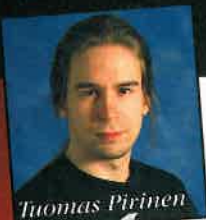


# WARHAMMER

# MORDHEIM CITY OF THE DAMNED

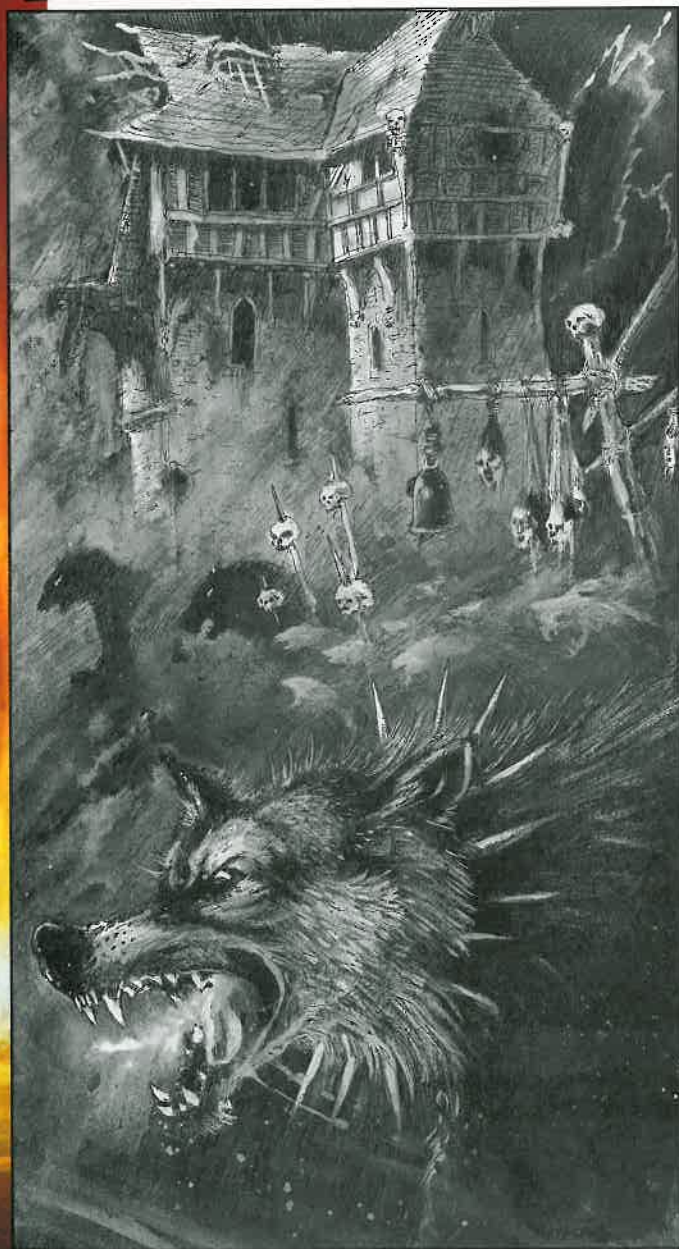
Rules in progress for skirmish games of Warhammer



Tuomas Pirinen

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 honourable and strong-willed folk, who always repay a favour, 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 armour 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 honourable death in battle, and they are some of the most feared of all the Dwarf warriors.

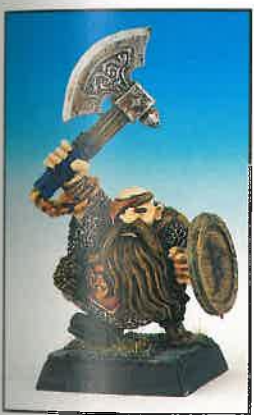
**DWARF SPECIAL RULES**

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.

**Armour.** Dwarfs never suffer Movement penalties for wearing armour.

**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 Armour:** A Dwarf Leader may be equipped with weapons and armour 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 Armour: Dwarf Engineers may be equipped with weapons and armour 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 honourable death in combat. Having committed some unforgivable crime or been dishonoured 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 Armour: Troll Slayer may be equipped with weapons chosen from the Dwarf Equipment list but they may never wear armour or carry missile weapons.

### SPECIAL RULES

**Immune to Psychology:** Troll Slayers seek an honourable 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 Armour: Dwarf Clansmen may be equipped with weapons and armour 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 Armour: Dwarf Thunderers may be equipped with weapons and armour 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 Armour: Beardlings may be equipped with weapons and armour 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)

### Armour:

Light armour .....	20 GC
Heavy armour .....	50 GC
Dwarf armour .....	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

### Armour:

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

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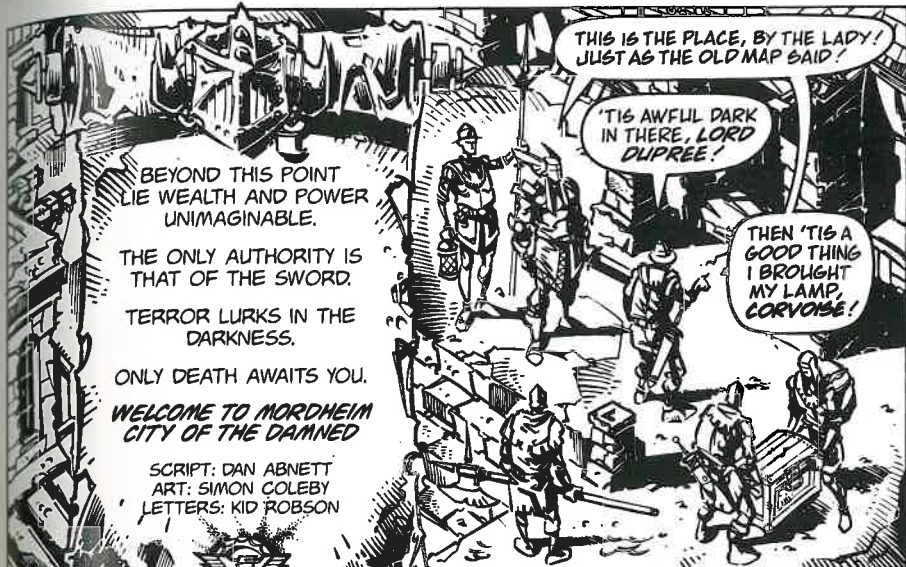
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BEYOND THIS POINT  
LIE WEALTH AND POWER  
UNIMAGINABLE.  
THE ONLY AUTHORITY IS  
THAT OF THE SWORD.  
TERROR LURKS IN THE  
DARKNESS.  
ONLY DEATH AWAITS YOU.  
**WELCOME TO MORDHEIM  
CITY OF THE DAMNED**

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

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!

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! HAVEN'T OUR  
SUCCESS SUNK IN YET, OR  
ARE YOU ALL STUNNED  
INTO SILENCE?



YOU HEAR ME, MEN?  
MY BRAVE WARR-

OH.

End.