

# 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

## ( 5 5 ) 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 a henchman worth up to 30gc. *(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 'State Troop'  
henchmen for 20gc this post battle sequence  
only.

## **( 6 6 6 6 6 6 ) Slaver Stronghold**

5 Shackles, 5 Rope & Hook