

# Arming Warriors

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## Weapon Proficiencies

Warriors can only use the weapons and armour specified under their Weapons Lists.

## Number of Weapons

Warriors can carry up to 3 weapons.

- Weapons with the 'two handed' rule count as two weapons.

## Switching Weapons While in Combat

A warrior armed with multiple close combat weapons may switch between them at the start of each of his own close combat phases.

### “Why Only Three Weapons?”

We realize that many players want four weapons slots for their warriors. Well, you can get that for your heroes by buying the 'Leather Satchel' special equipment for them.

But the reason we try and limit warriors to three weapons is to force some hard tactical decisions on players.

- Maybe being a great shooter should mean giving up some close combat options and vice versa?
- In both Mordheim and Coreheim there was really no tactics or planning involved in this. Four weapons slots mean enough weapons to suit any situation.
- We're hoping that the three weapons limit will mean more tactics and more intelligent cooperation between the members of each battle group.
- Still, if it turns out not to work, we'll change it. But give it a chance!

## Special Equipment

- Only heroes can use special equipment, unless the entry says may be *given to henchmen*.
- There is no limit to the amount of special equipment a warrior can carry.
- But any warrior can carry only one instance of each type of special equipment at a time.

## Rare Items

1. Rare items that are listed on the warband list are common at warband creation.
2. Other rare items cannot be bought until you have fought at least one battle.

### Rarity Rolls

1. To buy a rare weapon/item, a hero in your warband must pass a rarity roll.
2. Any hero that just fought a battle and was **not** taken *out of action* may search for rare items.
3. Each hero that was not *out of action* has a single rarity roll. This may give your warband multiple rarity rolls after each battle.
4. When searching for rare items, roll 2D6: If the result is equal to, or higher than, the item's rarity, you have found the item and may buy it.

# Close Combat Weapons

<p><b>Hand Weapon</b> <span style="float: right;"><b>5gc / common</b></span></p> <p><b>Fighting with two Hand Weapons:</b> In each close combat phase, a warrior fighting with two Hand Weapons gains an extra attack if (<i>and only if!</i>) his first attack hits.</p> <ul style="list-style-type: none"> <li>Furthermore, warriors fighting with two hand weapons cannot cause critical hits.</li> </ul>	<p><b>Great Weapon</b> <span style="float: right;"><b>10gc / common</b></span></p> <p><b>Strength Bonus (+1):</b> +1 S in all rounds of combat.  <b>Armour Piercing (1):</b> Extra -1 to enemy armour saves.  <b>Two-handed</b></p>
<p><b>Ithilmar Hand Weapon</b> <span style="float: right;"><b>20gc / rare 10+</b></span></p> <p><b>Initiative Bonus (+1):</b> Same as hand weapon but with +1 Initiative in all rounds of combat when determining who strikes first. If fighting with two hand weapons, both must be made of Ithilmar or this has no effect.</p>	<p><b>Ithilmar Great Weapon</b> <span style="float: right;"><b>40gc / rare 10+</b></span></p> <p><b>Initiative Bonus (+1):</b> Same as Great Weapon but with +1 Initiative in all rounds of combat when determining who strikes first.</p>
<p><b>Gromril Hand Weapon</b> <span style="float: right;"><b>30gc / rare 10+</b></span></p> <p><b>Armour Piercing (1):</b> Same as hand weapon but with Extra -1 to enemy armour saves. If fighting with two hand weapons, both must be made of Gromril or this has no effect.</p>	<p><b>Gromril Great Weapon</b> <span style="float: right;"><b>80gc / rare 10+</b></span></p> <p><b>Ignores Armour Saves:</b> Same as Great Weapon but ignores enemy armour saves.</p> <ul style="list-style-type: none"> <li>(Parry saves from shields are armour saves.)</li> </ul>
<p><b>Morning Star</b> <span style="float: right;"><b>10gc / common</b></span></p> <p><b>Charge Bonus: (+1 A):</b> Wielder has +1 Attack on profile the turn he charges.  <b>Strength Bonus (+1):</b> +1 S in first round of combat.</p> <ul style="list-style-type: none"> <li>No effect if warrior is also armed with missile weapons.</li> </ul> <p><b>Unwieldy:</b> Warrior can only use a shield in the other hand while fighting with a morning star.</p>	<p><b>Flail</b> <span style="float: right;"><b>10gc / common</b></span></p> <p><b>Charge Bonus: (+1 A):</b> Wielder has +1 Attack on profile the turn he charges.  <b>Strength Bonus (+2):</b> +2 S in first round of combat.</p> <ul style="list-style-type: none"> <li>No effect if warrior is also armed with missile weapons.</li> </ul> <p><b>Two-handed</b></p>

# Close Combat Weapons

<p><b>Spear</b> <span style="float: right;">5gc / common</span></p> <p><b>Critical Hit Defence (-1 to opponent's rolls):</b> Opponent's rolls on the critical hit chart have an extra -1 modifier when rolling against wielder.</p> <ul style="list-style-type: none"> <li>This modifier only applies vs. critical hits from close combat attacks and has no effect vs. shooting, spells, or prayers.</li> </ul> <p><b>Strike First When Charged:</b> When warrior is charged by an enemy, he may strike first against that enemy, even though chargers normally strike first.</p> <ul style="list-style-type: none"> <li>Wielder cannot use this ability if he is already engaged in close combat or armed with missile weapons.</li> </ul> <p><b>Unwieldy:</b> Warrior can only use a shield in the other hand while fighting with a spear.</p>	<p><b>Halberd</b> <span style="float: right;">10gc / common</span></p> <p><b>Critical Hit Bonus (re-roll 1s):</b> May re-roll natural 1s on the critical hit chart.</p> <p><b>Strength Bonus (+1):</b> +1 S in all rounds of combat.</p> <p><b>Strike First When Charged:</b> When warrior is charged by an enemy, he may strike first against that enemy, even though chargers normally strike first.</p> <ul style="list-style-type: none"> <li>Wielder cannot use this ability if he is already engaged in close combat or armed with missile weapons.</li> </ul> <p><b>Two-handed</b></p>
<p><b>Fighting Claws</b> <span style="float: right;">20gc / rare 8+</span></p> <p><b>Pair of Hand Weapons. Cannot be Separated.</b></p> <ul style="list-style-type: none"> <li><i>(Must be used in pairs.)</i></li> <li><i>(Takes up two weapons slots.)</i></li> </ul> <p><b>Deflection Save: (6+):</b> Warriors fighting with Two Fighting Claws gain a 6+ armour save vs. close combat attacks that can be negated and combined with other armour as normal.</p> <p><b>Climb Bonus (+1 I):</b> Warriors armed with Two Fighting Claws have +1 Initiative on all climb tests.</p> <p><b>Proficiency (Different):</b> Fighting Claws are a separate weapon proficiency from normal Hand Weapons.</p> <p><b>Modifiers: Hand Weapons:</b> Any skill or modifier that would affect Hand Weapons will affect Fighting Claws.</p>	

# Shooting Weapons

<p><b>Sling</b> <span style="float: right;">5gc / common</span></p> <p>Range: 18" <span style="margin-left: 150px;">Strength: 2</span></p> <p><b>Quick to Fire:</b> No -1 BS for Moving and Shooting.  <b>Cannot be poisoned</b>  <b>Two-handed</b></p>	<p><b>Short Bow</b> <span style="float: right;">5gc / common</span></p> <p>Range: 18" <span style="margin-left: 150px;">Strength: 3</span></p> <p><b>Two-handed</b></p>
<p><b>Bow</b> <span style="float: right;">5gc / common</span></p> <p>Range: 24" <span style="margin-left: 150px;">Strength: 3</span></p> <p><b>Two-handed</b></p>	<p><b>Long Bow</b> <span style="float: right;">10gc / common</span></p> <p>Range: 30" <span style="margin-left: 150px;">Strength: 3</span></p> <p><b>Two-handed</b></p>
<p><b>Crossbow</b> <span style="float: right;">20gc / common</span></p> <p>Range: 30" <span style="margin-left: 150px;">Strength: 4</span></p> <p><b>Move or Fire</b>  <b>Two-handed</b></p>	<p><b>Throwing Stars / Knives</b> <span style="float: right;">5gc / rare 6+</span></p> <p>Range: 6" <span style="margin-left: 150px;">Strength: 2</span></p> <p><b>Assault:</b> May be fired the same turn wielder made a running move with -1 to hit for moving as normal.  <b>Multiple Shots x2:</b> May shoot twice at the same target with an extra -1 to hit on both shots.</p>
<p><b>Throwing Axes</b> <span style="float: right;">10gc / rare 7+</span></p> <p>Range: 6" <span style="margin-left: 150px;">Strength: 4</span></p> <p><b>Assault:</b> May be fired the same turn wielder made a running move with -1 to hit for moving as normal.  <b>Critical Hit Strength Bonus (+1S):</b> Additional +1 Strength on critical hits.</p>	<p><b>Gromril Throwing Axes</b> <span style="float: right;">30gc / rare 11+</span></p> <p><b>Armour Piercing (1):</b> Same as Throwing Axes but with Extra -1 to enemy armour saves.</p>

# Shooting Weapons

## Blowpipe

10gc /  
rare 8+

Range: 12"

Strength: 1

**Multiple Shots x3:** May shoot three times at the same target with an extra -1 to hit on all shots.

**Poisonous:** Hits from a Blowpipe may re-roll natural 1s to wound unless the target is immune to poison.

**Critical Hit Bonus (if *hidden*):** If shooter was *hidden* at the start of this shooting phase, Blowpipe causes critical hits on natural 5-6 to hit.

- No effect against enemies that warrior would only hit on rolls of 6.
- (*Shooting a missile weapon automatically un-hides a warrior.*)

## Crossbow Pistol

15gc /  
rare 9+

Range: 6"

Strength: 3

**Quick to Fire:** No -1 BS for Moving and Shooting.

**Assault:** May be fired the same turn wielder made a running move.

**Multiple Shots x2:** Warriors armed with two pistols of the same kind may shoot twice at the same target with -1 to hit on both shots.

**Modifiers: Pistol:** Any skill or modifier that would affect pistols will affect a Crossbow Pistol.

## Javelins

10gc /  
rare 7+

Range: 12"

Strength: 3

**Quick to Fire:** No -1 BS for Moving and Shooting.

## Ithilmar Javelins

25gc /  
rare 11+

**Lightweight:** Same as Javelins but Ignore the -1 to hit for shooting a full 3" or more up.

# Blackpowder Weapons

## Blackpowder Weapons

- Cannot be poisoned.
- Misfire whenever they roll a natural 1 to hit.
- Pistols are solely missile weapons and cannot be used in close combat.

## Long Rifle

60gc /  
rare 11+

Range: 36"

Strength: 5

**Critical Hit Strength Bonus (+1S):** Additional +1 Strength on critical hits.

**Armour Piercing (1):** Extra -1 to enemy armour saves.

**Mastercrafted:** May re-roll natural 1s on the critical hit and misfire charts.

**Move or Fire  
Two-handed**

# Blackpowder Weapons

<p><b>Pistol</b> <span style="float: right;">15gc / rare 8+</span></p> <p style="text-align: center;">Range: 6" <span style="margin-left: 100px;">Strength: 4</span></p> <p><b>Armour Piercing (1):</b> Extra -1 to enemy armour saves.</p> <p><b>Assault:</b> May be fired the same turn wielder made a running move with -1 to hit for moving as normal.</p> <p><b>Multiple Shots x2:</b> Warriors armed with two pistols of the same kind may shoot twice at the same target with -1 to hit on both shots.</p>	<p><b>Handgun</b> <span style="float: right;">30gc / rare 8+</span></p> <p style="text-align: center;">Range: 24" <span style="margin-left: 100px;">Strength: 5</span></p> <p><b>Armour Piercing (1):</b> Extra -1 to enemy armour saves.</p> <p><b>Move or Fire</b></p> <p><b>Two-handed</b></p>
<p><b>Mastercrafted Pistol</b> <span style="float: right;">30gc / rare 10+</span></p> <p><b>Mastercrafted:</b> Same as pistol but may re-roll natural 1s on the critical hit and misfire charts.</p>	<p><b>Mastercrafted Handgun</b> <span style="float: right;">45gc / rare 10+</span></p> <p><b>Mastercrafted:</b> Same as handgun but may re-roll natural 1s on the critical hit and misfire charts.</p>
<p><b>Blunderbuss</b> <span style="float: right;">25gc / rare 8+</span></p> <p style="text-align: center;">Range: Flame Template <span style="margin-left: 100px;">Strength: 3</span></p> <p><b>Assault:</b> May be fired the same turn wielder made a running move.</p> <p><b>Grapeshot:</b> May fire only once per battle.</p> <p><b>Shrapnel:</b> May fire into friendly warriors.</p> <p><b>Two Handed</b></p>	<p><b>Blunderbuss Rules</b></p> <ul style="list-style-type: none"> <li>• Blunderbusses always hit their target; they require no rolls to hit and never misfire.</li> <li>• Blunderbusses follow the normal rules for targeting missile weapons.</li> <li>• <i>(I.e. Must target the closest enemy unless firing from a position elevated 2" or more above ground and with no visible enemies within 3" of shooter.)</i></li> <li>• The Blunderbuss can be fired upwards or downwards. Assume that the template is 1" high.</li> <li>• Any warriors under, or partially under, the template take a Strength 3 hit.</li> </ul>

# Armour

<p><b>Light Armour</b> <span style="float: right;"><b>10gc / common</b></span></p> <p>Save: 6+</p>	<p><b>Shield</b> <span style="float: right;"><b>5gc / common</b></span></p> <p>Save: 6+</p>
<p><b>Heavy Armour</b> <span style="float: right;"><b>25gc / common</b></span></p> <p>Save: 5+</p> <p><b>Initiative Penalty (-1):</b> Wearer suffers -1 Initiative that also applies when Climbing, Jumping, Charging enemies out of Line-of-Sight etc.</p>	<p><b>Weapon Choice:</b> A Shield requires one hand to use and counts as one weapon for determining how many weapons a warrior can carry.</p> <p><b>Parry Save: Close:</b> During turns where warrior is fighting in close combat with a hand weapon and a shield, his save from shield is increased to 5+ against all types of attacks. (<i>I.e. also vs. Blunderbuss, spells, prayers etc.</i>)</p> <p><b>Parry Save: Ranged:</b> If a warrior is armed <i>only</i> with a single hand weapon and a shield, his save from shield is increased to 5+ against all types of attacks, even while he is not engaged in close combat.</p>
<p><b>Ilthilmar Heavy Armour</b> <span style="float: right;"><b>50gc / rare 10+</b></span></p> <p><b>Lightweight:</b> Same as heavy armour but with no initiative penalty.</p>	<p><b>Parry Saves are Armour Saves:</b> They can be combined with other armour as normal.</p> <p><b>Parry Saves Cannot be Negated:</b> Parry saves are not negated by the strength of the attacker, or by armour piercing effect: If a warrior is eligible for a parry save, his armour save cannot be negated beyond 6+.</p> <ul style="list-style-type: none"> <li>(<i>However, attacks that completely ignore armour saves will ignore parry saves.</i>)</li> </ul>
<p><b>Gromril Heavy Armour</b> <span style="float: right;"><b>75gc / rare 11+</b></span></p> <p><b>Unbreakable:</b> Same as heavy armour but wearer's armour save cannot be negated beyond 6+. (<i>No effect vs. attacks that ignore armour saves.</i>)</p>	<p><b>Missile Weapons:</b> Warriors also armed with missile weapons only benefit from Shields in close combat.</p> <p><b>Assault Weapons:</b> Warriors also armed with weapons with the <i>assault</i> rule do not benefit from shields at all.</p>

# Special Equipment

## **Power Scroll** 15gc rare 8+

*A power scroll is a scroll bound with arcane powers and mystical runes that disappear from the papyrus when read aloud. Wizards prize these scrolls as invaluable aids for focusing the mind during spellcasting.*

**Effect:** Can only be carried by Wizards. Wizard gains 1 extra power dice for a spellcasting roll of his choice. Then scroll is lost. One use only.

## **Dispel Scroll** 10gc rare 9+

*Protective and warding runes are inscribed on this scroll and can - sometimes! - be used to nullify evil spells.*

**Effect:** Can only be carried by Wizards or Priests. At any time, during his own turn, this warrior can end one *remains in play* spell that is currently active on a D6 roll of 4+. Does not require *line-of-sight*. Scroll is used up, even if the roll fails. One use only.

## **Mercurial Shot** 5gc rare 8+

*A specialty of Nuln, these shots of molten mercury explode with hot metallic vapours when they hit their unfortunate targets.*

**Effect:** One shot fired from a handgun or long rifle is *flaming*. If the target is successfully wounded, it immediately takes another strength 4 hit with armour saves as normal. Mercurial Shot is used up even if it misses, and if it misfires it has an extra -1 on the misfire chart. One use only.

## **Mandrake Root** 5gc rare 8+

*This man-shaped root grows in the rotting swamps of Sylvania. It is a noxious plant which is highly addictive and slowly kills its users.*

**Drug - Effect:** Warrior gains +1 Toughness but suffers -2 Wounds next game if he is taken *out of action* this battle. One use only.

## **Poison Vial** 5gc rare 5+

*The use of poison is almost universally abhorred, but in ruthless and brutal battles fought in, warriors often resort to the use of envenomed blades.*

**Effect:** Warrior can poison up to 2 of his hand weapons, or up to 1 other weapon this battle. **May be given to henchmen.** One use only.

## **Antidote** 5gc rare 5+

*Antidotes can take many forms from the fabled Tears of Shallaya, to water from blessed springs of the River Talabec. Some imperial scholars also claim that the body can produce its own antidotes by exposing itself to small doses of poison, but this is mere speculation.*

**Effect:** Warrior is Immune to Poison this battle. **May be given to henchmen.** One use only.

## **Crimson Shade** 5gc rare 7+

*Crimson Shade is the name given by Old Worlders to the leaves of the blood oak of Estalia. It is an extremely addictive drug, but grants its users inhuman quickness and strength.*

**Drug - Effect:** Warrior gains +3 Initiative but suffers -2 Wounds next game if he is taken *out of action* this battle. One use only.

## **Madcap Mushrooms** 5gc rare 8+

*The feared Norse reavers and cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves into a frenzied state.*

**Drug - Effect:** Warrior is Immune to fear and hates all enemies but suffers -2 Wounds next game if he is taken *out of action* this battle. One use only.

- Note that Mushrooms do not make warrior Immune to panic.



# Special Equipment

## Cathayan Silk Sash 10gc rare 8+

*Some rich warband leaders like to flaunt their wealth and purchase sashes or cloaks made out of silk from distant Cathay. Silk is the most expensive fabric in the known world, and wearing silk is a sure way to attract attention.*

**Can only be worn by humans or elves.**

**Effect:** Wearer has +1 to rarity rolls.

**Fragile:** If owner is taken *out of action*, sash is immediately lost.

## Snare Trap 5gc rare 6+

*Traps used to down wolves, bear or beastmen are used by woodsmen all over the empire.*

**Can only be carried by humans or dwarfs.**

**Place Trap:** Trap can be planted at the end of any of your own turns where owner was not in close combat, and did not run, shoot, or (*attempt to*) charge or cast a spell. (*I.e. where he only made a normal move or no move at all.*)

**Effect:** Place a trap marker. The first enemy that moves within 1" of the trap takes 1 automatic Strength 4 hit with armour saves as normal.

- Animals take 1 Strength 5 hit instead.
- If trap takes an enemy *out of action*, owner will gain experience.
- Even if the trap was not triggered during the battle, it is still lost. One use only.

## Shackles 15gc rare 6+

*Slavers and witch hunters carry elaborate shackles and fetters that they use in the capture and torture of the numerous heretics that seem to constantly cross their path...*

**Effect:** The next enemy hero that rolls *Dead* for his campaign injuries becomes *Captured* by your warband instead. Then shackles are lost.

**Fragile:** If owner is taken *out of action*, shackles are immediately lost.

## Side Effects of Drugs

Most drugs cause a warrior to suffer -2 wounds next game if he went *out of action* this battle.

- This will never reduce a warrior's starting wounds below 1.

## Healing Herbs 35gc rare 8+

*Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded.*

**Drug - Effect:** At the start of each of your own turns, warrior may regain 1 lost wound if he is not in close combat. If he does, he suffers -2 Wounds next game if he is taken *out of action* this battle. One use only.

## Caltrops 5gc rare 7+

*Caltrops are four-sided spikes used for making ground hard to cover. They always land with a pointy spike sticking up and are thus handy for preventing pursuers from catching up.*

**Can only be carried by heroes with access to Speed skills.**

**Effect:** If owner is charged while he is *fleeing* he may use caltrops: All enemies that charged owner this turn must pass an initiative test or fail their charge. No effect vs. flying chargers. One use only.

## Trollblood Vial 20gc rare 10+

*A vial of blood from the foul river trolls that infest the lands of the empire is sometimes offered up for sale. Some brave warriors gut down troll blood before a battle, gaining a flicker of these beasts' mighty regenerative powers*

**Drug - Effect:** Warrior has Regeneration (5+) this battle but suffers -2 Wounds next game if he is taken *out of action* this battle. One use only.

# Special Equipment

## Rules for Special Bolts

- All special bolts last for the entire campaign.
- A warrior can only carry one type of special bolts at a time.
- Special bolts can only be used with normal Crossbows.  
*(No Crossbow Pistols or other types of crossbows. Special bolts may be used with Artefact Crossbows as normal.)*

## Gromril Bolts 15gc rare 9+

*A Dwarven master smith will sometimes forge a quiver of crossbow bolts from the prized meteoric metal known as gromril. Though only small quantities of the metal are used, the bolts are never the less extremely potent.*

**Effect:** Warrior's shots with crossbow are armour piercing (1).

## Tilean Bolts 15gc rare 10+

*In the lands of Tilea, the art of crossbow warfare as been perfected to a degree unknown within the empire. Tilean crossbow bolts are a wonder to behold and much craved by any crossbow marksman worth his salt.*

**Effect:** Warrior's shots with crossbow ignore the -1 to hit for shooting 3" or more upwards.

## Serrated Bolts 20gc rare 10+

*Serrated or jagged bolts are a particularly sadistic invention, originally hailing from the province of Middenland and used to down beastmen.*

**Effect:** Warrior's shots with crossbow have -6" range and -1 to hit, but causes critical hits on natural 5-6 to hit.

*(Unless he would only hit his target on a 6, in which case he cannot cause critical hits.)*

## Rules for Special Arrows

- All special arrows last for the entire campaign.
- A warrior can only carry one type of special arrows at a time.
- Special arrows can be used with any kind of bow.

## Hunting Arrows 30gc rare 8+

*The best hunting arrows are made by the hunters of the Drakwald Forest in Middenheim and the hunters of the Forest of Shadows in Ostland. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure an animal with a single arrow.*

**Effect:** Warrior's shots with bows of any kind have an additional +1 Strength vs. animals and monsters.

## Flaming Arrows 15gc rare 7+

*Standard arrows clothed in oil and cloth can effectively be used for night fighting, or to scare off animals and monsters.*

**Effect:** Warrior's shots with bows of any kind have -1 to hit and are *flaming*.

- Flaming arrows cannot be poisoned.
- **May be given to henchmen.**

## Bodkin Arrows 20gc rare 9+

*A bodkin arrow has an elongated pyramid-shaped arrowhead made of hardened steel and designed specifically to penetrate armour.*

**Effect:** Warrior's shots with bows of any kind are armour piercing (1).

**May be given to henchmen.**

# Special Equipment

## Rules for Special Blackpowder

- All special blackpowder lasts for the entire campaign.
- A warrior can only carry one type of special blackpowder at a time.

### Superior Blackpowder 45gc rare 10+

*The warrior has acquired a better quality of blackpowder than is normally available, be it from Araby, Estalia, or from the great gunsmiths of Nuln.*

**Effect:** Warrior's shots with Blunderbuss, Handgun or Long Rifle have +1 Strength. However, hits from misfires against shooter himself also have +1 Strength.

### Sulphuric Blackpowder 35gc rare 9+

*From the iron-willed chaos dwarves of the Darklands comes an especially infernal type of gunpowder that emits clouds of bright reds and yellows when fired, and leave a lingering chemical stench that deteriorates the nerves.*

**Effect:** Warrior's shots with Blunderbuss are flaming and warriors, both friendly and hostile, that are reduced to 1 wound from warrior's shots with Blunderbuss must take two panic tests instead of the normal one.

### Cathayan Blackpowder 30gc rare 8+

*From the fabled lands of Cathay comes a make of blackpowder that has a tendency to explode with a bellowing roar and emit sparks in all directions.*

**Effect:** Warriors that are successfully wounded by this warrior's shots with Pistol(s), Handgun or Long Rifle suffer -1 Ld for the rest of the battle. (This can decrease a warrior's Ld multiple times.) No effect against warriors immune to fear. Hits from misfires against shooter himself also cause him to suffer -1 Ld for the rest of the battle.

### Thunderer Blackpowder 30gc rare 9+

*From the dwarves of the World's Edge mountains comes a heavier type of blackpowder that creates a small shockwave upon explosion.*

**Effect:** Enemies wounded by warrior's shots with Handgun are knocked D3" directly away from warrior. (Knockback: See special rules.) However, hits from misfires against shooter himself also cause the shooter to be knocked D3" directly away from the target he was shooting at. (Note that this blackpowder can only be used with Handguns and not Long Rifles.)

### Forbidden Tome 50gc rare 11+

*Sometimes books of forbidden lore are offered for sale in the markets and dark alleys. They are extremely rare, and also illegal.*

**Effect:** Can only be carried by Wizards. This wizard always knows 1 extra spell from his lore. Randomly determine the spell at the start of each battle, re-rolling any spells that the wizard already knows.

### Holy Tome 60gc rare 11+

*Books of prayers and descriptions of the holy deeds of religious heroes like Sigmar Heldenhammer are copied by hand in the scriptoriums of Sigmar and Ulric.*

**Effect:** Can only be carried by Priests. The priest may re-roll his leadership test to see if he generates power dice that turn. Cannot be used while in close combat.

### Halfling Cookbook 100gc rare 10+

*All Halfling chefs have their own secret recipes, and these are recorded in tomes handwritten in Mootland, the home country of the Halflings. Food prepared according to these recipes will strengthen and build up its eater.*

**Effect:** Owner has +1 Wound. Cannot be used by Undead and Daemons.

# Special Equipment

## Rope & Hook 5gc common

*A warrior using a rope and hook will find it much easier to scale surfaces. For this reason, ropes are ubiquitous amongst badlanders, boatswains and mountaineers of all races.*

**Effect:** Warrior rolls 2D6 for climb tests and picks either. **May be given to henchmen.**

## Lantern 5gc common

*A lantern can sometimes be an invaluable aid in exposing what lurks in the darkest of places, though lanterns also tend to give away the bearer's own position.*

**Cannot be carried by Daemons, Undead, Skaven, Halflings, or Elves.**

**Effect:** Warrior adds +3" to the distance he spots *hidden* enemies, and cannot *hide* himself. The warrior carrying the lantern also loses 'Stealth' if he has it.

**May be given to henchmen.**

## Elven Cloak 75gc rare 10+

*Made from the hair of Elven maidens and interwoven with living tree leaves, an Elven cloak is a wonder to behold. A warrior wearing such a cloak will blend into the shadows, making it very difficult to shoot at them with missile weapons. Elven cloaks rarely come up for sale, but are sometimes recovered from dead warriors or offered by Elves as rewards to men who have served them in some way.*

**Effect:** Wearer gains *stealth* as if he has the speed skill of the same name.

## Leather Satchel 10gc common

*Small bags fashioned from leather and worn at the waist can help a warrior to carry extra weapons on the fly.*

**Effect:** Warrior can carry four weapons, rather than the normal three.

## Telescope 40gc rare 10+

*Common to the engineers in the gunnery schools of Nuln, telescopes are useful, if very rare. The keen view offered by these instruments gives a good awareness of a warrior's surroundings.*

**Can only be carried by heroes with access to Academic skills.**

**Effect:** Warrior has +6" range to all shots with handgun or long rifle, and causes critical hits with these weapons on natural 5-6 to hit. (*Unless he would only hit his target on a 6, in which case he cannot cause critical hits.*)

## Banner 15gc rare 7+

*Banners and standards of every kind are used by almost all the roaming bands that flock to Mordheim as they are instrumental to grouping and reforming in the field.*

**Limitation:** Wielder cannot *hide* and loses 'Stealth' if he has it. He cannot shoot missile weapons that have the 'Two Handed' rule, and he can only fight with a single hand weapon and nothing in the other hand while in close combat.

**Cannot be Stored:** Banners cannot be stored in your warband's stash. Your men are simply too proud to leave the banner at home!

**Effect:** Members of the warband that are within 18" of wielder may re-roll failed panic and rally tests. This also affects wielder.

- This requires line-of-sight and does not affect animals.

## Rosary 25gc rare 9+

*Small beads fashioned from ivory, glass or wood and strung on a string can be used by priests and holy men to remember their sacred rites on the field of battle.*

**Effect:** Can only be carried by Priests. If wielder is not in close combat at the start of his own turn, he has +1 to all Leadership tests to determine whether he generates power dice. (*Leadership cannot be higher than 10.*)

# Special Equipment

## Poison Wind Globe 10gc rare 9+

*Though no human merchant knows from whence they come, these mysterious dark-green orbs are sometimes offered up for sale. Though extremely fragile and unreliable, they also (sometimes!) release a lethal poison cloud.*

**Weapons Choice:** A Poison Wind Globe counts as 1 weapon for the purposes of determining how many weapons a warrior can carry. It is treated as a missile weapon that can only be fired a single time, and which has the following rules:

**Range: 6"**

**Strength: -**

**Assault:** May be fired the same turn wielder made a running move with -1 to hit for moving as normal.

**Wound on 4+ (with 2" radius):** If the Globe hits its target, it automatically wounds the target and anyone within 2" of the target, on a roll of 4+. (*Roll to hit individually*). Ignores armour saves. Also affects friendly warriors.

**Misfire:** If a natural 1 is rolled to hit, the globe detonates where shooter is standing. (*Wounding himself and anyone within 2" of him on a roll of 4+. Roll to hit individually.*)

**Fizzle:** If the globe does not hit its target (*and does not roll a natural 1 to hit*) if fails to go off.

**Poisonous:** Warriors that are immune to poison take no damage from Poison Wind Globes.

**One use only:** Even if the globe fails to go off it is still lost.

### Compass Re-deployment

A warrior that is re-deployed in his deployment zone because of a compass, is treated as if he rallied that turn:

- May move/run, hide and cast spells/prayers as normal.
- **Cannot** charge or shoot.
- If he is a wizard or priest, he **does not** generate power dice the turn he rallied.

## Nordland Net 5gc rare 6+

*Though all hunters and fishers of the Empire craft nets from time to time, all agree that the finest and most sturdy nets are the ones produced by the fishermen of the coastal province of Nordland.*

**Weapons Choice:** A Nordland Net counts as 1 weapon for the purposes of determining how many weapons a warrior can carry. It is treated as a missile weapon that can only be fired a single time, and which has the following rules:

**Range: 6"**

**Strength: -**

**Can only be carried by humans.**

**Assault:** May be fired the same turn wielder made a running move with -1 to hit for moving as normal.

**Entangle (Animals, Halflings):** An Animal or Halfling that is hit by a net must pass two strength tests. If it fails either (or both), it cannot shoot, move, run, or charge its next turn, though it may defend itself in close combat as normal.

**Targeting:** May target *fleeing* enemies.

**One use only:** Even if the net misses it is still lost.

## Compass 10gc rare 9+

*A warrior using a compass will find it much easier to navigate the infernal maze that is the dread ruins of Mordheim.*

**Can only be carried by heroes with access to Academic skills.**

**Effect:** When warrior is *fleeing*, he may choose to flee towards the nearest table edge, rather than towards his deployment zone.

- If he reaches the table edge, he is re-deployed in his deployment zone at the start of his next turn.

**Fragile:** If owner is taken *out of action*, compass is immediately lost.

# Special Equipment

**Incense Censer**                      15gc      rare 8+

*A power scroll is a scroll bound with arcane powers and mystical runes that disappear from the papyrus when read aloud. Wizards prize these scrolls as invaluable aids for focusing the mind during spellcasting.*

**Effect:** Can only be carried by Wizards. Wizard gains 1 extra power dice for a spellcasting roll of his choice. Then scroll is lost. One use only.

**Bagpipe**    5gc      rare 5+

*The use of poison is almost universally abhorred, but in ruthless and brutal battles fought in, warriors often resort to the use of envenomed blades.*

**Effect:** Warrior can poison up to 2 of his hand weapons, or up to 1 other weapon this battle.

**May be given to henchmen.** One use only.