



Life and death in Mordbeim is decided by the quantity and quality of the weapons a warrior carries. This section describes the different weapons and other equipment such as armour and shields.

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Hand to Hand Combat Weapons

UNARMED

The truly desperate, who don't even own a knife, have to fight with their bare hands. Needless to say, their chances of survival are comparable to Halflings going without food for eight hours!

NOTE. The following rule only applies to warriors who have lost their weapons. Creatures such as Zombies, animals, etc, ignore these rules. Warriors using their fists can only ever make 1 attack.

Range. Close Combat; **Strength.** As user -1; **Special Rule.** +1 Enemy armour save

SPECIAL RULE

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

AXE

The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes have a heavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder. Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.

Range. Close Combat; **Strength.** As user; **Special Rule.** Cutting edge

SPECIAL RULE

Cutting edge. An axe has an extra save modifier of -1, so a model with Strength 4 using an axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.





THE ARMOURY



BALL AND CHAIN

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range. Close Combat; **Strength.** As User +2; **Special Rules.** Incredible Force, Random, Two-handed, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force. Because the Ball and Chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random. The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does.

D6 RESULT

1 The model trips and strangles himself with the chain. The model is taken out of action. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6. 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back. If the Ball and Chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next Movement phase. Opponents wishing to attack a Ball and Chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The Ball and Chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken out of action. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for





Animosity.

Cumbersome. Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy. The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken out of action. If the model was actually taken out of action normally, just roll once for Injury – there is no need to make a second roll.

BEASTLASH

Dark Elf Beastmasters make good use of their whips to goad their bounds and creatures into combat.

Range. Close Combat; **Strength.** As user -1; **Special Rules.** Beastbane, Reach

SPECIAL RULES

Beastbane. The Beastmaster wielding a Beastlash causes Fear in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

Reach. A Beastlash may attack opponents up to 4" away

BRASS KNUCKLES

The weapon of choice for the common brawler, and the specialist killer. Brass knuckles can be discreetly hidden up a sleeve, in a pocket, or even disguised as a series of rings.

Range. Close Combat; **Strength.** As User +1; **Special Rules.** Pair

SPECIAL RULES

Pair. Brass Knuckles are traditionally used in pairs, one in each hand. A warrior armed with Brass Knuckles gets an additional attack.

Discreet. Brass Knuckles can be so subtle that a warrior may hide them in plain sight. Because of this they may never be lost or confiscated should a warrior be arrested or his equipment stolen.





BOAT HOOK

These are normally used to pull in ropes or other objects from the water, but their long reach and wicked metal catches makes them also useful in combat.

Range. Close Combat; **Strength.** As User -1; **Special Rules.** Strike First, Two-handed

SPECIAL RULES

Strike First. Two Handed. Boat Hooks are used in Close Combat. They allow the user to Strike First in the first round of any close combat, no matter which model charged, but require both hands to use. Models using a Boat Hook in combat cannot use any other weapons, or gain benefit from a shield or buckler, while in close combat.

BOSS POLE

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end.

Range. Close Combat; **Strength.** As User; **Special Rules.** Strike First, Cavalry bonus, Boss Pole

SPECIAL RULES

Strike First. A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus. If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Boss Pole. The Boss Pole allows the hero and any Goblin henchmen within 6" to ignore animosity.





BRAZIER IRON

The brazier iron is a weapon commonly used by witch hunters. It consists of a long heft topped by an iron cup filled with burning hot coals. In combat, the weapon takes on an eldritch quality as the burning embers sear the air as it is swung, opponents are sent reeling in flaming agony as they are set on fire.

Range. Close Combat; **Strength.** As User +1; **Special Rules.** Two-handed, Fire

SPECIAL RULES

Two-handed. As a brazier requires two hands to use, a model using a brazier may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armor save against shooting.

Fire. Whenever you score a successful hit with the brazier staff roll a D6. If you roll a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

CAT O' NINE TAILS

Order is often maintained aboard the ship with the threat of the lash. In battle the long barbed whip of the Cat is also seen, but this time dealing out punishment to the enemy!

Range. 4"; **Strength.** As User; **Special Rules.** Cannot be parried, +1 enemy armour save, Reach

SPECIAL RULES

Cannot be parried. The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Reach. A Cat O' Nine Tails may attack opponents up to 4" away





CENSER

The censer is an hollow spiked metal ball attached to a long chain and is swung like a flail. A plague-infested shard of warpstone burns inside the ball and emits pestilential fumes that nauseate the opponents and may turn the wielder of the censer into a difficult target to shoot at.

Range. Close combat; **Strength.** +2; **Special Rules.** Heavy, Two-Handed, Fog of Death

SPECIAL RULES

Heavy. The +2 Strength bonus applies only to the first turn of hand-to-hand combat.
Two-handed. A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Fog of Death. A model hit by the censer must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. Also the model wielding the censer must take the test and will suffer a wound with a result of 6. Models of undead and possessed are immune to the fog of death and do not take the test. If the model wielding the censer also has the fog-enhancing warpstone shards, he becomes a difficult target to shoot at, and models targeting him with missile weapons suffer a -1 penalty to hit.

CLAW OF THE OLD ONES

This is a very ancient weapon made from a strange metal that is impervious to age and corrosion. The powers of this artefact can only be unleashed through a ritual known only to a handful of Amazons. The blade of this weapon glows white hot and can cut through armour as if it were paper.

Range. Close Combat; **Strength.** +1; **Special Rules.** No save, parry

SPECIAL RULES

No save. The blade of the Claw can literally cut through anything. A warrior wounded by a Claw receives no armour save whatsoever.





DAGGER

Daggers and knives are extremely common, and men are allowed to carry them in enclaves where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger in his back.

Range. Close Combat; **Strength.** As user; **Special Rule.** +1 Enemy armour save

SPECIAL RULE

+1 Enemy armour save. Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

DARK ELF BLADE

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent.

Range. Close Combat; **Strength.** As user; **Special Rules.** Critical Damage, Wicked Edge, Upgrade

SPECIAL RULES

Critical Damage. Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge. Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a Stunned result.

Upgrade. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).





DISEASE DAGGER

This dagger is permanently covered with a disgusting and toxic layer of green ooze that may infect those that are hit with terrible diseases.

Range. Close combat; **Strength.** As User; **Special Rules.** +1 Armour Save, Infecting

SPECIAL RULES

+1 Armour Save. A model wounded by a dagger has a +1 Armour Save bonus, or an Armour Save of 6+ if he has no armour.

Infecting. A natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a +1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6 on the hit rolls are higher.

DOUBLE-HANDED SWORD, HAMMER, AXE, ETC

A blow from a double-handed axe or sword can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Range. Close Combat; **Strength.** As user +2; **Special Rules.** Two-handed, Strike last

SPECIAL RULES

Two-handed. A model armed with a double-handed weapon may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Strike last. Double-handed weapons are so heavy that the model using them always strikes last, even when charging.





DWARF AXE

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range. Close Combat; **Strength.** As User; **Special Rules.** Cutting Edge, Parry

SPECIAL RULES

Cutting Edge. Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry. Dwarf axes offer an excellent balance of defense and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

FIGHTING CLAWS

The martial arts practiced by Clan Esbin employ many unusual weapons. The most famous of these are the Esbin Fighting Claws, sharp metal blades attached to the paws of a Skaven warrior.

Range. Close Combat; **Strength.** As User; **Special rules.** Pair, Climb, Parry, Cumber-
some

SPECIAL RULES

Pair. Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb. A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

Parry. A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome. A model armed with Fighting Claws may not use any other weapons in the entire battle.



FLAIL

The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains. Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.

Range. Close Combat; **Strength.** As user +2; **Special Rules.** Heavy, Two-handed

SPECIAL RULES

Heavy. A flail is extremely tiring to use and thus the +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed. As a flail requires two hands to use, a model using a flail may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

GROMRIL WEAPON

Only a Dwarf Runesmith can forge a weapon from Gromril, a rare meteoric iron. A blade fashioned from this metal will stay keen for a thousand years.

A Gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

HALBERD

The halberd's heavy blade is mounted upon a sturdy shaft of oak or steel and has a point like a spear and a cutting edge like an axe. Since it can be used to chop as well as thrust, it is an adaptable weapon, but is difficult to use inside buildings.

Range. Close Combat; **Strength.** As user +1; **Special Rule.** Two-handed

SPECIAL RULE

Two-handed. A model armed with a halberd may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.



HAMMER, STAFF, MACE OR CLUB

Perhaps the simplest type of weapon, these brutal, bludgeoning instruments range from primitive wooden clubs to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range. Close Combat; **Strength.** As user; **Special Rule.** Concussion

SPECIAL RULE

Concussion. Hammers and other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a hammer, club or mace, a roll of 2-4 is treated as stunned when rolling to see the extent of a model's injuries.

HORSEMAN'S HAMMER

This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman's hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range. Close Combat; **Strength.** As user +1; **Special Rules.** Two-Handed, Cavalry Charge

SPECIAL RULES

Two-handed. A model armed with a horseman's hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Cavalry Charge. A model armed with a horseman's hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman's hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

ITHILMAR WEAPON

Elven blades are forged from priceless Ithilmar, an extremely light but strong metal, found only in the fabled Elven kingdoms. A few of these weapons are occasionally found in the Old World and these are normally spoils of war, taken by the Norse raiders who pillage the coastal settlements of the Elves.

An Ithilmar weapon gives its user +1 Initiative in hand-to-hand combat, and costs three times the price of a normal weapon of its kind. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section.



LANCE

Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.

Range. Close Combat; **Strength.** As user +2; **Special Rules.** Cavalry weapon/bonus

SPECIAL RULES

Cavalry weapon. A warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.

Cavalry bonus. If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

MAIN GAUCHE

A main gauche is a dagger with a large hand guard, often used in conjunction with a rapier or other sword. Popular among duellists and petty nobles, the main gauche is sometimes seen as a “foppish” weapon, but in reality it provides the wielder the ability to be strong both in attack and defense.

Range. Close Combat; **Strength.** As User; **Special Rules.** Parry, +1 Enemy Armour Save

SPECIAL RULES

Parry. Like swords, a Main Gauche can parry.



MORNING STAR

A morning star consists of a wooden or steel shaft with heavy chains that have spiked steel balls attached. It is very destructive and requires great skill to wield effectively.

Range. Close Combat; **Strength.** As user +1; **Special Rules.** Heavy, Difficult to use

SPECIAL RULES

Heavy. The morning star is extremely tiring to use, so its +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use. A model with a morning star may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

POISONED DAGGERS

The weapon of choice for an self respective sneaky git! A pair of daggers which are coated it Death Cap Mushroom juice.

Range. Close Combat; **Strength.** As user; **Special Rule.** +1 Enemy armour save, Poisoned, Pair

SPECIAL RULE

+1 Enemy armour save. Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Poisoned. A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.

Pair. Poisoned Daggers are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.





RAPIER

The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range. Close Combat; **Strength.** As user -1; **Special Rules.** Parry, Barrage, Armour Save

SPECIAL RULES

Parry. Like all swords, you may use a rapier to parry in hand to hand combat. When your opponent scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage. A warrior armed with a rapier rolls to hit and wound as normal. However, if you manage to hit your opponent but fail to wound, you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Armour Save. Because a rapier is a very light sword that lacks the thick armour breaking blade of the broadsword, armour saves are made at +1

SCYTHE

Scythes are normally implements used in the fields by farmers. It is rare to see them wielded as weapons of warfare. However, the scythe also carries with it an image of death. It is the symbol of the Grim Reaper, the representation of famine and starvation and disease through the lack of harvested food. Priests of Morr, when they need to, may carry a Scythe as a weapon.

Range. Close Combat; **Strength.** As User +1; **Special Rules.** Difficult to use, Two-Handed

SPECIAL RULES

Difficult to Use. A model with a scythe may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

Two-handed. A model armed with a scythe may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.





SIGMARITE WARHAMMER

One of the traditional weapons of the Sisterhood, the warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

Range. Close Combat; **Strength.** As User +1; **Special Rules.** Concussion, Holy Weapon

SPECIAL RULES

Concussion. Warhammers are excellent at striking people senseless. When using a warhammer in close combat a roll of 2-4 is treated as stunned when rolling on the Injury chart.

Holy Weapon. The High Matriarch herself blesses each warhammer before it is handed to the Sisters. The warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

SPEAR

Spears range from sharpened sticks used by Goblins to the impressive cavalry spears typical of the Elves.

Range. Close Combat; **Strength.** As user; **Special Rules.** Strike first, Unwieldy, Cavalry bonus

SPECIAL RULES

Strike first. A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy. A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry bonus. If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.



SQUIG PRODDER

This item is a long pole with a trio of spikes at the end. Goblin Squig herders use it to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once!

Range. Close Combat; **Strength.** As user; **Special Rules.** Strike first, Unwieldy, Cavalry bonus, Prodder

SPECIAL RULES

Strike first. A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy. A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry bonus. If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Prodder. A Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minders special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

STEEL WHIP

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains.

Range. 4"; **Strength.** As User; **Special Rules.** Cannot be parried, Whipcrack, Reach

SPECIAL RULES

Cannot be parried. The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Whipcrack. when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Reach. A Steel Whip may attack opponents up to 4" away

SWORD

The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith, four full feet of gleaming steel, double-edged and razor-sharp. Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!

Range. Close Combat; **Strength.** As user; **Special Rules.** Parry

SPECIAL RULES

Parry. Swords offer an excellent balance of defense and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

SWORD BREAKER

The sword breaker is a specialist weapon wrought by only the most talented sword smiths. Next to the hilt are two prongs concealed within the blade that can be used to trap an opponent's blade, twisting and snapping it with a single, well time movement.

Range. Close combat. **Strength.** As user. **Special Rules.** Parry, Trap Blade

SPECIAL RULES

Parry. The sword breaker allows the wielder to parry the attacks of his opponent's in close combat. When your opponent scores a hit, roll a D6. If you can roll greater than the highest 'to hit' of your opponent, you have parried the attack and the blow is wasted.

Trap Blade. Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

TRIDENT

The Trident as a Pit Fighter weapon originates in Tilea from the ancient days when gladiators, as the Tileans called them, would fight in the massive public arenas. This weapon is similar to a spear and has all of its advantages in length but it has three spear points allowing an adept user to catch blades between them and turn them aside. Traditionally the trident is a weapon that is combined with a net and used by a lightly armoured Pit Fighter against the more heavily armed swordsmen.

Range. 8"; **Strength.** As User; **Special Rules.** Strike First, Parry

SPECIAL RULES

Strike first. A warrior with a spear strikes first in the first turn of hand-to-hand combat. Parry. Like swords, Tridents can parry.

WAR CHAIN

The War Chain is a heavy metal chain up to twelve feet in length often weighted on the end. This is a difficult weapon to use and only after months of practice can a Pit Fighter become adept with this weapon. The War Chain is often used at a distance to entangle a foe so that the wielder may then close with a sword or dagger and finish off the prone foe.

Range. 4"; **Strength.** As User; **Special Rules.** Cannot be parried, Entangle, Reach

SPECIAL RULES

Cannot be parried. The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Entangle. Whenever you hit an opponent on a natural score of a 6 he becomes entangled. Whilst entangled an enemy cannot do anything and can be treated as stunned, in his phase he must make a successful Initiative test to free him or stay down. Roll to wound as normal. As long as the opponent is entangled the chain cannot be used, and the Pit Fighter must use his secondary weapon.

Reach. A War Chain may attack opponents up to 4" away



WEEPING BLADES

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats deadly corrosive venom.

Range. Close Combat; **Strength.** As User; **Special rules.** Pair, Venomous, Parry

Pair. Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous. The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry. Weeping Blades are swords and can be used for parrying.

WHIP

Range. 4"; **Strength.** As User -1; **Special Rules.** Cannot be parried, Whipcrack, Reach, + 1 armour save.

SPECIAL RULES

Cannot Be Parried. The whip is a flexible weapon and the warrior uses it with great expertise. Attempts to parry its strikes are futile. A model attacked by a whip may not make parries with swords or bucklers.

Whipcrack. when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

+1 Enemy Armour Save. An enemy wounded by a whip gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.



Missile Weapons

BELAYING PINS

A typical ship contains hundreds of these short lengths of carved wood. They are set up in racks in convenient places in the ship, around which the running rigging can be secured or belayed. These also make good weapons, and pirates quickly become proficient with hurling them as short-range weapons.

Range. 6"; **Strength.** As User -1; **Special Rules.** Thrown Weapon, +1 Enemy Armour Save.

SPECIAL RULES

Thrown weapon. Models using belaying pins do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.

+1 Enemy Armour Save. Models using Belaying Pins do not suffer any penalties for range, but still suffer a -1 to hit penalty if they use them after moving that turn. They also do not hit very hard, so strike at User Strength -1 and give the target +1 to its armour save (or a 6+ if they have none), exactly as if a bare fist had hit the enemy.

BLOWPIPE

The blowpipe is a short hollow tube, which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, poison can be used to cause searing agony and eventual death. The other advantage is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range. 8"; **Strength.** 1; Save modifier. +1; **Special Rules.** Poison, Stealthy

SPECIAL RULES

Poison. The needles fired by a blowpipe are coated in venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe cannot cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

Stealthy. A Skaven armed with a blowpipe can fire while hidden without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as hidden.



BOLAS

Bolas are a set of three bronze balls on strings tied together. They are thrown similar to a sling and are rotated around the head for speed. The bolas is a hunting weapon and doesn't harm the animal. It immobilizes it and allows the hunter to either subdue it or put it out with his spear.

Range. 16"; **Strength.** 3; **Special Rules.** Dangerous, Entangle, One Shot.

SPECIAL RULES

Dangerous. If the to hit roll is a natural 1, the bolas brains the caster with a S3 hit.

Entangle. A model hit by a bolas isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.

One Shot. The Bolas can only be used once per battle. They are automatically recovered after each battle.

BOW

The bow is carried by most races and used extensively in warfare. It is a compact yet powerful weapon, that is cheap to make and easy to maintain.

Maximum Range. 24"; **Strength.** 3; **Special Rules.** None

CROSSBOW

A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily. Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.

Maximum Range. 30"; **Strength.** 4; **Special Rules.** Move or fire

SPECIAL RULES

Move or fire. You may not move and fire a crossbow on the same turn, other than to pivot on the spot to face your target or to stand up.





CROSSBOW PISTOL

Crossbow pistols are masterpieces made by expert weaponsmiths. They are miniature crossbows with all the power and accuracy of the real thing. As these weapons may be easily concealed, they are the favoured weapons of assassins.

Maximum Range. 10"; **Strength.** 4; **Special Rules.** Shoot in hand-to-hand combat

SPECIAL RULES

Shoot in hand-to-hand combat. A model armed with a crossbow pistol may shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks.

ELF BOW

Elven bows are the finest missile weapons of their kind. Constructed from ithilmar or wood from the Elf forests, with strings woven from the hair of Elf maidens, Elven bows are far superior to any missile weapons made by other races. In the hands of an Elven archer, the Elf bow is a truly potent weapon, its long range and penetrating power making it far superior to any bow made by humans.

Maximum Range. 36"; **Strength.** 3; **Special Rules.** -1 Save modifier

SPECIAL RULE

Save modifier. An Elf bow has a -1 save modifier on armour saves against it.

JAVELINS

Javelins are throwing spears and are used by young Norse warriors who can't afford better weapons and Skink and Forest Goblin hunters.

Range. 8"; **Strength.** As user; **Special Rules.** Thrown Weapon

SPECIAL RULES

Thrown Weapon. The Javelins are thrown weapons and the warriors suffer no penalty for moving and shooting.





LONG BOW

A long bow is made of alternating layers of either yew or elm. A skilled archer can hit a chosen leaf on a tree from three hundred paces with this weapon. Experienced archers due to its great reach and accuracy favor the long bow.

Maximum Range. 30'; **Strength.** 3; **Special Rules.** None

REPEATER CROSSBOW

Repeater crossbows are extremely complex devices, expensive to acquire and difficult to make. While this makes them rare, they certainly have their uses. they can rain a deadly hail of bolts on enemies, and a warrior using one may move quite fast and still fire his weapon.

Maximum Range. 24'; **Strength.** 3; **Special Rules.** Fire twice

SPECIAL RULES

Fire twice. A model armed with a repeater crossbow may choose to fire twice per turn with an extra -1 to hit penalty on both shots.

SHORT BOW

Short bows are small, short-ranged bows that are cheap and require little strength to use. Some cavalry carry a shortened bow which is easier to shoot from horseback than a larger bow. Halflings also use short bows, as they lack the strength and height required to use a long bow.

Maximum Range. 16'; **Strength.** 3; **Special Rules.** None



SLING

Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target. While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find. rocks are everywhere and free!

Maximum Range. 18"; **Strength.** 3; **Special Rules.** Fire twice at half range

SPECIAL RULES

Fire twice at half range. A slinger may fire twice in the shooting phase if he does not move in the movement phase. He cannot shoot over half range (9") though, if he fires twice. If the model fires twice then each shot is at -1 to hit.

SUN GAUNTLET

This, as with all strange arcane Amazon items, is made from an unknown multicoloured metal that is impervious to damage or corrosion. It is covered in strange runes and a bright gemstone is set into the hilt. In many ways this weapon resembles a blackpowder pistol. It can be held in one hand and when pointed at an enemy unleashes a blinding beam of energy like the Sunstaff.

Range. 12"; **Strength.** 4; **Special Rules.** Accurate, no save, hand-to-hand

SPECIAL RULES

Accurate. The Sun Gauntlet does not suffer the usual -1 modifier to hit for long range.

No save. The beam from a Sun Gauntlet can literally cut through anything. A warrior wounded by a Sun Gauntlet receives no armour save whatsoever.

Hand-to-hand. The Sun Gauntlet can be used with another close combat weapon in hand-to-hand combat with Strength 4 and no armour save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.

SUNSTAFF

The Sunstaff is a long tubular stick that is made from a strange multicoloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel. Despite being extremely ancient (Elf Loremasters of the White Tower of Hoeth claim to have found a similar device that they surmise is more than 20,000 years old – older than the Elven race itself!), the wielder of the Sunstaff can discharge a beam of energy akin to the rays of the sun.

Range. 24"; **Strength.** 4; **Special Rules.** Accurate, no save

SPECIAL RULES

Accurate. The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No save. The beam from a Sunstaff can literally cut through anything. A warrior wounded by a Sunstaff receives no armour save whatsoever.

THROWING STAR

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialize in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordheim. Throwing knives are not suitable for close combat, as their balance makes them unwieldy in close quarters.

Range. 6"; **Strength.** As user; **Special Rules.** Thrown weapon

SPECIAL RULES

Thrown weapon. Models using throwing stars or knives do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.



Blackpowder Weapons

BLUNDERBUSS

A blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Range. Special; **Strength.** 3; **Special Rules.** Shot, Fire once

SPECIAL RULES

Shot. When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). A Strength 3 hit automatically hits any and all models in its path.

Fire Once. It takes a very long time to load a blunderbuss so it may only be fired once per battle.

DOUBLE BARRELLED DUELLING PISTOLS

A natural evolution from the double-barrelled pistol, but it has proven less popular than envisaged. It had been thought that nobles would invest in them as a showpiece and put a stop to pointless duels, as who would want to shoot a rival who could shoot, miss, and then shoot again, even if you got two shots at them as well. Perhaps the designer should have put a few more hours thinking into it.

Range. 9"; **Strength.** 4; **Special Rules.** Accuracy, Prepare shot, Save modifier, Hand-to-hand, Double-barrelled

SPECIAL RULES

Accuracy. A duelling pistol is built for accuracy, as a skilled duellist is able to hit a coin from twenty paces. All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.

Prepare shot. A duelling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of duelling pistols he may fire every turn.

Save modifier. Duelling pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a duelling pistol must make his armour save with a -2 modifier.

Hand-to-hand. Duelling pistols can be used in hand-to-hand combat as well as for shoot-





ing. A model armed with a duelling pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of duelling pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Double-barrelled. A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly.

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it's own. Treat each shot that inflicts Critical Hits separately.

Reloading. After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace. If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.





DOUBLE BARRELLED HANDGUN

Created from a request by a Nuln nobleman who had been impressed by a demonstration model, the gunsmiths slaved long and hard to replicate it until a final model was forged. By then the noble had forgotten about it and the Colleges was left with a job lot. These were given to the Gunnery School as a gift and sort of disappeared on route.

Range. 24"; **Strength.** 4; **Special Rules.** Prepare shot, Move or fire, Save modifier, Double-barrelled

SPECIAL RULES

Prepare shot. A handgun takes a complete turn to reload, so you may only fire it every other turn.

Move or fire. You may not move and fire a handgun in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.

Double-barrelled. A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly.

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it's own. Treat each shot that inflicts Critical Hits separately.

Reloading. After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace. If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.



DOUBLE BARRELLED PISTOLS

Originally created by a forward thinking blacksmith in Ostland for a vampire hunter, the engineers in the College at Nuln picked up on the trick very quickly. The design was simple enough; it is merely a pistol with a pair of barrels and a two-part trigger, which is capable of firing one or both barrels at a time, giving it the ability to punch a hole in even the toughest armour.

Range. 6?; **Strength.** 4; **Special rules.** Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

SPECIAL RULES

Prepare shot. A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Save modifier. Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-hand. Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Double-barrelled. A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly.

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it's own. Treat each shot that inflicts Critical Hits separately.

Reloading. After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace. If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.



DUELLING PISTOL

A duelling pistol is a work of art, and a gunsmith labours long and hard to produce a single example. Imperial nobles to solve disputes over love and honour often carry them, and many a noble has died at dawn in a duel over some grievance. Duelling pistols are prohibitively expensive weapons and common warriors rarely have them. Even if they do manage to steal or buy one, the ammunition is prohibitively expensive. Some of the wealthiest warriors in Mordheim carry duelling pistols as status symbols, commanding great respect, admiration and envy.

Range. 10²; **Strength.** 4; **Special Rules.** Accuracy, Prepare shot, Save modifier, Hand-to-hand

SPECIAL RULES

Accuracy. A duelling pistol is built for accuracy, as a skilled duellist is able to hit a coin from twenty paces. All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.

Prepare shot. A duelling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of duelling pistols he may fire every turn.

Save modifier. Duelling pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a duelling pistol must make his armour save with a -2 modifier.

Hand-to-hand. Duelling pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a duelling pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of duelling pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.





HAND-HELD MORTAR

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.

Range. 24"; **Strength.** 4; **Special Rules.** Prepared Shot, Save Modifier, Move or Fire, Scatter, Experimental, Explosive Radius

SPECIAL RULES

Prepare shot. A hand-held mortar takes a complete turn to reload, so you may only fire it every other turn.

Move or fire. You may not move and fire a hand-held mortar in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Hand-held mortars are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.

Scatter. If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clockface method" of scattering, or whatever other method the players can agree to).

Experimental. The Hand-held mortar is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Explosive Radius. After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 ½" of him each take a single S4 hit from the blast.





HANDGUN

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'hakebuts' of the artillery school of Nuhn, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun. Handguns are not terribly reliable weapons. the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour. In Mordheim, handguns are rare and expensive, but a warband, which can boast such a weapon, will command respect from all its rivals.

Range. 24"; **Strength.** 4; **Special Rules.** Prepare shot, Move or fire, Save modifier

SPECIAL RULES

Prepare shot. A handgun takes a complete turn to reload, so you may only fire it every other turn.

Move or fire. You may not move and fire a handgun in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.



HERSTEN-WENKLER PIGEON BOMBS

When the full potential of gunpowder was realized in the Empire, it became only a matter of time before some enterprising engineers combined explosives and small animals. After initial failures with attempts to use rats, bats, and dogs, promising results were realized with pigeons. While not completely accurate due to having something of a mind of their own, pigeons are able to get to even distant targets quickly, and are very hard to prevent from reaching their target once they have been launched. Once it gets there, pigeon's small metal harness will fall away, freeing the bomb to ravage a small area below, while the pigeon returns home.

Range. Unlimited; **Strength.** 4; **Special Rules.** Move or Fire, Explosive Radius, Temperamental

SPECIAL RULES

Move or fire. You may not move and fire a pigeon bomb in the same turn, other than to pivot on the spot to face your target or stand up.

Explosive Radius. If the Pigeon Bomb lands on target, use the Explosive Radius rule under the Pigeon Bomb above to determine the area of effect.

Temperamental. When launching a pigeon bomb, do not use the BS of the warrior. Instead, roll a D6. on a 5-6, the a pigeon bomb hits its target; on a 2-4 the fuse wasn't cut properly and the pigeon explodes harmlessly in the air before reaching its target; on a result of 1, something has gone disastrously wrong and the pigeon explodes in the hero's hands... he and everyone within 1 ½" takes a S4 hit. Pigeon Roost. Once a Hero buys pigeon bombs, he has enough for the full game, and his supply gets replenished at the start of each new game.

HOCHLAND LONG RIFLE

Hochland is a province famed for its hunters, and the preferred weapon of its nobility when they go hunting is a long-ranged rifle. They are extremely rare and precious weapons, and only the most experienced weaponsmiths are capable of manufacturing them.

Range. 48"; **Strength.** 4; **Special Rules.** Move or fire, Prepare shot, Pick target, Save modifier

SPECIAL RULES

Move or fire. You may not move and fire a Hochland long rifle in the same turn, other than to pivot on the spot to face your target or stand up from knocked down.

Prepare shot. A Hochland long rifle takes a complete turn to reload, so you may only fire it every other turn.

Pick target. A model armed with a Hochland long rifle can target any enemy model in sight, not just the closest one.

Save modifier. Hochland long rifles are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a long rifle must make his armour save with a -2 modifier.

PISTOL

A pistol is a small, simple blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed.

Range. 6"; **Strength.** 4; **Special Rules.** Prepare shot, Save modifier, Hand-to-hand

SPECIAL RULES

Prepare shot. A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (ie, two) you may fire every turn.

Save modifier. Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-hand. Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

REPEATER HANDGUN

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down

Range. 24"; **Strength.** 4; **Special Rules.** Save Modifier, Move or Fire, Fire Thrice, Experimental, Save Modifier, Slow Reload

SPECIAL RULES

Move or fire. You may not move and fire a handgun in the same turn, other than to pivot on the spot to face your target or stand up.

Save Modifier. Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.

Fire Thrice. The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target.

Experimental. The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Slow Reload. To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.



REPEATER PISTOL

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen...

Range. 6"; **Strength.** 4; **Special Rules.** Save Modifier, Fire Thrice, Experimental, Quick Reload, Not a Club, Save Modifier.

SPECIAL RULES

Save Modifier. Repeater Pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a repeater pistol must take its armour save with a -2 modifier.

Fire Thrice. The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental. The Repeater Pistol is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Quick Reload. The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. 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 firing multiple shots (see Fire Thrice, above) may be taken again.

Not a Club. The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.





SWIVEL GUN

Pirate Gunners sometimes construct and carry into battle a smaller and lighter version of the real swivel cannons normally attached to pivoting mounts on the ship's railing or sides. Though smaller than regular cannons, swivel guns are larger than normal handguns, so big that they must be held up with the support of wooden support. They are cumbersome, and prone to failure due to imperfect castings or poorly mixed blackpowder, but most gunners agree that they make up for it in sheer power.

Range. See Below; **Strength.** See Below; **Special Rules.** Move or Fire, Prepare Shot, Cumbersome, Unpredictable, Special Ammunition

SPECIAL RULES

Move or fire. You may not move and fire a swivel gun in the same turn, other than to pivot on the spot to face your target or stand up.

Prepare shot. A swivel gun takes a complete turn to reload, so you may only fire it every other turn.

Cumbersome. The user is at -1 Initiative and -1 Movement throughout the battle. Also, Swivel Guns may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have.

Unpredictable. The normal optional rules for Blackpowder weapons are always in effect for Swivel Guns, due to unpredictable nature of the local materials used in their construction.

Special Ammunition. Swivel Guns use nonstandard ammunition types, which must be bought for each game. Each type only lasts one game, so if it is used in a game it cannot be used again until another supply is bought. Before firing, the Gunner must declare which type is being used, if he has more than one type available in the game.

BALL SHOT

A Swivel Gun firing these heavy lead balls can stop even a charging Ogre dead in his tracks!

Range. 36"; **Strength.** 5; **Armour Save.** -2

Concussion. The impact of the heavy lead projectile is enough to rattle even the hardest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.





CHAIN SHOT

These lengths of chain and linked metal don't cause as much damage, but can entangle an enemy model and bring him to his knees.

Range. 24"; **Strength.** 4; **Armour Save.** -1

All Wrapped Up! Enemy hit by Chain Shot that are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

GRAPE SHOT

Very small pellets, rocks, metal scrap, even rock salt are poured into the barrel from prepared canisters, producing a cloud of shrapnel when fired.

Range. 24" **Strength.** 3 **Armour Save.** -

It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. There is no Armour Save modifier from Grape Shot hits. Pirates know to duck out of the way when they hear a Swivel Gun going off, and thus are never hit by friendly Grape Shot.

WARPLOCK PISTOL

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Range. 8"; **Strength.** 5; **Save modifier.** -3; **Special rules.** Fire every other turn

SPECIAL RULES

Fire every other turn. Warplock Pistols may only fire every other turn, unless the model has a brace, then which the model may fire every turn.



Armour

BARDING

Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head.

Save. A model mounted on barded mount receives an additional +1 Armour save (+2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action

BUCKLER

Bucklers are small, round shields designed for parrying or deflecting blows. They are usually made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat. Using a buckler requires great skill, but a nimble warrior can protect himself from blows, which would otherwise cripple him.

Parry. A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat. When his opponent scores a hit, a model with a buckler may roll 1D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

FOREST CLOAK

Some Outlaws use Forest Cloaks to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen.

Camouflage. So long as the wearer is beside a tree, bush, hedge or vegetation, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1 BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Scarse. Forest Cloaks are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.



THE ARMOURY



GROMRIL ARMOUR

Gromril is the rarest and strongest metal known of in the Old World. Only a very few Dwarf smiths know the secret of forging gromril, and a suit of armour made from it fetches a huge price.

Save. Gromril armour gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.

HEAVY ARMOUR

Typical heavy armour is made from metal links and is called chain mail. Forging chain mail is a laborious and time consuming process, as the blacksmith must put together hundreds, sometimes thousands, of metal links. This makes chain mail expensive, but this type of armour provides excellent protection for anyone who can afford it. There are other types of heavy armour as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders.

Save. A warrior that is wearing heavy armour has a basic D6 saving throw of 4+.

Movement. A warrior that is armed with both heavy armour and a shield suffers a -1 Movement penalty.

HELMET

From the shining steel helmets of Bretonnian knights to the leather caps of the Skaven, all sensible warriors try to protect the most vulnerable part of their body – their head. Even the most vain fighters still use a helmet, as it can be festooned with plumes, horns and other decorations. Helmets come in varying shapes and sizes, but their basic function remains the same.

Avoid stun. A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead. This save is not modified by the opponent's Strength.

ITHILMAR ARMOUR

Ithilmar is a silvery metal which is as light as silk and stronger than steel. Elves are experts at fashioning weapons and armour from ithilmar, and the Elven kingdom of Caledor is the only place in the world where this metal can be found.

Save. Ithilmar armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.





LIGHT ARMOUR

Light armour encompasses a wide variety of materials from hardened leather tunics to chain shirts forged from steel. It does not offer complete protection against arrows or swords, but it is better than having nothing at all. Light armour does not inhibit movement.

Save. A warrior who is wearing light armour has a basic D6 saving throw of 5+.

SEA DRAGON CLOAK

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

Scales. 5+ armour save in close combat, 4+ armour save against missiles.

SHIELD

There are two types of shield common to the warriors of Mordheim. the first is made of wood, occasionally reinforced with metal plates. This basic type of shield, although strong, does tend to splinter, but this can sometimes save the user's life as his enemy's weapon can get trapped allowing him to strike back whilst his enemy struggles to free his weapon. Metal shields are heavy and cumbersome, but last much longer and can take a battering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner.

Save. A model with a shield has a basic save of 6 on a D6.

TOUGHENED LEATHERS

Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Save. A warrior who is wearing light armour has a basic D6 saving throw of 6+.

Unpractical. Toughened Leathers cannot be combined with the effects of any other armour except a helmet or buckler.

Smelly. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!





THE ARMOURY



WOLFCLOAK

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and the High Priest of the Cult of Ulric, the god of winter, war and wolves, will bless their cloaks.

Scarse. To acquire a wolfcloak, a Hero must pay 10 gc (to represent the expense of traveling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability. A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Miscellaneous Items

This section covers all the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and peddlers in the settlements and villages around Mordheim.

Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so.

Poisons and Drugs

Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always only enough to last the duration of one battle. You can only poison a single weapon with one vial of poison.

BLACK LOTUS

In the deepest forests of the Southlands grows a plant that is extremely poisonous. It is known as Black Lotus and is much sought after by alchemists, assassins, wizards of the Western Coast and bored wives.

A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.

CRIMSON SHADE

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.

Effect. A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade 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 addicted and you must try to buy him a new batch of Crimson Shade before every battle from now on. If you fail to buy any, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.



DARK VENOM

This is a poison extracted from Helderakes, gigantic sea serpents that plague the Western Ocean and the coast of Naggaroth. The slightest wound infected by Dark Venom causes excruciating pain, incapacitating the bravest of men.

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead. Armour saving throws are modified to take into account the increased Strength of the attack.

MAD CAP MUSHROOMS

The feared cult of Goblin Fanatics of the Worlds Edge Mountains uses these hallucinogenic mushrooms to drive them into a frenzied state.

Effect. Any warrior who takes Mad Cap Mushrooms before a battle will be subject to frenzy. The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effect. After the battle, roll a D6. On a roll of a 1 the model becomes permanently stupid.

MANDRAKE ROOT

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant, which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

Effect. Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all stunned results as knocked down instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

Side effects. Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.



Special Ammunition and Weapons

FLASH POWDER

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim, small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.

Flash Powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

FIRE ARROWS

Fire arrows are tied with rags soaked in oil up in a tight pouch that explodes bunched up in a tight pouch that explodes when hitting the target, setting clothes and equipment alight.

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

FIRE BOMB

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casting with a short fuse fed into it. When lit, the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous, as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the Shooting phase in the same way as blessed water (p53 Mordheim rulebook). If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armor and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb.



HUNTING ARROWS

The best hunting arrows are made by the hunters of Drakwald forest. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target.

A skilled archer can severely injure his target with a single arrow. A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls. These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

SUPERIOR BLACKPOWDER

The model has acquired a better quality of blackpowder than is normally available.

This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.



Reagents and Herbs

BLESSED WATER

The priests of Ulric, Sigmar, Mórr and Manann hold great power over evil. Pure water from a clear fountain, blessed by one of these priests, is said to burn things of darkness and evil.

A vial of blessed water contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water causes 1 wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

BUGMAN'S ALE

Of all the Dwarf brewmasters, Josef Bugman is the most famous. His ale is known throughout the Old World, and widely regarded as the best.

A warband that drinks a barrel of Bugman's before a battle will be immune to fear for the whole of the battle. Elves may not drink Bugman's ale as they are far too delicate to cope with its effects. There is only enough ale to supply the warband for one battle.

ELVEN WINE

High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

FOG-ENHANCING WARPSTONE SHARDS

When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual.

The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targetting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

GARLIC

Garlic is a common herb grown in most gardens of the Empire. It is said to ward off Vampires and other denizens of the dark.

A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

HARDTACK BISCUITS

(one per model, one use only)

Any Pirate may bring some of these dense breads to eat during a battle, filling him with... well, something pretty dense and bread-like (the ship's cook refuses to divulge the exact ingredients).

At the start of any one of his turns the pirate may pop some in his mouth as long as he is not already in hand-to-hand combat. His Toughness is temporarily increased by +1 for the duration of that turn and the following enemy turn, with the effects generally wearing off afterwards. Roll a D6 after that turn; on a 1 his biscuits were tainted and filled with maggots (yuck!). Make a note of his name – the pirate must miss the next game as he recovers (and thumps the cook a few times to boot!). If the Pirate winds up missing a game because of other effects, the losses will add together and he will miss the next two games.

HEALING HERBS

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.

A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game.

TEARS OF SHALLAYA

Tears of Shallaya are vials of water from the holy spring in Couronne. Shallaya is the goddess of healing and mercy and it is said that this water has curative properties and is proof against any poison.

A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat. Undead and Possessed warriors may not use the Tears of Shallaya. There is enough liquid in a vial of the Tears of Shallaya to last for the duration of one battle.

VIAL OF PESTILENS

This small crystal vial contains an extremely potent and rapid disease. A single sniff is enough to melt the airways and leave the victim drowning in its own blood. It is, however, short lived and only remains dangerous for a few seconds before it is neutralized in the air.

The vial may be opened and shoved in the face of the model in base contact that just took the Skaven Out of Action. The opponent must roll equal to, or under, its Toughness or automatically be taken Out of Action, no save is allowed. If the opponent succumbs to the disease, he didn't manage to go through with the attack and the Skaven is only Stunned not Out of Action. The vial may be used once.

VODKA

Kislevites live in a harsh land under constant threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without.

In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition because of its nullifying alcoholic effects warband members must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

Charms and Trinkets

AMULET OF THE MOON

Once activated, this ancient device creates a shimmering aura around the wearer that makes it harder for enemies to see them.

Any missile fire directed at a model equipped with the amulet suffers a penalty of -1 to hit. The amulet also confers a special save of 5+ against missile fire.

BEAR-CLAW NECKLACE

Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.

A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to Frenzy.

BLESSED STAG HIDE

The animal skin is worn as a drape and is a symbol of honour once blessed by the hierarchs of Taal.

A blessed hide bestows unchallenged grace to the wearer allowing the re-roll of a failed Initiative test once per turn.

HOLY (UNHOLY) RELIC

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World. hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.



LUCKY CHARM

These take many shapes, but the most common are symbolic hammers that a pious Sigmarite Priest has touched, or carved heads of ancient Dwarf gods.

The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits; the model may still only try to discard the first hit.

MAGIC GUBBINZ

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner.

The Shaman may re-roll a failed magic test on a D6 roll of 4+.

RABBIT'S FOOT

The rabbit's foot is a symbol of good luck and often worn about the neck on a thin cord of leather by superstitious warriors.

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.

RED TOOF TRIBAL JEWELLERY

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing!

This cannot be removed. The model will now be subject to the rules for Frenzy.



TAROT CARDS

(Not available to Witch Hunters or Sisters of Sigmar)

Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken out of action). If the Leadership test is failed by three or more (i.e., a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.

WARPSTONE AMULET

The owner of a warpstone amulet may reroll a single die during the battle or, if not out of combat at the end of the game, a single die when looking for wyrdstone shards (Clan Pestilens members use this item instead of the Rabbit's Foot)

Fog-enhancing warpstone shards When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual. The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targetting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

WYRDSTONE PENDULUM

Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Books and Scrolls

BOOK OF THE DEAD

This is a book that contain transcripts from the famous books of Nagash, the Great Necromancer.

A Vampire can learn Necromantic magic with the Arcane Lore skill and this book and a Necromancer will gain a new spell permanently.

HALFLING COOKBOOK

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 attract warriors during these lean times.

The maximum number of warriors allowed in your warband is increased by +1 (note that neither an Undead warband nor a Carnival of Chaos warband can use this item).

HAMMER OF WITCHES

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

A Hero with the Hammer of Witches will hate all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sigmarite Sisters.

LIBER BUBONICUS

If a Clan Pestilens warband includes a Pestilens Sorcerer, he may use the Liber Bubonicus to permanently learn an additional spell randomly chosen from the Horned Rat spell list. A Plague Priest may use the Liber Bubonicus to learn the Horned Rat magic if he has the Magical Aptitude skill. that means he would gain the special rule "Spellcaster. is a spellcaster and may cast spells from the Horned Rat spell list." and permanently learn a randomly chosen spell from the Horned Rat spell list. The Liber Bubonicus may be used a single time, and a warband cannot have and use more than one Liber Bubonicus in a given campaign (Clan Pestilens members use this item instead of the Tome of Magic).

LITURGICUS INFECTICUS

A Clan Pestilens member, usually a Plague Monk, may carry with him a scroll with the holy Liturgicus Infecticus inscribed on it. This is the Clan Pestilens chant in favour of diseases and contagion.

At the beginning of a turn, or just before taking a Route Test, the warband may chant the Liturgicus Infecticus, and benefit of a +1 Leadership bonus until the end of the turn. (Clan Pestilens members use this item instead of the Warhorn).

MORDHEIM MAP

Some survivors of the cataclysm still remain in the many settlements around Mordheim, and make a living by preparing maps of the city from memory. Many of these maps are faked, and even real 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 rich buildings to loot.

When you buy a map, roll a D6.

- 1 Fake. The map is a fake, and is completely worthless. It leads you on a fool's errand. Your opponent may automatically choose the next scenario you play.
- 2-3 Vague. Though crude, the map is generally accurate (well... parts of it are... perhaps!). You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll.
- 4 Catacomb map. The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
- 5 Accurate. The map is recently made and very detailed. You may re-roll up to three dice during the next exploration phase if you wish. You must accept the result of the second roll.
- 6 Master map. This is one of the twelve master maps of Mordheim made for Count von Steinhardt of Ostermark. From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken out of action in the battle. Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife. allocated spells The chart below summarizes the different kinds of magic and explains who can use what spells.

**SCROLL OF THE RAT FAMILIAR**

The Scroll of the Rat Familiar has a spell inscribed on it, usable by a Pestilens Sorcerer as many times as he wants. If the warband includes at least a Giant Rat, the spell may be cast on it before the combat begins, transforming it in a Rat Familiar. If his Rat Familiar is within 6", the sorcerer may reroll once in a game the dice to overcome the difficulty of a spell. A sorcerer may only have one Rat Familiar at any one time, it is an henchman and it counts normally toward the maximum number of models permitted to the warband. If the sorcerer dies, his Rat Familiar turns back to Giant Rat form. (Clan Pestilens members use this item instead of the normal Familiar). Rat Familiar The Rat Familiar is a Giant Rat enchanted with the Scroll of the Rat Familiar.

M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	1	4	1	4

Weapons/Armour. None.

SPECIAL RULES

Enchanted Animal. The Rat Familiar earns experience as an henchman. A result of 10 - 12 on the henchmen advancement table, instead of the promotion to hero status gives as a result "Improved spellcasting, if the sorcerer is within 6" of the Rat Familiar, he gain a +1 bonus when rolling dice to overcome the difficulty of a spell. This ability is cumulative." Clan Pestilens Banner A model within 12" of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).



TOME OF MAGIC

Sometimes books of forbidden lore are offered for sale in the markets and dark alleys of the settlements around Mordheim.

If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model. holy tome 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, and given or sold to the faithful. Of these tomes, the Deus Sigmar is the most common and well known, but other texts such as the Scriptures of Sigmar are also sold to those who follow the faith. A holy man can recite his prayers from such a book, strengthening his faith and belief. A Warrior Priest or Sister of Sigmar with a holy tome can add +1 to the score when determining whether he (or she) can recite a spell successfully or not.

TREASURE MAP

(one use only)

Pirates may use a Treasure Map instead of regular exploration of the city ruins. It represents the location (possibly) of a treasure stash another pirate band was forced to bury, before they could bring the booty to a safe hide away.

Roll a D6 after the game to determine where the map leads you (note that any gold crowns found represent the profit after all shares have been given to the crew).

- 1 The map turns out to be a fake! However, you do manage to return and trounce the bilge-drinking swine who sold it to you, and he gives your Warband D6x5 gold crowns to make amends (and prevent himself getting keel-hauled!).
- 2 The map leads your crew to a minor stash. After some hours digging, the find a chest containing 1 shard of wyrdstone and some jewels worth 2D6x10 gold crowns.
- 3 The map reveals one of the fabled alestashes of Long Drong Slayer himself! You uncover several barrels of the finest rums, ales, and other assorted spirits. One is a barrel of Bugman's XXXX, which can be used as per the rules for Bugman's Ale. After 'sampling' many of the other barrels, the remainders are sold off for 2D6x10 gold crowns (after the crew wakes up, of course).

- 4 Buried deep in the ruins of an unassuming hovel you find several chests filled with fine clothes, plus several notebooks outlining blackmail information for many of the local trading merchants. You realise this must be one of the stashes left by Facio, the great Tilean trickster and rogue. Armed with your new clothing and information, on your next visit to the trading posts you may buy any one item listed on the regular Price Chart as if it was Common (except any other Pirate Warband unique items, such as Swivel Guns or Treasure Maps), assuming you have the money. Once the transaction is complete, you turn around and sell the notebooks to his competitors for 2D6x10 gold crowns, and make any other trading post purchases as normal. Also, if in your next game your warband captures anyone, or finds any Stragglers or Prisoners, the fine clothing impresses them quite a bit! The Captain's Leadership is increased by +1 when testing to see if any join your warband.
- 5 The treasure chest that is found has been carefully booby-trapped! One of your Heroes must try to penetrate the maze of poisoned dart-shooters and collapsing pathways that surround the chest by passing an Initiative test. If he passes, his expert approach reveals a Lucky Charm near the chest (which he claims for himself!), and 3D6x10 gold crowns in the chest itself. If he fails the test, he must sit out the next game as he recovers, but the crew do manage to open the chest now that the traps have been set off and gain the gold as above. They do not find the Lucky Charm though as it is drawn back into its hiding place, there to await a more careful adventurer.
- 6 Your crew bow their heads in reverent silence, as the map has lead them to one of the legendary secret burial spots used by Black-Wyrd the Pirate King, first and finest pirate to ever ravage Mordheim. Known for tying shards of Wyrdstone into the thick strands of his hair and beard and then setting them alight so they set off sparks of unholy fire, he was rightly feared by all Warbands throughout the land and sea. Though only a small chest is found at the site, when opened it reveals 2+D3 shards of Wyrdstone, plus a Mordheim Map!

Common and Rare Equipment

BANNER

Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12” of the banner bearer may re-roll any failed ‘All-Along’ test (but remember you can’t re-roll a failed re-roll).

CALTROPS

Original used on the battlefield to impede cavalry charges, a caltrop is a small spiked iron ball. In the City of the Damned, a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them.

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

CATHAYAN SILK CLOTHES

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins!

Any Mercenary warband whose leader is wearing silk clothes may re-roll the first failed Rout test. However, after each battle in which the leader is taken out of action, roll a D6. On a roll of 1-3 the clothes are ruined and must be discarded.

CLAN PESTILENS BANNER

A model within 12” of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).

COMPASS

A compass can be a big help on the land as well as at sea, by helping the pirates navigate faster and more accurately around the seemingly random ruins of the blasted city.

In any scenarios where players roll to see which side deploys first, then his warband may re-roll their result. This can only be done if the pirate with the compass is not missing the game though! Note that only one re-roll is allowed, even if multiple pirates have a Compass, and if both sides have one then no re-rolls are allowed.

ELVEN CLOAK

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.

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll. hunting arrows The best hunting arrows are made by the hunters of Drakwald forest. They have sharp, barbed arrowheads, which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow. A model using a short bow, bow, longbow or Elf bow may use these arrows. They add +1 to all Injury rolls.

ELVEN RUNESTONES

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semiprecious stones, which can help strengthen an Elven Mage's magical defenses.

A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

FAMILIAR

Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment. Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily-- ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base, but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.

GIANT SPIDER MOUNT

If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's Movement is increased to 6, and armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts.



HOOK HAND

Pirates who have lost a hand or arm due to a Hand Injury or Arm Wound can be fitted with a sharpened metal hook.

The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the Hook Hand took the hit instead. A model may only ever have one hook hand.

JOLLY ROGER

(one per Warband)

Ab, the sight of the Jolly Roger waving in the wind is enough to bring a tear to the eye of even the toughest old salty dog.

Any Hero may carry the Jolly Roger; the cost represents the effort to have the ship's sail makers create a smaller version that one man may carry on a long pole. Any Pirates within 12" of the Jolly Roger never count as being All Alone in combat. Carrying the banner takes up one hand though, so that model may not carry or use any two-handed weapons during the game. Note that Swabbies, lacking the true Pirate spirit, do not gain any benefit from the Jolly Roger.

LANTERN

A model that is in possession of a lantern may add +4" to the distance from which he is able to spot hidden enemies.

LOCK PICKS

A standard piece of kit for less scrupulous characters. A set of lock picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured.

A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.



NET

Steel nets, such as those used by Pit Fighters, can be used in battles.

Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not – there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

OPULENT COACH

Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

The opulent coach impresses even the most suspicious merchant and they will flock to offer their most special wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

PARROT

Squawk! Pieces of Wyrystone, Pieces of Wyrystone! A well trained parrot is excellent at distracting opponents, either by shouting out loud at them or flying around getting in their way.

All enemy in base contact with the owner will be at -1 to hit in their first round of combat with the pirate unless they can pass a Leadership Test.

PEG LEG

Any Pirate suffering a Leg Wound or Smashed Leg can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand-to-hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead. A model may only ever have one Peg Leg.

STANDARD OF NAGARYTHE

While many Shadow Warrior Warbands are simply wandering, some represent groups that have been sent from Ulthuan on some special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning, particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (model holding the standard is Taken Out of Action), all members of the Warband will be subject to Frenzy for the remainder of the game, and may not voluntarily Rout. Note that these effects (Leadership 10 and Frenzy) do not affect any Hired Swords in the Warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc. may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls. Shadow Warriors Only – May only be purchased when the warband is created.)

TELESCOPE

Common to the great astronomers in the observatories at Nuln, telescopes are a useful, if highly rare, item to have in the City of the Damned. The keen view offered by these instruments makes shooting easier and gives an unparalleled awareness of a warrior's surroundings.

Any Hero using a telescope may increase the range of any missile weapon he is using by D6" each turn. Furthermore, he triples the distance at which he can spot hidden enemies.

TORCH

Warriors lacking the funds for a lantern may have to make do with torches.

Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing fear in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a Regeneration special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle.

TRIP WIRE

Horned Hunters are expert trappers. A Hero may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being knocked down). Place a marker in base contact with the Hero. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Hero won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the victim may finish his move otherwise he is placed knocked down or stunned 2" from the marker. The marker is removed whether the trap was triggered or not.

ROPE AND HOOK

A warrior using a rope & hook will find it much easier to move amongst the ruins of Mordheim.

A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.



SPY GLASS

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about!

At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

WAR HORN

The blaring sound of a war horn can be enough to stir the hearts of any warband which it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

A war horn may be sounded once per battle at the beginning of any of the player's turn. It allows the warband to increase its Leadership by +1. The effect will last until the start of the next turn. The war horn can be used just before a warband is about to take a Rout test.

WAR HORN OF NAGARYTHE

Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around.

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the Warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before the warband takes a Rout test. Shadow Warriors only.



Magical Artefacts

ALL-SEEING EYE OF NUMAS

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-seeing Eye can see all models on the table top, even if they are hidden or out of sight. He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made. All animals (such as wardogs, horses, etc) will be affected by frenzy when fighting against the bearer of the All-seeing Eye.

ATT'LA'S PLATE MAIL

This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenhammer.

Att'la's Plate Mail is a suit of gromril armour with the following three runes inscribed on it. Rune of Spell Eating. The Hero wearing this armour is immune to all spells. Rune of Passage. The Hero can move through solid objects, like walls (this does not mean that he can see through them). Rune of Fortitude. The Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.

BOOTS AND ROPE OF PIETER

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robberies. The secret of his success was a pair of enchanted boots and a magical rope which he had acquired from far-off Araby.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).



BOW OF SEEKING

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls). Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

COUNT OF VENTIMIGLIA'S MISERICORDIA

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are stunned on a result of 1-3 (Undead are knocked down as normal) and put out of action on a 4-6.

EXECUTIONER'S HOOD

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be frenzied even if he is knocked down or stunned. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken out of action. If there are any stunned or knocked down models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken out of action.

