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Different warbands set up camps in and around Mordheim. Mercs and Witchhunters tend to set up camps with tents and crude barriers outside of town or find a tavern and take it over. The undead and possessed tend to be a little less scrupulous and take up residence in abandoned buildings or graveyards located in town. The Sisters have their monastery and a number of "safe houses"(for some mysterious reason still standing after the cataclysm) scattered throughout Mordheim. The Skaven of course tend to stay to the sewers, but have found that old cisterns and basements are a great place to stash their goods.

There are three major settlements around Mordheim. The safest is Sigmarhaven, the next safest is Brigandsburg (if you can call it safe) and the most infamous is Cutthroat's Den. Each of these settlements has markets and traders in them. They tend to be made up of smaller ██████████ of the different adventurers who arrive to search Mordheim. There are other settlements springing up all around and ██████████ that are outside of the towns.

Brigandsburg

Brigandsburg, hired swords haven and rogues hideaway. Located to the east of Mordheim Brigandsburg houses the largest amount of hired swords in the area. They let just anyone who looks human roam the streets and those who don't get thrashed out of town. The town tends to be dirty and hold a less savory type of person. Street brawls erupt here between rival warbands and are usually joined by other warbands.

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

In Brigandsburg there is one healer who has stayed despite the roughness of the town. Her name is Selena. There is also a dubious merchant who seems to be able to carry just about anything some one could be looking for. He hails from a far off land and is known to have shady dealings at times. His name is Omama ben Buyin. There is also a tavern in the town called the Raging Bear. One may find a hired sword, a game of chance, dwarf throwing and even some pit fighting on occasion. When visiting be sure to watch your purse and your head, as brawls are known to break out frequently.

Roll on the encampment chart to find out what type of living space your warband has. When visiting Sigmarhaven roll a d3 to find out how many special locations you

may visit. You may choose to skip visiting locations and use the trading chart to get equipment.

2d6 Camp Effects

2-3 Tavern You have gotten your warband a deed to a Tavern. You get to earn extra cash for renting out rooms and selling food, you may also pick up a hired sword for free for a game or a hero (You may not add more than 1 extra this way, it is also above racial limits).

- Roll a d6 on a
- 1-4 you may add one hero to a group.
- 5-6 an hs has out spent himself and offers you his services for your next exploration in payment.
- d6 gc every game
- Each game roll a d6 on a 5 or 6 there has been a brawl in the tavern causing d6x5 gc in damage. All money you have and receive must go to fix the tavern before you may make other purchases

4-5 House In your meandering you have found a House. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop by to sell their wares.

- Add +2 too find items roll on the trading chart.
 - Each game roll a d6 on a 5 or 6 you must spend d6x2 gc on repairs to your house
- 6-8 Tent You have set up your tents near Sigmarhaven. This gives you a place to stay and stash your goods. You also attract lots of beggars.

- Roll a every other game d6
- 1-2 you may add a beggar to a henchman group (2 above the maximum must be the same level if none are at o level start a new group)
- 3-6 you feel sorry for the beggars and give them d6 gc

9-10 Ruins In your meandering you have found some ruins that you convert into a camp.

- Every other turn roll a d6
- 1-4 you have found a stash of d3 gc hidden under some of the rubble
- 5-6 part of the ruins collapses injuring one of your men. They have to miss the next combat as they recover from their wound. Roll a d6 to find out if it was a hero or a henchman

1-4 - henchman

5-6 hero

11 Church You have set up a church to put out the evil mark of Chaos. Possessed and Undead may also overtake a church and foul it with their presence.

- Every game one vile of Holy water (or unholy water as the case may be)
- Each game roll a d6 on 5 or 6 vandals have burned your church and you have to repair it pay d6x5 gc

12 Cellar You have found cellar to set up camp in. It even has some nice tunnels running off of it to who knows where.

- The cellar allows the player to set up using infiltration rules with 2 of his people.
- Roll a d6 on a 6 you are attacked by a swarm of giant rats and d6 of your henchmen fall ill from the bites they receive. They have to miss the next game as they recover

LOCATIONS

Surgeon:

You may visit a surgeon to help heal or take care of battle wounds. These surgeons are not as good as healers but are much more affordable. If you roll a serious injury

on the serious injury chart you may visit the surgeon to fix you up as good as new, if you're lucky. The surgeon cost 10 gc per hero you want to try to have repaired Roll on the chart below to find out if surgery was successful. He also has contacts to procure drugs and potions more easily. Add +1 to your die roll when searching for them while at the surgeons.

SURGERY TABLE

ROLL 1D6

1-2 UH OH

The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

3 WHICH ONE WAS IT ?

The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

4-6 SUCCESSFUL SURGERY

The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

UH OH TABLE

ROLL 1D6

1 DEAD

The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 gc for the body which will provide him with a useful supply cadavers to practice on. This amount is added directly to the warbands stash.

2 COMPLICATIONS

There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.

3-4 DUUUUHH

Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now stupid (follow the stupidity rules from the Mordheim rulebook)

5-6 NOT TOO BAD

Even though the surgeon made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the surgeon was meant to have operated on.

Smithy:

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

Muleskinner:

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

Merchant:

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

Fletcher:

The fletcher is a master at making bows and arrows along with other missile weapons. He does not have the craft or know how to create black powder weapons though. When you visit a fletcher you may add a +2 to find the missile weapon you are looking for

Special Locations

Selena the Healer:

You may visit a healer to help heal or take care of battle wounds. If you roll a serious injury on the serious injury chart you may visit the healer to fix you up as good as new, if you're lucky. The healer costs 20 gc per hero you want to try to have healed. Roll on the chart below to find out if healing was successful. He also has contacts to procure drugs and potions more easily. Add +2 to your die roll when searching for them while at the surgeons.

HEALING TABLE

ROLL 1D6

1 UH OH

The healer has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

2-5 HEALED

The healing was a success. Remove the serious injury from the fighter's profile on the Warband roster.

6 HEALED AND THAN SOME

The surgery was a success. Remove the serious injury from the fighter's profile on the Warband roster and roll a d6 on the following chart. This effect only last one game

1-2 +1 to Strength

3-4 +1 to Initiative

5-6 +1 to movement

Omama ben Buyin the Merchant:

Omama ben Buyin the merchant carries anything for a price but not always of the quality you hope for. He may not always have it available when you want it but he has ways of obtaining it. You may add a +3 when searching for items here but you must pay 2x the cost. If you purchase an item from Omama you must roll a d6 on the following chart:

1- The item is not of any good quality and is useless you are out your money and the item

2-5 the item is fine and you got your moneys worth

6 - The item is useless and Omama is willing to refund half your money

The Raging Bear

This is a tavern where you may play a game of chance, look for new recruits or just get smashed. You may gamble at any time in the Raging Bear. To find out what else you can do roll a d6 and consult the chart below.

1-2 Drugged

One of your heroes (choose randomly) partakes of a curious drink offered to him by stranger. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a d6 on the following table:

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

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

3 Pit fight

You come on a night when the bar is open for pitfighting. You may enter one of your heroes in (per the serious injury chart) or bet on the fights. Roll a d6 to bet

1-2 the fighter you bet on puts up a good fight but not good enough. He is dispatched and you are out

d6x5 gc

3-4 The fighter you bet on puts up a good fight and wins but the odds were for him you only win

d6gc

5-6 the fighter you place your money on is a long shot which pays off in the end you win d6x5 gc

4 Hireling

Whilst carousing in the bar you meet many different characters and fighters. You sit down to have a few drinks with some. Roll a d6 on the following chart.

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

2 An ogre challenges you to a drinking contest. Roll a d6

1-3 he drinks you under the table

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

3 you sit down with an halfling scout and start to exchange recipes. One of your recipes he has never heard of, he offers you his services at half the cost.

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

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

6 You sit with a fellow who looks battle hardened. As you talk you discover the rest of his warband was slain searching the ruins in Mordheim. You may offer to have him join your warband as a hero. Add one hero to your warband if you don't have room for one of your regular heroes (ie you already have 2 champions or 2 youngbloods) you may use the stats of a henchman (like lads got talent)

5-6 Bar Room Brawl

Your leader gets into an argument with another patron in the tavern. The argument

grows into a brawl quickly. Roll a d6 on the following table:

- 1 Your leader is thrashed and loses d6x3 gp
- 2 Your leader is beat pretty bad and leaves d6 gp poorer
- 3 Your leader knocks the Patron to the ground and take d6x3 gp for his impudence.
- 4 The patron is joined by his warband and an all out brawl ensues. Roll a d6 1-4 you send the warband fleeing and gain d6x5 gp for your trouble. 5-6 you are routed and loose d6x5 gp. (you may also play a skirmish scenario vs. middemhiemers (500gp) to find out how the outcome happens)
- 5 The brawl attracts the attention of the watch who arrive to throw the patron in the stocks
- 6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay d6x10 gc to get everyone out.

GAMBLING

You leader gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

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