

Optional Skills List

Youngblood Klaus hid behind a barrel. Those damn Skaven where everywhere!

He had taken one of a group of five out before running out of there. Content he'd lost them in this abandoned wine seller's house with the door locked, he took out his pistol and started cleaning it. He heard a grasping noise at the door.

He peeked out to see a Skaven, coming in, UNDER the locked door! He didn't know how it was doing it but in an instant, it was upon him. Klaus tried for his dagger, but he had no need. A shot rang behind Klaus, and the Skaven fell dead with a buckshot in it's side. "Trouble, Klaus?" Klaus looked behind him. It was Captain Gunnerson, still holding his pistol out. "Not anymore captain." "In that case Klaus, would you mind leading me out of here. You know I'm blind...."

Many a warband would find themselves doing deeds they never thought possible in Mordheim. Cheating, lying, stealing, anything for a few more shards of wyrdstone. Many warriors have found their own way of doing things and are imbued with miraculous abilities. Younger, more fresher warbands stare in awe at these fabled heroes and their strengths. These new skills may only be used by heroes or henchmen that have become heroes in a warband with a minimum rating of 200. Only one hero may have a given skill at a time, if that hero dies then another hero may take the new skills he had when they roll for skills.

Mercenaries Effects Skills:

Name:	Type:	Description:
Seeing Ear	Shooting	After a while, a hero can stop using his eyes to see and start using his ears to see. Any disturbing creak gives them a target. The hero with this skill may ignore the "Blinded in One Eye" injury and may not have his BS reduced.
Wolf Strength	Combat	This skill makes the hero like a wolf in combat, strong and agile. Middenheimers excel at such great feats, but almost any hero will start acting like a wolf, and many others of the warband shun him... especially when he stops taking baths! The hero with this skill gets an additional +1 S and +1 M beyond his maximum stats. The feral appearance of the

		individual shuns sellers, so add +1 to the rarity when this hero tries to buy rare equipment.
Dashing Disposition	Academic	This hero becomes a true swashbuckler with a charming attitude and kept up appearance. The hero ads +1 LD and receives a +1 bonus when looking for rare items. Note that this skill may not be combined with the Wolf Strength skill.
Swirling Slash	Speed	The hero becomes able to twirl in mid-air with his weapons, striking any unfortunate enough to be landed on. The hero makes a special attack when he makes a diving charge. If he wins all of his Initiative tests, then the enemy that was being charged at suffers a hit equal in strength to the hero automatically.

Skaven

Name:	Type:	Description:
Dao Breath	Special (Skaven only)	This Skaven has learned the art of breathing Dao from the master Skaven of Clan Eshin. He can force his ribcage into his chest to fit into small crevices and holes. The Skaven with this ability make ignore walls and pass under them to the other side on a D6 roll of 4+. The Skaven then suffers a S1 hit with no armor save.
Venomous Fluids	Special (Skaven only)	The Skaven's saliva is turned into a corrosive acid through ingestion of warpstone and a small spell from an Eshin Sorcerer. All the HtH weapons this Skaven carries now count as though they were coated with Dark Venom. You may not coat any other hero or henchmen weapons, nor may you try to sell the poison.

Cult Of The Possessed

Name:	Type:	Description:
Heart Ripper	Academic	The Magister starts chanting and places his hand on his opponent's chest. If all succeeds and the dark gods smile on him, he will at least make an illusion of him

		ripping out the heart of his enemy and setting it on fire. Only the Magister may use this skill. If he is in base to base contact with his enemy and not fighting, he may try to rip out their heart. Roll on a D6 on a 5+ he has succeeded and the warrior automatically takes a wound. Sisters of Sigmar are not effected, but the hatred in a Witch Hunter's heart makes them susceptible.
Mutatable Body	Special (Mutants and Possessed only)	The body of this freak is so subject to change, the Cult can try and give him a new mutation by pressing a small shard of wyrdstone into it's skin. Any possessed or mutant with this skill may take mutations after he first buys them but must pass a Ld test first. Remember: all other mutations besides the first cost double.
Snake Eyes	Combat	The hero's eyes have become keen and yellow like a serpent's. The hero may now take Shooting skills like a Mercenary Captain but must score a 4+ on a D6.

Sisters of Sigmar

Name:	Type:	Description:
"That Time of the Month"	Special	The Sisters of Sigmar sometimes feel strengthened and even a bit violent about every other month. They use this in battle, destroying their foes. Every battle you play in a multiple of 6, the heroine with this skill gets +1 S and +I. Any heroine may take this skill, but when used by the Matriarch, she loses her magic abilities for that battle.

Witch Hunters

Name:	Type:	Description:
Past Comes to Light	Combat	Some thing or event triggers a memory the hero has all but blocked out of his past. Things like this stir a man to the point of madness, become almost like a Flagellant. The hero with this skill gains +2 I and is subject to Frenzy, but may not have

		any more shooting weapons or skills.
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Undead

Name:	Type:	Description:
Dark Thirst	Academic	The vampire's thirst for mortal blood is such a ravenous craving, he cannot wait until after battle to feed. they crave blood there and then! Only Vampires may take this skill. When the vampire puts a hero Out of Action, they gain +1 S for that turn. However, unquenched the vampire will run to the nearest hero and try to suck him dry. Any other henchmen between the vampire and the hero will only fight the vampire in HtH combat with the vampire at half strength, rounded down. He is far too hungry to consider the weaklings.
Stitch Animate	Academic	The Necromancer takes a few limbs he has cut from their previous owner and some thread and stitches them together to form a new Zombie, called an animate. Only Necromancers may learn this skill. Every time they put a hero Out of Action, make a tally of it. When you have five marks for heroes Out of Action, you may make another zombie at the end of battle, provided the Necromancer was not put Out of Action, someone could have raided his bag of limbs for their hand back.