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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

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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.

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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







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

An interesting framing device doesn't make up for a lack of content. 15 minutes of vaguely interesting philosophical wank.. Just in case the description of this game leaves you with any doubt: this is first person minesweeper with clunky mechanics.. Could be improved. But very original!. I can without a doubt say that this game is not worth buying. Not at it's current price, or any price. The game sells itself as a visual with an Alchemy crafting system, to help tell the story and to fill the space between the visual novel sections. However, what the game is in reality is 95% Alchemy and 5% visual novel. That's way to much filler if you ask me.

But thats not the end of it. The Alchemy system is a barebones as it can be, with the player simply choosing a recipe, selecting what items to use and then crafting the item, only to then sell whatever item they have made for money. That's it. The only reason the 'Alchemy' mechanic is in the game is to serve as filler to make the game seem longer than it is. It's not fleshed out, or interesting. It's purely there to make the game seem longer so that the developers can justify a higher price.

The visual novel side of things is also terrible. The characters are bland. The interactions are lifeless. And the player made choices are so... bizare in how they affect the characters (Which they dont really do.) The game tries to sell the player an 'alignment' system to make the visual novel side of things more interesting. But again, similar to the Alchemy system, is purely there the pad out the game. It doesn't make the characters more interesting. It doesn't make the choices anymore meaningful. It is again, a mechanic that was only added to help justify a larger price tag. The developers care so little about this game that they didn't even add a proper ending. The game just... ends. No credits, no nothing. Not even an epilogue for the character you chose to romance. It's just a cash grab and you're not missing out on anything by avoiding it. In fact, you're better off if that's what you choose to do.. I suggest you play If you like old games.

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This game, as already said in other review, has the potential to become a good game, and this is also one of my favorite genres.

I generally play 4-player local coop, and, while we had a blast in games like Gauntlet, this one was lackluster, and I wasn't compelled to convince them to play more because they had the same opinion than me: the gameplay is bad.

So, some objective suggestions to make this game a beast like Gauntlet:

- Make the camera more distant, so there is more space to run and dodge.
- Put objects in the middle of the scene, so it's possible to run around it to run from and to enemies backs.
- Give less HP to enemies and make them more numerous. Few things are more fun than blasting chunks of enemies one after the other.
- Make it possible to destroy enemy holes. Some concentrated action strategy gives a mini goal now and then that makes the big picture all the more entertaining. Arcade classics like 1942 know that by destroying the big plane first. Or the skull gate in Gauntlet.
- Make an options menu. Things like gamepad vibration should be possible to disable. Using the Spitter should be fun but indeed becomes irritating because of the endless vibration. Also graphics should be possible be tuned down to solve stuttering.

And the game also needs polishment:

- In menus, make the directional pad work the same as sticks.
- Optimize the code to improve performance. Screen stuttering right now is not rare.

So, a game that should still be in Early Access, or be doomed to not entertain a lot of people.. Kind of dull, but I guess relaxing, the animation is not smooth enough for ME to call it beautiful, but if you're looking for fun, this game is not your type... or my type unfortunately... I got bored pretty fast, just look at my hours played.. I love this game. Yes, it's old-school, but still great. If you like Zuma, Tetris, or any of the old-school puzzle games you'd definitely dig this one. Also, Bejeweled 2 Deluxe is much better than Bejeweled 1 -- it has alternate game play modes and better graphics (I mean, it's not like it's a graphics-heavy game or anything...but, jeez, Bejeweled 1 looks like it came out back when 800x600 was considered AWESOME resolution! LOL) Anyhow, there's a reason this game has been around for years...because it's FUN! Enjoy! :). It's a very simple and fast game. With the new update, it got waaaaay better. The Strategy Mode is a nice twist. The harder plants got...harder, which is nice. I like the idea of the bees, but I wish they would spawn in different spots on the scenery.

Keep in mind that it's very short. In less than 3h I had bought all seeds and upgrades and had all the achievements before the last update. I got it on sale, so I think it was worth it.. Like the game; worth supporting the devs by buying a soundtrack that's probably very easy to find online.

To clarify finding the "Soundtrack" folder: right-click 'Plague Inc: Evolved' in your Steam library -> PROPERTIES -> click 'Local Files' sub-folder -> click 'Browse Local Files'. this really well done like all the other dlc. Its ok for the price just dont poke my right eye out ok?. What could have been a really engaging story, with decent puzzles to keep the player engaged and provide a sense of participation\accomplishment, is unfortunately let down rather badly by poor game mechanics and puzzle choices. It is generally not possible to progress from an area until you have discovered every single clue there is, which is fair, but in that case those clues should be easier to find (with the difficulty resting on the subsequent puzzles and deductions). What this game does is leave the player furiously scrabbling for walkthroughs, or in my case, several walkthroughs, to find the answers to puzzles that are not just hard, but outright nonsensical. In one case, every walkthrough I have found simply gave up and brute-forced the answer through repeat tries.

Unfortunately this all culminated in a stealth scene that, if failed, fails the entire game (which is a bit steep for a game without autosaves, didn't I mention? SAVE OFTEN!). Maybe it was the conversion to newer systems with expanded graphics, but character movements glitch through, over and behind objects, and this seems to have disrupted the mechanics of that scene, making it impossible to succeed, even when following walkthroughs to the letter. As such, the game was unplayable beyond that point, which I am told is about halfway through.

So unless you see indications that these problems have been fixed, save yourself the expense... and the pain of an endlessly looping soundtrack as Holmes combs every square inch of every level with his magnifying glass, seeking THAT one final clue.

Elementary, my dear Watson. Don't buy it!. F<sup>7</sup>

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