

Unknowable Cargo

Today Marienburg is the largest port in the Old World, with its position making it a natural meeting and trading point for merchants from the Empire, Bretonnia, Norsca and Kislev, and even Estalia, Tilea and Albion. It is well-connected to its neighbouring kingdoms by road, sea and river.

Representatives of every nation and race can be found there, and it is rumoured that if something exists, no matter how rare, a trader with money will find it in Marienburg, find someone who knows where it is, or be swindled into buying something that looks just like it! Large livestock, such as cattle or horses, are less common in the city-port. Heroes wanting to buy a horse will do better to travel to a market town in the Wasteland.

A city that specialises in back room deals for illicit substances. Hidden away in club rooms and the opulent salons of the clan mansions, the richest merchants bargain for the most sought after goods: alchemicals from Lustria, Arabyan indigo dye, cloth of Cathayan spider-silk, rugs bearing the handiwork of the dreamweavers of Ind and mythic ingredients from the Spice Isles further south.

Marienburg Manifest

Strange dealers in unfathomable goods bring their business to Marienburg. Any unlisted item is potentially available in the city. Treat the availability of the desired item as Rare 15.

"In collections and museums in Marienburg and Brionne, you may see such things, scavenged from the field of battle and carefully preserved."

— Ehrhard Stoecker, Exiled Imperial Novelist

Price chart

The following equipment is available to warbands fighting in the Marienburg setting.

MISSILES & THROWN WEAPONS

Item	Cost	Availability
Belaying Pins	3 gc	Common
Blessed Water (Common for Priests and Sisters of Sigmar. May not be bought by Undead)	10 + 3D6 gc	Rare 6
Blowpipe (Skaven, Skinks and Goblins only)	25 gc	Rare 7
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Caber (Albion Commandos only)	25 gc	Common
Cathayan Firesticks/Firepots	25 + D6 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Double-barrelled Hunting Rifle	300 gc	Rare 12
Double-barrelled Pistol/brace	30 gc/60 gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Fish-hook Shot/Hunting Lasso	10 gc	Rare 7
Fire Bomb	35 + 2D6 gc	Rare 9
Firecrackers	20 gc	Rare 9
Flash Powder	25 + 2D6 gc	Rare 8
Handgun	35 gc	Rare 8
Hand-held Mortar	80 + 2D6 gc	Rare 12
Harpoon Gun/Crossbow	50 gc	Rare 10
Herstel-Wenckler Pigeon Bombs	30 + 2D6 gc	Rare 8
Hunter's Throwing Axe	30 gc	Rare 10
Hochland Long Hunting Rifle	200 gc	Rare 11
Javelins	5 gc	Common
Long Bow	15 gc	Common
Magnin Throwing Knife	45 gc	Rare 11
Nipponese Skyrocket	150 + D6x25 gc	Rare 14
Pistol/brace	15 gc/30 gc	Rare 8
Poison Wind Globe (Skaven only)	20 gc	Rare 6
Repeater Crossbow	40 gc	Rare 8
Short Bow	5 gc	Common
Sling	2 gc	Common
Smoke Bomb	30 + 2D6 gc	Rare 10
Sun Gauntlet (Amazons only)	40 gc	Rare 12
Sunstaff (Amazons only)	50 gc	Rare 12
Throwing Knives/Stars/Axes	15 gc	Rare 5
Tufenk	15 gc	Rare 10
Warplow Pistol/brace (Skaven only)	35 gc/70 gc	Rare 11

DRUGS & POISONS

Item	Cost	Availability
Black Dust	25 + D6x10 gc	Rare 11
Black Lotus (Not available to Priests, Witch Hunters or Sisters of Sigmar, Rare 7 for Skaven)	10 + D6 gc	Rare 9
Crimson Shade	35 + D6 gc	Rare 8
Daemon Dust	70 + D6 gc	Rare 12
Dark Venom (Not available to Priests, Witch Hunters or Sisters of Sigmar)	30 + 2D6 gc	Rare 9
Mad Cap Mushrooms	30 + D6 gc	Rare 9
Mandrake Root	25 + D6 gc	Rare 8
Manticore Spoor	30 + 2D6 gc	Rare 9
Slaaneshi's Dream	50 + D6 gc	Rare 10
Spider Spit	30 + D6 gc	Rare 7

ARMOUR

Item	Cost	Availability
Armour of the Wildwood (Elves only)	130 gc	Rare 12
Banded Belly Plate (Ogres only)	90 gc	Rare 12
Barding	30 gc	Rare 8
Beast Hide/Wyvern Hide Cloak	25 gc	Rare 7
Blessed Hauberk (Witch Hunters only)	165 gc	Rare 12
Blessed Stag Hide	40 gc	Rare 10
Buckler	5 gc	Common
Chaos Armour (Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs and Cults of Chaos only)	185 gc	Rare 13
Enchanted Skins (Amazons only)	20 gc	Rare 6
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet/Cooking Pot	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Lamellar Armour	120 gc	Rare 9
Light Armour	20 gc	Common
The Oaken Armour (Elf Rangers only)	150 gc	Rare 12
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Sea Dragon Cloak (Dark Elves and Sea Elf Rangers only)	50 + 2D6 gc	Rare 10
Skull Cap (Ogres only)	70 gc	Rare 11
Steel Cloth	75 + D6x10 gc	Rare 13
Toughened Leathers	5 gc	Common
Wolf Cloak/Norse Furs	10 gc	Special

MISCELLANEOUS ITEMS

Item	Cost	Availability
Albion Cloth	30 gc	Rare 9
Alcoholic Spirits	35 + 2D6 gc	Rare 8
(Albion Whiskey/Brettonian Brandy/Kislev Vodka/Norscan Aquavit)		
Amulet of the Moon	50 gc	Rare 12
Banner	10 gc	Rare 5
Bear-Claw Necklace	75 + 3D6 gc	Rare 9
Book of the Dead (Vampires and Necromancers only)	200 + D6x25 gc	Rare 12
Bugman's Ale	50 + 3D6 gc	Rare 9
Burnished Circlet (Only available to Warrior-Priests of Sigmar)	250 gc	Rare 12
Caltrops	15 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Chest	5 gc	Common
Compass	45 gc	Rare 9
Conch Shell Horn (Amazons only)	25 gc	Rare 8
Dispel Scroll (Wizards only)	50 + 4D6 gc	Rare 12
Elven Boots	75 + D6x10 gc	Rare 12
Elven Cloak	100 + D6x10 gc	Rare 12
Elven Runestones (Elf Wizards only)	50 + 2D6 gc	Rare 11
Elven Wine	30 gc	Rare 10
Falconry Glove	10 gc	Rare 5
Familiar (Cost must be paid despite roll)	20 + D6 gc	Rare 8
Fire Arrows	30 + D6 gc	Rare 9
Firefly Scarab	75 + D6x10 gc	Rare 13
Flame Bullets (Witch Hunters only)	120 gc	Rare 12
Forest Cloak (Outlaws and Rangers only)	50 gc	Rare 10
Fortune Ring	75 + D6x10 gc	Rare 13
Garlic (May not be bought by Undead)	1 gc	Common
Gas Mask	15 gc	Rare 6
Halfling Cookbook	30 + 3D6 gc	Rare 7
Hammer of Witches (Witch Hunters only)	100 gc	Rare 10
Healing Herbs	20 gc + 2D6 gc	Rare 8
Hellheart (Ogres only)	100 gc	Rare 12
Holy/Unholy Relic (Rare 6 for Priests and Sisters of Sigmar)	15 + 3D6 gc	Rare 8
Holy Tome (Only available to Priests and Sisters of Sigmar)	100 + D6x10 gc	Rare 8
Hook Hand	3 gc	Common
Hunting Arrows	25 + D6 gc	Rare 8
Ice Gem	75 + D6x10 gc	Rare 13
Iron Strongbox	30 gc	Rare 10
Jewel Necklace	150 + 6D6 gc	Rare 13
Ladder	10 gc	Rare 5
Lamp of the Djinn	50 + 2D6 gc	Rare 12
Lantern	10 gc	Common
Lock Picks	15 gc	Rare 8
Lucky Charm	10 gc	Rare 6
Lyre	15 gc	Rare 8
Magic Acorn	250 gc	Rare 15
Magic Carpet	50 + 4D6 gc	Rare 12
Magical Scroll (Wizards only)	75 + D6x10 gc	Rare 14
Magical Artefact (Roll on Magical Artefact Table from page 141 of the Mordheim rulebook)	350 + D6x25 gc	Rare 18
Marienburg Map	20 + 4D6 gc	Rare 9
Medicine Chest	150 + D6x25 gc	Rare 14
Monkey's Paw	50 + D6 gc	Rare 10
Net	5 gc	Common
Peg Leg	6 gc	Common
Powder Keg	15 gc	Rare 7
Quiver of Shattering (Elf Rangers only)	300 gc	Rare 12
Rabbit's Foot	10 gc	Rare 5
Rope & Hook	5 gc	Common
Rosary	10 gc	Rare 6
Scrimshaw Bauble	40 gc	Rare 11
Scorpion Ring	10 + D6 gc	Rare 11
Serpent Staff (Wizards only)	30 gc	Rare 12
Skinkskin Boots	75 + D6x10 gc	Rare 13
Snake Charmer's Flute	10 + D6 gc	Rare 9
Spy Glass	20 gc	Rare 8
Staff of Light (Albion Truthsayers only)	50 gc	Rare 12
Stromfels Heart (Priest of Stromfels only)	200 gc	Rare 10
Superior Blackpowder	30 gc	Rare 11
Tarot Cards (Not available to Witch Hunters or Sisters of Sigmar)	50 gc	Rare 7

Tears of Shallya (Not available to Possessed or Undead)	10 + 2D6 gc	Rare 7
Telescope	75 + 3D6 gc	Rare 10
Thief's Cloak	15 gc	Rare 9
Tome of Magic (Not available to Witch Hunters or Sisters of Sigmar)	200 + D6x25 gc	Rare 12
Torch	2 gc	Common
Venom Ring	20 + 2D6 gc	Rare 10
War Horn	30 + 2D6 gc	Rare 8
Wheelbarrow	5 gc	Rare 5
Worn Circlet (Human Priests only)	100 gc	Rare 12
Wyrdstone Pendulum (Not available to Witch Hunters or Sisters of Sigmar)	25 + 3D6 gc	Rare 9

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Ball and Chain (Goblins only)	15 gc	Common
Blade of Leaping Gold (Elves only)	200 gc	Rare 13
Beastlash (Beastmasters only)	10 + D6 gc	Rare 8
Boat Hook	8 gc	Common
Brazier Iron (Witch Hunters only)	35 gc	Rare 7
Cathayan Longsword	75 + 2D6 gc	Rare 12
Celestial Iron Fan (Battle Monks only)	125 gc	Rare 15
Chain Sticks (Battle Monks only)	20 gc	Rare 8
Claw of the Old Ones (Amazons only)	30 gc	Rare 12
Club/Mace/Hammer/Staff	3 gc	Common
Dagger	1 st free/2 gc	Common
Dark Elf Blade (Dark Elves only)	Price + 20 gc*	Rare 9
*Dark Elf warriors can upgrade a sword or dagger by paying +20 gc		
Double-handed Weapon	15 gc	Common
Dragon Sword (Battle Monks only)	20 gc	Rare 10
Dwarf Axe (Dwarfs only)	15 gc	Rare 8
Fighting Claws (Skaven only)	35 gc	Rare 7
Flail	15 gc	Common
Great Axe	25 gc	Rare 8
Greedy Fist (Ogres only)	65 gc	Rare 11
Gromril Weapon	4 x Price	Rare 11
Halberd	10 gc	Common
Horseman's Hammer	30 gc	Rare 10
Ithilmar Weapon	3 x Price	Rare 9
Iron Fist (Ogres only)	15 gc	Common
Knuckledusters	5 gc	Rare 6
Kraken-tooth Sword	165 gc	Rare 15
Lance	40 gc	Rare 8
Mancatcher (Skaven/Chaos Dwarfs only)	25 gc	Rare 10
Morning Star	15 gc	Common
Obsidian Weapon	4 x Price	Rare 12
Ogre Club (Ogres only)	10 gc	Common
Pike	12 gc	Rare 9
Quarterstaff	15 gc	Common
Rapier (Reiklanders/Marienburgs only)	15 gc	Rare 5
Sigmarite Warhammer (Only available to Warrior-Priests of Sigmar and Sisters of Sigmar)	15 gc	Common
Spear	10 gc	Common
Spiked Gauntlet	15 gc	Rare 7
Steel Whip (Chaos Dwarfs and Sisters of Sigmar only)	10 gc	Common
Stiletto Blade	20 + 3D6 gc	Rare 8
Squig Prodder (Goblins only)	15 gc	Common
Starblade (Amazons only)	15 gc	Rare 7
Sword	10 gc	Common
Sword Breaker	30 gc	Rare 8
Trident	15 gc	Rare 7
Veteran's Hand	85 gc	Rare 12
Weeping Blades (Skaven only)	50 gc	Rare 9

VEHICLES & WATERCRAFT

Item	Cost	Availability
Treasure Cart	35 gc	Rare 5
Trade Wagon/Stage Coach	100 gc	Rare 7
Opulent Coach	250 gc	Rare 10
Rowing Boat	40 gc	Rare 7
Riverboat	100 gc	Rare 8
Barge	200 gc	Rare 9
Ship-of-the-Line	1000 gc	Rare 15

ANIMALS & RETAINERS

Item	Cost	Availability
Bear	145 gc	Rare 12
Camel	90 gc	Rare 11
Cathayan Temple Rooster	95 gc	Rare 14
Cave Squig (Orcs & Goblins only)	15 gc	Rare 8
Cold One (Dark Elves, Lizardmen, Norse and Marauders only)	100 gc	Rare 11
Chaos Steed (Marauders of Chaos, Norse and Cults of Chaos only)	90 gc	Rare 11
Dragon Turtle	275 gc	Rare 15
Elven Steed (Elves only)	90 gc	Rare 10
Falcon/Hawk	75 gc	Rare 12
Fighting Monkey	60 gc	Rare 11
Geckamand	195 gc	Rare 15
Giant Wolf (Goblins only)	85 gc	Rare 10
Giant Spider (Goblins only)	100 gc	Rare 11

Gnoblar Fighter (Chaos Dwarfs and Ogres only)	15 + D6 gc	Rare 9
Halfling Valet (Not available to Skaven or Undead)	10 + D6 gc	Rare 7
Lizard-Hawk	125 gc	Rare 15
Mule	30 gc	Rare 7
Nightmare (Vampires, Necromancers and Grave Guard only)	95 gc	Rare 11
Owl	75 gc	Rare 11
Parrot	15 gc	Rare 8
Pelican	20 gc	Rare 9
Polecat	50 gc	Rare 12
Raven	60 gc	Rare 10
Rhinoceros (Ogres, Marauders, Norse and Merchants only)	200 + D6x10 gc	Rare 15
Riding/Draft Horse	40 gc	Rare 8
Sacrificial Goat/Sheep	5 gc + D6 gc	Rare 8
Snake	20 gc	Rare 9
Temple Dog (Dragon Monks, Sisters of Sigmar and human Priests only)	250 + D6x10 gc	Rare 13
Tiger	165 gc	Rare 13
Wardog (Not available to Skaven)	25 gc + 2D6 gc	Rare 10
Warhorse (Only available to Humans)	80 gc	Rare 11
Wild Boar/Pig	90 gc	Rare 11

Halfling valet

Marienburg is called home by the largest population of halflings outside of the Moot on the borders of Averland province. Halfling retainers are excellent at cooking. They also happen to come in handy with a rolling pin when a fight breaks out!

While it is extremely rare for halfling mercenaries to appear in the annals of history, Lumpin Croop's Fighting Cocks can claim to have swung the tide of a few battles. Diligent manservant Vido has influenced the course of events in case mysteries solved by the famous sage-detective Zavant Konniger.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Valet	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Valet is armed with a rolling pin or another kind of club and a hastily improvised collection of projectiles from the kitchen (treat as a *thrown weapon* with Strength 2 with range 8").

SPECIAL RULES

Largely Insignificant: Halfling Valets count towards the number of warriors in a warband but are not considered for Rout tests – neither for determining the initial warband size or when counting models taken out of action.

"This one's called 'Death by Marzipan!' "
— Janna Mossfoot, Halfling Servant

veteran's hand

Formed of two or more metal pincers controlled through wires, straps, and weights, this expensive prosthetic allows the user to grip and pick up certain objects. These marvels of engineering are made to measure by master craftsmen. Though some are temperamental and rusting, others are exquisite, jewelled and gilded creations sometimes worth more than the person sporting them.

Range: Close Combat **Strength:** As user +1

Special Rules: Parry, Pincers, Prosthetic

Pincers: The Hero may carry no weapons in this arm, but gains an extra attack in close combat with a +1 Strength bonus while wearing the veteran's hand. Two-handed weapons are impossible to use with the hand.

Prosthetic: Heroes with a Serious Injury who have lost a hand or arm due to a 'Hand Injury' or 'Arm Wound' can be fitted with a veteran's hand. A Hero with a 'Hand Injury' ignores the penalty applied to Weapon Skill. If the injured wearer gets a 'Hand Injury' or 'Arm Wound' in further battles, these can be ignored on a roll of 4+ as the hit was taken by the veteran's hand instead but on a roll of 6 the veteran's hand is destroyed.

When being worn as a prosthetic, the veteran's hand may be used in any scenario which prohibits use of weapons, such as 'Last Orders!' or 'Pit of Blood'.

Greater Artefacts Chart

Finding a Greater Artefact

A Greater Artefact is much too important and dangerous to be left in the warband's camp or hideout. These artefacts may never be stored in the warband's stored equipment field but must be carried by a Hero. The only exception to this rule is warbands following the 'Ten Great Families' plot may keep the item stored in a Trade Wagon or similar vehicle.

Losing a Greater Artefact

Greater Artefacts are magically protected and cannot be destroyed. If a model with one of these items is taken out of action place a marker. Any model may pick the item up by moving in contact with the marker. If the marker is not taken, the model out of action keeps the artefact and if it dies from its Serious Injuries it is given to the nominated warband leader, who took it from his unlucky comrade's remains. If the leader dies after the battle (in the exploration phase) the artefact will be given to the new leader. In the unlikely case of a Greater Artefact being lost when no new owner can be determined, the next time a warband finds an Arcane Item it finds that Greater Artefact instead! These artefacts can only be stolen by other means if the identity of the item has been discovered by the thieves.

D6 Result

1 Devil's Box

The box is a musical string instrument that has been daemon-possessed. The Daemon sings an alluring song, drawing the enemy to their doom.

The box is used once each battle during the movement phase of another player before charges are declared. Nominate one Hero, Hired Sword or a Henchman group within 20" of the artefact – any affected model must either declare a charge against the warrior carrying the box or immediately flee as if it had just escaped from combat.

2 Mask of the Nerfod

Discovered by elf Admiral Giladis, the gold surface ripples with magical power. Whether or not the visage bears any resemblance to the Storm God, Stromfels cults obsess over this strange war mask.

The mask confers a 6+ armour save which can be combined with other equipment normally. In addition, the wearer can move over marshes, rivers or other water features without penalty and benefit from a -1 modifier to hit against shooting attacks while in such terrain.

3 Van Horstmann's Speculum

This tiny mirror hangs around the wearer's neck and has the ability to reflect back the fighting qualities of an enemy.

When the wearer fights in hand-to-hand combat he can 'swap' his base Strength, Toughness, Attacks and Initiative characteristics with his enemy. He has the choice of not using the mirror, but if he does he must swap all characteristics for the duration of the combat. The wearer fights with his enemy's Strength, Toughness, Attacks and Initiative whilst his enemy fights with the wearer's Strength, Toughness, Attacks and Initiative.

4 Altdred's Casket of Sorcery

The casket has the power to entrap and contain the power of magic forever.

At the end of each of the movement phase, the bearer may automatically remove and capture one randomly determined spell from an enemy wizard in base contact with him. The spell is unable to be cast by the wizard for the remainder of the battle. The bearer can cast the captured spell in his own shooting phase by releasing it from the casket! No roll is required to cast the spell. Any number of spells may be captured by the casket, and the bearer can cast each one once, either over several shooting phases or all at the same time if he prefers!

5 Radon's Whistle

Carved long ago by the infamous beastmancer at the behest of one of the first merchant-princes, the whistles could summon or disperse the nastiest inhabitant of Manann's realm. Sharks, whales, sea-wyrms and other things fell under the power of the whistle. So too, evidently, did Stromfel's Children.

The Hero who possesses this item is able to transfix and control aquatic models. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any aquatic creature within 6" may not move or attack in their subsequent turn. The Hero can control a single aquatic model with the whistle provided that it remains within 6" of him. If a model is not within 6" of the whistler in the Movement phase, they will move 2D6" in a random direction. If that takes the model into contact with a model, either friend or foe, it will attack as if charging.

6 Runefang

The Runefangs were masterfully forged in a time of legends, by dwarf runesmith Alaric for Sigmar's twelve tribal chieftains. Now these magical swords symbolise the status of Elector Count in the Empire. A Runefang was originally bestowed upon Marius the Fen Wolf, of the Jutones tribe. He became first Baron of Westerland and a ruling Elector. Helmar, Elector Count of Marienburg, killed Konrad von Carstein with his father Helmut's Runefang in 2100!

The last Baron of Westerland was from the van der Maacht family, a branch of the ruling house of Nordland. He died during the Chaos incursion of 2302. Every noble family in the Empire presented claims to Magnus the Pious, but all of these claims were so tenuous that no solution was possible. In the end, no new Baron was appointed, Magnus instead creating a council of leading merchant families.

After the Free City of Marienburg seceded from Empire rule, there has been no Elector seated since. Speculation as to the true identity of the Westerland Runefang has gathered some speed over recent years. While some scribes theorise that 'Beast Slayer' the Drakwald Runefang is Marienburg's right heirloom, it now lies locked away in the treasury of Altdorf.

Nordland's ruler inherits various titles from predecessors, including 'Prince of Marienburg'. 'Crow Feeder' is the name of the Runefang in the custody of Nordland, which was not a founding province of Sigmar's Empire. Most scholars surmise that the sword was likewise inherited.

A Runefang automatically wounds any target despite its toughness and regardless of the user's strength. No armour saves are allowed. Roll for critical hits as usual.

Pirate Paraphernalia

This equipment is only available to River Strigany, Bretonnian Corsairs, Goblin Pirates or Stromfels Cultists at the beginning of a campaign. Other swashbuckling warbands may purchase it after the campaign begins.

peg leg

Any Pirate suffering a Leg Wound (Injury Result 22) or Smashed Leg (Result 25) can opt to have his ruined leg replaced with a stout wooden peg leg. This will reduce his Movement (and maximum possible Movement characteristic) by -1, but offers a chance that stray hits will strike the leg instead. This gives him a special saving throw of 6+, which can be taken whenever he fails any other saving throws allowed against any wounding shooting or hand to hand hits. This save is not modified, and can be used even if no saving throw is normally allowed. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Peg Leg. If the wearer gets a Leg Wound or Smashed Leg in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Peg Leg instead.

hook hand

Pirates who have lost a hand or arm due to a Hand Injury (Injury Result 34) or Arm Wound (Result 23) can be fitted with a sharpened metal hook. The wearer of the stylish new device cannot use any two-handed weapons, but will always count as having a close combat weapon in that hand. The hook strikes in close combat in the same manner as a dagger. A new pirate joining the warband, either during initial warband creation or as a new hire, may also start out with a Hook Hand. If the wearer gets a Hand Injury or Arm Wound in further battles, these can be ignored on a roll of 4+ as the hit was taken by the Hook Hand instead.

spy glass

A pirate can use his trusty spy glass to examine the combat ground, spotting any yellow dogs who try to sneak about! At the start of his turn, the owner can try to detect one Hidden enemy model to which he has normal Line of Sight. On a roll of 4+, the model loses his Hidden status. The spying Pirate can move as normal in that turn, but cannot run or charge.

compass

A compass is an invaluable aid on land or at sea, helping travellers navigate more accurately. In scenarios where players roll to determine which side deploys first, a warband with a compass may re-roll their result. If the Hero with the compass is missing the battle it cannot be used. If both sides have a compass then no re-rolls are allowed.

belaying pin

A typical watercraft contains many short lengths of carved wood. They are set up in racks in convenient places in the barge, around which rigging can be secured or belayed. These pins make useful projectiles and river folk quickly proficient at hurling them.

Range: 6" **Strength:** As user -1

Special Rules: Thrown weapon, +1 Enemy armour save

boat hook

Normally used to pull in ropes or floating debris from the Reik, their long reach is useful in a boarding action and a wicked thrust helps bring enemies to the point!

Range: Close Combat **Strength:** As user -1

Special Rules: Strike first, Two-handed

fish-hook shot

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. River gypsies use the range of this curious barbed weapon to waylay their victimizers.

Range: 3" **Strength:** 3

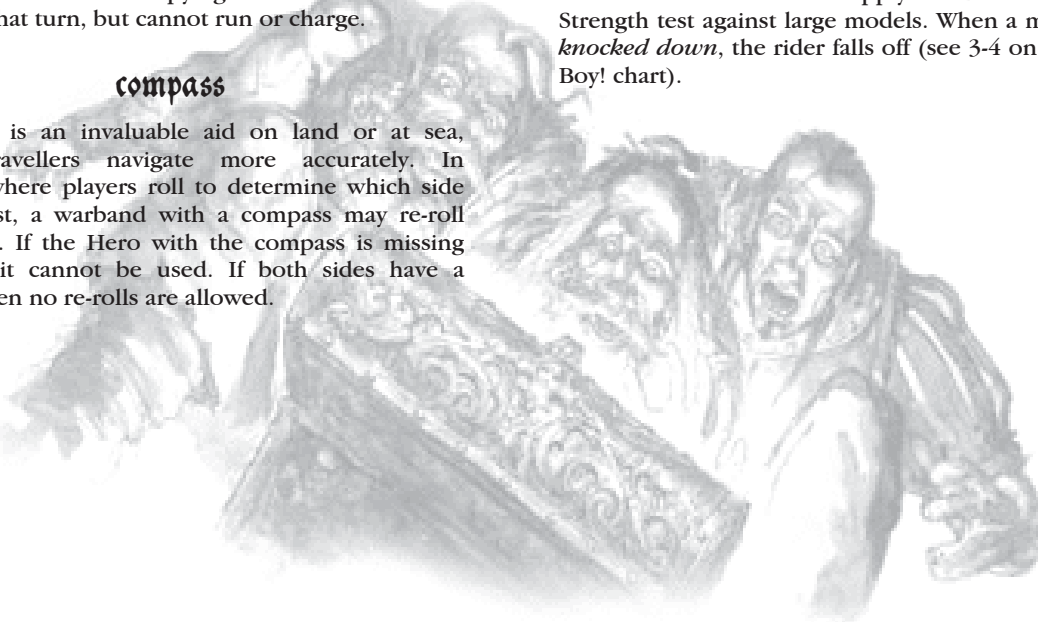
Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving.

Precise: A model using a fish-hook shot is so practiced in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the warrior himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).



Questing Apparatus

This special equipment is only available to Ogre Man-eaters, Witch Hunters or Sea Elf Rangers.
Unless stated otherwise no other warband may purchase it.

banded belly plate

An ogre's gut plate is his pride and joy. It says more about the ogre's desires and personality than anything else. Although if they come across better... they'll have that one too! And this one is particularly fine, with its gold belly banding and extra protection.

Once per battle when the Hero suffers a critical hit you may reduce it to a normal wound by catching it on the belly plate. A saving throw of 6+ applies. (Ogres only)

greedy fist

When worn, these massive gauntlets give the ham-like fists of an ogre an even larger reach with which to crush the life from all those who oppose the wearer. Once pulped, the wearer is then compelled to eat the victim, sustaining the power gauntlets for the next attack.

The Hero receives +1 Strength and -1 Toughness. Increase the reach of your melee attacks when charging by moving the warrior 1" further forward. (Ogres only)

bellheart

An ichor soaked Chaos Spawn heart oozing with magical energy. Once consumed, the ogre belches out a swirling vortex of energy damaging all enemy magic users.

Once consumed all enemy magic users in line of sight suffer D3 wounds. No armour saves allowed except for magical saves. (Ogres only)

skull cap

Despite limited intelligence, even ogres know that losing your head or getting it bashed in is not a good idea! So this metal skull cap is a fine way of protecting the noggin, ensuring the ogre can carry on causing havoc without fear of a head-bashing! This does tend to make the ogre more reckless.

The Hero receives +1 Toughness. (Ogres only)

blessed hauberk

Like many of their weapons and artefacts, the armour of the Witch Hunter may be blessed by priests to add a layer of unfathomable protection but also aid in other areas. A Blessed Hauberk is said to add agency and speed to the wearer.

The hauberk can be worn instead of light armour for a saving throw of 6+. The blessing conveys +1 Movement, +1 Toughness and +1 Wound. (Witch Hunters only)

burnished circlet

This circlet of iron was said to have once been worn by Magnus the Pious, reunifier of the Empire and one of its greatest leaders since Sigmar. When a warrior priest wears the band, he feels as powerful as Magnus, and will fight with puritanical fervour.

The wearer receives +1 Strength and +2 Wounds. (Warrior-priests of Sigmar only)

flame bullets

This rare ammunition contains a phosphorus powder that ignites when fired, unleashing a fireball that would make a Pyromancer envious.

If you hit with a flame bullet roll a D6. If you score a 4+ your target has been *set on fire*. If a model 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 contact and score a 4+ in the Recovery phase.

Shots fired with flame bullets burn the target model for 2 Wounds instead of 1. (Witch Hunters only)

worn circlet

This unimposing band of old metal sits on the owners head. Whilst it does not offer the greatest protection it does afford the wearer a small amount of defence against bladed head strikes.

The priest receives +1 Wound. (Priests only)

Armour of the Wildwood

Wood Elves forsake armour, and yet this suit has been fashioned by one of their own who has been called away from the sacred groves, so that he may walk among mankind and remain protected.

The Hero receives +1 Toughness and +1 Movement. Armour of the Wildwood provides a 6+ saving throw. (Elves only)

The Oaken Armour

For a race that shuns armour, the Oaken Armour is a strange anomaly. Found already fashioned in the roots of an ancient oak by it's original owner, it has been worn by Wood Elf champions ever since.

The Hero receives +1 Toughness. Enemy models receive -1 to hit the wearer in close combat. The Oaken Armour provides a 5+ saving throw. (Elf Rangers only)

Quiver of Shattering

Arrows fired from this quiver will fly as keen and true as any made by an Elven fletcher. However, when the arrow strikes it does so with earth-shattering impact. As well as piercing the target, they will be struck by an arcane force rivalling that of a warhammer swung by an ogre.

Deduct 2 Toughness away from enemies before rolling to wound for hits struck by a Hero carrying the quiver. (Elf Rangers only)

Blade of Leaping Gold

This famous blade has a golden gleam to the steel, and dances in the hands of the wielder, making it almost impossible for an enemy to parry the thousand strikes that flow their way.

A Hero wielding the blade gains +1 Attack. No parries can be made against the Blade of Leaping Gold. (Elves only)

New Vehicles

Howdah

80 gold crowns

Availability: Rare 10

May be attached to any great beast

The Beast gains all the special rules for a cart (found in Vehicles of the Empire) with the following exceptions;

Movement: the Beast may move and run using its normal movement, with a -1 for every passenger after the first.

A beast with a Howdah may turn up to 90 degrees in the movement phase without penalty. If a beast moves more than 90 degrees then they may only move half movement and may not charge this turn."

Out of Control: the beast only goes out of control if it fails a LD test, it may use the drivers LD.

Combat: the Beast may charge as normal, though passengers will not be able to fight in close combat unless they have a thrusting weapon of some sort (e.g. Mancatcher, spear, halberd) and are in the space of the howdah closest to the enemy.

Shooting: Passengers may shoot at enemies engaged with the beast.

Chariot

100 gold crowns

Availability: Rare 12

Profile **M WS BS S T W I A Ld**

Chariot - - - - 4 3 - - -

SPECIAL RULES

Capacity: Chariots can hold two regular warriors or 1 large model.

Armour Save: Occupants of a Chariot gain +2 to their armour save.

Falling from a chariot: any model stunned in a chariot must take an initiative test or fall out, taking damage at a Strength equal to half the distance travelled last turn. Knocked down models remain in the chariot.

Mounting: A charioteer may mount and dismount a chariot in the same way as a ridden steed.

Movement: A Chariot normally moves at 8" and may not run. However, it may double its normal move when charging.

Drawn: a chariot must be drawn by two any reasonably sized animals (horses, Cold ones boars, Zombies!), 4 small animals (dogs, Goats), 8 tiny animals (Giant Rats, polecats etc.) or one great animal (Rhinox, Temple Dog)

Turning: the chariot may turn 90 degrees at either the start or end of its movement.

Difficult Ground: If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

Steeds: If half the number of steeds die, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If all steeds die, the chariot is immobile and the charioteer must fight on foot.

Charging: Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, and cannot be intercepted. If the chariot moves more than half its normal move, it may make impact hits. Anyone (except the charging target) directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. any model failing the initiative test suffers a Strength 4 with a -2 armour save, unless the "steeds" base strength is higher, then they suffer a hit at that strength.

Combat: At the end of the charge move, the charioteer may fight any enemy models in base contact with the chariot, as if he had charged normally.

Chariots may leave combat without taking a leadership test without penalty, and may charge the next turn.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a To Hit roll against the charioteer. If in base contact with only a Steed, then only the steed can be hit.

Shooting From a Chariot: A passenger of a chariot may shoot from a chariot at -1 to hit regardless of if it moved or is in combat.

Shooting at a Chariot: A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteers.

