

Close Combat Weapons (A - B)

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

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon).

Ball and Chain	Range:	Strength:	Price:	Availability:
	Close Combat	As user +2	15 gc	Common / <i>Goblins</i> Only

Two-handed: A model using this weapon 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.

Cumbersome: Not other weapons may be carried by this warrior. Additionally only models under the influence of Mad Cap Mushrooms may carry this weapon.

Extremely Tiring: If the wielder was not taken out of action, roll on the Injury chart as if it was taken out of action.

Incredible Force: A warrior wounded by this weapon receives no armour save whatsoever. In addition any hit that successfully wounds will do D3 wounds instead of 1.

Random: The first turn the wielder starts using this weapon, 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 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. Throw a Scatter dice to determine directions.

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

Beastbane: Any animal charged or wishing to charge the wielder of this weapon must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains "Strike First". If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

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

Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Two-handed: A model using this weapon 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.

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

Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Cavalry bonus: A mounted warrior armed with this weapon receives a +1 Strength bonus in the turn he charges.

Brazier Iron	Range:	Strength:	Price:	Availability:
	Close Combat	As user +1	35 gc	Rare 7 / <i>Witch Hunters</i> Only

Two-handed: A model using this weapon 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.

Fire: Whenever you score a successful hit roll a D6. On 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.

Close Combat Weapons (C - D)

Cat O' Nine Tails	Range: Close Combat	Strength: As user	Price: 8 gc	Availability: Common / <i>Pirate Heroes</i> Only
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Cannot be parried: A model attacked by this weapon cannot use the parry rule.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains "Strike First". If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

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

Censer	Range: Close Combat	Strength: As user +2	Price: 40 gc	Availability: Rare 9 / <i>Skaven</i> Only
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Heavy: The +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: A model using this weapon 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.

Fog of Death: A model hit by the censer must take a Toughness test. When the test is failed he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. The wielder must roll a D6 and suffer an automatic wound on a roll of 6. Models of undead and possessed are immune to the fog of death and do not take the test.

Claw of the Old Ones	Range: Close Combat	Strength: As user +1	Price: 30 gc	Availability: Rare 12 / <i>Amazons</i> Only
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No save: A warrior wounded by this weapon receives no armour save whatsoever.

Dagger	Range: Close Combat	Strength: As user	Price: 1st free / 2 gc	Availability: Common
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Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none.

Disease Dagger	Range: Close Combat	Strength: As user	Price: 12 gc	Availability: Rare 9 / <i>Skaven</i> Only
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Enemy armour save: An enemy wounded by this 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.

Double-handed Weapon	Range: Close Combat	Strength: As user +2	Price: 15 gc	Availability: Common
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Two-handed: A model using this weapon 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.

Strike last: A warrior with this weapon always strikes last, even when charging.

Dwarf Axe	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 8 / <i>Dwarves</i> Only
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Cutting edge: This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon).

Parry: See the respective rule in the Close Combat section of this rulebook.

Close Combat Weapons (F - M)

Fighting Claws	Range: Close Combat	Strength: As user	Price: 35 gc (per pair)	Availability: Rare 7 / <i>Skaven</i> Only
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Pair: Only used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb: Add +1 to your Initiative when making Climbing tests.

Parry: See the respective rule in the Close Combat section of this rulebook. The wearer can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome: Not other weapons may be carried by this warrior.

Fists	Range: Close Combat	Strength: As user -1	Price: -	Availability: Common
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Enemy armour save: An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none.

Flail	Range: Close Combat	Strength: As user +2	Price: 15 gc	Availability: Common
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Heavy: The +2 Strength bonus applies only in the first turn of each hand-to-hand combat.

Two-handed: A model using this weapon 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.

Halberd	Range: Close Combat	Strength: As user +1	Price: 10 gc	Availability: Common
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Two-handed: A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Hammer, Mace, Club or Staff	Range: Close Combat	Strength: As user	Price: 3 gc	Availability: Common
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Concussion: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Horseman's Hammer	Range: Close Combat	Strength: As user +1	Price: 12 gc	Availability: Rare 10
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Two-handed: A model using this weapon 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.

Cavalry bonus: A mounted warrior armed with this weapon receives an additional +1 Strength bonus in the turn he charges.

Lance	Range: Close Combat	Strength: As user +2	Price: 40 gc	Availability: Rare 8
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Cavalry Weapon: warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.

Cavalry bonus: A mounted warrior armed with this weapon receives the +2 Strength bonus only in the turn he charges.

Main Gauche	Range: Close Combat	Strength: As user	Price: 7 gc	Availability: Rare 7 / <i>Hochland Bandits</i> Only
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Parry: See the respective rule in the Close Combat section of this rulebook.

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

Morning Star	Range: Close Combat	Strength: As user +1	Price: 15 gc	Availability: Common
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Heavy: The +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use: A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

Close Combat Weapons (P - S)

Pike	Range: Close Combat	Strength: As user	Price: 12 gc	Availability: Rare 7 / Tilean Only
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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: Can only be used by models of man-sized or larger creatures. Skaven, Skinks, Halflings, etc cannot.

Rapier	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 5 / Reiklanders, Marien-burgers, Hochland Bandits Only
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Parry: See the respective rule in the Close Combat section of this rulebook.

Barrage: 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.

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

Sigmarite Warhammer	Range: Close Combat	Strength: As user +1	Price: 15 gc	Availability: Common / Sisters of Sigmar Only
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Concussion: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Holy Weapon: Gain 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	Range: Close Combat	Strength: As user	Price: 10 gc	Availability: Common
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Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Unwieldy: A model using this weapon may only use a shield or a buckler in his other hand but not a second weapon.

Cavalry bonus: A mounted warrior armed with this weapon receives a +1 Strength bonus in the turn he charges.

Spiked Gauntlet	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 7 / Pit Fighter Only
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Parry: See the respective rule in the Close Combat section of this rulebook.

Squig Prodder	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Common / Goblins Only
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Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

Unwieldy: A model using this weapon may only use a shield or a buckler in his other hand but not a second weapon.

Cavalry bonus: A mounted warrior armed with this weapon receives a +1 Strength bonus in the turn he charges.

Control Squigs: The wielder of this weapon 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)

Close Combat Weapons (S - Z)

Steel Whip	Range: Close Combat	Strength: As user	Price: 10 gc	Availability: Common / <i>Sisters of Sigmar</i> Only
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Cannot be parried: A model attacked by this weapon cannot use the parry rule.

Whipcrack: The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains “Strike First”. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

Sword	Range: Close Combat	Strength: As user	Price: 10 gc	Availability: Common
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Parry: See the respective rule in the Close Combat section of this rulebook.

Sword Breaker	Range: Close Combat	Strength: As user	Price: 30 gc	Availability: Rare 8
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Parry: See the respective rule in the Close Combat section of this rulebook.

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

Trident	Range: Close Combat	Strength: As user	Price: 15 gc	Availability: Rare 7 / <i>Pit Fighters</i> Only
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Parry: See the respective rule in the Close Combat section of this rulebook.

Strike first: A warrior with this weapon always strikes first in the first turn of hand-to-hand combat.

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

Close Combat Weapon Upgrades

Gromril Weapons	Price: 4x weapons price	Availability: Rare 11
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A Gromril weapon has an extra -1 save modifier. 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
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An Ithilmar weapon gives its user +1 Initiative in hand-to- hand combat. 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</i> only Only
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Critical Damage: Add +1 to any roll on the critical hit chart

Wicked Edge: When using this weapon a roll of 2-4 on the injury table is treated as **Stunned**.

Missile Weapons (A - M)

Belaying Pins	Range: 6"	Strength: As user -1	Price: 3 gc	Availability: Common / <i>Pirates</i> Only
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Thrown weapon: Do not suffer any penalties for range.

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

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: Counts as covered in Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe cannot cause critical hits.

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

Stealthy: Can be fired while hidden without revealing the position to the enemy. The target model can take an Initiative test in order to try to spot the firing warrior. If the test is successful, the warrior 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 wielder takes an automatic S3 hit.

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

One use only: Once it has been used this weapon cannot be used again this battle. It is automatically recovered after each battle.

Bow	Range: 24"	Strength: 3	Price: 10 gc	Availability: Common
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Crossbow	Range: 30"	Strength: 4	Price: 25 gc	Availability: Common
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

Crossbow pistol	Range: 10"	Strength: 4	Price: 35gc	Availability: Rare 9
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Shoot in hand-to-hand combat: May shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks.

Elf Bow	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.

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.

Longbow	Range: 30"	Strength: 3	Price: 15 gc	Availability: Common
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Missile Weapons (N - Z)

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

Repeater Crossbow	Range: 24"	Strength: 3	Price: 40 gc	Availability: Rare 8
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Fire twice: May choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Short Bow	Range: 16"	Strength: 3	Price: 5 gc	Availability: Common
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Sling	Range: 18"	Strength: 3	Price: 2 gc	Availability: Common
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Fire twice at half range: May choose to fire twice per turn with an extra -1 to hit penalty on both shots, but only when the warrior did not move and the target is within half range (9").

Sunstaff	Range: 24"	Strength: 4	Price: 50 gc	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: A warrior wounded by a Sunstaff receives no armour save whatsoever.

Sun Gauntlet	Range: 12"	Strength: 4	Price: 40 gc	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 whatsoever.

Hand-to-hand: The Sun Gauntlet can be used with another close combat weapon in handto-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.

Throwing star / Knife	Range: 6"	Strength: As user	Price: 15 gc	Availability: Rare 5
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Thrown weapon: Do not suffer penalties for range or moving. Cannot be used in close combat.

Missile Weapon Upgrades

Composite / Compound (Short bow, Longbow, Bow)	Price: 2x weapons price	Availability: Rare 6
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Increase the weapons range by 50% (i.e. +8" for Short bows, +12" for Bows and +15" for Longbows).

Strength as user instead of its normal Strength.

Fire Arrows (can be used with any type of bow)	Price: 30 + D6 gc	Availability: Rare 9
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Fire: Whenever you score a successful hit roll a D6. On 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.

Hunting Arrows (can be used with any type of bow)	Price: 25 + D6 gc	Availability: Rare 8
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Add +1 to all Injury rolls.

Blackpowder Weapons (A - O)

Blunderbuss	Range: Special	Strength: 3	Price: 30 gc	Availability: Rare 9
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Shot: When firing the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). If the line becomes obstructed by a wall it will stop. Any and all models in its uninterrupted path are automatically hit by a Strength 3 hit.

Fire Once: It may only be fired it once per battle.

Duelling Pistol	Range: 10"	Strength: 4	Price: 30 gc	Availability: Rare 10
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Accuracy: All shots and close combat attacks have a +1 bonus to hit.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, 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 like a shot (S4 with Cutting Edge).

Hand-held Mortar	Range: 24"	Strength: 4	Price: 80 + 2D6 gc	Availability: Rare 12 / <i>Gunnery School Only</i>
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Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

Explosive Radius: Place the small blast template on the final landing spot, any models under the template will each take a single S4 hit from the blast.

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

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction.

Handgun	Range: 24"	Strength: 4	Price: 35 gc	Availability: Rare 8
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hochland Long Hunting Rifle	Range: 48"	Strength: 4	Price: 200 gc	Availability: Rare 11
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Pick Target: Can target any enemy model in sight, not just the closest one.

Blackpowder Weapons (P - R)

Pistol	Range:	Strength:	Price:	Availability:
	6"	4	15gc	Rare 8

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. If you have a brace, 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 like a shot (S4 with Cutting Edge).

Repeater Handgun	Range:	Strength:	Price:	Availability:
	24"	4	60 + 2D6 gc	Rare 11 / <i>Gunnery School</i> Only

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

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

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

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

Slow Reload: The warrior must do nothing (no moving, no shooting, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol	Range:	Strength:	Price:	Availability:
	6"	4	30 + 2D6 gc	Rare 9 / <i>Gunnery School</i> Only

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

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

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 4 has a -2 save modifier with this weapon).

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

Quick Reload: After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see Fire Thrice, above) may be taken again.

Hand-to-Hand: A model armed with this and another close combat weapon gains +1 Attack. This bonus attack can be used only in the first round of combat. This attack is resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved like a shot (S4 with Cutting Edge).

Blackpowder Weapons (S - Z)

Shivel Gun	Range: depends on ammo	Strength: depends on ammo	Price: 65 gc	Availability: Rare 8 / <i>Pirate Gunners</i> Only
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Move or fire: You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn.

No Exceptions: May never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have.

Singleton: Only one Swivel Gun may be taken by any Pirate Warband at any one time.

Cumbersome: The model gains -1 Initiative and -1 Movement.

Experimental: Subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign.

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

Ball Shot	Range: 36" Strength: 5
Concussion: When using this ammunition a roll of 2-4 on the injury table is treated as <i>Stunned</i> .	
Chain Shot	Range: 24" Strength: 4
All Wrapped Up!: Enemies hit by this ammunition which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.	
Grape Shot	Range: 24" Strength: 3
It's Everywhere! If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single hit. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well. Pirates are never hit by friendly Grape Shot.	

Warlock Pistol	Range: 8"	Strength: 5	Price: 35 gc	Availability: Rare 11 / <i>Skaven</i> Only
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Prepare Shot: Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn or twice every other turn.

Cutting edge: This weapon has an extra save modifier of -1 (e.g. a hit with Strength 5 has a -3 save modifier with this weapon).

Blackpowder Weapon Upgrades

Double Barrelled (Pistols, Duelling Pistols, Handguns, Hochland long rifles)	Price: 2x weapons price	Availability: Rare 11 / <i>Gunnery School of Nuln</i> , Ostlander Only
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When firing both barrels, follow these rules:

To hit: Roll a single dice as you would normally.

To wound: Roll for each shot individually, as each shot can wound on its own.

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

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

Brace of Pistol (Pistols, Duelling Pistols, Warlock Pistols)	Price: 2x weapons price	Availability: Same as a single pistol
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Armour & Clothing (A - K)

Barding	Armour save bonus: + 1	Price: 30 gc	Availability: Rare 11 / <i>Warhorse Only</i>
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Mounted: Gain an additional +1 Armour save (i.e. +2 instead of +1 for being mounted).

Tough to Kill: When taken out of action, the warhorse is only killed on a D6 roll of a 1 on the injury chart.

Buckler	Armour save bonus: + 1	Price: 5 gc	Availability: Common
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Parry: See the respective rule in the Close Combat section of this rulebook.

Cathayan Silk Clothes	Armour save bonus: -	Price: 50 + 2D6 gc	Availability: Rare 9
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Lead by example: Any Human 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.

Chaos Armour	Armour save bonus: + 4	Price: 185 gc	Availability: Rare 13
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Rarity: When searching for Chaos armour a warrior gains +1 on his roll for each model he took out of action in the previous battle.

Cost: The cost for is decreased by 1 gc for each Experience point the Hero has.

Gift of Chaos: The hero who purchased the armour will wear it immediately and it cannot be removed anymore.

Movement: It does not impose the -1 move penalty when combined with a shield.

Spellcasters: It can be worn by spellcasters but they cannot combine it with a shield or buckler.

Restricted: Norse, Beastmen, Possessed, Carnival of Chaos and Heroes with Mark of Chaos only.

Elven Cloak	Armour save bonus: -	Price: 100 + D6 * 10 gc (75 + D6 * 10 gc for Shadow Warriors)	Availability: Rare 12
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Elusive: A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll.

Forest Cloak	Armour save bonus: + 1	Price: 50 gc	Availability: Rare 10 / <i>Outlaw Heroes Only</i>
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Camouflage: So long as the wearer is beside a tree, bush or hedge, 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 the model, 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.

Gromril Armour	Armour save bonus: + 4	Price: 150 gc	Availability: Rare 11
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Movement: It does not impose the -1 move penalty when combined with a shield.

Heavy Armour	Armour save bonus: + 3	Price: 50 gc	Availability: Common
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Movement: When combined with a shield, the warrior suffers a -1 move penalty.

Helmet	Armour save bonus: -	Price: 10 gc	Availability: Common
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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.

Ithilmar Armour	Armour save bonus: + 3	Price: 150 gc	Availability: Rare 11
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Movement: It does not impose the -1 move penalty when combined with a shield.

Armour & Clothing (L - Z)

Light Armour	Armour save bonus: + 2	Price: 20 gc	Availability: Common
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Pavise	Armour save bonus: + 1 *	Price: 25 gc	Availability: Rare 8
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Cover: A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit).

Save *: In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front.

Movement: The bearer moves at half pace.

Sea Dragon Cloak	Armour save bonus: + 2	Price: 50 + 2D6 gc	Availability: Rare 10 / <i>Dark Elves</i> Only
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Scales: Armour save bonus increased to +3 against shooting.

Shield	Armour save bonus: + 1	Price: 10 gc	Availability: Common
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Toughened Leather	Armour save bonus: + 1	Price: 7 gc	Availability: Common
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Stench: Cannot be sold.

Wolfcloak	Armour save bonus: + 1 (against shooting)	Price: 10 gc	Availability: Strength Test
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Slay the Wolf: After paying the 10 gc, the Hero must pass a Strength test.

Cover: Gain +1 to the armour saves against all shooting attacks