

Encampments

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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 encampments of the different adventurers who arrive to search Mordheim.

Sigmarhaven is relatively safe with a guard that keeps watch (**the Watch Stats at bottom of list**). The Sisters have a monastery there and Marienburgers abound. Witch hunters are also a common site and Reiklanders set up camps just outside of town. Rarely do Middenheimers make camp here. Any of these groups may supplement their income by taking over city watch for day. They get to keep the peace and gain 30gc for their trouble. But if they are unfair they may get revenge from the warband they were unfair to when it is their turn to take the watch.

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). The Sisters have a presence here but it is only a **safe house**. Possessed are a rare site but do appear at times. Here you will find the most hired swords. If hired out of Brigandsburg they are hired at $\frac{3}{4}$ cost but their upkeep is the same.

Cutthroat's Haven is a den of villainy and evil. Possessed walking the streets is a common site, as are undead and even Skaven. Fights break out routinely and only the most daring or stupid of merchants sell their wares here. It is said, "Anything can be bought for a price in the Cutthroat's Haven". All goods are at a +2 to find but cost price and a half what they would normally.

There are other settlements around. Some just a warbands camp others small villages. The different bands can be found in all the settlements some are just more common than others are. Warbands may form encampments in and around these settlements. All warbands start with an encampment.

Encampments let you have a relatively safe place to store your goods and rest between adventures. They also give you a place to hang your sword, park your opulent coach and keep extra hired hands and hench men. Each warband that arrives in Mordheim finds some where to set up camp. Some find ruins, some bring tents, Skaven have their sewers and Sisters their safe houses.

When you decide to make a permanent encampment, it costs your band 10 gold per person you wish to house (above your starting warband), up to a maximum of 35 people. The encampment costs 30GC upkeep each turn. Undead and possessed have to sacrifice 1 person each game and pay 20gc for upkeep. You may only take the maximum for your warband type into Mordheim. You may add 2 more heroes or 2 more champions to your warband size (or one of each) but may not take more than your maximum when exploring the city. The rest of the band is made up of henchmen and hired swords. When you hire any models above your racial limit you must pay an extra 15 gold per person to build extra housing for them. If you don't pay for extra housing you will not be able to house all your warriors and if you do not have enough space in your encampment to house all of your warriors they tend to get jealous and disheartened. For the undead they start to decay faster. Decide which warriors must stay out in the cold streets of Mordheim. Each game they are designated to stay out in the cold roll a D6. On a 1 they abandon the band and look elsewhere for shelter, unless they are undead then they fall apart due to decay. Choose which warriors will be left in the cold before any battles are fought.

Permanent Camp Types

You don't have to purchase one of these camps to stay in and can upgrade your free camp as well as the ones listed below with Encampment Additions. The upkeep fee is in addition to the regular upkeep fee for encampments. Camps may be bought or put in any of the settlements of the players choosing (even outside in the country). But once you decide it is set. No moving around unless you purchase a new camp.

Tents – cost free per rules

May add on Encampment Additions

Ruins – cost free per rules

May add on Encampment Additions

SafeHouse – cost free per rules (only Sisters of Mercy)

This is a house in one of the settlements or Mordheim itself.

May add on Encampment Additions

Tavern – cost 200gc upkeep 30gc

You have gotten your warband a deed to a Tavern. You get to earn extra cash for renting out rooms and selling food, but have become more noticeable as a warband.

2d6x5 gc every 2 games

5+ have to defend your hold

Farm – cost 50gc upkeep 10gc

In your meandering you have found a deserted farm. Your warband may work it to earn some extra cash but for each man that works it they can't explore Mordheim the next game.

D3gc for everyman that works the farm

Graveyard – cost 50 gc upkeep sacrifice 1 creature

You have found a graveyard to your liking. With nice mausoleums and plenty of corpses.

After every game 2 models that were not in Mordheim may dig up corpses. Roll 2d6, if 9 or above you have dug up some fine corpses. Subtract the number above 9 rolled from 12 to find out how many you found. (Von Stir rolls a 10 he subtracts it from 12; 12-10=2; he has found 2 corpses) These corpses may become zombies for your army. On a roll of doubles the grave has collapsed on the diggers. Roll on the serious injury charts (treat like they had been taken OOA). If it is two 6's you still get the 3 corpses.

Sewer – Cost 25 gc upkeep 10 gc

You have found a lovely section of sewer to set up camp in. It even has some nice tunnels running off of it to who knows where. The sewer allows the player to set up using infiltration rules with 2 of his people.

Roll a d6 for each person staying here on a 1 they are sick and can't fight in the next game. **Skaven** will get ill only on a roll of 12 on 2D6. **Undead** are unaffected.

Church – Cost 100 gc upkeep 20 gc

You have set up a church to put out the evil mark of Chaos.

Every game one vial of Holy water

Roll a d6 every other game on a 5+ you have to defend against Undead, or possessed.

When selling Wyrdstone, even if you take less than 16+ warriors to Mordheim, you roll on the 16+ table to determine how much you can sell the wyrdstone for (unless your entire band is under 16 people, including people in the camp) ...you do, after all, have a large warband to feed. On the plus side you can send out to scavenge around the city. For every two models you decide to send scavenging you find D6 gold.

You can add a kennel to keep your dogs and a stable for your horses. To add either of these you must have a beast master. A kennel cost 15gc and 5gc to upkeep. A stable costs 30gc and 5gc per horse and 10gc per war-horse to upkeep (grain ain't cheap). The advantage of having these additions is that they cause your animals to be a bit more loyal

and better trained to attack. The animals will gain a +1 to their leadership and a +1 to their WS (a kennel gives dogs this bonus and a stable, horses).

Warriors may not carry around the warband's gold or wyrdstone (except in scenario situations). You may keep as much gold and wyrdstone in your encampment as you wish. However, when you reach over 2000gc or 20 wyrdstone shards at your encampment rumors start to spread. For every 100gc above 2000 or 5 wyrdstone shards above 20 roll a d6 on the roll of a 6 your next battle must be Defend the Find (scenario 1). But at the end (if the attacker wins) instead of finding the wyrdstone roll 4d6x100 to see how much gold they found and 3d6 for wyrdstone.

When defending your encampment you are at an advantage. After all you don't want to lose it all.

Hatred, Immune to Fear

Can not be routed except voluntarily - But then you must have lost half of your war band or be out numbered 2-1 All the warband that wasn't sent in search of treasure or played in the last game may be used to defend. Members who are "out of action" for several games can be placed by a terrain feature. They have 1/2M, -1WS, -1BS, -1S. The defender may set up the scenery for the scenario, as they are likely to have cleared the area to suit their defense purposes. Ladders and barriers must be bought for the encampment to be used in a game. The ladders/barriers last until destroyed.

None of the warband must take an All Alone test, since they are in their own encampment and believe a comrade to be near by. As long as a model stays within the encampment's boundaries, they may use the Leader's Ld value to roll for tests - regardless of the distance of the Leader.

One Henchmen group may be set up Hidden at the beginning of the game.

Encampment Additions

The people listed below advance as henchmen (yes they may receive lads got talent). If they move up they are loyal to the band and no longer have an upkeep cost.

Surgeon Cost/Upkeep 60/15

A surgeon will reduce the number of games missed by a character or hero by D3. If you roll a serious injury on the serious injury chart roll a d6 on a 1 you have made a full

recovery. He also has contacts to procure drugs and potions more easily and cheaply. You can buy drugs at $\frac{3}{4}$ the price and get a +1 to your die roll when searching for them.

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

Equipment: Daggers, Drugs

Cartographer
Cost/Upkeep 15/5

A cartographer will help the band with their exploration. He allows the band one reroll per exploration. However, you may not reroll a die that has been rerolled for some other reason.

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

Equipment: Map tubes (act as clubs), Staff, Dagger

Surgeon, Cartographer Skill List: Academic

Smithy
Cost/Upkeep 60/15

A smithy is a black smith, someone who works metals into items that are useful. They are highly prized and often guarded, as well as the warband's Wyrdstone stash is.

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

Special Rules

No penalty on two-handed weapons.

Possessing a Smithy allows you the following (if he does not go into Mordheim):

1 Free Dagger after every game

1 Free Mace, Axe or Sword after every 2 games

1 Free Double handed weapon or Halberd after every 3 games

1 Free melee weapon not listed above, Helmet or Light Armor after every 4 games

Equipment: Hammer, Dagger

Beast Master

Cost/Upkeep 40/15

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.

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

Equipment: Whip, Hammer (for pounding nails), Dagger

Servants

Cost/Upkeep 10/5

Servants will wait on the warband hand and foot. For servants, the band gains +1 on their chance to find an item. This is due to merchants being attracted to the encampment.

M	WS	BS	S	T	W	I	A	Ld
4	1	1	2	2	1	3	1	5

Equipment: Brooms, rollingpins, pans (act as clubs and staves), Daggers

Smithy, Beast Master, Servant Skill List: Strength, Speed

Merchant
Cost/Upkeep 30/10

Allows you to sell equipment for 3/4 the initial cost of the item. The merchant also gives you a +1 to find rare items.

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

Equipment: Sword (only one at a time), Dagger, Pistol, Bow

Merchant Skill List: Academic, **Choose between:** Combat **or** Shooting

Extra Equipment

Banner: (per WD 239)

Ladders: Cost 5.

Barrier: Cost 10 - for a 6" strip 1" high.

Heads on Pikes: Cost 5 - Causes a -1 to any Ld check an enemy takes if they can trace LoS to one.

Palisade: Cost 15 for a 6" strip 1" high. It counts as difficult terrain reducing your movement over by 2. When crossing roll a d6 on a 4+ take a wound no armor save allowed.

Watchtower: Cost 20 gives you the advantage of having a high place to shoot from.

Tunnels: Cost 15 - Allows one Henchmen group to be held in reserve at the start of the game and placed anywhere on the board at the start of your turn - no closer than 8" to an enemy model, however.

Trap!: Cost 150gc - Place 3 trap markers (per trap if you have more than one) anywhere within your encampment. One marker is marked with 'Trap!' and the other two are marked with 'Decoy' on the underside. When a model touches the marker, flip it over. If it says 'Decoy', nothing happens. If it says 'Trap!' then that model takes 1 S5 hit with no armor save (except magical armor).

The Forage Tent

Somehow this tent is always near the biggest campfire or is it the other way around? Anyway, somehow the most popular of these tents are controlled by an old Dwarf, telling great stories of ancient times when gold was plenty, or recent ones in which gold had a strong theme. During the day, people come for food and small stored goods but during the nights, the dwarven forage tent has become an open pub, where beer is served and songs are sung. On lucky nights, the dwarven Forager has gotten away with a barrel of Bugman's ale and the party afterwards is...

let's keep it at excessive...

Dwarven Forager

Cost/Upkeep 60/15

Gives you a +2 when searching for Bugman's Ale. Will never fight other dwarves (except chaos dwarves) and gains the leadership skill due to his charisma.

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

Equipment: Sword (only one at a time), Dagger, Hammer, Darts (act as throwing knives or stars)[after all it is a good pub game]

Dwarven Forager Skill List: Strength, **Choose between:** Combat **or** Shooting

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The Tent

by Tachyon

Cost 35 gc Upkeep 10 gc

When the Warband has a Forage Tent at their encampment, they can opt to have a great party the night before they wander into Mordheim. This will result in a +1 on their Leadership tests and a -1 on their initiative. At the beginning of each of your turns, roll a D6. On a roll of 1-2 the effects disappear.

Special Edition of Bugman's Ale

(YUM!!)

Cost 10 gc

When the Dwarven Forager is able to purchase a Barrel of Bugman's the party the night before reaches an epical climax and the effects afterwards take longer to resolve. The D6 roll now only has the effects disappear at a roll of 1.

Sigmarhaven Watch

They always have an uncanny way of showing up when ever there is trouble in Sigmarhaven. They may not be hired and they will call in another detachment if needed.

Captain

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	7

Equipment: Heavy armor, Helmet, Shield, Sword, Dagger

Swordsmen

(4 Accompany the Captain)

Expert Swordsmen

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	7

Equipment: Sword, Buckler, Dagger

Marksmen

(2 Accompany the Captain)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment: Bow, Dagger

*"The unrighteous have not the eyes to see, nor the wits to find the Holy places of Sigmar, ye, even if our Lord's house stands tall amidst broken hovels, its glory undiminished, still the heathen cannot find them."
---Sister Amalthea

"Dem girls, aye, they's crafty. Once wer walk'n through rubble afta a proper scrap, right? Shiny lass boss says "ere we are" an I says, "Wer?" cause dere's nuttin but streets and such. She sweeps 'er 'and throo dey air, ya, an whoosh, well dere it is, easy as breakfast, big stone build'n, good ale in da cellar, an all. Crafty says I."

-Kromarg the Fist

From the scribbles of tOdd tHe SaNe