

Opulent Goods

An extract from "The Fabulous Goods Available to Warbands Exploring the City of the Damned." Available at Johann's Emporium.

Opulent Coach 250 gc Rare 10
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc Rare 10
(Witch Hunters only)
The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will hate all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sigmarite Sisters.

Wyrdstone Pendulum 25+3D6 gc Rare 9
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelberry, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc Rare 5
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Alone' test (but remember you can't re-roll a failed re-roll).

Toughened Leathers 5 gc Common
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc Special
(Middenheimers only)
In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

Special Rules: To acquire a wolfcloak, a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc Rare 7
(Not available to Witch Hunters or Sisters of Sigmar)
Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken *out of action*). If the Leadership test is failed by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.