Melee Weapons

Name	Cost	Enc	Damage	Group	Qualities	Availability	Examples
Axe/Pick	2gc	25	SB	Ordinary	Unwieldy, Impact	Common	Bearded Axe
Bardiche	10gc	50	SB+1	Two-Handed	Two-Handed, Impact, Brace, Unwieldy	Scarce	-
Buckler	1gc	10	SB-2	Parrying	Balanced, Defensive, Pummeling, Buckler	Average	Adarga, Targe
Claw of the Old Ones	-	15	SB+1	High Age	Magical, Armor Piercing (1)	Very Rare	-
Climbing Claws	2wt/ 1gc	10	SB-1	Ordinary	Special	Scarce	Rat Claws, Climbing Spikes
Comet-Flail	8gc	50	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Impact, Special	Rare	-
Dagger	10s	5	SB	Ordinary	Balanced, Puncturing	Common	Dirk, Stiletto
Eastern Longsword	25gc	40	SB	Two-Handed	Two-Handed, Armor Piercing (1), Defensive, Fast	Very Rare	Tachi, Changdao
Fire-glaive	40gc	100	SB+1	Two-Handed	Two-handed, Impact, Unwieldy	Very Rare	-
Flail	6gc	50	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Impact	Scarce	-
Foil	8gc	25	SB-1	Fencing	Fast, Precise	Rare	-
Knuckles	5s	1	SB-1	Ordinary	Pummeling	Common	Cestus
Great Axe/Pick	6gc	90	SB+2	Two-Handed	Two-Handed, Slow, Impact, Unwieldy	Average	-
Great Mace	8gc	130	SB+2	Two-Handed	Two-Handed, Slow, Pummeling (2)	Scarce	Warhammer
Great Sword	17gc	125	SB+2	Two-Handed	Two-Handed, Slow, Defensive	Average	Claymore
Great Sword (Mordhau)	-	-	SB	Two-Handed	Two-Handed, Slow, Pummeling	-	-
Hell-Scourge	-	-	SB	Entangling	Swift Strike, Snare	-	-
Improvised (Heavy)	-	150	SB+2	Two-Handed	Two-Handed, Slow, Tiring, Unwieldy	-	Door, Boulder, Wagon Wheel

Improvised (Medium)	-	100	SB+1	Two-Handed	Two-Handed, Slow, Unwieldy	-	Scythe, Pitchfork, Shovel, Crowbar
Improvised (Standard)	-	40	SB	Ordinary	Unwieldy	-	Frying Pan, Chair Leg, Sickle
Improvised (Small)	-	10	SB-1	Ordinary	-	-	Brick, Pistol, Tongs, Spade
Lance	15gc	80	SB+2	Cavalry	Fast, Heavy Charge	Rare	-
Lance (2H)	-	-	SB+2	Cavalry	Fast, Precise, Heavy Charge	-	-
Mace	2gc	40	SB	Ordinary	Pummeling	Common	Hammer, Club
Main Gauche	30s	15	SB-1	Parrying	Balanced, Defensive, Puncturing	Scarce	-
Man Catcher	7wt/ 30gc	45	SB	Two-Handed	Two-Handed, Snare	Scarce	Sasumata, Things-Catcher
Morningstar	7gc	40	SB+1	Flail	Impact, Tiring, Unwieldy	Scarce	Nunchaku
Horns/Tusks	-	-	SB+1	Ordinary	Heavy Charge	-	-
Natural Weapons (Strong)	-	-	SB	Ordinary	-	-	Claws, Carnivore Teeth, Large Tail, Crushing Mass
Natural Weapons (Weak)	-	-	SB-1	Ordinary	-	-	Talons, Horns, Thorny Fists, Beak, Tusks
Pavise	15gc	70	-	-	Pavise	Scarce	-
Pike	10gc	100	SB	Two-Handed	Fast, Precise, Pike Stance	Average	-
Plague Censer	10wt	50	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Impact, Special	Rare	-
Polearm (Swing)	8gc	80	SB+1	Two-Handed	Two-Handed, Impact, Unwieldy	Common	Halberd, Bill, Glaive, Voulge
Polearm (Stab)	-	-	SB+1	Two-Handed	Two-Handed, Fast, Precise	-	-
Polished Shield	6gc	30	SB-1	Ordinary	Defensive, Pummeling, Shield	Scarce	-
Punch Dagger	1wt/ 5gc	15	SB	Ordinary	Balanced, Defensive	Average	Pata, Katar, Ironfist, Ulu

Quarterstaff	2s	35	SB	Ordinary	Two-Handed, Defensive, Pummeling	Plentiful	Braystaff
Rapier	8gc	25	SB	Fencing	Fast	Scarce	-
Shield	3gc	30	SB-1	Ordinary	Defensive, Pummeling, Shield	Common	-
Spear	3gc	60	SB	Ordinary	Fast, Pike Stance	Common	-
Spear (2H)	-	-	SB	Two-Handed	Two-Handed, Fast, Precise, Pike Stance	-	-
Spear (Mounted)	-	-	SB+1	Cavalry	Fast, Charge	-	-
Spear (Mounted 2H)	-	-	SB+1	Cavalry	Two-Handed, Fast, Precise, Charge	-	-
Steam Drill	30gc	350	SB+3	Drill	Two-handed, Impact, Slow, Unwieldy	Very Rare	Warp Grinder
Sword	5gc	25	SB	Ordinary	Defensive	Common	Cutlass, Katana
Sword-Breaker	2gc	25	SB-1	Parrying	Balanced, Special	Scarce	-
Tail Weapon	2wt	5	SB-1	Ordinary	Fast, Special	Common	-
Unarmed	-	-	SB-2	Ordinary	-	-	-
Un-rimmed Shield	5s	30	SB-1	Ordinary	Defensive, Pummeling, Shield, Special	Common	-
Whip	20s	15	SB-2	Entangling	Fast, Snare	Average	-

Missile Weapons

Name	Cost	Enc	Damage	Group	Qualities	Range	Reload	Availability
Blasting Charge	3gc	25	4	Explosive	Armor Piercing (1), Flame, Quick Shot	4/8	Half	Average
Blowgun	1wt/ 2s	10	1	Blowgun	Multi-shot (2)	12/24	Half	Very Rare

Blunderbuss	20gc	60	3	Gunpowder	Two-Handed, Armor Piercing (1), Shrapnel (D3), Unreliable, Quick Shot, Brace Yourself	24/-	1 and Half	Scarce
Bola	5s	15	1	Entangling	Snare, Quick Shot	6/12	Half	Scarce
Bomb	8gc	30	6	Explosive	Unreliable, Bomb, Template (Small), Quick Shot, Armor Piercing (1), Devastating (2), Unwieldy (3)	9/18	Full	Very Rare
Bow	5gc	50	3	Bow	Two-Handed, Multi-shot (2)	24/48	Half	Common
Crossbow	15gc	80	4	Crossbow	Two-Handed, Brace Yourself	30/60	Full	Average
Drakegun	45gc	200	5	Experimental	Unreliable, Quick Shot, Flame	18/36	Full	Rare
Drakegun (Trollhammer Torpedo)	-	-	8	Explosive	Flame, Devastating (2), Brace Yourself, Slow, Unreliable	24/48	Full	-
Drakefire Pistol	40gc	80	5	Experimental	Quick Shot, Flame, Unreliable	12/24	Full	Rare
Duck-Foot	50gc	30	4	Experimental	Unstable, Armor Piercing (1), Quick Shot, Move and Fire, Special	12/24	3 Full	Rare
Elven Bow	100gc	50	3	Longbow	Two-Handed, Armor Piercing (1), Multi-shot (2)	30/60	Half	Very Rare
Firearm	20gc	60	4	Gunpowder	Two-Handed, Armor Piercing (1), Unreliable, Brace Yourself	24/48	1 and Half	Scarce
Fire-glaive	40gc	100	4	Gunpowder	Two-Handed, Armor Piercing (1), Unreliable	18/36	Full	Very Rare
Great Bow	100gc	100	5	Bow	Two-handed	30/60	Half	Rare
Grenade Launching Blunderbuss	30gc	60	6	Explosive	Two-Handed, Unreliable, Armor Piercing (1), Brace Yourself	15/30	1 and Half	Very Rare
Grenade	3gc	25	4	Explosive	Dangerous, Quick Shot, Armor Piercing (1), Shrapnel (D3)	6/12	Half	Rare
Grog Grenade	3gc	25	5	Explosive	Unreliable, Quick Shot, Armor Piercing (1)	6/12	Half	Rare
Handbow	35gc	25	4	Crossbow	Quick Shot	15/30	Half	Rare

Name	Cost	Wt	Strength	Type	Qualities	Range	Reload	Availability
Improvised (Heavy)	-	70	SB (Max 5)	Throwing	Two-Handed, Brace Yourself, Slow	4/8	Full	-
Improvised (Medium)	-	40	SB (Max 5)-1	Throwing	Quick Shot	6/12	Half	-
Improvised (Light)	-	10	SB (Max 5)-2	Throwing	Quick Shot, Move and Fire, Multi-shot (2)	8/16	Half	-
Incendiary	3gc	25	4	Explosive	Quick Shot, Flame, Armor Piercing (6), Unreliable	6/12	Half	Scarce
Javelin	15s	30	SB (Max 5)	Throwing	Armor Piercing (1), Quick Shot	12/24	Half	Average
Jezail	45gc	60	4	Gunpowder	Two-Handed, Armor Piercing (1), Unreliable, Brace Yourself	36/72	1 and Half	Rare
Lasso	5s	10	-	Entangling	Two-Handed, Snare, Quick Shot	6/-	Half	Plentiful
Leadbelcher Gun	40gc	200	4	Gunpowder	Armor Piercing (1), Unreliable, Shrapnel (D6), Brace Yourself, Slow	48/-	1 and Half	Very Rare
Long Rifle	60gc	80	4	Experimental	Two-Handed, Unreliable, Armor Piercing (1), Precise, Brace Yourself	48/96	1 and Half	Very Rare
Longbow	10gc	60	3	Bow	Two-Handed, Multi-shot (2)	30/60	Half	Average
Musket	40gc	80	4	Gunpowder	Two-Handed, Armor Piercing (1), Unreliable, Brace Yourself	30/60	1 and Half	Rare
Net	1gc	50	-	Entangling	Snare, Quick Shot	3/6	Half	Plentiful
Pistol	20gc	25	4	Gunpowder	Armor Piercing (1), Unreliable, Quick Shot, Move and Fire	12/24	Full	Scarce
Ogre Blunder-Pistol	20gc	50	3	Gunpowder	Armor Piercing (1), Shrapnel (D3), Unreliable, Quick Shot, Move and Fire	24/-	Full	Scarce
Ogre Pistol	30gc	60	4	Gunpowder	Armor Piercing (1), Unreliable, Quick Shot, Move and Fire	24/48	Full	Scarce
Poisoned Wind Globe	6wt	5	-	Throwing	Quick Shot, Poison Gas, Unstable, Magical	6/12	Half	Scarce

Weapon	Cost	Enc	Strength	Category	Qualities	Range	Reload	Availability
Repeater Crossbow	50gc	100	3	Crossbow	Two-Handed, Magazine (10), Move and Fire, Multi-shot (2)	24/48	Half	Very Rare
Repeater Handbow	60gc	35	3	Crossbow	Magazine (10), Quick Shot, Move and Fire, Multi-shot (2)	12/24	Half	Very Rare
Repeater Handgun	45gc	70	4	Experimental	Armor Piercing (1), Unreliable, Magazine (6), Multi-shot (3), Brace Yourself	24/48	Full	Rare
Repeater Pistol	40gc	35	4	Experimental	Armor Piercing (1), Unreliable, Magazine (6), Quick Shot, Move and Fire, Multi-shot (3)	12/24	Full	Rare
Short Bow	3gc	40	3	Bow	Two-Handed, Multi-shot (2)	18/36	Half	Common
Sling	5s	5	3	Sling	Armor Piercing (1), Multi-Shot (2)	18/36	Half	Common
Smoke Bomb	3wt/ 15gc	5	-	Throwing	Quick Shot, Special	4/8	Half	Scarce
Spear	3gc	50	SB (Max 5) +1	Throwing	Quick Shot, Armor Piercing (1)	8/16	Full	Common
Staff Sling	10s	35	4	Sling	Two-Handed, Armor Piercing (1), Brace Yourself, Slow	24/48	Full	Rare
Sun Gauntlet	-	10	4	High Age	Quick Shot, Magical, Armor Piercing (2)	12/24	Half	Very Rare
Sun Staff	-	60	4	High Age	Quick Shot, Magical, Armor Piercing (2)	24/48	Half	Very Rare
Swivel Gun (Round Shot)	75gc	200	6	Gunpowder	Two-Handed, Armor Piercing (1), Unstable, Brace Yourself	36/72	1 and Half	Very Rare
Swivel Gun (Grapeshot)	-	-	5	Gunpowder	Two-Handed, Armor Piercing (1), Shrapnel (D6), Unstable, Brace Yourself	24/-	1 and Half	Very Rare
Throwing Axes	30s	20	SB (Max 5) +1	Throwing	Quick Shot	6/12	Half	Average
Throwing Daggers	20s	8	SB	Throwing	Quick Shot, Puncturing, Move and Fire, Multi-shot (2)	8/16	Half	Common

Name								
Warplock Jezail (Warpstone)	12wt	70	6	Experimental	Two-Handed, Unstable, Armor Piercing (1), Brace Yourself	72/-	1 and Half	Rare
Warplock Jezail (Gunpowder)	-	-	4	Gunpowder	Two-Handed, Unreliable, Armor Piercing (1), Brace Yourself	60/-	1 and Half	-
Warplock Pistol (Warpstone)	10wt	15	4	Experimental	Unstable, Armor Piercing (1), Quick Shot, Move and Fire	15/30	1 and Half	Rare
Warplock Pistol (Gunpowder)	-	-	3	Gunpowder	Unreliable, Armor Piercing (1), Quick Shot, Move and Fire	9/18	1 and Half	-
Warpmusket (Warpstone)	10wt	60	5	Experimental	Two-Handed, Unstable, Armor Piercing (1), Brace Yourself	24/48	1 and Half	Rare
Warpmusket (Gunpowder)	-	-	3	Gunpowder	Two-Handed, Unreliable, Armor Piercing (1), Brace Yourself	18/36	1 and Half	-
Whip	20s	15	SB (Max 5)-2	Entangling	Snare	4/-	Half	Average

Crew-Manned Weapons

Name	Cost	Crew	Damage	Group	Qualities	Range	Reload	Availability
Ballista	250gc	3	6	Ballista	Armor Piercing (1), Pierce, Devastating (2), Brace Yourself, Slow	48/96	Full	Scarce
Bazuka	200gc	2	5	Engineer	Devastating (2), Brace Yourself, Slow, Shrapnel (D6), Unreliable,	48/-	1 and Half	Very Rare
Cannon	750gc	3	10	Engineer	Pierce, Devastating (2), Brace Yourself, Slow, Dangerous, Unwieldy (2)	96/-	1 and Half	Rare
Cannon/Great Cannon (Grapeshot)	-	3	5	Engineer	Armor Piercing (1), Shrapnel (D10), Dangerous, Brace Yourself, Slow	24/-	1 and Half	-
Field Gun	350gc	3	7	Engineer	Pierce, Devastating (2), Brace Yourself, Slow, Dangerous, Unwieldy (2)	72/-	1 and Half	Scarce

Name	Cost				Qualities			Availability
Field Gun (Grapeshot)	-	3	4	Engineer	Armor Piercing (1), Shrapnel (D10), Dangerous, Brace Yourself, Slow	24/-	1 and Half	-
Great Cannon	1000gc	3	10	Engineer	Pierce, Devastating (3.5), Brace Yourself, Slow, Dangerous, Unwieldy (2)	120/-	1 and Half	Very Rare
Hand Mortar	200gc	2	6	Engineer	Unreliable, Template (Small), Armor Piercing (1), Devastating (2), Unwieldy (3), Brace Yourself, Slow	72/-	1 and Half	Very Rare
Hellblaster Volley Gun	1500gc	3	5	Engineer	Armor Piercing (1), Magazine (3), Brace Yourself, Shrapnel (D10), Dangerous, Slow, Rotary, Multishot (2-3)	24/48	2 Full	Very Rare
Inferno Gun	150gc	2	5	Engineer	Armor Piercing (1), Shrapnel (D10), Unreliable	12/-	1 and Half	Very Rare
Light Scorpion	100gc	1	5	Ballista	Armor Piercing (1), Pierce, Devastating (2), Slow	24/48	Full	Average
Poisoned Wind Mortar	45wt	2	-	Engineer	Unstable, Poison Gas, Template (Small), Magical, Unwieldy (3), Brace Yourself	48/-	1 and Half	Very Rare
Ratling Gun	30wt	2	4	Engineer	Armor Piercing (1), Rotary, Shrapnel (D6), Magazine (54), Brace Yourself, Multishot (2-6), Heats Up	18/36	2 Full	Very Rare
Scorpion	150gc	2	5	Ballista	Armor Piercing (1), Pierce, Devastating (2), Brace Yourself, Slow	36/72	Full	Average
Warpfire Thrower	39wt	2	5	Engineer	Dangerous, Template (Cone), Magical, Brace Yourself, Flame	-	1 and Half	Very Rare

Ammunition

Name	Cost	Encumbrance	Availability
Arrows (5)	10p	10	Common

Bolts (5)	10p	8	Average
Bomb (1)	8gc	20	Rare
Cannonball (1)	10gc	20	Scarce
Darts (5)	1s	5	Very Rare
Firearm Shot (10)	4s	5	Scarce
Gunpowder (per shot/per half Swivel gun or Leadbelcher gunshot/per 5th Field gunshot/per 10th cannon shot)	3p	0.5	Scarce
Large Poisoned Wind Globe	10wt	10	Very Rare
Naphtha Canister (1)	3gc	10	Scarce
Small Cannonball (1)	5gc	15	Scarce
Swivel gun Shot (10)	10s	10	Scarce
Torpedo (1)	15gc	20	Very Rare
Warpstone Shot (10)	1/5 wt	10	Very Rare
Warpdust (per shot)	1/30 wt	1	Very Rare
Warpnaphtha Canister	5wt	10	Very Rare

Armor

Name	Body-Parts	Traits	AP	Enc	Availability	Cost (gp)	Layer Code	Examples
Under-layer								
Padded Coif	Head	-	1	5	Common	2	A	-
Arming Doublet	Body, Arms	-	1	30	Common	8	A	-
Padded Jerkin	Body	-	1	20	Common	5	A	-
Padded Jack	Body, Arms, Legs	-	1	45	Common	13	A	Gambeson
Arming Hose	Legs	-	1	15	Average	5	A	-
Hide Armor	Body, Arms, Legs	Hindering, Restrictive	2	80	Scarce	15	B, C, D, E, F	-
Over-layer								

Helm	Head	-	1	10	Average	5	B	Morion, Kettle Hat
Helm w/ Face Protection	Head	Impairing	2	20	Scarce	10	B	Houndskull, Great Helm
Bevor	Head	-	1	10	Scarce	5	C	Gorget
Full Helm	Head	Impairing	4	30	Rare	20	B, C	Armet, Closehelmet
Breastplate	Body	-	1	40	Scarce	25	B	-
Back plate	Body	-	1	40	Scarce	25	C	-
Plackart	Body	Restrictive	1	20	Rare		D	
Faulds	Body	Restrictive	1	15	Rare	10	E	-
Brigandine	Body	Restrictive	2	60	Average	60	B, C, D, E	Coat of Plates
Fur/Scale Mantle	Head, Body, Arms, Legs	Cloak	3	25	Average	15	G	-
Gauntlets	Arms	-	1	5	Scarce	15	B	Mitten
Vambraces	Arms	Restrictive	1	10	Average	10	C	-
Rerebraces	Arms	Restrictive	1	10	Rare	15	D	-
Pauldrons	Arms	-	1	5	Average	5	E	Spaulder, Munnions
Sabatons	Legs	Hindering	1	25	Scarce	20	B	-
Greaves	Legs	-	1	20	Average	10	C	Schynbauld
Cuisses	Legs	-	1	25	Average	20	D	-
Tassets	Legs	Hindering	1	15	Rare	10	E	Faulds, Tonlet
Mail Coif	Head	-	1	5	Average	5	D	Aventail, Pixane
Hauberk	Body, Arms	Restrictive	1	50	Average	30	F	-
Plated Mail	Body	-	2	180	Scarce	25	B, C, D, E, F	Scale/Lamellar Hauberk
Byrnie	Body	-	1	40	Average	15	F	-
Mail Sleeves	Arms	Restrictive	1	10	Average	15	F	-
Chausses	Legs	Hindering	1	15	Scarce	10	F	Mail Skirt
Ithilmar Coif	Head	-	1	5	-	-	D	-

Name	Location	Quality	AP	Cost	Availability	Enc	Group	Upgrade
Ithilmar Hauberk	Body, Arms	-	1	25	-	-	F	-
Ithilmar Scale-mail	Body	-	2	90	-	-	B, C, D, E, F	-
Ithilmar Byrnie	Body	-	1	20	-	-	F	-
Ithilmar Sleeves	Arms	-	1	5	-	-	F	-
Ithilmar Chausses	Legs	Hindering	1	15	-	-	F	Ithilmar Skirt
Mounts								
Under-layer								
Caparison	Head, Body, Legs	-	1	100	Scarce	30	A	-
Over-layer								
Mail Barding	Head, Body, Legs	-	1	180	Rare	60	B	-
Scale Barding	Head, Body, Legs	-	2	320	Very Rare	100	B, C, D	Lamellar/Plated Mail
Ithilmar Barding	Head, Body, Legs	-	1	90	-	-	B	-
Ithilmar Scale Barding	Head, Body, Legs	-	2	160	-	-	B, C, D	-
Crieniere	Head	-	2	85	Very Rare	100	C	-
Chanfron	Head	-	2	60	Rare	50	D	-
Croupiere	Body	Hindering	2	125	Very Rare	50	C	-
Peytral	Body	Hindering	2	125	Very Rare	100	D	-
Leg Guards	Legs	-	2	60	Very Rare	100	B	-
Heavy Leg Guards	Legs	Hindering	4	120	Very Rare	200	B	-

Traits

Armor Piercing	Attacks from Armor Piercing weapons count their base damage as a step higher (to a minimum of 4) for the purposes of determining how much AP points they ignore.
Balanced	When wielding a Balanced weapon in your secondary hand, you don't suffer the normal −20% penalty to your Weapon Skill.
Bomb	Bombs must be placed (which makes attack rolls unnecessary) or thrown. A bomb's fuse can be cut to various lengths (1 round or 10 second increments).

Brace	You may brace a Firearm on this weapon. When braced, the firearm suffers no penalties from being fired at Long Range. Shooting at Extremely Long Range still suffers the same penalties.
Brace Yourself	This weapon cannot be used if the character moved in the round.
Buckler	Against ranged or melee attacks that the bearer is aware of, the character counts as having +1 Armor Point on all body parts. If they would normally have 5 Armor Points on a body part without the buckler then the buckler grants +2 Armor Points on the body part, for a total of 7.
Charge	When used on a turn that the user didn't charge, this weapons damage is reduced to SB.
Cloak	The AP bonus from this Armor only applies against ranged attacks that the target is aware of.
Dangerous	On an attack roll of 89-94, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 95-00, the weapon explodes, inflicting a Damage 10 hit on the wielder and destroying itself in the process. Best quality weapons that would normally have this trait are Unstable instead. Poor quality weapons that would normally have this trait explode on an attack roll of 87-00 and jam on an attack roll of 84-86.
Defensive	You gain a +10% bonus on parry attempts while wielding a Defensive weapon.
Devastating	This rule is accompanied by a number in brackets. After the number of wounds inflicted is modified by armor and toughness, the number of wounds is then multiplied by the number in brackets, rounded up.
Fast	Enemies suffer a -10% penalty when trying to parry or dodge a Fast weapon.
Flame	This weapon has a fire component and all the associated effects that come with it (usually none, but there are special cases such as regenerating enemies).
Heats Up	When making a Swift Attack with this weapon after the first D6 rolled, you can now decide whether to stop or to roll an additional D6 and repeat the process up to a maximum of 6D6. If you roll a double (any duplicate of one of the numbers previously rolled) the Ratling Gun has suffered a misfire, no further dice are rolled for the number of shots and the wielders must roll a percentile die. On a 01-17, the mechanism loses power, inflicting Damage 2 hits instead of Damage 4. On a 18-66, the gun spins wildly, making D6 shots against every group of characters within 6 yards (3 squares) of each other. On a 67-00 the gun explodes, dealing a Damage 10 hit to every operator.
Heavy Charge	When used on a turn that the user didn't charge, this weapon's damage is SB and it has the Unwieldy (3) and Slow (2) traits.
Hindering	Armor with this trait cause a -1 penalty to Movement. Multiple instances of this rule do not stack.
Impact	If you hit with an Impact weapon, you may roll two d10 for damage and pick the higher result.
Impairing	Full Helms and Helms with Face Protections cause a -10% penalty to all perception tests while worn. If the helm has a visor, it can be flipped up. When flipped up, the character no longer suffers a penalty to perception but reduces the AP value on their head by 1.

Magazine	Weapons with this trait have a number in brackets next to the Magazine Trait. This indicates how many shots the weapon can hold. The weapon can fire these many shots without needing to reload and despite not having Reloading be a free action, it can be used to make Swift Attacks. When the weapon gets reloaded, it restores one shot to its magazine rather than being fully loaded.
Magical	Attacks from this weapon are magical.
Move and Fire	In exchange for a -15% penalty to the To Hit rolls, a wielder of this weapon can choose to move before making a Swift attack with this weapon.
Multi-shot	A ranged weapon without this trait cannot be used to make Swift attacks. If a swift attack is made with this weapon, it fires several shots equal to the number in brackets (if the brackets has a range of numbers then choose how many are fired) as long as the reloading is a free action, or the Magazine has enough rounds. If two Pistol weapons are carried, they double the number of shots they can fire with a Swift attack or gain the Multi-shot (2) trait rule if they can't.
Pavise	To use a Pavise, the warrior props it in front of him. The Pavise only protects against attacks coming from the direction that it has been propped. A character protected by the Pavise gains +4 Armor Points on every body part against attacks coming from the direction the Pavise is placed in. However, in hand-to-hand combat, a Pavise offers no additional protection. A pavise can't be used while mounted.
Pierce	If this weapon slays the target it hits, it keeps moving, striking the character in front of the missile up to 20 yards from the first victim. Each victim slain reduces the base damage value of the shot by 1.
Pike Stance	Weapons with this trait can make melee attacks against targets at a distance, 6 to 2 yards (3 to 1 spaces) away for pikes and up to two to zero yards (1 to 0 spaces) for spears. If there is an ally between you and the target, you may only make one attack with a Standard Attack. When armed with a weapon with this trait, users can make a special action called a Pike Stance: Pike Stance (Free Action): You ground your weapon and wait for an opponent to approach you (usually with a charge attack action). When an opponent engages you in Close Combat, but only if they approach you from the front, they gain the Slow weapon trait if they don't already have it.
Poison Gas	When this item shatters, it releases a cloud of poison gas. Any creature caught in the cloud must succeed on a Challenging (−10%) Toughness Test if it came from a Poison Wind Globe or an Average (+0%) Toughness Test if it came from a Poison Wind Mortar. Failure means the victim takes a Damage 4 hit that ignores armor and Toughness Bonus that comes from toughness itself.
Precise	When using a Precise weapon, the Critical Value of any Critical Hits is increased by 2.
Pummeling	You gain a +10% bonus to your Strength when using the Strike to Stun talent.

Puncturing	This weapon ignores all armor if the foe is grappled, prone or unaware. When armed with a weapon with the Puncturing trait and grappling an opponent, the character can attack with the weapon as a Full Action.
Quick Shot	A weapon with the Quick Shot trait can be used for Reaction Fire against enemies closer than half their charge distance. Using this weapon grants the benefit of aiming even if the character moved in the round. Lastly, a character moves into close combat or charges may also make a free Standard Attack or Swift Attack with this weapon before resolving their melee attacks.
Quick Strike	Wielding a weapon with the Quick Strike trait in close combat means that your turn comes in the first Close Combat turn order rather than the second. In addition, if you ever use a weapon with the Quick Strike trait to attack an opponent who would normally take their Close Combat turn after you, then you must also re-roll unsuccessful rolls to strike your opponent. Usually, only magical effects or magic items grant this trait.
Restrictive	Armor with this trait causes a -10% penalty to Agility. Best quality armor inflicts a -5% penalty instead and Poor-quality armor inflicts a -15% penalty instead. Multiple instances of this rule do not stack. If a character is wearing pieces of varying quality, always inflict the worst one.
Rotary	If a Swift attack is made with this weapon, the wielder counts as having aimed before firing it.
Shield	Against ranged or melee attacks that the bearer is aware of, the character counts as having +1 Armor Point on all body parts. If they would normally have 5 Armor Points on a body part without the shield then the shield grants +2 Armor Points on the body part, for a total of 7.
Shrapnel	Whenever this weapon is fired, roll a dice corresponding to what's in brackets, that's the number of shots fired. Roll to hit for each shot individually. Shots can be divided between multiple targets if all targets are within 6 yards (3 squares) of each other. Only the first shot counts for the purposes of traits such as Unreliable, Unstable and Dangerous. The weapons ammo requirements for each time it can fire are equal to the maximum number of shots it can fire.
Slow	Wielding a Slow weapon in close combat means that your turn comes in the third Close Combat turn order rather than the second. In addition, if you ever use a Slow weapon to attack an opponent who would normally take their Close Combat turn before you, then you must also re-roll successful rolls to strike your opponent and your opponent can re-roll failed Dodge Blow tests. A ranged weapon with this trait cannot be fired as Reaction Fire.
Snare	A weapon with this quality is designed to entangle enemies. On a successful hit, the target is trapped unless he succeeds on an Agility Test. If this test is failed, the target is restricted to free actions or actions that enable his escape, of which there are two. The target may attempt to break the bonds by making a Strength Test or wriggle free by making an Agility Test. These tests are Full Actions. If another character assists the entangled character (also a Full Action), the Difficulty improves to Routine. For as long as the character remains entangled, attacks gain a +20% bonus to WS or BS as appropriate to the attack.

Special	See weapon description for additional special rules.
Swift Strike	Wielding a weapon with the Swift Strike trait in close combat means that your turn comes in the first Close Combat turn order rather than the second. In addition, if you ever use a weapon with the Swift Strike trait to attack an opponent who would normally take their Close Combat turn after you, then you must also re-roll failed rolls to strike your opponent and your opponent must re-roll successful Dodge Blow tests.
Template (Round)	When a Template item is used or thrown, the wielder makes a BS Test as normal. But if the attack roll misses, roll 1d10 and consult Table 4–1: Bomb and Incendiary Miss Locations (Old World Armory). On a roll of a 1, the explosive is a dud. On a roll of a 10, the weapon misfires and explodes or strikes the wielder dealing damage to all within the area of the template radius. On a result of 2-9, roll another 1d10, with the result as the number of yards away from the target that the template lands. Furthermore, if the BS Test fails more than 30%, and it uses the tiny template, there is no roll for a miss location; the bomb falls at the wielder's feet. Template weapons use a small (6-yard radius), large (10-yard radius) or cone shaped (16 yards long). The large and small template deals half damage that doesn't have Devastating to whichever character isn't within 1 yard (same square) of the template center. If the template weapon is Unreliable or Unstable, Jam results are the explosive being a dud while Explodes results center the template over the character firing it which deals regular damage. Cone template weapons roll as if attacking for the purposes of the weapon being Unreliable, Unstable or Dangerous and then are placed with the small end 1 yard (0 spaces) away from the firer and the long end away from the firer and then roll a 1d10, with the result x2 as the number of yards that the cone is moved away from the firer. If a Cone template weapon Explodes, place the Small template over the firer, which then deals regular damage.
Tiring	After the first round of melee, this weapons damage is reduced to SB.
Two-Handed	This weapon requires two hands to wield effectively. If ever wielded one-handed, it gains the Unwieldy, Slow and Tiring traits if a melee weapon and the Unwieldy trait if it is a ranged weapon. If it is a ranged weapon, it also automatically counts as firing at a range increment farther (short range becomes long range, long range becomes extreme range, cannot be fired at extreme range). If it already has these traits, does not roll To Hit, cannot be fired at long range or possesses a one-handed profile, the profile can never be used one-handed.
Unreliable	On an attack roll of 96-99, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 00, the weapon explodes, inflicting its normal damage on the wielder and destroying itself in the process. Best quality weapons lose this trait if they would normally have it. Poor quality weapons that would normally have this trait are Unstable instead.
Unstable	On an attack roll of 93-97, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 98-00, the weapon explodes, inflicting a Damage 8 hit on the wielder and destroying itself

	in the process. Best quality weapons that would normally have this trait are Unreliable instead. Poor quality weapons that would normally have this trait are Dangerous instead.
Unwieldy	Attacks made with this weapon suffer a -10% To Hit penalty.

Rule Changes

Armor Limit (Optional): Maximum limits on armor could be removed, resulting in a maximum of 7 AP on all body parts without magical improvement. It is HIGHLY recommended that the rules for encumbrance are used. Reaching this value without exceeding maximum encumbrance requires both a very strong character and many armor pieces being Best Quality which is unlikely unless the GM is extremely generous. If this option is used, Chaos Armor grants AP6 to all body parts instead of 5 and has an encumbrance value of 375 instead of 250.

Armor Piercing: All attacks will ignore an amount of armor based on the base damage they deal (i.e. before modifications from dice rolls, talents or traits rules). Positive bonuses from weapons count for this but negative penalties (except for Natural Weapons, Improvised Weapons and Unarmed attacks) do not. Since this makes the strength of large creatures more dangerous against armored targets, remove any traits of large creatures that grants their attacks the Impact or Armor Piercing traits:

Base Damage	4	5	6	7	8	9	10
AP Ignored	1	3	4	6	7	9	10

Armor Weight Classes: AP values of 1 are Light Armor, AP values of 2-3 are Medium Armor and AP values of 4 or higher are Heavy. For the purposes of career trappings, a wearer must reach the armor weight corresponding to their vanilla equipment. For example, if a career has Medium Armor (Sleeved Mail Shirt, Mail Coif, and Full Leather Armor) as part of its list of trappings, then they must instead have at least 2 AP on their head, body and arms and 1 AP on their legs.

Art of Silent Death: Unarmed attacks deal SB-1 damage and their negative penalty no longer counts towards armor ignored.

Attacking and Defending (Optional): The Dodge Blow skill and Parrying ability could be removed. Instead, to represent the differing skill level of opposing characters, attacks against an opponent are all opposed WS tests against the targets WS. The Fast characteristic grants a +10% bonus to attacks and the Defensive characteristic grants a +10% bonus to defend against attacks. Careers with Dodge Blow as a skill no longer require it to finish the skill and starting careers with Dodge Blow instead grant 100 extra experience for a character to spend as they see fit.

Attacks: Standard Attacks and Guarded Attacks make several attacks equal to half the characters Attacks characteristic (rounded up) when they are melee attacks. All Out Attacks make several melee attacks equal to the characters Attacks characteristic.

Best and Poor Quality: Best quality ranged weapons that only consist of the ammunition (Javelins, Throwing Knives etc.) grant a +10% bonus to BS when used instead of +5%. Poor quality ranged weapons that only consist of the ammunition inflict a -10% penalty to BS when used.

Chaos Armor: Chaos Armor is a full suit of armor covering all body parts. It grants an AP value of 5 to those body parts and fills all Layer Codes. The full set has an encumbrance value of 250. No version of Chaos Armor has the Restrictive or Hindering rules. Its helmet still has the Impairing trait, lacking a visor. Chaos Armor does not cause penalties to cast of any sort and cannot be removed upon being worn. Every week, the wearer must take a Willpower test. If failed, they are compelled to journey to the Chaos Wastes unless they have already made such a pilgrimage. If using the rules for armor damage, Chaos Armor does not suffer damage. It automatically repairs itself.

Charge Attacks: There are two types of charge attacks, one of which is a Full Action and the other a Half Action. The Half Action one makes a Standard Attack after the movement of the charge is resolved. The Full Action one makes a Swift Attack after the movement of the charge is resolved. Both still grant the +10% hit bonus.

Close Combat: When two enemies are within 1 yard (are in adjacent spaces) they count as being in Close Combat. Close combat has its own turn order that comes after the conventional turn order but otherwise functions identically. Everyone keeps the same Initiative value when they enter close combat. The Close Combat initiative step is further split into three more, for those who strike incredibly quickly, those who strike normally and those with a Slow weapon, in that order. If a character is outside of Close Combat, but then puts themselves into combat with their actions (such as through charging), they make their attacks once their turn in the Close Combat initiative step occurs. Even if a character has already taken their turn in the regular Initiative order, they may take another turn if engaged in Close Combat during their initiative step as long as they didn't Run in their turn. This extra turn may not be used to Cast, Disengage, Move, Reload, Use a Skill, Jump/Leap or Run.

Melee Combat Difficulty Bonuses:

- Outnumbering: Fighting in a melee where your opponent is outnumbered 2 to 1 or more makes hitting the opponent one difficulty step easier. Further outnumbering (such as 3 to 1) grants no further bonuses.
- Flank and Rear: Attacking an aware opponent in the flank makes hitting the opponent one difficulty step easier. Attacking an aware opponent in the rear makes hitting the opponent two difficulty steps easier.
- High Ground: Attacking an aware opponent from higher ground makes hitting the opponent one difficulty step easier.
- Mass: Cavalry count as 2 characters for the purposes of outnumbering. Creatures that would be Monstrous Infantry or Monstrous Beasts on the tabletop count as 3 characters for the purposes of outnumbering. If a creature that would be a Monstrous Beast is mounted, then the mount and rider count as 4 characters for the purposes of outnumbering. Shrines, Monsters, Chariots and

similar determine how many characters they count as for the purposes of outnumbering by dividing their maximum wounds by 8, rounding up and then subtracting 1.

Demi-lances: All instances of Demi-lances being in the trappings of a career are replaced with spears.

Dual Wielding: When wielding two weapons, if the offhand weapon is not a shield or buckler, then instead of granting a free parry, the character makes one additional attack when performing any of the Attack actions. The attacks must be divided between the two weapons at the wielder's choice, with at least one attack going to each of the user's weapons.

- The weapon in the users' primary hand must be a: Axe, Climbing Claws, Dagger, Eastern Longsword, Foil, Gauntlet, Improvised (Standard and Small), Mace, Military Pick, Morning Star, Natural Weapons, Punch Dagger, Rapier, Sword, Unarmed.
- The weapon in the users' secondary hand must be a: Axe, Buckler, Climbing Claws, Dagger, Eastern Longsword, Foil, Gauntlet, Improvised (Standard and Small), Polished Shield, Mace, Main Gauche, Military Pick, Morning Star, Natural Weapons, Punch Dagger, Rapier, Shield, Sword, Sword Breaker, Unarmed.

Fear: When a character is within 1 yard (adjacent space) of something that causes Fear on their turn, they must make a Willpower test. (The GM should assign easier or harder difficulties based on the mental training of the character or other effects present). If the test is failed, then WS is reduced to 10% unless the character's WS would normally be lower except when using a Free Parry from a shield, buckler or punch dagger and all tests except on WS become Very Hard (-30%) for the duration of the round as the character is overcome with Fear.

Fearless: The Fearless talent can be taken twice (only once per career however). Characters that take the Fearless talent twice have the Will of Iron talent.

Frenzy: Characters with the Frenzy talent can choose to enter a Frenzy at the beginning of a battle or enter a Frenzy if they ever gain the talent during a battle. Being in a Frenzy grants an additional Attack rather than the vanilla effect and you only have to move towards your opponent if your opponent is $12*2 + M*2$ yards away (use your mounts movement for this purpose if mounted) and you fail a Willpower test. On any round in which a Character in a Frenzy suffers more wounds in close combat than they inflicted, they are knocked out of the Frenzy and must have a spell, or some other effect inflicted on them to reenter Frenzy. Frenzied characters gain the Will of Iron rule though they must test for fear, terror and unsettling as normal if they are ever knocked out of their frenzy. A character subjected to an effect that causes them to enter a Frenzy if they fail a test may choose to automatically fail the test.

Grappling: When electing to maintain a grapple rather than perform any other action, the test to break free of the grapple becomes an opposed Strength test until the next turn.

Gromril: Melee weapons made of Gromril increase their base damage by 1 in the first round of combat, have a base rarity of Very Rare and cost 4 times as much. Gromril Plate Armor grants +1 AP to the point it protects if all the Layer Codes that it can cover are covered with Gromril armor. This can take the AP value of a Body Part above the limit of 5 AP. Gromril plate components also have double the Encumbrance value.

Grudge-Born Fury: You have a strong grudge against a specific group. Grudge-Born Fury is unusual in that it is not one talent but many. Each Grudge-Born Fury is a separate target of your animosity, with the target noted in parenthesis. For example, Grudge-Born Fury (Norscans) is different from Grudge-Born Fury (Goblinoids). When fighting the opponent that falls into the category of your Grudge-Born Fury you may re-roll all failed rolls to strike an opponent and opponents must re-roll all successful Dodge Blow tests for the first round where you are in combat with the target of your ire. Sometimes, temporary effects (or an extremely bellicose character) means that a character might have Gudge-Born Fury where there is no specifics in parentheses, in which they count every opponent as the target of their ire. Should the Grudge-Born Fury talent be gained during a combat, it treats the round it is gained as the first for the purposes of whether it is in effect or not.

Hypnotism: The use of the hypnotism skill against an unwilling target becomes an opposed Skill Test against the targets Willpower. Hypnotizing a willing participant makes the test 1 difficulty step easier.

Ithilmar: Melee weapons made of Ithilmar gain the Fast trait or an additional instance of the trait if they already have it.

Layer Codes: Each piece of armor has 1 or more layer-codes associated with it. Two pieces of armor with the same layer code cannot be worn on the same body part.

Long Range: The penalty for shooting at long range is reduced to -15%.

Magic:

> Casting: A casting character that knows Petty Magic (Arcane, Hedge or Chaos) chooses to roll several D10 up to their Magic characteristic +2. A casting character that knows Petty Magic (Divine) may roll up to three D10 to determine their casting number, regardless of their Magic characteristic. To compensate, the Magic Power familiar ability is removed.

> Casting Time: If a character that knows an Arcane, Dark, Witch or Divine Lore, then the character may do other actions while using the Channeling skill or casting spells, it is assumed that their training has progressed to the point where they can cast while doing other things. The time it takes to cast a spell essentially becomes how long it takes for the spell to take affect after casting has started rather than how long the character is inactive and vulnerable. Ritual magic still requires the caster to be inactive and vulnerable.

Casting with Armor: Armor causes a penalty to casting equal to the armor value of the most-armored body part. Protection that does not come from armor (such as scales) does not count towards this penalty. The Armored Casting talent instead removes the penalty from wearing armor when casting any spell.

Dispel: A character that knows an Arcane, Dark or Witch lore has the Dispel spell become a free action, it automatically benefits from Channeling when cast, they may use as many dice as they wish for the spell and it doesn't cause Tzeentch's Curse. They may attempt the Dispel spell whenever the casting time for a spell has passed exactly once and must match the dice roll of the caster to dispel the spell. Each spell may only have one Dispel attempt from a single wizard made on it when it is cast. If the spell has lasted longer than a round, a caster might attempt to Dispel it again on their turn, in which case they simply have to match the casting number of the spell rather than the roll that the spellcaster made.

Magic Resistance: Each 10% bonus to Willpower tests to resist the effects of magic that a character has also reduces the damage they take from spells that don't cause Willpower tests by 1. If both the Resistance to Magic and Resistance to Chaos talents are possessed, they combine to be greater than their parts, granting a 30% bonus to Willpower tests to resist the effects of magic. If a character with +10% bonuses to Willpower tests against magic can also cast spells, they gain a bonus to their casting rolls of the Dispel spell. The bonus is +2 for a 10% bonus, +3 for a 20-30% bonus and +5 for a 40% bonus. Magic Resistance will also spread to nearby allies, every friendly character within 1 yard (adjacent square) of a character with Magic Resistance gains that characters Magic Resistance. A character with this indirect Magic Resistance can also spread it. Any bonus to TB that does not include improving toughness itself (such as from Savage Orc War Paint) is not ignored by magic spells that ignore a targets Toughness Bonus.

Winds of Magic: The Winds of Magic are fickle. During a turn, the DM rolls a 2D6 to determine how many dice they can use to cast a spell or dispel a spell. Both dice, plus a number of D3-2 (minimum 0) rolls equal to their Magic characteristic are used to determine how many dice the character can use to cast. The highest dice, plus a number of D6-5 (minimum 0) rolls equal to their Magic characteristic are used to determine how many dice the character can use to Dispel.

Master Rune of the Adamant: The wearer of a suit of armor engraved with the Master Rune of the adamant grants the wearer a +50% toughness bonus unless they are testing against Diseases or Poison. This cannot take toughness above 100. If the wearer already has a toughness score above 50% then a half (rounded down) of the amount this takes the toughness over 100% goes into the characters wounds (for example, if a character with Toughness 60% dons a suit of armor with this rune, they gain 5 additional wounds).

Obsidian Armor: Plate armor components made of obsidian cost 20% more gc (rounded up to be a multiple of 5) and have an 8th more encumbrance (rounded up to be a multiple of 5). A character wearing Obsidian plate on every layer code that can be covered by plate has the Unsettling talent.

Parrying: Should the bonuses to Parrying cause parrying to be successful on a roll above 100 then the character can make two parries in a round instead of one. For example, if a WS 85 character is wielding a buckler and sword (+40% bonus), then they can make two parries a round instead of one. The first succeeds automatically while the second requires a percentile die roll of 25 or less to be successful. Wielding a shield or buckler in the offhand, as well as wielding an Eastern Longsword, Quarterstaff or Punch Daggers with arm protection (such as Ironfists and Pata's) has the Free Parry replaced with a boost to the characters toughness bonus of 1 (or 3 if wielding a buckler). Punch Dagger variants with arm protection like Ironfists and Pata's can be used to either gain an extra attack or increased Toughness bonus. Mounted, Frenzied or characters attacked to the side or rear do not gain the increased Toughness Bonus in any circumstances (they can still take the parrying stance as normal).

Pistols: Pistols can no longer be fired when engaged in melee combat. They can still be used as Improvised (small) weapons however or have a knife/dagger attached to be used as such in melee.

Ranged Attacks: The Aim action no longer benefits ranged attacks. If the character does not move on the turn, they make a Standard Attack in order to attack at range, the benefits of the Aim action (+10% or +15% chance to hit) are bundled into the attack. If a Standard Attack at ranged is made as the first half action a character takes in their turn, then the other half action cannot be spent on moving (the most likely course of action is to reload).

Reaction to Charges: When charged by an enemy, a character may elect to stay in place, Run or fire at the charging enemy. If they choose to Run, then they automatically make a Run move that must be away from the charging enemy. When charged by an enemy that isn't within half their charge range and possessing a loaded weapon, a character may make an attack action at the charging enemy as if it was their turn, either with a standard attack or swift attack, that suffers a -15% penalty to hit. If the wearer is on a Cavalry Mount or is a Humanoid Quadruped, they are not suffering any Movement penalties from encumbrance or from the Hindering trait and their Armor Points value on any body part is not higher than 3 (including shield and armor of mount), then they may make a disengage action after firing their weapon at the cost of a further -20% penalty to their hit chance (for a total of a -35% penalty).

Run Action: When using a Run action to move out of close combat, the opponent the character is running from can choose to immediately make an out of turn Charge action if they are not in close combat with anyone else. Characters that run out of close combat but move through any enemy can be attacked by said enemy.

Runefangs: A Runefang ignores all armor worn by a target struck and automatically counts every dice roll for damage as 10. The character making the attack still rolls for damage to determine if Ulric's Fury occurs.

Runic Magic: Armor runes are applied to the whole suit of armor worn (the rule of form still applies), except for the underlayer. If any pieces are missing or a non-underlayer component is added, the rune doesn't have any effect. The Rule of Mastery is changed to: "Master Runes are too powerful to be combined together. If an item is inscribed with a Master Rune, it can bear no other Master Rune. Runesmiths

refer to master runes as "jealous runes" for this reason.". In addition, the following runes may be applied multiple times with the effects stacking (the rule of three and the rule of mastery still apply):

- Rune of Cleaving
- Rune of Fire
- Rune of Fortitude
- Rune of Fury
- Rune of Iron
- Rune of Luck
- Rune of Speed
- Rune of Striking
- Rune of Warding

Sharpshooter: This talent increases the bonus from aiming to +15% instead of +20%.

Simplified Rules for Mounted Combat: Mounts come in three sizes, Standard, Large and Chariot/Monstrous. Standard mounts have up to 24 wounds, Large mounts have 25-37 wounds and Monstrous mounts have 38 or more wounds. When making an action, the mount can only attack in its turn and if it can't attack does nothing, the rider uses the mounts movement for the purposes of all movement, taking Ride or Drive tests as appropriate. Whether it's the rider or mount that is attacked, the rider's Dodge Blow and Parrying ability is used to defend.

- Standard Mounts: A character on a Standard Mount is always the one attacked. They may use the Mounts TB and W if it is higher (keep track of wounds lost, for example if a character with 14 max wounds loses 17 wounds while on a horse and then dismounts they'll have 0 wounds remaining rather than -3). If killed, the mount always flees the field. If the mount has relatively equal or more Armor Points than the rider, the rider adds 1 to their Armor Points on all hit locations. If they are also protected by a shield, they add 2 to their Armor Points on all body parts. Should the mounts armor come entirely from worn equipment and no components of their armor is Ithilmar, they suffer a -1 penalty to movement if the rules for encumbrance are being used, even if not overburdened unless they are a Bretonnian steed (which has its Movement reduced to 8). Reduce the Toughness of horses (ponies and daemonic mounts are considered horses) by 10% (also decreasing TB by 1, horses are more fragile than they look), except for Nightmares. Reduce the number of wounds of Destriers, Elven Steeds, Chaos Steeds and Bretonnian Steeds by 2. The Natural Weapons of horses and their derivatives are weak except for Pegasi and Nightmares.
- Large Mounts: A Large Mount is always the one attacked. The mount may use the rider's TB-1 if that is higher. If killed, the rider is assumed to have been pinned underneath the mounts bulk and will need to either pass a Very Hard (-30%) strength test or receive assistance to stand up. The mount will use the lowest Armor Point value of the rider. If the mount has relatively equal or

more Armor Points than the rider, the rider adds 1 to their Armor Points on all hit locations, which by relation, increases the armor of the mount. If they are also protected by a shield, they add 2 to their Armor Points on all body parts. Should the mounts armor come entirely from worn equipment, they suffer a -1 penalty to movement if the rules for encumbrance are being used, even if not overburdened. If a rider of a Large Mount carries a shield, then the mount benefits from the shield as well. In addition, riding such a Frightening creature bolsters the courage of the rider and thus, the rider has the Fearless trait when doing so.

- Chariot/Monstrous Mounts: Melee attacks are directed at either the Chariot/Mount or Rider at the attacker's choice before any rolls are made. Ranged attacks roll a D3. Rolls of 3 hit (one of) the Riders. Rolls of 1 or 2 hit the Chariot/Mount. If any element of a Chariot has the Frightening talent, then the riders and beasts pulling it have the Fearless trait. If riding a Monstrous Mount, the rider has the Will of Iron trait, so invincible he will feel from having such a beast under him.

Specialist Weapon (Bow): All instances of Specialist Weapon (Longbow) are replaced with Specialist Weapon (Bow).

Specialist Weapon: The following careers add Specialist Weapon (Bow or Crossbow) to their list of talents: Explorer, Marine, Mercenary, Outlaw Chief, Outrider. The following careers add Specialist Weapon (Bow) to their list of talents: Wrecker, Steppes Nomad, Outlaw, Militiaman, Kislevite Kossar, Horse Archer, Faceless, Carcassonne Shephard, Battle Pilgrim. The following careers add Specialist Weapon (Crossbow) to their list of talents: Bounty Hunter, Ferryman, Rune-bearer, Sewer Jack, Shield-breaker, Toll Keeper. The following careers add Specialist Weapon (Throwing) to their list of talents: Marauder, Whaler, Winged Lancer. NPCs with Bows, Short-bows, Crossbows or Javelins gain the relevant Specialist Weapon as a talent, so they can effectively use it.

Strike to Stun: If an attack is successful and the player chooses to Strike to Stun, they make an Opposed Strength Test of their Strength against the opponents Toughness. Each piece of armor that the target character has covering their head (except for the bevor) grants a +10% bonus to their Toughness for the purposes of this test. A successful Strike to Stun against an opponent at zero wounds automatically inflicts effect #7 on the Critical Effect - Head table.

Sturdy: This talent instead allows the wearer to ignore the Hindering trait of any piece of armor if not using the rules for encumbrance.

Sure Shot: This talent is removed. All cases where a character can take Sure Shot instead gets replaced with Sharpshooter.

Terror: Creatures with the Terrifying talent only cause someone to test for Terror when they charge someone. All effects are unchanged. At all other times, a creature with the Terrifying talent causes Fear. Terror from the environment or similar is unaffected.

Thorns: The Thorns mutation gives you the Natural Weapons talent instead of improving your unarmed attacks.

Trait Stacking: If there is a set of brackets with a number next to the trait, then the trait takes effect multiple times.

Unstoppable Blows: This trait is replaced with the following: Characters with the Unstoppable Blows trait inflict D3 additional Damage SB hits in melee combat. These hits do not benefit from any traits that the character has such as Impact or Armor Piercing and have the Slow trait. In addition, they cannot be used against mounted characters (which include characters that count as mounted such as Centigors or Bull Centaurs) or characters Ogre sized or larger (usually meaning that the characters has 24 or more wounds base).

Ward Saves: Some characters have a bonus to their TB such as a Savage Orc wearing War Point counting their TB as one higher. These are used to represent Ward Saves. The various bonuses can stack, but not above 4 (so wearing a magic item that increases TB by 4 and savage orc war paint only increases TB by 4 for example). The TB from wielding a shield of some sort does not count as a Ward Save.

Reasons for Changes

Armor Variety: Pure leather armor is a myth; cloth was instead used and quite effectively for a long time. Plate Armor had a variety of parts as well, this new system better represents historical armor and the armor worn by Games Workshop models. The homebrew that this was based on had Mail and all forms of plate be mutually exclusive. This is also inaccurate as mail and plate were used in combination for a decent period though as development went on, the Mail was phased out more and more as plate articulation became more advanced. Nonetheless, though full plate wasn't combined with full mail due to weight constraints, in a world filled with giant monsters, large beasts and large humanoids, some people would surely decide that the weight is worth the increased protection, so I've given that option to players and GMs. An incredibly strong character with many parts of their armor being well-crafted armor would be needed to do this without exceeding the encumbrance limits.

Attacks: For players who prefer to fight defensively, I've made there be a benefit for having an attacks characteristic of 3 or above. The change to All Out Attacks was added so that there is reason to use it instead of making a Swift Attack.

Casting Rolls: Some spells have a casting value so high that the only way to have a decent chance of successfully casting the spell is to have your Magic characteristic at maximum, use an ingredient and Channel and even then, the odds are still against the caster. Because of that, I've increased the number of dice that can be put into a spell. More dice means Tzeentch's Curse is more likely, so it should be balanced. The change also means that increasing the Magic Characteristic immediately is no longer mandatory, making it possibly worthwhile to put it off in favor of more spells, skills, talents and advances. Divine magic is unaffected by this since the maximum casting value that divine magic spells have is 20, which, when combined with channeling and ingredients, means there is a decent chance of success. Being able to use up to three dice and no more also helps differentiate divine and regular magic in a fluff accurate way.

Dual Wielding: The only offhand weapons that synergize with the free parry granted by wielding two weapons are shields, bucklers, main gauche and punch daggers. I've changed that rule so that there is reason to use other weapons in the offhand.

Frenzy: Other than the Willpower bonus, Frenzy doesn't have any effect on the combat effectiveness of a Frenzied individual as the +10% bonus to Strength is offset by the -10% bonus to Weapon Skill so making it grant an additional attack instead means that Frenzied characters become far more offensively potent. The inability to parry means that a Frenzied character becomes a glass hammer.

Gromril and Ithilmar: I've doubled the encumbrance values for these armors since the book says that armor made of these are always Best Quality which I'm assuming has been factored into the given encumbrance values. This allows for Ithilmar and Gromril armor of inferior quality such as being cobbled together from other suits, shoddily refitted for someone else or unearthed after being left to rust for centuries. Feel free to correct me.

Gunpowder Weapons: Gunpowder weapons are prohibitively expensive, for example, a Firearm costs 12 times as much as a Crossbow despite both being equipment of the core of entire armies. I've dropped the cost of firearms to a 10th of the vanilla cost and reduced the rarity to most of them. Not enough so that they are more common than crossbows but slightly costlier and less available to represent the higher technology base required. Since Repeater Crossbows are a staple of the Dark Elves and Cathay (if you ever decide to go there) I have halved the cost of those. Lastly, I see no reason that Long Rifles or Repeater weapons would be more dangerous to use than their conventional counterparts, so I have replaced Experimental with the more generic Unstable rule, to represent weapons that are dangerous to use but might not even be experimental weapons.

Mounted Rules: Simplified the mount rules based on the tabletop.

Multi-Shot: The fire rate of a weapon and the number of melee attacks a character can make should not be connected so I've made weapons have a specific number of shots fired when making Swift attacks, based on the number of shots the weapon can fire in a single phase on the tabletop.

Rune Magic: The armor runes system seems to only consider the simplest versions of the armor rules where the only sets are Full Leather, Full Mail, Full Ithilmar Mail, Full Gromril Plate and Full Plate. For example, RAW, one could apply the Master Rune of the Adamant to all the plate and mail components of their armor to gain absurd toughness or other overpowered combinations. Making it that a rune must be applied to the entire suit and only works if the entire suit is together will prevent this major problem. I've also made it that certain runes can be stacked multiple times since that has always been possible on the tabletop.

Skaven Equipment: The Skaven have many unique equipment that they can use but several things such as Things-Catchers, Rat Claws and Smoke Bombs can feasibly be made by other species, probably even more effectively than Skaven-built versions. The pattern appears to be that 1wt is of similar cost to 5gc so that's what I have done, with a few exceptions.

Specialist Weapon Groups: I don't quite understand why Short bows, Bows, Crossbows and Javelins do not fall under appropriate Specialist Weapon talents and are instead Ordinary weapons that anyone can pick up and use effectively. Because of that, I've changed their Groups and added access to the required talents for their use to careers and NPC's that have these as trappings.

Weapon Ranges and Damage: This is to more closely approximate the tabletop. 1 square of range roughly corresponds to 1" of range and many throwing weapons are incredibly weak even though they should, by all logic, hit as hard or harder than arrows due to a heavier mass, this being offset by having half or less the range of such weapons. In many cases, the harder hits due to using a two-handed weapon are represented by Impact instead of a Strength bonus. By replacing this trait with an increase to damage, the weapons should still regularly deal the same damage, just less affected by the whims of the ~~dark~~ dice gods.

Weapon Variety: All weapons described in the Old-World armory have been added here, including differentiating the various forms that hand weapons and great weapons can take. In addition, Improvised and Natural weapons have gained variety. Hitting someone with a broken door, boulder or equally large implement should be very different from hitting someone with a glass bottle. However, all Improvised Weapons have been given traits that make them far poorer as weapons than a dedicated instrument of killing in roughly the same mass class.