

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc	
Maximum Enc Capacity		= S × 10				Total Enc			

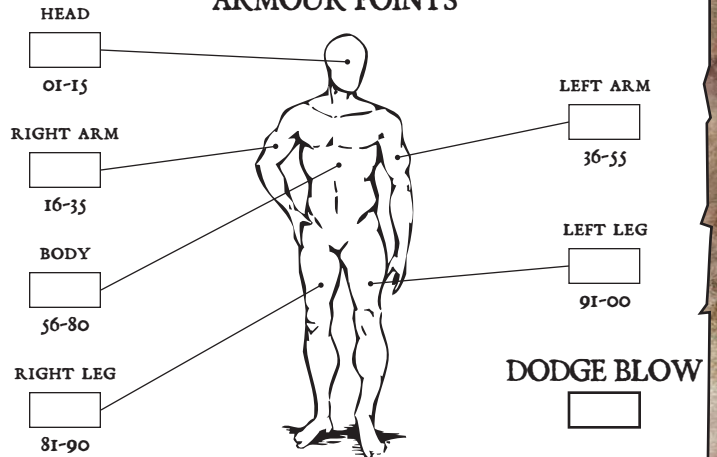
WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS



MOVEMENT

ARMOURD MOVE/		CHARGE		RUNNING		STANDING	
M	M	DISENGAGE	ATTACK	LEAP	LEAP	LEAP	FLYING
= M×2		= M×4		= M×6		= M+SB = (M+SB)÷2	
HAMPERED MOVEMENT				STANDARD MOVEMENT			
YARDS PER MINUTE				YARDS PER MINUTE			
MILES PER HOUR				MILES PER HOUR			

WOUNDS

COMBAT SCORES	WS	BS	AG
	SB	TB	FP

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

MONEY & TREASURE

GOLD CROWNS (gc) —	OTHER TREASURE —
SILVER SHILLINGS (s) —	
BRASS PENNIES (p) —	

