

Close Combat Weapons

Fists	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	-	Common

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

Dagger	Range:	Strength:	Price:	Availability:
	Close Combat	As user	1st free / 2 gc	Common

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

Hammer, Mace, Club or Staff	Range:	Strength:	Price:	Availability:
	Close Combat	As user	3 gc	Common

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.

Axe	Range:	Strength:	Price:	Availability:
	Close Combat	As user	5 gc	Common

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.

Sword	Range:	Strength:	Price:	Availability:
	Close Combat	As user	10 gc	Common

Parry: Swords offer an excellent balance of defence 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.

Flail	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	15 gc	Common

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

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

Morning Star	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	15 gc	Common

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

Difficult to use: 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.

Halberd	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	10 gc	Common

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

Trident	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 7 / Pit Fighters Only

Parry: Tridents offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a trident 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.

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

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Spear	Range:	Strength:	Price:	Availability:
	Close Combat	As user	10 gc	Common

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

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

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

Double-handed Weapon	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	15 gc	Common

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

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

Lance	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	40 gc	Rare 8

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.

Claw of the Old Ones	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	30 gc	Rare 12 / <i>Amazons</i> Only

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

Beastlash	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	10 + D6 gc	Rare 8 / <i>Dark Elves</i> Only

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

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 Cats at the

Dwarf Axe	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 8 / <i>Dwarves</i> Only

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 defence 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.

Boss Pole	Range:	Strength:	Price:	Availability:
	Close Combat	As user	20 gc	Common / <i>Forest Goblins</i> Only

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

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

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Rapier	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 5 / <i>Reiklanders, Marien-burgers, Hochland Bandits Only</i>

Parry: see Swords.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent can react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardiest of foes. A warrior armed with a rapier rolls to hit and to 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.

Main Gauche	Range:	Strength:	Price:	Availability:
	Close Combat	As user	7 gc	Rare 7 / <i>Hochland Bandits Only</i>

Parry: see Swords.

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

Boat Hook	Range:	Strength:	Price:	Availability:
	Close Combat	As user -1	8 gc	Common / <i>Pirates Only</i>

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

Cat O' Nine Tails	Range:	Strength:	Price:	Availability:
	Close Combat	As user	3 gc	Common / <i>Pirate Heroes Only</i>

Cannot be parried: Attempts to parry its strikes are futile. A model attacked by a Cat 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 Cats at the same time then they get +1A for the additional hand weapon, but only the first Cat gets the whipcrack +1A.

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

Steel Whip	Range:	Strength:	Price:	Availability:
	Close Combat	As user	10 gc	Common / <i>Sisters of Sigmar Only</i>

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.

Sigmarite Warhammer	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	15 gc	Common / <i>Sisters of Sigmar Only</i>

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.***

Close Combat Weapons

Spiked Gauntlet	Range:	Strength:	Price:	Availability:
	Close Combat	As user	15 gc	Rare 7 / <i>Pit Fighter</i> Only

Parry: see Swords.

Fighting Claws	Range:	Strength:	Price:	Availability:
	Close Combat	As user	35 gc (per pair)	Rare 7 / <i>Skaven</i> Only

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.

Weeping Blades	Range:	Strength:	Price:	Availability:
	Close Combat	As user	50 gc (per pair)	Rare 9 / <i>Skaven</i> Only

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.

Pike	Range:	Strength:	Price:	Availability:
	Close Combat	As user	12 gc	Rare 7 / <i>Tilean</i> Only

Always Strike First: A warrior with a Pike strikes first in the first turn of hand-to-hand combat, even if charged with a model with a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him.

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.

Length: Because of size and weight of the Pike only models of man-sized or larger creatures can use pikes. Skaven, Skinks, Halflings, etc cannot.

Disease Dagger	Range:	Strength:	Price:	Availability:
	Close Combat	As user	12 gc	Rare 9 / <i>Skaven</i> Only

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

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

Censer	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	40 gc	Rare 9 / <i>Skaven</i> Only

Heavy: The +2 Strength bonus applies only to the first turn of hand to hand combat.

Two-handed: A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

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

Close Combat Weapons Upgrades

Gromril Weapons	Price: 4x weapons price	Availability: Rare 11
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A Gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

Ithilmar Weapons	Price: 3x weapons price	Availability: Rare 7 / <i>Skaven</i> Only
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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

Dark Elf Blade (Dagger or Sword)	Price: +20 gc	Availability: Rare 9 / <i>Dark Elves only</i> Only
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Critical Damage: Dark Elf Blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result

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

Missile Weapons

Short Bow	Range: 16"	Strength: 3	Price: 5 gc	Availability: Common
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Bow	Range: 23"	Strength: 3	Price: 10 gc	Availability: Common
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Longbow	Range: 30"	Strength: 3	Price: 15 gc	Availability: Common
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Elf Bow	Range: 36"	Strength: As user +1	Price: 35 + 3D6 gc	Availability: Rare 12
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Save modifier: An Elf bow has a -1 save modifier on armour saves against it.

Crossbow	Range: 30"	Strength: 4	Price: 25 gc	Availability: Common
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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.

Sling	Range: 18"	Strength: 3	Price: 2 gc	Availability: Common
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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.

Throwing star / Knife	Range: 6"	Strength: As user	Price: 15 gc	Availability: Rare 5
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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.

Repeater Crossbow	Range: 24"	Strength: 3	Price: 40 gc	Availability: Rare 8
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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.

Crossbow pistol	Range: 10"	Strength:	Price:	Availability: Rare 9
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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

Sunstaff	Range: 24"	Strength:	Price:	Availability: Rare 12 / Amazons only
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Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

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

Missile Weapons

Sun Gauntlet	Range: 12"	Strength: 4	Price: 40 gc	Availability: Rare 12 / <i>Amazons</i> Only
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Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

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

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

Javelins	Range: 8"	Strength: As user	Price: 5 gc	Availability: Common / <i>Amazons, Norse</i> Only
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Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

Javelins	Range: 10"	Strength: As user	Price: 10gc	Availability: Common / <i>Pit Fighter</i> Only
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Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

Nehekharan Javelins	Range: 8"	Strength: As user	Price: 10gc	Availability: Common / <i>Tomb Lords</i> Only
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Accurate: +1 to hit

Blowpipe	Range: 8"	Strength: 1	Price: 25 gc	Availability: Common / <i>Forest Goblins</i> only Rare 7 / <i>Skaven</i> only
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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 armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin 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 Goblin. If the test is successful, the Goblin no longer counts as hidden.

Bolas	Range: 16"	Strength: -	Price: 5 gc	Availability: Common / <i>Lizardmen</i> Only
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Dangerous: If the to hit roll is a natural 1, the bolas brains the caster with a S3 hit.

Entangle: A model hit by a bolas isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on aD6 he is freed and may move and fight normally.

One use only: Once the Bolas has been thrown the Bolas cannot be used for the rest of the battle. They are automatically recovered after each battle.

Belaying Pins	Range: 6"	Strength: As user -1	Price: 3 gc	Availability: Common / <i>Pirates</i> Only
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Thrown weapon: Models using Belaying Pins do not suffer any penalties for range, but still suffer a -1 to hit penalty if they use them after moving that turn.

Enemy armour save: They also do not hit very hard, so strike at User Strength -1 and give the target +1 to its armour save (or a 6+ if they have none), exactly as if the enemy had been hit by a bare fist.