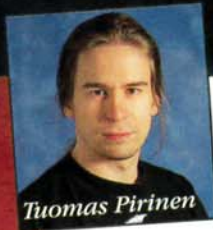


# WARHAMMER

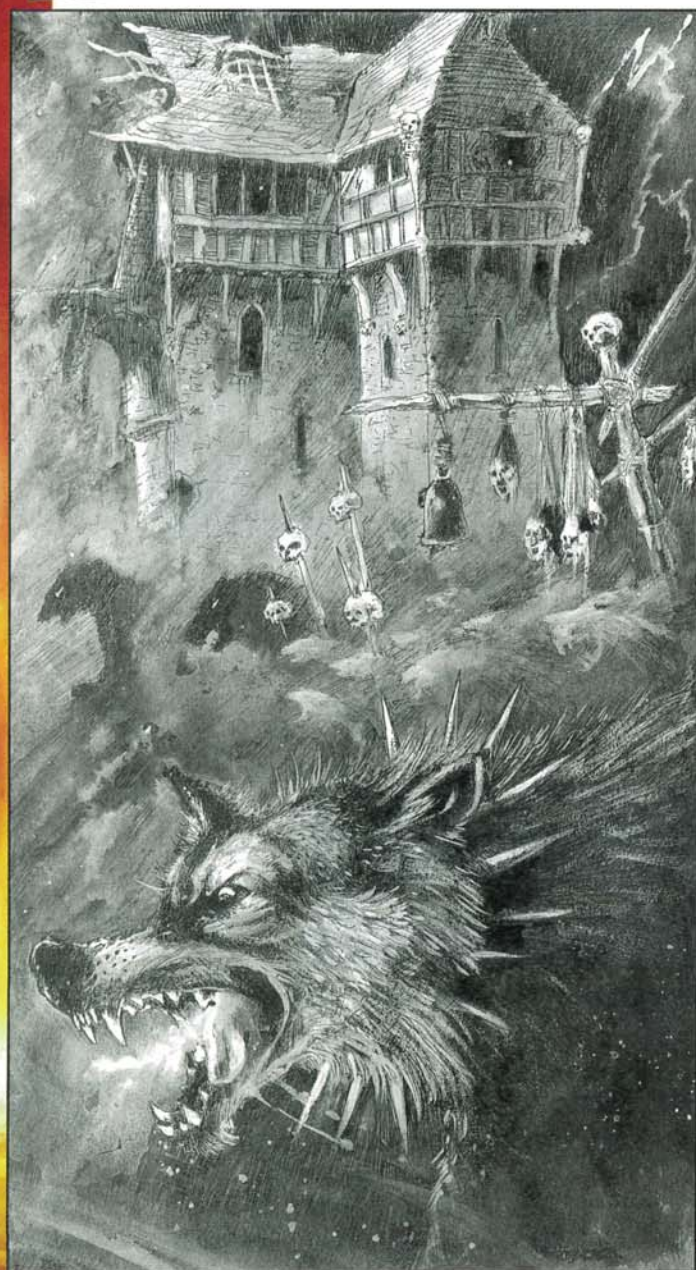
# MORDHEIM CITY OF THE DAMNED

Rules in progress for skirmish games of Warhammer



By Tuomas Pirinen

**T**his month I've got a brand new warband for you to collect for Mordheim, the gold-grasping Dwarfs.



## ☠ DWARFS ☠

*"The manlings say that in the ruins there are shards of stone that can turn base metals into gold. What nonsense! But... if the Umgi are willing to pay good gold for pieces of rock, who are the Dwarfs to argue? Sharpen your axes, lads, we are going to Mordheim!*

*Gold, gold, gold, gold, GOLD, GOLD!"*

*— Skraggi Gunnirsson, Dwarf treasure hunter*

Dwarfs are an ancient race, grim as the mountains and tough as rocks. They are short but extremely stocky and strong. They are honorable and strong-willed folk, who always repay a favor, and never forget a grudge. From their ancient strongholds, high in the World's Edge Mountains, the Dwarfs wage war against their many enemies: green-skinned Orcs and Goblins, Skaven – the rat-men of the underworld, human bandits and many others. Their numbers have dwindled into a few survivors, and most of the Dwarfholds have fallen to their enemies. But sons of Grungni will never lay down their axes or forget their grudges as long as even one of their warriors is alive. Thus has grown the race of Dwarfs: strong, enterprising and brave.

There is one weakness in the character of the dour Dwarfs – their unreasoning greed for gold and treasure. There are tales of Dwarfs going completely crazy and even slaying their own friends and companions when confronted by a particularly impressive treasure hoard, such is the maddening power that riches have over them.

From Karak Kadrin, the famed Slayer's hold, come the Dwarf treasure hunters; the most rugged and tenacious of all Dwarfkind (and all Dwarfs are known for their stubbornness and stolid countenance). They come in search of riches, and the huge price offered by the Imperial nobles for Wyrdstone means that Mordheim is an almost irresistible lure for Dwarfs, despite the city's grim reputation.

The dangers of the city do little to deter the Dwarfs. Dwarf warbands are invariably well-armed, well-equipped and crazed by the promise of riches. Dwarfs are the greatest smiths and craftsmen in the world, far surpassing humans and even elves. Thus their weapons and armor are always of extremely high quality, and the bravery of the Dwarfs means that they fearlessly face even the most horrific enemies without flinching. There is no finer heavy infantry in the world than Dwarfs.

Dwarf warband leaders often manage to lure members of the Troll Slayer cult to join them. These psychopathic and dangerous maniacs are obsessed with finding an honorable death in battle, and they are some of the most feared of all the Dwarf warriors.

**DWARF SPECIAL RULES**

All Dwarfs are subject to the following rules.

**Dwarf Grit.** Dwarfs are hardy individuals. On the Injury table treat results of 1-3 as Knocked Down, 4 as Stunned and 5-6 as Taken Out. Special rules for Hammers do not affect Dwarfs.

**Armor.** Dwarfs never suffer Movement penalties for wearing armor.

**Hate Orcs and Goblins.** All Dwarfs hate all Orcs and Goblins regardless of the type. See the Psychology section of the Warhammer rules for details.



*Dwarf Leader Bruen Battleaxe*



*Dwarf Engineer Urgrim Warhammer. This model has had a pistol added.*

**CHOICE OF WARRIORS**

A Dwarf warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your warband. Maximum number in the warband is 12.

**HEROES**

**Leader:** Each Dwarf warband must have one Leader: no more, no less!

**Troll Slayers:** Your warband may include up to two Troll Slayers.

**Engineer:** Dwarf warbands may have one Dwarf Engineer.

**HENCHMEN**

**Clansmen:** Your warband may include any number of Clansmen.

**Thunderers:** Your Warband may include up to 6 Thunderers.

**Beardlings:** Your warband may include any number of Beardlings.

**HEROES**

**1 DWARF LEADER** ..... 70 Gold Crowns to hire  
Dwarf Leaders are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches.

A Dwarf Leader is respected by his men. Perhaps he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure so he can restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	10

**Weapons and Armor:** A Dwarf Leader may be equipped with weapons and armor chosen from the Dwarf Equipment list.

**SPECIAL RULES**

**Leader.** Any Dwarf within 6" of the Dwarf Leader may use his Leadership characteristic when taking any Leadership tests.



*Andy Sharman's Dwarf Warband 'Clan Battleaxe Expeditionary Force'.*

**DWARF ENGINEER** ..... 45 Gold Crowns to hire  
Dwarf Engineers are respected members of Dwarf society. It is they who build and design the complex war machines and devices which have made Dwarfs famous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons and Armor: Dwarf Engineers may be equipped with weapons and armor chosen from the Dwarf Equipment list.

### SPECIAL RULES

**Expert Weaponsmith.** A Dwarf warband which includes an Engineer will gain a +1 Strength bonus to all its missile weapons.

**TROLL SLAYERS** ..... 45 Gold Crowns to hire  
Troll Slayers are members of the morbid Dwarf cult obsessed with seeking honorable death in combat. Having committed some unforgivable crime or been dishonored in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters in the Known World, so they are much sought after by Dwarf Treasure Hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons and Armor: Troll Slayer may be equipped with weapons chosen from the Dwarf Equipment list but they may never wear armor or carry missile weapons.

### SPECIAL RULES

**Immune to Psychology:** Troll Slayers seek an honorable death in combat, and nothing in this world holds any terrors to them, as they already consider themselves dead. Troll Slayers are immune to all psychology and never break off from combat.

## HENCHMEN (bought in groups of 1-5)

**DWARF CLANSMEN** ..... 35 Gold Crowns to hire  
These are Dwarf warriors in their prime: Tough, stubborn and brave warriors who can be relied to hold their own against any foe.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons and Armor: Dwarf Clansmen may be equipped with weapons and armor chosen from the Dwarf Equipment list.

**DWARF THUNDERERS** ..... 35 Gold Crowns to hire  
Dwarf Thunderers are experts at using missile weapons. Many Orcs and Goblins have died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	3	3	4	1	2	1	9

Weapons and Armor: Dwarf Thunderers may be equipped with weapons and armor chosen from the Thunderer Equipment list.

**BEARDLINGS** ..... 20 Gold Crowns to hire  
These are young Dwarfs who have joined the retinue of an experienced Dwarf Treasure Hunter in hopes of making their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons and Armor: Beardlings may be equipped with weapons and armor chosen from the Thunderer Equipment list.

## DWARF EQUIPMENT LIST

### Hand-to-hand combat weapons:

Dagger .....	1st free/2 GC
Mace .....	3 GC
Hammer .....	3 GC
Battleaxe .....	5 GC
Sword .....	5 GC
Double-handed weapon .....	15 GC
Spear .....	10 GC
Halberd .....	10 GC

### Missile Weapons:

Crossbow .....	25 GC
Pistol .....	15 GC (30 for a brace)

### Armor:

Light armor .....	20 GC
Heavy armor .....	50 GC
Dwarf armor .....	75 GC
Shield .....	5 GC
Helmet .....	10 GC

## THUNDERER EQUIPMENT LIST

### Hand-to-hand combat weapons:

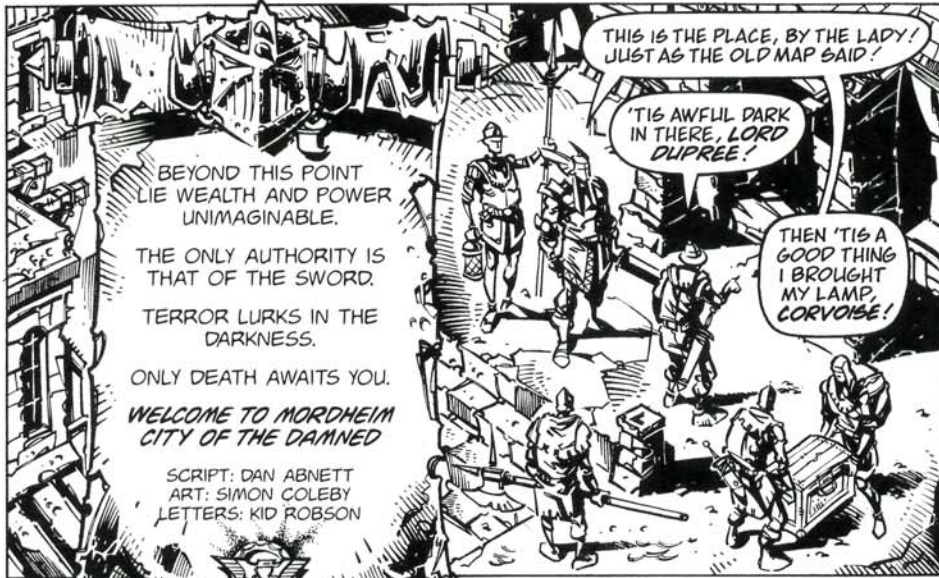
Dagger .....	1st free/2 GC
Mace .....	3 GC
Hammer .....	3 GC
Battleaxe .....	5 GC
Sword .....	5 GC
Double-handed weapon .....	15 GC

### Missile Weapons:

Crossbow .....	25 GC
Pistol .....	15 GC (30 for a brace)
Hand gun .....	35 GC

### Armor:

Light armor .....	20 GC
Heavy armor .....	50 GC
Shield .....	5 GC
Helmet .....	10 GC



THIS IS THE PLACE, BY THE LADY! JUST AS THE OLD MAP SAID!

'TIS AWFUL DARK IN THERE, LORD DUPREE!

THEN 'TIS A GOOD THING I BROUGHT MY LAMP, CORVOISE!

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



WATCH YOUR STEP, MY BRAVE MEN! THERE'S PRECIOUS LITTLE LIGHT.



YOU SEE THAT NOW, UP AHEAD? THAT LUMINOUS GLINT?



'TIS THE WYRDSTONE! BY THE GRAIL, WE'VE FOUND IT! WE'RE RICH!

GILLES! HOLD THE LAMP WHILE I GATHER IT UP!



SHINE THE LIGHT STEADY, GILLES! GODS, BUT WE'RE RICH, ALL OF US!



NOW LET'S AWAY TO THE SURFACE AND BACK TO L'ANGLILLE!

WHAT'S THE MATTER WITH YOU, MY MEN? YOU'RE VERY QUIET! HASN'T OUR SUCCESS SUNK IN YET, OR ARE YOU ALL STUNNED INTO SILENCE?



YOU HEAR ME, MEN? MY BRAVE WARR--

OH.

END.