



Spoils of War

The weapons, armour and miscellaneous equipment in this chapter are added to the equipment from the Mordheim rulebook. Note that few of the items are only relevant when using the Border Town Burning campaign rules.

The price chart at the end of this section lists the prices and rarity values when playing battles in the borderlands of Cathay, the Mountains of Mourn, the Steppes and the Northern Wastes. Use this price chart instead of the original one from Mordheim rulebook when playing a Border Town Burning campaign.

Weapons

The weapons described in this section are newly introduced in the Border Town Burning setting. Note that, unless listed in their equipment list, only models with the *Weapons Training* skill may ever use them.

Cathayan Longsword

Prized indeed are blades of Itbilmar forged by Elves. Even more masterful are the arms crafted by swordsmiths in Cathay. Known as a Jintachi blade among Estalian merchants, the Cathayan longsword is a deadly crown jewel in the hands of a skilled fighter. Gold alone is never enough to acquire such a weapon. Jintachi are heirlooms and highly coveted. The few still smithed are gifted only in reward for some heroic deed that is done in the kingdoms to the east.

Range	Strength	Special rules
Close Combat	As user	Parry, Cutting Edge, Mastercrafted

SPECIAL RULES

Mastercrafted: Attacks made with a Cathayan longsword give the bearer +1 Initiative and +1 Weapon Skill.

Katana

Katanas are great-swords that are typically used by Cathayan soldiers and ronins, and occasionally lifted by monks.

Range	Strength	Special rules
Close Combat	As user +1	Two-handed, Parry

SPECIAL RULES

Two-handed: A model armed with a katana may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Parry: Katanas, despite their great size, can be used for parrying like a sword. When his opponent rolls to hit, the model armed with a katana 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.

Obsidian Weapon

Obsidian is mined in the Dark Lands by the minions of Chaos. When expertly derived from its ore, the curious volcanic rock becomes ensorcelled by engineers manufacturing artefacts in the furnaces of Zharr-Naggrund. Forging weapons using these vile techniques requires acute diabolic expertise making them extremely rare.

An obsidian weapon gives its user +1 Strength in hand-to-hand combat, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you.

SPECIAL RULES

Blemished: Although not strictly tainted by Chaos, all artefacts of Obsidian are considered tinged with evil, by the same darkness associated with their artisans. Obsidian weapons may never be used by Dwarfs, Elves, Sisters of Sigmar, Witch Hunters or Priests.

Heavy: Obsidian weapons are so heavy that the warrior using them always *strikes last*, even when charging.

Missile Weapons

Similar to the close combat weapons the following ranged weapons can only be used if listed in the model's equipment list or if the model has the *Weapons Expert* skill.

Cathayan Candles

Cathayan Candles are explosive pots or sticks, made with black powder and other foreign ingredients. These volatile Bombas as peddled by Arabyan dealers, 'usually' detonate on impact, igniting objects and bodies with which they make contact.

Range: 6"; **Strength:** 6;

Special Rules: Thrown weapon, Set on fire

SPECIAL RULES

Thrown weapon: A model using Cathayan candles does not suffer penalties for range or moving.

Volatile: On a roll of 1 to hit, Cathayan candles explode in the throwers hand. Roll to wound treating the throwing model as the target.

Set on fire: If you hit with the Cathayan candles roll a D6. If you score a 5+ your opponent has been *set on fire*. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

Armour

Lamellar armour

The blacksmiths forge these heavy armours for in Cathay those noble knights protect the farmsteads. Especially among the Palace Guard of the Cathayan Emperor the plate armour is very common. The armour covers not only its wearer's torso but also the upper arm and thigh.

SPECIAL RULES

Save: A warrior that is wearing a lamellar armour has a basic D6 saving throw of 4+.

Movement: A warrior that is armed with both a lamellar armour and a shield suffers a -1 Movement penalty.

Chaos armour

Chaos Armour is a suit of strangely-worked and unnatural metal. It is the mark of a Dark God's favour. While most suits of Chaos Armour are received as Gifts from an Infernal Patron, they can be acquired, though only from Chaos Dwarfs in an exclusive exchange for many captives or perhaps some impossible deed to further their interests.

SPECIAL RULES

Rarity: When searching for Chaos armour a warrior gains +1 on his roll for each model he took *out of action* in the previous battle.

Cost: The cost for found Chaos armour is decreased by 1 gold crown for each Experience point the Hero has.

Gift of Chaos: Chaos armour is a gift from the Dark Gods to the worthy warrior. A Hero who has successfully purchased a suit of Chaos armour will never give it away to another warband member but put it on himself immediately. Chaos armour becomes fused to the body of its wearer. It can never be removed.

Save: A warrior that is wearing Chaos armour has a basic D6 saving throw of 4+.

Spellcasters: Chaos armour does not hinder its wearer from casting spells or rituals. It can be worn by spellcasters but they cannot combine it with a shield or buckler.

Miscellaneous

firecrackers

These tiny explosives are too weak to set something on fire or to injure human beings. Firecrackers generate a loud noise, causing alarm in animals.

If an animal or mounted warrior tries to charge the model, while it is not in combat, *knocked down* or *stunned*, it may pass an Initiative test in order to use the firecrackers. If it succeeds the animal must pass an Ld test (animals may not use the Ld of the warband's leader and mounts may not use the Ld of its rider). If it fails the test, the charge has failed and mounted warriors have to roll on the Whoa Boy! table. If the mount has the *battle schooled* special rule, the rider may re-roll the result of the Whoa Boy! table once.

The model can also throw the firecrackers in the shooting phase. It may throw them at any point in 8" distance. All Mounts or Animals in 3" around the detonation spot have to take a Ld test. If it fails, mounts have to roll on the Whoa Boy! table, and animals flee as if they failed an *all alone* test. There are enough firecrackers to last for one game.

Ladders

Ladders are useful for reaching higher ground such as scaling walls or trees. A ladder is placed on the board like any other model. If you have no adequate model, use a marker to represent the ladder. A Ladder requires two models (or one large model) to carry it. However, one model can carry a ladder alone, but may then move at half speed only (quarter for large ladders). Models carrying a ladder may not run. They may drop the ladder any time they wish (e.g. when charged). A ladder may be set up in the Movement phase in base contact with any of the carriers. This requires a quarter of their Movement (half for large ladders). Note that if one of the models has a lower Movement than the other, both models are slowed down while carrying the ladder.

Ladders are considered open ground and do not affect the model's movement rate (see Mordheim Rulebook). Any model in base contact with a ladder may try to knock it over in the hand-to-hand combat phase. The model must pass a Strength test with a -1 modifier for every model on the ladder after the first. If the test is successful treat the models as falling from where they were.

Small ladders have a length of up to 3", large ladders are longer than 3".

rosary

A rosary is made of stone or ivory beads and other blessed ornaments lined up on a chain. It helps concentrate while praying or meditating.

A prayer user wearing a Rosary may re-roll a failed Difficulty test if he hasn't done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

map of cathay

There are many maps circulating for various regions around Cathay and the borderlands. Most of them cannot be trusted but now and then a warband may get hold of a valuable chart.

Roll a D6 to determine what the map depicts.

D6 Result

- | D6 | Result |
|-----|--|
| 1 | The map is fake and completely useless! |
| 2-3 | The map shows the way to a mysterious lady. As the warband follows the depicted route the first random happening to occur in the next battle will be "The Old Crone" (56) automatically. |
| 4-5 | The next time a roll of 4+ is scored on the progress table the warband with a map of Cathay automatically counts as having the most campaign points and thus may choose the next scenario. If both warbands have a map of Cathay compare campaign points as usual. |
| 6 | The map leads to the hideout of Belandysh! Whenever the warband with this map rolls a 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random. |

rickshaw

Rickshaws are two-wheeled carts pulled by a human runner. Affluent merchants, influential officials and other members of the social elite can be seen using this means of transport to move about in the city.

One non-animal warband member must be assigned as the runner in order to move the rickshaw. He cannot charge or run whilst pulling the cart. As long as he pulls the rickshaw it remains in base contact with the runner and both are moved together. The runner may stop pulling the rickshaw at any time and move normally the same turn (including declaring charges).

There is one seat in the rickshaw for one passenger to sit down. Boarding and disembarking the cart works the same way as mounting and dismounting.

Models shooting at a rickshaw get a +1 on their 'to hit' rolls. For each hit, roll on the table below to determine which part of the rickshaw and crew is hit. Then apply 'to wound' rolls accordingly.

D6 Result

- | D6 | Result |
|-----|----------------------------------|
| 1-2 | Runner |
| 3-4 | Rickshaw (Toughness 8, Wounds 2) |
| 5 | Wheel (Toughness 6, Wounds 1) |
| 6 | Passenger |

In hand-to-hand combat attackers may choose whether they want to attack the runner, a wheel, the rickshaw itself or the passenger as long as they are in base contact with the respective part. The passenger is hit on 6+ only.

Note that as soon as one of the wheels is destroyed (i.e. loses its last wound) the rickshaw can be pulled no more. Unless the rickshaw is destroyed completely it can be repaired after the battle.

manticore spoor

A soporific substance just as lethal as the beast which excreted it. Penetration of the victims flesh by a warriors blade smeared with fresh dung from a Manticore induces a dreamless sleep state followed by near certain death.

Any model wounded by a weapon smeared with Manticore Spoor must roll a D6 at the beginning of its turn: On a roll of 1 the poisoned model loses one wound. On a roll of 6 the poison's effect ends and the model has to test no more. Multiple wounds caused by a weapon using Manticore Spoor do not cause the victim to test more than once per turn.

spider spittle

Toxins are harvested from small animals poisoned by spider bites to concoct a paralytic dose. A blade envenomed with the arachnid poison can be used to paralyze a foe in close quarters.

Any warrior hit by a weapon laced with Spider Spittle must pass an immediate Toughness test or becomes paralyzed. A paralyzed warrior cannot move or fight and are hit automatically in close combat. The models remains paralyzed until it passes a Toughness test in its recovery phase.



smoke bomb

The Cathayans are experts in working with blackpowder, poisons and other strange natural ingredients far superior to anything known to alchemists of the Old World. Smoke bombs are especially popular with thieves and assassins. Smoke provides a unique opportunity to mask a quick retreat.

At the beginning of the Movement phase a smoke bomb may be thrown at any point within 4" where it creates a thick smoke of 2" radius that lasts until the beginning of the model's next turn. If the model is in close combat, it must pass an Initiative test or suffers one automatic hit from each enemy model. After that the bomb detonates anyhow – even if the model is wounded.

Models within the smoke may not attack/shoot or be attacked/shot at. Same applies to casting spells and prayers. Models engaged in close combat are immediately moved 1" away from each other.



As models cannot see through the smoke they cannot attack through it either.

However, models can move in the smoke, out of it and through it as normal. Note that the Augur of the Sisters of Sigmar is not affected by smoke bombs due to her *Blessed Sight*.

Whenever a model carrying a smoke bomb is *knocked down*, *stunned* or *out of action*, the bomb detonates on a roll of 4+. Note that no extra roll is needed when a *stunned* model turns *knocked down* at the beginning of its turn.

gnoblar fighter

Ogres keep Gnoblars as humans keep dogs, except that Ogres don't keep their Gnoblars well. Each Ogre bites his Gnoblar's ear as a form of identification. Once an Ogre starts eating, it's difficult for him to stop. Even if they don't get eaten, the Chaos Dwarfs are likely to round them up and enslave them.

Gnoblars do not count as animals. In all other respects they are treated like War Dogs with the following additional special rules. Gnoblars count as Greenskins but do not suffer from Animosity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	2	3	1	3	1	5

Weapons/Armour: Dagger and sharp stuff (treat as *thrown weapon* with S2, range 8" and *fire twice*)

SPECIAL RULES

Largely Insignificant: Gnoblars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

Bicker: Roll a D6 at the beginning of the turn for each Gnoblar within 2" of another Gnoblar and not engaged in close combat. On a result of 1 the Gnoblar starts to bicker, insult and/or bully the other Gnoblar and may do nothing else this turn.



wheelbarrow

Probably the adventurer's best friend, wheelbarrow's allow for convenient transport of all sorts of bulky objects like treasure chests and powder kegs.

A wheelbarrow is placed on the board like any other model. If you have no adequate model, use a marker to represent the wheelbarrow. A Hero or Henchman who is neither an animal nor *stupid* may push a wheelbarrow while he is in base-contact with it. Pushing a wheelbarrow does not affect the normal movement of the model. However, it cannot charge whilst pushing a wheelbarrow but it may let go of it at any time.

A wheelbarrow can be used to transport *cumbersome* items such as chests and barrels. First the item must be dropped on the wheelbarrow. After that a model

can push the wheelbarrow and its load. A wheelbarrow can contain no more than one *cumbersome* item at a time, but any number of smaller items (weapons, armour and small misc equipment).

chest

Chests are often used to store weapons, equipment and victuals. And sometimes even more valuable luggage can be found inside the 'trunk'.

Cumbersome: A chest must be carried by two models. The carriers must remain in base contact with the chest or it is dropped. They may not use ranged weapons or attack in combat.

powder keg

A powder keg is treated as a chest with one exception: it can be caused to explode! Warriors may shoot at a powder keg with blackpowder weapons, Cathayan candles, fire bombs and fire arrows and they may attack the keg in close combat using torches and brazier irons. Of course, they may also use all similar weapons and items that can ignite the powder inside.

The model must hit and wound as usual (Toughness 4). Then roll a D6: on a 4+ the keg explodes (remove the keg from the game). If the model rolled a critical hit the keg automatically explodes.

An exploding powder keg causes an automatic Strength 6 hit to all models within a range of D6+3".

When playing the Horrors of the Underground scenario, roll another D6: on a 4+ the explosion caused the tunnel to cave in. Place a marker at the powder keg's previous position as described in the Tunnel collapse event.

victuals

Victuals may be used after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). A warband may use as many victuals as they wish, but note that the warband size cannot be considered lower than 1-3 models.

rain coat

Rain Coats or Capes protect its wearer - and especially his equipment - from becoming *soaked with water*. Note that this miscellaneous item is an exception to the normal rules as it is available to Henchmen.

winter furs

Winter clothes include Snows Shoes and Pelts. A set of pelts includes gloves and snow shoes. A model wearing a pelt clothing is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

If the pelt clothing becomes *soaked with water* it is useless for the rest of the battle. Note that like Rain Coats this item may be used by Henchmen also.

Heden pulled back the rug in his sled and revealed the wonders he was transporting to the effete Old Worlder, who gasped at the small horde that would have been worth a fortune anywhere else. Maxwell fingered the dagger in his pocket and quickly thought about how swiftly he could stab the Norseman to death. The bears were tethered to the front of the sled and shouldn't be a problem in the murder and then all of the opulent goods would be his.

He turned to the hunter come smuggler, smiling, then gulped as his head was pulled back and a thin blade placed against his neck. A throaty female voice whispered into his left ear, "Don't dare think about it."

Heden leaned forward, grinning menacingly. "Meet my business partner, Shaarna. She is a tough negotiator. Now, what would you like to buy? And how much are you willing to pay?"

Price Chart

The following equipment is available to warbands fighting in the Border Town Burning setting. Note that some items' costs and their availability vary from the Mordheim rulebook.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Brazier Iron <i>(Witch Hunters only)</i>	35 gc	Rare 7
Cathayan Longsword	75 + 2D6 gc	Rare 12
Club, Mace or Hammer	3gc	Common
Dagger	1 st free/2gc	Common
Double-handed Weapon	15 gc	Common
Dwarf Axe <i>(Dwarfs only)</i>	15 gc	Rare 8
Flail	15 gc	Common
Halberd	10 gc	Common
Katana <i>(Battle Monks and Merchant Caravans only)</i>	20 gc	Rare 10
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Obsidian Weapon <i>(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)</i>	4 x Price	Rare 12
Pike	12 gc	Rare 9
Rapier <i>(Reiklanders, Marienburgers and Merchant Caravans only)</i>	15 gc	Rare 5
Spear	10 gc	Common
Steel Whip <i>(Sisters of Sigmar and Chaos Dwarfs only)</i>	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Cathayan Candles	25 + D6gc	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/60gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hand-held Mortar <i>(see page 43 of the Nemesis Crown supplement)</i>	80+2D6 gc	Rare 12
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Axes/Knives/Stars	15 gc	Rare 5



ARMOUR

Item	Cost	Availability
Barding	30 gc	Rare 8
Buckler	5 gc	Common
Chaos Armour	185 gc	Rare 13
<i>(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)</i>		
Gromril Armour	150 gc	Rare 11
Heavy armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Lamellar Armour	120 gc	Rare 9
Light Armour	20 gc	Common
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Toughened Leathers	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Banner	10 gc	Rare 5
Black Lotus	10 + D6 gc	Rare 9
<i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar, Rare 7 for Skaven)</i>		
Blessed Water	10 + 3D6 gc	Rare 6
<i>(common for Warrior-Priests and Sisters of Sigmar. May not be bought by Undead)</i>		
Book of the Dead	200+D6x25	Rare 12
<i>(Vampires and Necromancers only)</i>		
Bugman's Ale	50 + 3D6 gc	Rare 9
Caltrops	15 + 2D6 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Chest	5 gc	Common
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom	30 + 2D6 gc	Rare 8
<i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar.)</i>		
Elven Cloak	100+D6x10	Rare 12
Familiar	20 + D6 gc	Rare 8
<i>(cost must be paid no matter what the Rarity roll results in)</i>		
Fire Arrows	30 + D6 gc	Rare 9
Firecrackers	20 gc	Rare 9
Fire Bomb	35 + 2D6 gc	Rare 9
Flash Powder	25 + 2D6 gc	Rare 8
Garlic	1 gc	Common
<i>(may not be bought by Undead warbands)</i>		
Halfling Cookbook	30 + 3D6 gc	Rare 7
<i>(Humans only)</i>		
Healing Herbs	20 + 2D6 gc	Rare 8
Holy (Unholy) Relic	15 + 3D6 gc	Rare 8
<i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>		
Holy Tome	100+D6x10	Rare 8
<i>(only available to Warrior-Priests and Sisters of Sigmar)</i>		
Hunting Arrows	25 + D6 gc	Rare 8
Ladders (small/large)	5/10 gc	Common/Rare 5
Lantern	10 gc	Common

Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30 + 3D6 gc	Rare 9
Mandrake Root	25 + D6 gc	Rare 8
Manticore Spoor	30 + 2D6	Rare 9
Map of Cathay	20 + 4D6 gc	Rare 9
Net	5 gc	Common
Powder Keg	15 gc	Rare 7
Rabbit's Foot	10 gc	Rare 5
Rain Coat	10 gc	Common
Rope & Hook	5 gc	Common
Rosary	10 gc	Rare 6
Smoke Bomb	30 + 2D6 gc	Rare 10
Spider Spittle	30 + D6 gc	Rare 7
Superior Black powder	30 gc	Rare 11
Tarot Cards	50 gc	Rare 7
<i>(not available to Witch Hunters or Sisters of Sigmar)</i>		
Tears of Shallaya	10 + 2D6 gc	Rare 7
<i>(not available to Possessed or Undead)</i>		
Telescope	75 + 3D6 gc	Rare 10
Tome of Magic	200+D6x25	Rare 12
<i>(not available to Witch Hunters or Sisters of Sigmar)</i>		
Torch	2 gc	Common
Victuals	8 gc	Common
War horn	30 + 2D6 gc	Rare 8
Wheelbarrow	5 gc	Rare 5
Winter Furs	5 gc	Common
<i>(not for Beastmen)</i>		
Wolf cloak	10 gc	Special
<i>(Middenheimers, Norse Explorers and Marauders only)</i>		
Wyrdstone Pendulum	25 + 3D6 gc	Rare 9

MOUNTS & ANIMALS

Item	Cost	Availability
Cold One	100 gc	Rare 11
<i>(Dark Elves, Lizardmen and Norse and Marauders only)</i>		
Chaos Steed	90 gc	Rare 11
<i>(Possessed warbands and Marauders with Chosen of Chaos skill only)</i>		
Elven Steed (Elves only)	90 gc	Rare 10
Giant Wolf (Goblins only)	85 gc	Rare 10
Giant Spider (Goblins only)	100 gc	Rare 11
Gnoblar fighter	15 + D6 gc	Rare 9
<i>(Ogres and Chaos Dwarfs only)</i>		
Rhinox	200 + D6 x 10 gc	Rare 15
<i>(Ogres, Marauders, Norse and Merchant Caravans only)</i>		
Riding/Draft Horse	40 gc	Rare 8
<i>(Humans, Marauders and Norse only)</i>		
Rickshaw (Humans only)	70 gc	Rare 8
Stage Coach/Wagon	100 gc	Rare 7
Temple Dog	250 + D6 x 10 gc	Rare 13
<i>(Dragon Monks, Sisters of Sigmar and Priests only. Not available to Skaven, Undead and Chaos Dwarfs)</i>		
Mule	30 gc	Rare 7
Nightmare	95 gc	Rare 11
<i>(Vampires, Necromancer and Grave Guards only)</i>		
Opulent Coach	250 gc	Rare 10
War Boar (Orcs only)	90 gc	Rare 11
War Dog/Bear/Monkey	25 + 2D6 gc	Rare 10
<i>(not available to Skaven)</i>		
Warhorse	80 gc	Rare 11
<i>(Humans, Marauders and Norse only)</i>		

Lesser Artefact Table

2D6 Artefact

2-5 Magical Scroll. A Hero uncovers a magical scroll written by the wizards of one of the esteemed colleges of magic. Immediately roll another D6 to determine what kind of scroll is discovered. The scroll can be read during a player's shooting phase and once used crumbles to dust in the reader's hands:

1 Inferno Scroll. The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3" of the reader will take a S4 *fire* hit and will be *set on fire* on the result of a 4+ (see Environmental Rules), regardless if the hit wounds. The reader will suffer a S2 hit.

2 Jade Scroll. Written on a large leaf, the jade scroll glows with the magic of life itself. A friendly model within 6" can restore all lost wounds and recovers from being *knocked down* and *stunned*.

3 Blizzard Scroll. Once read, a heavy blizzard arises. For the next D3+1 game turns apply the rules for *Heavy Snowfall* and *Strong Wind*. If it was raining before, apply *Heavy Rain* after the scroll's effect ends.

4 Sunlight Scroll. The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn has an additional -1 'to hit' penalty and all undead and possessed models will take a single S2 hit with no armour saves allowed. Undead and Possessed may not use this scroll, but if they happen to acquire one, they may destroy it granting the *leader* +1 Experience. In addition, during this turn any adverse weather effects will be ignored.

5 Amethyst Scroll. The smell of death is all around, as an incantation inked upon the hide from a beast of burden is unfurled. An enemy model within 8" will take D6 S3 hits.

6 Metal Scroll. Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10" must pass an Initiative test or they will be unable to strike any blows in close combat this turn.

6 Cloak of Tranquillity. This cloak keeps the wearer at a constant comfortable temperature. The Hero wearing this cloak will be immune to any penalties resulting from *Bitter Cold* or ice based magic. In addition, he cannot become *soaked with water*. Note that the *Frozen Water* rule applies as normal.

7 Skinskin Boots. These boots give a hero the *Aquatic* special rule and are immune to slipping due to *Muddy Soil*.

8 Fortune Ring. Wearing this magic ring grants a person extraordinary luck. The Hero wearing this ring may alter one die roll by +1/-1 per battle.

9 Steelcloth. A magic shirt enchanted to be as strong as steel. This can be worn under normal armour to add a further +1 to armour save to the wearer or can be worn on its own giving the wearer a 6+ save. This item is destroyed if the Hero wearing it is ever *set on fire*.

10 Ice Gem. This blue gem has a constant aura of cold about it. During the shooting phase the gem can be pointed towards an enemy within 8". An icy wind chills the target doing D3 Strength 1 hits. The model wearing this can also never be *set on fire* but can take damage from fire sources as normal.

11 Firefly. A small jewelled brooch that glows with a constant warm light. The model wearing this will always count as carrying a lantern and once per battle the firefly can be used to send a small searing bolt towards an enemy model within 12" causing a single Strength 4 *fire* hit.

12 Chaos Artefact. The warband has accidentally found one of the Chaos Artefacts. Roll a D6 to determine which: 1-4 Ghartok's Skull, 5 Chaos Broadsword of Damnation, 6 Chaos Dragon Scale Armour. If any warband has already found the rolled item, roll again. If all Chaos Artefacts have been found by warbands roll again on this table.

Chaos Artefacts

Chaos Artefact Special Rules

If a Norse, Marauder, Possessed, Carnival of Chaos or Beastman warband finds one of the following Chaos Artefacts they will always be used by the warband's *leader* as they are the only warriors worthy of powerful Chaos Gifts.

Any model other than a Marauder, Beastman, Norseman, Mutant, Dark Elf, Undead or Chaos Dwarf Hero equipped with a Chaos Artefact is subject to *stupidity* for it cannot tolerate the item's Chaotic influence. In addition, the *A Thousand Voices* spell counts as permanently cast upon the affected model reducing its Leadership by 4. The spell cannot be dispelled.

Note that an Artefact of Chaos is much too important and dangerous to be left in the warband's camp or hideout. Therefore these artefacts may never be stored in the warband's stored equipment field but must be carried by a Hero (the *leader* in case of a Chaotic warband, see above). The only exception to this rule is the Tilean Merchant Caravan who may keep the item stored in a Trade Wagon.

Losing a Chaos Artefact

The Chaos Artefacts are protected by the Chaos Gods themselves 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 (e.g. in the Exploration phase) the artefact will be given to the new *leader*.

In the unlikely case of a Chaos Artefact being lost when no new owner can be determined, the next time a warband finds a Lesser Artefact it finds that Chaos Artefact instead.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead. Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). A spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).

Hidden animals

The monstrous animals described in this section can be used as mounts for fearless warriors that dare to ride them. They add +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound. Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack the mount or the rider. The +1 armour bonus for having a mount applies as normal.

They both benefit from the *Skull of Iron* and *Staggered, but not down* special rules that cause them to ignore *stunned* and *knocked down* results and instead lose an attack until their next recovery phase.

Rhinox

Below the ruined realm of the Sky Titans are the ice fields where Rhinox herds and ice elk graze. Rhinoxen have become a cornerstone of culture in the wild kingdoms. To discipline these ill-tempered beasts of burden requires a momentous feat of strength.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	5	5	2	2	3	5

SPECIAL RULES

Availability: A Hero searching for a Rhinox adds +1 to his rarity roll for each point of Strength he has. If a Rhinox was found the Hero must take a Strength test. If the test is failed he was wounded by the Rhinox while he tried to capture and tame it. Roll once on the Serious Injury table for him immediately.

Fear: Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause *fear*.

Bad Tempered: Even Rhinoxen that have been broken by their riders have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox rider to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge: Even a single Rhinox rider in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when a Rhinox rider charges more than 7", he causes D3 impact hits at the basic strength of the Rhinox.



temple dog

Magical constructs, chiselled and set from enchanted stone stand immobile guarding temple grounds from intruders. On closer inspection these avatars seem indistinguishable from a normal statue, only springing into life when certain strictures have been violated on the temple grounds.

Heavy weathering on the majority of these constructs indicates they may come from an ancient time and that any such magic harnessed during their creation was lost or remains undiscovered.

Fanciful tales of hidden shrines, their priests butchered by defilers, now lie concealed in ruin. Ruins watched over by ever vigilant guardians who shall resist all attempts to settle them back into quiet stone, warding off those who dare to unravel the mystery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	5	0	5	5	3	3	3	8

SPECIAL RULES

Fear: Temple Dogs are supernaturally animated celestial monuments that cause *fear* in other warriors.

Save: Because of their stone-like skin, Temple Dogs have an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Ferocious Charge: Temple Dogs attack with +1 Strength when charging, due to their bulk.

Magical attacks: All attacks from a Temple Dog are considered to be magical in the same way as the attacks of Daemons.

Immune to poison: Temple Dogs are not affected by poison.

"You see these things all over the place, who knows which ones are just statues and which ones are gonna leap out and maul you. I stay well enough away."

– JOAQUIN HAUMSER,
MERCHANT OF NULN