

Equipment:

So long as it is listed as an option in your Profile List, models are free to purchase any item on this list, and can carry as many items as they wish during the game. Simply add the Points Cost of the item to the Points Cost of the model itself to determine the total cost of the equipped model. Note that some models have Gear included in their base profile, there is no need to pay for this Gear.

Effects:

Items often have an effect, listed next to its entry. This can be a simple modifier on certain rolls (in the case of Armour/Weapons, or more detailed and unusual effects.

Weapons

Weapon	Damage Modifier	Range	Cost	Special
Dagger/Shortsword	0	Melee	0	-
Longsword	+1	Melee	1	-
Axe/Mace/Greatsword	+2	Melee	2	-
Greataxe/Warhammer	+3	Melee	3	-
Paired Swords	+1	Melee	3	Flurry
Paired Axes	+2	Melee	4	Flurry
Wand	-1	Melee	1	Focus
Staff	+1	Melee	2	Focus
Bow	+1	24"	2	-
Crossbow	+2	24"	3	-
Blowpipe	0	12"	2	Poison

Armour:

Name	Armour Modifier	Cost	Special
Clothing	0	0	-
Light Armour	+1	1	-
Heavy Armour	+2	2	-
Shield	+1	1	-
Robes	0	1	Focus

Special Items:

Name	Cost	Effect
Rope	2	The model may climb up or down any surface that is shorter than its Speed, even if this would otherwise be impossible.
Potion of Healing	3	The model may use an Action to drink this potion to regain 1HP lost earlier in the game.
Potion of Luck	3	The model may use an Action to drink this potion. Until its next turn, the model re-rolls any results of a 1.
Potion of Focus	2	The model may use an Action to drink this potion. Until its next turn, the model re-rolls any unsuccessful Casting rolls.
Concealing Cloak	2	A model wearing a Concealing Cloak gains the Stealth special rules.
Holy Water	2	When a model with Holy Water kills an Undead model, do not place an Undead Marker
Totem Pole	3	The model gains the Totem rule

