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About This Content

This Hired Sword is a **new Hero-type unit that can be recruited** to further customize your roster. The **Poison Wind Globadier** is available for the **Skaven** and the **Cult of the Possessed Warbands**.

Clanrats trained to use the devious weapons of Clan Skryre, Globadiers are sold as warriors to warbands by the Warlock-Engineers. The **warpstone gas in the globes** can kill or cripple enemies, or prevent wizards from casting spells. Other alchemical gases can strengthen or even heal those exposed to them. These sneaky ratmen even fabricate bombs disguised as wyrdstone to maim the unwary.

The Poison Wind Globadier has access to a unique new set of skills:

Active skills

- **Poison Globe:** Throws a globe that breaks upon impact on the ground and creates a zone of Poisonous Gas.
- **Warp Globe:** Throws a globe that breaks upon impact on the ground and everyone in a given area suffers from a random detrimental Warp Effect.
- **Enriched Globe:** Throws a globe that breaks upon impact on the ground and everyone in a given area suffers from a random beneficial Warp Effect.
- **Strangling Globe:** Throws a globe that breaks upon impact on the ground and everyone in a given area cannot use spell

casting or vocal skills.

- **Infused Globe:** Throws a globe that breaks upon impact on the ground and everyone in a given area regains Wounds immediately, but also suffers from a random detrimental Warp Effect.
- **Vent:** The unit opens the valves of its equipment to release a poison gas. Everyone nearby suffers from a reduction of melee and range hit chances.
- **Warp fumes:** The unit sniffs from its gas tank to increase its Melee Hit chance and Dodge chance.
- **Wyrystone Lure:** Places a fake Wyrystone that explodes and deals Poison damage to approaching units.

Passive skills

- **Paralysing Discharge:** The unit's Melee Attacks inflict a debuff that reduces Initiative.
- **Invigorating Fumes:** The unit inhales fumes that increase his Climb, Leap and Jump down success chances along with Charge and Ambush hit chances.
- **Agitation:** Every time the unit receives damage, its Initiative increases.
- **Potent Globes:** All globes thrown by the unit add an extra effect which reduces the Poison Resistance of the victim.
- **Dagger Specialist:** Increases the chance of bypassing Dodge and Parry of enemies while using at least one dagger.
- **Warp Resistance:** Increases Wyrystone resistance.
- **Warp Rush:** After gathering a Wyrystone, increases Initiative.

Title: Mordheim: City of the Damned - The Poison Wind Globadier

Genre: RPG, Strategy

Developer:

Rogue Factor

Franchise:

Warhammer

Release Date: 4 Feb, 2016

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Minimum:

OS: Windows Vista 64bit, Window 7 64bit, Windows 8 64bit, Windows 10 64bit (32bit OS not supported)

Processor: AMD/INTEL Dual-Core 2.4 GHz

Memory: 4096 MB RAM

Graphics: 1024 MB DirectX 9.0c compatible AMD Radeon HD 5850/NVIDIA GeForce GTX 460 or higher

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 8 GB available space

Sound Card: DirectX 9 compatible

Additional Notes: Internet connection required for online gaming and game activation

English,French,Italian,German,Polish,Russian







mordheim city of the damned - the poison wind globadier. mordheim city of the damned poison wind globadier build

This is a platformer game, rather than puzzle.

The game graphics consists of simple shapes (Cubes, pyramids, cylinders etc.)

The music is awful, might as well just leave it silent.

The puzzles are not difficult at all, and no real out-of-the-box thinking is required. Therefore it's just a platformer game in my opinion, not a puzzle platformer.

The price for a game consisting of no real art, and terrible noise instead of music is far too much. I recommend taking it from HumbleBundle or other sites offering major discounts. Or wait for one on steam. Anything below 75% off is a waste of money.

I'm gonna give this game a NO, because of all mentioned above plus, there is no way to turn off that noise they call music.. This pack is very cool. The phase V and III are really cool which means i can use them whenever. Except theirs no Phase IV Included. Can they at least add a Phase IV Paint scheme into the Marketplace. Still this is a really cool pack. :3. Another perspective starts out a little slow for my tastes but becomes trickier and trickier as you progress. I could see this potentially becoming a rage game in my case but that isn't to say I wont enjoy it.

I find the notes and character endearing and found myself wanting to continue long after I finished recording my video.

I would say that if you enjoy puzzle games with a twist then it's certainly one to check out.

again my only complaint is the slow build up to the trickier puzzles. other than that. Thumbs up from me.

check out my quick look video on YouTube <https://www.youtube.com/watch?v=H5b3aIUW4cU>. I have never really played this type of game before. so was pleasantly surprised. I had suspected it would be boring and frustrated, but instead it was relaxing and enjoyable. I did not really understand the story completely, but the puzzles were straightforward, and navigation and art work very good. I liked the character, and the way the hint system worked, was good. In the end with the bonus content it took me around 6 hours to finish. Worth getting when on sale.

To provide some more detail:

Basicaly you move between times to solve a serious of murders. It has four elements in it, point and click movement, colelect and use objects to solve problems, puzzle solving (fit shapes, destack in right order, word find, untangle), and hidden object. It includes a hint system, where you build up hints by finding dream catchers, or you wait for the hint bar to fill which takes a few seconds. The animation is good, and there is a couple jump scares. The use of objects is well thought out and makes sense most of the time. There are a couple of things to do or find where I cant see how you would have worked it out without using the hints.

So I liked it, it the type of game you do once, and this six hours of game play.. This game is my♥♥♥♥♥♥♥♥

I owned the arcade as a kid and still do.

Its better than pac man because of the fact of how much the levels vary.

Def worth, this game is a little bit glitchy :(

This pack is a great way to start your career as a medic. Since you get Medic Pouch without having to unlock it you can simply buy 1, or two more if being a Veteran, and have 9 (!) medic kits for use. Without badges. I loved playing this game, I liked the story and doing all the puzzles.. Best price for two fairly mediocre expansions. If you want them, get them here.. When I yield to my children's force, and ask them: "OK, which game shall we start?", most often they say "That one with the tiny alien!" which is this game. I like it too, because there are no guns in it and you have to use both your brains and your chic to complete Bob's missions.. The DLC contains a Golden wingsuit,Golden parachute,And a Golden shotgun.

The wingsuit and parachute look meh

The shotguns alternate shoots bullets that ricochet (they also have a cool bullet tracer effect)

It's not worth 5 euros,but its still pretty cool.

I guess the dlc isn't pure GOLD

ok. Absolutely broken, not worth the purchase, don't play... even if the only game you have is bad rats.. I was EXTREMELY worried when purchasing this game for a number of reasons. It was .59 cents so thought "it wasn't too much of a risk, I'll make a video and if its bad I'll just refund it"

All this game is: run through 20 different levels of mazes killing monsters, while finding the exit OR collecting the bottles (emphasis on "OR" will be in the cons).

The title was very confusing, it was always "Maze of Pain", it still has that, but when adding to cart it now says "Monster Defense", so whats the official name? It becomes very confusing.

Now to the Gameplay:

+Pros

- Graphics are not "excellent" as described on the page but they are good, no FPS drops and running a solid 280FPS with my 1080.

- Combat is SOLID, no glitches with your gun, the movement is a nice rhythm, and aim and shoot works perfectly, also you dont waste a whole clip taking down a monster, it only takes around 3 bullets. Movement is SOLID as well.

- Nice level design, each level maze is harder and longer with the obstacles, sometimes you can't hesitate you just have to GO.

-Don't have to worry about ammo or other guns to find (at least when I played), so you can just focus on Monsters\Obstacles\Bottles\Exit

- All this for 0.59 cents on sale, usually .99 cents.

+ Cons

- When you look down a long corridor, the wall disappears and then populates when you get closer to it, sometimes you think the corridor continues and then "nope".

- Music is good, but it is REALLY loud, there are no options to turn it down, or to even change graphic\resolution settings. While recording I had to take my headset off because I couldn't hear what I was saying.

- Here is my big pet peeve, at the beginning of each level it says "Find the exit OR collect the bottles". When you find all the bottles you complete the level and you go back to the main menu to select the next one unlocked. Then...I found an exit while only needing one more bottle, I completed the level but then it DID NOT unlock the next one. The "OR" gives the impression that you complete whichever comes first. That needs to be cleared up a little more.

- It took a while but the F1 for controls I finally noticed, the walls are mostly bright so the text controls are not as transparent and hard to see, you have to move to a darker portion of the walls in order to read. Darker text would be better.

- Not a lot of communication from the devs (In fact none), I posted a discussion when it didn't get released the first time just asking for any updates. No response. No updates or announcements about the status of the game. More involvement with the community to answer questions and respond to bugs is essential for the community because we are spending money to buy the game, and we want to play it, plus it shows that you care about your project.

All in all 7.5/10 enough for a thumbs up for me, just released so hopefully the devs will do some patches that it needs. A great buy for the price.

I made a video discussing what you just read, check out the gameplay and form your own opinions. At first I thought I was going to refund but now I will keep it and play it more, a good game overall with potential.

https://www.youtube.com/watch?v=K_mFpVJN7Ns&feature=youtu.be

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