

# Lost and Found preview

The weapons, armour and miscellaneous equipment in this chapter are added to the equipment from the Mordheim rulebook. Note that some of the items are only relevant or usable when also using the Sealed City campaign rules.

The price chart at the end of this section lists the prices and rarity values when playing battles in the quarters of the Sealed City. Use this price chart instead of the original one from Mordheim rulebook when playing a Sealed City campaign.

## Weapons

The weapons described in this section are newly introduced in the Sealed City setting. Note that, unless listed in their equipment list, only models with the *Weapons Training* skill may ever use them.

### clockwork pistol

An intricate clockwork mechanism housed in the slender shell of sleek pistol, these weapons are wound up to shoot barbed livers of dark metal.

Range	Strength	Special rules
8"	As user	Reload, Salvo

#### SPECIAL RULES

**Reload:** After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before it may fire the pistol again.

**Salvo:** The pistol shooter may choose to fire three times in the shooting phase; if the model fires a salvo then each shot is at -1 to hit.

### clockwork rifle

As the clockwork pistol's bigger cousin, the rifle gains a huge range benefit due to its elongated barrel.

Range	Strength	Special rules
18"	As user	Reload, Salvo

#### SPECIAL RULES

**Reload:** After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before it may fire the rifle again.

**Salvo:** The rifle shooter may choose to fire three times in the shooting phase; if the model fires a salvo then each shot is at -1 to hit.

### krakensilver weapon

Once in a while, shards of a dull silverish metal are washed ashore or found in the depths of the Sealed City. Resourceful weaponsmiths soon started to forge thrusting weapons with the strange material, which seemed to twist and warp even through the cover of blademeisters albeit forcing their wielders to move in an unnatural slow motion as if submerged in deep water.

#### SPECIAL RULES

**Upgrade:** You may choose which type of hand-to-hand weapon is offered to you when buying a krakensilver weapon and it costs four times the price of a normal weapon of its kind. Note that blunt weapons like flails and hammers may not be made out of krakensilver.

**Cannot be parried:** Krakensilver weapons show an unnatural aim when trying to get past their enemies' defense. Attempts to parry its strikes are futile. A model attacked by a krakensilver weapon may not make parries with swords, bucklers or similar equipment.

**Watery stance:** Warriors with a krakensilver weapon always fail the roll to determine who strikes first against opponents with the same Initiative on solid ground. However, when fighting in water the warrior always wins the roll.

# Miscellaneous

## beast of burden

This clockwork creature comes in many shapes, but is mostly used like a packhorse. Therefore it may carry chests and other heavy items without penalty. The beast follows all rules for clockwork constructs.

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
	7	1	0	3	3	1	2	0	8

## clockwork lenses

A goggle with these lenses allows its bearer to pierce the city's unnatural darkness. The warrior halves any penalties due to bad sight conditions (round down) and increases his maximum sight range by 4".

## clockwork prosthesis

Any model that lost a limb or an eye due to serious injuries or a visit at the apothecary can opt to have this ruined part of his body replaced with an artificial prosthesis. A clockwork prosthesis gives the bearer the ability to ignore the injury at the cost of one orichalcum token per game. If the warrior is unwilling or unable to pay the cost, the injury handicaps him as usual. A model with a clockwork prosthesis doesn't have to retire, if it loses both arms, eyes or legs. As long as at least one such prosthesis is powered, the model may participate in the warband's battles. Otherwise it has to miss the battle.

## quarter map

Some explorers try to chart the Sealed City's ever-changing layout and create maps for themselves and paying customers. Many of these maps are worthless as their creator hasn't been able to capture the real city under its veil of darkness, and even the better ones are often crude and inaccurate.

A map can help a warband find their way through the confusing maze of streets and into areas with worthwhile areas to loot.

When you buy a map, roll a D6:

### D6 Result

- 1 The map is completely useless.
- 2-3 The warband finds an additional key fragment during their next exploration phase.

4-5 The warband may modify a single die by -1/+1 on their next exploration roll.

6 From now on the warband may always choose to play the city ring's special scenario instead of rolling on the random scenario chart.

## lurking fear

**Drug.** Distilled dread from terror-stricken victims is the main ingredient for this sinister alchemica. Consuming only a small portion condenses the shadows surrounding the user and lets him radiate pure fear.

### SPECIAL RULES

**Effect:** Any warrior who takes Lurking Fear before a battle will *cause fear* (this effect lasts for one game). The drug has no effect on Undead such as Vampires and Zombies, or the Possessed.

**Side effects:** After the battle, roll 2D6. On a roll of 2-3, the model becomes affected by its own aura of fear and permanently treats any enemy model as if it would *cause fear*.

## moonshine

**Drug.** This sparkling paste of banewort and ground moonstone leaves shining stains when applied to one's eyes.

### SPECIAL RULES

**Effect:** A warrior who takes Moonshine before a battle ignores any penalties due to bad sight (this effect lasts for one game). Moonshine has no effect on Undead such as Vampires and Zombies, or the Possessed.

**Side effects:** After the battle, roll a D6. On a roll of 1, the model suffers from degrading eyesight and loses BS-1 permanently. If this reduces its BS to 0, the model is blinded and removed from the warband's roster.

## stardust

**Poison.** While Moonshine should never be ingested, its twin Stardust enforces this foolish mistake. Any model which is successfully wounded by a weapon coated with stardust must immediately make a Toughness test. If the test is failed, the model loses WS-1 and BS-1 until the end of battle. Additionally it always counts as visible, no matter the sight conditions. This effect is permanent.

## ammunition

Clockwork weapons may use special types of ammunition, which may be used up for a single battle. You must declare in each Shooting phase, which ammunition the warrior will use, before choosing a target.

## gaveleers

These short blunt projectiles are able to knock down even the most resilient warriors, but lack the penetration of sharp ammunition.

### SPECIAL RULES

**+1 Enemy armour save:** An enemy wounded by a gaveleer gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

**Smash:** Models hit by a gaveleer, and aren't wounded by it, are *knocked down* on a roll of 4+.

## shredders

The gaveleers' very antithesis, slender and barbed in their appearance, these projectiles will tear horrible scars and wounds - and pray, they don't get stuck in you.

### SPECIAL RULES

**Wicked edge:** When using shredders, a roll of 2-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

**Impale:** Shredders are stuck on a 4+ in the target. The hit enemy and warriors in base contact may try to successfully remove the projectile during their Recovery phase on a roll of 4+. Each attempt causes a S1 hit on the model, as well as the model suffers an automatic S2 hit at the beginning of each Recovery phase as long as the shredder is stuck.

## splinters

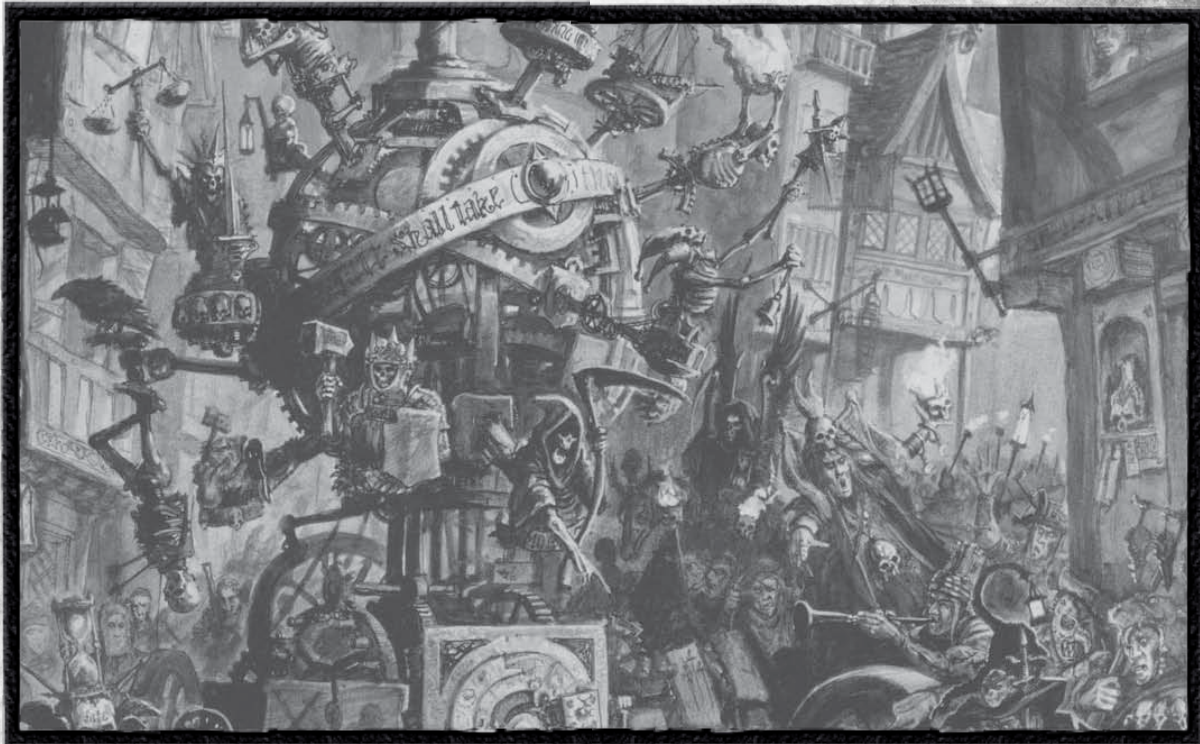
Made from brittle metal or even obsidian, splinters tend to shatter when fired, covering enemies with a burst of sharp slivers.

### SPECIAL RULES

**Slivers:** The splinters' tiny shards aren't as devastating as the weapons normal ammunition. All hits suffer a penalty of -1 to their strength.

**Shard plume:** Hitting a target with shrapnel is much easier than with a single bolt. When using a splinter the shooting model gets +1 to hit and ignores cover modifiers. A successful shot hits the target and every warrior in base contact to him.

**Jamming:** To hit rolls of 1 cause the weapon to jam and prevent shooting until the model spends a whole turn to clean its barrel.



# Price Chart

The following equipment is available to warbands fighting in the Sealed City setting. Note that some items' costs and their availability vary from the Mordheim rulebook.

## HAND TO HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Club/Mace/Hammer/Staff	3gc	Common
Dagger	1 <sup>st</sup> free/2gc	Common
Double-handed weapon	15 gc	Common
Flail	15 gc	Common
Halberd	10 gc	Common
Krakensilver weapon	4 x Price	Rare 9
Lance	40 gc	Rare 8
Morning star	15 gc	Common
Pike	12 gc	Rare 9
Rapier <i>(Mercenaries and House Fierezza only)</i>	15 gc	Rare 5
Spear	10 gc	Common
Sword	10 gc	Common
Sword breaker <i>(Mercenaries and House Fierezza only)</i>	30 gc	Rare 8

## MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 10
Clockwork pistol	25 gc	Rare 8
Clockwork rifle	40 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 11
Handgun	35 gc	Rare 9
Hunting Rifle	200 gc	Rare 12
Long Bow	15 gc	Common
Pistol/brace	15 gc/30 gc	Rare 9
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Axes/Knives/Stars	15 gc	Rare 5

## ARMOUR

Item	Cost	Availability
Barding	30 gc	Rare 8
Buckler	5 gc	Common
Gromril armour	150 gc	Rare 11
Heavy armour	50 gc	Common
Helmet	10 gc	Common
Plate armour	70 gc	Rare 9
Light armour	20 gc	Common
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Toughened Leathers	5 gc	Common

## MISCELLANEOUS

Item	Cost	Availability
Banner	10 gc	Rare 5
Black Lotus <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar, Rare 7 for Skaven)</i>	10 + D6 gc	Rare 9
Blessed Water <i>(common for Warrior-Priests and Sisters of Sigmar. May not be bought by Undead)</i>	10 + 3D6 gc	Rare 6
Bugman's Ale	50 + 3D6 gc	Rare 9
Caltrops	15 + 2D6 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Clockwork lenses	20 + 2D6 gc	Rare 5
Clockwork prosthesis <i>(Rare 5 for Clockworkers)</i>	10 gc	Rare 7
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar.)</i>	30 + 2D6 gc	Rare 8
Familiar <i>(cost must be paid no matter what the Rarity roll results in)</i>	20 + D6 gc	Rare 8
Fire Arrows	30 + D6 gc	Rare 9
Fire Bomb	35 + 2D6 gc	Rare 10

Flash Powder	25 + 2D6 gc	Rare 8
Garlic	1 gc	Common
<i>(may not be bought by Undead warbands)</i>		
Gaveleers	5 + D6 gc	Rare 5
Halfling Cookbook	30 + 3D6 gc	Rare 7
<i>(Humans only)</i>		
Healing Herbs	20 + 2D6 gc	Rare 8
Holy (Unholy) Relic	15 + 3D6 gc	Rare 8
<i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>		
Hunting Arrows	25 + D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Lurking Fear	15 + 2D6 gc	Rare 8
<i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar)</i>		
Mandrake Root	25 + D6 gc	Rare 8
Moonshine	10 + 3D6 gc	Rare 5
Net	5 gc	Common
Powder Keg	15 gc	Rare 8
Quarter Map	15 + 3d6 gc	Rare 8
Rabbit's Foot	10 gc	Rare 5
Rope & Hook	5 gc	Common
Shredders	5 + D6 gc	Rare 6
Splinters	5 + D6 gc	Rare 6
Stardust	20 + D6 gc	Rare 7
<i>(Rare 7 for Maidens of Dusk and Dawn)</i>		
Superior Black powder	30 gc	Rare 12
Tarot Cards	50 gc	Rare 7
<i>(not available to Witch Hunters or Sisters of Sigmar)</i>		
Tears of Shallaya	10 + 2D6 gc	Rare 7
<i>(not available to Possessed or Undead)</i>		
Telescope	75 + 3D6 gc	Rare 10
Tome of Magic	200+D6x25	Rare 12
<i>(not available to Witch Hunters or Sisters of Sigmar)</i>		
Torch	2 gc	Common
Victuals	8 gc	Common
War horn	30 + 2D6 gc	Rare 8
Wyrdstone Pendulum	25 + 3D6 gc	Rare 9

## MOUNTS & ANIMALS

Item	Cost	Availability
Beast of Burden	25 gc	Rare 5
Riding/Draft Horse	40 gc	Rare 8
<i>(Humans only)</i>		
Mule	30 gc	Rare 7
Warhorse	80 gc	Rare 11
<i>(Humans only)</i>		
Rowing Boat	40 gc	Rare 7
River Boat	100gc	Rare 8
River Barge	200 gc	Rare 9

*"What's it to be, poppet?" the merchant greeted as he hastily cleared the counter and eyed his new customer suspiciously. Paying no heed to the stout merchant the young woman examined the displayed goods, let her fingers slide over some while wandering through the ramshackle shop.*

*Her exotic clothes hid only so much of her tattooed body, too exotic and revealing for one of the Tilean adventurers and yet of way too high quality for a simple strumpet. The strange lines and patterns adorning her bronzed skin just enhanced her obvious foreignness. "You're not from here, aren't you? The expedition, I mean."*

*With a smile she started to stuff her bag with salted meat, potatoes and other non-sellers all the adventurers were sick of after spending weeks on sea to get to this remote island. "Eh! You know you have to pay for that?" the merchant rumbled before the rattling of a coin pouch muted him and a broad grin appeared on his face.*

*On her way to leave the small shop she threw that very pouch to him. Greedily he opened the pouch and emptied its contents onto the counter. A pale blueish glow illuminated his surprised face as he examined the strange gemstone tokens and a melodic voice with an indefinable accent reached him from the door.*

*"In fact, I do come from here. You're the guest."*