



Marsh Exploration

Doubles

(1 1) Ruined Hovels

The street consists of ruined hovels, which are leaning over at alarming angles. While poking about here a ramshackle construction falls on one of your heroes.

Choose a hero and make an Initiative check. If you roll equal or under the hero's Initiative stat he is unharmed, otherwise he takes a wound. Roll like you normally would do for an injury, even if the character has more wounds:

- 1-2: Character is wounded on the leg, next game M-1.
- 3-4: Character is wounded on the arm, next game WS-1.
- 5-6: Though black and blue, the only thing the character will have is sore muscles.

Either way when the dust settles a small chest in the ruins. After breaking it open you find 2D6 gcs.

(2 2) Rain Barrel

On the corner of a half-burned down building there is a rain barrel still full of water. Due to the frequent rainfall and the obvious drain that ends in the barrel that is no strange occurrence. One of your heroes takes a closer look and discovers something on the bottom of the barrel, something shiny...

You may choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one jewelled ring (worth 15 gc) at the bottom of the barrel. If he fails, the hero has gulped down some water from the barrel and must miss the next game through sickness. The shiny thing now turns out to be a worthless piece of metal...

(3 3) Backpack

Under a fallen branch, you find tattered leather backpack lying next to the corpse of a long dead man. From the looks of it he was a soldier. Brushing off the debris, you inspect the find. To see what's inside, roll a D6:

- 1 Stale biscuit (Which you toss back into the street)
- 2 Dagger
- 3 Helmet
- 4 Hammer
- 5 Axe
- 6 Suit of light armour

(4 4) Beggar

Your warband encounters one of the survivors of Sylvania, who has lost his sanity along with all his worldly possessions. A modest donation of food may render surprising results...

Skaven warbands can sell the straggler to agents of Clan pestilence (who will use the man for experiments or slavery) and gain 2D6 GC. Any chaos-tainted warband can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain + 1 Experience.

Undead warbands can kill the man and gain a zombie for no cost.

Any other warband can give the man some rations (1 gc worth is enough) to the man and gain some information about "treasure" in these parts. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) Abandoned Market

The market has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast-iron pots and pans and rolls of fine cloth. All manners of smaller items are lying about - the sort of frippery that no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 GC. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(6 6) Tentacles

One of your heroes is pulled down by something while exploring the edge of a bog.

That hero makes 1 attack (5+ to hit, 4+ to wound) and if he wounds whatever is pulling him in he hacks off a tentacle. The blood coats his weapon for the next battle. The weapon counts as being coated with black Lotus (see rulebook) for the next battle.

Otherwise the tentacle lets go.



Triples

(1 1 1) Tavern

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents!

The warband's leader must take a Leadership test. If he passes, the warband gains 4D6+6 GC worth of wines and ales, which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 GC worth of alcohol left when the warband reaches their encampment.

Undead, Knights-Errant and Woodelf warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) Old Armoury

Though the building has crumbled in the years, it still is recognisable as a village barrack. And between the rumble and useless junk you find small room, which is seemingly untouched. It turns out to be the barracks's armoury and the Guards did not take all...

Roll a D6 to determine what you find inside:

- 1 Sword
- 2 Doublehanded sword
- 3 Flail
- 4 D3 Halberds
- 5 Lance
- 6 2D6 GC worth of metal (add the value to your treasury).

(3 3 3) Fletcher

This hovel was once the workshop of a Fletcher - a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

- 1-2 2 D3 Short bows
- 3 D3 Bows
- 4 D3 Long bows
- 5 Quiver of hunting arrows
- 6 D3 Crossbows

(4 4 4) The Mint

You find the remnants of the former Sylvania Mint. You all scour the ruins and finally find a room where everything is covered with a fine yellow dust.

After sweeping up all the gold dust you find you have 2D6+6 GC in gold dust.

(5 5 5) Prisoners

A muffled sound comes from a nearby shack. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

Chaos orientated warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience that is distributed amongst the Heroes of the warband. Maldred's disciples may only use this option all the knights have been turned.

Undead warbands can callously kill the prisoners and gain D3 skeletons at no cost.

Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(6 6 6) Shimmering Armour

The bog looks strange from up close, and as you approach even further you notice why... a lizard like creature died in it an its strange armour gave the bog the strange colour.

You find a breastplate, which counts a light armour and a shield.



Four of a Kind

(1 1 1 1) A Strange Dwarf

In your wandering through the mists you come upon a dwarf hammering away at what looks like a round pipe. As soon as he sees you he slips away. You search the place but no sign of the dwarf. The only interesting thing you find is a metal strongbox. In opening the box you break one of your weapons.

Randomly determine which hero tries to open the box and he loses one of his weapons (determine randomly, but exclude the free dagger and magic items).

Roll a D6 to see what you find:

- 1 Blunderbuss
- 2 Brace of pistols,
- 3 Brace of duelling pistols,
- 4 D3 Handguns,
- 5 D3 Flasks of superior blackpowder,
- 6 Hochland long rifle.

(2 2 2 2) Laboratory

You already found strange things in Sylvania, but haven't seen an alchemist laboratory, till now. Although a lot is smashed and broken, there still seem to be some valuable left.

Your warband may strip the laboratory and gain 2D6 gc worth of loot.

Chaos, Skaven and the Brigand warbands recognise some of the materials still present and know someone who will be very interested in them. They will gain 3D6 gc from their patrons, and a present from the intended receiver.

One of their weapons (chosen by the player) will now count as being poisoned permanently and will always autowound when a 6 is rolled to hit (like black lotus) any Undead or Possessed model is immune to this effect.

(3 3 3 3) Death Pit

You find an old overgrown pit. And after cutting away some the plants covering the site you discover the gruesome find. The pit is filled with skeletons, some still in their clothing they died in.

Any evil warband, may loot the corpses and gains D6x10 gc worth of loot.



If you loot the Pit, the next time you play against a good warband (you touched their stash), the entire enemy warband will hate all the models in your warband. Make a note of this on your warband roster sheet.

Any good warband will feel the need to clean up the graveyard. This piety will result in a reward of D6 Experience points distributed amongst the Heroes of the warband.

(4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

- 1-2 D3+ 1 Shields or bucklers (choose which)
- 3 D3 Helmets
- 4 D3 Suits of light armour
- 5 D3 Suits of heavy armour
- 6 Suit of Ithilmar armour

(5 5 5 5) Sewers

You find an entrance to the Sylvania sewer system. Despite the fetid stench, you realise they may provide an invaluable tactical advantage in an upcoming fight.

You may use the tunnels in the next battle you play. Position up to three fighters (no Large Creatures) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

(6 6 6 6) The Shrine

You find a ragged old shrine, very probably put there by the local undead.

All warbands (except undead) may destroy this shrine and gain D3+ 1 xp, which can be freely distributed. Undead warbands may honour their Undead God, and the undead leader will gain the following, roll 2D6:

2-3: the Undead God is discontent and you will lose 2 random warband members (i.e. the counts as going OOA, roll on serious injury table if necessary).

4-7: nothing seems to happen.

8-10: your leader will gain an extra attack.

11-12: your leader will gain the Resilient Skill.

Five of a Kind

(1 1 1 1 1) A Healer

While you are exploring you find a small house which still is occupied. The Owner turns out to be a healer and offers to help out.

You may reroll the serious injury roll of one of your heroes that are still alive. No matter how long ago the injury was sustained.

If you also pay the healer 30 GC you may ignore death results on the new roll.

(2 2 2 2 2) Crumbled Tower

Though not much is remaining from the tower, it looks that once a wizard might have lived here.

Roll a D6:

1-2: 3D6 gc and scroll of Silver arrows of Ahra. A hero may read the scroll during one of his shooting phases and he may cast the spell if he passes the Diff roll. One use only. A spell caster may read it and gain +2 on the diff roll if he already knows the spell.

3-4: You find a wizard cloak, any one wearing it will get a 6+ armoursave (not cumulative with LA & HA) and is -1 to shoot at. If a wizard (spellcaster) wears it he raises the save to 5+.

The cloak does not prohibit the use of magic.

5-6: You find a magician's tome. This tome can only be used once. Roll a D6, on a 5+ you may learn lesser magic spells if you gain a skill advance, otherwise you will gain a 5+ save against spells.

(3 3 3 3 3) Abandoned Merchant Cart

You stumble upon an abandoned merchant cart. While exploring you find a small box. Once opened you find the revenues of the last tithing they did.

Roll 2D6 x 5 gc, if you roll a double you find a so-called Wheel amulet. This is the symbol of the merchant guild. It allows you to use the haggle skill from now on.

(4 4 4 4 4) Glowing Pool

A strange light seems to emanate from a rather large pool. But before you can investigate a large dog attacks you.

If you pass a Ld-test (choose which hero will step forward) the wardog will yield to the hero and the hero thus gains a wardog. If he fails he has to fight the wardog. Roll to see who charges, the fight lasts 2 rounds. After that the rest of the warband steps in and the dog flees.

In the Pool you find a strange glowing stone. You may sell it for D3 x 15 gc, or you keep it. This allows you 1 reroll on the serious injury chart.

(5 5 5 5 5) The Mapmaker

You explore a hovel once belonging to a Mapmaker family. Though most of them are burned, you find a scrollcase under a floor panel. The case contains a real, detailed map of this area of Sylvania.

This allows you to modify 1 exploration die with +/-1. If you use it, no other +/-1 modifications are allowed.

(6 6 6 6 6) Dead Rat

You find the already decaying body of a skaven, dressed in all black. He still clutches a pair of nasty looking blades.

These are weeping blades (see rulebook) and the first one who touches them (you choose) will feel a surch. The character learned weapon's training and can use the blades.



Six of a Kind

(1 1 1 1 1 1) Drackenhof Castle

You finally manage the courage to go up there. Together with your warband you start to explore. Your skin tingles and you are sure somebody is watching you. It is like you are trespassing, even though the castle is clearly uninhabited.

If you wish, you can send one of your Heroes to search for any treasure hidden here. Roll a D6. On a roll of 1 the Hero is mysteriously never seen again. On a roll of 2 or more he returns with D6+1 x 20 gc worth of jewels.

(2 2 2 2 2 2) The Treasure Room

While exploring a ruined castle, known to be haunted by the dead, you come across a hidden large chest, bearing the coat-of-arms which depicts a chalice.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gcs) to see whether you have found it.

Items	D6 Result Needed
3D6 x 5 GC	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 GC each	4+
D3 pieces of jewellery (worth 20gc each)	5+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

(3 3 3 3 3 3) Dwarven Secret Stash

You find a solidly built barrow mound and while investigating you find a shifting wall. A runic inscription appears indicating that this may have been a Dwarven burial ground.

Roll a D6 to see what you find:

- 1 D3 Double-handed axes
- 2 D3 Suits of heavy armour,
- 3 Gromril axe
- 4 Gromril hammer,
- 5 Double-handed gromril axe,
- 6 Gromril armour.

(4 4 4 4 4 4) The Eating Hall

While exploring a ruined mansion you enter one of the many eating halls and you hear a lot of you companions hold their breath. The hall is littered with corpses, struck down while having a meal... but not by handmade weapons. Bodies lay everywhere, most of them at there place where they were eating. Plates dried food rests in front of them. In a glimpse you see a red cloaked figure disappear.... You convince yourself it had to be an illusion.

After a time you deem necessary to overcome your fears you find the following items. Roll for every item separately to see if you find it.

Items	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of light armour	4+
Suit of gromril armour	5+
Suit of heavy armour	4+
MordheimMap (see rulebook)	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+
Brace of duelling pistols	4+

(5 5 5 5 5 5) Audience Room

You find the remains of a royal wagon. Even though all is ransacked and smashed to pieces you discover a secret compartment under one of the seats.

Roll a D6.

If you roll 1-2, you find D6x10 gc worth of items and money to add to your treasury.

On a roll of 3-4, you find D6 vials of Crimson Shade.

On a roll of 5-6 you find a hidden magical artefact carefully concealed behind a false bottom in the compartment. Roll on the Magical Artefacts table.

(6 6 6 6 6 6) Witch

A small shack built out of grass appears. Inside is a very surprised undead warlock behind a cauldron.

Non-undead warbands may destroy the warlock and hut, gaining D6 X 10gcs and may distribute D6 experience in their warband.

A undead warband may consult this mage: Roll a D6, on 1-4 all weapons of the warband count as being coated with Black Lotus (see rulebook) for the next battle. On a 5+ they may roll on the magical artefacts table.

