

## Melee Weapons

| Name                     | Cost         | Enc | Damage | Group      | Qualities                                            | Availability | Examples                   |
|--------------------------|--------------|-----|--------|------------|------------------------------------------------------|--------------|----------------------------|
| Axe                      | 6gc          | 45  | SB     | Ordinary   | Impact, Unwieldy                                     | Common       | Bearded Axe                |
| Bardiche                 | 20gc         | 100 | SB+1   | Two-Handed | Two-Handed, Impact, Special                          | Scarce       | Berdysh                    |
| Braystaff                | -            | 60  | SB     | Two-Handed | Two-Handed, Defensive, Impact, Slow                  | -            | -                          |
| Buckler                  | 2gc          | 10  | SB-2   | Parrying   | Balanced, Defensive (2), Pummeling                   | Average      | Adarga, Targe              |
| Climbing Claws           | 2wt/<br>10gc | 10  | SB-1   | Ordinary   | Special                                              | Scarce       | Rat Claws, Climbing Spikes |
| Comet-Flail              | 20gc         | 95  | SB+2   | Flail      | Two-Handed, Tiring, Unwieldy, Fast, Impact, Special  | Rare         | -                          |
| Dagger                   | 1gc          | 10  | SB-1   | Ordinary   | Balanced, Puncturing                                 | Common       | Dirk, Stiletto             |
| Eastern Longsword        | 50 gc        | 50  | SB     | Ordinary   | Balanced, Defensive, Fast                            | Very Rare    | Katana, Changdao           |
| Eastern Longsword (2H)   | -            | -   | SB     | Two-Handed | Two-Handed, Armor Piercing, Defensive, Fast, Precise | Very Rare    | -                          |
| Elven Spear              | -            | 50  | SB     | Ordinary   | Fast, Armor Piercing                                 | Very Rare    | -                          |
| Elven Spear (2H)         | -            | 50  | SB     | Two-Handed | Two-Handed, Fast, Precise, Armor Piercing            | -            | -                          |
| Elven Spear (Mounted)    | -            | 50  | SB+1   | Cavalry    | Fast, Armor Piercing, Charge                         | -            | -                          |
| Elven Spear (Mounted 2H) | -            | 50  | SB+1   | Cavalry    | Two-Handed, Fast, Precise, Armor Piercing, Charge    | -            | -                          |
| Flail                    | 15gc         | 95  | SB+2   | Flail      | Two-Handed, Tiring, Unwieldy, Fast, Impact           | Scarce       | -                          |
| Foil                     | 18gc         | 40  | SB-1   | Fencing    | Fast, Precise                                        | Rare         | -                          |
| Gauntlet                 | 1gc          | 1   | SB-1   | Ordinary   | Pummeling                                            | Common       | Cestus, Knuckles           |
| Great Axe                | 24gc         | 200 | SB+2   | Two-Handed | Two-Handed, Slow, Impact                             | Average      | -                          |
| Great Mace               | 18gc         | 300 | SB+2   | Two-Handed | Two-Handed, Slow, Pummeling (2)                      | Scarce       | Warhammer                  |

|                          |              |     |      |            |                                       |         |                                                   |
|--------------------------|--------------|-----|------|------------|---------------------------------------|---------|---------------------------------------------------|
| Great Pick               | 25gc         | 200 | SB+2 | Two-Handed | Two-Handed, Slow, Armor Piercing (2)  | Scarce  | Mattock                                           |
| Great Sword              | 35gc         | 280 | SB+2 | Two-Handed | Two-Handed, Slow, Defensive           | Average | Claymore                                          |
| Great Sword (Half-Sword) | -            | -   | SB   | Two-Handed | Two-Handed, Armor Piercing, Precise   | -       | -                                                 |
| Great Sword (Mordschlag) | -            | -   | SB   | Two-Handed | Two-Handed, Armor Piercing, Pummeling | -       | -                                                 |
| Improvised (Heavy)       | -            | 300 | SB+2 | Two-Handed | Two-Handed, Slow, Tiring, Unwieldy    | -       | Door, Boulder, Wagon Wheel                        |
| Improvised (Medium)      | -            | 200 | SB+1 | Two-Handed | Two-Handed, Slow, Unwieldy            | -       | Scythe, Pitchfork, Shovel, Crowbar                |
| Improvised (Standard)    | -            | 80  | SB   | Ordinary   | Unwieldy                              | -       | Frying Pan, Chair Leg, Sickle                     |
| Improvised (Small)       | -            | 20  | SB-1 | Ordinary   | -                                     | -       | Brick, Pistol, Tongs, Spade                       |
| Khopesh                  | 10gc         | 50  | SB+1 | Ordinary   | Slow                                  | Rare    | -                                                 |
| Lance                    | 4gc          | 100 | SB+2 | Cavalry    | Impact, Fast, Heavy Charge            | Rare    | -                                                 |
| Lance (2H)               | -            | -   | SB+2 | Cavalry    | Impact, Fast, Heavy Charge            | -       | -                                                 |
| Mace                     | 7gc          | 70  | SB   | Ordinary   | Pummeling                             | Common  | Hammer, Club                                      |
| Main Gauche              | 4gc          | 15  | SB-2 | Parrying   | Balanced, Defensive, Puncturing       | Scarce  | -                                                 |
| Man Catcher              | 7wt/<br>35gc | 170 | SB   | Two-Handed | Two-Handed, Snare                     | Scarce  | Sasumata, Things-Catcher                          |
| Military Pick            | 9gc          | 65  | SB   | Ordinary   | Armor Piercing                        | Scarce  | Crowbill                                          |
| Morningstar              | 15gc         | 60  | SB+1 | Flail      | Impact, Tiring, Unwieldy, Fast        | Scarce  | Nunchaku                                          |
| Horns/Tusks              | -            | -   | SB+1 | Ordinary   | Charge, Impact                        | -       | -                                                 |
| Natural Weapons (Strong) | -            | -   | SB   | Ordinary   | -                                     | -       | Claws, Carnivore Teeth, Large Tail, Crushing Mass |
| Natural Weapons (Weak)   | -            | -   | SB-1 | Ordinary   | -                                     | -       | Talons, Horns, Herbivore Teeth, Beak, Tusks       |
| Pike                     | 20gc         | 200 | SB   | Two-Handed | Fast, Special                         | Average | -                                                 |

|                    |         |     |      |            |                                                     |           |                               |
|--------------------|---------|-----|------|------------|-----------------------------------------------------|-----------|-------------------------------|
| Plague Censer      | 10wt    | 85  | SB+2 | Flail      | Two-Handed, Tiring, Unwieldy, Fast, Impact, Special | Rare      | -                             |
| Polearm (Swing)    | 15gc    | 175 | SB+1 | Two-Handed | Two-Handed, Impact                                  | Common    | Halberd, Bill, Glaive, Voulge |
| Polearm (Stab)     | -       | -   | SB+1 | Two-Handed | Two-Handed, Fast, Precise                           | -         | -                             |
| Polished Shield    | 20gc    | 50  | SB-1 | Ordinary   | Defensive, Pummeling, Special                       | Scarce    | -                             |
| Quarterstaff       | 3s      | 50  | SB   | Ordinary   | Two-Handed, Defensive, Pummeling                    | Plentiful | -                             |
| Punch Dagger       | 1wt/5gc | 15  | SB-1 | Ordinary   | Balanced, Defensive                                 | Average   | Pata, Katar, Ironfist, Ulu    |
| Rapier             | 18gc    | 40  | SB   | Fencing    | Fast                                                | Scarce    | -                             |
| Shield             | 10gc    | 50  | SB-1 | Ordinary   | Defensive, Pummeling, Special                       | Common    | -                             |
| Spear              | 10gc    | 50  | SB   | Ordinary   | Fast                                                | Common    | -                             |
| Spear (2H)         | -       | -   | SB   | Two-Handed | Two-Handed, Fast, Precise                           | -         | -                             |
| Spear (Mounted)    | -       | -   | SB+1 | Cavalry    | Fast, Charge, Impact                                | -         | -                             |
| Spear (Mounted 2H) | -       | -   | SB+1 | Cavalry    | Two-Handed, Fast, Precise, Impact                   | -         | -                             |
| Sword              | 14gc    | 50  | SB   | Ordinary   | Defensive                                           | Common    | Cutlass, Tulwar               |
| Sword-Breaker      | 5gc     | 40  | SB-2 | Parrying   | Balanced, Special                                   | Scarce    | -                             |
| Tail Weapon        | 2wt     | 5   | SB-1 | Ordinary   | Fast, Special                                       | Common    | -                             |
| Unarmed            | -       | -   | SB-2 | Ordinary   | -                                                   | -         | -                             |

### Missile Weapons

| Name    | Cost    | Enc | Damage | Group   | Qualities | Range | Reload | Availability |
|---------|---------|-----|--------|---------|-----------|-------|--------|--------------|
| Blowgun | 2wt/2gc | 10  | 2      | Blowgun | -         | 12/24 | Half   | Very Rare    |

|                          |      |     |      |              |                                                  |       |         |           |
|--------------------------|------|-----|------|--------------|--------------------------------------------------|-------|---------|-----------|
| Blunderbuss              | 7gc  | 50  | 3    | Gunpowder    | Two-Handed, Armor Piercing, Shrapnel, Unreliable | 24/-  | 3 Full  | Average   |
| Bola                     | 7s   | 20  | 1    | Entangling   | Snare                                            | 6/12  | Half    | Scarce    |
| Bomb/Grenade             | 8gc  | 20  | 6    | Explosive    | Unreliable, Special                              | 4/20  | Full    | Rare      |
| Bow                      | 10gc | 80  | 3    | Ordinary     | Two-Handed                                       | 24/48 | Half    | Common    |
| Crossbow                 | 25gc | 120 | 4    | Crossbow     | Two-Handed                                       | 30/60 | Full    | Average   |
| Crossbow-Pistol          | 35gc | 25  | 4    | Crossbow     | -                                                | 15/30 | Full    | Rare      |
| Duck-Foot                | 50gc | 30  | 4    | Experimental | Unstable, Impact, Special                        | 15/-  | 4 Full  | Rare      |
| Elven Bow                | 70gc | 75  | 3    | Longbow      | Two-Handed, Armor Piercing, Precise              | 30/60 | Half    | Very Rare |
| Firearm                  | 30gc | 60  | 4    | Gunpowder    | Two-Handed, Impact, Unreliable                   | 24/48 | 2 Full  | Scarce    |
| Hand Mortar              | 30gc | 60  | 6    | Explosive    | Two-Handed, Special (Bomb)                       | 15/30 | 4 Full  | Rare      |
| Improvised (Heavy)       | -    | 70  | SB+1 | Throwing     | Two-Handed, Unwieldy                             | 6/-   | Full    | -         |
| Improvised (Medium)      | -    | 40  | SB   | Throwing     | Unwieldy                                         | 8/-   | Half    | -         |
| Improvised (Light)       | -    | 10  | SB-1 | Throwing     | Unwieldy                                         | 6/12  | Half    | -         |
| Incendiary               | 5gc  | 20  | 4    | Explosive    | Special                                          | 4/20  | Full    | Scarce    |
| Javelin                  | 25s  | 30  | SB   | Throwing     | -                                                | 12/24 | Half    | Average   |
| Jezail                   | 45gc | 60  | 4    | Gunpowder    | Two-Handed, Impact, Unreliable                   | 36/72 | 2 Full  | Very Rare |
| Lasso                    | 1gc  | 10  | -    | Entangling   | Two-Handed, Snare                                | 6/-   | Half    | Plentiful |
| Long Rifle               | 60gc | 70  | 4    | Experimental | Two-Handed, Unreliable, Impact, Precise          | 48/96 | 2 Full  | Very Rare |
| Longbow                  | 15gc | 90  | 3    | Longbow      | Two-Handed                                       | 30/60 | Half    | Average   |
| Net                      | 3gc  | 60  | -    | Entangling   | Snare                                            | 3/6   | Full    | Plentiful |
| Pistol                   | 20gc | 25  | 4    | Gunpowder    | Impact, Unreliable                               | 12/24 | 2 Full  | Scarce    |
| Poisoned Wind Globe      | 6wt  | 5   | -    | Throwing     | Special                                          | 4/20  | Full    | Scarce    |
| Ratling Gun              | 30wt | 10  | 4    | Engineer     | Armor Piercing, Unstable, Shrapnel               | 18/36 | 10 Full | Very Rare |
| Repeater Crossbow        | 50gc | 150 | 3    | Crossbow     | Two-Handed, Armor Piercing, Magazine (10)        | 24/48 | 1 Full  | Very Rare |
| Repeater Crossbow-Pistol | 60gc | 35  | 3    | Crossbow     | Magazine (5)                                     | 12/24 | 1 Full  | Very Rare |

|                              |              |     |      |              |                                                |       |         |           |
|------------------------------|--------------|-----|------|--------------|------------------------------------------------|-------|---------|-----------|
| Repeater Handgun             | 45gc         | 120 | 4    | Experimental | Impact, Unreliable, Magazine (6)               | 24/48 | 2 Full  | Rare      |
| Repeater Pistol              | 40gc         | 30  | 4    | Experimental | Impact, Unreliable, Magazine (6)               | 12/24 | 2 Full  | Rare      |
| Short Bow                    | 7gc          | 75  | 3    | Ordinary     | Two-Handed                                     | 18/36 | Half    | Common    |
| Sling                        | 4gc          | 10  | 3    | Sling        | Armor Piercing                                 | 18/36 | Half    | Common    |
| Smoke Bomb                   | 3wt/<br>15gc | 5   | -    | Throwing     | Special                                        | 6/12  | Full    | Scarce    |
| Staff Sling                  | 10gc         | 50  | 4    | Sling        | Two-Handed, Armor Piercing                     | 24/48 | Full    | Rare      |
| Swivel Gun (Round Shot)      | 75gc         | 200 | 6    | Gunpowder    | Two-Handed, Impact, Unstable                   | 36/72 | 3 Full  | Very Rare |
| Swivel Gun (Grapeshot)       | -            | -   | 5    | Gunpowder    | Two-Handed, Armor Piercing, Shrapnel, Unstable | 24/-  | 4 Full  | Very Rare |
| Throwing Axes                | 5gc          | 40  | SB+1 | Throwing     | -                                              | 8/-   | Half    | Average   |
| Throwing Daggers             | 3gc          | 10  | SB   | Throwing     | -                                              | 6/12  | Half    | Common    |
| Warpfire Thrower             | 39wt         | 10  | 5    | Engineer     | Unstable, Special                              | -     | 10 Full | Very Rare |
| Warplock Jezzail (Warpstone) | 12wt         | 60  | 6    | Experimental | Two-Handed, Unstable, Armor Piercing           | 36/72 | 3 Full  | Rare      |
| Warplock Jezzail (Gunpowder) | -            | -   | 4    | Gunpowder    | Two-Handed, Unreliable, Armor Piercing         | 30/60 | 3 Full  | -         |
| Warplock Pistol (Warpstone)  | 10wt         | 25  | 4    | Experimental | Unstable, Armor Piercing                       | 15/30 | 2 Full  | Rare      |
| Warplock Pistol (Gunpowder)  | -            | -   | 3    | Gunpowder    | Unreliable, Armor Piercing                     | 9/18  | 2 Full  | -         |
| Warpmusket (Warpstone)       | 10wt         | 60  | 5    | Experimental | Two-Handed, Unstable, Armor Piercing           | 24/48 | 2 Full  | Rare      |
| Warpmusket (Gunpowder)       | -            | -   | 3    | Gunpowder    | Two-Handed, Unreliable, Armor Piercing         | 18/36 | 2 Full  | -         |
| Whip                         | 2gc          | 40  | SB-2 | Entangling   | Fast, Snare                                    | 6/-   | Half    | Average   |

### Ammunition

| Name | Cost | Encumbrance | Availability |
|------|------|-------------|--------------|
|------|------|-------------|--------------|

|                                                     |         |     |           |
|-----------------------------------------------------|---------|-----|-----------|
| Arrows (5)                                          | 1s      | 10  | Common    |
| Bolts (5)                                           | 2s      | 10  | Average   |
| Bomb (1)                                            | 8gc     | 20  | Rare      |
| Darts (5)                                           | 10s     | 5   | Very Rare |
| Firearm Shot (10)                                   | 4s      | 5   | Scarce    |
| Gunpowder (per shot/per<br>quarter Swivel gun shot) | 3p      | 0.5 | Scarce    |
| Swivel gun Shot (5)                                 | 8s      | 10  | Scarce    |
| Warpstone Shot (10)                                 | 1/5 wt  | 10  | Very Rare |
| Warpdust (per shot)                                 | 1/30 wt | 1   | Very Rare |

### Armor

| Name                    | Body-Parts       | Traits                    | AP | Enc | Availability | Cost (gp) | Layer Code          | Examples               |
|-------------------------|------------------|---------------------------|----|-----|--------------|-----------|---------------------|------------------------|
| Under-layer             |                  |                           |    |     |              |           |                     |                        |
| Padded Coif             | Head             | -                         | 1  | 5   | Common       | 3         | A                   | -                      |
| Arming Doublet          | Body, Arms       | -                         | 1  | 30  | Common       | 12        | A                   | -                      |
| Padded Jerkin           | Body             | -                         | 1  | 20  | Common       | 6         | A                   | -                      |
| Padded Jack             | Body, Arms, Legs | -                         | 1  | 45  | Common       | 22        | A                   | Gambeson               |
| Arming Hose             | Legs             | -                         | 1  | 15  | Average      | 10        | A                   | -                      |
| Hide Armor              | Body, Arms, Legs | Hindering,<br>Restrictive | 2  | 80  | Scarce       | 30        | A, B, C, D,<br>E, F | -                      |
|                         |                  |                           |    |     |              |           |                     |                        |
| Over-layer              |                  |                           |    |     |              |           |                     |                        |
| Helm                    | Head             | -                         | 1  | 10  | Average      | 10        | B                   | Morion, Kettle Hat     |
| Helm w/ Face Protection | Head             | Impairing                 | 2  | 20  | Scarce       | 25        | B                   | Houndskull, Great Helm |
| Bevor                   | Head             | -                         | 1  | 10  | Scarce       | 15        | C                   | Gorget                 |
| Full Helm               | Head             | Impairing                 | 4  | 30  | Rare         | 50        | B, C                | Armet, Closehelmet     |
|                         |                  |                           |    |     |              |           |                     |                        |
| Breastplate             | Body             | -                         | 1  | 25  | Scarce       | 35        | B                   | -                      |
| Back plate              | Body             | -                         | 1  | 25  | Scarce       | 35        | C                   | -                      |

|                     |            |             |   |     |         |     |           |                        |
|---------------------|------------|-------------|---|-----|---------|-----|-----------|------------------------|
| Full Cuirass        | Body       | Hindering   | 4 | 115 | Rare    | 130 | B, C      | -                      |
| Brigandine          | Body       | -           | 2 | 60  | Average | 60  | B, C      | Coat of Plates         |
| Fur/Scale Mantle    | Head, Body | Cloak       | 2 | 25  | Average | 15  | E         | -                      |
|                     |            |             |   |     |         |     |           |                        |
| Gauntlets           | Arms       | -           | 1 | 5   | Average | 20  | B         | Mitten                 |
| Vambraces           | Arms       | Restrictive | 1 | 10  | Scarce  | 30  | C         | -                      |
| Rerebraces          | Arms       | Restrictive | 1 | 10  | Rare    | 30  | D         | -                      |
| Pauldrons           | Arms       | -           | 1 | 5   | Average | 15  | E         | Spaulder, Munnions     |
|                     |            |             |   |     |         |     |           |                        |
| Sabatons            | Legs       | Hindering   | 1 | 25  | Scarce  | 35  | B         | -                      |
| Greaves             | Legs       | -           | 1 | 20  | Average | 10  | C         | Schynbald              |
| Cuisses             | Legs       | -           | 1 | 25  | Rare    | 35  | D         | -                      |
| Tassets             | Legs       | Hindering   | 1 | 15  | Average | 10  | E         | Faulds, Tonlet         |
|                     |            |             |   |     |         |     |           |                        |
| Mail Coif           | Head       | -           | 1 | 15  | Average | 10  | D         | Aventail, Pixane       |
| Hauberk             | Body, Arms | Restrictive | 1 | 70  | Average | 90  | B, C, D/F | -                      |
| Plated Mail         | Body       | -           | 2 | 260 | Scarce  | 150 | B, C, D   | Scale/Lamellar Hauberk |
| Byrnie              | Body       | -           | 1 | 50  | Average | 60  | F         | -                      |
| Chausses            | Legs       | Hindering   | 1 | 40  | Scarce  | 30  | F         | Mail Skirt             |
|                     |            |             |   |     |         |     |           |                        |
| Ithilmar Coif       | Head       | -           | 1 | 10  | -       | -   | D         | -                      |
| Ithilmar Hauberk    | Body, Arms | -           | 1 | 45  | -       | -   | B, C, D/F | -                      |
| Ithilmar Scale-mail | Body       | -           | 2 | 175 | -       | -   | B, C, D   | -                      |
| Ithilmar Byrnie     | Body       | Hindering   | 1 | 35  | -       | -   | F         | -                      |
| Ithilmar Chausses   | Legs       | Hindering   | 1 | 25  | -       | -   | F         | Ithilmar Skirt         |
|                     |            |             |   |     |         |     |           |                        |
| Mounts              |            |             |   |     |         |     |           |                        |
| Under-layer         |            |             |   |     |         |     |           |                        |
| Caparison           | Head, Body | -           | 1 | 130 | Scarce  | 50  | A         | -                      |
|                     |            |             |   |     |         |     |           |                        |
| Over-layer          |            |             |   |     |         |     |           |                        |

|                        |            |             |   |     |           |     |         |                      |
|------------------------|------------|-------------|---|-----|-----------|-----|---------|----------------------|
| Mail Barding           | Head, Body | Restrictive | 1 | 230 | Rare      | 110 | B       | -                    |
| Scale Barding          | Head, Body | Restrictive | 2 | 855 | Very Rare | 185 | B, C, D | Lamellar/Plated Mail |
| Ithilmar Barding       | Head, Body | -           | 1 | 155 | -         | -   | B       | -                    |
| Ithilmar Scale Barding | Head, Body | -           | 2 | 605 | -         | -   | B, C, D | -                    |
| Crieniére              | Head       | Restrictive | 2 | 120 | Very Rare | 150 | C       | -                    |
| Chanfron               | Head       | -           | 2 | 100 | Rare      | 100 | D       | -                    |
| Croupière              | Body       | Hindering   | 2 | 180 | Very Rare | 100 | C       | -                    |
| Peytral                | Body       | Hindering   | 2 | 180 | Very Rare | 150 | D       | -                    |
| Leg Guards             | Legs       | Hindering   | 2 | 100 | Very Rare | 150 | A       | -                    |

## Traits

|                |                                                                                                                                                                                                                                                                                                                                                                                              |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Armor Piercing | Attacks from Armor Piercing weapons ignore 1 Armor Point.                                                                                                                                                                                                                                                                                                                                    |
| Balanced       | When wielding a Balanced weapon in your secondary hand, you don't suffer the normal -20% penalty to your Weapon Skill.                                                                                                                                                                                                                                                                       |
| Charge         | This weapon profile can only be used on the turn that the character charges.                                                                                                                                                                                                                                                                                                                 |
| Cloak          | The AP bonus from this Armor only applies against ranged attacks that the target is aware of.                                                                                                                                                                                                                                                                                                |
| Defensive      | You gain a +10% bonus on parry attempts while wielding a Defensive weapon.                                                                                                                                                                                                                                                                                                                   |
| Fast           | Enemies suffer a -10% penalty when trying to parry or dodge a Fast weapon.                                                                                                                                                                                                                                                                                                                   |
| Heavy Charge   | When used on a turn that the user didn't charge, this weapon's damage is SB and it has the Unwieldy and Slow traits.                                                                                                                                                                                                                                                                         |
| Hindering      | Armor with this trait cause a -1 penalty to Movement. Multiple instances of this rule do not stack. Ignore if using the rules for encumbrance.                                                                                                                                                                                                                                               |
| 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. |
| Precise        | When using a Precise weapon, the Critical Value of any Critical Hits is increased by 1.                                                                                                                                                                                                                                                                                                      |



|             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Pummeling   | You gain a +10% bonus to your Strength when using the Strike to Stun talent.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Restrictive | Armor with this trait causes a -10% penalty to Agility. Multiple instances of this rule do not stack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Shrapnel    | Firing a Shrapnel weapon does not require a Ballistic Skill Test to hit. Simply measure out a line as long as the weapon's maximum range, 2 yards (1 square) wide. Anyone caught in this area must make a successful Agility Test or suffer the weapon's damage.                                                                                                                                                                                                                                                                                                                                                                                          |
| Slow        | Enemies gain a +10% bonus when trying to parry or dodge a Slow weapon.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 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 long 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.                                                                                                                                                                                                                                                                                                                                                                                              |
| 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.                                                                                                                                                                                                                                                                                                                                                                                              |
| Unwieldy    | Attacks made with this weapon suffer a -10% To Hit penalty.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Puncturing  | This weapon ignores all armor if the foe is grappled, prone or unaware. It can be used when grappling an opponent.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

## 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 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 an advanced career lists one of its trappings as Medium Armor (Sleeved Mail Shirt, Mail Coif, and Full Leather Armor), 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: A character with this talent counts as wearing Gauntlets when making Unarmed attacks. If they are wearing Gauntlets then successful attacks deal SB damage and have the Pummeling (2) trait (replacing the first instance of Pummeling). If wearing Climbing Claws then successful attacks deal SB damage and have the Pummeling trait.

Chaos Armor - Chaos Armor has the following properties:

- 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 but still allows the wearer to wear Fur/Scale Mantles.
- Chaos Armor cannot be removed upon being worn. Since it fuses with the wearer, the wearer subtracts 1 from the value of all Critical Hits made against themselves.
- 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 casting of any sort.
- 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.

Gromril: Melee weapons made of Gromril deal one additional damage in the first round of combat 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.

Ithilmar: Melee weapons made of Ithilmar lose the Slow trait if they have it. If they don't have the Slow trait, they gain the Fast trait.

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.

Master Rune of the Adamant: The wearer of a suit of armor engraved with the Master Rune of the adamant grants the wearer a Toughness Bonus of 10. It does not affect the toughness stat of the wearer.

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. 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

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

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

## 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 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.

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 10<sup>th</sup> 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 than their conventional counterparts. 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.

**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.

**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 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.