
- 40     **WAAAAAAAAGH!!!!:** If you have completed all 6 prophecies and have full WAAAGH you may now choose the "Nice Day for a WAAAGH Beheadin'" Special Scenario. Once the scenario has been won you win the campaign.



# Da Camp

Despite their best efforts, Waaaghs can't constantly be Waaagging, and permanent or mobile camps will spring up around the Waaagh. Sometimes the Greenskins make da camp, but more often than not they just set up shop within a village or stronghold they just sacked. At the centre of the the camp is always Da Boss tent. Its where da boss makes all his tricky plans and plots or just sits and eats until it's time for the next battle. Around the boss then is a chaotic throng of constant fights and contests of one upmanship between the orcs and goblins, with the lesser goblinoids fighting their own tiny battles between their feet. While da camps are far from ordered a sort of society pops up within them, with different tents with different services on offer, usually goblin run, (they gotta prove themselves useful or they may be the next snack or training dummy).

**Any Greenskin hero may visit the Da Camp instead of searching for a rare item in the post battle phase. No heroes of any other races may visit Da Camp.**

## Gobbo Shaman Hut

*Just as Goblins are widely varied, so too are their Shamans. Shaman exemplify the Goblin tribe to which they belong. For instance, the Shamans of many tribes of Wolf Riders are a feral lot, draped in skins and laden with wolf skulls. Like their comrades, these Shamans are bent, wind-gnarled and bow-legged from their life crossing the plains on wolfback. Shamans of the Red Cloud tribe ritually use their magics to turn themselves at least half red depending on the cycle of the moon. There are bandage-covered Dust-Goblins from the deserts of Arabia, shrewd fortune-teller mystics of the nomadic Goblin trader tribes, and more. Night Goblin Shamans wears the easily recognised hoods of their kind and are known for being particularly crazed due to eating vast quantities of hallucinogenic mushrooms. They are especially knowledgeable about fungus and only Night Goblin Shamans know the full rituals for growing, picking and preparing the deadly madcap mushrooms that can turn a Night Goblin into a ball-wielding Fanatic. It is said that Night Goblin Shaman who eat too many mushrooms will eventually turn into a giant Shamansroom, a magic-saturated fungal shoot. It is a damp, dull life as a mushroom, but it will probably get worse. As Shamansrooms are highly coveted by other magic-users, getting turned into one is almost surely a one-way ticket to being eaten alive*

**Magic Drinkz:** For a "donation" of 5gc the shaman concocts a terrifying brew for the warrior to drink before the next battle, roll on the chart only after drinking the bright and stinky potion

### 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..

**Gubbinz:** for 25gc the Shaman will part with magical Gubbinz, an assortment of useless seeming bones and animal gutz which may be devoured by a Greenskin shaman to automatically pass 1 spell in the next game. Roll a D6, and the Shaman has choked on the Gubbinz and is stunned. After each match in which you used Da Gubbinz roll 2d6, on a roll of 2 your shaman has taken too many mushrooms and have permanently changed into a giant Shamansroom! From now on your warband has unlimited access to Madcap mushrooms and gubbinz. After taking a shroom or gubbinz from the Shamansroom roll a D6 on a 1 you've eaten the last one and the Shamansroom is lost.

**Sneaky Spells:** either through extreme hallucinogenic drug use or being hooked into the winds of magic directly, many shamans know the future and can wield this power to their own benefit, or to a warboss of great enough influence.

**Your Waagh must be at least 15 or higher to use the Shaman's true abilities. For 50 gc roll on the table below.**

### D6      Result

**1      Cursed:** it was a Goblin Trick! The Hero is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse

**2-3      Hex:** The Shaman places a malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.

**4+**      **Miracle:** By using magical means the Shaman is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice



## Shiny Bits Pile

*Da centre of any good Camp is da shiny bits pile. Warriors of the Waagh throw all prizes there as a testament to the glory of Mork (or Gork). At the centre of the Loot pile is an Idol of their chosen god (sometimes they think its Gork but it's actually Mork). As the Greenskins throw more offerings onto the board, their adulation of the idol sometimes stirs it to life...*

Heroes from the warband may visit the bits pile to donate Treasures, gold or items.

Both Treasures and Items are worth their selling price when donating to da pile.

Amount	Effect
100+	Henchmen Units cost 5gc less
200+	Your warband may now hire the Rogue Idol
300+	When searching for Henchmen the Warband adds +1 to the available XP.
400+	Henchmen are only killed after the battle on a roll of 1 rather than 1-2. Every time donations are added Roll 2d6, on a roll of 2-3 D6x25 worth have gone missing from da loot pile. Donations may never be retrieved from Da Pile, dey belong to Mork (or Gork) now.

## Rogue Idol of Gork, (or possibly Mork)

*Titanic scrap effigies made up of stone and earth, broken weapons, looted trophies and daubed in obscene glyphs and slogans, somehow come to ponderous, erratic life through the power of the Orc gods, Rogue Idols have a will of their own and desire only one thing; to smash. This they can ably achieve through their massive stone fists, which can pound with the fury of falling meteors and the sheer weight of their colossal tread, which is akin to an avalanche of boulders striking down with every footfall.*

**Your Bits Pile** must have at least 200 gold in it and your Waaaagh achievement level must be at least 4 to use the Rogue Idol.

Profile	M	WS	BS	S	T	W	I	A	Ld
Idol	6	3	0	*	*	2	*	9	

**Weapons and Armour:** Stone Body and Fists.

**Special Rules:** Causes Fear, Gigantic Creature, Spirit of the Waagh, Stone Body, Avalanche, Made of Bitz, Livin' Idol, Battle Lust, Cannot Run.

### SPECIAL RULES

**Spirit of the Waaaagh:** Stone Idols have Wounds, Attacks , Strength and Toughness Equal to the warbands Waaagh achievement Level (eg: a warband with 25 CP, which is 5 achievements, will have 5W, 5A, 5S, 5T) **Battle Lust:** must charge any enemy it can see.

**Cannot Run:** the Stone Idol is a slow massive construct and may not run, but may charge as normal.

**Stone Body:** 4+ Special save that can only be modified by Hammers.

**Avalanche:** when the Rogue idol is taken OOA all models with 2" suffer a Strength 4 hit.

**Made of Bitz:** when the Rogue idol is taken OOA the Shiny Bits pile loses D6x10 gold.

**Livin' Idol:** all friendly models within 6" gain +1Ld, and spell casters can reroll 1 dice per casting. However losing the idol is a grave omen. When taken OOA the whole warband suffers -1ld for the remainder of the battle.

## Da Zoo

Wherever there's a waaagh its only a matter of time till their beasties show up. Squigs will spawn wherever night goblins gather, orcs bring boars and gruntas, forest goblins; giant spiders. A smart boss will quickly get one of these in line to ride into battle getting him fear and respect from every boy.

A greenskin visiting Da Zoo may either order a custom mount or choose one of the ones hanging around. To choose an already available animal roll 2d6 and see what is on offer. Sometimes it's a mighty mangler squig sometimes it's just shit. Literally! If you require a specific animal it is best to order it from the squig handlers in the penz. Simply choose an animal and roll the rarity. If not available the first time, the handlers will track it down for you, and on each subsequent visit to da zoo you will get a plus +1 on the rarity roll as they complete your order. If you warband contains a model with the appropriate animal handling skill required for the animal you ordered they may miss the next battle to help find the beast, granting it to you when he returns (price must still be paid of course.)



## 2 Giant Squig

Rare 14 (Goblin Only.)

250 gold crowns to hire

Night Goblins are expert Cave Squigs hunters and breeders, and occasionally a Squig, fed the right mixture of wyrdstone and Snotlings, grows to such titanic proportions that it can give a troll a run for its money in a fight!

**Profile** M WS BS S T W I A LD

Great Squig 3D6 4 0 5 5 3 4 3 5

**Weapons/Armor:** Massive snapping jaws! Great Squigs never use or need weapons or armor.

### SPECIAL RULES

**Movement:** A Great Squig will move just like Cave Squigs, except it rolls 3D6 for the distance.

**Wild:** A Great Squig will need a Goblin to keep it in line, just like a Cave Squig. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. In addition, due to the ferocity of these beasts, if the scatter dice rolls a "hit" the Great Squig moves towards the closest model (friend or foe) it can see. If its movement takes it into contact with another model it will engage it in hand-to-hand combat, even with a member of its own Warband. The Great Squig is out of the player's control until the end of the game.

**Cause Fear:** A Great Squig is a massive ball of flesh and teeth which causes fear.

**Large Target:** Great Squigs are large targets as defined in the shooting rules.

**Animal:** Great Squigs are animals of a sort and so do not gain experience.

**Monstrous Mount:** The Great Squig adds +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound.

Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack the mount or the rider. The +1 armour bonus for having a mount applies as normal.

**Skull of Iron:** This creature's head is much too thick for normal blows to penetrate. Therefore it treats a stunned result as knocked down instead.

**Staggered, but not down:** Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

### 3 Gore-Grunta

Rare 12

150 gold crowns

Gruntas are massive boar-like beasts with razor-sharp teeth, filthy hides and beady, hate-filled eyes. Notoriously foul-tempered, they are prized mounts for any Black Orc with the mettle to ride them into battle. Gruntas will eat practically anything, from the mangled remains of enemies to unobservant orruks, and even the foundations of buildings (they're especially fond of the Khornate ones made out of skulls). Gruntas also eat copious amounts of iron, usually as a result of consuming the more edible things it is attached to, like people. This undigested metal is then harvested by the orcs for weapons and armour and is called pig-iron.

**Profile** **M WS BS S T W I A LD**

Gore-Grunta 8 3 0 5 4 2 3 1 3

**Weapons/Armor:** **Tusks and Bulk!** Gore-Gruntas attack unarmed without penalty.

#### SPECIAL RULES:

**Thunderous Charge:** On any turn when a Gore-Grunta rider charges more than 7", he causes D3 impact hits at the basic strength of the Gore-Grunta

**Thick Skinned:** The thick skin and matted fur of the Grunta makes him very hard to wound. Gore-Grunta confer an additional +1 bonus to the rider's Armour save (making +2 total).

### 4 Cave Squig

Rare 10 (Goblin Only.)

40 gold crowns to hire

Night Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

**Profile** **M WS BS S T W I A LD**

Cave Squig 2d6 4 0 4 3 1 4 1 5

**Weapons/Armor:** Big gob and brutality! Cave Squigs never use or need weapons or armor.

#### SPECIAL RULES

**Movement:** Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

**Minderz:** Each Cave Squig must always remain within 6" of a Goblin, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Goblin player's control until the end of the game.

**Just Squigs:** Greenskins don't care much whether Squigs die because there will always be more mysteriously popping up where ever the Goblins go. Squigs only count as a half a model for rout test purposes.

**Animals:** Cave Squigs are animals of a sort and so do not gain experience.

### 5 Giant Wolf

Rare 10 (Goblin Only)

85 gold crowns

The giant wolf is common in most of the mountain ranges of the known world. However, catching one of these nasty, fast moving beasts is another thing – especially if you are a Goblin.

**Profile** **M WS BS S T W I A LD**

Giant Wolf 9 3 0 3 3 1 4 1 4

**Weapons and Armour:** Fangs and claws, the giant wolf fights unarmed without penalty.

#### SPECIAL RULES

**Animal:** Giant wolves cannot gain experience.

**Territorial:** Giant Wolves cannot be used in a warband that already contains Giant Spiders.

### 6 Squig Wig

Rare 7

30 gold crowns.

Greenskins are naturally hairless. Those that are bothered by their baldness use specially-bred squigs as living wigs. Many varieties of hair squig exist, with a wide array of colours and styles. Hair squigs attach themselves to the host by biting into his skin and they survive by feeding off the host's vital fluids, but never enough to pose a threat to the host's well-being.

The wig confers an additional 6+ special save that is taken after other armour saves. If successful the wig is struck and must roll for Out of Action in the same manner as a henchmen.

On a 4+ the greenskin may ignore Serious Injury results of Madness, and Blinded in one eye as they have struck and killed the squig instead. The Greenskin suffers a penalty of -1Ld for the next battle, to represent the sheer embarrassment of the faux pas. A new wig must be bought to replace the current one.

### 7&8 Droppinz

Rare 7 (Goblin and Savage Orc Only)

25 gold crowns

Animal set of the greenskins "pets" is especially putrid. Some derelict goblins will rub it on themselves in an attempt to have Orcs and larger goblins leave them alone. the stinkiest and best for this use is troll dung, though that is not without its risks as it is often times extremely acidic.

A Goblin or Savage Orc hero may take a Ld test before the battle to coat himself in droppinz, anyone wishing to strike the goblin must pass a Ld test in the first round of combat or be -1 to hit for that round. One use only.



## 9 War Boar

Rare 11 (Orcs only)

90 gold crowns

*Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the Boars for themselves.*

**Profile** **M WS BS S T W I A Ld**

Wild Boar 7 3 0 3 4 1 3 1 3

### SPECIAL RULES

**Ferocious Charge:** Orc War Boars attack with +2S when charging, due to their bulk. Note that this applies only to the Boar, not the rider.

**Thick Skinned:** The thick skin and matted fur of the Boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour save (making +2 total).

## 10 Giant Spider

Rare 11 (Goblin Only.)

100 gold crowns

*The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.*

**Profile** **M WS BS S T W I A Ld**

Giant Spider 7 3 0 3/4 3 1 4 1 4

### SPECIAL RULES

**Poisoned Attack:** Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

**Wall Walk:** Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

**Note:** Giant Spiders cannot be used in a warband that already contains Giant Wolves.



## 11 Mangler Squig

Rare 13 (Goblin Only.)

200 gold crowns

**Profile** **M WS BS S T W I A Ld**  
Mangler Squig 2D6 3 0 5 4 3 3 D6+1 5

**Ker-splat!**: If you roll any doubles when rolling to determine the Mangler Squigs' charge range, you can add 1 to the model's hit rolls when it attacks until the end of the turn.

**Watch Out!**: Mangler Squigs can cause mayhem even in their wildly bouncing death throes. If slain, roll a dice for each unit within 3" of the Mangler Squigs, friend or foe, before the model is removed from the battlefield. On a roll of 4 or more that unit suffers a wound. Remove the Mangler Squigs from the battlefield after resolving any damage.

**Wild:** A Mangler Squig will need a Goblin to keep it in line, just like a Cave Squig. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. In addition, due to the ferocity of these beasts, if the scatter dice rolls a "hit" the Mangler Squig moves towards the closest model (friend or foe) it can see. If its movement takes it into contact with another model it will engage it in hand-to-hand combat, even with a member of its own Warband. The Mangler Squig is out of the player's control until the end of the game.

**Cause Fear:** A Great Squig is a massive ball of flesh and teeth which causes fear.

**Large Target:** Great Squigs are large targets as defined in the shooting rules.

**Animal:** Great Squigs are animals of a sort and so do not gain experience.

**Monstrous Mount:** Mangler Squig adds +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound. Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack. The mount or the rider. The +1 armour bonus for having a mount applies as normal.

**Skull of Iron:** This creature's head is much too thick for normal blows to penetrate. Therefore it treats a stunned result as knocked down instead.

**Staggered, but not down:** Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

**Movement:** Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

## 12 Gigantic Spider

Rare 13 (Goblin Only.)

200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

**Profile**      **M WS BS S T W I A Ld**

Gigantic Spider 6 3 0 5 5 3 4 2 4

**Weapons/Armour:** A Gigantic Spider never needs or uses weapons or armour.

### SPECIAL RULES

**Fear:** Gigantic Spiders cause *fear* as described in the Mordheim Rulebook.

**Large Monster:** Gigantic Spiders are large targets, and may always be shot at.

**Poisonous:** The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1: knocked down, 2-4: stunned, and 5-6: Out of Action.

**Native:** Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

**Non-sentient:** Spiders are affected by the *stupidity* rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

## Goblin Tinkerer

A few Goblins have a base understanding of concepts such as physics - much to the disgust of their fellow Greenskins! While most gobbos - wisely - don't like to let on to their larger cousins that they are in fact a great deal brighter than their Orc overseers, there are a few that like to tinker with stuff. These Goblin "engineers" rarely receive the same respect their peers get and eke out a living on commandeered benches, out of the way of passing Orcs who can't resist punching the "specy gits".

Greenskins visiting the tinkerer may either order a weapon or choose one currently available.

To choose an already made weapon, roll D6 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 tinkerers will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order. 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.

## 1 Doom Diver

Rare 12

150 gold crowns

A Doom Diver Catapult is basically an enlarged version of a giant slingshot, which propels a leather-wing Goblin known as a Doom Diver straight into an enemy formation as a form of live ammunition. Originally, the Doom Diver Catapult was created to allow nomadic tribes of Goblins to scout the surrounding areas of their territory in quick succession. After a while, the Doom Diver Catapult was redesigned for the use of war. Using his wings, the Doom Diver would spiral and guide himself towards his chosen target, emitting a loud and high-pitch scream just moments before making impact. The outcome usually ends in the death of the Doom Diver, and hopefully his intended target as well. Some of the smarter or more experienced Doom Divers would apply his wings effectively as brakes and if he is lucky enough, he might bounce from the impact instead of splatter into the ground. As such, there is still a few veteran Goblins whom have lived through their experience as Doom Divers, only to willingly re-live this experience one more time.

### Profile M WS BS S T W I A Ld

Doom Diver 3 - - - 7 3 - - -

**Range:** Special

**Strength:** Special.

**Special Rules:** cannot run, Gobbo Operated, Reload, Pegged down, Large Target, Misfire, Glidin Gob.

### SPECIAL RULES

**Gobbo Operated:** Firing a Doom Diver Catapult requires a crew of Gobbos. They require a team of two Goblins to fire and a crew member with the Artillery Expert skill (if one of the goblins doesn't have it.). All of the normal shooting rules apply (with some exceptions below),

**Reload** This weapon requires one full turn

with the crew preparing the brave gobbo for launch (place a marker next to it when loaded), and can only fire in the following turns.

**Pegged Down:** to get the torsion need to launch a full grown gobbo the catapult must be pegged to the ground and therefore cannot be fire the turn it moved.

**Glidin Gob:** to fire the doom diver a goblin must volunteer to be launched. The brave beautiful greenskin must be in contact with the Doom Diver in the turn prior to firing to give himself time to don the required glider suit. When fired the Goblin is launched a distance equal to the Artillery Dice roll. He may choose to shoot directly into a target, if he does not, he now counts as Flying and follows all rules for that except he moves using the Artillery dice each turn.

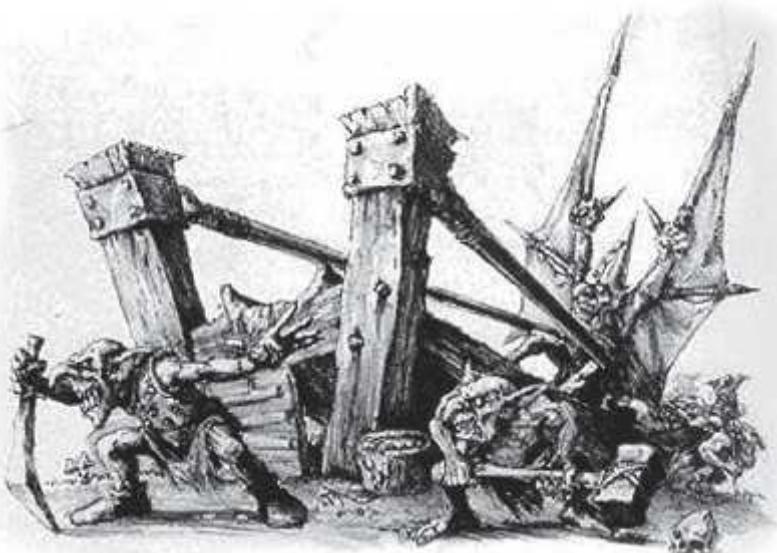
**SPLAAAT:** after rolling the artillery dice for movement the goblin may choose to steer himself into a target, be it warrior, vehicle or building. The Goblin does D3 hits to himself and his target with a Strength equal to the artillery dice roll. A goblin taken OOA from being a livin' bullet must roll twice on the serious injury table, if he survives he gets 3xp from the ordeal.

**Misfire:** if a misfire is rolled on the artillery dice on the turn the goblin was fired, roll on the Misfire chart. If a misfire is rolled whilst the goblin is flying, follow the rules for falling from the sky as detailed in the flying section.

### Doom Diver Misfire Chart

#### D6 Result

- 1 The catapult hurls itself vertically into the air and comes down with a mighty crash, destroying itself and taking the greenskin ammo OOA
- 2 The Catapult spins crazily on the spot whilst the Crew run for cover. The crew are all too dizzy or exhausted to launch this turn or next.
- 3 The Catapult lurches forward, tips over and launches the goblin face first into the ground. He is taken OOA and must roll twice on the serious injury table.
- 4 The Doom Diver shoots straight high into the air and eventually vanishes from sight. The crew gaze in Awe. The launched gobo rejoins the warband after the battle having landed somewhere very far away.
- 5 The crew and ammo start to argue about whose go it is next. The resulting punch-up takes a turn to sort itself out. No Doom Diver is fired this turn.
- 6 The doom Diver is launched in the right direction but instead of flying high into the air he is fired straight along the ground, ploughing a furrow 3D6" across the table in a straight line. If it hits a unit from either side resolve the damage as normal. The Doom Diver may pass through more than one model but if it hits any terrain features it is immediately taken OOA and must roll twice on the injury chart.



## 2 Spear Chukka

Rare 9 (Goblins Only)

90 gold crowns

Range: 36"

Strength: 5

**Special Rules:** Move or Fire, Prepare Shot, Save Modifier, Multiple Wounds, Penetrate Ranks.

### SPECIAL RULES

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

**Hard to Fire:** Firing the spear chukka requires a crew, one must have Weapons Training and at least one must be a goblin. It can fire every second turn with 2 crewmembers and every turn with 4.

**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.

**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.

**Misfire:** if a 1 to hit is rolled, then roll on the spear chukka misfire chart.

### Spear Chukka Misfire Chart.

#### D6 Result

- 1 The Chukka String Snaps and flicks around the contraption, taking all goblins operating the spear chukka OOA and destroying the spear chukka.
- 2 The Chukka fires prematurely whilst a goblin is reloading it, launching both the goblin and the spear at the target. It hits and does damage to both the target and the unlucky gobbo.
- 3 The Spear is jammed, and cannot fire this turn or the next.
- 4 The Gobbo operators forgot to load the thing! It can fire next turn as normal.
- 5 The Spear shoots off wildly, roll a scatter dice, and shoot the spear in that direction its full 36" hitting whatever it comes into contact with.
- 6 The Spear shoots out with excessive force, causing D6 wounds instead of D2.



## 3 Rock Lobba

Rare 12

200 gold crowns

**Profile** M WS BS S T W I A Ld

Lobba 3 - - - 6 3 - - 6

Range: 12" - 48"

Strength: Special

**Special Rule:** Hard to Fire, Large Target, Constructed, Explosive Radius, Artillery

**Hard to Fire:** Firing the Rock Lobba requires a "good" crew, and a lot of luck. Da Rock Lobba can fire once every other turn with two crewman, and each turn with four. All of the normal shooting rules apply, but no Shooting skills apply to the Rock Lobba. It may not move and fire in the same turn.

**Large Target:** the Rock Lobba is still an obvious target even from far away, and can always be targeted by enemy shooting.

**Constructed:** The Rock Lobba is a large contraption, which cannot be moved when set up. at the start of a match the Rock Lobba starts as 4 small crates, carried by the operating crew (any model may carry the rock lobba crates, but only goblins may operate it.) When they find a suitable spot they may spend D3 turns setting up the catapult. Once set up the Rock Lobba cannot move but may swivel on the spot. Deconstructing is a bit easier and takes just 1 turn.

**Artillery;** The Rock Lobba is a Siege weapon and as such uses the Scatter Dice and Artillery dice each time it fires rather than the operators Ballistic Skill Making it a very random and dangerous weapon. Declare where you wish the final landing place to be (line of site not required- See below) then roll both the Scatter dice and Artillery dice to see how far off target you have hit, which is the number indicated on the scatter die, minus the crews ballistic skill, a Direct hit counts as a direct hit unless line of sight is not shared (See Below.)

**Indirect Fire;** The Rock Lobba may fire at target that it does not share line of sight with. This is not as accurate as normal firing and how close the shot lands depends on the skill of the crew. Roll the Scatter dice and Artillery dice as normal. However if you roll a hit marker with the Scatter dice, due to the indirect fire the shot will still go off target, the shot veers off target in the direction of the little arrow on the scatter dice, by how much is determined the number indicated on the Artillery dice minus the BS of the crew.

**Explosive Radius:** After determining the final landing spot, the explosion created by the landing Ammo will cover a small area. Place the small blast template on the final landing spot, models under the center of the template take a Strength 6 hit, any other model under the template takes a Strength 5 hit

**Misfires:** If a Misfire is rolled on the Artillery Dice roll on the chart below.

### Rock Lobba Misfire Chart

- 1 **DESTROYED!** The Stone thrower cannot take the strain! Bits of wood and metal fly around, the stone tumbles to the ground, crushing the Warmachine and throwing debris in the air. All crew must pass an Initiative test or be crushed and taken OOA by the falling debris. The Rock lobba is Destroyed.
- 2-3 **Disabled.** the catapult suffers a wound. To heal this wound the Machine must be disabled and rebuilt. Either way the Rock Lobba cannot fire this turn or next.
- 4-6 **May Not Shoot.** A minor error has occurred; the Rock Lobba may not fire this turn.

## 4 Stabba Lobba

Rare 12 (Savage Orcs Only)

90 Gold Crowns

Savage Orcs love their Big Stabbas, and the only thing better than chargin' with 'em is launchin' 'em. The stabba lobba is an invention only an orc would think could work. a gigantic bow held up by two savage orcs and pulled back into place by two more it hurls ridiculously giant spears across the battlefield.

**Range:** 48"

**Strength:** 7

**Special Rules:** Move or Fire, Prepare Shot, Save Modifier, Multiple Wounds, Penetrate Ranks, Livin' Artillery

### SPECIAL RULES

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

**Livin' Artillery:** the Stabba Lobba requires 4 orcs to operate, two to hold up the giant bow and two to pull back the string.

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

**Move or Fire:** the models operating the Stabba lobba cannot move and shoot in the same turn.

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

**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.

## 5 Chariot

Rare 12

100 Gold Crowns + Steeds

The Warband may purchase a chariot and any applicable greenskin steeds, except squigs they are far too bouncy to be reliable.

## 6 Squig Gobba

Rare 14 (Goblin Only)

150 Gold Crowns

The Squig Gobba, as it is known by the common soldiery of the Empire, is a fearsome sight amongst the Orc & Goblin hordes. Dragged and prodded onto the battlefield by its malevolent Night Goblin tenders, it is a huge beast with an oversized gaping maw, a set of extremely powerful lungs and a ravenous appetite to rival even that of a Troll! Its tenders drag lesser squigs from the cages, slicking these vicious beasts with foul-tasting noxious liquids. This not only renders the creatures senseless for a short time, but also prevents the Squig Gobba from immediately swallowing them as the stunned squigs are unceremoniously stuffed into its jaws! Then it is only a matter of time before one of two things happen: either the Squig Gobba will vomit forth its mouthful of now monumentally furious lesser kin, causing chaos and panic on a grand (and thoroughly disgusting) scale amongst the enemy army's ranks; or the great beast itself will explode in a blazing fireball, as the Night Goblin 'concoctions' that coat the squigs react spectacularly with the Squig Gobba's stomach juices.

### Profile M WS BS S T W I A Ld

Gobba 3 - - - 4 3 2 - 6

**Range:** 8"-36"

**Strength:** 4/Special

**Special Rules:** Gobbo Operated, Reload, Spittin' Beast, Spit-Squigs!, Bounce, Livin' Ammo, Large Target.

### SPECIAL RULES

**Gobbo Operated:** Firing a Squig Gobba requires a brave crew of Gobbos. They require a team of two Goblins to fire and a crew member with the Artillery Expert skill (if one of the goblins doesn't have it). All of the normal shooting rules apply (with some exceptions below),

**Reload** This weapon requires one full turn with the crew preparing the Squig (place a marker next to it when loaded), and can only fire in the following turns.

**Spittin' Beast** The Squig Gobba cannot Run or Charge. The Squig Gobba cannot Fire on any turn in which it has moved as it needs to be staked down and coaxed with pointy objects in order to 'fire'.

**Bounce:** this weapon does not roll To Hit when firing. Mark a spot within a straight line of sight from the Gobbas Mouth to aim the Squig 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 Gobba: this is where the Squig lands. All models on that spot are hit (roll to Wound).

Unless the Squig landed on a Large model, a vehicle, building or obstacle (in which case it comes to a stop), the Squig 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 Squig does not bounce and stops there. Misfire: if a Misfire is rolled on the first artillery dice roll, something has gone in the Gobba's Gob! The Squig gobba rolls around in pain, spewin' the whole time. All models within 2" of the Squig Gobba Suffer a S4 Hit and the Gobba is knocked down.

**Livin' Ammo:** the Squig Gobba requires squigs to fire. Any squig in Base to base contact with the Gobba may be loaded into its mouth. There are two ways to fire the Squigs, Raw or Loaded with Shrooms.

**Raw:** a Raw squig is sedated by otherwise untreated before being chucked in the gobba. When fired any model it hits will suffer a Strength 4 hit and the Squig will bounce through hitting other targets on its way, if after the final hit the squig can pass an initiative test it lands on its feet and counts as charging. If it fails the test it has been injured by the fall and must roll on the Injury table.

**Loaded With Shrooms:** the Goblin Handlers stuff the squigs with an explosive concoction of Mad Cap Mushrooms before shoving it in the Gobba. Any time after the initial impact of the Squig (roll for distance/Misfire), the handlers may choose to make it explode in a small blast template, wounding any model underneath on a 3+. As the squig has exploded, it is considered lost.

## Snotling Cornea

Most Snotlings only grow as high as a Man's ankle and have been known to infest both Orc and Goblin settlements, always scavenging in the heaps and dung of the camps rubbish, and stealing anything which is not nailed down. Snotlings have a nasty tendency to often nab unwanted cast-offs, bits of scrap, trinkets or shiny metal and hide these treasures in a secret nook or hiding spot. Orcs tend to look upon their much smaller cousins with a certain degree of affection, often treating them as wayward and mischievous pets. Some Orcs in a tribe might try to capture one or two of these little creatures, feeding them small scraps of food, and training them to do tricks and menial tasks. The brightest of the Snotlings would do simple stuff like playing "Fetch" or do extremely simple labor such as carrying equipment or scratching off hard-to-reach scabs for their Orc owners. Orcs may feel a small portion of affection or pity for the loss of their favourite "snotty" but these affections are just as short-lived as a Snotlings life-span.

### Claimed Snotlings

Within the Snotling Corner Greenskin Heroes may attempt to do "impressive feats" to woo a snotling to their service. You may only have a maximum of 2 claimed snotlings for each greenskin at any time. When the hero is taken OOA roll a D6, on a 1-3 the snotling has died and a new one must be claimed.

### Stabby Snot - 20 Gc

If the Hero passes a Strength Test, his muscle flexin' has impressed a "Staunch" Snotling.

A Greenskin with a Stabby Snot gains one extra Strength 1 attack, the attack is made at the same time as the heroes and must be directed at the same target as the heroes attacks. This Attack ignores Armour Saves

### Searchy Snot - 15 gc

If the Hero Passes an Initiative Test his Acrobatic Prowess has convinced a particularly Weedy Snotling to be his sidekick.

A Searchy Snot allows the hero to Reroll 1 dice on the Exploration Chart

### Fancy Snot - 40gc.

If the Hero passes a Ld test his passionate speech has confused and convinced an ornate Snotling to follow him, which impresses local Merchants.

A Hero with a Fancy Snot gains +1 to rarity rolls

## Snotling Horde

### 10x (Waaagh Level)gc

When Orc and Goblin tribes go to war, they would often be accompanied by a huge horde of armed Snotlings. These Snotlings are no more than a rag-tag mob of enthusiastic Greenskins armed with little more than simple junk they found in the camps of the Greenskins. There is a broad spectrum of what these little monsters consider weapons, some would take small broken branches, others would grab small eye-catching mushrooms or bits of bone as weapons.

#### Profile M WS BS S T W I A Ld

Mob 4 2 0 1 1 \* 3 \* 5+\*

**Weapons and Armour:** Snotling Hordes count as being armed with sharp stuff.

#### SPECIAL RULES

**Mob mentality:** Snotling hordes have Wounds, Attacks and a Leadership Bonus Equal to the warbands Waaagh achievement Level (eg a warband with 25 waaaagh will have 5W, 5A, 10Ld)

**Horde:** a Warband can hire as many snotling hordes as their current Waaagh Achievement level. These count towards your maximum number of warriors in your warband.

**Overwhelm:** When charging a Snotling horde may reduce their number of attacks by 1 to add +1S, this may be done as many times as they have attacks.

## Da Bash Tent

Orcs love ta fight!, and if there's no enemies around they love ta fight each other. Goblins love to watch Orcs fight each other as it means they ain't smashin' them. Such is the glory of the Bash Tent, you fight for Status and Teef! What more could you want.

The Hero enters a fight against a the opponent listed below, compare Initiative to see which side charges 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 the 2 Orc Boys.

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:** Two Goblins armed with spears

**1 Win:** Orc Boy with two choppas

**2 Wins:** Four Goblins with spears

**3 Wins:** Two Orc Boys

**4 Wins:** Black Orc with two choppas, Heavy armour and the pit fighter skill.

**5 Wins:** Squig Herder with prodda and 2 squigs (Hero gains frenzy after defeating these opponents)

Additional +1 XP and +25 gold for winning the following fights. Your leader may choose to take +1CP instead.

**6 Wins:** 2 Black Orcs with two choppas, Heavy armour and the pit fighter skill that win the charge.

**7 Wins:** a Troll

**8 Wins:** a Troll and Two Fanatics

**9 Wins:** Two Mangler Squigs

**10 Wins:** After winning 9 fights the next challenge is for the Hero to do battle against 2 Mangler Squigs and 2 Trolls. 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 Da Tent! He may not compete in further bouts because nobody will place any bets on his dumb opponents!



# Da Prophecy

"Your boss is Da Best, I seen it with me eyez, destin for great things he is. A WAAAAAAGH like no udda. My visions see alotta things, prove em right and you will be da only boss a Greenie remember, right."

2d6	<b>Prophecy</b>
2	<b>I see ya riding on</b> (roll Animal Table): To fulfil this prophecy your warband leader must acquire the skill to ride the animal rolled, find that animal and ride it into battle.
3	<b>I see ya holding dat magical thing</b> (roll on a random Magical artefact table): To fulfil this prophecy your warband leader must aquire and use the rolled magical Artefact
4	<b>You're sittin in</b> (roll on What table, then Who table)'s 'ouse. Eatin' (roll on Animal table): To fulfil this prophecy your warband leader must take the rolled warriors encampment and eat the animal rolled.
5	<b>I Seez ya Snackin on a</b> (roll on Animal table): To fulfil this prophecy your warband leader must eat the animal rolled.
6	<b>I See da boss standin' Over Da Broken Body of</b> (roll on What table, then Who table) afta Smashin him (roll on How table): To fulfil this prophecy your warband leader must defeat the rolled warrior in the way rolled. The Warboss gains the skill "Taunt" for the duration of the prophecy.
7	<b>Da Greatest Green won az emerged Victorias against</b> (roll Who table) in da battle of (roll on scenario table): Defeat the enemy rolled in the scenario rolled.
8	<b>Da One who will be Gork (or Mork) haz grabbed da</b> (roll on What table, then Who table) and iz keepin 'im 'ostage before he (roll on With table): to fulfil this prophecy capture the Enemy rolled and complete the action rolled.
9	<b>Da (roll on Who table) was in da most troubles until da best boss Saved 'Im from Da</b> (roll on Who table): Ally with the Warband rolled against the enemy rolled.
10	<b>Youse with ya 5 most trusted boyz, Ya Won</b> (Roll on scenario table): Win the scenario rolled with 6 heroes alive.
11	<b>Its da boss, he's on da ground, taken a beatin from</b> (roll on Who table) with iz boyz skatterin around him after (roll on Roll on Scenario Table): to fulfil this prophecy lose the match rolled against the enemy rolled with your warboss OOA.
12	<b>Nah you ain't the chosen one, Dah Mork or Gork one 'as</b> (Immediately roll on serious injury table until you get a result of 16-35.) you will fulfil this prophecy immediately after taking the serious injury.

## What? Table

D6	Result
1	<b>Da Strongest:</b> Highest Strength
2	<b>Da Weakest:</b> Lowest Toughness
3	<b>Da Biggest:</b> Most Wounds
4	<b>Da Oliest:</b> Priest or most serious injuries
5	<b>Da Grossest:</b> Most Mutations
6	<b>Burstin with Magics:</b> Spell Caster or artefact holder

## With? Table

D6	Result
1	<b>Eat</b>
2	<b>Let Go</b>
3	<b>Sell to slavers</b>
4	<b>Sell to necromancers</b>
5	<b>Fight in pit fight</b>
6	<b>Sacrifice to the bitz pile for D6 bitz.</b>

## Who? Table

D6	Result
2	<b>Da vision was blurry it could 'ave been anyone:</b> Any race
3	<b>Tall and Pointy one:</b> An Elf
4	<b>Stuntie:</b> A dwarf or halfling
5	<b>Rat man:</b> Skaven
6	<b>Beast thing:</b> Beast Man
7	<b>A Dirty Humie:</b> Human
8	<b>A Greenie:</b> Greenskin
9	<b>Scaly Boyz:</b> Lizardman
10	<b>Taint'd thing:</b> Chaos
11	<b>Somethin Big:</b> Large
12	<b>Somethin Weird:</b> other; Fimir, Dryad, Ghost, undead etc

## Animal? Table

D6	Result
1	<b>A Rat thing:</b> Roll on the Moulder Market chart.
2	<b>A Boring thing:</b> Roll on the speciality animals chart
3	<b>A Fly'n thing:</b> roll on the feathered friends chart
4	<b>A lovely green thing:</b> roll on the Greenskins animal chart
5	<b>A jungle thing:</b> roll on the lustrian animal chart
7	<b>Somethin random:</b> roll on a random Seaside Situations monster chart.

If you ever get a prophecy you are unable to complete due to that specific race or item not being in the game, reroll your prophecy until you get a completable one.

## How? Table

D6	Result
1	<b>One on One</b>
2	<b>With ya Bare Fistz!</b>
3	<b>Atop the tallest thing in the land</b>
4	<b>Under the Groundz</b>
5	<b>On a Burnin Boatz.</b>
6	<b>In da Jungle.</b>

If your Warboss cannot complete a prophecy after 3 games, he may opt to go off on his own and "complete" it in Secret. He will miss D3 games and once he returns he will swear to the Prophet that he totally did what he said would happen. This seems to satisfy the prophet who will give him his next prophecy.