

## 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  
Warlock 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.