# Close Combat Weapons

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| Weapon Name | Strength-  modifier | Special Rules | Restrictions |
| Axe | - | [Cutting Edge](#_Cutting_Edge) |  |
| Barbed Spear | - | [Strike First](#_Strike_First), [Unwieldy](#_Unwieldy), [Cavalry Bonus(1)](#_Cavalry_Bonus_(X)), [Vicious Critical](#_Vicious_Critical) |  |
| Beastlash | - | [Beast bane](#_Beast_bane), [Cannot Be Parried](#_Cannot_Be_Parried:), [Whip crack](#_Whip_crack) | Dark Elves |
| Brazier Iron | +1 | [Two Handed](#_Two_Handed), [Flaming Attack](#_Flaming_Attack) |  |
| Censer | +2 | [Heavy](#_Heavy), [Two Handed](#_Two_Handed), [Fog of Death](#_Fog_of_Death) |  |
| Dagger | - | [Armor Yield](#_Armor_Yield), [Off-hand](#_Off-hand) |  |
| Double-Handed Weapon | +2 | [Two Handed](#_Two_Handed), [Strike Last](#_Strike_Last) |  |
| Dwarf Axe | - | [Cutting Edge](#_Cutting_Edge), [Parry](#_Parry) | Dwarves |
| Fist | -1 | [Armor Yield](#_Armor_Yield) |  |
| Flail | +2 | [Two Handed](#_Two_Handed), [Heavy](#_Heavy) |  |
| Halberd | +1 | [Two Handed](#_Two_Handed) |  |
| Hammer or mace | - | [Concussion](#_Concussion) |  |
| Horseman’s Hammer | +1 | [Two Handed](#_Two_Handed), Cavalry Charge |  |
| Katar | - | [Cutting Edge](#_Cutting_Edge), [Off-hand](#_Off-hand) |  |
| Lance | - | [Cavalry Bonus(2)](#_Cavalry_Bonus_(X)) | Mounted |
| Morning Star | +1 | [Heavy](#_Heavy), [Difficult to Use](#_Difficult_to_Use) |  |
| Pike | - | [Strike First](#_Strike_First), [Two Handed](#_Two_Handed), [Length](#_Length), [Range](#_Range) |  |
| Rapier | - | [Parry](#_Parry), [Barrage](#_Barrage), [Armor Yield](#_Armor_Yield) |  |
| Saerath | +1 | [Parry](#_Parry), [Extra Attack](#_Extra_Attack) | Wood Elves |
| Scythe | +1 | [Two Handed](#_Two_Handed) |  |
| Spear | - | [Strike First](#_Strike_First), [Unwieldy](#_Unwieldy), [Cavalry Bonus(1)](#_Cavalry_Bonus_(X)) |  |
| Sword | - | [Parry](#_Parry) |  |
| Sword Breaker | - | [Parry](#_Parry), [Trap Blade](#_Trap_Blade) |  |
| Whip | -1 | [Armor Yield](#_Armor_Yield), [Cannot Be Parried](#_Cannot_Be_Parried:), [Whip crack](#_Whip_crack) |  |

# 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](#_Parry)

## 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.