

Doubles

(1 1) Well

If you wish, choose a hero and roll a D6:
(1-2) Miss next game (3-6) Shard of Wyrdstone

(2 2) Ruined Shop

Roll a D6: (1-4) Dwarven Ale (5-6) Dark Venom

(3 3) Corpse

Roll a D6: (1-3) Club (4-5) Sword (6) Bow

(4 4) Overtured Cart

Roll a D6: (1-3) D6gc (4-5) Rope & Hook (6)
Mordheim Map

(4 4) Mordheim Survivor

Cultists: Sacrifice him: Warband leader gains +1 experience.

Skaven: Sell to slavers: Gain 2D6gc.

Undead: Reanimate: Gain one free Zombie.

Other Warbands: Interrogate him. Roll an extra Exploration Dice after next game. Then discard any one exploration dice.

(6 6) Shrine

Power Scroll.

Triples

(1 1 1) Wine Cellar

Leader must take a Leadership test.
If passed: 4 Elven Wine.
If failed: 1 Elven Wine.
If **Undead** fail they still get 2 Elven Wine.

(2 2 2) Prisoners

Cultists: Sacrifice them. D6gc and Warband leader gains +1 experience.
Skaven: Sell to slavers. Gain 4D6gc.
Undead: Reanimate. Gain two free Zombies.
Other Warbands: Free them. Gain 2D6gc and gain one henchman of your choice. (*He starts with no weapons and experience.*)

(3 3 3) Fisherman's Pier

Net, Rope & Hook

(4 4 4) Blacksmith

Roll a D6: (1-3) Sword (4-5) Great Weapon
(6) Lance

(5 5 5) Fletcher

Roll a D6: (1-3) Long Bow (4-5) Crossbow
(6) Elf Bow

(6 6 6) Returning a Favour

Free Hired Sword next game. Afterwards you may keep the Hired Sword by paying his *Upkeep Fee*. If you already employ all the hired swords allowed by your warband, gain 2D6gc instead.

Four of a Kind

(1 1 1 1) Gunsmith

Roll a D6: (1-3) Duelling Pistol (4-5) Handgun (6) Long Rifle

(2 2 2 2) Chapel

Cultists: Desecrate the Chapel: 2D6gc and Warband leader gains +1 experience.

Witch Hunters: Seal the Chapel: Holy Tome

Other Warbands: Loot the Chapel: 3D6gc and Religious Relic

(3 3 3 3) Graveyard

Undead: Recruit and Reanimate: Gain one free Ghoul and two free Zombies.

Witch Hunters: Seal the graves: Warband leader gains +3 experience.

Other Warbands: Loot the graves: 2D6gc and Light Armour

(4 4 4 4) Armourer

Roll a D6: (1-3) Light Armour (4-5) Heavy Armour (6) Gromril Armour

(5 5 5 5) Townhouse

3D6gc, 2 Dwarven Ale

(6 6 6 6) Guardhouse

Leader must take a Leadership test.

If passed: Warband gains a Warhound and a Halberd.

If failed: If you wish, choose a hero. That hero must fight a Warhound. Initiative determines who charges. If he wins, he gains +1 experience and a Halberd. If he loses he rolls on the Heroes' Serious Injury Chart (D66).

Mercenaries automatically pass the test.

Five of a Kind

(1 1 1 1 1) Moneylender's Accounts

Mercenaries: Cash the loans with interest: D3x20gc + 4D6gc

Other Warbands: Cash the loans: D3x20gc

(2 2 2 2 2) Alchemist's Laboratory

Toad Tongue, 2 Dark Venom, 2 Mandrake Root

(3 3 3 3 3) Observatory

Telescope, Hunting Falcon

(4 4 4 4 4) Tailor

Roll a D6: (1-5) Cathayan Silks (6) Elven Cloak

(5 5 5 5 5) Library

Mordheim Map, Witch Hunter's Handbook, Power Scroll

(6 6 6 6 6) Fighting Pits

If you wish, choose a hero. That hero must fight a Pit Fighter with Flail and Spiked Gauntlet.

Initiative determines who charges. (*Mounts cannot be used in Pit Fights.*) If you win, the

hero gains +1 experience, 25gc and a Pit

Fighter's Manual. If you lose hero is robbed of all weapons, armour and equipment and must roll on the Heroes Serious Injury Chart (D66).

Six of a Kind

(1 1 1 1 1 1) Noble's Villa

D3x20gc, 2 Cathayan Silks, Religious Relic,
3 Elven Wine, Crimson Shade

(2 2 2 2 2 2) Wizard's Tower

Tome of Magic, 3 Power Scrolls,
Ithilmar Dagger

(3 3 3 3 3 3) Jewel worker

Shard of Wyrdstone, Telescope, Gromril
Dagger, Religious Relic

(4 4 4 4 4 4) Tilean Bank

D3x20gc, Cathayan Silks

(5 5 5 5 5 5) Barracks

2 Halberds, 2 Handguns, 2 Light Armour.
Mercenaries may also recruit 'Veteran'
henchmen for 20gc this post battle sequence
only.

(6 6 6 6 6 6) Slaver Stronghold

5 Shackles, 5 Rope & Hook,