



The 9th Age

Grand Campaign Rules

Skirmish Rules – Equipment

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Equipment Rules

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Equipment

The following is a list of every item available.

Note that while your party may be unable to buy certain items, this does not prevent them from using them should they acquire them in some other way – that is unless a special rule says otherwise.

It is important to note that some items have party restrictions stated in *italics* below their title. This indicates that only that party (or a specific model from it) can use the item. However, you may still purchase the item if you wish (if for example you had a special rule that removed that restriction).

Special Rules

Accuracy

When using this weapon, the model gets +1 to hit in both shooting and combat.

Always Strikes First

A warrior equipped with this weapon Strikes First in combat with this weapon, regardless of their I value. If using multiple weapons, only this weapon strikes first, not the others.

Always Strikes Last

A warrior equipped with weapon Strikes Last in combat, regardless of their I value.

Armour Piercing (x)

See The 9th Age Rulebook

Avoid Stun

This armour allows the warrior to avoid being Stunned. If Stunned, the warrior can roll a D6 for any Stunning hit. On a 4+, the Stunned is treated as Knocked Down.

Bash with Butt

This weapon can be used as a Club (see Club) in close combat if desired.

Blast

When a warrior decides to fire this weapon, draw a straight line 16" long and 1" wide in any direction from the model firing. Any models (friend or foe) hit within this template are automatically hit.

This weapon can only be fired once.

Difficult to Use

A model equipped with this weapon cannot use another weapon or a buckler in its other hand, though it can use a shield.

Equipment Rules

Double-barrelled

Before firing, you must declare if you are firing a single- or double-barrelled shot. If firing a single shot, treat as a normal pistol. Otherwise:

- Roll one to hit dice for both shots.
- Roll two dice to wound if the to hit is successful.
- Place two tokens on the model after firing. In the next shooting phase, remove one to represent one barrel being reloaded. You cannot shoot in the same phase as you reload, even if you are reloading a second barrel.

Double Shot

A warrior using this weapon can choose to fire it twice in the shooting phase, with an extra -1 to hit penalty.

Dread Elf Blade

A Dread Elf Blade retains all of its normal abilities, but gains a +1 to critical hit chart rolls, and treats 2-4 as Stunned.

Experimental

If a roll to hit of 1 is rolled, roll a further D6. On a 1, the weapon explodes, destroying the weapon, and hitting the user with a S4 hit (no critical hits). On a 2-5, the weapon is rendered useless for the rest of the skirmish.

Explosive Radius

Any models within 1 ½" of target are also hit.

Fire Thrice

This weapon can be fired more than once, up to a maximum of three. If firing more than one shot, roll each to hit individually with a -1 penalty. Each shot can be fired at a separate target, as long as all targets are within 3" of each other.

Gromril Weapon

A gromril weapon gains Armour Piercing (1), or adds 1 to its Armour Piercing value if it already has it. Gromril weapons cost 4 times the amount as a normal weapon of the same type. Any close combat weapon can be made from gromril.

Heavy

This weapon's S bonus only applies in the first round of combat.

Hellforged Weapon

Barbarian Voyagers, Barbarians, Beast Herd Raiders, Corrupted Carnival, Dread Elves, Infernal Dwarves, Mutant Cult, Wolf Cult Barbarians only

A hell-forged weapon gives a +1 S bonus to the weapon. Hellforged weapons cost 4 times the amount as a normal weapon of the same type. Any close combat weapon can be hell-forged.

A hell-forged weapon also has Always Strikes Last.

Only parties that can buy Hell-forged weapons can use them.

Equipment Rules

Ithilmar Weapon

An ithilmar weapon gives the user a +1 I bonus for attacks from the weapon in close combat. Ithilmar weapons cost 3 times the amount as a normal weapon of the same type. Any close combat weapon can be made from ithilmar.

Mastercrafted

Attacks with this weapon have +1 I and +1 WS.

Move or Fire

A warrior who moves cannot fire this weapon in the same turn. Pivoting or standing up do not count as movement.

Parry

When an opponent rolls to hit in close combat, a warrior equipped with a piece of equipment that can Parry, that warrior rolls a D6. If the score is higher than the attackers highest to hit roll, that attack is discarded.

An attack at double or more than the warrior's Strength cannot be Parried.

Pre-Emptive Shot

This weapon can be shot in the first round of close combat, and Always Strikes First, even before other Always Strikes First attacks, and does ignore I. The shot has an extra -2 to hit penalty. Use the model's BS to see whether it hits. This attack cannot be Parried.

Prepared Shot

This weapon takes an entire turn to reload, and so can only be shot on every other turn. If a warrior has a brace of such a weapon, they can fire one each turn.

Quick Shot

A warrior equipped with this weapon can choose to fire it twice in the shooting phase if they did not move in the movement phase, and only at half range. These shots are also at -1 S.

Set on Fire

A model hit by this weapon must immediately roll a D6. On a 5+, the model is Set on Fire. They must roll a 4+ in their Recovery Phase or suffer a S4 hit (no critical hits), and are unable to do anything for the turn. Allies in base contact can also attempt to put out the fire on a 4+.

Shoot in Close Combat

This weapon can be used in close combat. The warrior gains +1 A, resolved at S4, Armour Piercing (2), using the model's WS. This attack can only be used once per close combat. A brace of such a weapon can be used two at a time, or one at a time in separate rounds. This attack can be Parried.

Slow Prepared Shot

To reload this weapon, the user must do nothing at all for an entire turn. The user must defend itself if in close combat, and this counts as doing something!

Sniper

Shots from this weapon can target any model within sight.

Equipment Rules

Thrown Weapon

A warrior using a thrown weapon does not take a penalty to hit for firing over half range or moving.

Poisoned Attacks

See The 9th Age Rulebook

Two-handed

This weapon takes up both hands in combat, but a shield can still be used outside of combat.

Volatile

If a warrior rolls a 1 to hit with this weapon, it hits the warrior.

Equipment Rules

Close Combat Weapons**Ancient Claw***Sun Cultists only.*

Range	Strength
Close Combat	As User +1

Special Rules

Parry

No armour saves allowed

Only one of these weapons may be owned by a party at a time.

Axe

Range	Strength
Close Combat	As User

Special Rules

Armour Piercing (1)

Equipment Rules

Ball and Chain

Cave Goblins only.

Range	Strength
Close Combat	As User +2

Special Rules

A Mad Git must consume Madcap Mushrooms or Goblin-farmed Madcap Mushrooms before the skirmish in order to use a Ball and Chain.

Two-handed

Incredible Force – no armour saves allowed. Multiple Wounds (D3).

Random – at the start of any Recovery Phase, the model may decide to start using the Ball and Chain. From that point onwards, they move during their Compulsory Moves sub-phase. In the first of these sub-phases, the player may nominate the direction in which they move, then roll 2D6 to determine distance. In their following Compulsory Moves sub-phases, the player must roll a D6 for the model.

1 – the model is taken Out of Action. The model dies on a 1-3 during the Serious Injury phase.

2-5 – the model moves 2D6" in a direction nominated by the player.

6 – The model moves 2D6" in a direction decided by a scatter dice. A Hit! Result means the model is taken Out of Action as for result 1.

If the model moves into contact with another model (friend or foe), they count as charging. Attacks against the model are at -1 to hit. The model moves out of combat in its next Compulsory Moves sub-phase. If the model moves into contact with any obstacle higher than 0.5" they are taken Out of Action. The model also ignores the Poor Discipline rule.

Cumbersome – if equipped with a Ball and Chain, a model cannot take any other equipment.

Unwieldy – if a model uses a Ball and Chain during the skirmish, even if they survive, they must roll on the Serious Injuries table at the end.

Barbed Whip

Barbarians only.

Range	Strength
Close combat	As user

Special Rules

Cannot be parried

All friendly Warhounds within 4" gain +1 A

+1 A with Always Strikes First in first round of combat.

Equipment Rules

Beastlash*Dread Elves only.*

Range	Strength
Close Combat	As User -1

Special Rules

Beastbane – Causes Fear in models with the Animal special rule.

Reach – can attack opponents up to 4" away (see Steel Whip).

Boss Pole*Cave Goblins, Forest Goblins only.*

Range	Strength
Close combat	As user

Special Rules

Always Strikes First

All Henchmen within 6" ignore Poor Discipline special rule.

Censer*Plague Brotherhood only.*

Range	Strength
Close Combat	As User +2

Special Rules

Heavy

Two-handed

Poisoned Attacks

Fog of Death – models firing missile weapons at the target suffer -1 to hit.

Club

Range	Strength
Close Combat	As User

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Dagger

Range	Strength
Close Combat	As User

Special Rules

Any model hit by a dagger gains +1 armour save.

Equipment Rules

Disease Dagger

Plague Brotherhood only.

Range	Strength
Close Combat	As User

Special Rules

Any model hit by a dagger gains +1 armour save.

Poisoned Attacks

Double-handed Sword, Hammer, Axe etc.

Range	Strength
Close Combat	As User +2

Special Rules

Two-handed

Always Strikes Last

Dwarf Axe

Dwarf Adventurers, Dwarf Treasure Hunters only.

Range	Strength
Close Combat	As user

Special Rules

Parry

Armour Piercing (1)

Fighting Claws

Vermin Swarm only.

Range	Strength
Close combat	As User

Special Rules

+1A, takes up two hands.

+1 I for Climbing tests

Parry, with one re-roll

You may not use any other weapon for the entire skirmish.

Equipment Rules

Fists

Note that the following only applies to a warrior who has lost their weapon, not to any creature that does not use an equipment list.

Range	Strength
Close Combat	As User -1

Special Rules

When using fists, a warrior can only make one attack.

Any model hit by fists gains +1 armour save.

Flail

Range	Strength
Close Combat	As User +2

Special Rules

Heavy

Two-handed

Gnasher Prodder

Cave Goblins only.

Range	Strength
Close Combat	As User

Special Rules

Strikes First

Extends the reach of the Minderz special rule by 6" (to 12").

Great Axe

Barbarians only.

Range	Strength
Close combat	As user +2

Special Rules

Two-Handed

Always Strikes Last

Armour Piercing (1)

Halberd

Range	Strength
Close Combat	As User +1

Special Rules

Two-handed

Equipment Rules

Hammer

Range	Strength
Close Combat	As User

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Katana

Battle Monks only.

A model can only this item if it appears in their Equipment list, or if they have the Weapons Training skill.

Range	Strength
Close Combat	As User +1

Special Rules

Two-handed

Parry

Mace

Range	Strength
Close Combat	As User

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Main Gauche

Bandits only.

Range	Strength
Close Combat	As user

Special Rules

Parry

+1 enemy Armour Save

Man-catcher

Infernal Dwarves only.

Range	Strength
Close Combat	As User

Special Rules

Two-handed

Capture – a model taken Out of Action by this weapon does not roll on the Serious Injuries chart if the party owns an Infernal Engine. They are instead locked within the Infernal Engine. This rule does not affect Large Targets or models with the Animal special rule.

Equipment Rules

Masterwork Longsword*Battle Monks only.*

Range	Strength
Close Combat	As User

Special Rules

Parry

Armour Piercing (1)

Mastercrafted

Morning Star

Range	Strength
Close Combat	As User +1

Special Rules

Heavy

Difficult to Use

Ogre Club*Ogre Mercenaries only.*

Range	Strength
Close combat	As user

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Armour Piercing (1)

Pike*Merchants only.*

Range	Strength
Close combat	As user

Special Rules

Always Strikes First

Two-handed

If you wound with this weapon in the turn you are charged, the wounded model is immediately taken Out of Action (even if it has multiple wounds).

Equipment Rules

Quarter Staff

Battle Monks only.

Range	Strength
Close combat	As user

Special Rules

Parry

Balanced - +1 I.

Freestyle – the model can use this weapon one-handed but only when using the free hand for unarmed combat. This gives +1 A, but the model cannot use any kind of weapon or shield in the free hand.

Rapier

Bandits, Merchants only.

Range	Strength
Close Combat	As user -1

Special Rules

Parry

Barrage – If a warrior armed with a rapier hits but fails to wound, the warrior may make another attack at -1 to hit. You may continue this so long as you hit.

Serpent Staff

Undying Dynasties only.

Range	Strength
Close Combat	As User

Special Rules

Parry

Two-handed

Serpent Strike – the user can choose to forgo all normal attacks and the Parry special rule in order to make a single Always Strikes First at WS4, S4.

Sonnstahl Hammer

Sisters of Sonnstahl only.

Range	Strength
Close combat	As user +1

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

The weapon has a +1 bonus to wound any daemonic or undead enemy (use common sense).

Only a Matriarch or Sister Superior can carry two of these.

Equipment Rules

Spear

Range	Strength
Close Combat	As User

Special Rules

Always Strikes First

Spiked Gauntlet

Gladiators, Ogre Mercenaries only.

Range	Strength
Close Combat	As User

Special Rules

+1A

Parry

Staff

Range	Strength
Close Combat	As User

Special Rules

If wounded by a hammer, staff, mace, or club, a warrior is Stunned on a 2-4, rather than a 3-4.

Steel Whip

Dread Elves, Infernal Dwarves, Sisters of Sonnstahl only.

Range	Strength
4"	As user +1

Special Rules

Cannot be parried.

A model armed with a steel whip can attack a model up to 4" away in the close combat phase using the normal combat procedure. This attack must be aimed at the nearest enemy model.

Sword

Range	Strength
Close Combat	As User

Special Rules

Parry

Equipment Rules

Trident*Gladiators only.*

Range	Strength
Close Combat	As User

Special Rules

Always Strikes First

Parry

Weeping Blades*Vermin Swarm only.*

Range	Strength
Close Combat	As User

Special Rules

+1A, takes up two hands.

Permanently coated in Black Lotus.

Parry

Equipment Rules

Missile Weapons**Blowpipe**

Vermin Swarm, Forest Goblins, Saurian Ancients only.

Range	Strength
8"	1

Special Rules

Target gains +1 armour save.

Poisoned Attacks

If fired when Hidden, the target must pass an I test to detect the user.

Bow

Range	Strength
24"	3

Crossbow

Range	Strength
30"	4

Special Rules

Move or Fire

Crossbow Pistol

Range	Strength
10"	4

Special Rules

Pre-Emptive Shot

Elf Bow

Range	Strength
36"	3

Special Rules

Armour Piercing (1)

Harpoon Crossbow

Ogre Mercenaries only.

Range	Strength
30"	5

Special Rules

Move or Fire

Prepared Shot

Equipment Rules

Javelin

Barbarian Explorers, Gladiators, Saurian Ancients only.

Range	Strength
8"	As user

Special Rules

Thrown Weapon – no to hit penalty for range or moving.

Long Bow

Range	Strength
30"	3

Repeater Crossbow

Range	Strength
24"	3

Special Rules

Double Shot

Short Bow

Range	Strength
16"	3

Sling

Range	Strength
18"	3

Special Rules

Quick Shot

Sun Gauntlet

Sun Cultists only.

Range	Strength
12"	4
Close combat	4

Special Rules

Only one of these weapons may be owned by a party at a time.

No penalty for long range

Ignores armour saves

Equipment Rules

Sunstaff*Sun Cultists only.*

Range	Strength
24"	4

Special Rules

Only one of these weapons may be owned by a party at a time.

No penalty for long range

Ignores armour saves

Throwing Stars, Knives, Axes etc.

Range	Strength
6"	As User

Special Rules

Thrown Weapon

Equipment Rules

Gunpowder Weapons**Blunderbuss**

Range	Strength
Special	3

Special Rules

Blast

Double-barrelled Duelling Pistol*Engineer's Guild only.*

Range	Strength
9"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Accuracy

Double-barrelled

Bash with Butt

Double-barrelled Handgun*Engineer's Guild only.*

Range	Strength
24"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Move or Fire

Double-barrelled

Equipment Rules

Double-barrelled Pistol*Engineer's Guild only.*

Range	Strength
6"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Double-barrelled

Bash with Butt

Duelling Pistol

Range	Strength
10"	4

Special Rules

Accuracy

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Bash with Butt

Handgun

Range	Strength
24"	4

Special Rules

Prepared Shot

Move or Fire

Armour Piercing (1)

Equipment Rules

Hand-held Mortar*Engineer's Guild, Mercenary Ogres only.*

Range	Strength
24"	4

Special Rules

Armour Piercing (1)

Prepared Shot

Move or Fire

Experimental

Scatter – If the user rolls a miss to hit, the shot will land 2D6" away in a random direction.

Explosive Radius

Masterwork Long Rifle

Range	Strength
48"	4

Special Rules

Prepared Shot

Move or Fire

Armour Piercing (2)

Sniper

Pigeon Bomb*Engineer's Guild only.*

Range	Strength
Unlimited"	4

Special Rules

Move or Fire

Explosive Radius

Temperamental – do not use the BS of the user to hit. Instead, roll a D6. On a 5+, the pigeon hits. On a 2-4, the pigeon explodes mid-flight. On a 1, the pigeon explodes in the warrior's hands. Resolve the shot as if it has hit the warrior (using Explosive Radius!).

Equipment Rules

Pistol

Range	Strength
6"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Bash with Butt

Repeater Handgun*Engineer's Guild only.*

Range	Strength
24"	4

Special Rules

Armour Piercing (1)

Move or Fire

Fire Thrice

Experimental

Slow Prepared Shot – to reload the Repeater Handgun, the user must do nothing at all for an entire turn. The user must defend itself if in close combat, and this counts as doing something!

Repeater Pistol*Engineer's Guild only.*

Range	Strength
6"	4

Special Rules

Cannot be used in a brace

Armour Piercing (1)

Move or Fire

Fire Thrice

Experimental

Quick Reload – this weapon will always be able to fire a single shot. If it is fired thrice (or twice), the model must follow the Slow Prepared Shot rule in order to fire multiple shots again.

Equipment Rules

Warp Pistol*Vermin Swarm only.*

Range	Strength
8"	5

Special Rules

Armour Piercing (3)

Prepared Shot

Equipment Rules

Armour

Buckler

Armour Save – None

Special Rules

Parry

Takes up one hand.

Gromril Armour

Armour Save – 4+

Special Rules

None

Heavy Armour

Armour Save – 5+

Special Rules

-1 M

Hellforged Armour

Barbarian Voyagers, Barbarians, Beast Herd Raiders, Corrupted Carnival, Infernal Dwarves, Mutant Cult, Wolf Cult Barbarians only

Armour Save – 4+

Special Rules

Only parties that can purchase Hell-forged armour can use it.

Rarity Rolls – a warrior gains +1 to their rarity roll for each enemy model they took Out of Action in the previous skirmish.

Cost – the cost of Hell-forged Armour decreases by 1 for every point of Experience the warrior has.

Gift of the Dark Gods – the armour is permanently equipped.

Wizards can wear Hell-forged Armour.

Helmet

Armour Save – None

Special Rules

Avoid Stun

Equipment Rules

Ithilmar Armour

Armour Save – 5+

Special Rules

None

Lamellar Armour

Armour Save – 4+

Special Rules

-1 M

Light Armour

Armour Save – 6+

Special Rules

None

Mechanical Suit

Infernal Dwarves only.

Armour Save – 4+

Special Rules

+3M

Shield

Armour Save – 6+

Special Rules

Takes up one hand.

Toughened Leathers

Armour Save – 6+

Special Rules

Cannot be sold back.

Can only be used in combination with a Helmet and/or Buckler.

Miscellaneous Equipment

Only Heroes can take Miscellaneous Equipment unless specifically stated otherwise.

Banner

A banner takes up one hand. Only one party member can have a banner. Any friendly model within 12" can re-roll a failed All-Alone test.

Infernal Engine

Infernal Dwarves only.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engine	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Daemon	6	-	-	-	6	3	-	-	-

Special Rules

Wheels – the Infernal Engine has four wheels. For each wheel destroyed, the Infernal Engine loses 2M, to a minimum of 0, in which case it can no longer move.

If the Daemon is slain, the Infernal Engine can no longer move.

Prisoners – the Infernal Engine can hold up to 6 prisoners (Large Targets count as 2 prisoners). Prisoners are captured when an enemy rolls Captured on the Serious Injuries table, or when your party rolls Straggler or Prisoners on the Exploration Charts.

Freeing Prisoners – Freed prisoners immediately return to their party. If a member of the currently active party is freed, they are placed within 2" of the Infernal Engine and may continue as normal. Prisoners can be freed in two ways:

- Destroying the Engine.
- Moving into base contact with the Infernal Engine while in possession of the keys (see below).

Keys – the owner of this item has the keys to it. Any enemy model that takes the owner Out of Action in close combat claims the keys.

Daemonic

Sacrifice – at the end of a skirmish, a Hero and the Infernal Engine may choose to skip the next skirmish. The Hero can gain rewards by sacrificing captives. Sacrificed captives are dead. Consult the table below:

Number of Captives Sacrificed	Reward
1-3	+1 Experience for party leader.
4-5	+D3 Experience which can be distributed amongst all Heroes.
6	+2D3 Experience which can be distributed amongst all Heroes. D6x5pg.

Equipment Rules

Scrapling (Lookout)

Ogre Mercenaries only.

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling has the Dodge skill.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Scrapling (Lucky)

Ogre Mercenaries only.

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling can re-roll one dice per skirmish.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Scrapling (Sword)

Ogre Mercenaries only.

An Ogre Hero can own up to 2 Scraplings.

The owner of this Scrapling gains an extra S2 attack in close combat.

If the owner is taken Out of Action, the Scrapling dies on a D6 roll of 1-2.

Opulent Coach

The party leader gains +3 to rarity rolls.

Tarot Cards

Witch Hunters and Sisters of Sonnstahl cannot take this item. If the player wishes, during the Exploration Phase, they may take a Ld test. If passed, they can change one dice roll by -1/+1, If failed by 3 or more, the warrior refuses to fight in the next skirmish.

Weirdstone Pendulum

If not taken Out of Action, the Hero with the pendulum can re-roll an Exploration Phase dice if they pass a Ld test.

Equipment Rules

Traps

Trip Wire

A Trip Wire can be set if the warrior does nothing else this turn. Place a marker in base contact with the warrior. When any model moves within 2" roll a D6. On a 3+, the model suffers a S4 hit (no critical hits). The warrior cannot set off their own trap. The trap is removed regardless of whether it was triggered or not.

Navigation Tools

Lantern

A warrior with a Lantern adds 4" to the distance from which they are able to see Hidden enemies.

Map

When your party buys a map, roll a D6.

1 – Fake. Your next opponent can choose which scenario you play.

2-3 – Vague. You can re-roll one dice in your next Exploration Phase.

4 – Catacomb Map. You can choose which scenario you play in your next skirmish.

5 – Accurate. You can re-roll up to 3 dice in your next Exploration Phase.

6 – Master Map. From now on, you can always re-roll one dice in your Exploration Phases as long as the warrior who possesses the map was not taken Out of Action in the previous skirmish.

Rope and Hook

A warrior equipped with a rope and hook can re-roll 1 tests for climbing.

Equipment Rules

Poisons

Black Lotus

One use only. Use Black Lotus before a skirmish on a single non-gunpowder weapon. That weapon gains Poisoned Attacks for the skirmish.

Dark Venom

One use only. Use Dark Venom before a skirmish on a single non-gunpowder weapon. That weapon has +1 S for the skirmish.

Manticore Spoors

One use only. Use Manticore Spoors before a skirmish on a single non-gunpowder weapon. Any model wounded by that weapon must roll a D6 at the beginning of each of its turns. On a 1, the model suffers a wound with no armour saves allowed. On a 6, the poison wears off.

Spider Spittle

One use only. Use Spider Spittle before a skirmish on a single non-gunpowder weapon. Any warrior hit by the weapon must pass a T test or becomes paralysed. The warrior can do nothing, and is hit automatically in close combat until it passes a T test in its Recovery Phase.

Equipment Rules

Drugs

Crimson Shade

One use only. Use Crimson Shade before a skirmish on a single warrior. The warrior gains +D3 I, and +1 M and S for the skirmish. Has no effect on undead or supernatural creatures (including Warped Ones).

After the skirmish, roll 2D6 for the warrior. On a 2-3, the warrior becomes addicted. The warrior will leave your party if you cannot provide it with Crimson Shade before every skirmish. On a 12, the warrior gains +1 I permanently.

Dwarven Ale

One use only. Use Dwarven Ale before a skirmish on the entire party. The entire party is immune to Fear for the skirmish. Elves refuse to drink Dwarven Ale. Has no effect on undead or supernatural creatures (including Warped Ones).

Elven Wine

Grey Watchers only.

One use only. Use Elven Wine before a skirmish on a single warrior. The model is Immune to Fear for the skirmish.

Goblin-farmed Mad Cap Mushrooms

Cave Goblins only.

One use only. Use Mad Cap Mushrooms before a skirmish on a single warrior. That warrior is subject to Frenzy for the skirmish. Has no effect on undead or supernatural creatures (including Warped Ones).

After the skirmish, roll a D6 for the warrior. On a 1 it gains Stupidity permanently.

Mad Cap Mushrooms

One use only. Use Mad Cap Mushrooms before a skirmish on a single warrior. That warrior is subject to Frenzy for the skirmish. Has no effect on undead or supernatural creatures (including Warped Ones).

After the skirmish, roll a D6 for the warrior. On a 1 it gains Stupidity permanently.

Mandrake Root

One use only. Use Mandrake Root before a skirmish on a single warrior. The warrior gains +1 T, and treats all Stunned results as Knocked Down for the skirmish. Has no effect on undead or supernatural creatures (including Warped Ones).

After the skirmish, roll 2D6 for the warrior. On a 2-3, the warrior loses -1 T permanently.

Vodka

Arctic Mercenaries only.

One use only. Use before the start of the skirmish. All warriors in the adventuring party gain +1 Ld (to a max of 10) for the game. In addition, each warrior must take a T test. A failure results in -1 I for the game. Has no effect on undead or supernatural creatures (including Warped Ones).

Equipment Rules

Enchanted Items

Amulet of the Sun

Sun Cultists only.

Only one of these weapons may be owned by a party at a time.

Missile weapons have -1 to hit when targeting this model.

The owner has a 5+ ward save against missile weapons.

Bear-Claw Necklace

Arctic Mercenaries only.

A warrior wearing a Bear-Claw Necklace is subject to Frenzy.

Blessed Stag Hide

Druids only.

The warrior can re-roll one I test per turn.

Elven Cloak

Any warrior trying to shoot a warrior wearing an Elven cloak suffers a -1 to hit.

Elven Runestones

Grey Watchers only.

A Wizard can use Elven Runestones to dispel an enemy spell. You must roll as if casting the spell yourself. If successful, you dispel the spell.

Forest Cloak

Outlaws only.

If the wearer is within a forest, any shooting attacks aimed at them are at a further -1 to hit. Any spell targeting the model misses on a 4+.

Garlic

One use only. Use Garlic before a skirmish on a single warrior. The warrior causes Fear in vampires for the skirmish, even though they would normally be immune.

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The maximum number of warriors in the party is increased by 1. Undead, Mutant Cult, and Corrupted Carnival parties cannot use this item.

Healing Herbs

One use only. A warrior equipped with Healing Herbs can use them at the beginning of their Recovery Phase to regain all previously lost wounds.

Holy/Unholy Relic

A warrior with a holy/unholy relic will automatically pass the first Ld test they are required to take. If worn by a model with the Leader rule, this rule applies to the party Rout test.

Equipment Rules

Holy Tome

A Warrior Priest or Sister of Sonnstahl who has a Holy Tome adds +1 to spell casting.

Lucky Charm

A warrior wearing a Lucky Charm can ignore the first hit (not wound) they suffer.

Magic Totem

Forest Goblins only.

If the owner fails a magic casting roll, they may re-roll it on a D6 roll of a 4+.

Purifying Vial

One use only. Use a Purifying Vial before a skirmish on a single warrior. That warrior is immune to poison for the skirmish. Has no effect on Undead or Daemonic creatures (including Warped Ones).

Rain Coat

Gives a 4+ ward save against hits from acid rain.

Red Teef Necklace

Forest Goblins only.

The wearer gains Frenzy. Cannot be removed.

Ritual Tome

A wizard who has a Ritual Tome gains one random spell from their own list (or improves one), or from the Lesser Rituals list.

Rosary

Any Wizard who uses Prayers rather than Rituals can re-roll a failed spell Difficulty test if they have not done anything this turn other than a normal move. Cannot be used in combat.

Sea Dragon Cloak

Dread Elves only.

5+ Armour Save in close combat, 4+ against shooting.

Silk Cloak

A warrior equipped with a Silk Cloak who is also affected by the Leader rule can re-roll the first failed Rout test they make. However, if the warrior is taken Out of Action, the Silk Cloak is destroyed on a D6 roll of 1-3.

Equipment Rules

Weapons and Weapon Accessories**Asp Arrows**

Undying Dynasties only.

A model equipped with a bow may also equip these arrows. They grant the weapon +1 to hit.

Blessed Water

One use only.

Range	Strength
Model's S x2	NA

Special Rules

Thrown Weapon

A successful hit on Undead, Daemonic, Warped Ones etc, automatically wounds, with no armour saves allowed. No critical hits can result from Blessed Water.

Cannot be used by Undead or Daemonic creatures (including Warped Ones).

Firecrackers

Once used, Firecrackers last until the end of the skirmish.

If a model with the Animal special rule tries to charge a warrior with Firecrackers that is not in close combat, Knocked Down, or Stunned, the warrior can choose to throw them. Take an I test. If it succeeds, the charger must pass a Ld test or fail the charge.

Alternatively, the Firecrackers can be used as missile weapon.

Range	Strength
8"	NA

Special Rules

Elect a target within 8" of the warrior. Centre the small 3" template on this spot. All models with the Animal special rule touched by the template must pass a Ld test or Flee.

Hunting Arrows

A model equipped with a short bow, bow, long bow, or elf bow, can also equip these arrows. They add +1 to Injury rolls.

Net

One use per skirmish.

Range	Strength
8"	NA

Special Rules

Thrown Weapon

If a net hits, the target must pass a S test or do nothing in the next turn.

Equipment Rules

Superior Gunpowder

One use only. Use Superior Gunpowder before a skirmish on a single warrior with gunpowder weapons. All gunpowder weapons the model has have +1 S for the skirmish.

Pets

Gnasher Hound

Cave Goblins only.

This model counts towards your maximum model count. However, should the owner of the Hound be slain or lose its equipment in any way, the Hound is also lost.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnasher Hound	6	4	0	4	3	1	4	1	5

Special Rules

Animal

Warbeast

A Warbeast is a savage pet of a party member. It could be anything, use your imagination!

This model counts towards your maximum model count. However, should the owner of the Warbeast be slain or lose its equipment in any way, the Warbeast is also lost.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warbeast	6	4	0	4	3	1	4	1	5

Special Rules

Animal