

MORDHEIM

Darkness in Glücksheim

Each warband can set up its encampment (HQ) in one of its controlled territory in Glücksheim. HQ can be improved with additional structures and by hiring employees. An encampment that changes location doesn't produce any resource during one complete turn.

Encampment types:

1. Tents / Ruins (Anywhere; FREE)
2. House (City only; 15GC) - Gives +2 to Rarity rolls. Roll 1D6 each turn: on a 1, house needs repair totalling 1D6GC.
3. Tavern (Anywhere except Water; 30GC) - Generates 1D6GC per turn. Roll 1D6 each turn: on a 6, a fight erupts and you must pay 1D6X4GC to fix damage.
4. Farm (Forest, Plains, Hills only; 30GC) - Generates 1D3GC per turn +1 Grain token.
5. Graveyard / Burial ground (Anywhere; 30GC) - Generates 1D6GC per turn from grave digging or burial fees. 1D3-1 Zombie(s) can be raised here for free by Undead warbands.
6. Sewer / Basement (City only; 15GC) - Allows defending warband to use *Infiltration* skill.
7. Shrine (Anywhere; 40GC) - Allows one reroll per battle. If not used during battle, reroll can apply to one post-battle injury roll.

Additional personnel:

- Surgeon (Tents / Ruins, House, Shrine; 30/2) - Reduces missing games by 1; One Hero per turn. Can try to heal one Injury per turn (1: Hero is Dead, 2: Hero is Stupid, 3-5: Nothing, 6: Healed!)
- Cartographer (Anywhere; 25/3) - Allows one re-roll in Exploration
- Fletcher (Tents / Ruins, Tavern, Farm, Forest; 15/-) - +2 to find Rare Missile Weapons and Arrows.
- Smithy (Tents / Ruins, Tavern, Farm; 15/-) - +2 to find Rare close combat Weapons and Armours
- Beastmaster (Anywhere; 20/2) - Animals killed only on a 1. +2 to find Rare Animals.
- Worker (Servant, Peasant, Miner, Hunter, etc.) (Anywhere; 10/-)
- Merchant (Anywhere except Sewer / Basement; 20/2) - +1 to find Rare Items; Sell equipment at 75% of their value instead of 50%.

Upgrades:

- Banner (10GC) - Acts as a rallying point. Models within 6" of Banner may use their Leader for Ld tests when defending. If stolen, warband goes *Frenzy*.
- Ladder (5GC) - Can be carried by one model (walk only) or two models (walk or run)
- Barrier (10GC) - 6" wide X 1" high. Defender only hit on an unmodified D6 roll of 6.
- Ditch (5GC) - 6" wide X 1" deep. Difficult terrain: reduces movement by half.
- Stakes (10GC) - Same as Ditch except model crossing take a S3 hit on a 5+ (no armour save).
- Heads on Spike (5GC) - Attached to Barrier or Stakes. Cause fear if enemy assault them.
- Watchtower (20GC) - High platform to shoot from. 8" high maximum.
- Tunnels (15GC) - One Henchman group held in reserve. Placed anywhere at beginning of turn but at least 8" away from enemy models.
- Traps (10GC, Rare 6) - Place three trap markers: 2 are real, one is fake. When enemy move within 1" of marker, flip it over. Real trap = one S4 hit (no armour save).

Defending an encampment :

A warband defending its home has a few advantages:

All members are *Immune to All Alone tests* inside the encampment. All fighters are *Immune to Fear*. Warband cannot be routed except voluntarily. One Henchmen group may be set up *Hidden* at the beginning of the game.