

# Hand to Hand Weapons

- **Axe** (RB 25); 5 gc; Availability: Common

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 armor, 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*: 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.

- **Ball and Chain** (A02 12); 15 gc; Availability: Common (Goblins only)

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. 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*.

Range: Close combat; Strength: As user +2; Special Rules:

- *Two Handed*:

- *Incredible Force*: Because the Ball and Chain is so heavy, normal armor does very little to protect against it. No armor 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.

- *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.

- *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	Effect
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.

- **Brazier Iron** (A02 85); 35 gc; Availability: Rare 7

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. Only available to Witch Hunters. Range: Close combat; Strength: As user +1; 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.

- **Fighting Claws** (RB 29); 35 gc per pair; Availability: Rare 7 (Skaven only)

The martial arts practiced by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way. Range: Close Combat; Strength: As User; Special Rule:

- *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.

- **Claw of the Old Ones** (TC 23); 30 gc; Rare 12

This is a very ancient weapon made from a strange metal that is impervious to age and corrosion. The powers of this artifact 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 armor as if it were paper. Range: Close Combat; Strength: As User +1; Special Rule:

- *No Save*: The blade of the Claw can literally cut through anything. A warrior wounded by a Claw receives no armor save whatsoever.

- *Parry*: User may Parry as per normal rules.

- **Club, Mace or Hammer** (RB 24); 3 gc; Availability: Common

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*: 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.

- **Dagger** (RB 24); 1st free/2 gc; Availability: Common

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

- **Double-Handed Weapon** (RB 27); 15 gc; Availability: Common

A blow from a double-handed axe or sword can cut a foe in half and break armor 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*: 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 armor save against shooting.

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

- **Dwarf Axe** (A02 24) ; 15 gc; Availability: Rare 8 (Dwarfs only)

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*: 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.

- **Fist** (RB 24); free; Availability: Common

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 apply 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 Armor Save*: An enemy wounded by a fist gains a +1 bonus to his armor save, and a 6+ armor save if he normally has none.

- **Flail** (RB 25); 15 gc; Availability: Common

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*: 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 armor save against shooting.

- **Gromril Weapon** (RB 27); 4 x Price; Availability: Rare 11

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** (RB 26); 10 gc; Availability: Common

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*: 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 armor save against shooting.

- **Horseman's Hammer** (EiF 16); 12 gc; Availability: Rare 10

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*: 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 Armor 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** (RB 27); 3 x Price; Availability: Rare 9

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** (RB 27); 40 gc; Availability: Rare 8

Lances are long, heavy spears used by mounted shock troops to rip through armor 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*: 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.

- **Morning Star** (RB 26); 15 gc; Availability: Common

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*: 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.
- **Rapier** (A02 84); 15 gc; Availability: Rare 5  
The rapier is a long thin blade commonly used by duelists. 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; 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.
  - *Armor Save*: Because a rapier is a very light sword that lacks the thick armor breaking blade of the broadsword, armor saves are made at +1
- **Sigmarite Warhammer** (RB 22); 15 gc; Availability: Common (Sisters of Sigmar only).  
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*: 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*: Each Warhammer is blessed by the High Matriarch herself 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** (RB 26); 10 gc; Availability: Common  
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*: 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** (A02 12); 15 gc; Availability: Common [Goblins only]  
This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders 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! To represent this, 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). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.
- **Steel Whip** (RB 22); 10 gc; Availability: Common (Sisters of Sigmar only)  
Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains. Range: Close Combat; Strength: As User; 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.
- **Sword** (RB 25); 10 gc; Availability: Common  
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 Rule:
  - *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** (A02 84); 30 gc; Availability: Rare 8  
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*: 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.

- **Weeping Blades** (RB 29); 50 gc per pair; Availability: Rare 9 (Skaven only)

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 a deadly corrosive venom.

Range: Close Combat; Strength: As User; Special Rule:

- *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.

## Missile Weapons

- **Blowpipe** (RB 29); 25 gc; Availability: Rare 7 (Skaven, Lizardmen and Forest Goblins only)

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, the poison used by the Skaven can cause searing agony and eventual death. The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected. Range: 8"; Strength: 1; Special Rule:

- *Save +1*: Allows the victim +1 to their Save, or if they have no save roll, they may roll a 6+.

- *Poison*: The needles fired by a blowpipe are coated in a 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 armor 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 armor 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.

- **Bow** (RB 28); 10 gc; Availability: Common

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 Pistol** (RB 30); 35 gc; Availability: Rare 9

Crossbow pistols are masterpieces made by expert weapon-smiths. They are miniature crossbows with all the power and accuracy of the real thing. As these weapons may be easily concealed, they are the favored weapon of assassins. Maximum Range: 10"; Strength: 4; Special Rule:

- *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.

- **Crossbow** (RB 29); 25 gc; Availability: Common

A crossbow consists of a short, strong bow-stave 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 armor 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 Rule:

- *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.

- **Elf Bow** (RB 28); 35 +3D6 gc; Availability: Rare 12

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*: An Elf bow has a -1 save modifier on armor saves against it.

- **Javelins** (TC 23); 5 gc; Availability: Common

Javelins are short throwing spears specially weighted to travel quite a distance. Although they have a much reduced range when compared to an arrow they can cause quite considerable damage when thrown by a person of great strength. Range: 8"; Strength: As User; Special Rules:

- *Thrown Weapon*: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

- **Long Bow (RB 28);** 15 gc; Availability: Common  
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. The long bow is favored by experienced archers due to its great reach and accuracy. Maximum Range: 30"; Strength: 3; Special Rules: None
- **Repeater Crossbow (RB 30);** 40 gc; Availability: Rare 8  
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 Rule:
  - *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 (RB 28);** 5 gc; Availability: Common  
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 (RB 29);** 2 gc; Availability: Common  
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 Rule:
  - *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 (TC 23);** 50 gc; Availability: Rare 12  
The Sunstaff is a long tubular stick that is made from a strange multicolored 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 Lore Masters 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:* 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 armor save whatsoever.
- **Sun Gauntlet (TC 23);** 40 gc; Availability: Rare 12  
This, as with all strange arcane Amazon items, is made from an unknown multicolored 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:* 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 armor 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 armor save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.
- **Throwing Stars/Knives (RB 29);** 15 gc; Availability: Rare 5  
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 Rule:
  - *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 (RB 32);** 30 gc; Availability: Rare 9  
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. Maximum Range: Special; Strength: 3; 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). Any and all models in its path are automatically hit by a Strength 3 hit.
  - *Fire Once:* It takes a very long time to load a blunderbuss so it may only be fired it once per battle.
- **Double-barreled Hunting Rifle (A02 41);** 250 gc; Availability: Rare 12  
**Double-barreled Pistol (A02 41);** 30 gc/60 gc for a brace; Availability: Rare 10

Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a Weaponsmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. The Warband was so impressed with their new weapon that they asked him to do the same to their hunting rifle. Since then the Weaponsmith has been flooded with orders from some of the most powerful Warbands in Mordheim. A double-barreled gun (of any sort) is treated exactly like a normal version with one exception. Any enemy is hit by two blasts 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-barreled pistols you may fire them every other round (rather than every round like a normal brace).

- **Dueling Pistol/brace** (RB 32); 30 gc/60 gc; Availability: Rare 10

A dueling pistol is a work of art, and a gunsmith labors long and hard to produce a single example. They are often carried by Imperial nobles to solve disputes over love and honor, and many a noble has died at dawn in a duel over some grievance. Dueling 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 dueling pistols as status symbols, commanding great respect, admiration and envy. Maximum Range: 10"; Strength: 4; Special Rules:

- *Accuracy*: A dueling pistol is built for accuracy as a skilled duelist is able to hit a coin from twenty paces. All shots and close combat attacks from a dueling pistol have a +1 bonus to hit.
- *Prepare Shot*: A dueling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of dueling pistols he may fire every turn.
- *Save Modifier*: Dueling pistols are even better at penetrating armor than their Strength 4 suggests. A warrior wounded by a dueling pistol must make his armor save with a -2 modifier.
- *Hand-to-Hand*: Dueling pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a dueling 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 dueling 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.

- **Handgun** (RB 33); 35 gc; Availability: Rare 8

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'hakbuts' of the artillery school of Nuln, 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 armor. In Mordheim, handguns are rare and expensive, but a warband which can boast such a weapon will command respect from all its rivals. Maximum Range: 24"; Strength: 4; 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 armor than their Strength 4 suggests. A warrior wounded by a handgun must take its armor save with a -2 modifier.

- **Hochland Long Hunting Rifle** (RB 33); 200 gc; Availability: Rare 11

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 weapon smiths are capable of manufacturing them. Maximum Range: 48"; Strength: 4; 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 armor than their Strength 4 suggests. A warrior wounded by a long rifle must make his armor save with a -2 modifier.

- **Pistol/brace** (RB 31); 15 gc/30 gc; Availability: Rare 8

A pistol is a small, simple Blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed. Maximum Range: 6"; Strength: 4; 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 (i.e., two) you may fire every turn.

- *Save Modifier*: Pistols are even better at penetrating armor than their Strength value of 4 suggests. A model wounded by a pistol must take its armor 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.
- **Warplock Pistol/brace** (RB 29); 35/70 gc; Availability: Rare 11 (Skaven only)  
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; Special Rule:
  - *Save -3*: Victim suffers -3 to their Save roll.
  - *Fire Every Other Turn*: May be fired once every other turn. Braces may be fired once every turn, or twice every other turn.

## Armor

- **Barding** (EiF 16); 30 gc; Availability: Rare 11  
Barding is armor for a horse in the same way that light and heavy armor is for a human. It covers the mount's hide and in some cases the head. A model mounted on a barded horse receives an additional +1 Armor 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. Warhorses only.
- **Buckler** (RB 35); 5 gc; Availability: Common  
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. Special Rule:
  - *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.
- **Gromril Armor** (RB 35); 150 gc; Availability: Rare 11  
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 armor made from it fetches a huge price. Gromril armor gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.
- **Heavy Armor** (RB 34); 50 gc; Availability: Common  
Typical heavy armor 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 armor provides excellent protection for anyone who can afford it. There are other types of heavy armor as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders. Special Rules:
  - *Save*: A warrior that is wearing heavy armor has a basic D6 saving throw of 5+.
  - *Movement*: A warrior that is armed with both heavy armor and a shield suffers a -1 Movement penalty.
- **Helmet** (RB 35); 10 gc; Availability: Common  
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. Special Rule:
  - *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 Armor** (RB 35); 90 gc; Availability: Rare 11  
Ithilmar is a silvery metal which is as light as silk and stronger than steel. Elves are experts at fashioning weapons and armor from Ithilmar, and the Elven kingdom of Caledor is the only place in the world where this metal can be found. Ithilmar armor gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.



- **Light Armor** (RB 34); 20 gc; Availability: Common  
Light armor 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 armor does not inhibit movement. Armor Saving Throw:
  - *Save:* A warrior who is wearing light armor has a basic D6 saving throw of 6.
- **Pavise** (A02 85); 25 gc; Availability: Rare 8  
A pavise is a huge shield commonly used by regiments of warriors in a battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting. Special Rules:
  - *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 armor 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** (RB 35); 5 gc; Availability: Common  
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. Armor Saving Throw:
  - *Save:* A model with a shield has a basic save of 6 on a D6.
- **Toughened Leathers** (A02 16); 5 gc; Availability: Common  
Expert leatherworkers are able to turn leather coats into armor (after a fashion) and those with limited funds often favor these jackets and coats as armor is very expensive. Covered with crusted salt, alcohol and other less savory materials, toughened leather is hard to penetrate and offers some protection in combat.
  - *Special Rule:* Toughened leathers work exactly like light armor, giving the wearer a 6+ Armor save, but cannot be combined with the effects of any other armor 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!
- **Wolfcloak** (A02 16); 10 gc; Availability: Special  
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 their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves. Middenheimers only.
  - *Special Rules:* 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 armor saves against all shooting attacks.

## Miscellaneous

- **Amulet of the Moon** (TC 23); 50 gc; Availability: Rare 12  
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.
- **Banner** (A02 16); 10 gc; Availability: Rare 5  
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.
  - *Special Rule:* 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.
- **Bear-Claw Necklace** (A02 77); 75+3D6 gc; Availability: Rare 9 (Kislevite Heroes Only)  
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.
- **Black Lotus** (RB 36); 10+D6 gc; Availability: Rare 9 [Rare 7 for Skaven]  
Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar.  
The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. 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.

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 armor saves as normal.

- **Blessed Water** (RB 37); 10+3D6 gc; Availability: Rare 6 [Common for Warrior-Priests & Sisters of Sigmar]  
May not be bought by Undead.  
The priests of Ulric, Sigmar, Morr 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 armor save. Undead or Possessed models may not use blessed water.
- **Bota Bag** (TC 18); 5 gc; Availability: 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.
- **Bugman's Ale** (RB 37); 50+3D6 gc; Availability: Rare 9  
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.
- **Caltrops** (A02 86); 15+2D6 gc; Availability: Rare 6  
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** (RB 39); 50+2D6; Availability: gc Rare 9  
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.
- **Crimson Shade** (RB 36); 35+D6 gc; Availability: Rare 8  
The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. 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.  
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** (RB 36); 30+2D6 gc; Availability: Rare 8  
Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar  
The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. 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.  
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. Armor saving throws are modified to take into account the increased Strength of the attack.

- **Elven Cloak** (RB 37, A02 61); 100+D6x10 gc; Availability: Rare 12  
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. Being from Ulthuan, Shadow Warriors (A02 60) have access to items that are rarely seen by other races; 75 + D6x10 gc; Availability: Rare 12
- **Elven Runestones** (A02 60); 50+2D6 gc; Availability: Rare 11 (Shadow Weavers Only)  
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.
- **Elven Wine** (A02 60); 50+3D6 gc; Availability: Rare 10 (Shadow Warriors Only, one use only)  
High Elven wines are well known to be the best in the world, and some are even rumored 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.
- **Familiar** (A02 61); 20+1D6 gc; Availability: Rare 8  
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 favor different types of familiars, depending on their environment: Shadow Weavers tend to favor darkly-colored animals that can blend into the shadows with them easily- ravens or darkly-colored 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 modeled on the Spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way, 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.
  - *Special Rules:* The cost of the familiar must always be paid if the rarity role is attempted, regardless of the success of the roll. Also, 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.
- **Fire Arrows** (A02 87); 30+D6 gc; Availability: Rare 9  
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** (A02 86); 35+2D6 gc; Availability: Rare 9  
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.

- **Flash Powder** (A02 86); 25+2D6; Availability: Rare 8

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 and 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.

- **Forest Cloak** (TC 29); 50 gc; Availability: Rare 10 (Outlaw Heroes only)

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. 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. *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.

- **Garlic** (RB 37); 1 gc; Availability: Common

May not be bought by Undead.

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.

- **Halfling Cookbook** (RB 38); 30+3D6 gc; Availability: Rare 7

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** (A02 16); 100 gc; Availability: Rare 10

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. Witch Hunters only.

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

- **Healing Herbs** (RB 38, TC 23); 20+2D6 gc; Availability: Rare 8

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded. 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. Amazon Warriors are master herbalists and may buy Healing Herbs as common items, instead of rare items, for 35 gc.

- **Holy (Unholy) Relic** (RB 38); 15+3D6 gc; Availability: Rare 8 [Rare 6 for Warrior-Priests & Sisters of Sigmar]

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.

- **Holy Tome** (RB 38); 100+D6x10 gc; Availability: Rare 8  
Only available to Warrior-Priests and Sisters of Sigmar.  
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.
- **Horse** (RB 38); 40 gc; Availability: Rare 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

- **Hunting Arrows** (RB 37); 25+D6 gc; Availability: Rare 8  
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.
- **Lantern** (RB 39); 10 gc; Availability: 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 16); 15 gc; Availability: Rare 8  
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.
- **Lucky Charm** (RB 37); 10 gc; Availability: Rare 6  
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.
- **Mad Cap Mushrooms** (RB 36, A02 12); 30+3D6 gc; Availability: Rare 9  
The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. 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.  
The feared cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves 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.
  - *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.
- **Magic Gourd** (TC 18); 10; Availability: Rare 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.
- **Mandrake Root** (RB 36); 25+D6 gc; Availability: Rare 8  
The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades. 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.

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.

- **Mordheim Map** (RB 39); 20+4D6 gc; Availability: Rare 9

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:

D6	Effect
1	<b>Fake:</b> 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	<b>Vague:</b> 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	<b>Catacomb Map:</b> The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
5	<b>Accurate:</b> 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	<b>Master Map:</b> 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** (TC 18); 20+4D6; Availability: Rare 10

Maps of the Land of the Dead are rare. Accurate ones are even rarer. The shifting sands and dry riverbeds can render a map obsolete in a season. Use the rules for the Mordheim map in the rulebook.

- **Net** (RB 37); 5 gc; Availability: Common

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.

- **Nomad Robes** (TC 18); 25; Availability: Rare 8

Woven by native desert dwellers these robes enable the wearer to suffer only half penalties from Weather Conditions. 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.

- **Opulent Coach** (A02 16); 250 gc; Availability: Rare 10

Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armor 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.

- **Special Rule:** 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** (A02 87); 10 gc; Availability: Rare 5  
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.
- **Rope & Hook** (RB 36); 5 gc; Availability: Common  
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.
- **Scorpion Ring** (TC 18); 10+D6; Availability: Rare 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 (use Tomb Scorpion from Tomb Guardians list).
- **Snake Charmer's Flute** (TC 18); 10+D6; Availability: Rare 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.
- **Standard of Nagarythe** (A02 60); 75 + 3D6 gc; Availability: Rare 9 (Shadow Warriors Only)  
May only be purchased when the warband is created. 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 colors 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.)
- **Superior Blackpowder** (RB 39); 30 gc; Availability: Rare 11  
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.
- **Tarot Cards** (A02 16); 50 gc; Availability: Rare 7  
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. Not available to Witch Hunters or Sisters of Sigmar.
  - *Special Rule:* 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.
- **Tears of Shallaya** (RB 39); 10+2D6 gc; Availability: Rare 7  
Not available to Possessed or Undead.  
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.
- **Telescope** (A02 86); 75+3D6 gc; Availability: Rare 10  
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.

- **Tome of Magic** (RB 38); 200+D6x25 gc; Availability: Rare 12  
Not available to Witch Hunters or Sisters of Sigmar.

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.

- **Torch** (EiF 16); 2 gc; Availability: Common

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. (Torches may also cause buildings to catch fire – see 'Let the Damned Burn', from Town Cryer 8).

- **Venom Ring** (TC 18); 20+2D6; Availability: Rare 10

The Venom Ring renders the wearer immune to the effects of all poisons.

- **Vodka** (A02 77); 35+2D6 gc; Availability: Rare 8 (Kislevite Heroes Only)

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 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.

- **War Horn** (A02 87); 30+2D6 gc; Availability: Rare 8

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** (A02 61); 25+1D6 gc; Availability: Rare 6 (Shadow Warriors Only)

Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (see above.)

- **Warhorse** (RB 38); 80 gc; Availability: Rare 11

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
Warhorse	8	3	0	3	3	1	3	1	5

- **Wardog** (RB 38); 25+2D6 gc; Availability: Rare 10

Not available to Skaven.

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained Wardog is a dangerous opponent and worth its weight in gold in Mordheim. 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. You could also use the profile above to represent one of the more exotic animals used by the warbands of Mordheim, such as trained bears, Chaos familiars or even fighting monkeys from the far-off Southlands!

Profile	M	WS	BS	S	T	W	I	A	Ld
Wardog	6	4	0	4	3	1	4	1	5

- **Wyrdstone Pendulum** (A02 16); 25+3D6 gc; Availability: Rare 9  
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.
  - *Special Rule*: 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.

## Magical Artifacts

- **The Boots and Rope of Pieter** (RB 100); Artifact; Availability: Unique  
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).
- **The Count of Ventimiglia's Misericordia** (RB 100); Artifact; Availability: Unique  
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.
- **Att'la's Plate Mail** (RB 100); Artifact; Availability: Unique  
This armor 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 armor with the following three runes inscribed on it:
  - *Rune of Spell Eating*: The Hero wearing this armor 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.
- **Bow of Seeking** (RB 100); Artifact; Availability: Unique  
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.
- **Executioner's Hood** (RB 100); Artifact; Availability: Unique  
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.
- **All-Seeing Eye of Numas** (RB 100); Artifact; Availability: Unique  
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.