



House Rules

2015



General rules

Armour save strength(S) modifier: S5 → -1, S6 → -2, S7 → -3, S8 → -4, S9 → -5, S10+ → -6

Parrying: Compare sum of WS and to-hit roll of the attacker with sum of WS and to-parry roll of the defender. If defender has higher result parrying is successful. It is still impossible to parry a hit which scored a 6 on the "to hit" roll.

Running: A warrior **can** run if he can see no enemy within 8".

Searching for rare items: For 5 gc you can lower Rarity of an item by 1 point. You can pay 10 gc to lower it by 2 and so on. You must decide how much you pay before you roll for searching.

Riding: Riding skill is not required. No Whoa Boy table. Mount and rider are treated as one model when mounted warrior is knocked down or stunned. Additional attacks from mount are not affected by bonuses, penalties from skills, spells etc. targeted at the rider.

Thrown items: Throwing items like Fire Bomb, Blessed Water, Net etc. is treated as shooting. Warrior cannot throw item and shoot a weapon at the same turn nor he can throw item and cast spell in the same turn.

Warbands

Witch Hunters: Witch Hunters heroes (except Captain and Warrior Priest) start with 6 experience points

Undead: Dire wolf costs 35 gold crowns to hire

Hired Swords

Freelancer: 40 gc to hire, 20 gc upkeep cost

Dwarf Treasure Hunter: 40 gc to hire, 20 gc upkeep cost

Unofficial hired swords: can be hired: Dwarf Slayer Pirate, Duelist, Bard, Bounty Hunter, Witch

Witch: Scry spell does not allow to modify re-rolls by + or -1

Arabian Merchant: only two markets available for Marketeer skill; with following tables:

Fencer:

D6	Items
1	Halfling Cook Book
2	Ithilmar Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

Black Market:

D6	Items
1	Nothing available.
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Elven Cloak
6	Cathayan Silks



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Price List

Equipment

Name	Price*	Rarity*	Changed rules
Banner	10 gc	Rare 5	
Black Lotus	<u>5 gc</u>	Rare 9 (7 for Skaven)	
Blessed water	<u>10 gc</u>	Rare 6/ Common for Warrior Priests and Sisters of Sigmar	
Book of the Dead	(200 + D6*25) gc	<u>Rare 9</u>	
Bugmans Ale	<u>25 + d6 gc</u>	Rare 9	
Caltrops	<u>15 gc</u>	Rare 6	one use per battle
Cathayan Silk Clothes	<u>(25 + d6) gc</u>		
Chaos Steed	<u>45 gc</u>	Rare 11	
Crimson Shade	<u>(15 + d6) gc</u>	Rare 8	
Dark Venom	<u>(10 + 2d6) gc</u>	Rare 8	
Elven Cloak	(100 + D6x10) gc	Rare 9	
Elven Steed	<u>46 gc</u>	Rare 10	
Fire Arrows	<u>20 gc</u>	Rare 8	
FireBombs	<u>20 gc</u>	Rare 8	
Flash Powder	<u>10 gc</u>	Rare 8	one use only
Garlic	1 gc	Common	
Giant Spider	<u>50 gc</u>	Rare 11	
Giant Wolf	<u>42 gc</u>	Rare 10	
Halfling Cookbook	<u>30 gc</u>	Rare 7	
Hammer of Witches	<u>40 gc</u>	Rare 10.	
Healing Herbs	(20 + 2D6) gc	Rare 8	one use per battle
Holy Tome	<u>(40 + 3D6) gc</u>	Rare 8	
Horse	<u>20 gc</u>	Rare 8	
Hunting Arrows	(25 + D6) gc.	Rare 8	
Lantern	5 gc	Common	
Lucky Charm	10 gc	Rare 6	
Mad Cap Mushrooms	<u>(15 + d6) gc</u>	Rare 9/ common for goblins	
Mandrake Root	<u>15 gc</u>	Rare 8	
Mordheim Map	<u>(10 + 3d6) gc</u>	Rare 9	
Mule	<u>15 gc</u>	Rare 7	
Net	<u>10 gc</u>	Common	one use per battle
Nightmare	<u>47 gc</u>	Rare 11	
Opulent Coach	250 gc	Rare 10	
Rabbit Foot	10 gc	Rare 5	
Rope&Hook	5 gc	Common	
Superior Blackpowder	<u>20 gc</u>	Rare 8	
Tarot Cards	50 gc	Rare 7	
Tears of Shallaya	(10 + 2D6) gc	Rare 7	
Telescope	<u>15 gc</u>	Rare 10	
Tome of Magic	<u>(60 + 3D6) gc</u>	<u>Rare 9</u>	
Torch	2 gc	Common	cannot set fire to buildings (in standard setting)
Toughened Leathers	5 gc	Common	
Un/Holy Relic	(15 + 3D6) gc	Rare 8/ Rare 6 for Warrior-Priests and Sisters of Sigmar	
War boar	<u>46 gc</u>	Rare 11	
Wardog	<u>25 gc</u>	Rare 8	
Warhorn	(30 + 2D6) gc	Rare 8	
Warhorse	<u>40 gc</u>	Rare 11	
Wyrystone Pendulum	(25 + 3D6) gc	<u>Rare 8</u>	

Melee weapons

Name	Price*	Rarity*	Changed rules
Axe	5 gc	Common	
Brazier Iron	35 gc	Rare 7 (Witch Hunters only)	no skill needed, added to warband's starting weapon list
Club, Mace, Hammer	3 gc	Common	
Dagger	1st free/2 gc	Common	enemy armour save bonus is negated instead of normal Critical Hit
<u>Double-Handed Weapon</u>	<u>10 gc</u>	Common	penalty -2 to Initiative (down to minimum of 1) instead of Strike Last; Strongman skill repeals the penalty
Flail	<u>10 gc</u>	Common	
Gromril Weapon	<u>3x price</u>	Rare 11	
Halberd	10 gc	Common	
Horseman's Hammer	12 gc	Rare 10	
Ithilmar Weapon	3 x price	Rare 9	
Lance	<u>20 gc</u>	Rare 8	
Morning Star	15 gc	Common	no Difficult To Use rule; cannot use two of them simultaneously
Rapier	15 gc	Rare 5 (Reikland and Marienburg only)	no skill needed; added to warband's starting weapon list
Spear	5 gc	Common	
Sword	10 gc	Common	
Sword Breaker	30 gc	Rare 8	

Ranged weapons

Name	Price*	Rarity*	Changed rules
Bow	10 gc	Common	
Crossbow Pistol	35 gc	Rare 9	
Crossbow	25 gc	Common	
Elf Bow	<u>30 gc</u>	<u>Rare 10</u>	
Long Bow	15 gc	Common	
Repeater Crossbow	<u>30 gc</u>	Rare 8	
Short Bow	5 gc	Common	
Sling	2 gc	Common	
Throwing Stars/Knives	15 gc	Rare 5	
Blackpowder Weapons			
Blunderbuss	30 gc	Rare 9	
Hunting Rifle	<u>75 gc</u>	Rare 11	
Handgun	<u>25 gc</u>	Rare 8	no Move or Fire rule; range 30"
Pistol/brace	15 gc / 30 gc	Rare 8	
Dueling Pistol/brace	30 gc / 60 gc	Rare 10	
Double-barreled gun	2x price	as single barreled +2 (max 12)	

Armour

Name	Price	Rarity	Changed rules
Barding	<u>25 gc</u>	<u>Rare 8</u>	
Buckler	5 gc	Common	armour save +1 in close combat
Gromril Armor	<u>75 gc</u> , <u>50 gc</u> for Dwarf Treasure Hunters at start	Rare 11	
Heavy Armor	<u>25 gc</u>	Common	
Helmet	<u>5 gc</u>	Common	
Ithilmar Armor	<u>45 gc</u>	Rare 11	
Light Armor	<u>10 gc</u>	Common	
Shield	5gc	Common	

*underlined = changed