Master equipment list

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# Armour

| **Item** | **Published** | **Category** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- |
| Armour; Heavy | MHR , page 34 | Armour | 50 | Common |  | **Save**: gives the wearer a 5+ basic save,  **Movement**: A warrior that is equipped with both heavy armour and a shield suffers a -1 Movement penalty. |
| Armour; Heavy -Gromril | MHR , page 35 | Armour | 150 | 11 |  | **Save**: Gromril armour gives the wearer a 4+ basic save  **Movement**: Does not slow model down if also armed with a shield. |
| Armour; Heavy -Ithilmar | MHR , page 35 | Armour | 90 | 11 |  | **Save**: Ithilmar armour gives the wearer a 5+ basic save  **Movement**: Does not slow model down if also armed with a shield. |
| Armour; Light | MHR , page 34 | Armour | 20 | Common |  | **Save**: gives the wearer a 6+ basic save, |
| Armour; Toughened Leathers | MHA , page 16 | Armour | 5 | Common |  | Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts; the stench alone is enough to drive away even the most desperate of buyers! |
| Barding | EIF , page 16 | Armour | 30 | 11 | Only available to: Warhorses | A model mounted on barded horse 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 | MHR , page 35 | Armour | 5 | Common |  | **Parry**: A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat.  *Popular house rule: +1 armour vs. close combat attacks.* |
| Helmet | MHR , page 35 | Armour | 10 | Common |  | **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. |
| Mechanical suit | NC, Black dwarves warband | Armour | 225 | 14 | Black dwarves only | **Chaos Armour:** A Mechanical suit counts as Chaos armour and rules that would affect Chaos armour affect the suit as well.  **Suited and Booted**: A Sorcerer equipped with a Mechanical suit receives +3 to Movement. |
| Pavise | MHA , page 85 | Armour | 25 | 8 |  | **Cover/Save**: A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace. |
| Shield | MHR , page 35 | Armour | 5 | Common |  | Carrying a shield increases a save by +1 (a model with no armour will have a 6+ save). The bonus will not apply if it’s not one of the items the model uses in close combat.  *Popular house rule: Additional +1 save vs. close combat attacks.* |

# Cloaks

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Item** | **Published** | **Category** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| Blessed Stag Hide | NC, Horned hunters warband | Equipment | 40 | 10 | Horned hunters only | Re-roll a failed Initiative test once per turn. |
| Cloak ; Elven | MHA , page 37 | Armour | 100+  D6x10 | 12 | Shadow Warriors only | A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll. |
| Cloak ; Forest | Empire in Flames setting - TC 29 | Armour | 50 | 10 | Only available to: Outlaw heroes | 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. |
| Cloak ; Wolfcloak | MHA , page 16 | Armour | 10 | Special | Middenheimers only | 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. 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. |
| Nomad Robes | Khemri setting - TC 18 | Armour | 25 | 8 |  | The robes affect the following results on the Weather table:  **It’s Raining**: The robe protects the warrior’s equipment. When rolling a D6 each time that you fire a black powder weapon, the shot is only wasted on a 1.  **Hot as Hades**: A warrior wearing a Nomad Robe only suffers a penalty of -1 to WS and BS and he only requires the normal amount of water.  **Hot**: A warrior wearing a Nomad Robe suffers no penalty to WS or BS. If at least half of the warband are wearing Nomad Robes, they only require the normal amount of water.  **Dust Storm**: The robe has no effect – not even the Nomad Robes can protect the warrior from the ferocity of the storm. Apply rules for a Dust Storm as normal. |
| Rain Coat | BTB , page 33 | Equipment | 10 | common |  | Rain Coats or Capes protect its wearer – and especially his equipment – from becoming soaked with water.  Note that this miscellaneous item is an exception to the normal rules as it is available to Henchmen. |

# Equipment

| **Item** | **Published** | **Category** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- |
| Banner | MHA , page 16 | Banner | 10 | 5 |  | 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-Alone’ test; but remember you can’t re-roll a failed re-roll. |
| Standard of Nagarythe | MHA , page 60 | Banner | 75+3D6 | 9 | Only available to: Shadow Warriors  May only be purchased when the warband is created. | 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. |
| Amulet of the Moon | Mordheim setting - TC 23 | Equipment | 50 | 12 |  | 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 | MHA , page 77 | Equipment | 75+3D6 | 9 | Only available to: Kislevite Heroes | 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. |
| Bota Bag | Khemri setting - TC 18 | Equipment | 5 | Common |  | Like a wine skin it allows the owner to carry one more water unit than normal. Each character may only take one Bota Bag. |
| Caltrops | MHA , page 86 | Equipment | 15+2D6 | 6 |  | One use only  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 | MHR , page 39 | Equipment | 50+2D6 | 9 |  | 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. |
| Elven Runestones | MHA , page 60 | Equipment | 50+2D6 | 11 | Only available to: Shadow Weavers | 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 | MHA , page 61 | Equipment | 20+1D6 | 8 | Only available to: Spell-users only (does not include users of Prayers) | The cost of the familiar must always be paid if the rarity role is attempted; regardless of the success of the roll Only spell-casters can attempt to ‘find’ a familiar.  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.  Familiars cannot actually be purchased as normal equipment. |
| Flash Powder | MHA , page 86 | Equipment | 25+2D6 | 8 |  | Flash Powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take and 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. |
| Garlic | MHR , page 37 | Equipment | 1 | Common | Not available to: Undead | 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. |
| Halfling Cookbook | MHR , page 38 | Equipment | 30+3D6 | 7 | Not available to: Undead warband, Carnival of Chaos | The maximum number of warriors allowed in your warband is increased by +1 |
| Hammer of Witches | MHA | Equipment | 100 | 10 | Only available to: Witch Hunters | A hero with the Hammer of Witches will hate all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc's and Goblins and Sigmarite Sisters. |
| Holy / unholy Relic | MHR , page 38 | Equipment | 15+3D6 | 8 (6 for Warrior-Priests and Sisters of Sigmar) |  | 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. |
| Holy Tome | MHR , page 38 | Equipment | 100+  D6x10 | 8 | Only available to: Warrior-Priests and Sisters of Sigmar. | 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. |
| Hunting Arrows | MHR , page 37 | Equipment | 25+D6 | 8 |  | A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls. |
| Lantern | MHR , page 39 | Equipment | 10 | Common |  | 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 | EIF , page 16 | Equipment | 15 | 8 |  | 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. |
| Lucky Charm | MHR , page 37 | Equipment | 10 | 6 |  | 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 Gourd | Khemri setting - TC 18 | Equipment | 10 | 7 |  | The power of the gourd may be used at the end of each battle. It will supply 1D3 units of water. Once the amount of water is determined, roll an additional D6 – on a roll of 6, the gourd’s magic is exhausted and it shatters |
| Magic Gubbinz | NC, Forest goblin warband | Equipment | 50 | 9 | Forest goblins only | Shaman may re-roll a failed magic test on a D6 roll of 4+ |
| Mordheim Map | MHR , page 39 | Equipment | 20+4D6 | 9 |  | When you buy a map, roll a D6:  Roll 1D6  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. |
| Nehekharan Map | Khemri setting - TC 18 | Equipment | 20+4D6 | 10 |  | See Mordheim map |
| Opulent Coach | MHA , page 16 | Equipment | 250 | 10 |  | The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains+3 to any rolls to locate rare items. |
| Rabbit's Foot | MHA , page 87 | Equipment | 10 | 5 |  | 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 | NC, Forest goblin warband | Equipment | 40 | 9 | Forest goblins only | This cannot be removed. The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook. |
| Rope and Hook | MHR , page 36 | Equipment | 5 | Common |  | A warrior equipped with a rope and hook may re-roll failed Initiative tests when climbing up and down. |
| Scorpion Ring | Khemri setting - TC 18 | Equipment | 10+D6 | 11 |  | At the beginning of the battle the warrior is able to call forth a single Tomb Scorpion to fight for the warband if he can pass a Leadership test.  The summoned scorpion will fight for a single battle only  Living:Scorpions are living beings and are affected by Psychology as normal. However as they are small desert creatures they do not need water.  Animals: Scorpions are animals and do not gain experience points.  Scorpions sting\*: Scorpions attack using the poisonous sting in their tails and 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.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Scorpion Ring | 5 | 2 | 0 | 2\* | 2 | 1 | 4 | 1 | 4 | |
| Snake Charmer’s Flute | Khemri setting - TC 18 | Equipment | 10+D6 | 9 |  | A warrior who possesses this item is able to transfix and control serpents. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any serpent within 6" may not move or attack in their subsequent turn. |
| Superior Blackpowder | MHR , page 39 | Equipment | 30 | 11 |  | This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game. |
| Tarot Cards | MHA , page 16 | Equipment | 50 | 7 | Not available to: Witch Hunters or Sisters of Sigmar. | A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favorable 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. |
| Telescope | MHA , page 86 | Equipment | 75+3D6 | 10 |  | 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. |
| Tome of Magic | MHR , page 38 | Equipment | 200+  D6x25 | 12 | Not available to: Witch Hunters or Sisters of Sigmar | 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. |
| Torch | EIF , page 16 | Equipment | 2 | Common |  | 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. (Torches may also cause buildings to catch fire – see ‘Let the Damned Burn’, from TC 8). |
| Trip Wire | NC, Horned hunter warband | Equipment | 15 | common | Horned Hunters only | 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 (a 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 2" from the marker. The marker is removed whether the trap was triggered or not. |
| Venom Ring | Mordheim setting - TC 18 | Equipment | 20+2D6 | 10 |  | The Venom Ring renders the wearer immune to the effects of all poisons. |
| War Horn | MHA , page 87 | Equipment | 30+2D6 | 8 |  | 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 | MHA , page 61 | Equipment | 25+1D6 | 6 | Only available to: Shadow Warriors | 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. |
| Wyrdstone Pendulum | MHA , page 16 | Equipment | 25+3D6 | 9 |  | 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. |
| Chest | BTB , page 33 | Equipment | 5 | Common |  | Cumbersome: A chest must be carried by two models. The carriers must remain in base contact with the chest or it is dropped. They may not use ranged weapons or attack in combat. |
| Powder Keg - | BTB , page 33 | Equipment | 15 | 7 |  | A powder keg can be caused to explode! Warriors may shoot at a powder keg with blackpowder weapons, Cathayan candles, fire bombs and fire arrows and they may attack the keg in close combat using torches and brazier irons. Of course, they may also use all similar weapons and items that can ignite the powder inside.  The model must hit and wound as usual (Toughness 4). Then roll a D6: on a 4+ the keg explodes (remove the keg from the game). If the model rolled a critical hit the keg automatically explodes.  An exploding powder keg causes an automatic Strength 6 hit to all models within a range of D6+3”.  When playing the Horrors of the Underground scenario, roll another D6: on a 4+ the explosion caused the tunnel to cave in. Place a marker at the powder keg’s previous position as described in the Tunnel collapse event.  **Cumbersome**: A Powder Keg must be carried by two models. The carriers must remain in base contact with the chest or it is dropped. They may not use ranged weapons or attack in combat. |
| Victuals | BTB , page 33 | Equipment | 8 | common |  | Victuals may be used after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). A warband may use as many victuals as they wish, but note that the warband size cannot be considered lower than 1-3 models. |
| Winter Furs | BTB , page 33 | Equipment | 5 | common | Not available to: Beastmen | Winter clothes include Snows Shoes and Pelts. A set of pelts includes gloves and snow shoes. A model wearing a pelt clothing is immune to the following special rules from Bitter Cold and weather: Deep Snow and Chilling Cold.  Note that this miscellaneous item is an exception to the normal rules as it is available to Henchmen. |
| Fire Arrows | MHA , page 87 | Equipment | 30+D6 | 9 |  | 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 |
| Wardog | MHR , page 38 | Equipment | 25+2D6 | 10 | Not available to: Skaven | If you purchase a Wardog, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield. Wardogs never gain experience, and if they are put out of action they have exactly the same chance of recovering as Henchmen (i.e., 1-2: Dead; 3-6: Alive). Wardogs count towards the maximum number of warriors allowed in your warband   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Wardog | 6 | 4 | 0 | 4 | 3 | 1 | 4 | 1 | 5 | |

# Missile weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item** | **Published** | **Category** | **Range** | **Strength** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| Blowpipe | MHR , page 29 | Missile Weapon | 8” | 1 | 25 | 7  (Common to forest goblins) | Only available to: Skaven, Lizardmen, Forest Goblins | **+1 Enemy Armour Save:** +1 to target model’s save, or if they have no save roll, they may roll a 6+.  **No criticals**: A blowpipe cannot cause critical hits.  **Poison**: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (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).  **Stealthy**: A model 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 model. If the test is successful, the model no longer counts as hidden. |
| Bow | MHR , page 28 | Missile Weapon | 24” | 3 | 10 | common |  |  |
| Bow; Elf | MHR , page 28 | Missile Weapon | 36” | 3 | 35+3D6 | 12 |  | **-1 Save Modifier**: An Elf bow has a -1 save modifier on armour saves against it. |
| Bow; Long | MHR , page 28 | Missile Weapon | 30” | As User | 15 | Common |  |  |
| Bow; Short | MHR , page 28 | Missile Weapon | 16” | 3 | 5 | Common |  |  |
| Crossbow | MHR , page 29 | Missile Weapon | 30” | 4 | 25 | common |  | **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 | MHR , page 30 | Missile Weapon | 10” | 4 | 35 | 9 |  | **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. |
| Javelins | Mordheim setting - TC 23 | Missile Weapon | 8” | As User | 5 | Common |  | **Thrown Weapon**: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting. |
| Net | MHR , page 37 | Missile Weapon | 8” | N/A | 5 | Common |  | **Once per game**, the net may be thrown in the shooting phase instead of the model shooting a missile weapon.  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 |
| Repeater Crossbow | MHR , page 30 | Missile Weapon | 24” | 3 | 40 | 8 |  | **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. |
| Sling | MHR , page 29 | Missile Weapon | 18” | 3 | 2 | Common |  | **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 |
| Sunstaff | Lustria - TC 23 | Missile Weapon | 24” | 4 | 50 | 12 |  | **Accurate**: does not suffer the usual -1 modifier to hit for long range.  **No Save**: A warrior wounded receives no armour save whatsoever |
| Throwing Knives | MHR , page 29 | Missile Weapon | 6” | As User | 15 | 5 |  |  |
| Sun Gauntlet | Lustria - TC 23 | Missile Weapon /  Single handed  Hand to Hand Weapon | 12” | 4 | 40 | 12 |  | **Accurate**: does not suffer the usual -1 modifier to hit for long range.  **No Save**:. A warrior wounded receives no armour save whatsoever **Hand-to-Hand (HtH):** 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 can be used each round. |
| Blessed Water | MHR , page 37 | Thrown item | \* | N/A | 10+3D6 | 6 | Common for Warrior-Priests, Sisters of Sigmar  Not available to: Undead, Possessed | **One use only**  **Range:** 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. |
| Fire Bomb | MHA , page 86 | Thrown item | \* | N/A | 35+2D6 | 9 |  | **Range:** 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 If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armour 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. |

## Black powder weapons

| **\*Prepare Shot**: Black-powder weapons take a complete turn to reload, so you may only fire them every other turn unless stated otherwise.  **\*Double-barrelled gun:** (of any sort) is exactly like a normal version with one exception; any enemy hit take 2 hits rather than one (i.e. a pistol causes two S4 hits rather than one for each successful hit). However, each barrel takes a full turn to reload (although if you reload only one barrel you can fire it like a normal pistol/rifle). If you own a brace of double-barrelled pistols you may fire both barrels every other round (rather than every round like a normal brace).  **\*Experimental**: Always subject to the optional Blackpowder Weapon rules. On any result other than “BOOM!”, the weapon has jammed or run out of loaded barrels and must be reloaded.  **\*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.  **\*Pistols & hand-to-hand combat**: A model armed with a Blackpowder pistol and another close combat weapon gains +1 Attack, which is resolved at the weapon strength and 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 such attacks in the first turn of close combat instead of using any other weapons, note they will only be able to make 2 attacks this way (not additional attacks on their profiles). Attacks made in this way are resolved with a model’s Ballistic Skill like any normal close combat attack and likewise may be parried. |
| --- |

| **Item** | **Published** | **Category** | **Range** | **Strength** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Blunderbuss | MHR , page 32 | Missile Weapon | Special\* | 3 | 30 | 9 |  | **Fire Once**: It takes a very long time to load a blunderbuss so it may only be fired it once per battle.  **\*Shot**: When firing the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit.. |
| Duelling Pistol | MHR , page 32 | Missile Weapon | 10” | 4 | 30 / 60 per pair | 10 |  | **Accuracy**: All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.  **Prepare Shot**\*  **Save Modifier**: -2 save modifier.  **Pistols & hand-to-hand\*** |
| Duelling Pistol Double-barrelled | NC, Gunnery School warband | Missile Weapon | 9” | 4 | 45+2D6  /  80+4D6 per pair | 11  /  12 | Gunnery School only | **Accuracy**: All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.  **Prepare Shot**\*  **Double-barrelled gun\***  **Save Modifier**: -2 save modifier.  **Pistols & hand-to-hand\*** |
| Handgun | MHR , page 33 | Missile Weapon | 24” | 4 | 35 | 8 |  | **Prepare Shot\***  **Move or Fire**\*  **Save Modifier**: -2 save modifier. |
| Handgun  Double-barrelled | NC, Gunnery School warband | Missile Weapon | 24” | 4 | 60+2D6 | 10 |  | **Prepare Shot\***  **Double-barrelled gun\***  **Move or Fire**\*.  **Save Modifier**: -2 save modifier. |
| Hand-Held Mortar | NC, Gunnery School warband | Missile Weapon | 24” | 4 | 80+2D6 | 12 | Gunnery School only | **Prepare Shot\***  **Move or Fire**\*  **Save Modifier**: -2 save modifier.  **Scatter**: If the warrior misses his roll to hit, the Scatter: 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\***  **Explosive Radius**: After determining the final landing spot, any models within 1 ½” of it each take a single S4 hit from the blast. |
| Hochland Long Hunting Rifle | MHR , page 33 | Missile Weapon | 48” | 4 | 200 | 11 |  | **Pick Target**: A model armed with a Hochland long rifle can target any enemy model in sight, not just the closest one.  **Move or Fire**\*  **Save Modifier**: -2 save modifier. |
| Hunting Rifle - Double-barrelled | MHA , page 41 | Missile Weapon | 48” | 4 | 250 | 12 |  | **Prepare Shot\***  **Double-barrelled gun\***  **Move or Fire**\*  **Save Modifier**: -2 save modifier. |
| Pigeon Bombs (Hersten-Wenkler) | NC, Gunnery School warband | Missile Weapon | No limit | 4 | 30+2D6 | 8 | Gunnery School only | **Move or Fire**\*  **Explosive Radius**: After determining the final landing spot, any models within 1 ½” of it each take a single S4 hit from the blast.  **Temperamental**: When making an attack, 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, The firing model and every other model within 1 ½” take 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. |
| Pistol | MHR , page 31 | Missile Weapon | 6” | 4 | 15 / 30 per pair | 8 |  | **Prepare Shot\***  **Save Modifier**: -2 save modifier.  **Pistols & hand-to-hand\*** |
| Pistol - Double-barrelled | MHA , page 41 | Missile Weapon | 6” | 4 | 30 / 60 per pair | 10 |  | **Prepare Shot\***  **Double-barrelled gun\***  **Save Modifier**: -2 save modifier.  **Pistols & hand-to-hand\*** |
| Repeater Handgun | NC, Gunnery School warband | Missile Weapon | 24” | 4 | 60+2D6 | 11 | Gunnery School only | **Fire Thrice**: 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 shoot later shots at a different target within 3" of the previous target. Ordinary targeting restrictions apply to shots.  **Experimental\***  **Slow Reload**: The warrior must perform no actions at all for a complete turn in order to reload the weapon. **Move or Fire**\*.  **Save Modifier**: -2 save modifier. |
| Repeater Pistol | NC, Gunnery School warband | Missile Weapon | 6” | 4 | 30+2D6 | 9 |  | **Fire Thrice**: 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 shoot later shots at a different target within 3" of the previous target. Ordinary targeting restrictions apply to shots.  **Experimental\***  **Quick Reload:** Always 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 using “fire thrice” again.  **Not a Club**: The Repeater Pistol may be used as a Normal in the first round of combat. IN subsequent rounds it doesn't count as an additional hand weapon the model must fight on without the use of an additional hand weapon.  **Save Modifier**: -2 save modifier. |
| Warplock Pistol | MHR , page 29 | Missile Weapon | 8” | 5 | 35 / 70 per pair | 11 | Only available to: Skaven | **Prepare Shot\***  **Save Modifier**: -3 save modifier.  **Pistols & hand-to-hand\*** |

# Hand to hand combat weapons

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| --- |
| **\*Parry**: A model armed with an item with the parry rule may parry blows. When his opponent rolls to hit, the model 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. |

## Special

| **Item** | **Published** | **Category** | **Range** | **Strength** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gromril Weapon | MHR , page 27 | Special | Close Combat | Special | 4 x Price | 11 |  | 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. |
| Ithilmar Weapon | MHR , page 27 | Special | Close Combat | Special | 3 x Price | 9 |  | 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. |

## Single handed weapons

*Popular house rule; when a model uses a single handed weapon in 2+ hands they suffer a -1WS penalty for all attacks.*

| **Item** | **Published** | **Category** | **Range** | **Strength** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe | MHR , page 25 | Single handed  Hand to Hand Weapon | Close Combat | As user | 5 | common |  | **Cutting Edge**: An axe has an extra save modifier of -1 |
| Boss Pole | NC, Forest goblin warband | Single handed  Hand to Hand Weapon | Close Combat | As User | 20 | common | Forest goblins only | The hero and any Goblin henchmen within 6" ignore animosity **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. |
| Claw of the Old Ones | Mordheim setting - TC , page 23 | Single handed  Hand to Hand Weapon | Close Combat | As User +1 | 30 | 12 |  | **No Save**: A warrior wounded receives no armour save whatsoever  **Parry**\* |
| Club / Mace / Hammer | MHR , page 24 | Single handed  Hand to Hand Weapon | Close Combat | As user | 3 | common |  | **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 |
| Dagger | MHR , page 24 | Single handed  Hand to Hand Weapon | Close Combat | As user | 1st free / 2 | common |  | **+1 Enemy Armour Save:.** An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally. |
| Dwarf Axe | MHA , page 24 | Single handed  Hand to Hand Weapon | Close Combat | As user | 15 | 8 | Only available to: Dwarfs | **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**\* |
| Fist | MHR , page 24 | Single handed  Hand to Hand Weapon | Close Combat | As user -1 | free | common |  | **+1 Enemy Armour Save:** +1 to target model’s save, or if they have no save roll, they may roll a 6+. |
| Lance | MHR , page 27 | Single handed  Hand to Hand Weapon | Close Combat | As user\* | 40 | 8 |  | **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.  *Popular house rule:* ***Difficult to Use****: may not use a second weapon or buckler in other hand May carry a shield as normal.* |
| Main Gauche | NC, Hochland Bandits warband | Single handed  Hand to Hand Weapon | Close Combat | As user | 7 | 7 | Hochland Bandits only | **Parry\***  **+1 Enemy Armour Save:.** An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally. |
| Morning Star | MHR , page 26 | Single handed  Hand to Hand Weapon | Close Combat | As User +1 | 15 | common |  | **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**: may not use a second weapon or buckler in other hand May carry a shield as normal. |
| Rapier | MHA , page 84 | Single handed  Hand to Hand Weapon | Close Combat |  | 15 | 5 | Tilean Reiklanders, Marienburgers, Hochland Bandits only | **Parry**\*  **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 to 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.  **+1 Enemy Armour Save:** +1 to target model’s save, or if they have no save roll, they may roll a 6+. |
| Sigmarite Warhammer | MHR , page 22 | Single handed  Hand to Hand Weapon | Close Combat | As User +1 | 15 | common | Only available to: Sisters of Sigmar | **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 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 | MHR , page 26 | Single handed  Hand to Hand Weapon | Close Combat | As User | 10 | common |  | **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 | MHA , page 12 | Single handed  Hand to Hand Weapon | Close Combat | As User | 10 | common | Only available to: Goblins | A Squig prodder is treated exactly like a spear in hand-to-hand combat.  A Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). |
| Steel Whip | MHR , page 22 | Single handed  Hand to Hand Weapon | Close Combat | As User | 10 | common | Only available to: Sisters of Sigmar | **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. |
| Sword | MHR , page 25 | Single handed  Hand to Hand Weapon | Close Combat | As User | 10 | common |  | **Parry**\* |
| Sword Breaker | MHA , page 84 | Single handed  Hand to Hand Weapon | Close Combat | As User | 30 | 8 |  | **Parry**\*  **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. |

## Two handed weapons

| **Item** | **Published** | **Category** | **Range** | **Strength** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Brazier Iron | MHA , page 85 | Two handed Hand to Hand Weapon | Close Combat | As user +1 | 35 | 7 | Only available to: Witch Hunters | **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. |
| Ball and Chain | MHA , page 12 | Two handed  Hand to Hand Weapon | Close Combat | As user +2 | 15 | common | Only available to: Goblins | Only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.  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.  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.  A ball and chain wielding Goblin ignores the special rules for Animosity.  **Cumbersome**: may carry no other weapons or equipment. **Unwieldy**: 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.  **Incredible Force**: No armour saves are allowed against wounds caused by a Ball and Chain. In addition any hit that successfully wounds will do 1D3 wounds instead of 1.  **Random**: 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:  Roll 1D6  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. |
| Double-Handed Weapon (Great weapon) | MHR , page 27 | Two handed  Hand to Hand Weapon | Close Combat | As user +2 | 15 | common |  | **Strike Last**: Double-handed weapons are so heavy that the model using them always strikes last, even when charging. |
| Fighting Claws | MHR , page 29 | Two handed  Hand to Hand Weapon | Close Combat | As User | 35 (per pair) | 7 | Only available to: Skaven | **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 | MHR , page 25 | Two handed  Hand to Hand Weapon | Close Combat | As user +2 | 15 | common |  | **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. |
| Halberd | MHR , page 26 | Two handed  Hand to Hand Weapon | Close Combat | As user +1 | 10 | common |  |  |
| Horseman’s Hammer | EIF , page 16 | Two handed  Hand to Hand Weapon | Close Combat | As user +1 | 12 | 10 |  | **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. |
| Man catcher | NC, Black dwarf warband | Two handed  Hand to Hand Weapon | Close Combat | As User | 25 | 10 | Black dwarves only | **Capture**: A model taken out of action becomes captured. Do not roll for Serious Injuries. The model is locked up in the Engine of Chaos instead. If the warband does not include an Engine of Chaos, roll for Serious Injuries as normal. “Large” models and animals cannot be captured. |
| Pike | BTB , page 146 | Two handed  Hand to Hand Weapon | Close Combat | As User | 12 | 9 | Only available to: Merchant Caravans | **Strike first**: A warrior with a pike strikes first in the first turn of a hand-to-hand combat. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him. |
| Weeping Blades | MHR , page 29 | Two handed  Hand to Hand Weapon | Close Combat | As User | 50 (per pair) | 9 | Only available to: Skaven | **Pair**: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.  **Parry**\*  **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 (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.). No additional poison may be applied to Weeping Blades. |

# Mounts

| **Item** | **Published** | **Category** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- |
| Horse | MHR , page 38 | Mount | 40 | 8 | Only available to: Humans | You may mount one of your Heroes on a horse or warhorse in the coming battles. Horses and warhorses can only be used if you are using the optional rules for mounted models at the back of the book.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Horse | 8 | 0 | 0 | 3 | 3 | 1 | 3 | 0 | 5 | |
| Warhorse | EIF , page 28 | Mount | 80 | 11 | Only available to: Humans | **Battle Schooled**: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | |
| War Boar | EIF , page 27 | Mount | 90 | 11 | Only available to: Orcs | **Ferocious Charge**: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.  **Thick Skinned**: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider’s armour save (making +2 total).   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | War Boar | 7 | 3 | 0 | 3 | 4 | 1 | 3 | 1 | 3 | |
| Mule | EIF , page 27 | Mount | 30 | 7 |  | **Slow**: Mules are not the fastest of mounts and only bolt 2D6".  **Stubborn**: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.  **Ornery**: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.  **Non-combatant**: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! Table. If an unridden mule is charged, it will bolt directly away from the charger.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Mule | 6 | 2 | 0 | 3 | 3 | 1 | 2 | 0 | 4 | |
| Giant Spider | EIF , page 27 | Mount | 100 | 11 | Only available to: Goblins | **Poisoned Attack**: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.  **Wall Walk**: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".  **Note**: Giant Spiders cannot be used in a warband that already contains Giant Wolves.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Giant Spider | 7 | 3 | 0 | 3(4) | 3 | 1 | 4 | 1 | 4 | |
| Giant Wolf | EIF , page 27 | Mount | 85 | 10 | Only available to: Goblins | **Note**: Giant Wolves cannot be used in a warband that already contains Giant Spiders.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Giant Wolf | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 4 | |
| Elven Steed | EIF , page 28 | Mount | 90 | 10 | Only available to: Elves | **Battle Schooled**: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one reroll is allowed per test.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Elven Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | |
| Nightmare | EIF , page 28 | Mount | 95 | 11 | Only available to: Vampires, Necromancer and Grave Guards only | **May Not Run**: As an undead creature, a Nightmare may not run, but may charge as normal.  **Immune to Poison**: Nightmares are not affected by poison. Immune to Psychology: As an **Undead creature**, Nightmares are immune to psychology, never have to make Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! Table as normal.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Nightmare | 8 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 5 | |
| Chaos Steed | EIF , page 29 | Mount | 90 | 11 | Only available to: Possessed warbands and Marauders with Chosen of Chaos skill only | May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.  **Battle** **Schooled**: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 | |
| Cold One | EIF - Blazing Saddles , page 8 | Mount | 100 | 11 | Dark Elves, Lizardmen and Norse and Marauders only | **Fear**: Cold Ones cause fear.  **Stupid**: Roll against the rider’s Leadership each turn; if the rider fails the test then usual stupidity applies, otherwise move as normal.  **Scaly**: Cold ones give an additional +1 armour save bonus (making +2 total).   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Profile | M | WS | BS | S | T | W | I | A | Ld | | Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 3 | |

# Poisons & potions

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| **POISONS**; 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.  **ONE USE ONLY** All items listed below are one use only unless states otherwise |

| **Item** | **Published** | **Category** | **Cost** | **Rarity** | **Availability** | **Special rules** |
| --- | --- | --- | --- | --- | --- | --- |
| Black Lotus | MHR , page 36 | Poison | 10+D6 | Rare 9 - Rare 7 for Skaven | Not available to: Witch Hunters, Warrior-Priests, Sisters of Sigmar. | **Effect**: 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. |
| Dark Venom | MHR , page 36 | Poison | 30+2D6 | 8 | Not available to: Witch Hunters, Warrior-Priests, Sisters of Sigmar | **Effect**: 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. |
| Bugman’s Ale | MHR , page 37 | Potion | 50+3D6 | 9 | Not available to: Elves | **Effect**: 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. |
| Crimson Shade | MHR , page 36 | Potion | 35+D6 | 8 |  | **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 |
| Elven Wine | MHA , page 60 | Potion | 50+3D6 | 10 | Only available to: Shadow Warriors | **Effect**: A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle. |
| Healing Herbs | MHR , page 23 | Potion | 20+2D6 | 8 |  | **Effect**: 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. |
| Healing Herbs | Lustria - TC 23 | Potion | 35 | Common | Only available to: Amazon Warriors | **Effect**: 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. |
| Mad Cap Mushrooms | MHR , page 36 | Potion | 30+3D6  Cost 25gc if warband includes one or more Goblins (not hired swords) | 9  common; if warband includes one or more Goblins (not hired swords) |  | **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.  Orcs Goblins Hordes: May consider them a common item that cost 25 gold crowns if it includes one or more Goblins, as they are a necessity for someone wishing to wield a ball and chain. Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. A Goblin may take his mushrooms at the start of any turn. |
| Mandrake Root | MHR , page 36 | Potion | 25+D6 | 8 |  | **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. |
| Poisoned weapon | NC, Forest goblin warband | Poison | 25 | Common | Forest goblin only | Apply to one weapon, +1 to any injury rolls inflicted by this weapon. This effect is permanent (not one use only). Weapon may not be sold or traded. |
| Tears of Shallaya | MHR , page 39 | Potion | 10+2D6 | 7 | Not available to: Possessed or Undead. | **Effect**: A model that 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. |
| Vodka | MHA , page 77 | Potion | 35+2D6 | 8 | Only available to: Kislevite Heroes | **Effect**: 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 every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game. |