

## Close Combat Weapons

<b>Fists</b> (Common)	<p><i>The truly desperate, who don't even own a knife, have to fight with their bare hands. Needless to say, their chances of survival are comparable to Halflings going without food for eight hours!</i></p> <p><i>Note: The following rule only apply to warriors who have lost their weapons. Creatures such as Zombies, animals, etc, ignore these rules. Warriors using their fists can only ever make 1 attack.</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user -1	<b>Enemy armour save:</b> An enemy wounded by a fist gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.
<b>Dagger</b> (Common)	<p><i>Daggers and knives are extremely common, and men are allowed to carry them in enclaves where weapons are otherwise forbidden.</i></p> <p><i>Many a warrior in Mordheim has died with a dagger in his back.</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user	<b>Enemy armour save:</b> 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.
<b>Hammer, Mace, Club or Staff</b> (Common)	<p><i>Perhaps the simplest type of weapon, these brutal, bludgeoning instruments range from primitive wooden clubs to elaborately forged Dwarf hammers made from the finest steel.</i></p> <p><i>A blow from a mace can easily crush a skull or knock a man unconscious.</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user	<b>Concussion:</b> 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.
<b>Axe</b> (Common)	<p><i>The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes have a heavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder.</i></p> <p><i>Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user	<b>Cutting edge:</b> 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.
<b>Sword</b> (Common)	<p><i>The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: four full feet of gleaming steel, double-edged and razor-sharp. Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process.</i></p> <p><i>It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user	<b>Parry:</b> 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.
<b>Flail</b> (Common)	<p><i>The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains.</i></p> <p><i>Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.</i></p>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user + 2	<p><b>Heavy:</b> 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.</p> <p><b>Two-handed:</b> 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.</p>

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<b>Morning Star</b> (Common)	<i>A morning star consists of a wooden or steel shaft with heavy chains that have spiked steel balls attached. It is very destructive and requires great skill to wield effectively.</i>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user +1	<b>Heavy:</b> 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.  <b>Difficult to use:</b> 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.
<b>Halberd</b> (Common)	<i>The halberd's heavy blade is mounted upon a sturdy shaft of oak or steel and has a point like a spear and a cutting edge like an axe. Since it can be used to chop as well as thrust, it is an adaptable weapon, but is difficult to use inside buildings.</i>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user +1	<b>Two-handed:</b> 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.
<b>Spear</b> (Common)	<i>Spears range from sharpened sticks used by Goblins to the impressive cavalry spears typical of the Elves.</i>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user	<b>Strike first:</b> A warrior with a spear strikes first in the first turn of hand-to-hand combat.  <b>Unwieldy:</b> A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.  <b>Cavalry bonus:</b> 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.
<b>Double-handed Weapon</b> (Common)	<i>A blow from a double-handed axe or sword can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.</i>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user +2	<b>Two-handed:</b> 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.  <b>Strike last:</b> Double-handed weapons are so heavy that the model using them always strikes last, even when charging.
<b>Lance</b> (Common)	<i>Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.</i>	
<b>Range:</b> Close Combat	<b>Strength:</b> As user +2	<b>Cavalry weapon:</b> A warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.  <b>Cavalry bonus:</b> If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

## Missile Weapons

<b>Short Bow</b> (Common)	<i>Short bows are small, short-ranged bows that are cheap and require little strength to use. Some cavalry carry a shortened bow which is easier to shoot from horseback than a larger bow. Halflings also use short bows, as they lack the strength and height required to use a long bow.</i>		
<b>Range:</b> 16"	<b>Strength:</b> 3		
<b>Bow</b> (Common)	<i>The bow is carried by most races and used extensively in warfare. It is a compact yet powerful weapon, that is cheap to make and easy to maintain.</i>		
<b>Range:</b> 16"	<b>Strength:</b> 3		
<b>Longbow</b> (Common)	<i>A long bow is made of alternating layers of either yew or elm. A skilled archer can hit a chosen leaf on a tree from three hundred paces with this weapon. The long bow is favoured by experienced archers due to its great reach and accuracy.</i>		
<b>Range:</b> 16"	<b>Strength:</b> 3		
<b>Elf Bow</b> (Rare 12)	<i>Elven bows are the finest missile weapons of their kind. Constructed from ithilmar or wood from the Elf forests, with strings woven from the hair of Elf maidens, Elven bows are far superior to any missile weapons made by other races. In the hands of an Elven archer, the Elf bow is a truly potent weapon, its long range and penetrating power making it far superior to any bow made by humans.</i>		
<b>Range:</b> 16"	<b>Strength:</b> 3	<b>Save modifier:</b> An Elf bow has a -1 save modifier on armour saves against it.	
<b>Crossbow</b> (Common)	<i>A crossbow consists of a short, strong bowstave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily. Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.</i>		
<b>Range:</b> 30"	<b>Strength:</b> 4	<b>Move or fire:</b> 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.	
<b>Sling</b> (Common)	<i>Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target. While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find: rocks are everywhere and free!</i>		
<b>Range:</b> 18"	<b>Strength:</b> 3	<b>Fire twice at half range:</b> 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.	
<b>Throwing star / Knife</b> (Common)	<i>Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialise in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordheim. Throwing knives are not suitable for close combat, as their balance makes them unwieldy in close quarters.</i>		
<b>Range:</b> 6"	<b>Strength:</b> As user	<b>Thrown weapon:</b> 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.	