

Mordheim - Revised Rulebook



Miniature base size

Normal sized minis have a 32mm round base

Large sized minis (Ogres, Trolls, etc.) have a 50mm round base

Long minis (Cavalry, Hounds, etc.) have 60x35mm oval base

Close Combat

Who can fight

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Who strikes first

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first.

Sometimes a model will be allowed to strike first for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model strikes first then it does so and the remainder of the combatants strike in Initiative order as described above. If there are several models who are each entitled to strike first, then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to strike first have fought, any other combatants fight in Initiative order.

Which models fight

A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight. If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.

Hitting the enemy

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack, roll a D6 for each attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To-Hit chart below to find the minimum D6 score needed to hit.

If the enemy is behind cover, your to-hit roll is modified by -1.

To-Hit Chart

[illegible]

Fighting with two weapons

A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon (off-Hand). Roll to hit and wound for each weapon separately, with a -2 to-hit modifier for the off-hand weapon.

Roll to wound

To determine whether a hit wounds the enemy, roll a D6 for each hit.

The dice roll needed to wound the enemy depends upon the Strength of the attacker and the Toughness of the foe. Compare the Strength of the attacker with the Toughness of his opponent and consult the To-Wound chart below to find the minimum D6 score needed to hit.

Note that a dash (-) means that there is no chance of wounding the target.

To-Wound Chart

[illegible]

Critical Hits

Each warrior may only cause one critical hit in each close combat phase.

If you roll a 6 when rolling to wound (close combat and shooting only) you will cause a critical hit, unless you already need 6s to wound. Roll a D6 and consult the respective Critical Hit chart below to determine the damage caused by the critical hit with your weapon.

Missile weapons

(Bows, Crossbows, Blackpowder Weapons, Throwing Knives, etc.)

1 - 2	Weak Spot	Ignore all armour saves.
3 - 4	Ricochet	If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
5 - 6	Master Shot	The target suffers 2 wounds instead of 1. Ignore all armour saves.

Unarmed combat

(War dogs, Zombies, Possessed, Animals, etc.)

1 - 2	Body Blow	Immediately make an additional attack.
3 - 4	Crushing Blow	Gain +1 to the injury roll. Armour saves are taken as normal.
5 - 6	K.O.	Gain +2 to the injury roll and ignore all armour saves

Thrusting weapons

(Spears, halberds, Lances, etc.)

1 - 2	Stab	Gain +1 to the injury roll. Armour saves are taken as normal.
3 - 4	Thrust	The enemy is knocked down. Armour saves are taken as normal
5 - 6	Kebab!	Gain +2 to the injury roll and ignore all armour saves. The enemy is knocked backwards D6" (or until it collides with another model) and the attacker follows and stays in base contact. All other models in the same combat are not considered in combat with the two models anymore. Any model that the enemy collides with takes a S4 hit.

Bludgeoning weapons

(Clubs, Maces, Hammers, Flails, Double-handed Hammers, etc.)

1 - 2	Hammered	Ignore all armour saves.
3 - 4	Clubbed	Ignore all armour saves and saves for helmets.
5	Wild Sweep	The enemy is disarmed. If he uses more than one weapon, determine which one he loses. Apply armour saves as normal.
6	Bludgeoned!	The enemy is immediately taken out of action (regardless of how many wounds it has left)

Bladed weapons

(Swords, Axes, Double-handed Swords etc.)

1 - 2	Flesh Wound	Ignore all armour saves.
3 - 4	Bladestorm	Cause two wounds instead of one
5 - 6	Sliced!	Gain +2 to the injury roll and ignore all armour saves

Changing weapons or hand-held items

Models may freely switch which items they are holding in their hands, from among those they are carrying, while not engaged in combat. This includes things like holding a shield (instead of a second weapon), etc.

Once engaged in combat, they must decide once in base contact which weapons/ items they will be using in their hands. They cannot be exchanged while the model is still engaged in combat. If a model is in base contact with only Knocked Down or Stunned enemies, he may freely swap his hand-held items again.

Armour

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields.

For each wound suffered by the model, the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

Some models are so powerful that armour provides less protection against them.

The higher a model's Strength, the more easily it can pierce armour. For each point of Strength greater than 3, the armor penetration modifier is increased by 1. This modifier is added to any armor penetration modifiers the used weapons may have.

Example:

A model with Strength 4 and an Axe is fighting against a model with a heavy armor (providing a 4+ armour save). In this case every successful wound roll has a -2 armor penetration modifier, leaving the model with the heavy armor with a 6+ armour save roll to prevent the wound.

Injuries

Whenever a model is wounded and the armour did not save the wound, the model loses 1 wound. If the warrior's wounds are reduced to zero the opponent inflicting the wound has to roll a D6 for each wound suffered. Use the highest roll among the thrown dice to determine the consequences of the wound:

1 - 2	Knocked Down
3 - 4	Stunned
5 - 6	Taken out of Action

If the warrior has already zero wounds left, add +1 to the result of the dice roll.

Knocked Down

Turn the model face up to show that he has been knocked down. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is.

While knocked down, the warrior cannot strike back nor parry.

All attacks against a warrior who is knocked down hit automatically. If any of the attacks wound the knocked down model and he fails his armour save, he is automatically taken out of action.

A warrior who has been knocked down may stand up at the start of his next turn, but gains 'Strike Last', can only move at half its movement rate, cannot charge nor run. These effects last at least one turn. If the warrior has no wounds left, the effects persist until the end of the game, with the exception of charging (the warrior is injured but has not lost his will to fight).

If the model is knocked down within 1" of an edge (roof, 2nd floor, etc.), take an initiative test. If the test fails, the model falls down (see Falling.)

Stunned

Turn the model face down to show that he has been stunned. A fighter who is stunned may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as knocked down.

A stunned model is automatically taken out of action if an enemy attacks him in hand-to-hand combat.

If the model is stunned within 1" of an edge (roof, 2nd floor, etc.), take an initiative test. If the test fails, the model falls down (see Falling.)

Taken out of Action

The model is removed from the game. Roll a D6 for a Henchman and a D66 for a Hero taken out of action and consult the charts below.

Taken out of Action – Henchmen

1 - 2	Dead or Fled	The Warrior is removed from the warband roster.
3 - 6	Full Recovery	The Warrior has recovered and will re-join the warband in the next game.

Taken out of Action – Hero Chart (D66)

11 - 15	Dead	The Warrior is dead. All equipment is lost and the warrior is removed from the roster.
16 - 21	Multiple Injuries	Roll D6 times on this table. Re-roll any Dead, Captured and further Multiple Injuries results.
22	Leg Wound	The warrior gains -1 Movement from now on.
23	Arm Wound	Roll a D6. 1: The warrior can only use a single one-handed weapon from now on. 2 - 6: The warrior misses the next game.
24	Madness	Roll a D6. 1 - 3: The warrior gains Stupidity from now on. 2 - 6: The warrior gains Frenzy from now on.
25	Smashed Leg	Roll a D6. 1: The warrior cannot run anymore from now on. 2 - 6: The warrior misses the next game.
26	Chest Wound	The warrior gains -1 Toughness from now on.
31	Blinded in one eye	The warrior gains -1 Ballistic Skill from now on. If he is blinded again, he has to retire and is removed from the warband roster.
32	Old battle wound	Roll a D6 at the start of each game. On a roll of 1, the warrior misses the game.
33	Nervous cond.	The warrior gains -1 Initiative from now on.
34	Hand Injury	The warrior gains -1 Weapon Skill from now on.
35	Deep wound	Roll a D3. The warrior misses the next D3 games.
36	Robbed	Remove all equipment including weapon and armor from the models roster.
41 - 55	Full Recovery	All fine. Continue as is.
56	Bitter Enmity	The warrior gains Hatred. Roll a D6 to determine who he hates. 1 - 3: The enemy that caused the wound. If it is a henchman, it instead hates. 4: The leader of the warband that caused the wound 5: The entire warband that caused the wound 6: All warbands of the same type that caused the wound (e.g. all Orcs)
61	Captured	The warrior is captured by the warband that wounded him. That warband may: a. Sell him back to his warband a price of their choosing b. Sell him into Slavery (gain 5 * D6 GC + all equipment the warrior has)
62 - 63	Hardened	The Warrior gains Immune to Fear from now on.
64	Horrible Scars	The Warrior gains Fear from now on.
65	Sold to the Pits	The Warrior has to fight in the pits. See the Pit Fight section for this. Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured. If he is not dead, he loses his armour and weapons and may re-join his warband. If the warrior wins he gains 50 GC, +2 Experience and is free to rejoin his warband with all his weapons and equipment.
66	Survived against all odds	The Warrior gains +1 Experience.

Experience

Accumulating Experience

See the scenario description to determine how much experience the warriors gained.

As warriors earn more Experience points they are entitled to make Advance rolls. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result.

Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

Advance Rolls

Roll 2D6 and consult the appropriate table:

Advance Roll – Henchmen

2 - 4	+1 Initiative
5	+1 Initiative or +1 Strength
6 - 7	+1 Ballistic Skill or +1 Weapon Skill
8	+1 Ballistic Skill or +1 Attack
9	+1 Leadership
10 - 12	Lads got Talent. One model in the henchmen group becomes a Hero! If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (e.g. a Ghoul stays as a Ghoul) and starts with the same experience and Characteristic increases intact. You may choose two skill lists available to Heroes in your Warband and choose from them when gaining new skills. The Hero immediately makes a roll on the Heros Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

Advance Roll – Heros

2 - 5	Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.
6	Roll a D6. 1 – 3: +1 Initiative or +1 Strength. 4 – 6: +1 Ballistic Skill or +1 Attack
7	+1 Ballistic Skill or +1 Weapon Skill
8	Roll a D6. 1 – 3: +1 Initiative 4 – 6: +1 Leadership
9	Roll a D6. 1 – 3: +1 Wound 4 – 6: +1 Toughness
10 - 12	Pick a skill as described in 2-5

Characteristic increase limits

For Heros, Characteristics may not be increased beyond the maximum limits shown on the following profiles.

If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead.

Note that this is the only way to gain the maximum Movement for some races.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Elf	5	7	7	4	4	3	9	4	10
Dwarf	3	7	6	4	5	3	5	4	10
Ogre	6	5	4	6	6	4	5	4	7
Halfling	4	5	7	3	3	3	9	4	10
Gor	4	7	6	4	5	4	6	4	9
Bestigors	5	7	6	4	5	4	6	4	9
Centigors	9	7	6	4	5	4	6	4	9
Possessed	6	8	0	6	6	4	7	5	10
Vampire	6	8	6	7	6	4	9	4	10
Ghoul	5	5	2	4	5	3	5	5	7
Wight	4	4	5	4	4	3	4	4	7
Skaven	6	6	6	4	4	3	7	4	7
Skaven Clan Pestilens	5	6	6	4	5	3	7	4	7
Orc	4	6	6	4	5	3	5	4	9
Black Orc	4	7	6	5	5	3	5	4	10
Goblin Hero	4	5	6	4	4	3	6	4	7

For Henchmen, Characteristics may not be increased beyond +1 of their initial value. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled. All Warriors in the group gain the same advance.

Skills & Abilities

Combat Skills

Axe Master: The warrior may parry with normal axes as per normal parrying rules.

Disarm: The hero may exchange his normal attacks for a single special attack: Declare what weapon is attempted to disarm. The attack is executed at -2 WS (-3 for Two-Handed Weapon). If the to-hit roll is successful, the opponent must fight without the designated weapon until he recovers it. The foe recovers his weapon in the first Recovery Phase out of close combat. Not vs. natural weaponry.

Drive Chariot: The hero may Charge with its chariot.

Expert Axeman: Re-roll all failed hits with an Axe when charging.

Weapons Training: The Hero may use any close combat weapon, not just those in the equipment options. ***Prerequisite: The hero is already able use weapons in general.***

Web of Steel: The hero gains +1 to rolls on the Critical Hit tables.

Expert Swordsman: The hero may re-roll to-hit rolls with swords (normal swords or weeping blades) when charging.

Combat Master: The hero is immune to 'All Alone' test and gains an additional Attack when fighting two or more enemies at once. **Prerequisite: 2 other combat skills**

Strike to Injure: The hero adds +1 to all injury rolls. **Prerequisite: 2 other combat skills**

Step Aside: The hero gains a special 5+ save against wounds suffered in close combat (as long as he is not wearing heavy armor).

Finishing Move: The hero may exchange his normal attacks for a single special attack: This attack is made at +2 Strength (any other Strength Bonus also applies e.g. Mighty Blow, weapon bonus, etc.) The blow is resolved last AFTER Two-Handed Weapons. **Prerequisite: 2+ attacks on profile**

Follow Thru: In any Hand-to-Hand combat where all of the warrior's foes are knocked down, stunned, or taken out of action the warrior may opt to move up to 2 inches in any direction. This move can bring him into base contact with another model, and he will fight in the next close combat phase, but neither model counts as charging. This move is executed at the very end of the close combat phase after everyone has finished striking. If multiple models have this skill, then they move in Initiative order. Simultaneous movers from opposing forces within range automatically move to intercept one another.

Pugilist: The model always gets an extra attack when fighting barehanded or with one weapon and no shield or buckler. Off-hand attacks have no penalty to hit.

Shield Smash: Gain an additional attack (resolved at the warriors strength) when using a Shield or Buckler. This attack is resolved at -1 to hit and cannot cause critical hits.

Sweeping Blow: The hero may exchange his normal attacks for a single special attack (if equipped with a two-handed weapon including halberds, flails, etc.): All models in base contact have to take an Initiative test. If the test is failed, the model is hit. No Strength bonuses from weapons are applied when rolling to wound and rolling for armor saves.

Whip Master: The hero may reroll all to-hit rolls when using a whip.

Two Weapon master: The hero ignores the -2 to hit penalty for off-hand weapons.

Shooting Skills

Quick Shot: The warrior may shoot twice per turn with a bow or crossbow (not a crossbow pistol).

Pistolier: If equipped with a brace of pistols of any type (including crossbow pistols), you may fire twice in the Shooting phase (normal reloading rules apply). If equipped with a single pistol then it may fire the same turn it was reloaded.

Eagle Eyes: Add +6" to the range of any missile weapon.

Weapons Expert: The hero may use any missile weapon, not just those in the equipment options.

Prerequisite: *The hero is already able use missile weapons in general.*

Nimble: The hero may ignore the rule 'Move or Fire'. ***Cannot be combined with the Quick Shot skill.***

Trick Shooter: The hero ignores all modifiers for cover when using missile weapons.

Hunter: The hero may fire each turn with a handgun or Hochland rifle.

Knife-Fighter: The hero can throw a maximum of three throwing knives (axes, stars, etc.) in the shooting phase. The shots may be divided between any targets within range. ***Cannot be combined with the Quick Shot skill.***

Vitals Shot: The hero adds +1 to rolls on the Critical Wound effect chart when using ranged attacks.

Fletcher: The hero may add +1 to rolls on the Injury Chart when using a bow.

Target Practice: The hero may fire a single shot when being charged (with -1 modifier to hit).

Academic Skills

Battle Tongue: This increases the range of his Leader ability by 6". **Prerequisite:** **Leader skill**

Sorcery: The hero gains +1 to his casting rolls **Prerequisite:** **Magic User**

Streetwise: The hero may add +2 to the roll when searching for rare items.

Pawnbroker: Gain an extra 2D6 for every item Sold (up to its full value) if this hero was not taken out of action.

Medical Knowledge: You may reroll the units dice from a roll on the heros serious injury chart for one hero if this hero was not taken out of action.

Haggle: The Hero may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore: Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Prerequisite: not a Witch Hunter, Sister of Sigmar or Warrior-Priest

Wyrdstone Hunter: You may re-roll one dice when rolling on the Exploration chart.

Warrior Wizard: The hero may wear armour and cast spells. **Prerequisite:** Magic / Pray Users, 1 combat skill.

Scribe: The hero may make a scroll before the battle and inscribe a single spell or prayer upon it that He is versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used. **Prerequisite:** Magic / Pray Users.

Mind Focus: The hero may reroll one dice roll used in the difficulty roll. **Prerequisite:** Magic / Pray Users.

Tactician: In any scenario the warband leader may reposition his warriors after his opponent has set up and may even advance them up to 12 inch onto the board instead of 8 inch. **Prerequisite:** Leader skill

Hunch: The warband may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12 inch away from an enemy model and not in the enemy deployment zone. **Prerequisite:** Leader skill

Magical Aptitude: The hero may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell, he must take a toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails he must roll on the injury table immediately with no saves treating Out Of Action results as Stunned instead. **Prerequisite:** Magic User

Scholar: The hero may select a spell or prayer instead of determining it randomly when gaining a new spell or prayer OR The difficulty of any spell or prayer the hero already knows is permanently reduced by 1. **Prerequisite:** Magic / Pray Users.

Trap Expert: The Hero will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself! He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.

Alchemist (Heroes only): Roll a D6 to see which Alchemist ability the hero gains. If this skill is gained more than once and the roll would grant the same ability as the hero already has, roll again.

Prerequisite: 2 other academic skills.

D6	Alchemist Ability	before each battle make	Unused may be sold for
1	Firebomb	1D3 Firebombs	25 GC each
2	Fire Arrows	Enough Fire Arrows for all bows/crossbows	15 GC
3	Flash Powder	D3 Flash Powder	15 GC each
4	Glue Bombs	D6 Glue Bombs (work like nets)	3 GC each
5	Sleep Powder	D3 Sleep Powder	15 GC each
6	Potion of Healing	D6 Potion of Healing	5 GC each

Speed Skills

Leap: The hero may leap D6" in the movement phase after making his other movements (charge, run, etc.). A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty. The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 6).

Sprint: The hero adds +D6 to his charge distance and may triple his Movement rate when he runs, rather than doubling it as normal.

Acrobat: The hero may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes: If the hero is charged he gains 'Strike First' for this turn. Compare the initiative values of the hero and the attacker to see who strikes first.

Jump Up: The hero may ignore Knocked Down results when rolling for injuries, unless he is Knocked Down because of a successful save from wearing a helmet. **Prerequisite: does not have the 'No Pain' special rule.**

Dodge: The hero can avoid any hits from a missile weapon on 5+. The roll is taken immediately after being hit and before any effects from other skills or equipment (such as lucky charms). Cannot be used when mounted.

Scale Sheer Surfaces: The hero can climb up or down a height equal to twice his normal Movement and does not need to make Initiative tests when doing so.

Fast Strike: The hero may exchange his normal attacks for a single special attack: Pick a single weapon. Add d6 to his Initiative (max 10). **Not usable with any weapon that requires 2 Hands to use.**

Roll Dodge: The hero cannot be intercepted when charging. Cannot be used when mounted.

Fleet Footed: The warrior gains +1 to his base Movement.

Flee: If the Hero breaks and runs while in close combat, his opponents do not get an automatic hit upon him. Rather, they hit on a 4+. Additionally, the Hero's player may roll 3d6 instead of the normal 2d6 and pick which 2 dice he prefers to determine the number of inches the Hero flees.

Sneaky: All enemy models have their initiative range halved when trying to spot this warrior while he is hidden.

Tunnel Rat: Any characteristic based test taken for Scenarios which are underground can be re-rolled by this hero.

Spry: The hero may run or charge while climbing (e.g. he may run to a wall and start climbing in the same turn).

Strength Skills

Mighty Blow: The hero adds +1 to wound in close combat (except with pistols). Critical hit chances are not changed by this. **Prerequisite: 1 other strength skill**

Pit Fighter: The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as buildings or ruins at the start of a battle to avoid confusion later.

Resilient: All enemies gain -1 to wound against this hero in close combat. This does not affect the chance for critical hits. **Prerequisite: 1 other strength skill**

Fearsome: The hero causes fear in opposing models.

Strongman: The hero may use a double-handed weapon without the usual penalty of always striking last. **Prerequisite: 2 other strength skills**

Unstoppable Charge: The hero adds +1 to his Weapon Skill when charging.

Bell Ringer: 1 Attack Only, +1 to hit, +1 S, no Weapon Bonuses, foe Stunned on a 2-5 on Injury Chart.

Untiring: When wielding Flails and Morning Stars, the Hero may use the Strength Bonuses every close combat phase of the game, not just the first round of close combat. **Prerequisite: 2 other strength skills**

Strong Legs: The Hero may use Heavy Armour and a Shield without suffering Movement penalties.

Tin Can: The hero may use any armor, not just those in the equipment options. **Prerequisite: The hero is already able use armor in general.**

Weightlifter: The hero may run when carrying crates or barrels. He can also carry items alone that normally require two persons to carry.

Dirty Blow: The hero gains -1 Attack in the close combat round he uses this attack. All remaining attacks are executed without weapon or strength modifiers, but therefore ignore armor saves.

Prerequisite: 2+ attacks on profile

Rigger: boat stuff...

Handyman: wagon stuff...

Beastmen Raiders Special Skills

Shaggy Hide: The hero adds +1 to any armor save.

Mutant: The hero may buy one mutation.

Fearless: Immune to Fear and All Alone tests.

Horned One: The hero and can make an additional Attack with its basic Strength on a turn it charges.

Bellowing Roar: The warband may re-roll any failed Rout tests. Prerequisite: Leader Skill

Manhater: Gains Hatred (any Human warband)

Dwarf Special Skills

Master of Blades: When using a weapon that has a Parry special rule, this hero gains a +1 on the parry roll. If using two parry weapons, instead of an additional +1 to parry he can now re-roll one parry OR parry another separate attack. Prerequisite: 2 combat skills

Extra Tough: When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken Out Of Action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter: If not taken out of action, one dice roll may be modified by +1/-1 when rolling on the Exploration chart.

True Grit: When rolling on the Injury table for this Hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned, and 6 as Out Of Action.

Thick Skull: The hero has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a Stunned result as Knocked Down instead. This save is 2+ instead of 3+ if a Helmet is worn.

Orcs Special Skills

'ard ead: The hero has a 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If a helmet is worn, this save is 2+ instead of 3+

Waaagh!: The hero may add +D3" to his charge range.

'ere we go!: The model may ignore Fear and Terror tests when charging.

da cunnin' plan: The warband may re-roll any failed Rout tests as long as the Boss is not Out Of Action. Prerequisite: Leader Skill

well 'ard (Greenskin warband only): The Hero adds +1 to any armor saves.

Proven Warrior (Black Orc Warband only): The Hero gains the 'Black Orc' special skill and now uses the Black Orc equipment list and may add skills from Strength and Speed.
Prerequisite: 'Black Orc Blood' Skill & 25+ experience

'eadbasher: Any Knocked Down results which the Hero causes in hand-to-hand count as Stunned results instead.

Norse Special Skills

Shield Master: When this hero is armed with a shield he may parry with it.

Berserk Charge: When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

Crushing Blow: No enemy may parry an attack made by this hero.

Battle Tongue: It allows models within 12" of him use his leadership, rather than the normal 6".
Prerequisite: Leader Skill

Barbarian Courage: This hero never needs to take all alone tests and may re-roll failed fear tests.

Weapons

Close Combat Weapons

Weapon Name	Strength-modifier	Special Rules	Restrictions
Axe	-	<u>Cutting Edge</u>	
Barbed Spear	-	<u>Strike First</u> , <u>Unwieldy</u> , <u>Cavalry Bonus(1)</u> , <u>Vicious Critical</u>	
Beastlash	-	<u>Beast bane</u> , <u>Cannot Be Parried</u> , <u>Whip crack</u>	Dark Elves
Brazier Iron	+1	<u>Two Handed</u> , <u>Flaming Attack</u>	
Censer	+2	<u>Heavy</u> , <u>Two Handed</u> , <u>Fog of Death</u>	
Dagger	-	<u>Armor Yield</u> , <u>Off-hand</u>	
Double-Handed Weapon	+2	<u>Two Handed</u> , <u>Strike Last</u>	
Dwarf Axe	-	<u>Cutting Edge</u> , <u>Parry</u>	Dwarves
Fist	-1	<u>Armor Yield</u>	
Flail	+2	<u>Two Handed</u> , <u>Heavy</u>	
Halberd	+1	<u>Two Handed</u>	
Hammer or mace	-	<u>Concussion</u>	
Horseman's Hammer	+1	<u>Two Handed</u> , <u>Cavalry Charge</u>	
Katar	-	<u>Cutting Edge</u> , <u>Off-hand</u>	
Lance	-	<u>Cavalry Bonus(2)</u>	Mounted
Morning Star	+1	<u>Heavy</u> , <u>Difficult to Use</u>	
Pike	-	<u>Strike First</u> , <u>Two Handed</u> , <u>Length</u> , <u>Range</u>	
Rapier	-	<u>Parry</u> , <u>Barrage</u> , <u>Armor Yield</u>	
Saerath	+1	<u>Parry</u> , <u>Extra Attack</u>	Wood Elves
Scythe	+1	<u>Two Handed</u>	
Spear	-	<u>Strike First</u> , <u>Unwieldy</u> , <u>Cavalry Bonus(1)</u>	
Sword	-	<u>Parry</u>	
Sword Breaker	-	<u>Parry</u> , <u>Trap Blade</u>	
Whip	-1	<u>Armor Yield</u> , <u>Cannot Be Parried</u> , <u>Whip crack</u>	

Special Combat Weapons types

Weapon type	Special Rules	Cost modifier
Cold Steel	Accuracy	x4
Dark Steel	Concussion, Critical Damage	x3
Gromril	Razor Sharp	x4
Ithilmar	Lighning Speed	x3

Close Combat Weapon Special Rules

Accuracy

Add +1 to your to-hit rolls

Armor Yield

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Barrage

When failing to wound, gain an additional attack at -1 to hit.

Beast bane

Any animal charged or wishing to charge a model with this weapon must first take a Fear test

Cannot Be Parried

Attacks with this weapon cannot be parried

Cavalry Bonus (X)

A mounted warrior armed receives a +X Strength bonus in the turn he charges.

Concussion

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

Critical Damage

Add +1 to any roll on the critical hit chart

Cutting Edge

Enemy save modifier -1

Difficult to Use

May only carry a shield in the offhand during close combat. No other weapon or buckler allowed.

Extra Attack

Add an additional attack.

Flaming Attack

Roll a D6 when scoring a hit with this weapon. On a roll of 6 the opponent takes a Strength 4 hit in the recovery phase.

Fog of Death

A model hit by the censer must take a Toughness test. If the test is failed, the model suffers an automatic wound. The wielder rolls a D6 and suffers a wound on the roll of 6. Ignore this rule when fighting enemy Undead and possessed models. If the model wielding the censer also has the fog-enhancing warpstone shards, enemy models suffer -1 to hit with ranged weapons.

Heavy

The Strength bonus applies only to the first turn of hand to hand combat.

Length

Can only be used by man-sized or larger models. Skaven, Halflings, Dwarfs, etc. cannot use this.

Lightning Speed

Gain +1 Initiative in close combat

Off-hand

-1 to hit when used as an offhand weapon

Parry

Once per combat phase the model may try to parry an incoming blow.

To parry roll a D6. If the score is higher than the number your opponent rolled to hit, the hit is ignored.

Add +1 to the roll if your WS is twice or more than that of your opponent.

Models armed with a buckler and a weapon that grants parry may re-roll failed parry rolls.

Models armed with two weapons that both grant parry adds +1 to the parry roll results.

If your opponent scored several hits, the parry roll has to beat the highest roll.

If a model is fighting against several opponents, it may choose whose attacks it wishes to parry.

Attacks made with a Strength with at least twice the value of the models own Strength and attacks which scored a 6 on the to hit roll cannot be parried (this includes multiple hits where at least one scored a 6)

Range

Can attack models up to a distance of 3" (a charge is not needed, neither is base contact).

When in base contact with an enemy it can only be used against charging enemies.

Razor Sharp

Enemy save modifier -1

Strike First

When charged, strike first (even before the charger)

Strike Last

Always strikes last regardless of Initiative (unless the opponent also strikes last), even when charging

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 removed from the models equipment list.

Two Handed

May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting

Unwieldy

May only use a shield or a buckler in the offhand during close combat.

Vicious Critical

When scoring a critical hit, roll twice on the critical hits table and choose the result you prefer.

Whip crack

Add an additional attack when charging or being charged (only against the charger).

The attack has the special rule Strike first.

Gain no more than one additional attack even when being charged by multiple enemies or using multiple whips.