

Another game aid

by **Universal Head**



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Game: **WARHAMMER FANTASY ROLEPLAY**

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Page 1-4: **GM Screen Reference**
(laminates and replace the panels
of the GM Screen)

v1.1

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Academic Knowledge

INT None Adv

Remember facts and figures and do research. Each field of study must be acquired individually: Arts, Astronomy, Daemonology, Engineering, Genealogy/Heraldry, History, Law, Magic, Necromancy, Philosophy, Runes, Science, Strategy/Tactics, Theology.

Animal Care

INT None Basic

Take care of farm and domestic animals. Make tests to spot illnesses or for special grooming.

Animal Training

FEL None Adv

Train animals to perform tricks or obey simple commands, commonly dogs, horses and hawks.

Blather

FEL None Adv

Stall for time by running off at the mouth and seeking to confuse. Victims of a successful test get a WP test to see through the ruse; if they fail, they can do nothing for a round. Affects 1 person for each 10 points of Fel.

Channelling

WP Aethyric Attunement Adv

Affects spellcasting.

Charm

FEL Etiquette, Master Orator, Public Speaking, Schemer, Streetwise Basic

Manipulate others; lie, bluff, beg. Tests involving convincing others to do something unusual allow a WP test to resist. Affects 1 person for each 10 points of Fel.

Charm Animal

FEL None Adv

Befriend animals; domestic animals are always friendly, wild animals require a successful test.

Command

FEL None Basic

Make subordinates follow orders. On a failed test, they misinterpret commands or do nothing.

Common Knowledge

INT Seasoned Traveller Adv

Remember facts about a particular nation, culture or race. Each field of study must be acquired individually: Border Princes, Bretonnia, Dwarfs, Elves, the Empire, Estalia, Halflings, Kislev, Norsca, Ogres, Tilea, Wasteland.

Concealment

AG Alley Cat, Rover, Tunnel Rat Basic

Hide behind appropriate terrain. May be an opposed test vs. foe's Perception.

Consume Alcohol

T None Basic

Resist the effects of alcohol.

Disguise

FEL Mimic Basic

Mask true appearance with appropriate clothing, props and make-up. May be an opposed test vs. foe's Perception.

Dodge Blow

AG None Adv

Avoid attacks in melee; can be used once per round.

Drive

STR None Basic

Contro carts, wagons and chariots. Tests may be required when driving over treacherous terrain, going at high speed or attempting dangerous manoeuvres.

Evaluate

INT Artistic, Dealmaker Basic

Determine the value of everyday objects and valuables. Test to reveal the item's market price; failed tests result in miscalculation.

Follow Trail

INT None Adv

Track prey. Following tracks requires no test; more difficult circumstances, or estimation of numbers, distance, types etc may require tests.

Gamble

INT Super Numerate Basic

Each participant wagers the same amount and makes an opposed Gamble test; the winner takes the pot.

Gossip

FEL Etiquette, Streetwise Basic

Gather information, pick up rumours, find out the latest news and engage in informal conversation.

Haggle

FEL Dealmaker Basic

Negotiate deals and prices. Make a test for simple haggling, or an opposed skill test for more important deals.

Heal

INT Surgery Adv

Provide medical attention to the wounded. A successful test restores 1d10 W to a heavily wounded character (only once during or after each encounter, and once per day thereafter.)

Hypnotism

WP None Adv

Put a subject into a trance by keeping his attention for 1 minute and making a successful test. Unwilling subjects may resist with a successful WP test. Once in a trance, you may ask 1 question per 10 points of your WP which must be answered truthfully; then the subject comes out of the trance.

Intimidate

STR Menacing Basic

Coerce or frighten others. Victims may resist with a successful WP test. Certain circumstances (eg blackmail) may require Intimidate tests based on Fel instead of Str.

Lip Reading

INT Excellent Vision Adv

'Listen in' on conversations taking place out of earshot, if you have an unobstructed view of the speaker's lips and can understand the language.

Magical Sense

WP Aethyric Attunement Adv

A successful test determines if an item, area or person is enchanted with magic. Can also see the Winds of Magic.

Navigation

INT Orientation, Super Numerate Adv

Navigate using the stars, maps and your sense of direction; estimate travel times. One test per day is usually required.

Outdoor Survival

INT None Basic

Subsist in the wild using fishing, game hunting, making fires, finding food, constructing shelters etc.

Perception

INT Acute Hearing, Excellent Vision, Super Numerate, Trapfinder Basic

Observe your surroundings and notice small details others might miss; spot traps, pitfalls etc. Can estimate numbers, distance, quantity etc. Covers all the senses. Mostly used in opposed tests vs. skills like Concealment, Disguise and Silent Move.

Performer

FEL Contortionist, Mimic Adv

Entertain crowds of spectators. Each type of skill must be acquired individually: Acrobat, Actor, Clown, Comedian, Dancer, Fire Eater, Jester, Juggler, Mime, Musician, Palm Reader, Singer, Storyteller.

Pick Lock

AG Trapfinder Adv

Open a lock with a successful skill test or disarm mechanical traps. Extra tests may be required for complex locks or traps.

Prepare Poison

INT None Adv

Prepare animal venoms, natural and chemical poisons.

Read/Write

INT Linguistics Adv

Read or write any language you can speak. Tests may be required to decipher obscure phraseology, archaic usage or unusual idioms.

Ride

AG Trick Riding Basic

Ride horses or similar mounts. Tests may be required when galloping, racing, riding through treacherous terrain, leaping onto a moving mount etc.

Row

STR None Basic

Propel rowboats, dinghies, flat-bottomed barges etc. Tests may be required when there is bad weather, dangerous obstacles, or rough waters to contend with.

Sail

AG None Adv

Familiarity with ship-borne operations, knowledge of types of sails, procedures in inclement weather etc. Tests may be required when encountering bad weather, dangerous obstacles, or rough waters.

Scale Sheer Surface

STR None Basic

Climb walls, fences and other vertical obstacles on a successful skill test each round. For a full action you can climb a number of yards equal to half Movement (rounded up).

Search

INT None Basic

Check an area for clues, treasure, traps and other hidden items. One test is required for each room or small area.

Secret Language

INT None Adv

Communicate (using signifiers, body language and/or code words) to others of a common profession. Users can speak in one tongue but use a secret language to impart deeper meaning or quickly relay a lot of information. Tests are required in adverse conditions. Common secret languages are Battle Tongue, Guild Tongue, Thieves' Tongue, and Ranger Tongue; each must be learnt individually.

Secret Signs

INT None Adv

Read or leave coded messages to warn of danger, mark a target, indicate protection etc. Tests may be required to decipher complex messages or worn or damaged signs. Common secret signs: Scout, Templar, Thief, and Ranger; each must be learnt individually.

Set Trap

AG None Adv

Prepare and bait traps to immobilize and kill animals. A test is made per day per trap to catch an animal.

Shadowing

AG None Adv

Follow others without being seen. Often an opposed test is made vs. your opponent's Perception.

Silent Move

AG Alley Cat, Rover, Tunnel Rat Basic

Move quietly. Only one move action can be taken in a round. Often an opposed test is made vs. your opponent's Perception.

Sleight of Hand

AG None Adv

Palm objects, pick pockets or perform tricks with small items like coins and cards. Often an opposed test is made vs. your opponent's Perception.

Spk Arcane Language

INT None Adv

Cast spells, manipulate magical energies and read scrolls and grimoires. Each language must be learnt individually. The most common arcane languages are Magick (Lingua Praestantia), Daemonic, and Arcane Elf.

Speak Language

INT Linguistics, Mimic, Seasoned Traveller Adv

Common languages are Breton, Eltharin, Estallian, Halfling, Khazalid, Kislevian, Norse, Reikspiel, Tilean, Classical, Dark Tongue, Goblin Tongue, and Grumbarth (Ogres); each must be learnt individually.

Swim

STR None Basic

Swim (at half Movement) and dive. Tests may be required when waters are rough or swimming for an extended period.

Torture

FEL Menacing Adv

Use physical and mental torture to coax information out of subjects, who may resist with a WP test.

Trade

Var Artistic, Dwarfcraft Adv

Practice a trade. Each must be acquired individually: Apothecary, Brewer, Cook, Embalmer, Gem Cutter, Herbalist, Shipwright (Int); Armourer, Cooper, Farmer, Miller, Miner, Prospector, Smith, Tanner, Weaponsmith (S); Artist, Bowyer, Calligrapher, Candlemaker, Carpenter, Cartographer, Goldsmith, Gunsmith, Shoemaker, Stoneworker, Tailor (Ag); Merchant (Fel).

Ventriloquism

Fel None Adv

Speak without moving your lips and throw your voice. Onlookers paying special attention may make an opposed Perception test.

Acute Hearing

+20 on Perception tests where listening is involved.

Aethyric Attunement

+10% on Channelling and Magical Sense tests.

Alley Cat

+10% Concealment and Silent Move skills in urban locations.

Ambidextrous

-20% WS or BS penalty for secondary hand weapon use ignored.

Arcane Lores

Only one of the Arcane Lores can be known; each allows spellcasting from that lore: Beasts, Death, Fire, the Heavens, Life, Light, Metal, Shadow.

Armoured Casting

Casting roll penalty reduced by -3 when wearing armour and casting divine spells.

Artistic

+20% on Trade (Artist) tests and +10% to Evaluate objects d'art.

Contortionist

+10% on relevant Performer tests, +20% on Agility tests to escape bonds and squeeze through narrow places, etc.

Coolheaded

Permanent +5% WP.

Daemonic Aura

+2 TB when hit by non-magical weapon; own attacks are magical; immune to poison and suffocation.

Dark Lore (Various)

Only one of the Dark Lores can be known; each allows spellcasting from that lore: Chaos or Necromancy.

Dark Magic

Can manipulate *Dhar* (black magic) to fuel spells. Can choose to roll an extra casting die and drop the die with the lowest result, but all dice count for the chance of Tzeentch's Curse. Dark Magic must be used when casting a Dark Lore spell.

Dealmaker

+10% on Evaluate and Haggle tests.

Disarm

On a successful hit, may attempt to disarm opponent on a successful opposed Agility Test. Cannot disarm natural weapons.

Divine Lores

Only one of the Divine Lores can be known; each allows spellcasting from that lore: Grungni, Manaana, Morr, Myrmedia, Ranald, Sigmar, Shallya, Taal/Rhya, Ulric and Verena.

Dwarfcraft

+10% on relevant Trade tests (Armourer, Brewer, Gem Cutter, Gunsmith, Miner, Smith, Stoneworker and Weaponsmith).

Etiquette

+10% on Charm and Gossip tests when dealing with the nobility and when proper etiquette is required.

Excellent Vision

+10% on Perception tests involving sight and Lip Reading tests.

Extra Spell

Each talent gives you an individual extra spell from your Divine Lore or the Petty Spells taught by your Cult.

Fast Hands

+20% WS when casting touch spells.

Fearless

Immune to Fear and treat Terror as Fear. Immune to the effects of the Intimidate skill and the Unsettling talent.

Flee!

When running away from a dire threat, +1 M for 1d10 rounds.

Fleet Footed

Permanent +1 M.

Flier

Frenzy

Spend 1 round psyching yourself up; next round gain +10% S and WP but -10% WS and Int. M must attack the nearest enemy in melee combat and all attacks must be all out attacks, charge attacks or swift attacks. No fleeing or retreating. You remain in a frenzy until the combat is over.

Frightening

You have a frightening appearance and cause Fear.

Grudge-born Fury

+5% WS when attacking Goblins, Orcs and Hobgoblins.

Hardy

Permanent +1 W.

Hedge Magic

Can cast Petty Magic (Hedge) without the Speak Arcane Language skill, but requires the Petty Magic (Hedge) talent. Roll an extra d10 when casting; this does not add to the casting roll, but counts for the chance of Tzeentch's Curse. Once you learn an Arcane Language this die does not have to be rolled.

Hoverer

Keen Senses

+20% on Perception tests.

Lesser Magics

Each Lesser Magic spell is a separate talent: Aethyric Armour, Blessed Weapon, Dispel, Magic Alarm, Magic Lock, Move, Silence and Skywalk. You must have a Petty Magic talent before learning a Lesser Magic talent.

Lightning Parry

When making a swift attack, forego one attack to gain a free parry (still only 1 parry per round).

Lightning Reflexes

Permanent +5% Agility.

Linguistics

+10% on Read/Write and Speak Language tests.

Luck

+1 Fortune point per day.

Marksman

Permanent +5% BS.

Master Gunner

Reduce black powder weapon loading times by half an action. If you also have Rapid Reload, reduce the time by a full action.

Master Orator

Can effect 100 times the normal crowd size when using Charm (requires the Public Speaking talent).

Meditation

When performing ritual magic, you gain a bonus to the Casting Roll equal to you Magic characteristic.

Menacing

+10% on Intimidate and Torture tests.

Mighty Missile

+1 damage with any Magic Missile spell.

Mighty Shot

+1 damage with missile weapons.

Mimic

+10% on Performer (Actor, Clown, Comedian, Jester and Storyteller) tests, Disguise tests if the disguise has a verbal component, and Speak Language tests when trying to pass as a native.

Natural Weapons

Claws or vicious teeth. When attacking without a weapon, you count as being armed with a hand weapon. You cannot parry with natural weapons, or be disarmed.

Night Vision

Can see well in natural darkness (starlight, not pitch black) at distances up to 30 yards.

Orientation

Rarely get lost; can always find North. +10% on Navigation tests.

Petty Magics

Each Petty Magic spell is a separate talent: Arcane, Divine and Hedge. With a Petty Magic talent and a Magic characteristic of at least 1, you can attempt to cast any spell from that talent.

Public Speaking

Can effect 10 times the normal crowd size when using Charm.

Quick Draw

Use the Ready action as a free action once per round.

Rapid Reload

Can reduce the reload times of all missile weapons by a half action. If the weapon already has a load time of a half action, it becomes a free action, and you can make swift attacks with it.

Resistance to Chaos

+10% on WP tests to resist magic and other Chaos effects, but can never be a spellcaster of any type.

Resistance to Disease

+10% on T tests to resist disease.

Resistance to Magic

+10% on WP tests to resist Magic

Resistance to Poison

+10% on T tests to resist poison.

Rover

+10% on Concealment and Silent Move tests in rural locations.

Savvy

Permanent +5% Int.

Schemer

+10% on intrigue-related Charm tests and on WP tests to resist the Charm of others.

Seasoned Traveller

+10% on Common Knowledge and Speak Language tests.

Sharpshooter

+20% instead of +10% when using the aim action.

Sixth Sense

You get a strange feeling when in grave danger. GM makes secret WP Test for the character when appropriate.

Specialist Weapons

Each group of weapons that requires specific training is a separate talent: Cavalry, Crossbow, Engineer, Entangling, Fencing, Flail, Gunpowder, Longbow, Parrying, Sling, Throwing and Two-handed.

Stout-hearted

+10% on Fear and Terror tests, and +10% on WP tests to resist Intimidate attempts.

Street Fighting

+10% WS and +1 damage when making unarmed attacks.

Streetwise

+10% on Charm and Gossip tests when dealing with criminals.

Strike Mighty Blow

+1 damage with melee weapons.

Strike to Injure

+1 on the Critical Value of any Critical Hits you inflict.

Strike to Stun

If hitting with a melee attack, may attempt to stun for 1d10 rounds instead of inflicting damage by making a S Test followed by your target failing a T Test (+10% for each AP on his head. Stunned characters cannot take any actions or dodge.

Strong-minded

Don't have to check for Insanity until you have 8 IP, and don't automatically get one until you have 14 IPs.

Sturdy

No Movement penalties when wearing heavy/plate armour.

Suave

Permanent +5% Fel.

Sure Shot

Ignore 1 AP when you hit with a ranged attack.

Surgery

+10% on Heal tests. Successful test on heavily wounded patient heals 2 W. +20% on T tests to resist the patient's limb loss.

Super Numerate

+10% on Gamble and Navigation tests, +20% on Perception tests that involve estimation.

Swashbuckler

Jump/Leap is a half action, increase all Leap distances by 1 yard.

Terrifying

You cause Terror.

Trapfinder

+10% on Perception and Pick Lock tests that deal with locating or disarming traps.

Trick Riding

+10% on Ride tests (only needed under extreme circumstances).

Tunnel Rat

+10% on Concealment and Silent Move tests when underground.

Undead

Immune to Fear, Terror, stunning, poison, disease and all spells, skills and effects involving manipulation of emotions and the mind.

Unsettling

Enemies -10% WS and BS if they fail a WP Test on seeing you (test to overcome each round until successful or out of sight).

Very Resilient

Permanent +5% T.

Very Strong

Permanent +5% S.

Warrior Born

Permanent +5% WS.

Wrestling

Unarmed attacks with +10% to WS when grappling, +10% on grappling S Tests

ACTIONS

Per turn, a character may perform one **Full Action**, two **Half Actions** or a fair number of **Free Actions** determined by the GM. **Extended Actions** may require more than one turn to complete; if interrupted or halted partway through, must be restarted from the beginning.

No more than one *Attack* or *Cast* action may be taken in a turn.

Ready Half
Ready or pick up an item or weapon, drink a draught.

Aim Half
+10% to Standard attack after aiming.

Cast Varies
One spell/round max. If the caster spends a half action before casting, may make a Channelling Test to augment roll.

Standard Attack Half
Single ranged or melee attack.

Guarded Attack Full
-10% WS but +10% to dodges or parries this turn.

Swift Attack Full
All allowed melee or ranged attacks (equal to A).

All Out Attack Full
Melee only. +20% WS but cannot parry or dodge this round.

Charge Attack Full
Move Mx2 in squares for 2+ squares (last 2 squares must be in a straight line) and attack with +10% WS.

Defensive Stance Full
Foe's melee attacks are at -20% WS until his next turn. You cannot attack this turn.

Parrying Stance Half
Any time before next turn may parry one successful melee attack (once per round). Ends at the start of your next turn. If you have a weapon in your secondary hand, may parry once per round as a free action.

Reload Varies
Reload a missile weapon; loading time varies by wpn/talents.

Manoeuvre Half
Opposed WS Test. If successful foe moved 1 square in the direction of your choice. You may advance 1 square as well.

Feint Half
Opposed WS test. If successful, your following Standard attack cannot be dodged or parried.

Delay Half
Your turn ends immediately and a half action is reserved for use any time before your next turn. If two characters try to use a delayed action simultaneously, opposed Agility test.

Disengage Full
Make a normal Move without being subject to a free Attack.

Jump/Leap Full
Jumping down or leaping across a distance.

Stand/Mount Half
Stand from prone position or mount a horse.

Move Half
Normal move (M in squares). Difficult terrain halves move.

Run Full
Run at full speed (Mx3 in squares). Attacks against you until your next turn: ranged -20% BS, melee +20% WS. Cannot run in difficult terrain.

Use a Skill Varies
Time required varies by Skill.

COMBAT DIFFICULTY

Difficulty	Skill Modifier	Example
Very Easy	+ 30%	Unaware opponent
Easy	+ 20%	Stunned; outnumbered 3 to 1
Routine	+10%	Knocked down; outnumbered 2 to 1
Average	None	
Challenging	- 10%	You are knocked down; in heavy rain or mud
Hard	- 20%	Specific location; dodging when knocked down
Very Hard	- 30%	Attacking/dodging in deep snow; parrying giant's club

COMBAT SEQUENCE

Each individual character takes a turn of one or more **Actions** within the 10 second **Round**.

1. **Roll Initiative:** Agility + d10 roll. A single roll may be made for a group of like combatants.

2. **Determine Initiative Order:** Rank all scores from highest to lowest. The order remains the same until end of combat.

3. **Surprise:** Surprised combatants (as determined by the GM) lose their turn on the first combat round.

4. **Characters take turns:** Each combatant takes a turn, starting with the highest Initiative score.

a. **Roll to hit:** less than or equal to WS for melee and BS for ranged attacks.

b. **Find location:** reverse the attack roll and check **Hit Location** chart.

c. **Roll damage:** d10 + weapon damage.

d. **Reduce damage:** subtract opponent's **Toughness Bonus** and any **Armour Points**.

e. **Record any damage:** subtract any remaining damage from opponent's **Wounds**.

5. **Rounds Ends (repeat steps 4 and 5 as required).**

HIT LOCATION

% Roll	Location	% Roll	Location
01-15	Head	56-80	Body
16-35	Right Arm	81-90	Right Leg
36-55	Left Arm	91-00	Left Leg

RANGED ATTACKS

Must have a **line of sight** to the target.

May not dodge or parry ranged attacks, but -10% BS to hit a target with a shield if he is aware of the attack.

Cannot make ranged attacks while in melee unless using a pistol or hand crossbow.

Use Test Difficulty modifiers (eg. cover, lighting, and range).

Long Range: -20% BS.

Extreme Range: May fire up to long range x2, but must first **Aim** at -30% BS.

Shooting into melee: -20% BS.

ULRIC'S FURY

When a character rolls a 10 on their damage die, roll to hit again. If the second skill roll is successful, roll damage again, adding it to the total. May continue rolling and adding until the die comes up other than 10.

DODGE & PARRY

Parry: free action if you have a weapon ready in your secondary hand and are aware of the attack; or you have taken the action **Parrying Stance**.

Make a WS test. Success indicates no damage is taken.

Only one parry may be attempted per round.

Dodge Blow: free action if you have the **Dodge Blow** advanced skill, are aware of the attack, and are not **Helpless**.

Before damage is rolled the skill test is made (Ag); success indicates the attack misses. Dodging is a free action, but only one Dodge may be attempted per round.

A character cannot attempt to dodge and parry the same attack.

Ranged attacks cannot be dodged or parried.

UNARMED COMBAT

Unarmed attacks inflict SB-4 damage. APs count double against unarmed attacks.

Can **Grapple** with a Charge or Standard attack. Must first hit, then opponent must fail an A test to be grappled. Both cannot dodge or parry, and any outside melee attacks against them are at +20% WS.

The grappled character may break the grapple with a full action and by winning an opposed S Test. On the attacker's turn he may take a full action to maintain the grapple and inflict normal unarmed damage if he wins an opposed S Test.

TWO-WEAPON FIGHTING

Weapon in primary hand: Dagger, Foil, Hand Weapon, Morning Star, or Rapier.

Weapon in secondary hand: Buckler, Dagger, Hand Weapon, Main Gauche, Shield, or Sword-Breaker.

May use either hand to make an attack (no extra attacks). Attacks using the secondary hand are -20% WS (except when using a weapon with the **Balanced** quality). Defending using the secondary hand suffers no penalties to WS although **Defensive** quality weapons and shields gain +10% to parry attempts as normal.

A character with two weapons can **parry** once per round at any point during the round as a **free action** (only 1 parry per round).

DAMAGE & HEALING

Lightly Wounded: More than 3 wounds remaining, but less than the character's Wounds. Without medical attention, recovers naturally at a rate of 1 W/day.

Heavily Wounded: 3 or fewer Wounds remaining. Natural healing rate is 1W/week.

Stunned: Cannot take any actions (even free actions). Opponents gain a +20% WS when attacking.

Helpless: Cannot defend. Attacks against the character hit automatically and inflict an additional 1d10 damage.

Critical Hits

When a character takes more damage than he has Wounds remaining, he suffers a critical hit. Once W reaches 0, all other damage results in criticals.

The Critical Value is the amount of damage left over after all wounds have been lost. Cross-reference this with a percentile roll on the Critical Hits table.

d100	Critical Value									
	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-10	5	7	9	10	10	10	10	10	10	10
11-20	5	6	8	9	10	10	10	10	10	10
21-30	4	6	8	9	9	10	10	10	10	10
31-40	4	5	7	8	9	9	10	10	10	10
41-50	3	5	7	8	8	9	9	10	10	10
51-60	3	4	6	7	8	8	9	9	10	10
61-70	2	4	6	7	7	8	8	9	9	10
71-80	2	3	5	6	7	7	8	8	9	9
81-90	1	3	5	6	6	7	7	8	8	9
91-00	1	2	4	5	6	6	7	7	8	8

COMBAT MOVEMENT IN SQUARES (2 YARDS)

Move	Move / Disengage	Charge Attack	Run
1	1	2	3
2	2	4	6
3	3	6	9
4	4	8	12
5	5	10	15
6	6	12	6
7	7	14	21
8	8	16	24
9	9	18	27
10	10	20	30

Falling: The character takes a hit with damage based on the distance, reduced by TB but not Armour. If the damage die is 10, make an Agility test or add an extra d10.

Yards	Damage	Yards	Damage	Yards	Damage
3	3	12	9	21	15
6	5	15	11	24	17
9	7	18	13	25+	20

Jumping: is a full action. Take an Agility test (**Performer: Acrobat** skill may be used instead) for each 3 yards (rounded up); if a test is failed the character falls the remaining distance.

Leaping: is a full action. For a **running leap**, the character sprints up to Mx2 in yards and at least 4 yards in a straight line. Maximum distance is M+SB in yards if a successful Strength test (**Performer: Acrobat** skill may be used instead) is made. For each degree of failure, the distance is reduced by 1 yard (minimum 1 yard). For a standing leap, the final distance is halved.

The vertical distance of a leap is M-2 yards, reduced by 1 yard (minimum 1 yard) for each degree of failure of the test.

WEAPON QUALITIES

Ordinary weapons can be used by anyone. **Specialist weapons** require the appropriate *Specialist Weapon* talent. WS or BS is halved if a specialist weapon is used without the talent.

Armour Piercing: ignore 1 AP. Can combine with *Sure Shot*.

Balanced: when in a second hand, ignore the -20% WS.

Defensive: +10% bonus to parry attempts.

Experimental: on an attack roll of 96-98, weapon jams and cannot fire until a successful *Trade (Gunsmith)* test. On a roll of 99-00, weapon explodes, inflicting damage 8 hit on wielder and destroying itself.

Fast: enemies suffer -10% when trying to parry or dodge.

Impact: roll 2 d10 for damage and pick higher result.

Precise: +1 critical value to any critical hits. Can combine with *Strike to Injure*.

Pummelling: +10% S check when using *Strike to Stun*.

Shrapnel: no roll to hit. Anyone in a line as long as the weapon's maximum range and 2 yards wide must make a successful A test or suffer damage.

Slow: +10% when enemies try to parry or dodge.

Snare: on successful hit, target is trapped unless a successful A test is made. Entangled target can attempt no other actions except either bursting the bonds (S test) or wiggling free (A test); both are full actions. Attacks against a snared character are +20% WS or BS.

Special: see weapon description.

Tiring: *Impact* quality only applies in the first round of melee.

Unreliable: on an attack roll of 96-99, weapon jams and cannot fire until a successful *Trade (Gunsmith)* skill test. On 00, weapon explodes, inflicting normal damage on wielder and destroying itself.

Weapon Craftsmanship

Best: +5% to WS or BS. Encumbrance reduced by 10% to a minimum of 1.

Good: Encumbrance reduced by 10% to a minimum of 1.

Poor: -5% to WS or BS. Poor quality ammunition applies this penalty to the weapon with which it is used. If both the weapon and ammunition are poor, the penalty is -10%.

ARMOUR

Each piece of armour has an Armour Point (AP) rating, which it confers to various parts of the body. Armour effects below are cumulative.

Armour Effects

Leather: no penalties.

Mail: -10% A (doesn't apply if only a mail coif).

Plate: -1 M (ignore penalty if using *Encumbrance* rules).

Armour Craftsmanship

Best: Halve encumbrance value.

Good: Encumbrance reduced by 10% to a minimum of 1.

Poor: Encumbrance increased by 50%.

ARMOUR

Type	AP	Locations Covered
Leather		
Leather Skullcap	1	Head
Leather Jerkin	1	Body
Leather Jack	1	Body, Arms
Leather Leggings	1	Legs
Full Leather Armour	1	All
Chain		
Mail Coif	2	Head
Mail Shirt	2	Body
Sleeved Mail Shirt	2	Body, Arms
Mail Coat	2	Body, Legs
Sleeved Mail Coat	2	Body, Arms, Legs
Mail Leggings	2	Legs
Full Mail Armour	3	All
Plate		
Helmet	2	Head
Breastplate	2	Body
Plate Bracers	2	Arms
Plate Leggings	2	Legs
Full Plate Armour	5	All

MELEE WEAPONS

Name	Group	Damage	Qualities
Buckler	Parrying	SB-4	Bal, Def, Pummelling
Dagger	Ordinary	SB-3	
Demilance	Cavalry	SB	Fast, Impact, Tiring
Flail*	Flail	SB+1	Impact, Tiring
Foil	Fencing	SB-2	Fast, Precise
Gauntlet	Ordinary	SB-3	Pummelling
Knuckleduster	Ordinary	SB-3	Pummelling
Great Weapon*	2-Handed	SB	Impact, Slow
Halberd	2-Handed	SB	Special**
Hand Weapon	Ordinary	SB	
Improvised	Ordinary	SB-4	
Lance	Cavalry	SB+1	Fast, Impact, Tiring
Main Gauche	Parrying	SB-3	Balanced, Defensive
Morning Star	Flail	SB	Impact, Tiring
Quarterstaff*	Ordinary	SB-2	Defensive, Pummelling
Rapier	Fencing	SB-1	Fast
Shield	Ordinary	SB-2	Defensive
Spear	Ordinary	SB	Fast
Sword-breaker	Parrying	SB-3	Balanced, Special***

* Requires 2 hands; cannot be used with a shield or buckler.

** Can be treated like a Spear (Fast) or Great Weapon (Impact, Slow).

*** Instead of dealing damage may try to break opponent's dagger, foil, main gauche, rapier, sword or sword-breaker. Opposed STR test.

MISSILE WEAPONS (RANGE: SQUARES/2 YARDS)

Name	Group	Damage	Rg	Reload	Qualities
Bola	Entangling	1	4/8	½	Snare
Bow*	Ordinary	3	12/24	½	
Crossbow*	Ordinary	4	15/30	1	
Crossbow Pistol	Crossbow	2	4/8	1	
Elfbow*	Longbow	3	18/36	½	Armour Piercing
Improvised	Ordinary	SB-4	3/-	½	
Javelin	Ordinary	SB-1	4/8	½	
Lasso*	Entangling	-	4/-	½	Snare
Longbow*	Longbow	3	15/30	½	Armour Piercing
Net	Entangling	-	2/4	1	Snare
Repeater C'bow*	Crossbow	2	8/16	free	Special**
Shortbow*	Ordinary	3	8/16	½	
Sling	Sling	3	8/16	½	
Spear	Ordinary	SB	4/-	½	
Staff Sling*	Sling	4	12/24	1	
Throw Axe/H'mer	Throwing	SB-2	4/-	½	
Throwing Dagger/Star	Throwing	SB-3	3/6	½	
Whip	Entangling	SB-4	3/-	½	Snare

* Requires 2 hands; cannot be used with a shield or buckler.

** 10-bolt magazine Once empty, takes 4 actions to refill magazine.

GUNPOWDER WEAPONS (RANGE: SQUARES/2 YARDS)

Name	Group	Damage	Rg	Reload	Qualities
Blunderbuss	Gunpowder	3	16/-	3	Shrapnel
Bomb	Explosive	6	4/20	-	Shrapnel, Unrel
Duck-Foot	Engineer	3	16/-	4	Special**, Exp
Firearm*	Gunpowder	4	24/48	2	Impact, Unrel
H'land Long Rifle	Engineer	4	48/96	2	Impact, Unrel
Incendiary	Explosive	4	4/20	1½	Special***
Jezzail	Gunpowder	3	24/72	2	
Pistol	Gunpowder	4	8/16	2	Impact, Unrel
Repeater Handgun*	Engineer	4	24/48	free	Special
Repeater Pistol*	Engineer	4	8/16	free	Exp, Special****

* Requires 2 hands; cannot be used with a shield or buckler.

** Fires 4 targets in a 45° cone from the barrel (use template). All opponents in area must make a Challenging (-10%) AG test or hit.

*** Full action to throw. If throw misses, roll d10. On a 1, it explodes in the thrower's hands, dealing damage to all in the blast radius.

On 2-9, roll to see in which direction, at a distance of 1d10 yards.

1	3	4
5	Target	6
7	8	9

If the BS test fails more than 30%, there is no roll for a miss location; it falls at the thrower's feet.

The incendiary explodes in a 6 yard radius (small template). All in the blast area must make an AG test or catch fire. Once on fire, they lose 1d10 W (no reduction for armour or T) each round until flame is out.

****6-shot barrels. Once empty, takes 6 actions to refill magazine.

FATE & FORTUNE POINTS

Fate Points are lost forever once spent, but can let a player character avoid death or permanent injury. What happens instead of death or maiming is up to the GM.

Fortune Points renew at the start of each day and are equal to the character's current Fate Point total. They can be spent to:

Re-roll one failed characteristic test. Only one FP can be spent when attempting an extended test. You cannot spend a point to re-cast a spell, but you can use one on your *Channelling* test.

Gain an extra parry or dodge.

Gain +1d10 to Initiative roll.

Gain an extra half action on your turn.

FEAR & TERROR

Fear

If a WP test is failed, the character is *frightened*. He cannot move, fight, dodge or take any other action that round. On the following round he make take another test. This continues until the character makes a successful test or the *fear*-causing thing is removed.

Terror

If a WP test is failed, the character gains 1 IP and is *terrified*. He must run away at top speed until out of sight of the *terror*-inducing thing. If he cannot run he curls up into a ball in a near-catatonic state and is *helpless*. On the following round he make take another test. This continues until the character makes a successful test or the *terror*-causing thing is removed.

INSANITY POINTS

A character gains 1 **Insanity Point** each time he takes a Critical Hit or fails a *Terror* test.

WP tests to lose 1 or more IPs may also be called for in the face of unspeakable sights or events.

EFFECTS OF ALCOHOL

If you limit your intake to a number of drinks equal to your Toughness Bonus, you remain relatively sober. For each additional drink quaffed, make a Consume Alcohol test. Difficulty depends on the drink.

Drink	Consume Alcohol Test Difficulty
Ale	Routine
Beer	Easy
Wine	Routine
Spirits	Average

On a successful test the drink has no effect. Each failed test increases the difficulty of WS, BS, Ag and INT tests, and the difficulty of further Consume Alcohol tests, worsening the difficulty by each failed test. The listed difficulty is in addition to the normal difficulty of a test; for a drunk, some things are nearly impossible.

# Failed Tests	Difficulty of WS, BS, Ag and Int Tests
1	Challenging
2	Hard
3	Very Hard
4 or more	Stinking Drunk (see below)

If you fail 4 or more Toughness tests, you're stinking drunk and must spend a half action each round to keep your bearings. If you opt not to tak this half action, roll d100 on this table:

Roll	Effect
01-30	No effect, you act normally but with a -30% penalty to WS, BS, Ag and INT.
31-40	Confused, you may move at half your normal rate but other wise can take no action.
41-50	Disoriented, you're vaguely aware of what's going on, and may defend yourself and move at normal rates, but not cast spells.
51-60	Dull-witted, you function normally, but your Attacks characteristic is reduced by 1.
61-70	Confused but resolute, you're not sure what's going on, and lash out randomly, verbally if not in combat or with a weapon if in combat (friend or foe, whoever is closest).
71-00	You pass out in a pool of your own vomit for 1d10 hours or until someone wakes you.

The effects of alcohol fade after a number of hours equal to 1d10 minus your Toughness Bonus (minimum 1 hour).

If you're stinking drunk, the effects end after 1d10 (minimum 4) hours.