

Additional Rare Goods

There are many other types of shops in Mordheim besides the ones on the outskirts of the town, many warbands are happy to actually find an Alchemist's Shop, Cathayan Trader, and even the sight of a small, hooded figure selling cheap poisons can be helpful! These new goods represent some of the more exotic weapons and goods one can only find at the shops inside Mordheim, thus making their Rarity high, but their abilities great!!

Name:	Description:	Rules:	Price:	Rarity
Explosives	Many types of explosives can be made, from wizard's concoction in vials to gunpowder in some kind of housing. It is not uncommon for even Orcs shouting at their Goblin counterparts to "Give me Da Bomb!". Although short ranged, these can easily take out a close knitted warband.	Type: Shooting Range: User's Strength x2" Strength: 5 Special rules: Scatter: the Explosion has a 2" radius. Any model under this area is automatically hit. Models half under the circle take a strength 3 hit. One shot: Once an explosive is used, it cannot be used again, however a model with multiple explosives may fire as many as they would like before running	10 xD3 +5	10

		out. If a model uses explosives, it may not use another shooting weapon this turn, but may use HtH weapons as usual.		
Gi Stone	Gi stones are small polished stones from Cathay in different colors, seemingly nothing. However wizards are said to see a small aura of silence and comfort around one of these stones and will try enthusiastically to get one of these to meditate with.	If the wizard, warlock, shaman, etc., etc., did not move this turn or fight in the enemy's close combat phase they may cast a spell this turn at -1 difficulty. Note that you may use this any time and never runs out but Sisters of Sigmar and Witch Hunters may not buy Gi Stones.	20 x D6 GC	8
Enchanted Weapon	Many weapons of Mordheim became anything but ordinary. Some weapon's metals were transmuted into a better grade like Ithilmar or even Gromril. Some weapons gained special powers, though. Whether found on the street or bought from a magician. these weapons hold great	All Enchanted weapons will offer a +1 S, +1I bonus and on a critical hit of 6, they will always ignore armor saves. Note that only single handed weapons may be enchanted. The caressing and anointing of the weapons to enchant it is	D6 +1 x Weapon Price	11

	power.	complicated by size and type. Shooting weapons may not be enchanted for the obvious reason that is the ammunition that causes damage and a wizard is not likely to enchant a quiver of arrows!		
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