

HAND TO HAND COMBAT WEAPON LISTS

A - Regiment Hand-to-hand Combat Weapons

Dagger 1st free/2 gc
Hammer 3 gc
Axe 5 gc
Sword 10 gc
Double-handed weapon . . 15 gc
Spear 10 gc

B - Brutes Hand to Hand Combat Weapons

Flail 15 gc
Morning star 15 gc
Double-handed weapon . . . 15 gc

C - Vanguard Hand-to-hand Combat Weapons

Dagger 1st free/2 gc
Mace 3 gc
Hammer 3 gc
Axe 5 gc
Sword 10 gc
Morning star 15 gc
Double-handed weapon . . 15 gc
Spear 10 gc
Halberd 10 gc
Lance 15 gc
Rapier. 15 gc (Humans Only)
Dwarf Axe. 15 gc (Dwarves Only)
Dark Elf Blade +20gc (Dark Elves Only)
Gromril Weapon . x3 Cost (Dwarves only, Start-Up Only)
Ithilmar Weapon . x3 Cost (High Elves only, Start-Up Only)

MISSILE WEAPON LISTS

G - Bow Missile Weapons

Short Bow. 5 gc
Bow 10 gc
Long bow 15 gc
Elf bow 35 gc (Elves only)

I – Blackpowder Missile Weapons

Pistol 15 gc (30 for a brace)
Dueling Pistol 30 gc (60 for brace)
Blunderbuss 30 gc
Handgun 35 gc
Warplock Pistol . . 35gc/70 brace (Skaven Only)

J – Crossbow Missile Weapons

Crossbow 25 gc
Repeater Crossbow 40 gc (Snipers, Marksmen & Dark Elves Only)
Crossbow Pistol 35 gc (Heroes Only)

K – Short Range Missile Weapons

Short Bows. 5 gc
 Slings. 2 gc
 Throwing Knives. 15 gc
 Throwing Axes. 15 gc (see rules below)
 Bolas 5 gc (Lizardman, Kroaks & Amazons Only)
 Javelins. 5 gc
 Blowpipe. 25 gc (Goblins, Skaven, Skinks, Kroaks & Pygmies only)
 Warplock Pistol . . .35gc/70 brace (Skaven Only)

ARMOR LIST

L - Greater Armor

Light armor 20 gc
 Heavy armor 50 gc
 Toughened Leathers. . . . 5 gc (Heroes & Pirates Only)
 Shield 5 gc
 Buckler 5 gc
 Helmet 10 gc
 Barding. 80 gc
 Gromril Armor 75gc (Dwarves Only, Start Up Only)
 Ithilmar Armor 60 gc (High Elves Only, Start Up Only)
 Sea Dragon Cloak . . . 50 gc (Dark Elf Heroes Only – Counts as Heavy Armor)

M - Lesser Armor

Light armor 20 gc
 Toughened Leathers. . . . 5 gc (Heroes & Pirates Only)
 Shield 5 gc
 Helmet 10 gc
 Elven Cloak 100gc (Wood Elves Only)

THROWING AXE

15 gold crowns

Availability: Rare 5)

A smaller axe specially weighted for hurling from dangerous distances.

Range: 6"; **Strength:** As User ;

Special Rules: Thrown Weapon, Axe Thrower

SPECIAL RULES

Thrown Weapon: Throwing axes suffer no penalty for throwing over half range, or for moving and shooting.

Axe Thrower: All heroes armed with Throwing Axes and have access to Shooting Skills may learn the following skill,

Axe Thrower: *"The warrior can throw a maximum of two axes in his shooting phase, both of which gain +1 Strength, and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill or the Knife Fighter skill."*

The skill Knife Thrower does not allow the user to throw multiple Throwing Axes.

Swordsmaster Blade - Range: Close Combat; **Strength:** As user +2;

Special Rules: Two-handed, Strike last, Parry

SPECIAL RULES

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.

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.

TATTOOS – 20gc Rare 7

Save: The Tattoos provide a 6+ save, that may never be reduced by axes, guns, or strength modifiers. If the case that a save is ignored (critical hit, spells), the save is ignored as normal.

Permanent: The Tattoos may not be sold, traded, or given to another warrior. You will not lose them if you are robbed or captured.

Non-stacking: The Tattoos temporarily lose their effect if worn with any other armor or shields, nor does it stack when riding. This means that if a tattooed warrior wears armor, the tattoos temporarily lose their power... the warrior lacks faith! They may be used with bucklers and/or helmets.

Wearable: Many models that may not wear armor (including Spellcasters) may wear tattoos without penalty.

Sharp Stuff

1st Free/Second 2gc - Gnoblar Only

Range: 8" **Strength:** 2, **Special Rules:** Thrown Weapon, Fire Twice, Stuff Thrower

Special Rules:

Thrown Weapon: Gnoblar throwing Sharp Stuff suffer no penalty for moving and shooting, nor for throwing over half range.

Fire twice: A slinger may fire twice in the shooting phase if he does not move in the movement phase. If the model fires twice then each shot is at -1 to hit.

Stuff Fighter: If the hero has the Shooting skill 'Knife Fighter', a Gnoblar is allowed to throw three pieces of scrap instead of the normal two. Also, he may move and shoot multiple shots, as well as ignores the -1 to hit for multiple shots. He may not throw three pieces of "stuff" and three knives in the same turn. A hero may not use Knife Fighter and Quickshot at the same time.