

THE MORDHEIMER'S

MASTER SKILL LIST COMPILATION v1.30

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In the last year of the second Millennium, five hundred years before the rule of the most benevolent Emperor Karl Franz, there fell a time unlike any other. Just as they had before the birth of Divine Sigmar, the wings of fire in the sky again heralded the coming of great things; the coming of Plague, the coming of War, the coming of Pestilence and Hunger.

Though its unholy name is now stricken from the records of the Great Library at Altdorf, and its ruins razed by Magnus the Savior of the Empire, I would tell you the tale of the cursed city, brought low by the wrath of gods. I would tell you the tale of...



The City of the Damned

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Awhile back, Tim Leach managed to compile a Skill List of all the skills available in the Mordheim game system. This list, while not complete, it combined many of the available Skills from the Rulebook (RB pages 122-123) and Town Cryers (TCx). This Master Skill List also integrates all available Skills from the Empire in Flames (EiF) and the Annual 2002 (A02) in one convenient location. Each of the Skills are described completely (what is the point in having a Master List if you have to search in 30+ resources to know what they are for?) and their original reference indicated at the end.

Some of the Skills here listed were created by numerous contributors to the Mordheim Yahoo! eGroup, particular gaming groups, and/or fan websites. These Skills are listed (*New.*) Some of the Skills contain suggested changes, addendums, errata and/or deviations from the original writings. This optional changes are denominated (*Suggested Changes*) and are just that; suggestions. Take them to your group, discuss them and give them a try. If you like the changes, do not forget to email us at webmaster@mordheimer.com.

Unfortunately, Mr. Tim Leach decided to remove the items that he developed for his group, due to lack of specific credit on some of the new skills during the original posting of the [Master Skill List](#), even when this oversight was corrected less than 48 hours after publication. Even when all the material was published in a public forum under clear intend for his writings to be freely distributed, we have decided to humbly comply with his request. The seven skills he published on the original medium were removed along with the optional rules [Exotic Goods](#).

Combat Skills

- ✦ **Strike to Injure:** The warrior can land his blows with uncanny accuracy. Add +1 to all injury rolls caused by the model in hand-to-hand combat. (RB 122)
- ✦ **Combat Master:** The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests. (RB 122)
- ✦ **Weapons Training:** A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options. (RB 122)
- ✦ **Web of Steel:** Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat. (RB 122)
- ✦ **Expert Swordsman:** This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons. (RB 122)
- ✦ **Step Aside:** The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves. (RB 122)

Shooting Skills

- ✚ **Quick Shot:** The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol). (RB 122 – Official Errata 2002: see [The Ultimate Mordheim Frequently Asked Questions \(FAQ\) & Errata](#) for further information.)
- ✚ **Pistolier:** The warrior is an expert at using all kinds of pistols. If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded. (RB 122 – Official Errata 2002: see [The Ultimate Mordheim Frequently Asked Questions \(FAQ\) & Errata](#) for further information)
- ✚ **Eagle Eyes:** The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using. (RB 122)
- ✚ **Weapons Expert:** The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.
- ✚ **Nimble:** The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill. (RB 122)
- ✚ **Trick Shooter:** The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons. (RB 122) *Suggested Changes:* Not useable with Quick Shot.
- ✚ **Hunter:** The warrior is an expert at getting his weapon loaded and ready. He may fire each turn with a handgun or Hochland long rifle. (RB 122) *Suggested Changes:* May be used with Pistolier.
- ✚ **Knife-Fighter:** The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase 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. (RB 122)

Academic Skills

- ✚ **Battle Tongue:** This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill. (RB 123)
- ✚ **Sorcery:** This skill may only be taken by Heroes capable of casting spells. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill. (RB 123)
- ✚ **Streetwise:** A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the Trading section). (RB 123)
- ✚ **Haggle:** The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence. (RB 123)
- ✚ **Arcane Lore:** Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic. (RB 123)

- 🔥 **Wyrdstone Hunter:** The warrior has an uncanny ability to find hidden shards of wyrdstone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands. (RB 123)
- 🔥 **Warrior Wizard:** This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells. (RB 123)
- 🔥 **Scribe:** The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used. (TC7)
- 🔥 **Mind Focus:** The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer the warrior with this skill may reroll one dice roll used in the difficulty roll. (TC7)
- 🔥 **Tactician:** This skill may only be taken by a warband leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may reposition his warriors after his opponent has set up and may even advance them up to 12 inch onto the board instead of 8 inch. (TC7)
- 🔥 **Hunch:** This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12 inch away from an enemy model and not in the enemy deployment zone. (TC7)
- 🔥 **Magical Aptitude:** This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell, he must take a toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails he must roll on the injury table immediately with no saves treating out of action results as stunned instead. (TC7)
- 🔥 **Drive Chariot:** Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge. (TC18)

Strength Skills

- 🔥 **Mighty Blow:** The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons. (RB 123)
- 🔥 **Pit Fighter:** The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting

in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later. (RB 123)

- 🔥 **Resilient:** The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers. (RB 123)
- 🔥 **Fearsome:** Such is the reputation and physique of the model that he causes fear in opposing models. (RB 123)
- 🔥 **Strongman:** The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons. (RB 123)
- 🔥 **Unstoppable Charge:** When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging. (RB 123)

Speed Skills

- 🔥 **Leap:** The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn. A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty. The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28). (RB 123)
- 🔥 **Sprint:** The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal. (RB 123)
- 🔥 **Acrobat:** The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6". (RB 123)
- 🔥 **Lightning Reflexes:** If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values. (RB 123)
- 🔥 **Jump Up:** The warrior can regain his footing in an instant, springing to his feet immediately if he is knocked down. The warrior may ignore knocked down results when rolling for injuries, unless he is knocked down because of a successful save from wearing a helmet or because he has the No Pain special rule. (RB 123)
- 🔥 **Dodge:** A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms). (RB 123)
- 🔥 **Scale Sheer Surfaces:** A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so. (RB 123)

Warband-Specific Special Skills

This section includes all Skills specific to a particular warband (official, unofficial and experimental), in alphabetical order.

Assassins' Skills

- 🔥 **Silent Strike:** As masters of camouflage the character is allowed to charge out of hiding and strike silently at his opponent and then he disappears into the shadows again. Roll a D6 on a 5+ the character is allowed to charge and attack. The opponent(s) may strike back. If uninjured, the character disappears to his original hiding place again. The distance from hiding place and back into hiding, may not exceed the characters maximum movement (2xM, or 3xM with sprint, thus if more than half of the movement is spent to charge, no hiding is possible anymore). If he fails the die roll he charges out and it is treated like a normal charge. (New - by Archeonicus)
- 🔥 **Ultimate Kill:** The assassin goes for the kill-spot, which is almost an assured one way trip to the grave yard. The character in hand to hand combat forgoes all extra HtH-attacks and concentrates on one very well placed attack. The attack will be +1 to hit, +1 to wound, +1 on the injury roll. This skill can only be used if the character has 2 or more attacks on his profile. Does not work together with Ultimate specialist or strike to injure. Does not work with black powder weapons. (New - by Archeonicus)
- 🔥 **Master of Poisons:** The assassin is a master in brewing up different poisons. If the hero does not search for rare items, he has the time to brew up 3D-1 portions of dark venom or black lotus. He can come up empty, but those are the hazards of trying these intricate things on the move. The portions are large enough for one weapon and need to be used for the next battle as they are less stable than normally purchased poisons. (New - by Archeonicus)
- 🔥 **Shadow Defense:** As it is considered bad form to get injured on an assignment there are special defensive moves that make an assassin even better in surviving. The character is allowed to parry, with re-roll, with any weapon he uses. If the weapon already has the ability to parry, it is allowed to parry with an equal or higher dice roll, which can also be re-rolled. (New - by Archeonicus)
- 🔥 **Ultimate Specialist:** These characters are so highly trained that they can use hand-to-hand weapons in a very efficient way. They gain +1WS and +1 on the injury roll. Does not work together with *Ultimate Kill* or *Strike to Injure*. (New - by Archeonicus)
- 🔥 **Play Dead:** Sometimes strange things happen when people have the misfortune of running into Skaven assassins. A clearly dead corpse is not there anymore after the fight is over, or dropped weapons or treasures have disappeared. As well as being taught to roll with the blows, these characters are taught to feign death. When avoiding the full effects of a potentially lethal blow they play dead so they can escape undetected later. The character may re-roll a result on the serious injury table. If the Shadowblade has this skill he is even allowed to use his *Vanish Into the Shadows* skill when he is stunned. Or get back to his hiding place when using *Silent Strike* if he is knocked down. (New - by Archeonicus)

- ☛ **Infiltration:** A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first. (RB 93)

Beastmen Raiders Skills

- ☛ **Shaggy Hide:** The Beastman's massively shaggy hide acts as armour, deflecting sword strokes and protecting him from harm. The model gains a 6+ Armour Save that can be combined with other armour as normal. (EiF 74)
- ☛ **Mutant:** The Beastman may buy one mutation. (EiF 74)
- ☛ **Fearless:** Immune to Fear and All Alone tests. (EiF 74)
- ☛ **Horned One:** The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges. (EiF 74)
- ☛ **Bellowing Roar:** Only the Beastman Chief may have this skill. He may re-roll any failed Rout tests. (EiF 74)
- ☛ **Manhater:** Will be affected by the rules of Hatred when fighting any Human warbands. (EiF 74)

Bretonnian Knights Skills

- ☛ **Virtue of Purity:** Any spell cast against the Knight will be dispelled on the D6 roll of a 4+. (TC8)
- ☛ **Virtue of Valor:** The Knight may re-roll any missed to hit rolls against an enemy with a higher strength. (TC8)
- ☛ **Virtue of Discipline:** Once per game, if the Knight is not Out of Action, Stunned or Knocked Down, you may re-roll a failed Rout Test. (TC8)
- ☛ **Virtue of Noble Disdain:** The Knight is subject to Hatred of all enemies armed with shooting weapons. (TC8)
- ☛ **Virtue of the Impetuous:** The Knight gains an additional +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model. (TC8)

Dark Elf Skills

- ☛ **Fury of Khaine:** The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn. (TC10)
- ☛ **Powerful Build:** The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time. (TC10)

- 🔥 **Fey Quickness:** Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6. (TC10)
- 🔥 **Infiltration:** A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first. (RB 93)
- 🔥 **Master of Poisons:** The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully. (TC10)

Dwarves' Skills

- 🔥 **Master of Blades:** This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries. (A02 24)
- 🔥 **Extra Tough:** This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken out of action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result. (A02 24)
- 🔥 **Resource Hunter:** This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1. (A02 24)
- 🔥 **True Grit:** Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as knocked down, 4-5 as stunned, and 6 as out of action. (A02 24)
- 🔥 **Thick Skull:** The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule). (A02 24)

Halflings' Skills

- 🔥 **Quiet as a Mouse:** The Halfling is adept at staying as quiet as a mouse whilst hiding. Enemy warriors must use half their initiative value in inches (rounded down) when trying to detect this hidden Halfling.
- 🔥 **Crude Belch:** Having eaten a meal or six, this Halfling may release a withering belch to distract his enemies. During the first round of hand to hand combat the Halfling can release his noxious fumes upon all enemies within base contact. All enemies effected must take a leadership test. If the leadership test is failed then the putrid odor has severely affected the warrior's fighting ability and he must miss his first attack (regardless of whether he has only one attack or not).
- 🔥 **Wizened Halfling** (leaders only): This old Halfling is greatly respected by the other members of the warband and they never question his word. All Halflings may also re-roll any failed leadership test when within 6" of the leader as well as using his leadership for both tests.
- 🔥 **Stealthy** (Halfling Thieves Only): The Halfling Thief can hide even after running, and can run while within 8" of enemy models if he starts and ends his move hidden.
- 🔥 **Skilled Huntsman:** The Halfling has been hunting things ever since he was young (the more food he has, the better!) and has become well adapted to firing as silently and discreetly as possible. To represent this a Halfling may try and fire a ranged weapon and remain hidden. When shooting from hiding roll D6. On a 3+ the Halfling has managed to keep his actions inconspicuous to the eye of the enemy and may remain hidden that turn. Note this skill may not be combined with black powder weapons, they are just too noisy!
- 🔥 **Layers of Fat:** The Halfling has gained mountains of flab during his vast experience of eating fine foods and his thick bulk could swallow a sword whole! The Halfling always has a basic saving throw of 6 regardless of the enemy warrior's strength and on top of any armour he already wears.
- 🔥 **Shifty:** The Halfling has long-been skirting in the shadows, avoiding unwanted attention. So nimble is he that he may surprise even those who believe they've got them dead-to-rights. The Halfling gains a bonus attack when charged that *strikes first*.

Night Goblins' Special Skills

- 🔥 **Ded Shooty:** The clever little git adds +6" to the range of any missile weapons he uses (not including nets.) (New - by Terry Maltman)
- 🔥 **Sneaky Git:** The greenskin is so sneaky that he can move D3 of his warband members after all other deployment is complete. Night Goblin Big Boss only. (New - by Terry Maltman)

- 🔥 **Netter:** The goblin is adept at using a net to disable his enemies. They learn their skill hunting wild cave Squigs in the depths of the mountains. The technique he has mastered is 'chuck and charge'. The goblin may declare that he is making a net charge. He throws the net at a target in the same way as described in the Mordheim rulebook. If he hits and the target fails to escape the net then target counts as knocked down and the goblin completes his charge. If he misses or the target escapes then the goblin makes a failed charge. If the failed charge would take him into base contact then stop him 1" away. A warrior who is caught in a net will be automatically hit in combat. The goblin must still roll to wound just as with a knocked down enemy. In the warrior's next recovery phase, unless he is stunned or out of action he will cut himself out of the net but cannot do anything else and will go last in combat just as if he had stood up from being knocked down. (New - by Terry Maltman)

Ogres' Special Skills

- 🔥 **Been There, Learned That:** the man-eater-kin may only take this skill once. It allows him to immediately take ONE skill from the shooting or academic skill list. Remember, one only once!! Note: treat *Pistolier* as 'handgunner'. (New - by Azmodan)
- 🔥 **Battle Cry:** The Ogre lets cry an enormous roar causing fear in the most courageous of foes. All enemies within 8" of the Ogre must take a fear test as if a fear-causing opponent had charged them. If failed, the model(s) will only hit enemy models (through combat or shooting) on a roll of a 6 next turn. One Ogre may only possess this skill at a time and that Ogre may only use this skill once per battle. Enemy models immune to fear don't have to test. (New - by Azmodan)
- 🔥 **Determined:** May only be taken by the leader. The warband may re-roll their first failed rout test, unless the leader is taken out of action. (New - by Azmodan)
- 🔥 **Bull's Charge:** Can only used by an ogre having a belly plate. When charging more than 6" away, he can use this ability instead of his normal attacks. Make one attack at +1 to hit. If you hit then, the model is automatically knocked down, roll to wound at the ogres S, if you wound then the unfortunate enemy becomes stunned. This special attack is resolved before any others. If you use this ability when charging into an existing combat, then randomly determine which fighting model is hit. (New - by Azmodan)
- 🔥 **Combat Training:** May only be taken by a runt. It enables him to choose combat skill from now on. (New - by Azmodan)
- 🔥 **Hardened Stomach:** Butcher only. The stomach gets hardened after eating various things. Count only every second spell the butcher tries to cast for the purpose of consulting the Indigestion table after the game. (New - by Azmodan)

- 🔥 **Wyrdstone Eater:** The Butcher learned how to control the powers that one can gain by eating Wyrdstone. Now he can use the seventh spell from the lore of gastromancy listed below. He must have the Wyrdstone shard in his equipment, and if he goes out of action, any remaining shard he had can be captured just like in the Wyrdstone Hunt scenario. Wyrdstone can also be eaten in conjunction with an ingredient to power up the spell. The spell has double range, and throw 3D6 and pick the two higher as the result. But if it still misfires then in addition to the normal results, add another dice to the indigestion dice pool. (New - by Azmodan)

Orcs & Goblins Hordes' Skills

- 🔥 **'ard ead:** The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule). (A02 13)
- 🔥 **Waaagh!:** Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range. (A02 13)
- 🔥 **'ere we go!:** Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging. (A02 13)
- 🔥 **da cunnin' plan:** Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action. (A02 13)
- 🔥 **well 'ard:** The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves. (A02 13)
- 🔥 **'eadbasher:** Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any knocked down results which the Orc causes in hand-to-hand count as stunned results instead. (A02 13)

Ostlanders' Skills

- 🔥 **Bull Rush:** This warrior is huge, even by Ostlander standards, and can use his massive girth to overpower his opponents. When he charges, this Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is Knocked Down. (Models with the Bull Rush skill should have a suitably large beer-belly modeled out of putty whenever possible.) (A02 46)

- 🔥 **Foul Odor:** Ostlanders are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities! His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily. (A02 13)
- 🔥 **Taunt:** After years of baiting opponents into drunken brawls the Ostlander has learned some of most vile insults in the Empire. During the shooting phase the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc.). The player should insult the enemy model in some manner whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian.). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the warrior who taunted him. (A02 13)
- 🔥 **Animal Friendship:** Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (i.e. warhorses, Warhounds, etc.). Animals will never attack him and up to two Wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband. (A02 13)
- 🔥 **Blood Oath:** The leader of an Ostlander Warband sometimes takes a Blood Oath never to leave any of his fallen 'family' members behind. Such is his determination to protect his fallen Blood-kin that it is extremely difficult to cause him to Rout from the field. Only a Warband's leader may have this skill, which allows him to re-roll a single Rout test once per game. (A02 13)

Pirates' Skills

- 🔥 **Sea Shanty Singer:** The pirate is renowned throughout the seas as one of the greatest singers aboard a ship, able to raise the spirits of any crew with his stirring renditions of "The Sloop Johan Bee", "What do you do with a Drunken Halfling?", and other famous pirate ditties. At the start of his Close Combat phase he can suddenly burst out in song, distracting one opponent in base contact of his choosing. That enemy must pass a Leadership test, or loose 1 Attack that turn. This does not effect Undead or other non-living creatures, such as Possessed. (TC9)
- 🔥 **Sea Legs:** Even in the strongest seas, the pirate has learned to keep his footing and equilibrium. If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if the any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not. (TC9)

- ✿ **Cutlass Master:** These short, single bladed swords are the mainstays of any pirate crew, and in the hands of a trained seaman they are superb weapons for close quarters fighting. If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only apply if the Pirate is not in the open; i.e., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc. (TC9)
- ✿ **Booming Voice** (Captain only): The Captain has spent many a battle bellowing orders to his crew, yelling above the roar of the cannons and the screams of the enemy. Once per turn, the captain may shout encouraging words (or threats) at any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself. (TC9)
- ✿ **Hardy Constitution:** Many months at sea, and many months eating hardtack, have hardened the pirate's body to effects that would cause a lesser man to collapse. During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal. (TC9)
- ✿ **Swashbuckler:** The pirate cuts a dashing figure in combat, mixing dazzling swordplay and acrobatic feats with charm and witty comments. Even the basest villains in Mordheim respect (and curse) his ability to always seem to effortlessly slip from their grasp. The pirate may make a Leadership Test at the end of any Hand to Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in hand to hand combat and must fight as normal in the following turn. (TC9)

Pit Fighters' Skills

- ✿ **Pit Fighter:** All Pit Fighters have the *Pit Fighter* skill as described in the Strength Skill List (+1 WS, +1 A when fighting in ruins, buildings and The Pit). (TC14)
- ✿ **Free the Slaves!:** Pit Fighters hate all slavers. The Pit Fighters will never sell their captured opponents to the slavers. (TC14)
- ✿ **In the Pit!** Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven. The Pit Fighter warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the warband gets all the captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives against the Odds), he will not lose his armour or weapons, the captive will get the 50gc and the +2 Experience when he wins. If the captive wins, the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters captive and may be fielded in the pits after future games. (TC14)

Sisters of Sigmar's Skills

- ✿ **Sign of Sigmar:** The Sister is favored by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1). (RB 83)
- ✿ **Protection of Sigmar:** The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either. (RB 83)
- ✿ **Utter Determination:** Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests. (RB 83)
- ✿ **Righteous Fury:** The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model hates all Skaven, Undead or Possessed warbands and all models in them. *Suggested Changes:* May be applicable towards other “evil” warbands such as Orcs & Goblins, Dark Elves, Beastmen, etc. Also, in a case by case scenario, it may be applicable to “neutral” warbands (such as Dwarves Treasure Hunters, Pirates, etc) that are committing evil acts such as desecrating a tomb, looting a Temple, etc. See [The Ultimate Mordheim Frequently Asked Questions \(FAQ\) & Errata](#) for further information. (RB 83)
- ✿ **Absolute Faith:** The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents. (RB 83)

Shadow Warriors' Skills

- ✿ **See in Shadows:** The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4"). (TC10)
- ✿ **Hide in Shadows:** Over time Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative before measuring the distance. (TC10)
- ✿ **Sniper:** Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If Hidden, a warrior with this skill may shoot or cast spells and still remain Hidden. (TC10)
- ✿ **Powerful Build:** The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. There may never be more than two Elves with this skill in the warband at any one time. (TC10)

- 🔥 **Master of Runes:** The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones, below) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his dispel roll. In addition, the mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the Warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers. (TC10)

Skavens' Skills

- 🔥 **Black Hunger:** The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn. (RB 93)
- 🔥 **Tail Fighting:** The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armor save. (RB 93)
- 🔥 **Wall Runner:** The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces. *Suggested Changes:* May run or charge up walls, always striking last when charging in this manner. (RB 93)
- 🔥 **Infiltration:** A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first. (RB 93)
- 🔥 **Art of Silent Death:** The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (i.e., +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1). (RB 93)

Troll Slayers' Skills

- 🔥 **Ferocious Charge:** The Slayer may double his attacks on the turn that he charges. He will suffer a -1 to hit penalty on that turn. (TC14)
- 🔥 **Monster Slayer:** The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed. (TC14)
- 🔥 **Berserker:** The Slayer may add +1 to his close combat to hit rolls during the turn which he charges. (may not be used with Ferocious Charge). (TC14)

Vampires' Skills

- 🔥 **Transfixing Glare:** The Vampire is able to hypnotize a victim using his glowing red eyes, the victim will remain passive and wait for the Vampire to close. The Glare may be used on any living model in base contact that is not *Immune to Psychology*. The victim must pass a Leadership test on a 2D6 or be transfixed. A transfixed model may not attack in close combat and is treated as being knocked down for purpose of being attacked. Roll for the Glare at the start of the combat phase. (TC11)
- 🔥 **Mist Form:** A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to hit rolls against the Vampire need a natural '6' to hit and all to wound rolls need a natural '6'. Note that this may not be modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is knocked down he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice. (TC11)
- 🔥 **Ratswarm Form:** Some Vampires hold a sway over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless of whether the Vampire is Knocked Down or Stunned but he suffers all penalties for standing up for example. The Vampire may change back to Vampire form at the start of any subsequent recovery phase.

M	WS	BS	S	T	W	I	A	Ld
6	3	0	3	3	*	*	4	*
* Use the same characteristics as the Vampire.								

- 🔥 While in Ratswarm form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented by a Ratswarm base but treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus move through walls as most have a small holes in them. (TC11)
- 🔥 **Bat Form:** Many Vampires can transform into giant bats. A Vampire can change form in exactly the same manner as detailed above.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	3	2	*	*	1	*
* Use the same characteristics as the Vampire.								

- Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and a charge move is also doubled. The Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. (TC11)
- Giant Wolf Form:** Many Vampires can transform into Giant Wolves. A Vampire can change form in exactly the same manner as described above.

M	WS	BS	S	T	W	I	A	Ld
9	4	0	4	3	*	*	2	*
* Use the same characteristics as the Vampire.								

- Whilst in Wolf form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. (TC11)

Document History

- v1.0 Original document creation, September 19, 2005.
- v1.1 Included Academic, Assassins, Night Goblins, Ogres, Pirates, Pit Fighters, Troll Slayers and Vampires skills. Addendum to credits on experimental skills (main choices and experimental warbands.) September 28, 2005.
- v1.2 Removal of skills created by Tim Leach.
Included "Infiltration" skill on several entries - Thanks Sidney Hale!
- v1.3 Included Halflings' Skills.