

# Special Skills v.2.0

---

## Special Skill Lists

Sigmarite	2
Assassin	2
Mutations	3
Khorne	4
Nurgle	4
Tzeentch	5
Slaanesh	5
Norse	6
Pit Fighter	6
Brayherd	7

## Sigmarite Skills

### Stubborn

Warrior may re-roll failed fear and panic tests.

### Bless Weapons (+1 S)

All of warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills.

### Absolute Faith (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

### Sign of Sigmar

Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any priest (*not wizard*) in the warband. (*Also applies in Pit Fights.*)

### Righteous Fury

Warrior *hates* all enemies in the first round of each close combat. (*i.e. all of his close combat attacks have +1 to hit.*)

### Utter Determination (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. Not active while warrior is *fleeing*.

### No Retreat! – No Surrender!

Must have the 'Leader' ability to take this skill. If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout test. Multiple warriors with this skill may allow multiple Rout tests to be re-rolled, but each test can only be re-rolled once.

### Fiery Orator

If the warrior has the 'Leader' ability, other warriors in the warband that are eligible to use his 'Leader' ability roll an extra D6 for fear and panic tests and discard the highest D6. Being within 6" of multiple warriors with this skill does *not* stack. No effect if warrior does not have the 'Leader' ability.

### Hammershock

Warrior may re-roll all failed rolls 'to hit' with Hammers and Great Hammers the turn he charges.

### Divine Power

Must be a priest to choose this skill. When rolling to see if he generates Power Dice, warrior rolls 3D6 and applies the lowest two.

## Assassin Skills

### Death Dealer

Warrior suffers no -1 to hit for firing Multiple Shots with Throwing Knives / Stars.

### Perfect Killer

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

### Poisonous Killer

Warrior may poison one of his weapons each battle. You may choose which. This skill may be taken multiple times.

### Venomous Killer

All of warrior's *poisonous* attacks have +1 to hit. No effect vs. enemies immune to poison.

### Clawed Killer

Warrior may re-roll all failed rolls 'to hit' with Fighting Claws the turn he charges.

### Swift Killer

Warrior gains +1 Movement, up to a maximum of 5, and may re-roll failed Jump Down tests.

### Fearless Killer

Warrior is immune to fear.

### Unseen Killer

Enemies must re-roll their successful armour saves (*but not other saves*) vs. all of this warrior's shots with Blowpipe and Throwing Knives / Stars.

### Unheard Killer

Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

### Concealed Killer

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

### Befuddling Killer (-D2 I)

At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

## Mutation Skills

### Extra Head

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart. (*Stacks with other modifiers he may have.*)

### Metal Skin

Warrior gains 'Scaly Skin (6+)' and can no longer wear Heavy Armour. No effect if he already has Scaly Skin. If the warrior is a wizard, this will *not* prevent him from casting spells.

### Cloven Hoofs

Warrior has +1 Movement, up to a maximum of Movement 5, and may re-roll failed Jump Down tests. No effect if he already has Cloven Hoofs.

### Hideous Visage

Warrior causes *fear*. If he already causes *fear*, enemies within 1" of him roll 3D6 for *fear* tests and discard the lowest result.

### Blackblood

Whenever this warrior suffers a wound, all warriors within 1" of him (*friend and foe*) take 1 Strength 2 hit with armour saves as normal. Warrior *can* gain experience from taking enemies *out of action* this way, even if he is *out of action* himself.

### Poison Glands

Warrior may poison one of his weapons each battle. You may choose which. Alternatively if warrior fights unarmed, a single attack, chosen by you, will be *poisonous* each round because of this Mutation. This skill may be taken multiple times.

### Acid Excretion

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

### Distensible Maw

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

### Tentacle (-2 I)

At the *start* of *each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. Not active while this warrior is *fleeing*.

### Horns (+1 S)

Warrior has +1 Strength the turn he charges.

## Mutation Skills

### Acid Ichor

Warrior counts as being armed with a missile weapon that has the following properties:

**Range:** 6" **Strength:** 4

**Armour Piercing (1)**

**Quick to Fire:** No -1 to hit for moving and shooting.

**Cannot be Robbed, Swapped, or Discarded.**

- Warrior may fire this weapon using his BS or WS, whichever is higher.

### Breathe Fire

Warrior counts as being armed with a missile weapon that has the following properties:

**Range:** Flame Template **Strength:** 3

**Breath:** All warriors under, or partially under, the template take 1 *flaming* Strength 3 hit.

**Fire once per battle.**

**Cannot be Robbed, Swapped, or Discarded.**

### Burning Body

Warrior gains both of these:

- All his close combat attacks are *flaming*. He cannot *hide* and loses 'Stealth' if he has it.
- At the *end* of all close combat phases (*including opponent's*), all warriors (*friend or foe*) within 1" of this warrior take 1 *flaming* Strength 1 hit with armour saves as normal. This ability is active even while *fleeing*.

### Great Claw

One of the warrior's arms now counts as a close combat weapon with the following properties:

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

**Cannot be Robbed, Swapped, or Discarded.**

- (*Fighting with a Claw and another one-handed weapon gives the warrior +1 Attack and -1 to hit for fighting with two weapons.*)

### Conjoined Familiar

Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

### Protean Form

Warrior has 'Regeneration (5+)' as long as he is down to 1 Wound. (*Regeneration saves stack but cannot be increased beyond 4+.*)

## Khorne Gifts

### Mark of Khorne (+1 S)

Warrior has +1 Strength the turn he charges.

### Locus of Slaughter

All of warrior's Critical Hits with Great Axes and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table (*re-rolled dice cannot cause critical hits*).

### Blind Rage

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

### Spellgreed

Warrior *hates* wizards in *all* rounds of close combat, and whenever he takes an enemy wizard *out of action*, roll a D6: On a roll of 4+, this warrior gains an additional +1 XP.

### Berserk Fury (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement, and then adds another D3 to that.*)

### Bloodfever

Warrior gains the 'Blackblood' Mutation. If he already has it, its effects are *flaming* and have range 3" instead.

### Skulltaker

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

### Killing Frenzy

All of warrior's close combat attacks have +1 to hit vs. enemies that are down to 2 Wounds or less.

### Collar of Khorne (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

### Bloodreaver

All of warrior's close combat attacks with Axes have 'Sunder (1)' instead of 'Armour Piercing (1)'. (*Stacks with other Sunder effects he may have.*)

### Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to that list. (*Skills can only be taken once unless otherwise noted, i.e. it is not possible to obtain more than one Mutation through this skill.*)

## Nurgle Gifts

### Mark of Nurgle

Warrior causes *fear*. If he already causes *fear*, enemies within 1" of him roll 3D6 for *fear* tests and discard the lowest result.

### Locus of Filth

Warrior may poison one of his weapons each battle. You may choose which. This skill may be taken multiple times.

### Filth Vomit

Warrior counts as being armed with a missile weapon that has the following properties:

<p><b>Range:</b> 6" <b>Strength:</b> 4 <b>Poisonous</b> (<i>May re-roll 1s 'to wound.'</i>) <b>Quick to Fire:</b> No -1 to hit for moving and shooting. <b>Cannot be Robbed, Swapped, or Discarded.</b></p>
---

### Nurgling Infestation

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

### Oozing Revulsion

Enemies that take fear and panic tests within 1" of this warrior must re-roll dice rolls of 1. No effect vs. Undead and Daemons.

### Magnificent Buboos

Warrior gains the 'Blackblood' Mutation. If he already has it, its effects are *poisonous* as well.

### Feculent Regrowth

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

### Bloated Body

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart. (*Stacks with other modifiers.*)

### Cloud of Flies (-1 I)

All enemies within 1" of this warrior suffer -1 Initiative to strike order in *all* rounds of combat. No effect vs. Undead and Daemons. Being within 1" of multiple warriors with this skill does *not* stack.

### Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to that list. (*Skills can only be taken once unless otherwise noted, i.e. it is not possible to obtain more than one Mutation through this skill.*)

## Tzeentch Gifts

### Mark of Tzeentch

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*including opponent's*).

### Locus of Change

Warrior may re-roll all failed characteristics tests he has to take that are *not* Leadership tests. Can also be used with Exploration Locations.

### Ecstatic Duplication (5+)

Warrior has 'Regeneration (5+)' as long as he is down to 1 Wound.

### Trickery of Tzeentch

Shooting at this warrior suffers an additional -1 to hit as long as the distance exceeds 12".

### Far-seeing Eye of Tzeentch (+3")

Warrior adds +3" to the maximum distance he spots *hidden* enemies. (*Stacks with other such modifiers, such as from Lantern, etc.*)

### Incandescent Corona

Warrior gains the 'Burning Body' Mutation. If he already has it, hits from its ability may re-roll 1s 'to wound' instead.

### Infusium Arcanum

Warrior gains one skill of your choice from the Academic skill list, even if he does not normally have access to that list.

### Tendrils of Tzeentch

Must be a wizard to take this skill. Warrior starts each battle (*and pit fight*) with 1 free Power Dice.

### Master of Magic

Must be a wizard to take this skill. Warrior gains access to one of the 8 basic lores of magic, determined at random before each battle in addition to his other lore. He *always* knows the Signature Spells from both lores and when generating spells before the battle, he may freely decide which lore each of each spell will come from. Roll a D8 before each battle to see which lore is granted:

- (1) Fire (2) Death (3) Shadow (4) Beasts (5) Life (6) Metal (7) Light (8) Heavens.

### Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to that list. (*Skills can only be taken once unless otherwise noted, i.e. it is not possible to obtain more than one Mutation through this skill.*)

## Slaanesh Gifts

### Mark of Slaanesh

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

### Locus of Grace (+1 M)

Warrior gains +1 Movement, up to a maximum of Movement 5, and may re-roll failed Jump Down tests.

### Soporific Musk (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. Undead and Daemons.

### Swiftiness of Slaanesh

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*i.e. He rolls 2D6, adds the highest roll to his base Movement, and then adds another D3 to that.*)

### Lashing Tongue (-2 I)

At the *start* of each *start* of each close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. Not active while this warrior is *fleeing*.

### Puncture

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

### Serpent Kiss

Warrior may poison one of his weapons each battle. You may choose which. This skill may be taken multiple times.

### Caress of Slaanesh

Warrior gains the 'Great Claw' Mutation. If he already has it, attacks with the Claw may re-roll 1s 'to hit' instead. (*Re-rolled dice cannot cause critical hits*).

### Needles of Delight

Warrior gains 'Multiple Shots x2' with Javelins. (*This skill does not grant proficiency with Javelins.*)

### Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to that list. (*Skills can only be taken once unless otherwise noted, i.e. it is not possible to obtain more than one Mutation through this skill.*)

## Norse Skills

### Kraken Slayer

Warrior gains 'Multiple Shots x2' with Javelins.  
(This skill does not grant proficiency with Javelins.)

### Barbarian Courage

Warrior may re-roll failed fear and panic tests.  
(No effect if he also has 'Stubborn'.)

### Berserkerang (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12".  
(I.e. He rolls 2D6, adds the highest roll to his base Movement, and then adds another D3 to that.)

### Bloodlust

Warrior *hates* all enemies in the first round of each close combat. (I.e. all of his close combat attacks have +1 to hit.)

### Berserker Rage (+1 S)

Warrior has +1 Strength the turn he charges.

### Holmgang (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. No effect while warrior is *fleeing*. (Ward saves cannot be increased beyond 4+.)

### Deathblow

All of this warrior's Critical Hits with Great Axes and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table.

### Seashore Reaver

Warrior gains +1 Movement, up to a maximum of 5, and may re-roll failed Jump Down tests.

### Grizzled

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

### Overrun

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

### Killing Frenzy

All of warrior's close combat attacks have +1 to hit vs. enemies that are down to 2 Wounds or less.

### Oathsworn Bodyguard

Warrior becomes proficient with Heavy Armour.

### Resilient

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

## Pit Fighter Skills

### Ferocious (+1 S)

Warrior has +1 Strength when charging.

### To the Death!

Warrior may re-roll failed fear and panic tests.  
(No effect if he also has 'Stubborn'.)

### Self Medication

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

### Close-Quarters Fighting (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6", as long as this warrior is within 2" of any terrain feature.

### Skullcrack

Warrior may re-roll failed 'Free Hack' attacks that failed to wound.

### Arena Champion (+1 S)

All of warrior's close combat and shooting attacks have +1 Strength vs. Animals and Monsters. (Stacks with other modifiers.)

### Dirty Blow (-D2 I)

At the start of each close combat phase (i.e. also opponent's) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

### Ironclad

Warrior becomes proficient with Heavy Armour.

### Gauntlet Fighting

Warrior may fight with Morning Star in one hand and a Fighting Claw in the other (even though Morning Stars can normally only be paired with Shields).

### Puncture

Warrior's attacks (both shooting and close combat) are Armour Piercing (1). (Stacks with other Armour Piercing effects he may have.)

### Nordland Champion

Warrior gains both of these:

- 'Ward Save (6+)' from Nets instead of the normal 'Armour Save (6+)'. (Save can still only be used versus close combat attacks.)
- All of warrior's attacks with Spears are Armour Piercing (1). (Stacks with other Armour Piercing effects he may have.)

## Brayherd Skills

### Encircle (+1 S, Armour Piercing 1)

Warrior gains +1 Strength and all of his attacks are Armour Piercing (1) the turn he successfully charged an enemy that was already engaged in close combat at the start of the turn.

### Herdcall (+1 S, Armour Piercing 1)

Warrior gains +1 Strength and all of his attacks are Armour Piercing (1) the turn another warrior in the warband successfully charged an enemy within 1" of this warrior *and* this warrior was already engaged in close combat at the start of the turn.

### Befouler

Warrior may poison one of his weapons each battle. You may choose which. This skill may be taken multiple times.

## Gor Only Skills

### Beastroar (Gor Only)

Warrior causes *fear*. (This also makes him immune to *fear* himself.)

### Juggernaut (Gor Only)

Warrior may re-roll all dice used to determine charge distances (including additional D3 from other skills or abilities if applicable).

### Rugged Pelt (Gor Only)

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart. (Stacks with other modifiers he may have.)

### Shaggy Hide (Gor Only)

Warrior gains 'Scaly Skin (6+)' and can no longer wear Heavy Armour. No effect if he already has Scaly Skin. If the warrior is a wizard, this will *not* prevent him from casting spells.

### Despoiler (Gor Only)

Whenever warrior takes an enemy *out of action* with a close combat attack, or with an attack from Throwing Axes, he becomes immune to fear and panic for the rest of the battle.

### Rampage (Gor Only)

Warrior has +1 Strength on 'Free Hacks' and may re-roll 'Free Hack' attacks that failed to wound.

### Tzaangor Enlightenment (Tzeentch Gor Only)

Must be a wizard with Tzeentch as his patron god to choose this skill. +1 to all spellcasting rolls when casting spells from the Lore of Tzeentch.

## Brayherd Skills

### Uncanny Senses (+3")

Warrior has +3" to the range to the range he spots *hidden* enemies. (Stacks with other modifiers, such as from Lantern.)

### Alphabeast

Animals attacking this warrior must re-roll their first successful roll 'to hit' in each close combat phase (including *opponent's*). No effect vs. Undead and Daemons.

### Ambusher

Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (e.g. *when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (e.g. *enemies with the 'Sixth Sense' skill*).

### Blightkin (Wizards Only)

Must be a wizard to choose this skill. Warriors uses Kin-Magic in addition to his other lore(s). He *always* knows the Signature Spells from both lores and when generating spells before each battle, he may freely decide which lore each of his spells will come from.

### Darktongue Oracle (Wizards Only)

Must be a wizard to choose this skill. Each battle, warrior knows the 'Black Tongue' spell from the Lore of Chaos Rituals in addition to his other spells and adds +2 to all his spellcasting rolls when casting Black Tongue.

## Ungor Only Skills

### Shadowpelt (Ungor Only)

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

### Deepwood Raider (Ungor Only)

Warrior gains 'Multiple Shots x2' with Javelins and Bolas. (This skill does not grant proficiency with Javelins or Bolas.)

### Direflock Trainer (Ungor Only)

In any battle that warrior is participating in, up to 3 Animals, chosen by you, add 'Armour Piercing (1)' to their attacks. Active even if warrior has not been deployed yet, and while he is *out of action* himself.

### Cowardly Desecrator (Ungor Only)

All of warrior's *poisonous* shooting attacks have +1 to hit. No effect vs. enemies immune to poison.

### **v.1.8**

Moved many skill lists that are only usable by 1 warband to that warband's sheet.  
Overhauled many other skills.

### **v.1.7.4**

Sigmarite Skill: Templar, Dawi Skill: Hammerer, and Waaagh! Skill: Basha all changed to: *All of warrior's close combat attacks that are Concussive infer the initiative penalty from all successful hits, even if the hit failed to wound (e.g. because of a successful armour save).*

Khorne Skill: Mark of Khorne does not grant hatred vs. Wizards.

Khorne Skill: Spellgreed changed to: *Warrior hates Wizards in all rounds of close combat, and whenever he takes an enemy Wizard out of action, roll a D6: On a roll of 4+, this warrior gains an additional +1 XP.*

### **v.1.7.3**

Tweaked existing skills

Added many new Lizardmen Spawning skills.

Added Gladiator Skill: Netter

### **v.1.7.2**

Sigmarite: Divine Power: Corrected Type (thanks to red5711).

### **v.1.7.1**

Spawnings: Arcane Mastery: Warrior may also take Lore of Light.

### **v.1.7**

Corrected Typos; Added More Skills.

Thanks to UnionJack1989 and red5711

### **v.1.5.1**

Revamped many skills

### **v.1.5**

Revamped many skills and rules on the four Chaos Gods' Special Skill Lists.

Replaced the Giant Beak Mutation with Burning Body.