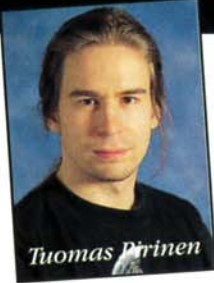


WARHAMMER

MORDHEIM CITY OF THE DAMNED



Tuomas Pirinen

By Tuomas Pirinen

Welcome to the latest installment of Mordheim! This time we cover the use of equipment like lanterns, ropes and poisons, and as always, these are rules under development (ie, they are neither finished or complete) so we'd like to hear your comments and ideas.

After playing literally dozens of games in our Dark Moon campaign, the players came up with an idea that it would be far more characterful if warriors could carry some equipment other than their weapons and armor. I wanted to keep a strict limit on any magic items, so I came up with a list of items available to the warriors who do battle in the dark streets of Mordheim. Giving some of this equipment to your heroes will make your games even more varied and give you more tactical options.

Below I have detailed some of the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and peddlers in the settlements and villages. The list is by no means complete, but hopefully it will serve as inspiration for you to invent new things for your warriors to buy and use.

To give any of this equipment to your warriors, simply pay the appropriate amount of gold from the total allowed to your warband, and give it to any warrior. Note that your gaming group may want to limit the availability of some items to certain races. This is fine, as long as all the players agree.

If you have ideas for more equipment for the warriors of Mordheim, why not write in and tell us about them? Who knows, they might make it to the finished game.

SPECIAL EQUIPMENT

MAD CAP MUSHROOM (25 GOLD CROWNS)

The much feared Fanatics, of the World's Edge Mountain Goblins, use these hallucinogenic mushrooms to drive them into a state of frenzied rage.

Any warrior who takes Mad Cap Mushroom before the battle will be subject to frenzy. At the end of each turn, roll a D6: on a roll of 1 the model becomes permanently stupid, and is no longer frenzied.

ROPE & HOOK (5 GOLD CROWNS)

A warrior with a rope and hook will find it much easier to move about amongst the ruins of Mordheim. The ruined roofs and walls are much easier terrain for a warrior who is armed with a rope and hook.

A warrior equipped with a rope and hook may re-roll failed Initiative tests for climbing up and down sheer surfaces.



Here a band of Dwarfs use a rope and hook to climb down into 'The Pit' in last issue's Mordheim comic strip.

LANTERN (5 GOLD CROWNS)

A model with a lantern may double the distance from which he spots hidden enemies. Note that a model with a lantern may not use a double-handed weapon, missile weapon, shield, or additional hand weapon.

LUCKY CHARM (15 GOLD CROWNS)

Lucky charms take many shapes and forms, but the most common ones are hammer symbols which some pious Sigmarite priest has touched, wolf paws for the followers of the god Ulric, the carved ancestor god's heads which Dwarfs prefer, and so on.

A model with a Lucky charm may ignore the first hit in any battle. The hit is discarded and no damage is suffered. Note that owning two or more lucky charms does not help: the model only discards the first hit.

POISONS

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of toxic blades.

Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always enough poison to last for the duration of one battle.

BLACK LOTUS (20 GOLD CROWNS)

In the deepest forests of the Southlands grows a plant which is extremely poisonous. It is known as Black Lotus, and it is much sought-after by alchemists, assassins and bored housewives.

Any wound caused by a weapon coated with Black Lotus is multiplied into D3 wounds. Roll D6 to determine damage: 1-2=1, 3-4=2, and 5-6=3.

DARK VENOM (30 GOLD CROWNS)

Dark Venom is poison extracted from Helldrakes, gigantic sea serpents that plague the Western Ocean. Even a slight wound infected by Dark Venom causes excruciating pain, incapacitating men who would otherwise ignore such scratches.

Any hit caused by a weapon coated with Dark Venom counts as having +1 strength. So for example if a warrior with Strength 3 uses a poisoned sword to hit his opponent, he will cause a Strength 4 hit instead of Strength 3 hit.



HOLY WATER (10 GOLD CROWNS)

The Priests of Ulric, Sigmar, Morr and Mannann hold great power over darkness. Pure water from a clear fountain, blessed by a priest, is said to burn things of darkness and evil.

A warrior may throw a vial of holy water at Undead, Daemons or Possessed. A thrown vial of holy water has a range of 2 inches for each point of Strength the thrower has. Roll to see if you hit using the model's own Ballistic Skill. No modifiers for range or moving apply.

Holy water causes 1 wound on an Undead, Daemon or Possessed model on a D6 roll of 4+. There is no armor save. Undead and Possessed may not use holy water.

ELVEN CLOAK (50 GOLD CROWNS)

Made of the hair of Elven maidens and the living leaves of trees, an Elven Cloak is a wonder to behold. Elven Cloaks are rarely offered for sale, but sometimes they are recovered from fallen Elven warriors or offered as prizes by Elves to men who have served them in some way.

A warrior wearing an Elven cloak is -1 to be hit with missile weapons. Dwarfs may not wear Elven Cloaks.

HUNTING ARROWS (25 GOLD CROWNS)

The best hunting arrows are made by the hunters of Drakwald Forest. They have wickedly barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow.

A model with short bow, bow, long bow or an elf bow may use hunting arrows. They give +1 to all injury rolls.

BUGMAN'S ALE (35 GOLD CROWNS)

Of all the brewmasters of the Old World, Josef Bugman is the most famous. His ale is known throughout the Old World, and is widely regarded as the best.

A warband which drinks a barrel of Bugman's before battle will become immune to fear for the duration of the game.

Elves may not drink Bugman's Ale.

HOLY RELIC (15 GOLD CROWNS)

In this age of superstition and religious fanaticism, holy objects are important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not already taken a Leadership test in the battle.

Thomas



THE BLOODY BASILISK, MIDDENHEIM...

BEYOND THIS POINT LIE WEALTH AND POWER UNIMAGINABLE. THE ONLY AUTHORITY IS THAT OF THE SWORD. TERROR LURKS IN THE DARKNESS. ONLY DEATH AWAITS YOU. WELCOME TO MORDHEIM. CITY OF THE DAMNED

SCRIPT: DAN ABNETT
ART: SIMON COLEBY
LETTERS: KID ROBSON

...GOLD, WYRDSTONE ! I SEEN IT ALL, AND I CAN LEAD YOU TO IT !



GO ON, YOU OLD FOOL ! IF YOU KNOW WHERE THIS TREASURE IS, WHY AIN'T YOU HAD IT FOR YOURSELF ?

AND RISK THE PERILS OF MORDHEIM ALONE ?

NO, BETTER FOR ME TO SPLIT IT WITH A BAND OF BRAVE FELLOWS LIKE YOU...



OKAY, SO YOU WERE RIGHT ABOUT THE GOLD...NOW WHAT ABOUT THAT WYRDSTONE ?

NOT TOO FAR NOW...



WHAT YOU SEEK IS IN HERE...



LOOK, CHILDREN... OUR GUESTS HAVE ARRIVED.

WHO'S THAT ?



LET'S EAT...



GOOD WORK, SKROGH. ALWAYS A PLEASURE DOING BUSINESS.



I'LL TAKE THIS IN PAYMENT FOR TODAY'S DELIVERY. SAME TIME NEXT MONTH..?

The End.