

Income & Exploration

This chapter describes the exploration phase for campaigns set in the Northern Wastes and Cathayan Borderlands. It should replace the exploration tables from the Mordheim rulebook.



wyrdstones, treasures or what?

The fortune hunters, adventurers and the warbands with greater ambitions roam dangerous areas for a variety of reasons. Not all of them as predictable as gold, wyrdstone or similar treasures. It doesn't really matter which term you use in your games. We suggest you use whichever 'currency' best fits your warband and your chosen goals. While some warbands may search for gold and treasures, others may very well have greater interest in wyrdstone. Shards can indeed be found in the vicinity of the Northern Wastes and the Chaotically twisted landscape that lies beyond.



exploration procedure

1. Roll a D6 for each Hero surviving the battle, plus one extra dice if you won the battle, plus any extra dice granted by skills or equipment. You must pick no more than 6 dice out of all the dice you roll.
2. Some things such as skills and equipment may allow you to re-roll dice.
3. If you roll any doubles or triples and so on then you must refer to the exploration charts and resolve any outcomes of the effects described.
4. Add the results of dice rolls together and refer to the income chart to determine how many treasures have been secured. Add these and any income acquired to your warband roster. Treasures can be sold in accordance to the rules for selling wyrdstone.



number of treasures found

Dice Result	Treasures Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

campaigning without objectives

The exploration charts are meant to work together with the campaign system. The various events should support the warband's efforts of completing their objective, thus providing additional tactics. If you want to play your own Mordheim campaigns without using the objectives, simply replace all instances of "campaign points" with "treasures" in the exploration charts. This will retain the various events' effectiveness while adjusting the charts to your needs.

Doubles

(1 1) Watering Hole

A pool of apparently clean water to fill the wineskins of the warband. The horses pulling the caravan eagerly lap it up, so it cannot be corrupted, can it?

At the bottom of the pool, you see D6 gold crowns.

(2 2) Razed Village

The warband comes upon a miserable collection of dwellings which are run down. This site looks scorched...

If the warband searches, they find 2D6 gold crowns buried in the earth beneath one of the huts (the village treasury) and a functioning wheelbarrow plus a few dozen burnt bones that are lying around.

(3 3) Mortally Wounded Warrior

Slumped at the edge of a stream, blood mixing with the running water, lies a warrior, close to death from several severe sword wounds on his body. He barely acknowledges your approach, coughing up flecks of blood as he breathes. What happened to his killers you will never know, as he dies moments later.

Undead warbands gain one zombie at no cost, as well as 2D6 gold crowns. All other warbands can ransack the body to gain 2D6 gold crowns.

(4 4) Discarded Saddle Bags

Amongst a rock cairn, a pair of leather saddlebags is found. They are heavy and filled with food, plus a little loot.

When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (i.e. 10-12 warriors is considered 7-9 warriors), as the amount of money they need to spend on food is reduced. They also gain 2D6 gold crowns.

(5 5) Statue

From a distance you see a small figure standing in the middle of the Blasted Lands. On closer inspection the figure appears to be totally stationary because it is a very realistic statue of a dwarf in a large hat. On even closer inspection, the petrified eyes of the statue still seem to show some minimal signs of life and you can hear what sounds like moans of agony coming from the lips.

There is little salvageable from the 'statue', because nearly everything on it is stone. The unfortunate individual was the proud owner of a not so shiny axe and a lucky charm. These items can be lifted from the bearer without so much as a struggle.

(6 6) Runaway Horse

The sound of hooves can be heard coming towards you. It sounds quite close, could be a solitary scout on a patrol or it could be anything that has four hooves and many, many nasty beaks. Thankfully it turns out to be a horse that has lost its rider.

After catching and calming the beast down, the horse comes from another warband, maybe one that's been attacked elsewhere in the wastes. In its saddlebags, you find a rain coat, a net, a couple of garlic cloves and D6 gold crowns. The

horse can be kept of course, if the warband can find a use for it.



Triples

(1 1 1) Trembling Bushes

On the fringe of the plains, you spot what appears to be a large thorn bush. It looks out of place in the brush and its branches sway in the breeze. After rubbing your eyes, the bush disappears! Could it just be the mind playing tricks or is there something more to this? You decide to investigate.

Entering the brush, you find a long strand of what is identified to be raw silk. It trails off through a grove in the direction of a nearby valley and then it just ends. Coiling up the thick thread, the piece of silk is found to be worth 50 +2D6 gold crowns.

(2 2 2) Wounded Explorer

At the side of the road lies yet another dead traveller. Sand and silt already blow in to cover this northman's still corpse, but at the sound of your approach, the stranger rolls over and tries to get your attention. It could be a trap...

Beastman, Possessed and Carnival of Chaos warbands may sacrifice this Norseman to let their Leader gain +1 Experience Point. Undead warbands can finish him off and gain a zombie at no cost. Human warbands can bring him to their caravans and let him return to full health. You may then let him join the warband, though you will need to equip him with weapons and armour. He can be added to an existing Henchman group, with the same characteristics as the rest of the group, even if they have already accumulated experience. Chaos Dwarfs, Maneaters and any other warbands can take the man captive and may sell him for 2D6 gold crowns.

(3 3 3) Unscrupulous Thief

If you believe peasants idle gossip, the land has been besieged by a scourge. To make matters worse a herald of Chaos has risen! It's no surprise to find warriors these days are discarding their morals in favour of ill-gotten gain.

The warband may hire the thief for 30+2D6 gold crowns to force any chosen warband to play as the defender warband in the "The Heist" special scenario once.

Instead of hiring the thief the warband may slay this scoundrel for a dagger, sword, crossbow, 3D6 gold crowns and D3 vials of Crimson Shade.

(4 4 4) Dragon Monk

The warband finds a robed figure sitting by the side of the road, almost as if waiting for them to come along.

If the warband is inclined towards good rather than evil, the Dragon Monk shows them a shortcut through the nearby grasslands. In the next game, the warband automatically gets to choose the scenario and also takes the first turn; if two warbands in the game have this benefit, roll off to see which warband gets to enjoy the effect. In addition, the monk may remove a curse placed on a member of the warband.

If the warband is evil or Chaotic, they may kill the Dragon Monk and take their measly possessions of D6 gold crowns. Undead warbands get a free Zombie in addition.

(5 5 5) Secluded Cottage

The warband comes upon a motley dwelling which has tumbled down. There are a few heirloom trophies hung above an old fireplace in the hearth...

If the warband searches, they find 2D6 gold crowns, D6 daggers, a sword and a war horn.

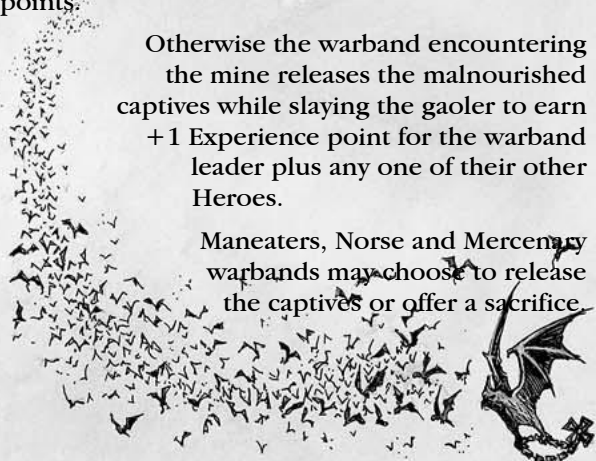
(6 6 6) Slave Mine

The warband encounters a lone Chaos Dwarf gaoler who is flogging a sorry looking group of captives while his master and cronies are out raiding. He might have some information about the area but he surely will not spill any insight for free...

Undead, Skaven, Orc & Goblin, Dark Elf and Chaos warbands must sacrifice a random henchman for their cause to gain +D3 campaign points.

Otherwise the warband encountering the mine releases the malnourished captives while slaying the gaoler to earn +1 Experience point for the warband leader plus any one of their other Heroes.

Maneaters, Norse and Mercenary warbands may choose to release the captives or offer a sacrifice.



Four of a kind

(1 1 1 1) Crashed Caravan

The warriors see cadavers strewn all over this ground, several arrows protruding from each other body. You've heard a lot of stories about what happens to merchant caravans that stray even a little off the trail...

If the warriors loot these bodies, they find the following items of value: D3 swords, a suit of light armour, D6 daggers, D3 spears, D6 shields, and 2D6 gold crowns. In addition, roll a D6 – on a result of 4, 5 or 6, the warband finds a Map of Cathay on one of the bodies.

(2 2 2 2) Tree of Woe

A single large leafless tree sticks out of the plains, a mighty half-dead, half-alive, half-mutated oak, where the branches wave in a non-existent breeze. What's worse is that there are several bodies impaled and crucified upon it, one or two moaning in agony, unless that's the wind blowing through holes in the trunk. If it is, then it's a very eerie sound.

Anyone searching the Tree has to roll a D6, on the roll of a 1, a model is completely impaled on vicious branches that reach out and wrap the model on to the tree. The character is removed from the roster sheet, as is any equipment they were carrying. Any member of the warband can be nominated to try and search the lost member, but they run the risk of being impaled on the tree as well.

Ransacking the corpses on the tree grants the warband 4D6x2 gold crowns, D3 swords, D6 daggers and D6 gems worth 10 gold crowns each. Also roll a D6 and if the result is a 5 or 6, one treasure is found.

(3 3 3 3) Temple of Skulls

What looks like a mountain of stacked corpses from a way away, turns out to be a large temple built with skulls dominating the landscape. Many of the skulls are still skin covered and bloody.

Roll a D6 for every Hero in the warband. On a 1 that Hero is now subject to *frenzy*. At the start of every game roll another D6. On a 1, that Hero runs away from the warband, to follow the path of the Chaos Gods that lays northwards. Remove the Hero from the roster sheet, along with all equipment they have. On a 6, the *frenzy* ends permanently and the Hero no longer needs to roll for this effect.

(4 4 4 4) Khazag Horsemen

A small band of mounted marauder tribesmen come into view, charging at full tilt, screaming all manner of blasphemous obscenities and waving very spiky weapons. Something tells you these bandits aren't coming to inquire about a friendly exchange.

The attack by the marauders is devastating to a warband. Roll a D6 for every Henchmen in the warband and on a 1 or 2 they are killed. Roll on the Serious Injury table for each of the Heroes in the warband. Any models killed are removed from the roster sheet, as well as all of their equipment. Looting the scene of the battle grants 3D6x3 gold crowns, D6 daggers, D3 axes, D3 maces, D3 bows, D3 spears, D3 helmets, D6 winter clothes, D3 war horses and 2D6 gems worth 10 gold crowns each.

(5 5 5 5) Unlikely Guide

Moving down a trail through some deep woods, the warband is surprised by a gnoblar picking his feet. Terrified that they'll take his precious toe-jam, he points them a better way to go before scampering for his life.

The gnoblar offers to show the warband a secret way through the woods to an area reputed to be ripe with treasure (and danger). In the next game the warband may choose which scenario is played. In addition, they may choose "The Lost Caravans" special scenario if they want to.

(6 6 6 6) Mutating Vault

From a distance what you think is a small building, changes into something else every time you blink and no two members of the warband can agree on exactly what it looks like. The sheer mind-bending qualities of the watchtower, sbrine, fishmongers, coach house, dressmakers store or whatever it happens to be, is encouraging you pass it by all the more quickly.

There's no treasure or loot here and anything that you would find is probably not worth the effort. The warband's leader benefits though, in that they can now automatically learn a single Academic Skill, even if they wouldn't be able to normally learn these skills.



Five of a kind

(1 1 1 1 1) Abandoned Trading Post

The warband comes across a ruined trading post. Despite its tatty condition it has not been destroyed so could potentially be re-established.

Searching the trading post for some valuable remains the warband finds D3 Swords, D3 Helmets, D3 suits of light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols.

In addition, the following warbands may restore the trading post: Merchant Caravans, Chaos Dwarfs, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands. Note that the warband doesn't have to decide whether they wish to restore the post immediately. They may return at any time between battles if they wish until such a time that another warband finds and restores the trading post. Any warband which discovers the abandoned trading post after it has been restored, may choose at any time to play the special scenario "Hostile Embargo" once, with the warband that restored it. Any other warbands which have discovered the trading post may also choose to participate in this battle

The restoration costs $150 + D6 \times 25$ gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

A warband controlling the restored trading post rolls 3D6 to determine the experience of the henchmen available for hire after the battle. As a bartering point for many exotic goods they get +3 when searching for rare items.

If the warband chose the 'The Lure of Fortune' objective, they get +D6 campaign points once for rebuilding the trading post.

(2 2 2 2 2) Border Patrol

Strange voices on the approach and your warriors arm themselves only to find a small group of mounted Cathayan soldiers riding up to them. Without an interpreter you have no idea what they speak of. Fortunately they point a lot, with their weapons...

If the warband is inclined towards good rather than evil, the Cathayan Soldiers share their travelling rations with the warriors. When calculating their next earnings from selling valuables, reduce the

effective size of the warband by two (i.e. 10-12 warriors is considered 4-6 warriors), as the amount of money they need to spend on food is reduced.



If the warband is evil or Chaotic, the brave soldiers attack! The warband receives D6 gold crowns, D6 spears, D6 daggers, D3 Experience Points that may be distributed amongst their Heroes, and may reduce their warband size by two by eating the soldier's rations as above. In addition, roll a D6 for each member of the warband – on a roll of 1-2 that warband member is ridden down, taken *out of action* in the fight and must roll for Serious Injuries as normal.

(3 3 3 3 3) Fallen Priest

A hunched figure in a black cowl approaches the warband. It would be impossible to tell whether the figure was one of the walking dead or not, except for a nasty limp which gives him away.

This is a fallen priest. He may be killed (the warband leader gains +1 Experience Point and an Unholy Relic), or an Undead or Chaotic warband may seek his blessing. The blessing of the priest will remove all curses plaguing the warband. In addition, roll a D6: On a 4+ the priest was carrying a sourly written tome, which chronicles his fall from grace and it allows one Hero of the warband to choose skills from the Academic Skill list from now on.

(4 4 4 4 4) Magnificent Totem

Standing atop a mound, this idol dominates the surrounding area, drawing everything to it. It could be carved of a bird, and out of the corner of your eye you could almost swear it moves...

Designate a Hero to touch the totem (drawn in by some irresistible force or basic curiosity). Roll a D6 for him. On a 1-3, the totem dislikes the intrusion and afflicts that Hero with a random mutation (see page 76 of Mordheim Rulebook). On a 4+, that Hero receives a blessing in the form of D3 re-rolls for use in the next battle.

(5 5 5 5 5) Ghartok's Tomb

The warband has found the resting-place of the great Chaos champion Ghartok.

From now on whenever the warband gets to choose which scenario is played they may also choose the "Ghartok's Tomb" special scenario.

(6 6 6 6 6) Satchel of Maps

A body found frozen within the snow is found to have a satchel slung from its shoulder.

Inside the satchel are numerous writings and roughly drawn maps. From now on the leader may take a Leadership test after each battle in which he was not taken out of action. Success will allow him to modify one exploration dice by +1/-1. Only one Satchel of Maps can be found per warband.

Six of a kind

(1 1 1 1 1) Khan's Retinue

A large group of hobgoblins come into camp, one of them riding the largest wolf you may have ever seen. He looks very impressive and offers to let you hire mercenaries at a decent rate, provided you pay up front.

You may hire the Dramatis Personae Maglah Khan and two of his Hobgoblin Boyz for the next battle at no cost.

(2 2 2 2 2) Slaughtered Convoy

You find shattered remains of an entire land train just left to rot in the long grass. Broken bodies lay partially armoured among the ruins, dismembered by some monstrous creature. You can make out a distorted shape of what looks like an immense beast, shambling away.

After giving the dead their final rites, eating them or looting them you find the following items. Roll for every item separately to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

3D6x5 gold crowns	Auto
D6 Daggers	Auto
D3 Helmets	2+
D3 Shields	2+
D3 Swords	3+
D3 Bows	4+
Map of Cathay	4+
D3 Suits of Light Armour	4+
Suit of Heavy Armour	5+
D3 Halberds	5+
Lesser Artefact	5+

(3 3 3 3 3) Herdstone

The warband finds an enormous standing stone covered in crude glyphs and what appears to be garbage heaped about its base.

The warband has discovered a Beastman herdstone. If the warband is not Chaotic, they may deface the herdstone and sift the offerings. The leader of the warband gains +2 Experience points and the warband finds D6 treasures.

If the warband is Chaotic, they may make an offering (10 gc) and ask for either a curse to be removed, or to gain knowledge. If knowledge is sought roll a D6. On a 1-3, one of the warband's Heroes (randomly chosen) suddenly screams as his head is filled with insight – he is immediately taken out of action, roll for Serious Injury as usual. If he survives the Injury roll, he gains a single Academic skill. On a 4-6, the warband receives +D3 Experience points to be distributed randomly amongst the Heroes and Henchman groups and gain +D3 campaign points.

(4 4 4 4 4) Giant's Carcass

One of the strangest sights you have ever seen. The rotting titan is surrounded by a swarm of carrion eaters and clouds of flies, but who knows what can be salvaged.

Braving the wildlife is no issue. Facing the stench of a giant corpse takes real courage, because impossibly they do smell worse dead than alive. The big bag is filled with D3+2 treasures that a warband adds to their haul. Also roll a D6 and if the result is a 5 or 6, a Lesser Artefact is found.

In addition, the Restless Dead warbands get a 100 gold crowns discount the next time they are constructing a Bone Goliath (see Soldiers of Fortune).

(5 5 5 5 5) Chaos Champion

A tall heavily armoured warrior stands here. Without warning he attacks, alternately goading your warriors into returning his blows and bellowing for the Chaos God's benedictions.

It'll take a small army to stop his killing spree. Roll a D6 for every warband member: on a 1-2, they are killed by the Chaos Champion and removed from the roster. Afterwards the warband gets +D6 Experience Points to spread across the surviving Heroes and Henchmen. In addition, the Chaos Champion has a map with him. Roll a D6:

- 1 Map to Belandysh's Hideout: Whenever the warband rolls 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random.
- 2-3 Map to Ghartok's Tomb: Whenever the warband is allowed to choose the scenario they may pick the "Ghartok's Tomb" special scenario.
- 4-6 Map to the Chaos Dragon's Lair: Whenever the warband is allowed to choose the scenario they may pick the "Chaos Dragon Hunt" special scenario.

(6 6 6 6 6) Tainted Ones

The worst thing that can happen to a traveller in the Blasted Lands, aside from the weather, the environment, the wandering dead, and the hordes of greenskins, is to be taken alive by Chaos Dwarfs. Captives are dragged back to their city to be fed into the meat grinder of industry. The lucky ones are those already driven insane.

A fearsome patrol ambushes the party. Roll a D6 for every Hero and Henchman in the warband. On a 1 they are taken captive and thus removed from the roster sheet, including any equipment they are carrying. Every Hero that survives gains +D3 Experience Points and every Henchman group receives +1 Experience Point. Chaos Dwarf warbands encountering the patrol are reinforced with D3 Informers and one Chaos Dwarf on a successful Leadership test.

