WARHAMMER FANTASY ROLEPLAY

OLD WORLD ARMOURY

MILITARIA & MISCELLANIA

WARHAMMER FANTASY ROLEPLAY™

OLD WORLD ARMOURY

MILITARIA & MISCELLANIA

Design and Writing: *Robert J. Schwalb*

Additional Material: *Kate Flack and Rick Priestly*

Development: *Chris Pramas* Editing: *Kara Hamilton*

Graphic Design and Art Direction: *Hal Mangold*

Cover Art: *Dave Gallagher* WFRP Logo: *Darius Hinks*

Interior Art: *Toren "Macbin" Atkinson, John Blanche, Alex Boyd, Paul Dainton, Dave Gallagher, John Gravate, Kennon James, Naula Kinrade, Eric Lofgren, Pat Loboyko, Britt Martin, Val Mayerik, Michael Phillippi, Eric Polak, Scott Purdy, Rock Sardinha, Adrian Smith, Steve Tappin, Franz Vohwinkel, and John Wigley*

WFRP Development Manager: *Kate Flack* Project Manager: *Ewan Lamont*

Head of Black Industries: *Simon Butler*

A Black Industries Publication

First published in 2005 by Black Industries, an imprint of BL Publishing

BL Publishing

Games Workshop. Ltd
Willow Road
Nottingham
NG7 2WS
UK

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Rules for Armour Damage are based on those originally created by Graeme Davis in the article *Armour has Feelings Too* and Advanced Rules—Physicians are based on *Is there a Doctor in the House* by Andy Warwick. Both articles were referenced from the *Warhammer Grimoire,* © Copyright 1990, Flame Publications Limited.

© Copyright Games Workshop Limited 2005. All Rights Reserved. Games Workshop, the Games Workshop logo, Warhammer, Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, Black Industries, the Black Industries logo, and all associated races and race insignia, marks, names, characters, illustrations, and images from the Warhammer universe are either ®, TM, and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All rights reserved.

Green Ronin and the Green Ronin logo are Trademarks of Green Ronin Publishing and are used with permission.

Product Code: 60040283007

ISBN: 1-84416-266-4

Black Industries World Wide Web site:
www.blackindustries.com

Games Workshop World Wide Web site:
www.games-workshop.com

Green Ronin World Wide Web site:
www.greenronin.com

Table of Contents

Introduction 3
What's In This Book? 3
Final Notes 4
Option: Encumbrance 4
Availability 4
Craftsmanship 5
Option: Selling Goods 5

Chapter I: Currency & Trade 6
Denominations 6
Border Princes 6
Bretonnia 6
The Empire 7
Estalia 8
Kislev 8
Norsca 8
Tilean City-States 8
Dwarf Coins 8
Elf Coins 8
Other Lands 9
Exchange Rates 9
Forgery 9
Barter 10
How to Barter 10
Trade and Economy 11
Economic Processes 11
Merchants 11
Trade Routes 12
Trade Goods 12
Beyond the Empire 13
Taxation 14

Chapter II: Old World Armour 16
Armour of the Empire 16
Leather (Light) 16
Studded Leather (Light) 17
Mail Armour (Medium) 17
Scale Armour (Medium) 18
Plate (Heavy) 18
Armour of Other Lands 19
Using Armour 22
Armour Craftsmanship 22
Effects of Armour 22
Armour Decorations 22
Inscribed Armour and Gear 22
Secular Images 23
Personal Heraldry 24
Basics 24
Colours 24
Background Patterns 24
Symbols & Variants 24
Putting it all together 24
Optional: Damaging Armour 24
Unusual Damage 26
Repairing Armour 26

Chapter III: Arms of the Old World ... 27
Melee Weapons 27
Ordinary Weapons 27
Specialist Weapons 33
Missile Weapons 37
Ordinary Weapons 37
Specialist Weapons 38
Weapon Qualities 41
Weapon Statistics 41
Option: Damaging Weapons 42
Special Materials 42

Chapter IV: Gunpowder & Weapons of War 43
Early Firearms 43
Matchlocks 43
Wheellocks and Flintlocks 43
Specialist Weapon Groups 44
Engineer Weapons 44
Explosive Weapons 45
Gunpowder Weapons 46
Weapon Qualities 46
Weapon Statistics 48
Weapons of War 48
Man vs. Machine 48
History 48
War Machines 49
Mass Combat Weapons 50

Chapter V: General Equipment 51
Clothing 51
Carrying Equipment & Containers ... 56
Food & Drink 57
Illumination 60
Personal Equipment 62
Musical Instruments 64
Reading and Writing 65
Tools 66

Chapter VI: Special Equipment 69
Draughts 69
Poisons 71
Oddities 73
Religious Paraphernalia 75
Religious Equipment 76
Replacements, Appendages, & Enhancements 77

Chapter VII: Animals & Transport 79
Common Animals of the Old World 79
Companion and Specialty Animals 79
Mounts 81
Mount Gear 82
Livestock 83
Travel in the Old World 84
Roads 84
Coaches, Carts, and Wagons 84
Booking Passage 84
Water Travel 85
Purchasing Vehicles 86
Overland Vehicles 86
Watercraft 86
Vehicle Combat 87

Chapter VIII: Property & Business 88
Rented Locations 88
Coaching Inns 88
Hostels 89
Taverns 89
Purchased Property 89
Land 89
Buying Homes and Estates 90
Businesses 92
Guilds 92
Income 92
Types of Businesses 92

Chapter IX: Hiring Characters 96
Ordinary Hirelings 96
Craftman 96
Entertainer 97
Labourer 98
Servant 98
Specialist 99
Henchmen 101
Hiring Henchmen 101
Loyalty 101
Fleshing out Henchmen 102
Ready-to-Use Henchmen 102
Guide 105
Man-at-Arms 106
Manservant 107
Mercenary 107
Mercenary Wizard 108
Riverman 109
Squire 110
Translator 111

Chapter X: Treasures of the Old World 112
Unusual Coins 112
Gemstones 113
Jewellery and Accessories 114
Valuable Goods 115

Appendix: Reference Tables 116
Index 126

Introduction

Welcome to the *Old World Armoury!* This book is a comprehensive guide to equipment for the *Warhammer Fantasy Roleplaying Game* (*WFRP*). As a catalogue devoted to finding new ways for characters to spend their gold, it offers tons of new options and equipment for kitting out your hero. Building upon the trappings presented in *WFRP*, this book offers new choices for weaponry, armour, equipment and more. This book aims at retaining the grim and perilous atmosphere of the Warhammer world, while also adding depth to your games. Some of the information presented here also appears in **Chapter Five: Equipment** in your *WFRP* rulebook. This is intentional as this book can be used in the place of that chapter in its entirety.

— What's In This Book? —

This book presents a slew of new material for your *WFRP* games broken down in an introduction, 10 chapters, and an appendix.

Introduction

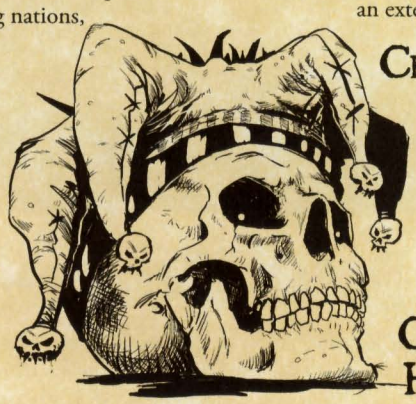
You're reading this part now. It provides an overview of the book while also presenting special information that applies to the entire book, such as availability, optional Encumbrance, and craftsmanship. In addition, the introduction offers guidelines for selling equipment.

Chapter I: Currency & Trade

This chapter tells you everything you need to know about money in the Old World, describing all of the denominations, how they differ in different parts of the world, and guidelines for getting by without coin. Finally, this chapter tells you about trade patterns throughout the Empire and its neighbouring nations, including a price list for major trade goods.

Chapter II: Old World Armour

This is the definitive armour chapter, discussing the three essential types of armour plus two new ones: studded leather and scale. In addition, variations by nation, full heraldry guidelines, and new mechanics for armour damage round out this chapter.



Chapter III: Arms of the Old World

This chapter has a broad focus, describing all the melee and missile weapons available. New weapons and variations among particular weapons based on craftsmanship are described here as well. Finally, this chapter concludes with special mechanics for damaging shields.

Chapter IV: Gunpowder & Weapons of War

Here, you get a good look at how Old World technology made advances in personal weaponry. Full gunpowder rules are included, as well as the introduction of several new weapons. In addition, basic siege weapons are described with full rules for bolt throwers.

Chapter V: General Equipment

This massive chapter presents just about every mundane item you could possibly want, from expanded lists of food and drink to personal equipment and tools.

Chapter VI: Special Equipment

This chapter describes a large selection of unusual equipment, including new poisons, draughts, and a number of oddities.

Chapter VII: Animals & Transportation

Offering full details on companion animals, livestock, and steeds, plus descriptions and expansions on carriages, wagons, and other modes of transportation, this chapter gives everything you need for an extended trip.

Chapter VIII: Property & Business

It's easy to guess what happens during a *WFRP* adventure, but what happens in the times in between them? Questions on where characters stay, what they do, and what kinds of businesses they might start are all covered here.

Chapter IX: Hiring Characters

Sometimes you just have to admit that you need help. This chapter gives your character all the help he could need, for the right price. This chapter focuses on hiring NPCs for short or long periods of time, while also including several ready-to-go characters for convenience.

Chapter X: Treasures

Jewellery, gemstones, and other valuables are all described in this brief closing chapter.

Appendix: Tables

This final section compiles all the equipment lists in one area to help you quickly outfit your hero.

— Final Notes —

This book references several rules first presented in *WFRP*. To keep everything in one place and make it easier on you, they're included here.

Option: Encumbrance

Encumbrance reflects the combined weight and bulkiness of an object. Some objects may actually weigh very little but are large and unmanageable, while some items are small but exceptionally heavy. Consequently, some objects are just too large and heavy to manage. For coins, 50 coins equal 5 points of Encumbrance.

Characters can manage a certain amount of Encumbrance based on their Strength Characteristic before feeling its effects. A character can carry Encumbrance points equal to their Strength Characteristic × 10. Thus, a character with a 45 Strength, could manage 450 points of Encumbrance before slowing down. For every 50 points that exceeds their Encumbrance, they take a –1 penalty to their Movement characteristic.

Dwarfs can handle larger loads than other characters, using their Strength Characteristic × 20. Dray animals, such as horses, can handle larger loads and may handle Encumbrance values equal to their Strength Characteristic × 30.

A character or creature's Encumbrance value equals the sum of the character or creature's Strength and Toughness Characteristics ×10.

Availability

Having money doesn't always guarantee you'll find what you want. Hamlets and small villages are a lot less likely to have expensive goods than a large city of 10,000 people. Moreover, finding a high-quality sword in a backwater village is more difficult than locating such a weapon in a teeming metropolis. To reflect availability of equipment, each good and service has an associated availability rating, ranging from Very Rare to Abundant. These notations are a base availability and should serve as a starting point for

determining whether a town has such an item or not. Feel free to adjust the levels of goods and services to suit the location of your game.

Characters searching for a particular item or service must make a successful Gossip Test modified by the availability of the item (**Table 0–1: Consequences of Availability** provides a baseline modifier for Gossip Tests to find an item in a community of 1,000 people or less). For communities between 1,000 and 10,000 people, reduce the difficulty for finding an object by one step. For communities over 10,000 people, reduce it by two steps. If the community has 100 people or less, increase the difficulty by one step. **Table 0–2: Availability by Population** shows how the difficulty changes based on population size.

— Craftsmanship —

Not all goods are of the same quality. Some equipment is shoddy, in poor repair, or of exquisite workmanship and beauty. A haunch of spoiled meat has far less value than a well-prepared roast, just as a polished sword from a Dwarfen forge is far more valuable than a rusty sword found at the bottom of a lake. Most goods and services described in the following sections are of Common Craftsmanship, meaning the goods and services are of average quality or performance. Characters desiring something lesser or greater than the average should use the following table to adjust cost and availability.

Normally craftsmanship doesn't change on game play for regular goods and services. A Poor Craftsmanship tallow candle may refuse to stay lit, or sputter, or give off a foul odour while still giving light. However, the Best Craftsmanship wax candles may burn brightly, resist gusts of wind, have a fine scent, and so on. While in the case of weaponry and armour, quality affects performance or Encumbrance, in cases of general goods and services, differences of quality are merely descriptive. The GM may reduce the difficulty of certain tests, but it is entirely at her discretion.

Option: Selling Goods

WFRP assumes you can sell an item for about the same price as it's listed. If you want to quickly sell an item, you can usually get half its listed price without making a test. If you want more, however, you need to find a buyer, and the amount you gain depends on the craftsmanship of the object and your skill at haggling. Whenever you want to sell something in this way, you and the buyer must make an Opposed Haggle Test. If you win, you can sell the item at 100% of its listed value, plus 10% for each degree of success. If the buyer wins, he only offers 50% of the listed value, minus 10% for each degree of success. A buyer who won the Opposed Test with two degrees of success, for example, would only offer 30% of the listed price.

Table 0–1: Consequences of Availability

Availability	Difficulty	Gossip Skill Test Modifier
Very Rare	Very Hard	–30%
Rare	Hard	–20%
Scarce	Challenging	–10%
Average	Average	+0%
Common	Routine	+10%
Plentiful	Easy	+20%
Abundant	Very Easy	+30%

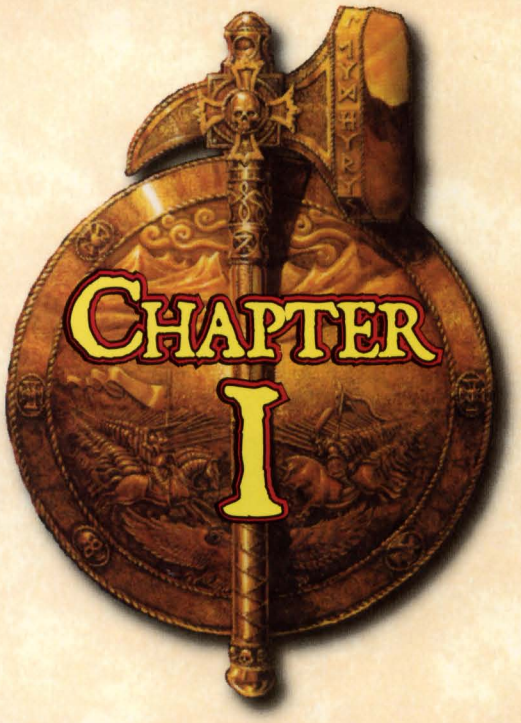
Table 0–3: Craftsmanship

Craftsmanship	Cost Multiplier*	Availability
Best	×10	Decrease two steps
Good	×3	Decrease one step
Common	×1	No change
Poor	×1/2	Increase one step

*The listed cost multiplier is suggested but not fixed. Some Best Craftsmanship items may be more expensive than what this table would indicate. Check with your GM for exact pricing and if such items are available.

Table 0–2: Availability by Population

	Difficulty by Population			
Availability	Below 100	Below 1,000	Below 10,000	10,000 or more
Very Rare	GM's discretion	Very Hard	Hard	Challenging
Rare	Very Hard	Hard	Challenging	Average
Scarce	Hard	Challenging	Average	Routine
Average	Challenging	Average	Routine	Easy
Common	Average	Routine	Easy	Very Easy
Plentiful	Routine	Easy	Very Easy	Automatic
Abundant	Easy	Very Easy	Automatic	Automatic



Currency & Trade

"I gave the protagonist 20 Shimmies to take care of a little problem for me. Amazing how you can grease with the wheels of commerce with a bit of coin and a bit of blood."

—Johannes, Carroburg Smuggler

Coin is scarce; so most people in the Old World rely on bartering and trading services to survive. A miller charges an agreed upon weight of grain in exchange for grinding it to flour, while a butcher claims a portion of the animal in exchange for cleaning and dressing the kill. This level of traded service allows people in the Old World to overcome the scarcity of wealth by sharing the burden of survival amongst the community. Of course, any peasant will take coin for his services, charging nobles and their servants for a haunch of meat, medical service, finished products like weapons and armour, just as one would expect. But such transactions are few and far between, too infrequent to feed their families and maintain the thatch roofs over their heads.

For examples of common wages and income levels, see **Table 1-1: Income.**

— Denominations —

Regardless of nationality, all coins currently in circulation have the same approximate weights and are usually made from the same materials. Each coin weighs approximately one ounce, and all coins are made from gold, silver, and either brass or copper (though sometimes bronze). In every land, people refer to coins by common names. Gold coins are Gold Crowns, and when written are designated with "*gc*;" silver coins are Silver Shillings, noted as "*s*;" brass (or bronze or copper, in any case they are all of equal value) are Pennies, and designated by "*p*." So 4 Gold Crowns is written 4 *gc*, 9 Silver Shillings is 9 *s*, and 15 Brass Pennies is 15 *p*.

The rate of exchange is as follows.

1 Gold Crown (gc) = 20 Silver Shillings (s) = 240 Brass Pennies (p)

1 Silver Shilling = 12 Brass Pennies

As stated, superficial differences do exist. The image on the coin's face changes with the nation or city-state minting the coin. Adulations, praises, and sayings all depend on the culture from which they originate. Some of the major nationalities and their coins are as follows.

Border Princes

The Border Princes do not mint their own coinage. Coin from any land is legitimate tender in these states. Of the coins circulating in this troubled land, the Empire's coins are by far the most common, but those of other nations are also found.

Bretonnia

Bretonnian coins are far less ostentatious than many, with a simple yet elegant design. The gold coin is called the *ecu*, also of a comparable size and weight to the Imperial crown. It features the bust of King Gilles le Breton, the founder of their nation, the basis of their military tradition, and the finest example of all of their knights. The *denier* features Gilles le Breton's personal coat of arms and the date of his death. Finally, the *penny* is a mixture of bronze and pewter, featuring the coat of arms or familial symbol of one of the 14 duchies composing the nation.

Table 1-1: Income

Job	Yearly Pay (*gc*)	Monthly Pay (*s*)	Weekly Pay (*p*)	Daily Pay (*p*)
Peasant	9-15	15-25	45-75	7-12
Rich Farmer	15-25	25-45	75-135	12-22
Innkeeper	20-30	35-50	105-150	17-25
City Shopkeeper	20-40	35-65	105-195	17-32
Mercenary	20-50	35-80	105-240	17-40
Skilled Craftsman	25-80	40-135	120-400	20-66
Typical Fence	30-100	50-165	150-495	25-82
Doctor	40-150	65-250	195-750	32-125
Artificer	150-500	250-835	750- 2505	125-420
Lesser Noble	250-500	415-835	1245- 2505	210-420
Wizard Lord	300-800	500-1350	1500- 4050	250-675
Greater Noble	1000+	1700+	5100+	850+

All yearly wages given are *before* regional taxes have been applied.

The Empire

The Empire mints the majority of the currency in circulation and its coins are by far the most common in the Old World. All cities mint their own coins, but each meets the specifications established in Nuln. Variations are quite common. One year, Altdorf marked the backs of their lesser coins with a deathly figure; the next year they displayed a rampant griffon. One thing uniting all the coins is the profile of the current Elector Count of each state that adorns the front. A profusion of differently minted coins in circulation combined with regional dialect and an Old Worlder's tendency to wilful obscurity makes the situation even worse. Examples include the Gelt, a northlander term for gold coins; the Mark, which is pretty much used throughout the Empire for gold; Shimmies is a street term of unknown origin for Shillings; and Mucks is used by rural folk for the Shillings. Even Pennies aren't exempt from the slang of the Empire's streets, earning evocative names like "Shrapnels" from soldiers and "Clanks" from the guttersnipes. Marienburg, no longer technically part of the Empire, has "Guilders," gold coins stamped with the profile of a prominent guildmaster. Naturally, these coins change appearance often.

Altdorf

Commemorating the victory over the von Carsteins through the two sieges of the city during the Vampire Wars, Altdorf occasionally uses a deathly figure as a symbol. By it, they celebrate their defiance against undead and evil magic. Some coins, usually the pence, feature a rampant griffon to show deference to the Emperor. The profile of the Emperor dominates their coins more than any other nation; so most people here call Gold Crowns "Karls." Those on the streets call these coins "Shiners."

Hochland

As a province of great hunters, Hochland uses images of the bow and horn on their coinage. In recent times, because of the proliferation of the Hochland long rifle, newer coins feature this weapon crossed over a bow. Lesser coins display a stag, bear, or stoat.

Middenheim

Proud of their associations with Ulric, Middenheim stamps their coins with a running wolf. Some coins, notably Shillings, also bear the image of a four-gated citadel or key to commemorate the gate wardens, whose regiments fought in the city's defence.

Mootland

The Halflings of the Moot use their symbol, a gigantic cock, on their silver coins. As this is the only coin the Moot mints, they use Karls and Clanks from the Empire.

Nuln

As a centre for learning and industry, Nuln marks their coins with images of the great bridge of the city or batteries of the various cannon they've developed. The Gold Crown features the crest of Nuln's Gunnery School on the back and the profile of the Emperor on the face.

Ostland

The bull of Ostland is a symbol of stubbornness and solidity, a characteristic shared and perhaps inherited from its Kislevite neighbours. The Dragon Bow of the Count, heirloom of the rulers of Ostland, is also used on these coins.

Stirland

The tribe controlling these lands at the time of Sigmar were not ruled over by a chieftain, but by a fierce warrior-queen.

Though she died at Blackfire Pass, and her son took on the mantel of Elector when the Empire was forged, this ferocious leader is still honoured in ancient songs of the province. Though her name is now forgotten, her likeness is immortalized on Stirland's silver coins.

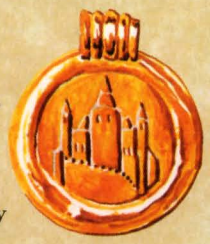
Talabheim

The sacred Talabec River is important to Talabheim life, being the source of trade, religion, and life. Hence, many coins, notably the Silver Shilling, feature images of a river. Talabheim's penny also has religious connotations, marking its significance back to Gods antedating Sigmar. All pennies minted in the city bear the image of antlers or of a twisted tree whose branches are shaped like antlers. The city's location in the crater of a comet firms the connection between the people of Talabheim and the symbol of Sigmar, the twin-tailed comet. To celebrate their vaunted status, they mark their Crowns with the image of the twin-tailed comet.

Wissenland

Having absorbed the former Solland province, the people of the south continue to uphold the tradition of using the sun in their coins and flags. The reason for this longstanding reverence comes from the fall of Solland itself, for it is one of the darkest stories in Imperial history. Most say the area is a place that the 'Light Doth Shine No More.'

Estalia



Estalian currency is similar to Imperial coins, being of the same weights and compositions. The face of the *excelente*, their gold piece, features a castle on a hillside, and the back of the coin bears the crest of the ruling family of the city-state where the coin was minted. Like much of the Old World, the silver *real* is the standard unit of currency, featuring a fish on the front and the date of its minting on the back. Finally, the *duro*, the smallest denomination, is made of bronze or copper. These small coins feature a merchant's scale on the face and the banner of the Estalia Kingdoms on the back.

Kislev

The Kislevite gold *ducat* changes with each Tzar or Tzarina, bearing a new profile whenever a monarch takes the throne. The palace is the only constant, always present on the back of the coin. These coins are of exceptional quality; legend has it that the coin dies originated from the Dwarf-holds of the World's Edge Mountains. The *denga*, Kislev's silver coin, is more common than the gold coin, and it bears the image of Tsarina Kattarin. The *pulo*, a copper coin, displays a bear's head on the face and an eagle on the back.

Norsca

Far north of the Empire and Kislev lies the frigid land of Norsca, a place where Chaos has a firm grasp. Much of this bleak and frozen landscape is inhospitable and too distant and dangerous for many merchants. Norscan people rarely mint their own coins, content to steal coins during their raids. What coins they do mint are the *sceattas*, a small silver coin bearing the crude image of a Norscan king encircled by a ring of runes, and the *pfennig*, a bronze coin whose face is divided into four quadrants. Each quadrant bears a rune; starting with strength in the top left quadrant, clockwise the other quadrants are courage, death, and conquest. The Norscan people do not mint gold coins; they melt it down to make jewellery instead.

They do not exchange coins with other nations, seeing coins from other lands as equal value regardless of composition.

Tilean City-States

No two city-states in Tilea have the same coins. A variety of images and symbols mark them, depending on the region and government responsible for their minting; although Tilea does abide by the Crown, Shilling, and Penny nomenclature used by the Empire. The common Gold Crown features the profile of various famous merchant princes on the front and a merchant's scale on the back, similar to what's used in the Estalian *duro*. Shillings may feature sailing ships or the bolt thrower, a famous Tilean invention. Pennies also vary wildly. Some depict an important fortresses, shrines, government buildings, or even marketplaces. Because each city-state mints its own currency, quality varies. As a result, Tilean coinage is generally worthless in other lands. Dwarfs flat out refuse to accept Tilean currency in their own lands, so merchants from these lands use Imperial coin.

Dwarf Coins

The Dwarfs use the same denominations as the Empire, but each coin is of a quality and composition superior to those used by Men. The gold coin features an intricate rendering of the Book of Grudges, to remind other races of the Dwarf people's long memory. Other coins, silver and bronze alike, have the clan symbols stamped on the face, with the date of their minting on the backs. Some Dwarfen coins also have images of mountains as well. Dwarfs, ever the literal people without understanding of subtleties, refer to their coins by gold, silver, and brass.

Elf Coins

Like other people in the Old World, Elves use coins to facilitate trade with their Human neighbours; although among their own people, they prefer to barter or trade in services rather than partake in the impersonal exchange of metals. As with all things in Elven communities, the medium presents an opportunity for their artisans to show a profound understanding of the world, to create something of unsurpassed beauty. However, given their general disdain for violence and warfare, they never glorify battle in their art. Thus, one never finds an Elven *gold sovereign* decorated with a pair of

Table 1–2: Exchange Rates

	Exchange Rate in other Lands								
Coins	**Bre**	**Emp**	**Est**	**Kis**	**Nor**	**Tcs**	**Dwa**	**Elf**	**Ara**
Bretonnia (Bre)	—	+5%	+10%	+10%	+0%	–20%	–10%	+5%	+10%
Empire (Emp)	–5%	—	+5%	+10%	+0%	–15%	–15%	+0%	+5%
Estalia (Est)	–10%	–5%	—	–10%	+0%	–10%	–20%	+0%	+0%
Kislev (Kis)	–10%	–5%	+10%	—	+0%	+0%	–10%	–5%	–10%
Norsca (Nor)	–30%	–20%	–10%	–5%	—	–5%	–20%	–10%	+0%
Tilean City-States (Tcs)	–50%	–30%	–20%	–10%	+0%	—	n/a	–20%	–10%
Dwarf (Dwa)	+20%	+30%	+40%	+40%	+0%	+50%	—	+0%	+20%
Elf (Elf)	–5%	+0%	+5%	+5%	+0%	+20%	+0%	—	+5%
Araby (Ara)	–10%	–5%	+0%	+10%	+0%	–10%	–20%	–5%	—

swords or a scene commemorating an ancient battle. Instead, they feature beautiful objects they find in nature. Wood Elves stamp their coins with leaves, using oak leaves for gold, maple for silver, and leaves from other trees like birch, pecan, or fruit trees to depict bronze or copper coins. High Elves, on the other hand, reflect their architecture in their coinage, depicting castles, spires, and temples, occasionally glorifying dragons, Pegasi, and other wondrous creatures.

Other Lands

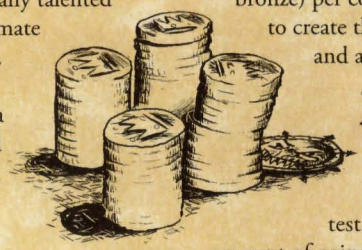
Sometimes, coins from distant lands enter circulation in the Old World. Gold pieces from Araby bearing crossed scimitars, silver pieces showing rearing stallions, and bronze pennies displaying a crescent moon regularly appear in the Tilean city-states, Estalia, and the Border Princes. In Kislev, strange steel coins from Cathay sometimes appear in their markets, valued for their uniqueness rather than their composition. Odd creatures stare out from the faces of these rare coins. Some even have a hole through the centre so they can be carried on coin strings as is the custom in distant Cathay. In recent years, unadorned nuggets of gold have made their way from the faraway Lustria, but these are quickly melted down and minted into regular coins of the land. One can always tell a coin originating from Lustria by its reddish hue.

Exchange Rates

Racial animosities, ethnic bigotries, and other prejudices colour the worth of a nation's coins in other lands even though all nations use a similar system of weights and measures to facilitate trade. Furthermore, not all minters deal in pure metals, and many add layers of tin, aluminium, and other inferior metals, which changes the coin's worth when used in other countries. **Table 1–1: Exchange Rates** shows the common rates of exchange between nations in the Old World.

— Forgery —

Because there are so many coins in circulation, it is nigh impossible to track forgeries to their source. Jinks, as suspect coins are called, are a widespread problem that the Empire lacks the means to adequately address. With the Empire's inability to address the growing counterfeiting problems, many talented metalsmiths abandon or supplement their legitimate business by minting their own coins. Over time, a metalsmith can gather enough raw materials to stamp his own coins by shaving the edges of a legitimate coin. Furthermore, counterfeiters add lesser metals, reducing the weight and actual value of these coins.



Getting Started

Coin dies are the first thing any counterfeiter must have in order to set up shop. These are hard to find, requiring a Very Hard (–30%) Gossip Test, but a character with the Trade (Artist) skill can make a Hard (–20%) Test to create a coin die from scratch. At minimum, a forger also needs workshop and a furnace to smelt the metals.

Once the counterfeiter acquires the die, he must attain raw materials for making the coins. To construct a believable coin, the counterfeited currency must contain at least one quarter of the base metal or a quarter ounce of gold/silver/brass (or copper or bronze) per coin to be forged. The forger must have an assistant to create the coins; otherwise, the coins produced are duds and automatically recognized as forgeries.

Making the Money

A character must succeed a Challenging (–10%) Trade (Smith) Test each day. On a successful test, the counterfeiter produces 50 coins (or an amount of coins equal to the raw materials at hand, whichever is less). If the test fails, subtract the difference of the roll from the amount of coins the character would have made. So, if a smith's Intelligence is 20, and he rolls a 45, including the Challenging (–10%) penalty, he fails the test by 35 (20 – 10% for Challenging means he needs a 10% or less and he rolled a 45, resulting in a failure by 35%). Because he failed the roll by 35, he only produces 15 coins instead of the normal 50 (50 – 35=15).

Spreading the Wealth

Upon making false coins, the counterfeiter can use them as regular currency. However, each transaction requires an Average (+0%) Charm Test. On a failed result, the forgeries are identified for what they are, and the character may very well face lifelong imprisonment or worse. Passing dud coins is more difficult, starting with an Average (+0%) Charm Test for the first transaction and getting progressively harder with each transaction in a community or neighbourhood—for large cities. Each transaction increases the difficulty by one step, from Average (+0%), to Challenging (–10%), to Hard (–20%), and finally to Very Hard (–30%).

— Barter —

Not all transactions in the Old World use currency; many simply trade in goods and services. In the slums of the cities where coin is scarce, many trade labour. Bartering also occurs in the wilderness where a person's wealth is measured by the regularity of his food supply, shelter, and the clothes on his back; this is especially true among hunters and trappers, Elves, and other frontier-dwelling people. A man 100 miles from the nearest city without these things could be holding a sack of 100 Gold Crowns and be no better off than the penniless pauper in Altdorf's slums.

A butcher may trade a side of mutton for a pair of shoes. A tinsmith may exchange a set of cutlery for two sacks of flour. The exact arrangements, as far as what is equivalent to what, depends wholly on demand and use in any given place, just as prices are dictated by demand and scarcity. For example, a person can use a set of cutlery over and over again, but he can only eat a meal once; so a set of cutlery may be worth several meals. On the other hand, in a city facing a food shortage, the tinsmith would likely have to offer several sets of cutlery and other goods to equal one meal.

Table 1–3: Bartering

	Item for Trade						
Item	**VR**	**R**	**S**	**A**	**C**	**P**	**Ab**
Very Rare (VR)	1	2	4	8	16	32	64
Rare (R)	1/2	1	2	4	8	16	32
Scarce (S)	1/4	1/2	1	2	4	8	16
Average (A)	1/8	1/4	1/2	1	2	4	8
Common (C)	1/16	1/8	1/4	1/2	1	2	4
Plentiful (P)	1/32	1/16	1/8	1/4	1/2	1	2
Abundant (Ab)	1/64	1/32	1/16	1/8	1/4	1/2	1

How to Barter

Adjudicating bartering is simple. You can estimate the relative worth of the goods by taking the item's overall usefulness into consideration. Food is useful to a starving man, while a sword in a town that manufactures weapons is relatively worthless. Alternatively, you can compare the relative availabilities of the items for trade, modifying them by local availability. **Table 1–3: Bartering** serves as a starting point for comparing the relative worth of goods, but feel free to change the results based on the circumstances surrounding the trade. In this case, the item's availability has an exchange rate, such that a very rare item is worth two rare items for instance.

> ***Example:*** *Jon is hungry, has an extra sword (a hand weapon with a Common availability), and desperately wants a meal (one meal is Plentiful). Having no coin, he offers to trade the sword for food. Comparing an item of Common availability to an item of Plentiful availability reveals Jon can probably get two square meals for his sword. Now, if the GM rules that this town is in need of arms, a hand weapon's availability may increease to Average, which would net Jon four meals, or even Scarce in desperate times, giving him eight meals. Conversely, it may be that Jon's problem is that a recent blight has struck the harvest, resulting in a terrible shortage throughout the region. In this case, availability for food drops to Scarce, which means Jon would need to trade four hand weapons to get a single meal!*

Bartering Services

Service (see **Chapter Nine: Hiring Characters** for availabilities) can be traded in much the same way as goods. A Common craftsman could spend a day's labour in exchange for a handful of meals, but in a town where craftsmen are prevalent, say Nuln for example, very few would trade a meal and bed unless the craftsman was very skilled.

— Trade and Economy —

Though war is all too common, there is more to life in the Old World than the fury of Ulric. Men and women toil on their farms from Estalia to the eastern reaches of the Empire and as far as Kislev. Craftsmen work in the cities, taking raw goods and producing something useful for society, from soap to a fine suit of Marienburg mail. At great risk to themselves and their fortunes, merchants travel the trade routes that crisscross the lands, offering finished and raw merchandise to those with coin to spend or goods to trade.

Economic Processes

The Old World's economy relies on a distinct process. Raw goods are cultivated and sold to finishers who in turn sell to the population at large. Peasants toil in their fields to grow grains and vegetables, or they herd livestock, which they slaughter for meat and hides. When they cultivate their goods, they sell to finishers, such as leatherworkers and millers. Miners extract ore from the Middle Mountains and sell the raw stuff to metalsmiths, who in turn create weapons, armour, cutlery and jewellery. Most finishers sell their goods at the local level because few have the resources to move merchandise to different markets, and so they rely on merchants to move their finished products throughout the Old World.

Merchants

At the bottom, simple peddlers wander the roads, shouldering their goods from village to village. Lacking much in the way of funds, peddlers sell what they can find or trade for, and so they often carry as much junk as they do quality goods. Most of these low-tier merchants deal in merchandise and not in foodstuffs, as they lack the means to transport such items before they spoil. A single peddler usually moves between 6 and 12 villages, moving from one location to the next in rotation. The wealthier peddlers can afford a guard or two, but these are rare, for if they can afford guards, they can probably afford better modes of transportation than their feet.

Next come the merchants proper. This broad group includes minor dealers who travel to a handful of cities, up to the powerful lords who can move goods all across the continent. In towns and cities of any size, they organize themselves into guilds to look out for their common interests. While powerful locally, most guilds can't compare to the merchant princes and the Great Merchant Houses. Most merchants operate out of a single city, moving goods in bulk into and out of their base of operations, acquiring goods from other cities and bringing them back for sale. A few have ships or barges that allow them to move more merchandise to other coastal cities, or caravans to move things overland to more remote regions.

The most powerful of the merchants are the Great Merchant Houses, ruled by merchant princes who wield power nearly equal to kings and lords. They have the power to deprive a city of any resource in order to drive the prices up or inundate it with surplus goods to hedge out their competition. With offices in several cities, they have large networks of lesser operatives who negotiate prices with local finishers or farmers to get the best price and relocate the goods to markets with large demands. Details on some of the major families follow.

House Agnew

While there is a nascent middle class in Bretonnia, it lacks the strength and vibrancy of the Imperial burgher class. The noble houses control every facet of Bretonnian life and that includes trade. House Agnew, which is famous across the Old World for its wines and spirits, is a noble household whose accomplishments in trade have far eclipsed those of the battlefield. Wealthy and influential from their brisk trade in exporting fine wines from the Morceaux Valley, they helped fund Marienburg's secession from the Empire for their own economic advantage and (so they say) the defence of Bretonnia. While some noble families disparage the Agnews for engaging in such unknightly pursuits, House Agnew has become key to the economic prosperity of Bretonnia.

House Bacher

Established as a factor for moving breads and other baked goods in Marienburg, House Bacher established themselves as the premier house for moving foodstuffs throughout the Old World. Still based in Marienburg, they have unprecedented control and influence given the city's unusual relationship with the Empire. Some whisper House Bacher has a hand in the local politics, but most discount such rumours as paranoid nonsense. House Bacher sells to both Bretonnia and the Empire. Displayed on their merchant ships, their banners, a grasshopper on a red field, can be seen in ports all over the world. Their biggest rivals are the smaller businesses within the Empire, but they maintain a foothold in most places because of their monopoly importing Bretonnian brandies.

Korbrel's Fine Wares

Korbrel's Fine Wares is a large and wealthy organization catering to the wealthiest citizens in the Old World. Selling commodities like precious metals, gemstones, glass wares, and gromril ore from the Dwarfs, Korbrel is a household name among the Empire's decadent aristocracy. So great is their prominence, there is always a Korbrel at any one of the Emperor's personal parties.

Von Kantor Family

Situated in Averheim, the Von Kantor family is small and efficient, made so by the constant raids of the Orcs and worse boiling out of Black Fire Pass. They deal in ores culled from the World's Edge Mountains, using cheap peasant labour to beat out Dwarf competition. Much of their control stems from the city, but most of their business transactions occur farther north. Their House symbol is a mountain with two peaks.

The Rumster Clan

This sprawling house of Halfling merchants contains some of the sharpest minds of the Halfling nation. With agents and members spread across all the Empire, their "penny pies" and "travelling meat breads" are infamous as cheap and slightly dubious fare. Wherever there is cut-price meat or spoiled flour, a Rumster is there, cornering the market and warming up the ovens. They'll put anything in a pie, even, it is whispered, each other.

Other Houses

Many more merchant houses have influence throughout the Old World, from the Elven merchant house Swiftwind, which represents Elven trade goods in Erengrad, Marienburg, and even Altdorf, to the Fabbricante Family in Tilea who bargains with northern lords for mercenary units and their Free Companies. The Steinhauer family transports rare marble throughout the Old World, and their excellent tile and stone are used in the palaces and homes of the wealthy.

Trade Routes

There are three major ways trade goods move through the Old World: the sea, the river, and land. River barges prove the most economical, as they can move goods faster than caravans, and they are safer, being mobile fortresses capable of repelling bandit attacks. All the waterways of the Old World see barges laden with goods from all over, travelling from one city to the next. The Great Ocean is treacherous because of Sartosan Pirates and Araby Corsairs who prey on fat Bretonnian Merchant Ships and Tilean barges. The waters are so dangerous, even the superior warships can do little against the fleets of pirates who make it their business to sack cargo ships for the treasures carried.

Dry caravans, usually great trains of wagons, travel the many roads in between the centres of civilization as well. Most of these heavily-guarded wagons see some combat on their journeys, and rare is the caravan who does not spend at least a portion of its travels on a river barge.

The most famous trade route is the Silver Road. This route connects the nations of the Old World to distant Ind and Cathay. Few caravans braving the long journey survive the hordes of Hobgobla-Khan that prey upon them. But because a single trip can make a person wealthy enough to live the rest of his days as a lord, many brave the uncharted wilderness between the west and the distant east.

Trade Goods

Though Marienburg and Kislev's Erengrad are powerful trade centres in the Old World's economy, the Empire is the largest producer and consumer. The Empire overshadows the Estalia Kingdoms, Bretonnia, and even the cutthroat merchants of Tilea, and all merchant houses must consider the Empire in their dealings and negotiations. The economic centres in the Old World follow.

Altdorf

The capital of the Empire, site of The Imperial Palace, and home to the Cathedral of Sigmar, Altdorf is the heart of the Empire. Devout worshippers from all over make pilgrimages to the Cathedral to receive a blessing from the Priests of Sigmar, and while there, they spend considerable sums to delight in Altdorf's tourism, be it the taverns, tours of local breweries, museums, government buildings, or even to stare in wonder through the gates to the Emperor's home. Situated at the confluence of the Reik and the Talabec, Altdorf also sees a regular influx of merchants who cross the provinces on river barges laden with goods from many lands. Even Altdorf's universities and libraries draw regular visitors; for they are said to be the greatest in the world.

Marienburg

Though no longer part of the Empire, Marienburg claims to be the largest port in the world, serving as the main trading centre in all the north. Thanks to its position at the mouth of the River Reik, it sees equal inland traffic as it does seaward. Furthermore, any merchant who would do business in the Empire's interior must first pass through this great city, and so the people there get first pick of the imported goods from Bretonnia, and at the very least they gain the benefit of steep tariffs. Consequently, Marienburg's merchant class is quite powerful, but also varied, as representatives of the High Elves use this city to distribute their wares to the Mannish races throughout the Old World.

Middenheim

Middenheim, given their remoteness and differences of religion, is not a major trading centre. They grow just enough basic foodstuffs to feed their populace. A trade route leads to this city from Marienburg, but it's scarcely travelled. And though Altdorf merchants do bring goods to this northern city, few do in favour of more lucrative markets.

Nuln

A centre of learning and a common crossing point over the Reik before entering the forest, Nuln is a growing power. Foremost in siege weaponry design, it produces some of the finest weapons in the world. Its ambitious universities are supported by the city's location on a trade crossroads, which brings great wealth from southern merchants. Nuln also produces many fine wines and exceptional metalwork from Sudenland.

Other Empire Centres

The Empire's agricultural centres include Reikland, which perfected advances in farming to reduce the food shortages of the previous generations. Competing directly with the Reikland are the Moot's rich pastures that produce some of the best beef and mutton anywhere, to say nothing of their fine beers and flours that are mysteriously free of weevils. Also, the Halflings sometimes export furs and hides (they are well-known for their leatherworking); although, they can't compare with the output of the expert hunters and trappers of Talabecland and Hochland.

Beyond the Empire

Though the Empire's merchants compete with their Kislevite, Bretonnian, and Tilean counterparts, they do so good-naturedly. They don't see their neighbours so much as threats as they do rivals. On the other hand, traders from Araby (cunning and cutthroats all) are in direct competition and have access to all manner of goods, dealing directly with Ind and Cathay, which allows them to corner the market on spices, silk, and other finished goods.

Tilea

The Empire's biggest rival is Tilea, whose marketplaces swell with the influx of strange imports and stranger foreigners. Legendary for their shrewd bargaining skills, Tilean merchants are second only to the Araby dealers, whose negotiations are legendary. As a nation, they export grains, cattle, goats, sheep, silver, and Tobaro gemstones to ports all over. Tilea also supplies the Empire with mercenary forces.

Bretonnia

Bretonnia is equally rich in trade, producing the finest warhorses, finished gemstones and gold, wine, brandy, and more. While significant, most of their wealth lies in the coastal cities like Bordeleaux, L'Anguille, and Brionne. Couronne produces wheat, wines, and meats, and they enjoy heavy trading for luxurious silks and spices brought from Estalia to the south.

Kislev

To the east, Kislev is also an economic power, especially in the trading port city of Erengrad, whose influence and command is second only to Marienburg. There, goods from as far west as Bretonnia and Estalia find buyers from all over who come to do business in this rapidly growing city. In exchange, Erengrad sells commodities culled from the Norscan coast such as whale oil, ivory, timber, tar, and fish. Courageous traders continue dealing with the savage Norscans to acquire rare and valuable goods.

Estalia

Estalia does a brisk trade as well. Even after Bretonnia repelled the Araby invaders, merchants from that exotic land do much of their trading here, and Estalian merchants, in turn, trade these goods to their neighbours in Bretonnia and the Empire. Supplementing the transport of Araby merchandise is the power of their fishing fleets, who sell their catch in the Old World's famous barrels of pickled fish. Magritta, another great port famous for its hard stance against pirates, does a lot of trading with northerners, using the produce grown from their rich agricultural industry and the silver from vast veins in the nearby Abasko Mountains in the east. Estalians traditionally despise Tileans, and trading with their neighbours is rare.

Common Trade Goods

Merchants make a good business supplying other regions with hard-to-acquire goods. Such things include woven fabrics, hides, spices, and foodstuffs; things every person needs. **Table 1–4: Trade Goods** lists prices for trade goods. Like other goods, there are variations on pricing, with some things of a higher quality than others.

Table 1–4: Trade Goods

Trade Good	Common Price	Trade Good	Common Price	Trade Good	Common Price	Trade Good	Common Price
Fabric	*Per Square Yard*	*Hides*	*Per Skin*	*Oils*	*Per gallon*	*Grains*	*Per Pound*
Canvas	2 *s*	Marten	5 *gc*	Almond	6 *gc*	Millet	8 *s*
Homespun	8 *p*	Mink	6 *gc*	Hazelnut	2 *gc*	Oats	8 *s*
Lace	3 *gc*	Raccoon	10 *s*	Olive	3 *gc*	Rice	3 *gc*
Linen	10 *s*	Sable, black	7 *gc*	Safflower	30 *p*	Rye	8 *s*
Silk, Cathay	5 *gc*	Sheep	4 *gc*	Sesame	6 *gc*	Wheat berries	1 *gc*
Velvet	2 *gc*	Wolf	5 *gc*	Sunflower	4 *s*	*Flours*	*Per Pound*
Wool	1 *gc*	*Dyes*	*Per 6 ounces*	Walnut	1 *gc*	Barley	26 *s*
Hides	*Per Skin*	Blue, copper	11 *s*	*Sweeteners*	*Per pint*	Buckwheat	13 *s*
Bear	3 *gc*	Blue, ultramarine	13 *s*	Honey	5 *s*	Rye	18 *s*
Deer	50 *s*	Green	11 *s*	Sugar, brown	1 *gc*	Wheat	2 *gc*
Fox, red	9 *gc*	Ochre	15 *s*	Sugar, raw	6 *s*	*Exotics*	*Per Pound*
Fox, white	11 *gc*	Purple	2 *gc*	*Grains*	*Per Pound*	Chilis	67 *gc*
Horse	2 *gc*	Red, iron	6 *s*	Barley	13 *s*	Chocolate	67 *gc*
Leather	1 *gc*	Safflower	5 *s*	Buckwheat	6 *s*	Coffee	33 *gc*
Leopard	14 *gc*	Yellow	3 *s*	Chick peas	2 *gc*	Tea	2 *gc*
Lion	15 *gc*	Vermillion	1 *gc*	Lentils	1 *gc*	Tobacco	10 *gc*

— Taxation —

Taxes are a big part of commoners' lives. Though tax collectors are widespread, they only regularly collect, on average, taxes from about half of the Old World's population—in urban centres they have higher taxation collection rates, while in rural areas significantly less. This was not always the case. In generations past, before the emergence of the new middle class, peasants were little more than property and had to give a substantial percentage of the products of their labour to their lords who protected them. Since the rise of burghers, the governments of the Old World have been forced to adopt a different approach.

There are as many different types of tax as there are ways to avoid them. Each country is different, and frequently each province within that country operates as a law unto itself. Tax rates reflect the fortunes, whims, and personalities of the nation's rulers. They might squeeze the populace to fund a new castle, or they may decide the masses are best left to their own devices. Guilds, trade alliances, and city-states also demand coin from the everyday folk, as do illegal protection rackets.

Bretonnian taxes tend to be very much in the old style—feudal lords demand work and produce from the peasantry. And Tilean taxes are famously complicated and corrupt. Estalia manages to impose a national and regional tax more or less across all of its population, and Kislev and Norsca have what can best be described as primitive approaches to fund raising. Within the Empire, taxes, tax collection, licensing, extortion, and avoidance have almost become an art form as the population struggles to fund the latest war or scheme of the Elector counts.

Generally speaking, as long as the desired amount of money is raised, the method of its procurement is not questioned. Many Guilds and places rely upon bands of mercenary tax collectors—tough fighters, shrewd negotiators, and fierce opponents. Several independent companies of collectors exist, the most infamous being those that work the towns and villages of Stirland. These heavily armoured fighters are renowned for getting the job done, no matter who, living or dead, stands in the way.

Player Characters may encounter some, all, or none of the following taxes, depending on the whim of the GM.

Fifteenths and Tenths

Each community of a village size or larger is to present the tax collector with a tenth of their income for the last year. Elsewhere, the individual must give a fifteenth of what they earn. Tax collectors take the funds directly from the Mayor, who also claims a percentage of the people's income every six months to meet the tax demand.

Poll Taxes

Every five years, many travel to the nearest city and register themselves and their families with the local government. This allows the rulers to track populations and to conscript soldiers in times of war. Each family must pay 1 *s* for every male member of the household, 6 *p* for every female member, and 3 *p* for each cow. These taxes have led to many creative evasions, such as dressing up boys as girls to avoid paying the extra tax or even hiding children until they come of age. During times of war, the government maintains the poll tax, regardless of the hardships imposed on the citizens, which has led to a number of peasant revolts.

Ear Tax

Usually levied upon Elves, this tax demands a Shilling per ear, on pain of removal. Gatekeepers, Guilds and independent cities commonly use this tax to insult and suppress competition from Elven trading houses. Needless to say, collectors will only attempt to claim this tax from individuals if they think they can get away with it.

Dinning

More a form of extortion than a tax, this is used by rulers wishing to equip or fund a regiment for war. The recruiting sergeants, drummers, heralds, and other musical sections of the group are sent to a settlement, usually a town, and play their drums, pipes, and trumpets until the desired amount is raised. Unscrupulous officers have been known to continue this for days on end, sending the rank and file about the streets to keep the population up at night by clattering their armour and rattling their blades.

Banking Fee

Popular in towns and cities, this method of revenue is despised and unavoidable. Rates vary, but generally a deduction is made from any amount deposited or withdrawn from a bank. Within the Empire, the charge is currently a Crown for the Emperor, a Shilling for the Bank, and a Penny for the clerk for each 10 *gc* handled. Promissory notes and letters of credit often qualify for two to three times this rate.

Window Tax

Made notorious by the Window tax riots of Altdorf, this is a seldom-used tactic to raise funds. House owners pay a set charge for each window in their abode. This can be avoided by bricking up windows, bribing officials, or flat out denying ownership. Many noble families claim that since their ancestors never actually *bought* the house they live in, there's no *proof* that they own it, and as such they are not liable for tax upon it.

Shank's Levy

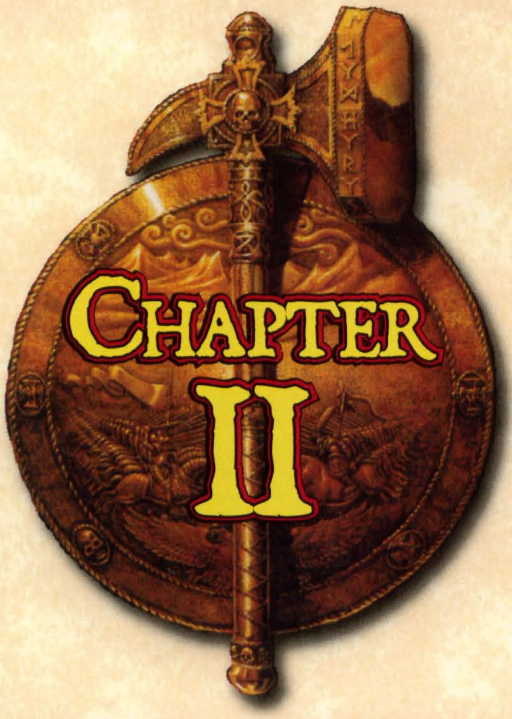
Popular within Halfling ghettos and the Moot, this tax demands payment from folk presumptuous enough to grow above 4 feet in height. At most bars, shops, and gates there is a notch against which all suspiciously tall folk must stand. Rates vary, but generally folk must pay a penny for every inch they clear above the 'Shank Mark.' Some guilds have adopted the reverse of this system, charging folk for every inch below a certain height, but this is not very common.

Belt Tax

Used in times of food shortages and war, this tax charges folks a certain rate for every inch of their belt. The theory is that the fat can afford to go without; however, in practice, well-upholstered merchants can afford corsets, bribes, and impersonators.

Licensing

Especially popular in the Empire, charging folk for a licence is a time-honoured way of extracting revenue from the populace. Ranging from the entirely sensible (fishing and hunting) to the downright strange (owning ferrets or wearing hats), licensing is supported by numerous inspectors in cities and towns, but less enforced in rural areas. Occasionally, a ruler may sell yearly taxation licences to private individuals as a way of gaining quick revenue. This practice allows the licensed person to extract whatever they think they can get away with.



Chapter II

Old World Armour

"You'll need Dwarf-made plate if you're thinking of descending into the ruins of Karak Azgal. Orc arrows are guaranteed to bounce right off or your money back!"

—Gregor, Averheim Merchant

The roads between Old World cities are dark and gloomy creeping with things like Greenskins, bandits, and worse, who claim the dense forests that carpet most of the provinces as their own. The Black Mountains to the south hold horrors untold, while the ever-present threat of the Chaos armies ebb and flow in the cold far north beyond the Kislev strongholds that valiantly guard against a new incursion. Not even the cities are safe, for cutthroats and murderers in the rubbish-filled alleys will snatch a passer-by and kill for a few clankers, and this is to say nothing of the alleged Skaven menace lurking beneath their very streets.

Personal protection is the difference between a knife in the back and making it home through the perilous streets and roads in the Old World, and for this reason, the armour trade flourishes. Dwarf-forged plate armour, fine Imperial mail, Moot leather are all available to those who can afford them, and for those who can't, a mail shirt or even a leather jack can save a life. In Bretonnia, the Grail Knights' armour features religious imagery of the Grail and the Lady of the Lake, while Imperial foot soldiers rely on mail and plate to curb the blows of their enemies. Dwarfs commonly don heavy armour, completely encased in plate forged in their mountain homes, while Elves adopt soft and supple leathers for some protection and full manoeuvrability. Each nation, each race, each province dons armour for both protection and also to reveal their personal allegiances, faiths, and honour.

— Armour of the Empire —

The Empire has some of the best armourers in the Old World. Their armourers have mastered the skills to produce some of the finest suits of plate armour anywhere; though they owe their skill to manufacture full plate armour to their neighbours, the Dwarfs. Moreover, the layered suits of mail from Marienburg are world-renowned. Likewise, the Halflings produce fine leather armour to meet the needs and comfort levels of the most discerning buyer. Having strong alliances with other races, the Empire's soldiers and citizens are some of the best protected anywhere.

Leather (Light)

Leather armour is the armour of choice for most. Favoured by mercenaries, hunters, and other men-at-arms, leather grants some level of protection without sacrificing mobility or agility; although its popularity does not stems from its protective qualities—other armours are far better suited to keeping their wearers alive—but rather for its inexpensiveness and the availability of materials. To make leather armour, a tailor needs only leather, fire, oil, and water. Any leatherworker can make a suit, needing only to boil the skins and shape it when supple. Leather armour, as with all armour, comes in separate components as follows or as a full suit.

Full Leather Armour: A full suit of leather armour consists of a leather jack, a pair of leather leggings, and a tight-fitting leather skullcap. Some suits of leather are dyed different colours for camouflage, using greens and blacks depending on the demands of the customer. Elves are the most likely to make use of camouflaged leathers, especially the Wood Elves of Athel Loren. Some leatherworkers use garish colours instead, since bright colourful suits are in high demand during war, because soldiers don colours of their Elector Counts and the colours of their home provinces. Reds, yellows, greens, blues, and other colours are all common, especially among the West in provinces like Reikland, Averland, and Wissenland. In the north, leather is less common, as warriors favour studded leather (see page 17) or hides, combining colours in outlandish fashions. Finally, in the barren east where the land is poor and people

poorer, leather is dull and worn, usually influenced by Kislev in style and appearance; though nearly all Easterners incorporate a splash of colour by wearing sashes, plumes, or even armbands to show their allegiance.

In Bretonnia, peasants use leather components, for few can afford the heavier mail and plate armours favoured by their knights. Leather armour found in this land is identical in form and function to that found in the Empire. Men-at-arms and veteran peasants are among the most likely warriors to wear light armour.

The Wood Elves of Athel Loren generally wear little or no armour. If they do, it is leather. And among those rare ones who do, only the fabled Warhawk riders and the devastating glade riders wear armour with any regularity.

Leather Jack and Leather Jerkin: A leather jack is a jacket with brass or silver buckles in the front. Additional layers of leather reinforce the joints for added protection. While the leather jack covers the body and arms, the leather jerkin covers the torso and upper arms. Inexpensive and serviceable, the leather jerkin is the preferred armour of thugs throughout the Old World.

Leather Leggings: Leather leggings cover the legs to protect thighs and calves. Additional layers of leather cover the fronts of the knees for extra protection, but to grant the warrior mobility, the backs of the knees are exposed, a place Halflings refer to as the "sweet spots." Some sets of leggings offer added protection for the ankles and heels.

Leather Skullcap: This tight-fitting leather cap protects the scalp and ears. Headgear varies based on region. In the east, fur-lined caps are in favour, while in the north, many wear leather coifs, which protect the sides of the head and necks. In the west, many combine plumed helmets with their leather coifs for show and even better defence.

Studded Leather (Light)

Studded leather armour improves on the design of standard leather by adding metal studs or spikes to the various components, usually the jack or jerkin. Studded leather also includes several other variations on design. For example, instead of studs, armourers sometimes install metal rings, while others add a layer of leather over top of the rings, to create something called brigandine armour; though it functions exactly as studded leather. Studded leather is not so much a separate suit of armour as it is an upgrade to leather. Consequently, one cannot wear studded leather without the leather component. Furthermore, you can't combine studded leather with heavier armour components like mail or plate, but you can mix and match armour as normal. For instance, your arms could be protected by studded leather and your torso protected by leather and mail.

Mail Armour (Medium)

Professional warriors in the Old World prefer mail. A good suit of mail is what separates a Tilean Dog of War from a soldier of the Empire. And while more expensive, most fighters consider the cost a worthy expense.

Moot Leather

The Halflings of the Moot are famous leatherworkers, crafting and moulding some of the best in the Empire, perhaps even the world. Moot leather is always of the Best Craftsmanship. In addition, Moot leather dyed for camouflage purposes reduces Concealment Tests by one level of difficulty. This benefit only applies to leather and not to studded leather armour.

Hides

It has been many generations since anyone in the Empire wore uncured animal hides into battle. Such primitive armours were phased out centuries ago. The only ones who still use this type of armour are the Norscans, who wear the skins of polar bears, wolves, and terrible monsters when they go to war, partly for the protection these hides offer, but mostly for the added warmth. Evidence of hide armour still persists, though now mostly for decoration, among the Kislevites, northerners, and the fur lined caps of the easterners.

Hide armour is still available, but it's heavy and cumbersome and far too hot in any environment south of Kislev. Wearing hide armour imposes a –10% penalty to your Agility Characteristic and a –1 penalty to your Movement Characteristic. It cannot be combined with any other form of armour except for armour protecting the head. Incorporating pelts by themselves into armour is not the same as wearing layer upon layer of hides for armour.

Hide Armour: *Cost* 30 *gc*; *Enc* 80; *Protection* Body, Arms, and Legs; *AP* 2; *Availability* Scarce.

Ithilmar Mail

Among the Elven merchants who trade in the great cities of the Empire, a few, especially among the retired warriors, keep suits of exquisite chain. Light and durable, ithilmar mail represents the height of Elven capability in armoursmithing. While not magical, it's rumoured that only the greatest of Elven wizards can forge it. Ithilmar mail is never for sale. It may be combined with any armour, though you cannot exceed 5 AP, regardless of armour combination. In addition, ithilmar mail never imposes a –10% penalty to the wearer's Agility Characteristic.

Gromril Plate

Of all the races in the Old World, only the Dwarfs have learned the art of forging gromril ore into plate armour. Nearly impenetrable and of unsurpassed beauty, this armour is priceless and never for sale. Dwarfs alone have the techniques and skill necessary to fashion complete suits, and so this armour, if found at all in other lands, is by component only and then likely taken from corpses on battlefields or stolen from a wealthy knight's armoury. So valuable is gromril armour, wars have been fought for the mere possession of a full suit.

Any plate component can be made of gromril armour. Though not magical, it confers a +1 AP for any location protected by this armour, allowing a maximum of 6 AP in any location. Like ordinary plate, it can be combined with mail and leather.

Mail is a woven mesh made from interlocked metal links. Designed to stop slashing attacks, it's not as effective against arrows, daggers, and blunt weaponry. Adding leather beneath the mail helps to stop these other weapons from bypassing the armour's protective qualities.

Elite soldiers in the service to the Empire, such as the Swordsmen and Halberdiers, often wear mail armour as it is more affordable and more common than the coveted plate armour. Some successful veteran Free Company soldiers also wear mail components. Among the commoners, a few merchant houses ensure the survival of their coachmen by supplying them with mail shirts. Perhaps the most common users of mail armour are the Road Wardens who brave the terrors of the wilderness to ensure safe passage between the Empire's great cities.

In other lands, namely Bretonnia, mail is more prevalent than plate. Bretonnia has not completely adopted full plate armour, considering few Dwarfs live in this land, and they must rely on foreign armourers to supply this expensive armour. Those who do wear plate often only have plate components such as a helmet and breastplate.

Full Mail Armour: A suit of full mail consists of a mail coif to protect the head and neck, leggings, and a sleeved mail shirt over a full suit of leather armour.

Mail Coat and Sleeved Mail Coat: A standard mail coat offers protection for the torso and shoulders and drapes down past the knees, protecting the legs. Adding sleeves to a mail coat slightly increases the price and Encumbrance. A sleeved mail coat is included in full mail armour.

Mail Coif: A mail coif is a separate hood of chain to protect the scalp, sides of the face and neck, leaving the front of the face exposed. This component is included in full mail armour.

Mail Leggings: Mail leggings serve the same function as leather leggings, protecting the thighs and calves. Though a pair can be combined with a mail shirt or a sleeved mail shirt, this component grants no additional protection when worn with a sleeved mail coat.

Mail Shirt and Sleeved Mail Shirt: A mail shirt covers the torso only. Sleeves may be added for an increase in price. It is considered the poor man's alternative to a full suit of mail.

Scale Armour (Medium)

Scale armour is a relatively new development in the Old World and has only recently spread to the provinces out from Nuln. Scale is a worthy attempt to craft armour less costly than plate armour, but more defensible than mail. Like it sounds, scale armour is constructed similarly to mail armour, but instead of linking loops of metal, scale links various sized metal disks, creating a scaled appearance. Scale mail comes in the same components as mail armour but may only be combined with leather (though not studded leather). It is too heavy and cumbersome to be combined with plate or mail. A full suit of scale includes a full suit of leather armour.

Plate (Heavy)

Though Human armourers can craft plate components and full suits of plate armour, they owe the knowledge of forging plate armour to the Dwarfs, who have long crafted suits of full plate armour in their mountain homes. Dwarfs developed suits of extremely heavy

armour, excellent at stopping blows from the axes and swords of their enemies, as they are faced with extinction by the innumerable hordes of Greenskins, trolls, Skaven, and worse. With the founding of the Empire and the generally good relations between the Imperials and the Dwarf clans, the armourers naturally offered gifts of these exquisite suits of armour to the Mannish races. What the Dwarfs did not expect, however, was Human ingenuity and greed. The Humans took the techniques for forging heavy armour from their neighbours, and though it's not as high in quality as Dwarfen-forged armour, it is serviceable enough for Imperial Knights.

There are many variations of heavy armour in the Empire. The Knights of the White Wolf incorporate heavy wolf pelts and headdresses to enhance their sinister reputation. Great swords, the best foot soldiers in the Empire, do away with helmet visors; instead they utilize open-faced helmets to expand their field of vision. Knights of the Blazing Sun have laurels on their shoulder plates and great black and yellow plumes on their helmets, while the Reiksguard have large red and white feathered wings branching out from their helms. Perhaps more than anywhere in the Old World, armour in the Empire allows a warrior to mark his house, service to an Elector, and Order to which he vows allegiance.

Breastplate: A breastplate consists of two plates of armour, one to cover the front and another to cover the back. Straps and buckles over the shoulders and at the sides keep the armour together and can be adjusted if body weight changes. Full plate armour includes the breastplate. The elite soldiers of the Empire often wear breastplates over top of their Elector's colours, though they do not usually layer this armour. High quality breastplates feature the warrior's crest and other embellishments, unifying the knight or soldiers appearance into an impressive uniform.

Helmet: A helmet is any sort of solid metal head protection, from bassinets to pot helmets, to the knight's helmet with visor. More elaborate suits of full plate armour include helmets designed to replicate animal features, such as dragons, boars, or lions. Helmets also sometimes feature some sort of feathered plume, dyed to reflect house colours or a coat of arms. Alternatively, they can include an elaborate headpiece such as a lion rampant or some other animal device, identifying the knight's allegiance to an order. The helmet is included in full plate armour.

Plate Armour, Full: Full plate armour encases the wearer in a suit of interlocking plates, designed for maximum protection. It is worn over top of mail to protect the joints, and over leather for additional padding. Full plate armour includes a helmet, breastplate, plate bracers, and plate leggings. It adds shoulder plates to the separate components to protect weak spots in the armour, such as where the bracer meets the breastplate. The more expensive suits of full plate armour feature intricate carvings and embossing.

Plate Bracers: Plate bracers offer protection to the forearms, arms, and shoulders. Most include heavy plate gauntlets for additional protection to the fingers and hands, while also giving the wearer a weapon if disarmed. Plate bracers are always sold in pairs and are part of full plate armour.

Plate Leggings: Plate leggings, normally worn over top of leather and mail, provide maximum protection to the thighs and calves and also include a knee guard and a covering for the warrior's feet. Buckles and straps allow front and rear pieces to connect. Plate leggings are included in full plate armour.

Mounted warriors usually incorporate spurs into their leggings to aid in riding.

Armour of Other Lands

While the Empire dominates the Old World with its culture and military strength, their customs in battle, though influential, do not always carry over to other lands. In Bretonnia, ordinary foot soldiers rely on shields over armour. In Kislev, where metal is somewhat more scarce and as a society lacking the close relationship with the Dwarfs, warriors favour lighter armours like leather and furs. What follows is an overview of how armour changes in different regions of the Old World.

Estalia

Where the Empire is famous for full plate armour and Bretonnia for their mail panoplies, Estalian warriors, deadly swordsmen all, prefer speed and agility. Adorned in flashy clothes, with colourful capes and large plumed hats, they are iconic dashing swashbucklers, fearless and courageous, armed with sharp steel and cutting wit. Few Estalians wear armour at all.

Tilea and the Border Princes

Contrasting with Estalia, the land of the Border Princes knows much about warfare. Its land is divided into dozens of petty republics, city-states, and principalities; warriors from this land are nearly all mercenaries, hiring themselves out to the various lords who claim a few miles of territory to wage war against their neighbours. Some form mercenary bands, sometimes called the Dogs of War, fighting for an Elector if and when the gold is right. Tilean mercenaries wear piecemeal armour, mixing components

Table 2–1: Armour

Armour Type	Cost	Enc	Location(s) Covered	AP	Availability
Leather					
Leather Skullcap	3 *gc*	10	Head	1	Common
Leather Jerkin	6 *gc*	40	Body	1	Common
Leather Jack	12 *gc*	50	Body, Arms	1	Common
Leather Leggings	10 *gc*	20	Legs	1	Common
Full Leather	25 *gc*	80	All	1	Average
Studded Leather					
Studded Skullcap	10 *gc*	10	Head	1	Average
Studded Jerkin	20 *gc*	40	Body	1	Average
Studded Jack	30 *gc*	50	Body, Arms	1	Average
Studded Leggings	20 *gc*	20	Legs	1	Average
Full Studded Leather	90 *gc*	160	All	2	Scarce
Chain					
Mail Coif	20 *gc*	30	Head	2	Average
Mail Shirt	60 *gc*	60	Body	2	Average
Sleeved Mail Shirt	95 *gc*	80	Body, Arms	2	Average
Mail Coat	75 *gc*	80	Body, Legs	2	Average
Sleeved Mail Coat	130 *gc*	100	Body, Arms, Legs	2	Average
Mail Leggings	20 *gc*	40	Legs	2	Scarce
Full Mail Armour	170 *gc*	210	All	3	Scarce
Scale					
Scale Coif	30 *gc*	50	Head	3	Scarce
Scale Shirt	150 *gc*	260	Body	3	Scarce
Sleeved Scale Shirt	225 *gc*	340	Body, Arms	3	Scarce
Scale Coat	225 *gc*	400	Body, Legs	3	Scarce
Sleeved Scale Coat	300 *gc*	470	Body, Arms, Legs	3	Scarce
Scale Leggings	75 *gc*	130	Legs	3	Rare
Full Scale Armour	360 *gc*	600	All	4	Rare
Plate					
Helmet	30 *gc*	40	Head	2	Rare
Breastplate	70 *gc*	75	Body	2	Rare
Plate Bracers	60 *gc*	30	Arms	2	Rare
Plate Leggings	70 *gc*	40	Legs	2	Rare
Full Plate Armour	400 *gc*	400	All	5	Very Rare
Ithilmar Mail					
Ithilmar Mail Coif	—	10	Head	3	—
Ithilmar Mail Shirt	—	20	Body	3	—
Ithilmar Sleeved Mail Shirt	—	30	Body, Arms	3	—
Ithilmar Mail Coat	—	30	Body, Legs	3	—
Ithilmar Sleeved Mail Coat	—	60	Body, Arms, Legs	3	—
Ithilmar Mail Leggings	—	20	Legs	3	—
Ithilmar Full Mail Armour	—	210	All	4	—
Gromril Plate					
Gromril Helmet	—	40	Head	3	—
Gromril Breastplate	—	75	Body	3	—
Gromril Plate Bracers	—	30	Arms	3	—
Gromril Plate Leggings	—	40	Legs	3	—
Gromril Full Plate	—	400	All	6	—

Petra of Marienburg, Master Armourer

The Empire boasts excellent armourers, some Dwarfen but mostly Human. Armourers have turned to forging plate armour as the business is more lucrative, each suit providing enough wealth to feed a family for years. A few, namely the Master Smith Petra of Marienburg, retained the old ways of making mail armour, making each suit a little better than the last. Petra does a good business, not only for his peerless skill, but also for his choice of city. Marienburg trades with both Bretonnia and the provinces equally, making it a choice location for any business. Hence, Petra sells his goods to both peoples, though few in Bretonnia would claim to import their armour.

What differentiates Petra's goods from other mail armour is its weight. Somehow, Petra came onto the secret of Elven mail. Though he lacks the materials and a full understanding of the process, what he has learned has helped to make improvements on this popular armour choice. Petra's mail, though still medium armour, only applies a –5% penalty to the Agility Characteristic instead of the normal –10%. However, few can afford his prices; his armour is custom made for every customer and costs five times the normal price.

Dalbran Fellhammer

Among the greatest armourers in the Empire is a Dwarf named Dalbran Fellhammer. Having lived in the Empire for nearly 30 years, Dalbran is the authority on armoursmithing. He maintains a forge in Altdorf, where he employs 30 journeymen and nearly 100 apprentices. Part of Dalbran's success comes from his part in forging the Emperor's armour. He was responsible for integrating components of armour worn by Magnus the Pious and moulding black gromril (see page 42) to augment the general effectiveness of the suit. Dalbran is extremely expensive to hire, but those who can afford his prices are never disappointed.

when they can plunder them from the battlefields. Only the lords and mercenary captains can afford the heavier armours, and even then, they have a haphazard appearance.

Kislev

In a land under the constant threat of a major Chaos invasion, the Kislevites are resigned to utilizing whatever means they can to turn back the ravenning hordes. Whereas peasants in other lands can rarely afford armour, nearly all fighters in Kislev don leather, hides, or whatever else is at hand in defense of their land. The Boyars, Kislevite officers, dress in better quality light armour, occasionally mixing in mail components. Only the Winged Lancers, however, have armour fine enough to rival those panoplies worn by elite soldiers in other lands. Wearing spiked helmets, combined mail and plate armour, and mounted on huge warhorses, it is through their cunning fighting abilities and strength at arms that Chaos has yet to fully overrun the icy wastes of the northern land.

Norsca

Norse warriors favour mail but make do with leather or hides if they have to. Plate armour is known there, from both the Empire and Chaos Wastes, but Norse smiths do not know how to make it. The only Norse warriors that scoff at armour are the berserkers. Few rely on such protection, as they see glory in death as being equal to glory in conquest.

Dwarfs

Dwarfs are famous for their armour, whether it is the full plate or multilayered full suits of mail worn by their engineers and siege crews. Few Dwarfs wear leather armour by itself, preferring instead the caress of steel to their tough skin. One thing that sets Dwarf armour apart from that worn by others is the rare metal gromril (see page 42). Sometimes called star metal, meteoric iron, hammernought armour, and silverstone, it is impervious to weapons wrought from lesser ore. Though heavy, no one doubts its sturdiness when forged into armour.

Elves

Elves that have descended from the Merchant factors along the Empire's coastlines are more liberal about the styles and types of armour they wear. High Elves from the Isle of Ulthuan are far different from their cousins on the mainland. The glorious Silver Helms and the eerily silent Phoenix Guard shun the primitive and artless forms of Human and Dwarf craftsmanship in favour of smooth, sleek, and contoured armours made in their own lands.

Armour of Other Races and Peoples

There are many people and places in the Old World, each with their own views towards the aesthetics and function of armour. The Halflings of the Moot, for instance, rarely ever wear anything heavier than their expertly crafted leather armours, while the Greenskins and Orcs combine leather and hides with chain and plate stolen from the dead. Primitive monstrous races rarely wear much more than a few skins, certainly not enough for additional protection.

The undead legions of the Tomb Kings of Khemri have little need for additional protections, and any armour worn merely reflects some distant memory or affectation of their former lives. The forces of Chaos, however, may wear full plate armour as well-crafted as that worn in the Empire or nothing at all, running naked through the snows with no more than a sharpened sword and a Wheel of Chaos smoking from their bare chests.

In the fabled lands of Araby and Cathay, they too have variations on personal protection. In Araby, heavy armour is impractical given the unforgiving climate. Instead, to shield themselves from the oppressive heat of the sun, they wear voluminous robes and body coverings that also making them harder to hit. In Cathay, however, they wear armour of lacquered wood and metal, as durable and defensible as plate, but lighter and with an alien appearance, at least according to the tales of the few merchants who claim to have travelled there.

— Using Armour —

A character has six key locations: head, right arm, left arm, body, right leg, and left leg. Armour provides protection to one or more locations, such that a mail shirt protects the body, while a helmet protects the head. You can combine a heavier suit of armour with a light suit of armour at no disadvantage, essentially wearing heavier layers. For example, you could wear a leather jack beneath a sleeved mail shirt. You could even layer a breastplate over the mail shirt for a total of 5 Armour Points on the body. No location, regardless of types of armour, can have more than 5 Armour Points, except for gromril plate. Furthermore, you can't wear two of the same types of armour—you can't wear two leather jacks for instance.

Table 2–1: Armour on page 20 presents the common types of armour available in the Old World. As listed, a full suit of armour includes all the appropriate layers, such that a full suit of plate includes a full suit of mail and a full suit of leather.

Armour Craftsmanship

All suits of armour and armour components presented in the chapter are of Common Craftsmanship. For armour of better or worse construction, use the following modifiers.

Best: A master armourer constructed this armour. It is tailored to the individual to fit properly. When worn, halve the armour's listed Encumbrance value.

Good: This is exceptional armour. Though not the highest quality, it was constructed with care and skill. Reduce the Encumbrance of this armour by –10%.

Poor: Poor armour rarely performs well, pieces fall off on the battlefield, straps break, and it has a generally shabby appearance. Given its sorry state and the extra effort a character must give to maintain it, this armour adds +50% to its Encumbrance.

Effects of Armour

Armour's protection comes with a price. Good armour is heavy and reduces the speed and dexterity of the wearer. The effects of armour, which are cumulative, are as follows:

- If you wear only leather and/or studded leather, you take no penalties.
- If you wear any type of mail, take a –10% penalty to your Agility Characteristic.
- If you wear any type of scale, take a –10% penalty to your Agility Characteristic and a –1 penalty to your Movement Characteristic.
- If you wear any type of plate, take –1 penalty to your Movement Characteristic.

— Armour Decorations —

In a land as obsessed with death and the apocalypse, it is no wonder that many warriors choose to decorate their armour with grim icons, religious symbols, and accolades of battle. In fact, warriors not only add personalized effects to their protective wear but they also add banners, colours, and cloaks, which are vital to their survival on the battlefield where, through fog, smoke, and screams, it is sometimes difficult to tell friend from foe. Consequently, in addition to the small additions, luck charms, and faith tokens, most warriors display the colours of their Electors and Provinces.

This section describes several types of adornments warriors, soldiers, and other fighter-types employ to distinguish themselves on the fields of battle. For information on scrolls, purity seals, and religious imagery, see **Chapter Six: Special Equipment**.

Inscribed Armour and Gear

Inscription, employed mostly by the elite, adds personal elements to a suit of armour, whereby an armourer engraves religious inscriptions such as invocations to Sigmar and Ulric (in Middenheim at least), family mottos, curses, or the names of the armour's former owners. Though nobles and other wealthy warriors are the only ones who can afford such outward displays of wealth, Tilean mercenaries have begun to adopt the practice of wearing inscribed armour; although their armour feature curses on their enemies and names of old battlefields or terrible foes

they have personally slain. Lesser warriors, those who cannot afford such armour, take to adding the elements to other pieces of equipment. Some carve invocations to Gods on the hafts of their spears or the leather of backpacks, or they incorporate lucky symbols, charms, or battle cries on their shields. Some even go so far as to wear rune-inscribed plates on chains around their necks.

Secular Images

Aside from the myriad of Gods and their symbols decorating soldiers and travellers in the Old World, many carry banners of the Empire, wear amulets and uniforms, or incorporate other symbols important to the Empire in their clothing and armour. Though there are many variations, most of the following symbols and elements are used from one side of the Empire to the other.

Cross

The cross is a symbol of unity, much like the Sigmarite hammer. When Sigmar united the tribes of Men and marched on Blackfire Pass to fight alongside the Dwarfs, his horde converged from the three main geographical areas of the Empire—north, west, and east, each represented by an arm of the cross. The Fourth is a representation of the Dwarfs, and so the cross is also a symbol of honour and of oaths fulfilled. On occasion, the bottom arm of the cross is elongated into a sword shape (see **Sword**).

Crown

Usually combined with some other symbol, the crown signifies nobility and rulership. Some powerful nobles use it to denote their familial connection to one of the original pre-Empire chieftains who joined Sigmar, serving as a reminder of their divine right to rule. The crown has gradually replaced the wreath in the modern day.

Griffon

When Magnus the Pious became Emperor and set up his court in Altdorf, he began the line of the Reikland Emperors, also known as the Griffon Emperors, a name that has stayed through the years to Karl-Franz. In those intervening centuries, the Griffon has become more widely used across the Empire and symbolises the Emperor himself, the Empire as a whole, favour in the Imperial Court, or a regiment that undertakes some duty for the Emperor. In this regard, it is often attached as a secondary standard as a campaign badge for regiments fighting under Imperial decree.

Hourglass

The hourglass is a reminder that all things must pass, that a man is judged by his deeds in this life, and the time he has to prove himself is finite. The hourglass also has particular significance from the Battle of Elstwater Keep in 2015 when Count Ostrein of Nordland took an hourglass to the walls of his besieged castle and entreated his men to hold for a single hour. He turned the glass over as the attacking Middenland troops advanced, and for an hour, the defenders held against the vastly larger army of the Graf of Middenheim. As the last of the sands ran out, a great storm broke out and the attackers were forced to abandon their assault. Because of this, the hourglass has become a symbol of defiance and stubbornness amongst regiments from the northern states.

Lion

The lion is the oft-used symbol of courage, potency, and virility. Many of the proudest regiments in the Empire use this to show their prowess in battle. However, because it is widely used, it lacks the meaning it once held.

Sword

Though the sword is a symbol of Myrmidia and Verena (see **Chapter Six: Special Equipment**), it is also the symbol of martial prowess. Many regiments in service to a leader claiming noble descent incorporate this symbol into their units. The sword also represents the Runefang, the physical symbol of the Elector Count and the rightness of his claim to authority.

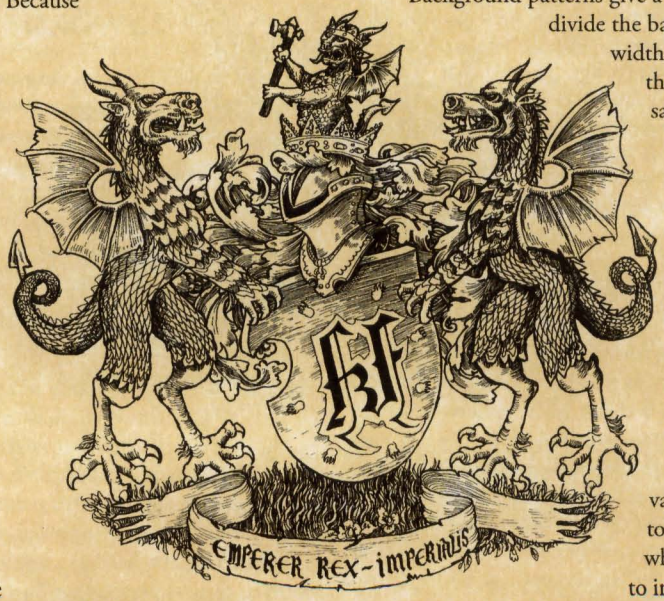
Wreath

The laurel wreath is a symbol of leadership and victory. Before the creation of the Emperor's crown by the Dwarfs, it was common practice for the chieftains to wear a laurel wreath to show their status. If the chieftain himself was not present, then his herald or champion might bear this mark to show his approval. Thus, a Laurel of Victory may be presented to a warrior or regiment that fought particularly hard in a battle or campaign or proved their worth in some other fashion.

— Personal Heraldry —

Though most in the Empire do not carry an official family crest, there is still a long tradition of heraldry and decoration. Painted armour, embossed jewellery, inscribed weapons, relics, charm bones, and gewgaws are all exceedingly common. The most popular form of this, at least amongst the commoners, is the decorated shield.

Amongst the nobility, this commoner's tradition is scoffed at as a base born, simplistic practice. Proper armorial bearings are a popular means for identifying nobles, Electors, and various minor houses on the field of war. Because knights are encased in plate armour, family colours aid knights and other warriors in distinguishing friend from foe on the battlefield. What at first was a simple system of colours and symbols has evolved into an aristocratic discipline incorporating lineage and history, tracing genealogies and legitimizing ancestry. Commoners, of course, don't give a hoot about this.



Basics

Armorial bearings consist of two fundamental components: the background and the symbol. The background is typically a colour or a pattern, though it can sometimes be an edging to an otherwise plain shield. The symbol upon the background is just that—a boar, a dragon, a pine tree, and so on. Colours, symbols, and placement distinguish one armorial bearing from another.

The background of the shield is sometimes divided into thirds, the top, middle, and base. The background is also sometimes divided into left and right. The placement of shapes and colours on this background differentiates one blazon from another.

Colours

In the Empire, colours herald a person's allegiance to a particular order or the province from which he originates. Outside of the state colours, folk use other colours including blue, red, purple, black, and green, and metals, including silver and gold. As well, there are two rarely used "tainted" colours, mulberry and chestnut. When order or province is not a consideration, colour choice is often based on whim for commoners; however, for nobility, tradition and heraldic meaning are important guiding factors.

Background Patterns

Background patterns give a basic form to the blazon and divide the background into sections. The width of a pattern is significant. Even though two people might have the same pattern of the same colour across the middle of the field, a thicker stripe could be used to distinguish it from a thinner stripe in the other, even with similarities of colour.

Symbols & Variants

Many other patterns can appear on backgrounds, from wavy variants of the straight-line forms to geometric shapes or even strange whorls. It is just as commonplace to incorporate an animal or object as it is a symbol—a smiling sun, a raised hand, a sword, caltrops, haystacks, trees, and so on. The lily is frequently used as a symbol on Bretonnian shields, signifying a dedication to the Quest for the Grail. Others incorporate religious symbols, from Sigmar's hammer or Ulric's holy symbol to magical icons of Chaos or particular Daemon Lords. If the background is divided (as with a cross), a special symbol may be placed in each section. If an animal or monster is included in the armorial bearing, its appearance and stance helps to distinguish it from other similar depictions.

Putting it all together

Tables 2-2 to **2-5** allow you to create your own personalised heraldry. Simply roll or choose a background from **Table 2-2**, and then choose or roll a religious, common, or regional symbol to place upon the background.

— Optional: Damaging Armour —

Armour can take all sorts of abuse from falls, magic attacks, and weapon blows. A character is assumed to spend a little time and effort into maintaining his equipment. However, using these optional rules, you can more accurately reflect damage to armour components, thus adding another layer of realism to your games.

Armour, like the person it protects, has only a limited ability to block blows. Certainly, it takes dents, loses a few links in the mail, or the leather splits, and in these instances its protective qualities are not reduced in any significant way. However, in certain circumstances, armour can fail, be damaged, or even be destroyed. However, magical armour is immune to armour damage.

Non-magical armour can be damaged in combat when any of the following occur:

- The character takes a Critical Hit.
- The character takes a hit with Damage 7 or greater.
- The character is hit with an attack that unleashes Ulric's Fury.

Table 2-2: Shield Background

Result	Background	Common Meanings
01-10	Plain	Humble Origins, Outcast, Incognito
11-20	Leather Edging	Craftsman or Emergent Middle Class
21-30	Striped edging	Marriage of North and South
31-40	Checked edging	Marriage of East and West
41-50	Halved	Union of Two Powerful Houses
51-55	Vertical Stripes	Long Martial Tradition
56-58	X pattern	Knightly Associations
59-61	Y pattern	Baronial Associations
62-68	Horizontal bar	Uncertain Meaning, Traditional
69-72	Gilt Edging	Mercantile Association
73-79	Lightning Stripe	Family Honoured on the Battlefield
80-84	Diamond Shape	Impressive Wealth
85-89	Circle	Determined/Oath-Bound
90-95	Square	Famed Fortitude
96-97	Quartered	Long Established Line
98-00	Checked	Ancient and Venerable Line

Table 2-3: Symbols, common

Result	Device	Common Meanings
01-19	Gothic Cross	Unity, Honour, Oaths Fulfilled
20-24	Laurel Wreath	Leadership, Victory
25-34	Hourglass	All Things Must Pass.
35-39	Sword	Martial Prowess, Noble Descent
40-44	Snarling Lion	Courage, Strength
45-49	Skull & Crossbones	Honoured Ancestor
50-55	Crossed pistols	Marksmanship
56-60	Two Shillings	Prepared for Death
61-65	Two Candles	Gates to Morr's Garden
66-70	Stars	Well Fated, Fortune Seeker
71-75	Anvil	Craftsman, Fortitude, Dwarfs
76-80	Wheel	Fortune's Fool, Traveller
81-90	Ox	Loyalty, Faithfulness
91-00	Dragon	Pride, Bravery

Table 2-4: Symbols, Regional

Result	Device	Common Meanings
01-10	Cowled Skeleton	Altdorf
11-14	Cannon	Nuln
15-20	4 Towers	Middenheim
25-29	River Boat	Talabheim
30-34	Citadel	Middenland
35-39	Star	Ostermark
40-44	Lion	Nordland
45-49	Moon	Averland
50-55	Skull	Reikland
56-60	River	Talabecland
61-65	Warrior Queen	Stirland
66-70	Horn and Bow	Hochland
71-75	Sun	Wissenland
76-80	Bull's Head	Ostland
81-85	Cock	Moot
86-90	Bear	Kislev
91-94	White Horse	Estalia
95-00	Coins	Tilea

Table 2-5: Symbols, Religious

Result	Device	Common Meanings
01-10	Hammer	Sigmar, Unity
11-20	Twin-tailed comet	Sigmar, The Will of the Gods
21-39	Wolf's Head	Ulric
40-44	Spearhead	Myrmidia
45-49	Scales	Verena, justice
50-55	Dice	Ranald, luck
56-64	White Dove	Shallya
65-74	Black Rose	Morr
75-79	Trident	Mannan
80-89	Stag	Taal
90-94	Sheaf of Grain	Rhya
95-00	Spiral	Taal and Rhya

State Colours of the Empire

Altdorf: Blue and red with white or silver accents.
Bogenhafen: Purple or mulberry and white/silver
Hochland: Red and green.
Middenheim: Blue and white or silver, with gold or yellow plume.
Middenland: Blue and white or silver trim.
Nordland: Blue and yellow/gold.
Nuln: Black. Some incorporate a stripped feather or red, blue, and white.
Ostermark: Yellow/gold and red.
Ostland: Silver/white and black, with an occasional azure plume.
Reikland: Silver/white
Stirland: Green and black.
Talabecland: Yellow/gold and red. They sometimes wear blue plumes.
Talabheim: Red and white/silver
Wissenland: White/silver and grey/black.

Whenever armour is potentially damaged, only the top most layer is affected. Any time a character is struck and one of the conditions for armour damage occurs, the target of the attack must roll 1d10. On a roll of a 1, any non-magical armour protecting the hit location reduces the AP in the location by –1.

Example: *A character wearing a mail shirt over a leather jack is struck in the body location by an attacker who unleashes Ulric's Fury. The struck character rolls a d10 and gets a 1, indicating armour damage. The mail shirt's Armour Points are reduced from 2 to 1, but the leather beneath is not damaged by this attack. Until such a time as the mail can be fixed, the character now as 2 Armour Points on this location (1 for the leather jack and 1 for the damaged mail shirt) instead of the normal 3.*

Table 2–6: Unusual Damage Multipliers

Cause	Damage Multiplier
Non-magic fire	x 1/4
Energy attacks[1]	x 1/2
Falling	x 3/4
Bomb, misfires[2]	x1

[1]Includes magical fire, dragon breath, and so on.
[2]Any gunpowder explosion, accidental or intentional.

Unusual Damage

Certain spells, fire, and falling can all do irreparable harm to armour. However, in these situations, it's not always clear which component, if any, is damaged. Whenever an armoured character takes damage that is not in a specific location, follow the steps below.

1. Calculate Damage Total

Determine the damage total of the attack. Remember that the damage total is the damage before Toughness Bonus and armour are subtracted out (see Step 3 of Making an Attack, WFRP, page 129).

2. Modify for Cause of Damage

Apply the following modifiers to the damage. Round all fractions down (results of 0 are possible, in which case the armour is not at risk of damage). Other attack forms or hazards may also affect armour at the GM's discretion. The product is the modified damage.

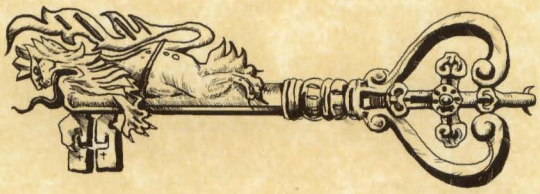
3. Check for Armour Damage

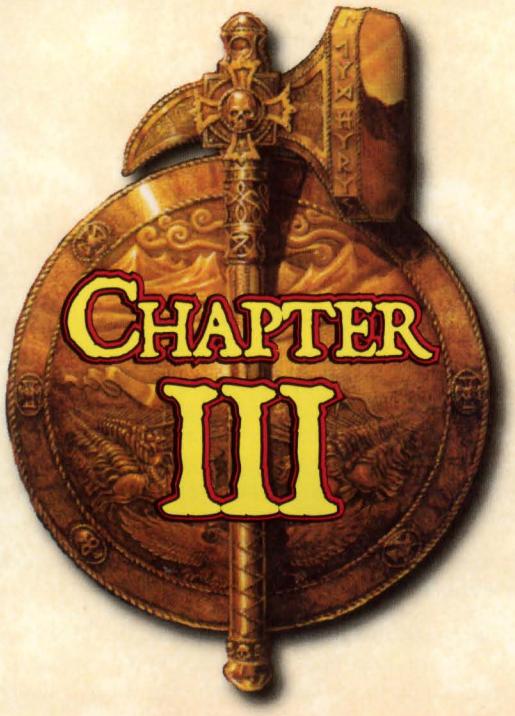
Once you have determined the modified damage, roll a d10 for each location protected by armour. If the result is less than the modified damage, the top layer of armour on that location is damaged.

Example: *Aaron the Bold drunkenly slips and falls into the campfire. The damage total is 8. To determine if any of Aaron's armour was damaged from this foolish mishap, he multiplies the damage times its multiplier (see Table 2–6), which is x1/4, for 2. Aaron only wears a mail shirt and leather skullcap, so he rolls 2d10, one for his head and the other for his body. He rolls a 2 and a 5 respectively, so the fire scorches his leather skullcap. This drops its Armour Points from 1 to 0, making it useless. That'll teach Aaron to drink and play with fire!*

Repairing Armour

Damaged armour components are not always destroyed. The armour can be repaired with a successful Trade (Armourer) Test. Each successful test restores 1 AP to one damaged armour component. A failed test means the armour component cannot be repaired further.





Chapter III

Arms of the Old World

"The town's militia tried to use pikes against us but their drill was so sloppy we just slipped past the weapons and cut the fools to pieces. I almost felt bad for them."

—Klaus, Mercenary of the Korbuth Free Company

Many are the weapons of the Old World, from simple battering weapons like clubs and staffs to complex weapons like crossbows and firearms (described in **Chapter Four: Gunpowder and Weapons of War**). However, though there are hundreds of different weapons, there is little difference between them. Though the impact from a sword or hammer does different things to opponents, the amount of damage is typically the same. Caving in a thief's head with a hammer and splashing the brains on the walls is just as lethal as thrusting a sword through the eye. The potential to kill an opponent is the same. Most melee weapons are hand weapons.

Naturally, some weapons have different abilities. Some are faster, like the rapier. Others are deadlier like the great weapon and halberd. And some are less effective, such as the improvised weapon, gauntlet, or dagger. As a rule, weapons in *WFRP* are only distinguished from other weapons when they do something different in a significant way from the base-line hand weapon. Furthermore, it usually takes some special amount of skill to wield these special weapons, requiring characters to have an appropriate Specialist Weapon Group Talent to wield without penalty. This chapter presents a survey of the major melee and missile weapon types available in the Empire and, in some instances, other nations or people, as noted in the sidebars.

— Melee Weapons —

Melee weapons serve as the core armament for most people in the Old World. From the trusty woodsman's axe to the knight's broadsword, they are preferred over unreliable gunpowder weapons, and while missile weapons like crossbows and bows are useful, they often lack the stopping power of a well-placed sword stroke. Melee weapons described here are arranged by grouping.

Ordinary Weapons

Ordinary weapons include a broad category of the most common arms found throughout the Old World. They are the favoured tools of soldiers, thugs, and priests; pretty much anyone who has reason to draw a blade or heft a mace falls back to these standbys. Their use is so prevalent that nearly all fielded armies use these arms, from the riff-raff of the Free Companies to the disciplined might of the Empire.

Though ordinary weapons are the base level of arms, there are variations among them. A dagger does not perform in the same way as a spear for example. This first section defines the various types of ordinary weapons and also describes variations within the different categories, highlighting differences when they occur between different peoples.

Dagger

Serviceable and concealable, daggers are the principle form of cutlery in the Old World rather than the preferred weapon of combat. Still, given their availability and versatile use, nearly everyone who can afford one, has one. Daggers, as a category, include all short-bladed weapons ranging from the short leaf-bladed knives used by Halflings to the Elven long knives, which measure nearly 16 inches, and even the longer Tilean stiletto or Bretonnian misericorde. These blades have a wooden handle covered with a leather grip, and most have a short hilt to protect the hand but not all. Daggers are very different from the main-gauche (see page 35), which features a broader hilt to parry incoming attacks.

Best-crafted daggers always have a hilt. Their pommel is often a cut gemstone, though any ornate device serves. Like larger blades,

Weapon Craftsmanship

All weapons presented in this chapter are of Common Craftsmanship. For weapons of better or worse construction, use the following modifiers, unless otherwise mentioned in the weapon's description.

Best: This weapon is the top of the line without magical enhancement. When wielding such a weapon in combat, you gain a +5% bonus to your Weapon Skill or Ballistic Skill (as appropriate for the weapon). In addition, because it is better balanced, it is less cumbersome than a standard weapon, reducing the overall Encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of Best Craftsmanship does not give you a bonus to BS, but its Encumbrance is reduced. Best-crafted Weapons are often beautiful, having gemstones set into the pommel or extra detail in the workmanship. Some weapons of this craftsmanship level may be plain, but exquisite in performance.

Good: This weapon is of high quality, with good balance and reliability. It is more manageable than a standard weapon, reducing the overall Encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of Good Craftsmanship confers no benefits.

Poor: Weaponry of Poor Craftsmanship is shoddy and unreliable. When wielding such a weapon in combat, you take a –5% penalty to your Weapon Skill or Ballistic Skill (as appropriate). Poor Craftsmanship ammunition applies this penalty to the weapon with which it is used. If a Poor-crafted missile weapon is used with Poor ammunition, the wielder takes a –10% penalty to their Weapon Skill.

dagger blades have a fuller to channel blood off the weapon. Other exotic versions feature a curved blade, while others have acid-scored runes or engravings on the blade itself.

Good Craftsmanship daggers are essentially nicer versions of Common-crafted daggers. Their blades are steel, instead of iron, with a stitched grip instead of just being wrapped, and the pommel, though of the same metal as the rest of the knife, is carved to reflect a design like flames, or it features the maker's mark or house insignia of the owner.

Poor Craftsmanship daggers are crude iron wedges with an edge added. They may appear to be Common-crafted knives, but they have a weakness in the blade or are cast instead of forged. They may have a cheaper material like bone for décor or cloth wrapped around the handle, and they never have special adornment for the pommel.

Specific types of daggers follow. Note each entry includes a Craftsmanship level.

Dirk (Common-Good): Similar to a dagger, a dirk has a slender long blade.

Tilean Stiletto (Good-Best): Another slim dagger, these weapons have very narrow, long blades. The Bretonnian misericorde is similar to the stiletto.

Gauntlet/Knuckle-duster

This broad grouping (also called fist weapons) consists of far more weapons than one would expect. Including things like meat hooks, mailed or plated gauntlets, and knuckle-dusters, just about anything that protects and reinforces the hand for melee combat counts as a weapon of this category.

Best-crafted fist weapons may be ornately etched or engraved, incorporating family mottos, religious invocations, or holy symbols. Such items are never as crude as a rusty meat hook, but are instead ornate gauntlets or exotic weaponry from distant lands.

Good-crafted fist weapons are simply better made versions of Common fist weapons. Leather buckles on a gauntlet may be new, the metal polished, or a belaying pin carved from sturdy oak and so on.

Poor Craftsmanship fist weapons barely constitute weapons in their own right, being so shoddy. In fact, in many instances, they are nothing more than glorified improvised weapons.

Specific types of fist weapons follow. Note each entry includes a Craftsmanship level.

Brass Knuckles/Knuckle-dusters (Poor-Good): This is a set of guards with rings to fit the fingers. On the backside is a small handle to add support to the fist. Knuckle-dusters are often a thug's weapon of choice.

Cestus (Common-Good): A cestus is a hand wrap weighted with lead coins that fits over the knuckles. In some cases, a cestus includes studs or spikes to tear flesh and break bones.

Hand Weapons

A hand weapon includes any weapon that cuts, stabs, or bludgeons, is held in one hand, and is not covered by special rules, such as any weapons described in the sidebars in this chapter or weapons requiring a Specialist Weapon Group Talent to wield properly. Hand weapons are by far the most prevalent weapons, and are, perhaps, preferred over other weapons by many. The reason is twofold. First, hand weapons are widespread, available in any town, or plundered from any of the dozens of battlefields in the wake of the Storm of Chaos. Second, they are reasonably easy to use. Anyone can pick up a hand weapon and defend himself. Consequently, hand weapons are the favoured weapons of conscripts, guards, soldiers, and even knights.

The hand weapon category comprises several specific types of weapons: axes, hammers and maces, picks, and swords. Normally, the differences between these weapons and their effectiveness in combat are negligible, occurring only in instances of Best Craftsmanship. Descriptions of the various types of hand weapons follow.

Axes

Of all the hand weapons, except for the club, axes are the oldest, having evolved from simple cutting tools with stone heads. Evidence of this fact persists to the present day, with the crude flint axes wielded by Norscan berserkers on occasion. The less civilized Greenskins often use stone axes.

The modern axe is a long-hafted weapon with a wedge-shaped blade at one end. Usually, there is a leather wrap around the handle to improve the grip along with a thong to hang it from a weapon belt. The blade itself features a socket that fits tightly over the haft. There are many variations in axes. Some feature crescent-shaped blades or

Option: Distinguishing Hand Weapons

Though *WFRP* treats all hand weapons the same, with some slight modifications you can subdivide them into smaller categories. Within each subgroup, these hand weapons gain slightly different qualities and have correspondingly different costs. Before you do so, consider how it will affect your game. On the one hand, it allows you to emphasize the cultural and iconic importance of certain weapons. Swords are important because the Runefang—the sword of the Elector Count—is the ultimate expression of martial craftsmanship in the Empire, while axes are significant to Norscans and Kislevites, and hammers are important to Dwarfs. However, by breaking these weapons into smaller categories, you risk reducing the attractiveness of Specialist Weaponry. For example, if picks gain the Armour Piercing Quality, why would anyone use an axe or a sword?

An easy way of distinguishing hand weapons without undermining the importance of Specialist Weapons is to restrict the special qualities to hand weapons of the Best quality. By making them far more expensive than ordinary weapons, you both preserve the universal appeal of all hand weapons and establish a difference between them. This way, you can give picks the Armour Piercing Quality without compromising the value of other weaponry with this ability. And you can also develop different qualities for other hand weapons to balance the benefits of one type for another, thus making the pick as good as the sword and the sword as good as an axe. In short, all hand weapons in their various categories are better but with advantages suited to each weapon type. If you use this system, hand weapons fall into the groups and have the statistics as described on **Table 3–1: Best Craftsmanship Hand Weapons**.

Table 3–1: Best Craftsmanship Hand Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Axe	60 *gc*	45	Ordinary	SB	Impact	Scarce
Mace/Hammer	70 *gc*	65	Ordinary	SB	Pummelling	Scarce
Military Pick	90 *gc*	60	Ordinary	SB	Armour Piercing, Slow	Very Rare
Sword	140 *gc*	45	Ordinary	SB	Defensive	Scarce

a spike opposite of the blade. Others have a cutting blade on either side of the socket, essentially providing a double head.

Axes of Poor Craftsmanship usually lack the modern socket, and the stone head is instead wedged into the wood of the haft and bound with cord.

A Good Craftsmanship axe features the normal socket construction, an iron head, and a tightly wrapped leather grip. These axes sometimes have inscriptions of prayers to Ulric.

Best Craftsmanship axes are fine weapons, similar in construction to Good axes, but have a haft made of sturdy hickory or oak and are reinforced with metal bands to prevent cracking and splitting. The socket is made tight by screws holding the axe head in place. These weapons also feature rune inscriptions on the blade, artistic decoration to make the blade more fearsome, such as incorporating a small skull above the socket or adding a spike at the top or back of the blade. Kislev is famous for their axes, which are all large crescent-shaped blades on reinforced hafts.

Specific types of axes follow. Note each entry includes a Craftsmanship level.

Axe (Poor-Common): This is a simple tool that is also a suitable weapon. It features a wedge-shaped axe-head at the top of a wooden haft.

Battle Axe (Common-Good): This weapon features a broad cutting head and often has a spike on the backside. The haft is reinforced with steel, and there is usually a leather grip around the handle.

Bearded Axe (Common): Slightly larger than the normal axe, the bearded axe features a notched and curved head.

Hammers and Maces

A natural evolution from the club, hammers and maces evolved from simple tools. Hammers, converted to weapons of war, are excellent weapons for cracking bones and caving skulls in. Some feature a spike or pick opposite the blunt end to pry armour plates from their enemies. Maces, on the other hand, though similar in result to hammers, usually have a round or spiked ball at the end of the haft. In some cases, instead of a ball, there is a short rod of studded metal, or even a block of iron. For warriors who can't be bothered to maintain their weapons, hammers and maces are the ideal weapon.

Elven Battle-Axes

These extremely rare weapons are lighter than normal battle-axes, but the blades are razor sharp and the weapons have an unsurpassed balance. They are descended from the traditional woodsman axes of Ulthuan, but they have developed over the centuries into elegant weapons of war. When wielded properly, they can chop a man in half with a single blow. These weapons are not available on the open markets in the Empire; though, conceivably, they could be for sale in Ulthuan itself (getting to Ulthuan, of course, is another matter entirely…). These weapons are always Best Craftsmanship and they require two hands to wield.

Elven Battle-Axe: *Cost* — *gc*; *Enc* 150; *Group* Two-handed; *Dmg* SB+1; *Qualities* Armour Piercing, Impact; *Avail* —.

Poor Craftsmanship bludgeoning weapons include ordinary cudgels and clubs. These may be as simple as a stout length of wood or the thighbone of some large beast. Like most hafted weapons, they feature leather or rope grips. Some particularly brutish clubs feature extra spikes or nails driven into the wood to tear the skin of their foes.

Better versions of these weapons are more refined, being actual hammers or maces rather than the simple club preferred by the barbarians at the fringes of civilization. Often iron, these weapons have specially-treated wooden hafts made to resist snapping or splitting on impact. Best Craftsmanship hammers and maces do away with wooden hafts altogether, incorporating metal rods instead. Though heavier (Best Craftsmanship hammers increase hand weapon Encumbrance by +30%), they are far more reliable than the lesser versions.

Specific types of maces and hammers follow. Note each entry includes a Craftsmanship level.

Billy club (Poor-Common): This short-hafted club is of equal thickness from handle to top. Most feature a leather loop to hang the weapon from a belt. Also included in this group are bludgeons.

Club (Poor): This wooden cudgel is the simplest design, basically nothing more than a heavy wooden stick. Some varieties include knots or spikes.

Military Hammer (Common-Good): A military hammer is a bludgeoning device about two feet long and fitted with a broad metal head. Most of these weapon head have a crushing side and a pick side, allowing them to serve as crowbars.

Mace (Common-Good): A mace is a heavy metal rod with a large, weighted end that's usually flanged and decorated.

Picks

It's no coincidence that picks are similar to axes. Both weapons evolved from the same ancestor, the stone axe. Where they diverged, however, was in function. Where axes are designed to chop, picks are designed to pierce. Excellent weapons against armour, capable of punching through chain or plate, picks are popular weapons for heavy infantry, especially Dwarfs. Furthermore, picks retain their usefulness as tools, good for splitting rock and ice. Though still used in some regiments, picks are slowly disappearing in favour of the more versatile hammer, which incorporates the spike on one side and a hammer on the other.

Picks, like most hand weapons, are hafted with the business end fitted with a square socket to fit over top the haft. Instead of a blunted head, it features a tapered spike ending in a sharpened point. Some picks, called bisacuta, have spikes on either side of the haft.

Poor Craftsmanship picks are nothing more than miners' tools, made to break apart rock and ice and not balanced for combat. Better picks have longer hafts to aid in balancing, while Best Craftsmanship picks are inlaid with silver and bronze and may have stylized heads like dragon's tongues, horns, and other adornments.

Specific types of picks follow. Note each entry includes a Craftsmanship level.

Crowbill (Common-Good): This pick looks like a hammer, but instead of a crushing end, it features a beak. These are the preferred weapons against heavily armoured foes.

Pick (Poor-Common): A standard pick is a double-headed weapon with each arm of the head ending in a slightly curved spike.

Military Pick (Common-Good): Similar to a crowbill, this pick features a smaller beak that's notched to deal greater damage to the foe's armour.

Swords

While hafted weapons are serviceable, little compares to the appeal a sword offers. With a longer cutting edge, better balance, and a dizzying array of variants, swords have largely replaced all other hand weapons as favoured side arms. The sword category of hand weapons includes any blade short of a claymore (a long-bladed, doubled-edge sword with an elongated handle for use in two hands described on page 36). Thus, swords include cutlasses, the Bretonnian longsword, and even the short swords of Tilea. Swords can have a single edge, like a sabre, being large knives, or double bladed to expand a warrior's backswing. There are also several designs of hilts, from the stylized Ulric "U" prevalent in the northern lands of the Empire to a crossbar designed to protect the hand. Some, especially the more expensive blades, feature elaborate basket hilts, such as that used on the cutlass, but these are often reserved for the smaller and faster rapiers.

In addition to the variety of styles, there are variations based on culture and land. In Bretonnia, warriors favour the longsword. These weapons feature long straight blades with an edge on either side terminating in a sharp point, ending a crossbar hilt. In the Empire, however, swords emphasize décor, adding intricate runic inscriptions along the blade and hilt, ending in a stylized pommel when price is not a problem. Otherwise, Empire swords vary

Garrottes

While not the most heroic of weapons, garrottes (strangling cords), are often used by murderers. To use, wrap the cord around a victim's neck and pull. It's an ugly but effective way to kill someone. Garrottes are never suitable weapons in hand-to-hand combat; in fact, they are only good when you get the jump on your opponent.

To use a garrotte, you attempt a grapple (a Full Action) as described in *WFRP* page 131. If you successfully grapple the opponent, you manage to get the cord around his neck. Each round the opponent may attempt an Opposed Strength Test to break free. However, each round after the first, it becomes more difficult as his air is cut off. Successive Opposed Strength Tests increase in difficulty: Average (+0%) on the first round, Challenging (–10%) on the second round, Hard (–20%) on the third round, and Very Hard (–30%) on the fourth and following rounds. In addition, when you win the opposed Test, you inflict SB–3 Damage instead of the normal SB–4. If the opponent breaks free, you can attempt a new grapple, but the difficulty starts again at Average.

Garrottes can be anything from a length of rope to a piece of sharp wire, with no significant differences in quality. A Best-crafted garrotte that won't break costs 1 *gc* and has a rare availability.

wildly. Among the Tilean mercenaries, swords are often single-edged sabres or are long-bladed weapons similar to those used in the north.

Of the non-Human races, only the Elves use swords as much as Humans do. The Elves of the Empire employ weapons similar in style and function to those of Humans (although usually more aesthetically pleasing). However, in Athel Loren, Elves are just as likely to wield sickles as they are the straight blades of the Bretonnians. The High Elves, though, use swords reminiscent of the leaf-shaped blades on their knives. Using slightly wider blades, they gain the benefit of extra weight behind their swings, easily cutting through the feeble defences of lesser warriors.

Swords are all similar in function and effect. Designed for chopping and slashing attacks, swords can also serve as piercing weapons, an aspect exploited by rapiers and foils (see entry on page 35). Poor Craftsmanship swords are made of inferior materials such as bronze and cast iron that snap or bend in combat. Best Craftsmanship swords feature runic inscriptions along the length of the blade, incorporate a fuller (a channel cut into the centre of the blade to keep the blade clean), or have intricate hilts and pommels. Of equal importance is the scabbard, which is a perfect surface for devout or superstitious warriors to add blessings of the Gods.

Swords are symbols of excellence in the Empire. Naturally, they are revered because the Runefangs are swords, and those are the highest symbols of worth in the land. Many quality blades come from the Dwarf clanholds, but there are several weaponsmiths of merit within the Empire's lands. In fact, Sylvania once produced some of the finest blades in the land; though those days are long gone.

Specific types of swords follow. Note each entry includes a Craftsmanship level.

Broadsword (Common-Good): This is a straight-bladed sword with a shorter blade than a longsword. Swords from the pre-Sigmar era were broadswords that lacked hilts. Modern broadswords, not to be confused with the older weapons, have heavy basket hilts and are quite prevalent throughout the Old World.

Cutlass (Common-Good): The cutlass is a broad, curved blade with a basket hilt, favoured by Sartosan pirates.

Ind Tulwar (Good-Best): These rare swords have only just started coming up the Silver Road. With a long and generously curved blade, they're designed for slashing opponents. Best Craftsmanship Ind Tulwar weapons feature intricate designs along the length of the blade, recounting the history of the previous owners.

Longsword (Common-Best): These weapons feature a long blade, a wide hilt, and a somewhat lengthened handle. Preferred by most knights and warriors in the Old World, especially in Bretonnia, the longsword is probably representative of most swords.

Short Sword (Common-Good): A short-bladed sword descending from an earlier model of Tilean weapon, the short sword is double-edged and comes to a sharp point. Lengthwise, they fall somewhere between daggers and broadswords. A machete is similar to a short sword in size but has a wide, single-edged blade.

Quarterstaff

Favoured by travellers, shepherds, and other wandering folk, the quarterstaff is both an inexpensive and effective method of protection. A quarterstaff is a thick length of sturdy wood, often oak, but preferably hickory, about six feet long. Shoddy examples of this weapon are dried out and split at the ends, while better staffs feature a leather wrap around the middle. Better quarterstaffs have brass or iron caps on either end to prevent splitting on

Khopesh

In Khemri, the land of the Tomb Kings, the undead warriors wield unusually-shaped weapons with long handles and straight blades that extend about 18 inches before curving into a sickle shape for the last 2 feet of the blade. These weapons function as hand weapons but gain the Slow Weapon quality. If this weapon is of Best Craftsmanship, its damage improves to SB+1.

Khopesh: *Cost* 10 *gc*; *Enc* 50; *Group* Ordinary; *Dmg* SB; *Qualities* Slow; *Avail* Rare.

Wood Elf Hunting Spear

These spears have shafts carved from ash wood and are often adorned with feathers. What makes these weapons so deadly is that the spearheads are barbed, so that when a warrior strikes his foe with the weapon and pulls it free, he tears flesh and armour, widening the wound. Wood Elf hunting spears are generally not available in the Empire; they are found only in the Wood Elf homeland of Athel Loren and are never for sale. However, anyone who can use a spear can use this weapon. Wood Elf Hunting Spears are always Best Craftsmanship.

Wood Elf Hunting Spear: *Cost* — *gc*; *Enc* 50; *Group* Ordinary; *Dmg* SB+1; *Qualities* Fast; *Avail* Very Rare.

Tilean Pike

In the war-torn lands of Tilea, soldiers heft long, heavy spears called pikes. Ideal for combating heavy cavalry, soldiers set the foot of the pike into the ground and wait for the charging enemy to impale himself on the sharp spearhead. Tilean pikes can make melee attacks but only against opponents 6 yards (3 squares) away from you. Against opponents closer than that, pikes are useless and pikemen usually drop them in favour of hand weapons when fighting gets up close. Pikes require two hands and the Specialist Weapon Group (Two-handed) to wield. When armed with a pike, you may also take a special action called Pike Stance.

Pike Stance (Full Action)

You ground your pike and wait for an opponent to approach you (usually with a charge attack action). When an opponent comes within 6 yards (3 squares) of you, you may immediately make a single melee attack with a +10% WS bonus. If the attack hits, your opponent cannot move any further this turn, as your pike has kept him at bay. Pike stance lasts until the beginning of your next turn, regardless of whether you got a chance to make your attack. You may only make one attack with this action, regardless of how many opponents move into range.

Tilean Pike: *Cost* 20 gc; *Enc* 200; *Group* Two-handed; *Dmg* SB; *Qualities* Fast, Special; *Avail* Average

Pavise

Used heavily by Braganza's Besiegers, a Free Company operating in Tilea, these special shields are designed to protect crossbowmen from ranged attacks while reloading. Unlike normal shields, which are parrying weapons, the pavise actually provides cover. To use, the crossbowman props the shield in front of him. Missile weapon attacks against a character protected by a pavise have a Hard (–20%) Difficulty, and attacks from long range are at a Very Hard (–30%) Difficulty. However, in hand-to-hand combat, a pavise offers no additional protection.

Pavise: *Cost* 50 *gc*; *Enc* 120; *Availability* Scarce.

Unrimmed Shields

An unrimmed shield is a cheap and temporary defence at best. The shield is useful for just one adventure, assuming there is at least one combat. At the end of the adventure, it has seen too much abuse to be used again. Note, if you use the **Optional Weapon Damage** rules (see page 42), an unrimmed shield is automatically destroyed if it takes damage.

impact. Quarterstaffs have the benefit of being able to deal reasonable damage and, at the same time, extend the wielders reach and defensive capabilities.

Spear

The spear is one of the first weapons used by Humanity. The spear is a length of wood between 5 and 7 feet long with a sharpened blade fixed to one end. Spears, the least changed of modern weapons, retain their usefulness. They allow the wielder to keep his opponents at a distance. They're versatile in that they can be thrown or used in hand-to-hand combat. Furthermore, they are cheap to make, and even the lowliest commoner can learn to use them.

Best Craftsmanship spears have longer blades of iron or steel etched with runes and inscriptions, some even adorned with extra decoration along the shaft. Poor Craftsmanship spears are immediately obvious; they have stone heads wrapped with catgut or some other cord to affix the blade to the head.

In primitive cultures, they often add exotic feathers or furs to the weapon, sometimes even wrapping the entire length in leather to enhance the grip. In the Empire, soldiers sometimes hang banners depicting their house colours, religious affiliation, or other symbols. Some even hang scrolls containing prayers to the uncaring Gods in the vain hope of garnering their attention in the thick of battle.

Improvised Weapons

When all else fails, a bottle, chair, or frying pan can be of service when facing down a thug with a knife. Improvised weapons include anything potentially dangerous but not designed as a weapon. You can throw improvised weapons as missile weapons. Because improvised weapons are so broadly conceived, the Encumbrance value listed on **Tables 3–3: Melee Weapons** and **3–4: Missile Weapons** is a base Encumbrance. For larger items like barstools, chairs, or doors, the Encumbrance value increases; although statistically, the weapon deals the same damage. There are no Craftsmanship differences among improvised weapons. They are all wholly unsuitable for the professional warrior.

Shields

Though largely a defensive weapon, shields can be used to bash opponents as well as block attacks. They come in a variety of shapes and sizes, such as round, square, flat, and convex. Some are even notched for fighting with spears. So common is their use, even the lowliest conscripts carry shields when not called to heft pikes and spears.

More than armour, soldiers display their allegiances, family, and superstitions on their shields. As described in **Chapter Two:**

Armours of the Old World, a shield may display any religious symbol such as the wolf head of Ulric, national symbols like crosses, hammers, and the like, or even the surface on which warriors display family mottoes. Warriors using wooden shields nail scrolls containing prayers onto the surface as a means to ward off enemy attacks. Others may bear a purity seal, pouring sealing wax onto the device and stamping it with a religious or political symbol. Orcs and other wicked races sometimes spike severed body parts to their shields (hands, tongues, faces), hoping to strike fear into the hearts of their enemies.

Specialist Weapons

Specialist weapons include a wide variety of weaponry. What separates a specialist weapon from a mundane weapon is some special aspect of the weapon's use in combat. Some weapons are designed for use on horseback only, while others serve as offhand weapons for parrying attacks. In all cases, these weapons require a Specialist Weapon Group Talent to use effectively.

Cavalry

Cavalry weapons are, as expected, weapons used exclusively when mounted on a horse (though other creatures could be possible). Comprised of two types of lances, the lance and the demilance, their strongest asset is their reach, reflected in the Fast quality (see description on page 41) and the devastating effect they have. It is the lance and heavy armour that make knights the terrors of the Old World battlefield.

Variations of quality are widespread. The cheaper versions are made of softer wood like pine, making them prone to breaking. Also, the inexpensive lances may or may not have a spear head—in many cases they are simply wooden points. Better lances, however, feature metal points and spear tips. On occasion, the finest lances will have a stylized end, like a clenched fist or skull, forked end, or gromril point. Many knights hang pennants on the ends of their lances.

Demilance: A demilance is a short spear or a half pike used by cavalry. Though not as large as a lance, it is capable of delivering impressive amounts of damage without being as cumbersome as the full lance. Light cavalry in the Empire and squires in Bretonnia often use these weapons.

Lance: The lance is a heavy long spear, usually with an oak shaft and steel point. To wield, a mounted warrior positions the butt of the lance under his arm and spurs his horse to charge into his enemy, bracing himself with stirrups to keep him in the saddle on impact. Capable of punching through armour and knocking foes to the ground, the lance would be popular if it were more common and affordable. Given its price—though it is by no means as expensive as a blunderbuss—and its availability, lances are relegated to use by knights and wealthy warriors throughout the Empire

Jousting

The spirit of competition is strong among the people of the Empire. People congregate to watch sporting events, play games, and a number of other pastimes, pitting themselves against a rival. No competition, however, draws the people like the Jousting Tournament, a Bretonnian custom that spread to the Empire. It is a competition where armoured knights on equally armoured steeds bear down on one another with lances levelled with the intent to unseat their opponent.

There are three basic jousting contests. The first is the Joust of Peace, wherein the knights use blunted lances to prevent the games from turning lethal; although casualties do sometimes occur.

In many festivals, such a joust is presented as a *pas d'armes*—a local lord places a banner on his keep's walls as an invitation for travelling knights to participate. These events are the best means for an unproven knight to make a name for himself.

The second tournament is the Joust of War. Here, knights use sharp lances, and the combat is lethal. Jousts of War are used to settle grudges, duels, or right wrongs in an honourable fashion. Sometimes these tournaments serve to avoid a war or to start one. In any event, the battle between the knights continues until one yields or dies.

The Joust at Large is a kind of general melee, having knights organised into teams. Each side charges as in a standard joust, but after the initial charge, they fall back to hand weapons, fighting with longsword, axe, or mace. Depending on the agreed-upon rules, combat may continue after a knight is unhorsed, and in many instances (especially while at war), there's little difference between a Joust at Large and actual open combat.

Jousting's popularity is not exclusive to Bretonnia. Before the terrible Storm of Chaos, people in the Empire's western provinces adopted the practice. Sometimes, Bretonnia's best would cross the mountains to compete with their eastern neighbours. But since the devastation of Archaon's invasion, the people of the Empire are not as willing to risk their warriors to such foolishness.

Mechanics

Though the Joust at Large or any grand melee in general can be handled adequately using existing combat rules, the nature of the one-on-one tournament joust (between two equally prepared combatants charging each other simultaneously, hammering lance against shield in the hopes of unseating an opponent) requires some additional rules to properly simulate. Each round of a joust consists of five parts, as described.

- **Step 1: Roll Initiative:** Each combatant must roll for Initiative. Your Initiative score for the combat is equal to your Agility +1d10. The winner of the Initiative gains the Advantage (granting the character a +10% bonus to his Weapon Skill for the purpose of this pass of the joust). Proceed to Step 2.
- **Step 2: Attack:** The character who won Initiative (the Attacker) spends a full action to make a charge attack (gaining an additional +10% bonus to his WS). If he misses, proceed to Step 5. Otherwise, the Attacker deals normal damage for the lance or demilance. Note that in Jousts of Peace, blunted lances and demilances deal SB –2 and SB –3 Damage in lieu of their normal damage. Proceed to Step 3.
- **Step 3: Opposed Strength Tests:** If the Defender is still conscious, both the Attacker and the Defender make opposed Strength Tests, and the advantaged character gains a +10% bonus to this Test. If both make their Strength Test, then neither character is unseated. If the Attacker makes the Strength Test and the Defender fails, the Defender is knocked from his steed. Or if the Attacker fails his Strength Test and the Defender succeeds, the Attacker is knocked from his steed. If both riders fail their Strength Tests, both are knocked from their steeds. Proceed to Step 4.
- **Step 4: Shivered Lances:** When a lance hits a solid object, its natural tendency is to break or "shiver." Any time a jouster hits an opponent, he must make a WS Test to keep his lance from breaking. Proceed to Step 5.
- **Step 5: Reverse Roles:** The defender becomes the attacker, answering the advantaged jouster's attack. Resolve this attack as in Steps 2, 3, and 4, at which point the pass is complete and both jousters return to Step 1.

Victory Conditions

Knights gain points based on the result of their pass. A herald tallies the points, announcing the victor at the end of the contest. The following guidelines are general only; many possible variations apply.

Jousting Victory Conditions

Condition	Point
Striking opponent	1
Missing opponent	–1
Shivering a lance	1
Unseating opponent	3

Conduct

Regardless of alignment, there are certain rules all jousters must abide by, and violation is grounds for dishonour. The key rules are as follows.

- Jousters may never strike opponents from behind.
- Jousters may never target an opponent's steed.
- Jousters may not continue the fight after unhorsing their foe, unless such action has been sanctioned before the match.
- Jousters may not enhance their prowess with spells, but enchanted weapons and armour are sometimes permissible.

Rewards

Typically, the spoils of a successful match are the loser's horse, armour, and weapons, the victor holding the items for ransom until the loser can match their value in gold. More expensive and elaborate tournaments offer a purse to the winner containing anything from gemstones, coin, or other treasure (averaging 2d10 × 10 *gc* total) to a grant of land and title or even the hand of a noble heir. As well, a knight who finds success at a tournament

Scimitars

Araby merchants introduced the scimitar to the Old World. Though a sword, its curved blade, single edge, and lightweight lend it speed and accuracy in the hands of a skilled fighter. The severity of the curve varies considerably, though they are all equally effective. Scimitars, like swords, come in one- and two-handed varieties, with blades as long as 3 feet. It's believed that scimitars evolved from the khopesh. One-handed scimitars have the same statistics as rapiers. Two-handed scimitars are big weapons; the blade widens as it reaches the tip. It has the same statistics as a great weapon.

may be given the opportunity to choose the ritual queen or king of the tourney, to embark on an important mission, or to become a full-fledged member of the local court.

Fencing

The Estalian Kingdoms were the birthplace of the fencing style of fighting. With these light and dangerous blades, a skilled fencer can slip the blade past an opponent's defences, striking quickly and accurately. Though they lack the punch of great weapons, they are still deadly in the right hands. Most fencers also wield parrying weapons, like the main-gauche (see at right), in their offhand. Duellists in Tilea evolved the fighting style by incorporating a cloak into their technique, allowing them to entrap their opponent's weapon and make an opening to drive their rapier home.

Fencing weapons in the Old World consist of two types: the foil and the rapier. Other weapons might also easily fall into this category, such as the sabre and scimitar, as they are wielded with speed and finesse. See **Scimitar** sidebar for more information. Fencing weapons, like any other weapon, vary in quality. Poor Craftsmanship foils may have too small of a cup hilt to fit over the hand or a stiff blade that lacks the normal flexibility. Conversely, Best Craftsmanship weapons, especially rapiers, are more ornate, having elaborate baskets, quillions, and beautiful blades with extensive scrollwork down the length. Balance is also vital to fencing weapons. Though fencing has spread to the Empire, Best Craftsmanship rapiers are made in the birthplace of this fighting style.

Fencing weapons are products of civilization. Consequently, they are only found in cities and among the wealthy nobles at that. Most warriors prefer the weight of a good axe or hammer to the speed of a rapier.

Foil: A foil, or epee, is a slender square-section blade with a cup hilt. It has the benefit of being quick and accurate in actual combat. In exchange for speed, it gives up some of its potential to deal damage. Skilled fencers begin with foils before graduating to rapiers.

Rapier: A rapier is similar to a foil, but with a broader straight blade and long quillions added to the cup. Some rapiers have basket hilts instead of cups. Though not as precise as the foil, its broader blade and capacity to slash as well as pierce make this blade a more popular weapon in actual battle.

Flail

This group of weapons consists of any hafted weapon to which a chain and a weight is attached. The benefit of these weapons is the speed a warrior can swing it, the ability to wrap the chain around his opponents' limbs and pull them close, and the extra damage they deal. A whole host of options are available for these weapons, some featuring several chains and weights, called flails, or studded or spiked balls for weights, or any other variations of these tried and true weapons. A flail with just one chain and ball is called a morning star, is less Encumbering, and deals less damage than the flail.

The most famous warriors to wield the flails are the Flagellants of Sigmar. Comprised of a motley group of beggars, vagabonds, and bandits, the Flagellants of Sigmar are all mad, driven so by the ever-present threat of Chaos to the north, the random plagues spread by the dreaded Skaven, and other horrors of the Old World. Hordes of these zealots travel the road between towns and cities, led by an equally insane priest who preaches the impending doom of the apocalypse. These men are nearly as horrible as those who serve Chaos, as disease is rampant among their numbers and most are infested with insects and worse. Some lords use the Flagellants in their armies, relying on their crazed natures to stand fast before the terrors who oppose the Empire.

Parrying Weapons

Designed to block blows from attackers, parrying weapons are a vital piece of equipment for duellists. One of their key benefits is that they can both effectively block incoming attacks or be used as weapons as the situation demands. The idea of the left-handed dagger originated from the fighting techniques developed in the Estalian Kingdoms. As the notion of the elegant swordsman spread to other lands, advances were made in these weapons, leading to the introduction of the sword-breaker. Though their use spread throughout the Old World, many warriors rely on smaller and faster shields called bucklers to block attacks.

Buckler: A buckler is a small shield used for catching and repelling attacks. It can also be used as a weapon, and many soldiers add spikes and studs just for this end. Bucklers, like shields, often feature inscriptions, scrolls, or purity seals.

Main Gauche: The main gauche, or left-handed dagger, is a short-bladed weapon slightly longer than a normal dagger. Unlike normal daggers, its broad hilt better protects the hand, and its slender blade can slip between an enemy's ribs. The main gauche is used as a defensive weapon, and despite its similarities to the dagger, it's not designed to be thrown. If used as a missile weapon, it functions as an improvised thrown weapon.

Sword-breaker: Where the main gauche is a parrying weapon, the sword-breaker not only blocks the attack, but snaps the blade as well. When you successfully attack with a sword-breaker, in lieu of dealing damage you can try to break your opponent's dagger, foil, main gauche, rapier, sword, or sword-breaker. This is resolved as an Opposed Strength Test. If you win, you snap your opponent's blade. All future attacks with the broken weapon count as if it were an improvised weapon.

Claymore

The claymore, also called the hand-and-a-half or the bastard sword, falls somewhere between the broadsword and the Great sword. The benefit lies in its versatility. Useable in either one hand or two, it provides a great deal of flexibility to warriors who would use shields while fighting, but need to be able to fall back on the damage potential of a great weapon. It seems to have been developed simultaneously in the Empire and Bretonnia, so who in fact can be credited with its design is subject to great debate.

To wield a claymore, the character must have the Specialist Weapon Group (Two-handed) Talent. It can be wielded in one or two hands. If wielded in one-hand, it retains the slow quality, but loses the impact quality. If wielded in two hands, it functions exactly as a great weapon.

Claymore: *Cost* 30 *gc*; *Enc* 150; *Group* Two-handed; *Dmg* SB; *Qualities* Slow (one-handed) or Impact and Slow (two-handed); *Avail* Scarce.

White Wolf Hammer

Wielded by the Knights of the White Wolves, these hammers are devastating on the battlefield, being weighted such that they can crush armour and bones with ease. However, these weapons require skill and concentration to use effectively. Consequently, White Wolf Hammers fall into a separate Weapon Group, requiring Specialist Weapon Group (White Wolf Hammer) Talent. Only Knights and Knights of the Inner Circle who are members of the Knights of the White Wolves may purchase this talent.

When using a White Wolf Hammer on a charge attack, the White Wolf Hammer deals damage equal to your SB +2. Otherwise, the White Wolf Hammer deals damage equal to your SB +1. These weapons are always Best Craftsmanship.

White Wolf Hammer: *Cost* 40 *gc*; *Enc* 300; *Group* White Wolf Hammer; *Dmg* SB+1 (SB +2); *Qualities* Tiring; *Avail* Rare.

Orc Choppa

These brutal cleavers are nasty weapons indeed. Possessing a longhafted handle and a wide wedge-like blade, Orc choppas can cut through armour with ease. Only Orcs know how to use these weapons, counting them as Ordinary weapons. All other races have difficulty managing their balance and weight.

When wielded by an Orc, a choppa deals SB+1 damage on the first round of melee and SB damage thereafter. If wielded by a creature other than an Orc, the choppa is treated as a hand weapon but with the slow quality.

Orc Choppa: *Cost* —*gc* ; *Enc* 150; *Group* Orc Choppa; *Dmg* SB (SB+1); *Qualities* Special; *Avail* Rare.

Two-Handed

Two-handed weapons are to hand weapons as swords are to daggers, being larger versions of ordinary weaponry. All two-handed weapons are oversized versions of their smaller counterparts, with a Great axe being a large version of an axe and a Great sword a large version of a sword. Every weapon that falls under hand weapons has a two-handed counterpart. Also included in this group is the halberd, which represents all pole-arms from glaives to guisarmes.

The development of the two-handed weapons was in direct response to the widespread use of cavalry. Needing weapons better able to strike riders, weaponsmiths simply lengthened the blades, thus creating Great swords. Yet, larger weapons were not always affordable nor were they always practical for battles against cavalries; hence, pole-arms evolved. By attaching the head of a smaller weapon to a pole or shaft, it could reach mounted warriors like Great swords.

Great Weapons

Like the hand weapon (see page 28), the great weapon is a category of weapons. Any weapon requiring two hands to wield falls into this group. Such weapons include the Imperial zweihander and the Dwarfen warhammer. The Imperial regiments of Great Swords popularized the use of two-handed swords. Believed to be the best infantry in all of the Empire, the Great Swords are hand picked by their Elector Counts from all the champions of their armies. These soldiers earn their station by distinguishing themselves in battle. Serving as garrisons for their respective Counts, they are at the core of the armies, living symbols respected wherever they travel.

Halberd

A halberd is a heavy blade mounted at the end of a sturdy wooden or metal pole. The blade has a sharp point at the top and a wide cutting edge like an axe, which allows it to be used two different ways. When you attack with a halberd, you can treat it like a spear or a great weapon. This means it will have either the Fast quality or both the Impact and Slow qualities. There are many variations on the halberd, such as the size of the blade, the length of the point, and composition of the shaft. Furthermore, halberds can include just about any other pole-arm such as the glaive and bill, all using the same statistics.

Pole Arms

Pole-arms are the weapon of choice for most garrisons in the Old World. Not only are they effective in combat, they are also imposing and symbolic of strength. Pole-arms can be exotic, incorporating strangely shaped blades, studs, and spikes.

Specific types of pole-arms follow. Note each entry includes a Craftsmanship level.

Bec de Corbin (Good-Best): A pole-arm often in the employ by Bretonnian knights, the Bec de Corbin is about the same size as a halberd but its head features a spike, hammer, and pick combination.

Bill (Poor-Common): A bill has a wide, curved cutting blade that is sometimes fitted with a hook or spike atop a long wooden shaft. Shorter weapons of similar design are often used in Bretonnia and are called guisarmes.

Option: Distinguishing Great Weapons

As with hand weapons, *WFRP* treats all great weapons the same, each with identical characteristics. However, also like hand weapons, great weapons may have slight variations in their abilities provided you use the same rules for hand weapons. If so, great weapons can be broken into the following categories and have the indicated qualities if of Best Craftsmanship.

Table 3–2: Best Craftsmanship Great Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Great Axe	120 *gc*	180	Two-handed	SB	Impact, Slow	Rare
Great Mace/Warhammer	150 *gc*	260	Two-handed	SB	Impact, Pummelling, Slow	Very Rare
Great Pick	200 *gc*	180	Two-handed	SB	Armour Piercing, Impact, Slow	Very Rare
Great Sword	350 *gc*	250	Two-handed	SB +1	Impact, Slow	Rare

Fauchard (Poor-Common): This pole-arm is a common peasant weapon, being nothing more than a scythe head that extends from the top of a wooden shaft. Better versions of this weapon include additional tines or hooks to pull riders from their mounts.

Glaive (Common-Good): A glaive is a nasty pole-arm that features a heavy blade like a large butcher knife. Glaive blades often have hooks or additional tines.

Lochaber Axe (Good): This massive pole-arm measures nearly 9 feet in length and has a broad axe-head mounted on a sturdy wooden shaft.

Partisan (Good): A partisan is a long spear with a wide-bladed head, equivalent to the size of a short-bladed sword. It is fitted with small, edged flanges n the blade, used to catch weapons.

Pole Axe (Poor-Common): This is a simple pole-arm with a standard axe-head mounted on a wooden shaft.

Trident (Common): The trident has three or more tines mounted on a six-foot shaft. A military fork has just two tines.

Voulge (Common-Good): This nasty weapon has a heavy cleaver blade mounted on a long pole.

— Missile Weapons —

Missile weapons are an important part of any warrior's arsenal. They allow combatants to attack from a distance, possibly allowing a few hits before opponents close for melee. Missile weapons include any weapon that is thrown (throwing knives, bottles, or spears) or fired (bows and crossbows). Gunpowder weapons, given their unique properties, are detailed in **Chapter Four: Gunpowder and Weapons of War**.

Ordinary Weapons

Like ordinary melee weapons, ordinary missile weapons include a broad group of arms anyone with a reasonable amount of skill can wield effectively. No weapons in this category require special talents to use, and anyone can pick up an ordinary missile weapon and attack.

Bows

The bow consists of a single piece of flexible wood. Though somewhat expensive and difficult to make well, bows are standbys for hunters and soldiers alike. Fashioned from wood, horn, and sinew, bows offer a decent range while dealing a respectable damage, though it often takes several shots from a bow to drop a tough opponent. Bows vary in quality, based on pull and construction. A bow that is too flexible lacks the force to propel arrows with any great effect. Likewise, a bow with too little flexibility is difficult to pull and may reduce accuracy.

In recent years, use of the bow, at least among soldiers, has given way to the crossbow, which has a better range and better damage

potential. As a result, bows are falling to those who cannot afford the superior crossbow or gunpowder weapons for that matter. Make no mistake; bows are still viable weapons. While they lack the punch of a bolt or bullet, archers can fire faster with these weapons.

Crossbow

The crossbow is the next step in bow design, developed from the early Tilean bolt throwers called bellybows. By incorporating a mechanical framework for launching arrows, crossbows fire with greater force than their normal bow counterparts. To draw back the bolt, the archer must use a winch, crank, or even apply raw force to the firing mechanism, which takes time and effort, commodities not normally available on a battlefield. This makes them somewhat clumsy to use. However, in exchange, crossbowmen have an advantage in that their bolts deal heavy damage to their opponents.

Crossbow quality varies considerably. Most are shoddily constructed in order to keep the price low and make the weapon available to regiments for the Empire's forces. As a result, most crossbows consist of not much more than a wooden stock, and few have the necessary crank to pull the string back for firing—Poor Craftsmanship crossbows take a full action and a half action to reload as opposed to the normal full action. Better crossbows, such as those made in Nuln, have steel winches that turn relatively easily, allowing archers to reload faster. The finest crossbows feature stylized stocks, incorporating images of griffons, dragons, and other fantastic beasts.

Arrows and Bolts

Arrows (for bows) and bolts (for crossbows) come in bundles of five. At the end of an encounter, you can retrieve fired ammunition, but each has a 50% chance of being ruined, or lost. For the desperate, arrows and bolts can serve as melee weapons (treating them as improvised weapons, see page 32), but they have a 50% chance of breakage with each successful attack.

Improvised

What is a barroom brawl without a few thrown bottles and flung chairs? Improvised missile weapons include anything from crockery to tankards to barstools. While nowhere near as effective as a real weapon, they can deal damage, which may be all a warrior needs to win the day. Because improvised weapons are so broadly conceived, the Encumbrance value listed on **Tables 3–1: Melee Weapons** and **3–2: Missile Weapons** is the base Encumbrance. For larger items, like barstools, chairs, or doors, the Encumbrance value increases; although statistically, the weapon deals the same amount of damage. There are no differences in Craftsmanship among improvised weapons.

Javelin

A javelin is a short hunting spear designed for throwing, rather than melee. Its lightweight design allows it to be thrown farther than a spear, but its balance makes it unsuitable for melee combat, in which case it would function as an improvised weapon. Javelins are rarely used in the Empire anymore, as warriors rely on better weaponry like crossbows and guns. Variations on design include the Tilean pilum, which features a soft metal neck that bends on impact and prevents enemy soldiers from throwing them back, making them hard to pull free from a wound or a shield.

Shortbow

Smaller than the standard bow, the shortbow is cheap and easy to manufacture. The only drawback is that it has a reduced range. Some horsemen use shortbows because they are easier to manage while mounted. Halflings, when driven to fight, rely on shortbows as they find them more suited to their size. The finest shortbows are manufactured in Kislev, where they are crafted for use by the famous Ungol Horse Archers. These warriors are all trained to fire arrows from horseback at a very early age and are famous throughout the Old World for being the fastest cavalry and most accurate archers, aside from Elves, in the world. They typically ride in circles around their enemies, peppering them with arrows, dropping them by the score, before closing in for the kill.

Specialist Weapons

Specialist missile weapons, like their melee counterparts, include advanced choices of weaponry. Nearly all specialist weapons have a special quality making them superior to ordinary weapons. Included in this category are repeater crossbows, crossbow pistols, entangling weapons, and throwing weapons. Specialist weapons are arranged by category.

Crossbow

Though anyone can fire a crossbow with reasonable ability, recent technological advances have expanded on the design, creating

improved versions over the basic construction of the ordinary crossbow. Originating in the School of Engineers in Nuln, these specialized forms of crossbows spread rapidly through the Empire and Tilea, but have made little headway into neighbouring lands like Bretonnia and Estalia. Unlike other weapons, these specialized crossbows are always at least Common Craftsmanship and most are Good or Best Craftsmanship.

Crossbow Pistol: Essentially a hand held version of the crossbow, this weapon's exquisite construction—all steel—increases the tension in the cord when cranked, thus making it a worthwhile addition to any warrior's arsenal. Better still, given its small size, it's an ideal weapon for horsemen, who can keep one hand on the reigns of their mount while firing at enemies. Though smaller, it is still slow to reload, requiring the wielder to draw back the bowstring by a screw built into the weapon's stock.

Repeater Crossbow: Another innovation from Nuln, the repeater crossbow looks like a standard crossbow, but it features a 10-bolt magazine, allowing the wielder to make several attacks before having to reload the weapon. The reload time on **Table 3–4: Missile Weapons** only applies when there are bolts in the magazine. Once it's empty, it takes 4 full actions to refill the magazine and make the weapon ready to fire again. The expense of this weapon places it outside the hands of all but the wealthiest warriors.

Entangling

Entangling weapons are designed to eliminate opponents without killing them. Favoured by bounty hunters, animal handlers, and trappers, these weapons require skill to use properly in combat. Quality variations may be inferior materials. For example, a bola normally has two or more weighted spheres filled with sand, rock, or metal. Shoddy bolas may be solid wood, or even hollow, making them far less effective.

Bola: A bola is a set of two to four weighted spheres connected by a cord. A bola of Best Craftsmanship does not grant a bonus to Weapon Skill Tests. Instead, the subject of a successful attack suffers a –10% penalty on Agility and Strength Tests when trying to escape from the bola's snare.

Lasso: A lasso is nothing more than a length of rope tied on one end to form a loop. On a successful attack, the loop catches the target on the arm, leg, or torso. Though the lasso deals no damage, it is useful for immobilizing foes, at least for a time.

Net: The net is a web of weighted cords or rope used to immobilize foes. Like the lasso, the net does not deal damage, so it is useful for capturing foes alive. However, these weapons are difficult to use properly and are reserved for the best-trained warriors and bounty hunters.

Whip: A whip is a thick leather or rope cord that deals negligible damage, but with it, you can entangle your foes. Coupled with its Fast quality, the whip is a dangerous weapon in the hands of a skilled wielder.

Longbow

An improvement on the design of the bow, the longbow is larger, designed to launch arrows with uncanny accuracy and with deadly force. Developed in response to heavy armour, these weapons can punch through a knight's defences, making them a popular choice for regiments throughout the Old World. Bretonnian archers and several regiments in the Empire use longbows.

Elfbow: The Elfbow is similar to a longbow, but it is constructed from rare and flexible woods layered with bone. It's lighter and less bulky than a standard bow, but its unusual construction prevents all but the most skilled archers from using it. Elves are the only craftsmen capable of producing Elfbows, and so they are very rare outside Elven lands. If you do not have the Specialist Weapon Group Group (Longbow), the Elfbow uses all the statistics of a normal shortbow in addition to Weapon Skill reduction. In the hands of a skilled user, however, the Elfbow has an impressive range, outdistancing all but the Hochland Long rifle (see **Chapter Four: Gunpowder and Weapons of War**).

Longbow: A longbow is an improved version of a standard bow (see page 37), constructed of alternating layers of flexible wood like yew and elm. Though its performance is somewhat superior to a normal bow, as it is capable of reaching greater ranges, its true strength lies in its ability to send arrows through armour.

Sling: Made famous by shepherds throughout the Old World, the sling is an inexpensive weapon that relies on speed and skill to launch small rocks at opponents. The key benefit to this weapon is that its ammunition can be found anywhere, using acorns or even chunks of rock. Few warriors would ever deign to use these weapons, but Halflings are famous for their accuracy when propelling rocks at larger foes. Slings are normally found in the Moot and are always Plentiful there. Though not as impressive as a bow—it lacks the range of bows and longbows—it does have the range equivalent to a shortbow and deals the same amount of damage. Furthermore, ammunition is free because any small, regularly-shaped rock will do. In the right hands, a sling can be a dangerous weapon. Slings do not have variations of Craftsmanship; any quality differences are negligible.

Staff Sling: A staff sling is a short staff with a sling on one end. The staff section allows you to launch stones with greater speed. However, because it is larger and more cumbersome than the regular sling, it has a longer reload time. Staff slings are the preferred weapons of shepherds who ward off wolves and other natural predators. Most use both a sling and a sling staff, using the former when speed is more important than effect.

Throwing

Unlike improvised thrown weapons, this category includes knives, axes, hammers, and just about anything optimized for throwing in combat. What makes these weapons special is their construction. A fine balance allows them to be thrown accurately and with a good chance of dealing some damage. Obviously, the heavier the weapon, the more damage it will deal. And because it is thrown, stronger characters can deal a great deal more damage than they could with a bow. On the other hand, throwing weapons weigh more than bows and cost more to use in the end.

Thrown weapons come in two different categories: large and small. Large thrown weapons cover throwing axes, hammers, and even clubs. Small thrown weapons including all throwing knives,

Table 3–3: Melee Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Buckler	2 *gc*	10	Parrying	SB –4	Defensive, Pummelling	Average
Dagger	1 *gc*	10	Ordinary	SB –3	None	Common
Demilance (Cavalry Spear)	20 *gc*	75	Cavalry	SB	Fast, Impact, Tiring	Scarce
Flail*	15 *gc*	95	Flail	SB +1	Impact, Tiring	Scarce
Foil	18 *gc*	40	Fencing	SB –2	Fast, Precise	Rare
Gauntlet/Knuckle-duster	1 *gc*	1	Ordinary	SB –3	Pummelling	Common
Great weapon*	20 *gc*	200	Two-handed	SB	Impact, Slow	Average
Halberd*	15 *gc*	175	Two-handed	SB	Special	Common
Hand Weapon	10 *gc*	50	Ordinary	SB	None	Common
Improvised	—	35	Ordinary	SB –4	None	—
Lance	40 *gc*	100	Cavalry	SB +1	Fast, Impact, Tiring	Rare
Main Gauche	4 *gc*	15	Parrying	SB –3	Defensive	Scarce
Morning Star	15 *gc*	60	Flail	SB	Impact, Tiring	Scarce
Quarterstaff*	3 *s*	50	Ordinary	SB –2	Defensive, Pummelling	Plentiful
Rapier	18 *gc*	40	Fencing	SB –1	Fast	Scarce
Shield	10 *gc*	50	Ordinary	SB –2	Defensive	Common
Spear	10 *gc*	50	Ordinary	SB	Fast	Common
Sword-breaker	5 *gc*	40	Parrying	SB –3	Special	Scarce

Table 3–4: Missile Weapons

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Bola	7 *s*	20	Entangling	1	8/16	Half	Snare	Scarce
Bow*	10 *gc*	80	Ordinary	3	24/48	Half	None	Common
Crossbow*	25 *gc*	120	Ordinary	4	30/60	Full	None	Average
Crossbow Pistol	35 *gc*	25	Crossbow	2	8/16	Full	None	Rare
Elfbow*	70 *gc*	75	Longbow	3	36/72	Half	Armour Piercing	Very Rare
Improvised	—	10	Ordinary	SB–4	6/–	Half	None	—
Javelin	25 *s*	30	Ordinary	SB–1	8/16	Half	None	Average
Lasso*	1 *gc*	10	Entangling	n/a	8/–	Half	Snare	Plentiful
Longbow*	15 *gc*	90	Longbow	3	30/60	Half	Armour Piercing	Average
Net	3 *gc*	60	Entangling	n/a	4/8	Full	Snare	Plentiful
Repeater Crossbow*	100 *gc*	150	Crossbow	2	16/32	Free	Special	Very Rare
Shortbow*	7 *gc*	75	Ordinary	3	16/32	Half	None	Common
Sling	4 *gc*	10	Sling	3	16/32	Half	None	Common
Spear	10 *gc*	50	Ordinary	SB	8/-	Half	None	Common
Staff Sling*	6 *gc*	50	Sling	4	24/48	Full	None	Rare
Throwing Axe/Hammer	5 *gc*	40	Throwing	SB–2	8/-	Half	None	Average
Throwing Dagger/Star	3 *gc*	10	Throwing	SB–3	6/12	Half	None	Common
Whip	2 *gc*	40	Entangling	SB–4	6/-	Half	Fast, Snare	Average
Ammunition								
Arrows (5)	1 s	10	—	—	—	—	—	Common
Bolts (5)	2 s	10	—	—	—	—	—	Average

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield or buckler.
† Range is expressed in yards; if you are using squares, simply halve to find the range.

daggers, and throwing stars, which are mostly used by Dark Elves, but have gained acceptance throughout the Empire.

Throwing Axe/Hammer: This category, the nominal types of large thrown weapons, includes hatchets, small hammers, clubs, and similar types of weaponry. They can be used in melee combat, using the same statistics as when they are thrown.

Throwing Dagger/Star: Encompassing darts, knives, daggers, stars, and other small bladed or piercing weapons, these items are smaller and less deadly than the larger throwing axe or hammer. However, they have the benefit of a longer range. They can be used in melee combat, using dagger statistics.

— Weapon Qualities —

There are many weapons in the Old World, each with unique advantages and drawbacks. These attributes are known as Weapon Qualities. Some weapons have none, while others have several. The various Weapon Qualities are described in the following section. You can see which qualities apply to which weapons on **Tables 3–3** and **3–4**.

Armour Piercing

Weapons with this quality are particularly good at punching through armour. Attacks from Armour Piercing weapons ignore 1 Armour Point. If a target has no armour, this quality has no effect. You can gain both this bonus and the Sure Shot talent.

Defensive

Weapons with this quality are designed with parrying in mind. You gain a +10% bonus on parry attempts while wielding a Defensive weapon.

Fast

Weapons with this quality strike quickly because they are especially nimble or long. Enemies take a –10% penalty when trying to parry or dodge a Fast weapon.

Impact

Weapons with this quality hit with tremendous force. If you hit with an Impact weapon, you may roll 2d10 for damage and pick the higher result.

Precise

Weapons with this quality are deadly accurate. When using a Precise weapon, the Critical Value of any Critical Hits increases by 1. You can gain both this bonus and that of the Strike to Injure Talent.

Pummelling

Weapons with this quality can knock foes senseless. You gain a +10% bonus to your Strength when using the Strike to Stun talent.

Slow

Weapons with this quality are heavy and awkward, making them easier to avoid. Enemies gain a +10% bonus when trying to parry or dodge a Slow weapon.

Snare

Weapons with this quality are designed to entangle enemies. On a successful hit, the target is immobilized. The target can attempt no other actions except escaping the bond. He can try to burst the bonds (Strength Test), or wriggle free (Agility Test). The target is considered helpless until he escapes.

Special

See weapon description for additional special rules.

Tiring

Weapons with this quality cause fatigue when used. Their Impact quality thus only applies during the first round of melee.

Weapon Statistics

The game statistics for each weapon can be found on **Table 3–3: Melee Weapons** or **Table 3–4: Missile Weapons**. The tables include the following information:

Name

This is the most common name for the weapon. Some weapons are known by other names by different races and cultures.

Cost

This entry lists the common costs for an item. This value fluctuates depending on the item's availability (GM's discretion), Craftsmanship, or upon the success or failure of a Haggle Test.

Encumbrance

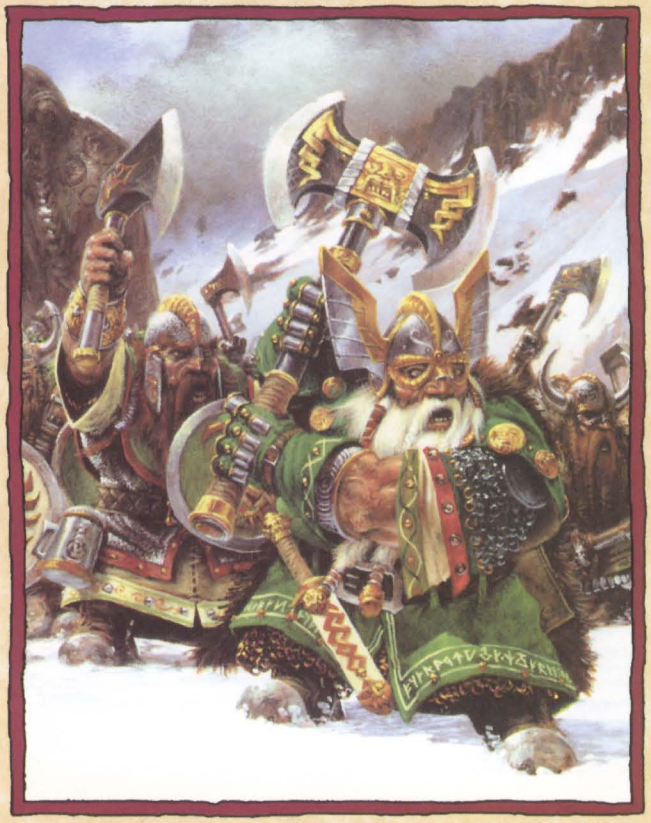
This column describes the approximate weight and bulkiness of the weapon. See page 4 for details on Encumbrance.

Group

This entry denotes the Weapon Group.

Damage

This entry denotes the base damage of the weapon. When a hit is scored, the weapon deals this amount plus 1d10 damage (see **Chapter Six: Combat** in *WFRP*). Melee weapon damage is based on the wielder's Strength Bonus.



Range

Every missile weapon has a range, given as two numbers divided by a slash. The first number is its short range, and the second is its long range. Shots at long range are taken at a –20% BS penalty. All ranges are expressed in yards (if you are using squares, simply halve the number to find the range). For example, a bow has a short range of 24 yards and a long range of 48 yards. If you shoot at an enemy up to 24 yards away, you take no BS penalty. If you shoot at an enemy between 25 and 48 yards away, you take a –20% BS penalty. Some weapons have no long range.

Reload

This is the number of actions it takes to reload the weapon. For more information on actions and the reload action, see **Chapter Six: Combat** in *WFRP*.

Qualities

This entry denotes any Weapon Qualities (see page 41).

Availability

This entry describes a weapon's general availability (see page 4).

— Option: Damaging Weapons —

In combat, weapons take a lot of abuse, from parrying and blocking attacks to punching through armour. Worse, weaponry that's not maintained, left out in the rain, not cleaned after a battle, or any number of other elements that erode a weapon, can weaken it and make it unreliable. No weapon made by mundane means, except for perhaps gromril weapons, last forever. This set of optional rules expands your *WFRP* games by presenting the mechanics for breaking weapons in combat, whether intentionally or unintentionally, expanding those presented under the sword-breaker entry on page 35. Magical weapons are immune to damage.

Weapons can be damaged in combat when any of the following occur:

- Successfully parry an All Out Attack
- Parry an attack that's Damage 7 or greater.

Any time a condition for damaging a weapon occurs, the wielder of the weapon must roll 1d10. On a roll of a 1, the weapon breaks. Broken weapons count as improvised weapons.

Shields

Shields use slightly different rules. Designed to take heavy abuse, these particular weapons can last somewhat longer than other parrying weapons. The same conditions for damaging weapons apply to damaging shields. However, if the shield takes damage, it is not immediately destroyed. Instead, it counts as damaged. A damaged shield loses its defensive quality. If it takes damage again, it is destroyed. The exception to this is in the case of unrimmed shields (see page 32). Unrimmed shields are always destroyed as soon as they take damage.

— Special Materials —

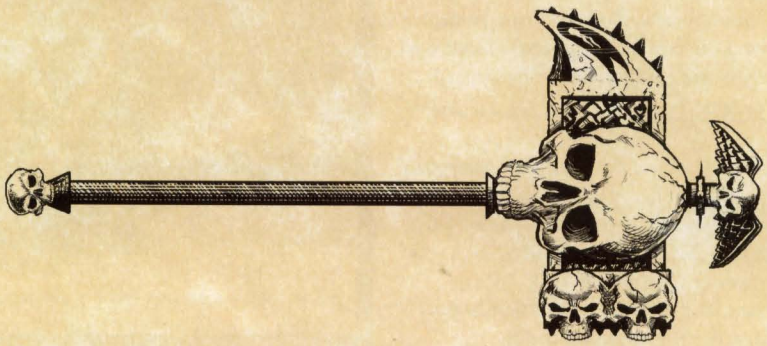
Though much of the weapons of the Old World utilize wood, iron, and steel components, there are a few special metals available that when fashioned prove far superior to those crafted through normal means. This final section details two special metals notorious in the Empire, imported by Dwarfs and Elves.

Gromril

As mentioned in **Chapter Two: Old World Armour**, gromril is a rare kind of metal extracted from meteoric iron. As only Dwarf Runesmiths have the knowledge and skill to work this ore, gromril armour and arms are quite rare. Melee weapons constructed from gromril add increases to the indicated damage on **Table 3–3: Melee Weapons** by +1. Gromril weapons are always Very Rare, always Best Craftsmanship, and cost four times the indicated price.

Ithilmar

Forged by Elven smiths, ithilmar is a priceless metal known for its lightweight and durability; it serves as an excellent alternative to steel or iron mail. However, given its rarity, ithilmar metal is rarely found anywhere outside of the Elven kingdoms. On occasion, an ithilmar weapon will surface, sometimes as spoils of war, especially among the treasures of the Norscan raiders who frequently raid Elven coastal settlements. Weapons fashioned from ithilmar gain the Fast quality if they did not already have it. These weapons are never for sale and must be found, stolen, or bestowed.



Gunpowder & Weapons of War

"The crossbow may be more reliable, but nothing elicits fear like a pair of pistols. When you stare down those barrels, a few Marks in exchange for your life seems perfectly reasonable."

—Tilmann, Wayward Highwayman

The Old World is currently in a revolution of sorts. The Dwarfs introduced gunpowder, also known as black powder, with their devastating cannon. When used on the battlefields, most leaders quickly learned, despite its obvious flaws (unreliability for instance), that gunpowder was far superior to the old ways of fighting wars. Armour was virtually useless, as cannon dealt impressive damage, capable of shredding soldiers with a single blast of grape shot, or toppling walls with cannonballs. At first, these weapons were simple cannon, but soon smaller varieties were developed, allowing individual soldiers to use them. As Nuln engineers refined the process, they devised handheld firearms, repeating pistols, and more. Though there were several early and impressive advances, the technology is still experimental and costly, and few warriors are willing to risk themselves and pay the expense of acquiring such weapons.

The old guns were quite primitive, being little more than a metal tube with a wooden stock and a hole at the top where the wielder ignited the gunpowder with a punk or candle. Now, most gunpowder weapons are matchlocks and flintlocks. All black powder weapons in the Old World are muzzleloaders, requiring the wielder to load powder and shot down the barrel. Most black powder weapons in the Empire are imports from the Dwarfs or are manufactured in Nuln and Altdorf. In either city, the weapons have an improved availability, increasing to Scarce from Very Rare.

Early Firearms

The earliest firearms in the Old World were the *hand gonnes*. Essentially, it was a scaled down version of the cannon used by the Dwarfs, consisting of a metal barrel fitted with a stock. Near the base of the barrel was a touch hole, where the user placed a burning wick to ignite the gunpowder. Because it required the user to manually touch the gunpowder to ignite the larger charge, they were never really accurate and usually required some sort of stand to use effectively. They had a maximum effective range of about 30 yards.

Matchlocks

Shortly after the development of the hand gonne and its profound failures against both Chaos' heavy cavalry and mere rival knights in service to rival Elector Counts, engineers in Nuln developed a firing mechanism to allow the user to wield the weapon in two hands, thereby reducing the need for a stand. Essentially, a moveable arm that holds a burning wick is locked back. When the wielder depresses the lever, he releases the arm, which falls into the flash pan and ignites the powder to send a flame into the barrel chamber of the weapon. This action then ignites a larger powder charge and sends the projectile forward.

Though the matchlocks are a drastic improvement over the early gunpowder designs, lighting the wick takes a long time, making the weapon virtually useless unless the wielder is prepared in advance. Furthermore, the Empire's climate makes keeping the wicks lit an arduous task, with gusting rains, and damp clime being murder on the firing mechanism. As a result, longbows are still the preferred weapon for most regiments.

Wheellocks and Flintlocks

In response to the continuing difficulties of firearm use, the Empire's engineers developed a new mechanism for firing. They replaced the spring-loaded arm with a spinning wheel. When the trigger was depressed, it caused the wheel to spin against a metal plate, causing sparks to fall into the flash pan. Developed

simultaneously by Araby was the flintlock, a variation on the wheellock design. In this improved mechanism, the trigger released a small piece of flint to strike a steel plate to drop sparks into the pan.

With the development of flintlocks and the lesser used wheellocks, engineers in the Old World could devise all manner of variations on gunpowder weapons. Some have multiple barrels, while others are smaller pistols. These variations allowed the Empire to create a bevy of weapons like the duelling pistols for those preferring smaller weapons, and more accurate ranged weapons like the Hochland long rifle for example. In fact, the Guild of Engineers has come so far, they have begun to experiment with multi-chambered weapons that fire multiple shots before needing to be reloaded.

It's important to remember that gunpowder weapons are still relatively new and experimental and do not see widespread use in the Old World. Expensive and unreliable, most would rather use longbows or crossbows for ranged attacks, having no interest in experiencing the all-to-frequent misfires that claim the lives and maim far too many soldiers to be used with any regularity.

— Specialist Weapon Groups —

Specialist Weapons are further subdivided into smaller groups, each of which corresponds to a Talent. The Specialist Weapon Groups for Gunpowder-type weaponry are: Engineer (Hochland Long Rifle, Repeater Handgun, Repeater Pistol), Explosive (Bomb and Incendiaries), and Gunpowder (Blunderbuss, Firearm, Pistol).

Engineer Weapons

Gunpowder weapons in this category represent the cutting edge of Old World technology. Included in this category are the dangerous repeater pistols and handguns, the impressive Hochland long rifle, and the unusual duck-foot. All engineer weapons are flintlocks.

Duck-Foot: The duck-foot is the same size as an ordinary pistol, but instead of one barrel, it has four arranged in a splayed pattern, not unlike a duck's foot. Though wildly inaccurate, the duck-foot is useful to ship captains with mutinous crews, or anyone else firing into a crowd. When sparks hit the flashpan, the charges ignite in all four barrels, blasting four targets within range. A duck-foot fires shot, either bullets, broken glass, nails, or some other ammunition, in a 45-degree cone out the barrel of the weapon (use the Cone Template for spells in **WFRP**). All opponents in the area must make a Challenging (–10%) Agility Test. Those who fail the test take the weapon's damage.

Hochland Long Rifle: In the Duchy of Hochland, a place famous for its hunters, engineers devised a firearm that has an improved range over the blunderbuss and the handgun. While this weapon is superior to most other firearms in the Empire, it is rare, and so prized that those who have them almost never sell them. For now, knowledge of their construction is limited to Hochland. Most of these rifles are of Good Craftsmanship (though the listed price is, as always, that of Common Craftsmanship). Those of Best Craftsmanship also gain the Armour Piercing Quality. A Hochland long rifle requires a single shot of powder and one ball to fire.

Repeater Handgun and Pistol: These weapons are similar in appearance to the non-repeater varieties, except they have six barrels and are all wheellock or flintlock weapons. The reload time on **Table 4–2: Gunpowder Weapons** only applies to barrels that have not yet been discharged. Once six shots have been taken, it takes 6 full actions to refill the magazine and make the weapon ready to fire again. Normally only used by Imperial engineers, repeater weapons are quite rare. They require shot and a single ball for all six barrels per loading.

Ammunition

Gunpowder weapons are certainly appealing in that they allow heroes to use devastating weapons, giving them an advantage in combat. However, these weapons require a great deal of maintenance to use with consistency and, more importantly, are expensive and the gunpowder can be hard-to-get. All gunpowder weapons require firearm balls and gunpowder to use properly.

Firearm Shot: Firearm shot is available in small, oiled cloth pouches of 10 shots each. Used as ammunition for Engineer and Gunpowder weapons, it is more common than the weapons for which it is designed. Best Craftsmanship firearm shot is made of steel, while lower quality shot might be lead, ceramic, or even clay. Unlike other forms of ammunition, once the firearm shot is fired, it is not reusable.

Gunpowder: Gunpowder, required to fire Engineer and Gunpowder firearms, is sold in small kegs or in horns stopped with wax to prevent moisture from ruining the powder. Each dose of gunpowder is good for one shot. Gunpowder quality varies greatly. Best gunpowder reduces the jam effect by 1%, making Experimental weapons only jam on a 97-98% and Unreliable weapons jam on a 97-99%. Furthermore, if Best gunpowder gets wet, it functions as Common gunpowder. Good gunpowder is not that much different from Common gunpowder, but if Good gunpowder gets wet it functions as Poor gunpowder. Poor gunpowder is terrible, causing Experimental weapons to jam on a 91-96% and misfire on a 98-00%, and it causes Unreliable weapons to jam on a 94-98% and misfire on a 99-100%.

In any event, regardless of Craftsmanship, gunpowder will not fire if wet. It must be dried before it can be used.

Explosive Weapons

In addition to the variety of different gun designs, the explosive weapons category presents an interesting, albeit reckless, approach for using technology to destroy enemies. This category includes two larger groupings: bombs and incendiaries. Bombs use gunpowder to explode while incendiaries use some other flammable liquid, like naphtha, to light things and opponents on fire. What makes these weapons Specialist Weapons is the skill required to light the fuse and throw accurately without the weapon detonating in the hand.

Bomb: A bomb is a hollow shell of ceramic, or thin metal filled with gunpowder, stopped with wax and armed with a fuse. Bombs may 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). When a bomb detonates, it affects all creatures and buildings in a 10-yard radius (use the Large Template in *WFRP*). When 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**. On a roll of a 1, the bomb is a dud. On a roll of a 10, the bomb misfires and explodes in the wielder's hands dealing damage to all within the area of the blast radius. On a result of 2-9, roll another 1d10, with the result as the number of yards away from the target that the bomb lands. Furthermore, if the BS Test fails in excess of 30%, there is no roll for a miss location; the bomb falls at the wielder's feet. It takes a full action to light and throw a bomb.

Example: *Jon lights and throws a bomb. He misses the target horribly and now must roll 1d10. He rolls a 3, indicating he must roll again to determine the range. He then rolls a 5, meaning the bomb is five yards in front of the target, also placing Jon, more than likely, within the blast radius of the bomb. Whoops!*

Incendiary: An incendiary is a glass or ceramic container filled with a flammable liquid. A rag is often stuffed in the open end to prevent spilling and to act as the fuse. To use, the wielder lights the rag and throws it (costing a full action to do so). If the throw misses, roll 1d10 and consult **Table 4–1: Bomb and Incendiary Miss Locations.** On a roll of a 1, the fuse goes out. On a roll of a 10, the incendiary explodes in the wielder's hands, dealing damage to all within the area of the blast radius. On a result of 2 - 9, roll another 1d10, and the result is the number of yards away from the target that the incendiary lands. Furthermore, if the BS Test fails in excess of 30%, there is no roll for a miss location; the incendiary falls at the wielder's feet.

Incendiaries deal the indicated damage as fire damage. The incendiary explodes in a six yard radius (use the Small Template in *WFRP*). All creatures in the area must make successful Agility Tests or catch fire. Once blazing, they lose 1d10 Wounds (with no reduction for armour or Toughness Bonus) each round until the flame is extinguished.

Table 4–1: Bomb and Incendiary Miss Locations

2	3	4
5	**Target**	6
7	8	9

Gunpowder Weapon Craftsmanship

All gunpowder weapons presented in the chapter are of Common Craftsmanship. For weapons of better or worse construction, use the following modifiers, unless otherwise mentioned in the weapon's description.

Best: These firearms are the very best available in the Old World. Constructed by Dwarf craftsmen or by Nuln engineers, these weapons are worth every coin. Gunpowder weapons with the Unreliable quality of this level of Craftsmanship are no longer Unreliable. Experimental gunpowder weapons gain the Unreliable quality instead. For example, a repeater pistol loses the Experimental quality and gains Unreliable instead, while a blunderbuss loses the Unreliable quality altogether.

Like other weapons in the Old World, these weapons often integrate artistry into their manufacture, with stylized stocks and barrels, well-constructed firing mechanisms, and other extra details to make the weapon a piece of beauty.

Good: This high-quality weapon has good balance and reliability. It is less cumbersome than a standard weapon reducing the overall Encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of Good Craftsmanship confers no benefits.

Poor: Black powder weapons of Poor Craftsmanship are very dangerous to use. A gunpowder weapon with the Unreliable quality becomes Experimental instead. An Experimental gunpowder weapon jams on 80-90% and explodes on a 91-00%.

Gunpowder Weapons

This collection of firearms is rarely as good as the Engineer weapons, but gunpowder weapons the benefit of being more widespread. Many of these weapons require the use of a stand to fire properly, but those of Best Craftsmanship have matchlocks. These weapons all require gunpowder, but most can use a variety of ammunition from actual bullets to nails and glass.

Blunderbuss: A blunderbuss is a large firearm. You can load it with nails, broken glass, small rocks, or just about anything else on hand, though shot is preferred. Because of the various types of ammunition, blunderbusses gain the Shrapnel quality. A blunderbuss requires only a single shot of powder per firing, but it fires four balls at once when loaded with standard shot.

Firearm: Similar to the blunderbuss, the firearm, also called the arquebus, lacks the flaring barrel and fires a single ball similar to those used with pistols. Throughout the Old World, especially in Tilea, Estalia, and Bretonnia, firearms are coming into favour. However, these weapons are usually unreliable, prone to jams and misfires. A firearm requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

Jezzail: This long-barrelled arquebus was first designed in Araby, and since its inception, few have made their way to the Old World. Owned mostly by collectors and wealthy nobles, jezzails benefit from a longer range than their larger counterparts. A jezzail requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

Pistol: The pistol, or duelling pistol, is a finely crafted flintlock firearm. Essentially, a pistol is a metal tube fitted with a wooden stock. The firing mechanism is a little over halfway down the barrel. Pistols use firearm balls for ammunition. A duelling pistol requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

Weapon Qualities

There are many weapons in the Old World, each with unique advantages and drawbacks. These attributes are known as Weapon Qualities. Some weapons have none, while others have several. The various Weapon Qualities are described in the following section. You can see which qualities apply to which weapons on **Table 4–2**.

Duels

Unlike nobles, common folk are bright enough to not engage in duelling. Aristocrats throughout the Empire quickly resort to duels at dawn, using duelling pistols at ten paces. This is dangerous, not only for the exchange of gunfire at close range, but also because of the unreliability of the weapons. A foolish endeavour, if the contest doesn't kill both parties, one or both usually come away maimed.

Table 4–2: Gunpowder Weapons

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Blunderbuss	70 *gc*	50	Gunpowder	3	16/–	3 Full	Shrapnel, Unreliable	Very Rare
Bomb	75 *gc*	20	Explosive	6	4/20	n/a	Shrapnel, Unreliable	Very Rare
Duck-Foot	500 *gc*	30	Engineer	3	16/–	4 Full	Special, Experimental	Very Rare
Firearm*	300 *gc*	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable	Very Rare
Hochland Long Rifle	450 *gc*	70	Engineer	4	48/96	2 Full	Impact, Unreliable	Very Rare
Incendiary	5 *gc*	20	Explosive	4	4/20	Full + Half	Special	Scarce
Jezzail	—	60	Gunpowder	3	24/72	2 Full	—	—
Pistol	200 *gc*	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable	Very Rare
Repeater Handgun*	600 *gc*	30	Engineer	4	24/48	Free	Experimental, Special	Very Rare
Repeater Pistol	400 *gc*	25	Engineer	4	8/16	Free	Experimental, Special	Very Rare
Ammunition								
Firearm Shot (10)	6 *s*	10	—	—	—	—	—	Rare
Gunpowder (per shot)	3 *s*	1	—	—	—	—	—	Very Rare

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield.
† Range is expressed in yards; if you are using squares, simply halve to find the range.

Experimental

Weapons with this quality use the latest engineering technology so they are more prone to mishap. On an attack roll of 96-98%, the weapon jams and cannot be fired again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 99-00%, the weapon explodes, inflicting a Damage 8 hit on the wielder and destroying itself in the process.

Impact

Weapons with this quality hit with tremendous force. If you hit with an Impact weapon, you may roll 2d10 for damage and pick the higher result.

Shrapnel

Weapons with this quality fire loads of shot, jagged metal, nails, glass, or other small projectiles. These are not marksman's weapons; they just spray out spinning death over a large area. 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 (32 yards/16 squares in the case of a blunderbuss) and 2 yards (1 square) wide. Anyone caught in this area must make a successful Agility Test or suffer the weapon's damage.

Special

This quality means that you shuld read the weapon description for additional special rules.

Unreliable

Weapons with this quality do not always function dependably. On an attack roll of 96-99%, the weapon jams and cannot fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 00%, the weapon actuall explodes, inflicting its normal damage on the wielder and destroying itself in the process.

Advanced Misfires

The rules in *WFRP* for gunpowder weapon misfires depend on whether the weapon is Experimental or Unreliable (see entries at left). With these rules, however, the misfires can have a range of spectacular results. Whenever a weapon BS Test results in a misfire, the GM secretly rolls 1d100 and consults **Table 4–3: Advanced Misfires**.

Table 4–3: Advanced Misfires

Roll	Result
01-10	**Partial burn.** Not all the powder catches. The weapon's range and damage is halved for this shot.
11-20	**Charge fails to ignite**. Try again next round.
21-30	**Charge fails to ignite**. Reload and try again.
31-40	**Slow burn.** The priming goes off, but nothing else seems to happen. The gun fires on the following round, often with dangerous consequences. If the wielder tries to reload the weapon, the gun fires at the wielder. Otherwise, it fires in a random direction.
41-50	**Flash in the pan.** The powder ignites, but does not go off. The gun must be re-primed before it can be fired (a full action).
51-60	**Burn-round.** The powder catches, but malfunctions, welding the shot into the barrel. The weapon is now useless. If used again, the weapon explodes (see 61-00).
61-00	**Weapon explodes.** Experimental weapons inflict a Damage 8 hit on the wielder and destroy themselves in the process; an Unreliable weapon inflicts normal damage on the wielder and destroys itself in the process; bombs and incendiaries detonate in the wielder's hand dealing normal damage.

Weapon Statistics

The game statistics for each weapon can be found on **Table 4–2: Gunpowder Weapons**. The tables include the following information:

Name

The name is the most common term used for the weapon. Some weapons are known by other names by different races and cultures.

Cost

This entry lists the common costs for an item. This value fluctuates depending on the item's availability (GM's discretion), Craftsmanship, or upon the success or failure of a Haggle Test.

Encumbrance

This column describes the approximate weight and bulkiness of the weapon. See page 4 for details on Encumbrance.

Group

This entry denotes the Weapon Group of the weapon in question. Specialist Weapon Groups are described starting on page 44.

Damage

This entry denotes the base damage of the weapon. When a hit is scored, the weapon deals this amount plus 1d10 damage.

Range

Every missile weapon has a range, given as two numbers divided by a slash. The first number is its short range, and the second is its long range. Shots at long range are taken at a –20% BS penalty. All ranges are expressed in yards (if you are using squares, simply halve the number to find the range). For example, a firearm has a short range of 24 yards and a long range of 48 yards. If you shoot at an enemy up to 24 yards away, you take no BS penalty. If you shoot at an enemy between 25 and 48 yards away, you take a –20% BS penalty. Some weapons have no long range.

Reload

This is the number of actions it takes to reload the weapon.

Qualities

This entry denotes any Weapon Qualities (see page 47).

Availability

This entry describes a weapon's general availability (see page 4).

— Weapons of War —

Though soldiers form the back-bone of armies in the Empire and other lands, war machines are a special component to every force. The Empire and Dwarfs have huge cannon to bombard the forces of Chaos as they march forth from their mysterious lands in the far north. The Bretonnians have trebuchets to launch the rubble from old castles and shrines against their attackers. And the Orcs and other fell races have dizzying arsenals of war machines to augment their armies and lay waste to their enemies.

Man vs. Machine

The focus of *WFRP* is on the individual warrior, not the massed forces of armies. Characters explore old ruins, immerse in terrifying intrigues in the Empire's ancient cities, or even take the fight directly to the forces arrayed against civilization. Rarely, though, do these characters employ war machines and siege weapons, let alone afford them. However, there may be circumstances that require statistics for such equipment, such as a group of Goblins who have stolen a bolt thrower, or the heroes must defend a pass with an old trebuchet to lob heavy stones at a cluster of trolls. The rules here help make the most common of these devices available to *WFRP* while retaining the atmosphere of the setting. If you're interested in larger battles, check out *Warhammer Fantasy Battle*.

History

For as long as thinking beings have dwelled in the Old World, conflict has existed. Using rocks and sticks, they fought, but as time wore on, subtle advances evolved from primitive weapons. Instead of rocks, there were stone axes. Instead of hurling stones, spears and slings came into use. On the battles raged, and with each new war came the demand for better ways to kill. And so, bronze replaced stone, and iron replaced bronze. With the Dwarfs came gromril, and Humans learned how to make steel. Swords, axes, and other deadly hand weapons swept through the Old World as crossbows and longbows replaced the hunting bows of the past. Even now, with the advent of gunpowder, the armaments of warriors in the Old World have begun a new change, embracing the new tools of war for a modern era to defeat the constant threats to civilization.

While personal weaponry has evolved, so too have the weapons of armies. War machines, as they are called, developed in response to steadily-improving defences. As wooden palisades gave way to stone castles, armies relied on better technology to dislodge defenders from their fortifications. Battering rams gave way to bores, primitive torsion weapons gave way to accurate bolt throwers, and in Bretonnia, the counterweights of the trebuchet can fling stones great distances, shattering buildings, walls, and men alike. Of them all, however, the cannon of the Empire are the most feared.

The driving force behind the development of war machines in the Empire consists of two organizations: the Imperial Gunnery School at Nuln and the School of Engineers in Altdorf. Through a healthy competition, both schools work towards perfecting the business of mass killing. In Nuln, engineers concentrate their efforts at improving cannon, while the Altdorf engineers focus on mobile technology, allowing them to move cannon to different battlefields to meet the threat of invading forces.

Aiding the Human effort are the loyal Dwarfs of the Empire, who long ago mastered gunpowder and are themselves on the cutting edge of war machine development.

Table 4–4: Bolt Throwers

Name	Crew	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Bellybow	1	150 *gc*	200	Ordinary	5	50/100	6	None	Rare
Bolt Thrower	8	750 *gc*	—	Ordinary	12	150/300	15	Armour Piercing	Rare
Oxybeles	7	550 *gc*	—	Ordinary	10	70/150	12	None	Very Rare
Scorpion	6	375 *gc*	—	Ordinary	8	100/200	10	None	Scarce

† Range is expressed in yards; if you are using squares, simply halve to find the range.

War Machines

There are many types of war machines used by the people in the Old World. Some remain virtually unchanged through generations of conflict plaguing the lands, while others are in a state of constant evolution, designing new cannon, bolt throwers, and trebuchets. The following entries describe the more prevalent forms of war machines as they appear in the Old World.

Battering Rams

Battering rams consist of a heavy weight mounted on a wheeled frame designed to shatter walls or doors. Most battering rams are made from large tree trunks, and most have metal heads forged to resemble a ram, dragon, or demon's head. Smaller battering rams can be carried by several soldiers, but modern battering rams are slung from a support frame protected by a roof of wet bark, leather, or shields to help prevent injury when defenders drop burning oil or tar from above.

Using Battering Rams

Large battering rams are beyond the scope of *WFRP*, better suited to *Warhammer Fantasy Battle*. However, smaller battering rams can be used provided there are enough people to carry it. It requires two people to heft the battering ram per 2 yards of its length. A battering ram grants a +5% bonus to Strength Tests to break down barriers, plus +5% per person beyond the first (to a maximum of 2 people per 2 yards of the battering ram's length, or +30% whichever is lower). Certain barriers may apply a separate difficulty to the task at the GM's discretion.

A battering ram can be constructed from any tree trunk at least a foot wide and 6 feet in length.

Bolt Throwers

A bolt thrower (ballista) is a giant crossbow designed to hurl missiles with incredible force and speed. Most have wooden arms, from which ropes made of Human hair or animal sinew attach, acting as the bolt thrower's springs. Winches pull the bowstring back. Though accurate, they do not match the range of the stone throwers.

The first bolt throwers, gastraphetes and bellybows, made their appearance in the Old World nearly a thousand years ago in Tilea. Capable of launching arrows incredible distances, they were used throughout the Empire. From this early weapon, several variations of design emerged to meet the needs of the armies throughout. On one end of the spectrum, the bellybow shrank to allow easier firing and exists to this day as the crossbow. On the other end, not abandoning this weapon's viability on the battlefield, emerged the oxybeles, which was nothing more than the same weapon enlarged and mounted on a tripod. This machine became the true precursor to the modern bolt thrower. Instead of launching the smaller arrows, which lost their usefulness as fortifications advanced in direct proportion to the innovative designs for new weaponry, it fired javelins. Such was the force behind these weapons that they could punch through wooden walls, shields, and gates.

Several hundred years later, after the emergence of stone castles, primitive bolt throwers went through even more advances. Two descendants were developed. The first was the modern bolt thrower, or ballista. With unmatched precision and range, these weapons were used against troops and supply trains, sowing confusion among the enemy from long distances. Capable of hurling a spear over 300 yards, they became the terror of the fields of war. The second type was the scorpion, a smaller, lighter version of the contemporary bolt thrower. Though of reduced size and payload (it only fires javelins), it still has an impressive range, accurately hitting targets over 200 yards away.

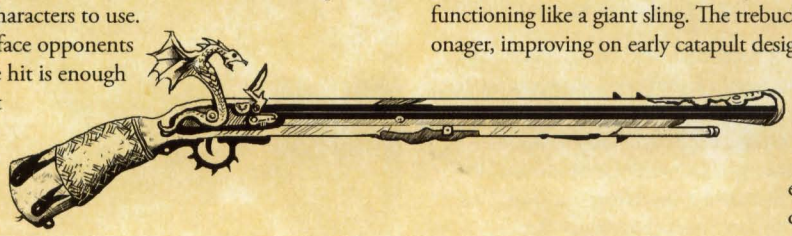
Though it has been many years since the Tileans developed the bellybow and their initial designs have since been improved many times over the original, it is a point of pride among the Tilean people that the bolt thrower is still a viable component of many armies. These weapons are still widely used in the city-states, mounted on towers to rain hell on their enemies. And during wars, Tilean women proudly grow their hair long to donate their tresses to the construction of a new bolt thrower.

Using Bolt Throwers

The bolt thrower is the easiest and most likely war machine used by PCs. Requiring only one man to fire and two or more to crank back the powerful torsion arms and position the huge bolt for the next shot, they are ideal for characters defending a section of wall or lone tower against an invading horde. Still, with their slow reload times, most characters are better off sticking with crossbows. Game statistics for the various types of bolt throwers can be found on the previous page on **Table 4-4: Bolt Throwers**.

Mass Combat Weapons

These weapons are beyond the scale of most *WFRP* games. At best, they should be used as plot devices and not as arms for PCs. The expense, availability, and the difficulty of use make these weapons entirely impractical for characters to use. Furthermore, if the PCs face opponents using these weapons, one hit is enough to turn even the toughest character to pulp. If you're interested in large battles, check out *Warhammer*.



Cannon

First developed by the Dwarfs, the cannon soon became the war machine of choice throughout the Empire. A cannon is a large muzzle-loading gun, meaning that the shot and powder are loaded from the front and ignited by lighting the charge in the rear of the weapon. Essentially, cannon are larger, deadlier versions of gunpowder weapons. As precursors to handguns and other weapons, cannon represent a powerful force on which armies depend. However, though capable of shattering units, blasting walls, and killing huge monsters outright, they are unpredictable, capable of spectacular misfires that kill the crews and many around them. Given the size of the crews required to operate them and the cost, which only cities can afford, cannon are rarely in the hands of PCs.

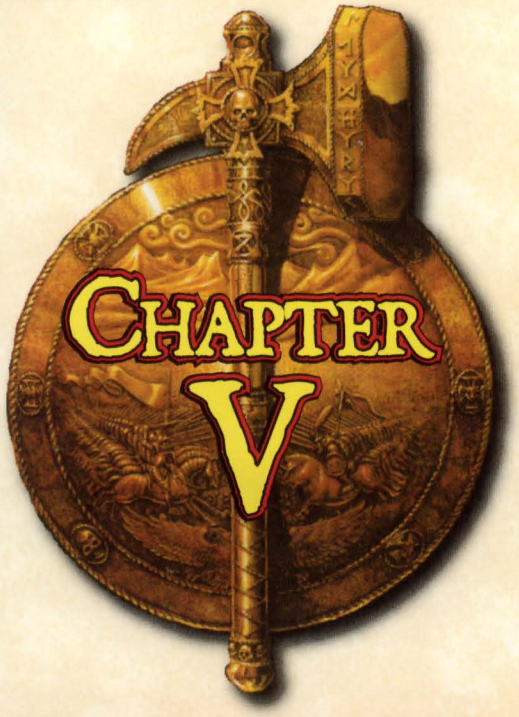
The first cannon were introduced about five centuries ago, imported by Dwarfs and modified by the Imperial Gunnery School. These early weapons were either small and cast of bronze, or large, banded wrought iron cannon. These were even more unreliable than modern cannon. These war machines sometimes fired arrow-like rounds, but were quickly replaced by stone and iron cannonballs. Recently, grapeshot has seen greater use for antipersonnel, and hailshot (bundles of small rocks, nails, glass, or scraps of metal) is equally commonplace.

As design and reliability improved, engineers fitted these large metal tubes to wooden carriages. Originally, cannon were mounted on stone frames atop walls. By making them mobile, the use of cannon became even more popular with the Empire's legions. Now, nearly every army the Empire fields has artillery support, which has been instrumental in many battles in the nation's long history—especially in the recent tumultuous times.

Stonethrowers

Stonethrowers include any weapon whose primary function is to lob something (boulders, naphtha, diseased cattle) into the air to crash into enemy forces. The first stonethrowers were developed, like the bolt thrower, on the Tilean peninsula in response to the integration of stone defences. Because cities and castles were better protected, stonethrowers provided the best means to level buildings and walls, more so than the bolt thrower that was less effective as defences improved. Furthermore, because they could be constructed on the site of the battle, movement and assembly of these war machines were more possible than early cannon. However, as cannon grow in popularity, it seems the days of the stonethrowers are in decline.

There are two major types of stonethrowers in the old world. The first is the catapult, which is a torsion weapon, flinging stones by bending back and releasing the arm. Of these catapults, the magonel includes a bucket or cup to hold the projectile, while the onager uses a sling, which increases distance and force. The second type is the Bretonnian trebuchet, which uses a counterweight to fling stones, essentially functioning like a giant sling. The trebuchet evolved from the Tilean onager, improving on early catapult design. Regardless of type, size plays an important role for both machines. The bigger the stonethrower, the more weight it can handle, enabling it to wreak more devastation.



Chapter V

General Equipment

"If you show up at the Countess's ball in those rags, you'll never live down the scandal."

—Adelberd von Tinzberg, Nuln Noble

While little beats a trusty sword or a suit of full plate armour, no would-be hero can survive for long in the Old World without a few general items. A sword is useless in the dark if you can't see, just like loose coins are hard to transport without something to put them in. In fact, a character's weaponry and armour are minor elements to the tools and gear on which a character relies. This chapter presents an overview of nearly everything one can purchase, ranging from clothing to trade tools, to household items and foodstuffs. Want to buy an armoire, an iron box, or 13 yards of rope? It's all here. By expanding the type of equipment available to characters, you achieve a new level of atmosphere in your games and a slew of new options on which to spend your hard-earned coin.

— Clothing —

The Old World has a wide range of fashions, from the ever-changing attires of the aristocracy to the stinking sackcloth robes of the Flagellants. You can't wear your armour forever; at some point you'll take it off. And when you do, what're you going to wear?

In *WFRP*, clothing is arranged and organized in order of style. Poor clothing is likely patched if not torn, stained, and likely filthy, and Best clothing reflects the royal garb worn by the Emperor. These generalizations are fine; feel free to keep using them. **Table 5–1: Clothing** and the associated description break apart these categories into component parts, such as tunics, vests, breeches, and shoes. This categorization allows you to have a really nice belt but a stained and torn shirt and Common breeches, allowing you to personalize your character's appearance.

Style

Style changes a great deal depending on where you are and with whom you associate. The Kislevites, for example, favour animal skins in their attire, meaning many have long wolf or bearskin cloaks. In Estalia, famed fencers are far less likely to bundle themselves up in Kislevite apparel, preferring instead loose and billowing shirts, tight trousers, and fashionable shoes. Their cloaks are in fact short capes, and nearly all men sport a dashing hat. Likewise, in Tilea, whose fashions tend to run closely to Estalia's (though no Estalian worth his salt would admit this), people wear longer cloaks because fencers incorporate them into their fighting styles, using the material to distract their foes and catch their blades.

The Empire, however, is different from the lands on its border. It is a large state comprising smaller principalities, as if several nations were united under one banner. Consequently, styles and fashion vary more throughout these lands than they do elsewhere. Generally speaking, clothes herald the social status of a person, so a well dressed adventurer is bound to be better received than a rag clad guttersnipe. The Empire is made up of three regionial groups: Westerners, Notherners, and East Enders.

Westerners

The west consists of all the provinces west of the Reik and Aver, including Reikland, Averland, and Wissenland. These Westerners believe themselves to be the most advanced and modern of all their kinsmen. Having wealth, culture, and far more amenities than the crude Northerners and Easterners, Westerners benefit from well-equipped armies and a finger in most of the national politics. many people, from wealthy citizens to peasants can afford clothing cut of decent cloth, as well as expensive dyes and patterns. Men typically shave, at most wearing large moustaches and sideburns. Women, on

Table 5–1: Clothing

Attire	Cost	Enc	Availability
Apron	5 *p*	2	Plentiful
Belt	3 *s*	1	Plentiful
Boots, Hip High	8 *gc*	15	Average
Boots, Hobnailed, Dwarf	30 *gc*	30	Rare
Boots, Low	18 *s*	5	Plentiful
Boots, Riding	3 *gc*	10	Plentiful
Breeches	15 *s*	4	Plentiful
Cannons	6 *gc*	3	Common
Cap or hat	10 *s*	1	Plentiful
Cape, short	5 *s*	5	Common
Cape, long	9 *s*	7	Common
Chemise/Tunic	1 *gc*	4	Plentiful
Cloak	5 *gc*	10	Plentiful
Coat or Jacket, light	3 *gc*	5	Plentiful
Coat or Jack, heavy	5 *gc*	10	Plentiful
Codpiece	4 *gc*	—	Common
Corset	3 *gc*	2	Common
Costume	5 *gc*+	10	Common
Doublet	10 *s*	2	Plentiful
Dress/Gown	1 *gc*	15	Plentiful
Girdle	4 *gc*	1	Plentiful
Gloves	3 *gc*	—	Common
Handkerchief	6 *p*	—	Common
Hat, wide-brimmed	1 *gc*	5	Plentiful
Hood	5 *s*	2	Common
Jerkin/Vest	10 *s*	4	Plentiful
Kilt	12 *s*	3	Common
Loincloth	4 *s*	1	Abundant
Mask	10 *s*	2	Common
Nightshirt	2 *gc*	1	Rare
Overcoat	10 *gc*	15	Plentiful
Priest Vestments	13 *gc*	20	Average
Rags	1 *p*	5	Abundant
Robes	15 *gc*	25	Average
Sandals	2 *s*	2	Common
Sash	30 *p*	1	Average
Scarf	15 *p*	—	Plentiful
Socks	26 *s*	—	Common
Shoes	10 *s*	5	Plentiful

the other hand, are at the forefront of the Empire's fashion trends, setting the standard for the courts throughout the Old World. Their tastes are fickle, changing hems, necklines, colours, and accessories each year. Currently, though it's changing even now, low-cut long dresses in bright colours along with colourful plumed hats are the current rage. As ever, the practice of slashing garments to reveal bright, sumptuous fabric beneath is still practiced.

Northerners

The Northerners come from the second region of the Empire, consisting of Nordland, Middenland, Ostland, and Hochland; they greatly distrust merchants, bureaucrats, and nobles. They see the Westerners as decadent and womanly. Instead of the pampered clothes of Westerners, Northerners tend towards animal skins. They disdain the face powder, silk, soft materials, and strange pretensions of the West. Northerners have ragged appearances, as they often wear their hair long and sport full beards that are sometimes braided like a Dwarf's. Women are encouraged to avoid the decadent clothing of the west, and most shy away from revealing clothes for conservative, modest garb. This is not to say that the Northerners have little use for colour. It is quite the contrary actually. Northerners embrace some of the most garish colour combinations of all the Empire in their cloaks, shirts, and plumes, seeing such unusual combinations as a point of pride. Amongst nobles, the quality and type of fur worn is seen as an important social marker.

East Enders

The East Enders make up the final group, originating from the Ostland, Stirland, and Talabecland provinces. They are the exact opposite of the Westerners. Where the West is wealthy, advanced, and political, the east is noted for poverty, its sullen populace, and an isolationist attitude. Here, life is hard. Lacking the funds for elaborate styles of dress or even full suits of armour, Easterners wear drab apparel with a colourful sash, fur-trimmed hats in the Kislev style, and heavy wool cloaks. Most men wear drooping moustaches and goatee beards. For women, hair length varies with the season, shorter in the summer months, longer in the winter months. Beyond the borders of the Empire, fashions, as described, run the gamut. The Estalia Kingdoms and Tilea mimic Western fashion trends. Araby merchants, on the other hand, wear long robes of dark cloth, elaborate turbans, and incorporate jewellery when they can. In Bretonnia, doublets are the rage, dyed in the colours of their particular house. Noble ladies wear long gowns in imitation of the images of the Lady of the Lake. Apparel is simple. Commoners wear heavy homespun tunics and breeches, over which they wear leather jacks. The upper class favours expensive clothing, though much of it replicates the attire worn by the lower classes, but of better materials.

Non-Humans

Halflings prefer the modest dress of the East Enders, wearing breeches, tunics, and vests, unconcerned by the Human fickleness towards personal style. Elves, however, wear bright and colourful clothing, sometimes pushing the limits of what even the Westerners deem acceptable. Incorporating expensive Cathay silks with other fibres, their apparel is as comfortable as it is beautiful. Through simplicity of pattern, Elves achieve a beauty that tailors throughout the Empire can only dream of creating. On the other hand, Dwarfs are predictably utilitarian in regards to ordinary clothing, and leather, wool, and iron are the typical materials.

Apron: An apron is a simple cloth covering that protects the wearer's clothes from stains. Most cooks throughout the lands of the Old World know the value of a good apron, as do butchers and surgeons. Better aprons are crafted in response to the type of work involved. Smiths and alchemists are more apt to use Good and Best aprons, as they are made from leather.

Belt: This is a simple leather belt with a crude buckle used to keep the trousers up. For the same price, you can buy braces. Better belts have stylized buckles, sometimes with a house symbol or a skull, while others are made of fantastic hides like sharkskin, Beastman hide, or even crocodile hide. Cheapskates can have either a length of rope (see rope entry on page 64), or a soiled piece of stiff leather that crudely ties in the front.

Boots, Hip High, Hobnailed, Low, and Riding: For the adventurer with a sense of the dramatic (or a fear of muck), hip-high boots cover the entire legs. Made of soft and supple leather, they are flexible and comfortable. The more expensive varieties are softer and more flexible, while the cheaper varieties are either ill fitting, stinky, or have so many holes they don't protect the wearer very well.

Hobnailed boots, the preferred footwear of Dwarf and Human soldiers alike, are heavy boots with nails pounded on the bottoms to extend their wear. While anyone can add nails to a boot, Dwarfs have mastered it. Boots crafted by Dwarfs will last a character throughout his adventuring career. Once purchased, a character need never fear wearing them out. Consequently, they are not sold at Common or Poor Craftsmanship.

Low boots are made of soft, flexible leather and are designed for comfort and support. The top of the boot folds down. Available in black and brown, those who can afford shoes in the Old World wear low boots.

Riding boots are rigid leather and come up to just below the knees. Designed to protect the lower leg from injury, they are durable and comfortable, though somewhat more expensive than other footwear.

Breeches/Cannons: Breeches are trousers. They come in two varieties: long and short. Long breeches cover the entire leg to just above the ankle, while short breeches extend past the knees. Cannons fit tightly over the legs and are worn by nobles. Most cannons have feet made into them, some even with leather soles. Better breeches have drawstrings to cinch around the waist, and the finest ones have loops for a belt. Breeches are sometime called braies.

Cap or hat: Caps and hats help keep the head warm and protect against rain. There are many shapes and styles, including the East Ender conical cap, the Estalia fez, and even the short-brimmed sailor's caps worn by Bretonnian merchants. Still, most people in the Old World wear muffin caps or rolled caps.

Capes and Cloaks: Cloaks and capes are a stylish alternative to coats. Capes are shorter and worn in the spring and early autumn, while cloaks are regular accessories in the harsh winters and driving rainstorms. Cloaks have a semicircular or square cut, as dictated by the current trends in fashion, and fasten with a string, clasp, or brooch. Most cloaks in the Old World have hoods, but capes never have hoods; they merely cover the shoulders.

Chemise/Tunic: This is a simple shirt though the exact cut, collar, and length varies based on styles. Undertunics, selling for the same price, are worn beneath doublets for extra warmth. Undertunics made of uncomfortable horsehair or burlap are preferred by the exceptionally devout Sigmarites to help maintain their focus on furthering the works of their God and avoid moral temptations of the flesh.

Coats and Jackets: Coats and jackets, either lightweight or heavy, are heavier versions of the doublet. They have long sleeves and a layer of insulation. Buttons or buckles secure the coat in the front, keeping the wearer warm in bad weather. Most coats are wool and canvas, but expensive coats may include black-work (black-dyed silk patterns). A coat made of rigid and soft leather is armour, a leather jack.

Codpiece: This is a triangular piece of cloth made to cover the joining of stocking and hose leggings. Expensive codpieces

Craftsmanship

General equipment has a varying level of Craftsmanship, the same as weapons, armour, and gunpowder weapons. Unlike the weaponry and armour, however, the effects of such Craftsmanship variations are not as immediately obvious. While two backpacks may look nearly identical, one may have a hole in the bottom, hastily patched by the leatherworker and sold at a discount. Over the course of several adventures, the character's backpack will likely take a lot of abuse. Cheaper quality backpacks are unlikely to withstand much before wearing out. For instance, in the case of the two backpacks, the cheaper one may break a strap, may not be leather or waterproof, or may even have hole allowing smaller items to fall out when you least expect it. Conversely, spending the extra coin to buy an item of Good or Best Craftsmanship will have an item that will last many adventures and be something you can rely on. Prices listed in this chapter are for Common Craftsmanship. See the Introduction of this book for details on purchasing lesser or better goods.

may be made of silver, and some are quite stylized, even comical. Bells, jewels, even little winking eyes have been known to adorn some noblemen's garments. Others wear what amounts to little more than armoured protective boxes, claiming that only they understand what is truly precious.

Corset: A corset is a close fitting undergarment that hooks in the front and laces in the back. Corset appearance depends on style and custom, covering as much as the breasts and upper hips. Slimming, they are in fashion among the nobility throughout the Old World. Particularly brazen warrior women sometime wear corsets in the open, a most scandalous act.

Costume: A costume is any outfit worn by an entertainer, be it a clown, acrobat, or jester's garb. Costumes of Good or Best Craftsmanship include masks and make-up, while Poor costumes only vaguely convey the purpose of the attire. Harlequin costumes and jester outfits are popular in the courts of entertainers who work the courts of the Elector Counts, while mimes don face paint and black clothes in the western provinces.

Doublet: A doublet is a tailored tunic worn over top of an undertunic. It is often decorated with buttons and embroidery. Its cut and neckline depend on current fashion trends.

Dress/Gown: From the breathtaking Bretonnian houppelande (a long gown that falls loose from the shoulders) to the Western cotehardie (tight over the hips, falling loose to the ground), dresses and gowns are the attire of choice for most women in the Old World. Necklines, length, and colour all change from year to year, though most commoners wear a tunic and a long skirt, rarely changing their style. Currently, the Western rage is a low-cut neckline that reveals the tops of the breasts; however, the dress is long enough to cover the ankles.

Girdle: A girdle is a thick leather or metal belt worn about the hips. Style and length vary, and currently, long girdles are in fashion. Girdles hold scabbards, purses, and pouches, being sturdier than the lighter belt.

Gloves: Gloves and mittens are made of leather for the wealthy and linen for peasants. Worn for practical purposes among the commoners, gloves for the elite are fashion statements, transcending practicality. Expensive gloves may extend all the way up the arm. Such fashionable gloves may be moleskin, velvet, or silk.

Handkerchief: From the ordinary flannel snot rag of the lowest labourer to the silk kerchief of the refined, in polite society a handkerchief is the ideal place to take care of business, or mask offensive odours. Some kerchiefs feature black-work, or other embroidery, sometimes with the monogram of the owner.

Hat, Wide-Brimmed: The wide-brimmed hat provides excellent protection from rain. Made of stiff cloth or leather, these hats are worn by Road Wardens, outlaws, and others. These hats are especially popular with people who want to keep their features obscured.

Hood: A hood, or gorget, covers the head and shoulders. Sometimes combined with capes, they are fashionable and popular throughout the old world. East Enders wear hoods with a fur lining to ring the face.

Jerkin/Vest: A jerkin is a loose shirt with a low collar that hangs from the shoulders and belts at the waist. The vest, included

Old World Materials

Clothing and style in the Old World incorporates a broad group of textiles. Even though canvas and wool are widespread, most people wear linen clothing, which is woven from flax. Cotton and silk are recent innovations imported from distant Cathay and are both so expensive that only the wealthiest nobles can afford to wear them. Examples of Old World materials follow.

Canvas: This coarse cloth is woven of flax and hemp and is often used by peasants and the middle class.

Flannel: A popular material woven from wool, it serves many purposes from smallclothes to bandages.

Homespun: This is a reddish-brown or grey coloured, coarse woollen cloth. It is the favoured material of the lower classes.

Linen: Cloth made from flax, most clothing is linen.

Serge: Another woollen fabric, serge is used for clothing, but also for a variety of other purposes, including bedcovers, shrouds, and banners.

Silk: As an import from Cathay, silk is perhaps the most expensive fabric in the Old World. When silk fabric is woven with elaborate patterns and designs, it's called damask.

Colours

Colour of clothing is not so much a statement of fashion as it is a statement of wealth. Certain dyes, such as purple, can only be extracted from a rare mollusc that exists in a small region west of Tilea, hence it is prohibitively expensive and the colour of royalty. Conversely, red is cheap as it can be taken from rust and mixed to lend a little colour to clothing. What follows is an overview of the major colours used in the Empire.

Black: The Norscan warriors and minions of Chaos tend to wear clothing of this colour, but in recent years, black has come to symbolize tragedy and mourning. It is also the colour of scholars and much of the elderly throughout the Old World.

Blue: Light blue is common, and nearly everyone wears clothing dyed this colour. Extracted from copper, it is available in most places. Darker tones are more expensive, and high-ranking nobles favour it.

Crimson: This bright red is extracted from certain molluscs, restricting it to the wealthy. A few ranking Priests of Sigmar wear vestments in this colour.

Gold/Silver Cloth: This material features threads of gold or silver woven into the material. Expensive, only nobility or royalty wear clothing of this material. Emperor Karl-Franz prefers gold cloth.

Green: Green is a very common colour and worn by all levels of society.

Purple: As mentioned, purple is the colour of royalty and nobility. A single ounce of this dye is worth enough gold to feed a peasant family for more than a year.

Red: This is a common colour worn by many people of every level in society.

Red-Browns: Another common dye, its use is widespread, mostly in homespun materials.

Slate: This is a common grey-blue dye used by everyone.

Tawny: This colour is quite popular throughout the Old World, and nearly everyone has at least one article of clothing in this brown-yellow colour.

Watchet: A vibrant blue is the colour of the year in the West, and its low price allows even the lowliest commoners to have at least one watchet article of clothing.

White: A familiar sight in most communities, white cloth is generally available to most; however, little stays white for long. Priests and nobles often wear white clothing.

Yellow: Another widely used dye, yellow is drawn from sulphur and is worn by young women everywhere.

here because it is the same price and serves a similar purpose, is a sleeveless collarless coat. It is popular among the working class, as they can't afford the luxury of finer clothing.

Loincloth: The loincloth is a simple linen material worn around the waist to protect the loins.

Mask: Whether for a masquerade or a crime, masks range from simple eye coverings to elaborate and exotic ball masks for the elite parties held in Altdorf. Masks are generally expensive, made more so by incorporating actual furs, feathers, silk, and other expensive materials. Bandits and cutthroats sometimes wear masks to conceal their features.

Nightshirt: A nightshirt is a simple gown of linen or wool worn to bed by men and women alike. Some indifferent men wear their nightshirts in place of a tunic, but this is generally an acceptable substitution for undertunics. Expensive nightshirts are as well-tailored as any other article of clothing, worked in beautiful embroidery or dyed in dizzying colours.

Overcoat: Sometimes made of leather but usually wool, the heavy overcoat of the Empire is a long jacket designed to protect the wearer from the worst of the winter winds blowing down from frigid Norsca. Most have high collars and shiny buttons down the front. Recently, both the Empire and Kislev incorporated the overcoat into military dress uniforms for officers.

Priest Vestments: Priestly vestments include a broad category covering the general attire worn by a cleric of one of the Old World's Faiths. Whether the vestments of a Priest of Sigmar, a Death Priest of Morr, or a champion of Ulric, they are all expensive. Most feature important symbols and icons of a particular faith, such that vestments of Sigmar have the twin-tailed comet, while the vestments of Ulric feature wolf pelts. For more information on the Gods of the Old World, see **Religious Paraphernalia** in **Chapter Six: Special Equipment** in this book.

Rags: Rags offer minimal protection and are little more than a torn shirt and some underclothes. This attire does not include shoes, boots, or any headwear. Only beggars wear rags. Differences in Craftsmanship define the original source of the rags or added layers of rags. Best-crafted rags may include a towel or the tattered remains of a cloak for warmth, while Poor Craftsmanship rags, essentially free, cover the barest necessities, being little more than a filthy loincloth and a bloody sheet.

Robes: Wizards, priests, and scholars all wear heavy robes. Included in this price are the underclothes, which include additional layers of robes and smallclothes. Robes have long sleeves and hang down past the ankle.

Sandals: In general, people wear sandals more than they do shoes, as they are affordable and easily adjustable. Also included in this category are general foot coverings that are little more than loose pieces of leather tied to the feet. Coverings are

better in colder climes, while sandals serve well during the summer, or in the southern regions of the Old World.

Sash: A sash is the most affordable means to introduce a little colour to your wardrobe. Popular in Estalia, Tilea, and even in the eastern provinces of the Empire, sashes can be a simple length of cloth dyed in a colour or expensive silk wrapped around the waist.

Scarf: Common, warm, and affordable, a scarf protects the face, ears, and nose from cold weather. Some killers use scarves to conceal their features, such as the infamous Dark Elf, Shadowblade.

Socks: A good pair of socks can mean the difference between keeping and losing toes. Most commoners go without, but a few wear linen, wool, or flannel socks. Nobles rarely wear socks outside of combat, instead wearing hose (sold for ten times the listed price) in court.

Shoes: Most people cannot afford shoes in the Old World. People generally choose to cover the important parts of their bodies first, wrapping their feet with leftover materials. A good cobbler, however, can make a decent living, handcrafting each shoe for the customer. Shoes in the Old World do not have laces; instead they slip over the foot, or at most, buckle.

— Carrying Equipment & Containers —

Carrying equipment includes some of the most important items an adventurer will own. From a trusty backpack or slingbag to the bottle holding precious rotgut, carrying equipment allows you to bring useful tools and other equipment along on your travels. All carrying equipment lists its capacity in Encumbrance in the item's description, though *use common sense when trying to put something inside a container.* It doesn't make any sense to try to slip a dagger in a jug when the mouth is too small for the blade to fit past the hilt.

Backpack: A backpack is a simple, strapped bag that fits over your arms and distributes the weight onto your shoulders. Backpacks can hold approximately 250 units of Encumbrance. Better backpacks are oiled leather and waterproof, while shoddier packs are cloth that will likely split with abuse. Backpacks either have a drawstring or a flap that is cinched over its mouth to keep it closed.

Basket: A basket is a small bowl made of twigs or wicker and fitted with a handle. Baskets can hold 30 units of Encumbrance.

Bottle: A bottle is a glass container with a tapered neck. All bottles come with cork tops, except better bottles have a hinged stopper. Some bottles are made of ceramic. They hold 2 Encumbrance units of fluid, grain, or powder. Bottles are often used as improvised weapons.

Box, Iron, Large or Small: Often used as containers for heavy loads, iron boxes are used mostly in mining; Hence, their prevalence in Dwarf enclaves. A large iron box can hold 300 units of Encumbrance, and a small iron box can hold 150 units of Encumbrance.

Bucket, Metal or Wood: A bucket is a deep, wide-mouthed container fitted with an iron or rope handle. Wooden buckets are sealed with tar or resin to prevent leaks. Buckets can hold about 50 units of Encumbrance.

Cage, Large or Small: A cage is a box designed to hold a living creature. The ceiling and floors of a cage are wooden or iron, depending on Craftsmanship, and the walls are wooden or iron bars, depending on Craftsmanship. A large cage can hold a creature about the size of an ogre, while a small cage can hold a creature no bigger than a Halfling. Cages can be fitted with axles and wheels for an additional 50 *gc* for small cages and 150 *gc* for large cages.

Case, Tube: A tube case is a leather roll designed to hold a map or a scroll. It usually comes with wooden or metal caps that fit on either end to protect the contents. A typical case can comfortably fit three scrolls or maps.

Cask, 4 gallons, 10 gallons, 25 gallons: A cask is a large, sealed barrel designed to hold fluid, typically wine, ale, or spirits. A cask can be fitted with a bung on one end to release the contents easily. Casks can hold the indicated amounts based on price. A full cask has double the Encumbrance.

Chest, Wooden, Large or Small: This is a lidded, wooden box. Better chests are reinforced with iron bands and locks, while shoddy chests sometimes lack a lid. A large chest can hold 300 units of Encumbrance, while a small chest can hold 100 units of Encumbrance.

Cup, Wooden or Clay: Every Altdorf beggar knows the value of a cup. It holds their soup or spirits, the occasional clank dropped by a passer-by, or even collect rainwater for drinking. Hence, no beggar is ever without his cup.

Flask, Leather or Metal: Flasks are small containers used to hold water, beer, oil, or some other liquid. They are often leather, but sturdier metal and ceramic (for the same price as leather) varieties are also available. A flask holds about a pint of liquid.

Glass: A glass is expensive for what it is and is far less reliable than a good, old wooden cup. Glasses may feature slight imperfections at Common Craftsmanship, such as bubbles, chips, or thick spots, while better-crafted glasses may be different colours, featuring daring designs, etchings, and so on.

Goblet: A goblet is a large cup with a bigger bowl and sturdy stem. Goblets can be wooden but rarely are; instead, one would normally find metal goblets. At first, Altdorf forges made lead goblets, but they changed materials after a sudden surge of insanities and deaths. Most people in Altdorf use glasses and tankards, and those that use goblets only drink out of gold, silver, or wood.

Jug, Clay, 1 gallon, 5 gallon: This simple clay or ceramic container has a small handle and a spout at the top. A jug holds 1 gallon of liquid. Some street beggars blow into the mouths of old wine jugs as a form of music in Middenheim.

Kettle: A kettle is a small pot used to boil water for tea and baths. Better kettles feature a spout that whistles when the water boils. All kettles have a curved arm to hand on an iron hanger over an open flame.

Pitcher, Clay: A clay pitcher is used to hold and pour liquids and is common in taverns and bars throughout the Empire. For the really desperate, a clay pitcher can be used as an improvised weapon once before it shatters.

Pouch, Large or Small: A pouch is a small bag with ties to hang it from a belt, backpack, or strap. Most pouches are linen or flannel, but better pouches may be silk, fur, or cured leather. A large pouch holds 400 coins or 2 units of Encumbrance, while a small pouch holds 200 coins or 1 unit of Encumbrance.

Pot, Clay or Iron: A pot is a large container used for cooking or storage. Usually small, they can hold about 15 units of Encumbrance. A cauldron is basically a larger pot that holds twice the quantity and costs twice as much.

Purse: This small leather pouch hangs on a girdle or belt, designed specifically to hold coins. Typically, a purse can hold about 100 coins. However, unlike a pouch, they are harder to filch, making all Sleight of Hand Tests Challenging (–10%) or one step worse.

Sack, Large or Small: A sack is an all-purpose bag. A large sack holds 200 units of Encumbrance, and a small sack holds 100 units of Encumbrance.

Skin, Water: A skin is an animal bladder fitted with a mouthpiece. Water skins hold 1 gallon of fluid. When filled, a water skin is 100 units of Encumbrance.

Slingbag: A slingbag is a big pouch with a shoulder strap. Though smaller than a backpack, a slingbag is less bulky. Slingbags hold 200 units of Encumbrance.

Tankard, Pewter or Wooden: A tankard is a large wooden or pewter drinking mug.

Trunk, Large or Small: A trunk is a big wooden box, like an oversized chest, usually rectangular and fitted with a locking mechanism. Travelling nobles use trunks to carry their belongings. A large trunk can hold 400 units of Encumbrance while a small trunk can hold 200 units of Encumbrance.

Vial: A small glass or ceramic bottle, a vial holds a very small amount of fluid. The more expensive the vial, the more exotic its appearance. Some have twisting or curved necks, while some are etched, have frosted glass, or any number of other decorative extras.

Table 5–2: Carrying Equipment and Containers

Containers	Avg Cost	Enc	Availability
Backpack	30 *s*	20	Plentiful
Basket	2 *s*	8	Abundant
Bottle	3 *s*	2	Average
Box, iron, large	10 *s*	300	Common
Box, iron, small	1 *gc*	150	Plentiful
Bucket, metal	5 *s*	30	Plentiful
Bucket, wood	3 *s*	20	Abundant
Cage, large	24 *gc*	500	Average
Cage, small	6 *gc*	300	Average
Case, tube	1 *gc*	2	Scarce
Cask, 4 gallons	8 *s*	200	Common
Cask, 10 gallons	12 *s*	500	Common
Cask, 25 gallons	1 *gc*	1,250	Common
Chest, wooden, large	5 *gc*	300	Average
Chest, wooden, small	2 *gc*	175	Common
Cup, wooden or clay	8 *p*	—	Abundant
Flask, leather	15 *s*	5	Average
Flask, metal	2 *gc*	15	Scarce
Glass	2 *s*	1	Average
Goblet	3 *s*	2	Common
Jug, clay, 1 gallon	4 *s*	15	Plentiful
Jug, clay, 5 gallons	10 *s*	20	Plentiful
Kettle	30 *s*	10	Plentiful
Pitcher, clay	2 *s*	10	Abundant
Pouch, large	5 *s*	1	Plentiful
Pouch, small	2 *s*	—	Plentiful
Pot, clay	2 *s*	60	Abundant
Pot, iron	1 *gc*	90	Plentiful
Purse	2 *s*	1	Plentiful
Sack, large	5 *s*	7	Plentiful
Sack, small	30 *p*	4	Plentiful
Skin, water	8 *s*	1/100	Plentiful
Slingbag	2 *gc*	5	Average
Tankard, pewter	1 *gc*	5	Plentiful
Tankard, wooden	10 *s*	5	Plentiful
Trunk, Small	16 *s*	275	Common
Trunk, Large	3 *gc*	400	Average
Vial	10 *p*	—	Common

— Food & Drink —

You need food and water to survive. Base subsistence requires 3 *p* per day to remain healthy, but if you have money, you must spend 5 *p* per day on food. 5 *p* is hardly excessive, and you can spend more money to maintain or improve your standard of living.

Ale, Pint: Brewed from wheat, barley, yeast and other mysterious ingredients, ale is one of the staple drinks of the Empire, and indeed, most of the Old World. What differentiates ale from beer is the brewing process. Ale is fermented with special yeast to give it its unique taste. In a grim and perilous life, where each sip of water could kill you, a warm alcoholic haze and a deep nutty flavour are deeply desirable qualities in a drink. Ale comes in three varieties: bitter, brown, or pale.

One famous brew is the potent Zhufbar Ale, named after a Dwarf holdfast in the World's Edge Mountains. Known for its rich flavour and dark colour, the ale packs quite a punch. Each drink of Zhufbar Ale counts as two drinks (see **The Effects of Alcohol** sidebar for details). Many brewers in Marienburg adopted the brewing techniques of Bretonnian bremaesters, resulting in a variety of fine ales with hearty, robust, and fruity flavour. Among them, Marienburg Pale is

the most famous. One of the worst Ales in the Old World that is widely consumed is Talabheim Special, also called Troll Squirt, Bitter Brew, and "I be done Swill." With its ruddy complexion and a harsh metallic taste, it's said the brewers use water from the Talabec where it flows through the city; hence its chunky texture.

Beer, Pint: Beer is the beverage of choice for most travellers, as most coaching inns and other roadside bars stock this drink instead of ale for its longevity. Brewed with hops for a different flavour than its cousin ale, beer breweries thrive throughout the Empire, and most see it as a good alternative to ale. In fact, there are nearly twice as many breweries specializing in beer than ale. Beer comes in several varieties including bock, pale, dark, lager, red, pilsner, porter, and stout.

Among some of the greatest brews are Korben's Finest, a Dwarf stout made from pale malt, roasted unmalted barley, and caramel malt. Another popular beer is Seamus Lager, which has a smooth, crisp taste and a clean finish. The most notorious beer, though, is Keigel's Natural Pig Swill, brewed in the heart of the Moot. Only the worst low-life scum and thirstiest Halfling would ever deign to put this vile concoction to the taste. Worse, the after-effects of this vile brew are painful and accompanied with much vomiting.

Brandy, Bretonnian: Bretonnian brandy is one of the most beloved spirits anywhere. Perhaps the oldest liquor made by Humans in the Old World, it is made from fermented grape wine. Its distinctive taste and warming effect when consumed make it an excellent tonic for road-weary travellers. In recent years, new flavoured brandies have become the rage, incorporating blackberries, cherries, and even apples.

Bread, Loaf: Bread is a staple foodstuff for Imperials. Being a constant fare, there are an equal amount of varieties and types, including rustic sourdough, grain breads, flatbreads, and baguettes, and even dessert breads with swirls of cinnamon and honey. The peasant loaf is a simple bread made from barley flour and is available anywhere. Quality refers to the bread's age and how widespread the mould. Sometimes, Poor quality bread is truly low quality, where an unscrupulous baker added sand or dirt to their flour. Sometimes a loaf features "crunchies," the remains of cooked weevils. Better breads are freshly baked and come from reliable bakers, who offer more variety, including some dessert breads.

Butter : Most Old Worlders churn their own butter in their homes. Not only is it good on bread and cake, it can also be used as grease to coat hinges, help you slide through a tight space, or waterproof (to some extent and only in cold climates) a bag or pouch. That said, there is little worse than the stink of rancid butter.

Cheap Pie: Be it a Rumster's Special, or a homemade Beef and Beer, pies are regular fare for all classes. Portable and tasty, the pastry helps disguise the quality and freshness of the contents—a considerable boon to the "cook them fast, sell them cheap" Halfling vendors found in many cities. A traveller would do well, however, to check out his meat pie dealer, for some of the pies sold in the streets of the Empire's cities have mysterious fillings that result in many trips to the loo to ease the stomach.

Cheese, Various: Just as breads vary in shape, size, and flavour, so too do the Old World's cheeses. The Empire, especially in the north, produces pungent cheeses with curious odours, while the Bretonnians and Westerners seem to prefer soft,

mild cheeses. Shelzen cheese (Good) is rich with blue veins and has a unique flavour from the mould inside, while Estalian cheddar is sharp and famed throughout the Old World. Poor quality cheese is vile, either dried out and rubbery, or so far eaten by mould it's lethal to eat.

Delicacy: Due to the variety of peoples and cultures are in the Old World, there is a veritable bevy of delicacies. From the horseflesh sausages of Bretonnia to thousand-year-old eggs from far Cathay, pickled eel and capers, or even the fresh brains of a young Snotling, though no one admits to eating this horrid dish. Delicacies are saved and savoured for special occasions or for moments of conspicuous consumption.

Eggs: Eggs are a staple throughout the Old World. Halflings have a great number of egg recipes and are notorious for adding eggs into the most unusual dishes, such as their Meat Bread, in which they put a raw egg in the centre of a loaf of ground meat and oats. Naturally, eggs are also in many of the special meat pies, called the Roiling Gut Pocket on the streets.

Fish, Fresh: All along the coasts of the Old World, fishermen harvest their catch from the sea. Generally only available in coastal regions, or places with nearby lakes or rivers, fresh fish is a commodity that lasts through the morning. Afterwards, as the fish start to turn, the peasants make their rounds. Finally, after the peasants have had their chance to buy, fish mongers throw the bad fish to beggars and city scum for free.

Fish, Pickled, Barrel: For long treks, nothing says breakfast, lunch, and dinner like a big barrel of pickled fish. Full of briny goodness, pickled fish are quite popular among the low classes. These barrels hold enough fish to feed a person for two weeks; although, reaching the bottom of the barrel is a feat in itself.

Food per Day (all): Food per Day (Poor) is the minimum amount of prepared food you must eat in order to stay healthy. Typically consisting of rough bread and pottage of beans or cabbage, it's not pleasant to look at, eat, or smell. Considering the high price, most commoners make their own food from what they grow or animals they slaughter.

Food per Day (Average) is the amount of prepared food you must eat in order to stay healthy, feel full and satisfied. Usually consisting of bread and cheese, pie and ale, or a thick vegetable and meat stew, this fare is the staple of the middle classes.

Food per Day (Good) is a handsome portion of prepared food, suitable for you to feel luxuriously well fed, and even put on weight. Consisting of wine, meats, cheeses, pastries, and cakes, this fare is suitable for a feast by most folk, although it is the everyday lot of the rich and the noble.

Quality differs among the three tiers of Food per Day, reflecting the skill of the cook. Poor fare is almost as good as ordinary Average fare. Likewise, a great feast of burned or undercooked food is unfit to eat by most nobles, but most commoners would feast upon it with relish. Of all the different types available, it is recommended to stay away from Poor quality Food per Day. Such food is good only for Orcs and their ilk, whose anatomy can tolerate most food poisonings.

Table 5–3: Food & Drink

Food or Drink	Cost	Enc	Availability
Ale, pint	2 *p*	2	Plentiful
Beer, pint	1 *p*	2	Abundant
Brandy, Bretonnian	13 *s*	2	Average
Bread, loaf	2 *p*	3	Abundant
Butter (lb.)	30 *p*	1	Plentiful
Cheap Pie	2 *p*	2	Common
Cheese, various (lb.)	50 *p*	1	Common
Delicacy	3 *p*+	3	Scarce
Eggs (12)	15 *p*	1	Plentiful
Fish, fresh (1)	2 *p*	2	Common/Plentiful
Fish, pickled, barrel	3 *p*	20	Common
Food per Day (Poor)	5 *p*	10	Plentiful
Food per Day (Average)	10 *p*	10	Common
Food per Day (Good)	18 *p*	10	Average
Mead, pint	3 *p*	2	Average
Meat, side of	1 *s*	10	Average
Milk, cow or goat, pint	2 *p*	2	Plentiful
Rations	6 *s*	5	Common
Rotgut, quart	4 *p*	2	Plentiful
Soup, meal	1 *p*	1	Abundant
Spirits	1 *s*	5	Average
Wine, pint, quality	10 *s*	5	Average
Wine, pint, watered	1 *s*	5	Common

Mead, Pint: Made from fermented honey, this is a popular drink among the Norscan and some Northerners of the Empire. For most, however, it is too sweet to drink in great quantities, though a few fools do and regret it. The most notorious mead is brewed in Middenheim and called Sweet Brew. Though it has a rich amber colour and a delicious taste, occasional batches are known to contain a few contaminants that elicit strange visions and unsettling emotional outbursts. People risk the unusual side effects for a sample of this expensive beverage.

Meat, Haunch of: A big slab of beef, goat, pig, or horse can make many a warrior's ills go away. Nothing beats the smell of fat crackling over an open fire, and many bold warriors readily attack roasting meat with abandon. Haunches of meat are often sold on sticks in cities throughout the Empire, but in many places, such fare is suspicious, as beef is expensive and a dog or rat is substituted without too much complaint.

Milk, Cow or Goat, Pint: After a long night of drinking, slightly turned cow's milk can settle a protesting gullet. Lacking the means to keep milk for very long ensures a steady supply of rancid milk for most adventurous culinary types.

Rations: This mixture of nuts, dried fruit, salted meat, and biscuits nourishes, keeps well, and provides the needed energy for long journeys.

Rotgut, Quart: Rotgut is a particularly foul spirit made in stills in many places in the Empire. People drink rotgut for one reason only: to get stinking drunk. But distillation is a tricky process, and the results are often unpredictable. Poor rotgut has a 50% chance of permanently blinding the drinker.

Starvation

A destitute character may go up to three days without food before being required to make a Routine (+10%) Toughness Test. On a successful test, you tighten your belt and go on another day. If you fail the Toughness Test, you take 1 Wound. After the third day, the difficulty of the test increases by one step each day, from Routine to Average, from Average to Challenging, and so on, to a maximum of Very Hard. After the seventh day, you automatically take 1 Wound each day until you starve to death or eat. Each failed test deals 1 Wound. Wounds incurred from starvation cannot be restored until you actually eat steadily for a number of days equal to 1d10 –TB. Water deprivation has the same effect, except you start making Toughness Tests on the second day onward, and on the sixth day, and each day thereafter, you automatically take 1 Wound until you die. At minimum, you need a quarter-gallon of water each day.

After the recent struggles with the hordes of Chaos, a group of looters came upon a couple of casks of Orc Bitters. Thinking they found beer, they promptly bunged it and helped themselves. Although three of them went blind and one died, the rest had the best time of their lives. Since then, they've tried to replicate the recipe. Thus far, their spirits have killed three more people, blinded another nine, and left two comatose. The other fifteen were quite happy. Pretty good results by their estimations.

Soup, Meal: When you can't stomach another Rumster's Special, and you're down-on-your-luck broke, you can always count on the soup vendors to keep you warm. Soups are common fare among workers, travellers, and such. Most soups are thin broths with fat and organ meats thrown in for flavouring. Some have shredded meat, though exactly what kind most know better than to ask. For real special soups, the vendor may toss in a few shrivelled vegetables. Stews are also available but at slightly higher prices (about 3 *p*).

Spirits: Spirits include a wide range of drinks, from Kislevite vodka, a pure grain alcohol, to whiskey and scotch.

Wine, Pint, Quality or Watered: Wine includes any beverage made from fermented grapes. The wines from the Tilean City States and Estalia Kingdoms lean towards red vintages, while wine from the Empire favours lighter and sweeter grapes. As wine is too valuable to be consumed by itself, when commoners have a glass of wine, they water it. There are many types of wines, from the sweet dessert wines like port and sherry to a variety of reds and whites, each with a broad range of sweetness and dryness.

Among the finest wines in the world are those hailing from the Morceaux river valley in Bretonnia. These vintages (always at the Best price) are renowned in lands as far away as Kislev. This is not to say that all wines from this region are excellent—they do make a number of bad bottles, but mostly the vineyards in this eastern land overshadow those of their neighbours.

— Illumination —

When the horrors come out of the night, would-be adventurers have to go out in the dark to hunt them down. Wise heroes carry a light source. Each light source illuminates an area with bright light, allowing Normal Vision in a radius measured in yards, followed parenthetically by the distance in squares. This illumination is shadowy but bright enough to see clearly. Beyond this radius, the light source sheds some light but not enough for details beyond large objects, barriers, walls, and structures. The Maximum Vision column reflects the greatest distance a character can see using this light source, and even then, beyond the normal radius of bright light, a character can only see structures and other large objects. Spotting distance refers to how far away a light source can be seen in the dark. Duration indicates how long a light source burns before sputtering out.

Example: *Jurgen, a Rat Catcher, prowls the darkness looking for a Thief who stole his purse. He holds aloft a sputtering torch. The untreated torch sheds bright light out in a 10-yard (5-square) radius. Beyond the bright light, he can notice the looming buildings, including an ominous alleyway, up to 30 yards (15 squares) away. Finally, the cutthroats waiting ahead, who used the Thief to lure him into this trap, will notice Jurgen's torchlight when he comes within 50 yards (25 squares) of their hiding place.*

Table 5–4: Illumination Ranges and Duration

Source	Normal Vision	Maximum Vision	Spotting Distance	Duration
Match	2(1)	6(3)	12(6)	1 round
Candle	6(3)	16(8)	26(13)	2 hours
Lamp	6(3)	16(8)	26(13)	4 hours
Torch, Untreated	10(5)	30(15)	50(25)	1 hour
Torch, Treated	12(6)	36(18)	56(28)	4 hours
Lantern	16(8)	40(20)	70(35)	4 hours
Camp Fire	16(8)	40(20)	70(35)	Varies
Night Vision	30(15)	30(15)	—	—

The Effects of Alcohol

Whenever you start drinking undiluted alcohol, you run the risk of becoming drunk. If you limit yourself to a number of alcoholic beverages equal to your Toughness Bonus, you remain relatively sober. For each additional drink quaffed, however, you must make a Consume Alcohol Test. Difficulty depends on the drink (see table below).

On a successful test, the alcohol does not have any effect. On a failed test however, you start down the path to drunkenness. Each failed Consume Alcohol 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 (such that Ale, which starts at Routine, becomes Average, then Challenging, Hard, and finally Very Hard). The listed difficulty is in addition to the normal difficulty of a test; for a drunk, some things are nearly impossible.

Stinking Drunk

If you fail four or more Toughness Tests, you're stinking drunk. Being stinking drunk, you must spend a half action each round to keep your bearings. If you opt not to take this half action, roll 1d100 on the following table.

The effects of alcohol fade after a number of hours equal to 1d10–your Toughness Bonus (minimum of 1 hour). If you're stinking drunk, the effects end after 1d10 (minimum of 4) hours.

Consume Alcohol Test

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

Failed Tests

Number of Failed Consume Alcohol Tests	Difficulty of WS, BS, Ag, Int Tests
1	Challenging
2	Hard
3	Very Hard
4 or more	Stinking Drunk, see below

Stinking Drunk

Roll	Effect
01-30	**"I've only had a few ales, officer":** No effect, you can act normally, albeit with a -30% penalty to your WS, BS, Ag, and Int.
31-40	**"I feel... unusual":** Confused, you may move at half your normal rate but otherwise can take no action.
41-50	**"You're my besht mate":** Disoriented, you're vaguely aware of what's going on, and may defend yourself and move at normal rates, but may not cast spells.
51-60	**"Are you lookin' at my Halflin'?"**: Dull-witted, you function normally, but your Attacks characteristic is reduced by 1.
61-70	**"I'll take yer all on...":** Confused but resolute, you're not sure what's going on, and lash out randomly, either verbally if not in combat, or with a weapon (friend or foe, whoever is closest).
71-00	**"Sleep...now...":** You pass out in a pool of your own vomit for 1d10 hours or until someone wakes you.

Candles, Tallow and Wax: Candles are made of either tallow (animal fat), beeswax, or some other kind of wax. Tallow candles burn fitfully and give off an acrid stench. Wax candles burn cleaner than tallow ones, and are sometimes scented. This added feature usually increases the price by three or more times.

Charcoal: Charcoal is a cheap and efficient source of heating in the Old World. It allows families to heat their homes and hovels affordably. The drawback is that charcoal does not burn cleanly, and clouds of black smoke often blot out the sun over cities, towns and hamlets during the winter. Middenheim is one of the biggest users of charcoal in the Empire.

Kindling/Firewood: Used to build campfires, kindling is specially treated to burn. You can forage in the wilderness by making an Outdoor Survival Test, the difficulty depending on the nature of the terrain, as determined by your GM. Such kindling is not treated, reducing the vision distances to that of a treated torch.

Table 5–5: Illumination

Illumination	Cost	Enc	Availability
Candle, tallow	3 *s*	5	Plentiful
Candle, wax	6 *s*	5	Average
Charcoal	1 *s*	10	Common
Kindling/Firewood	2 *s*	5	Plentiful
Lamp	5 *s*	20	Plentiful
Lantern	5 *gc*	20	Average
Lantern, Storm	12 *gc*	30	Scarce
Match	1 *p*	—	Average
Oil, lamp	5 *s*	5	Plentiful
Torch, treated	10 *p*	5	Common
Torch, untreated	5 *p*	5	Plentiful

Lamp: A lamp is a simple brass or copper pot that is little more than an oil reservoir, and it produces light when the wick dipped inside is lit.

Lanterns and Storm Lanterns: A lantern is an improvement on the lamp's design; being sturdier and equipped with a larger wick, it gives off brighter light. Storm lanterns have glass pane inserts to protect the flame from wind and rain. Lanterns use lamp oil for fuel.

Match: A match is a thin sliver of wood that has one end chemically treated to produce a flame when drawn across a rough surface. Any given match has a 50% chance of lighting. A Poor Craftsmanship match reduces this chance to 25%, while a Good Craftsmanship match ignites 75% of the time, and those of Best Craftsmanship always light.

Oil, Lamp: Harvested from whales in the north, animals in the mainland, or other sources, oil is the fuel for lamps. Purchased oil comes in a small ceramic vial and is enough for a lamp to burn for four hours. You can throw flaming oil on an opponent, treating such attacks as incendiary weapons (see **Chapter Four: Gunpowder & Weapons of War**, on page 45).

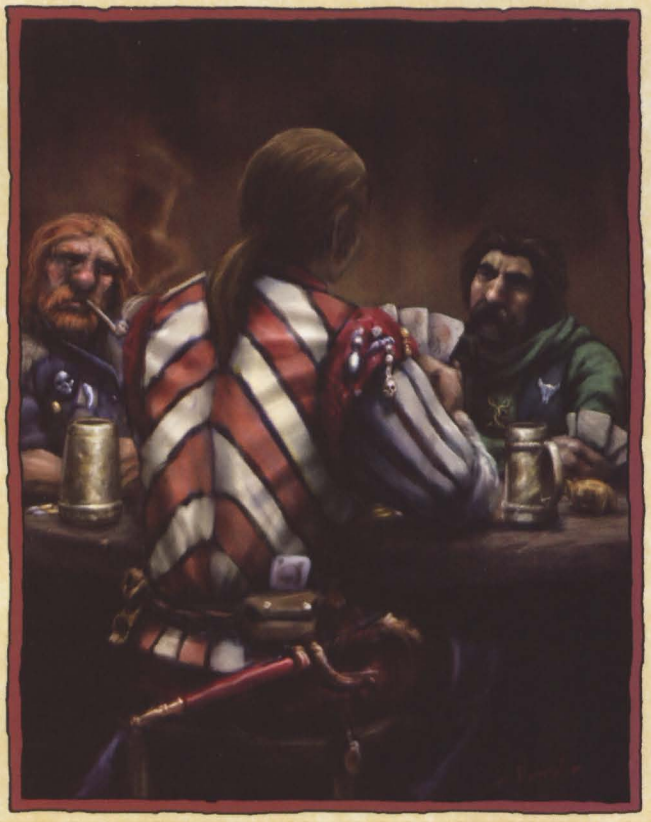
Torches, Treated and Untreated: A torch is a wooden club with one end dipped in naphtha or wrapped in oil-soaked rags. A torch can be used as an improvised weapon. A treated torch burns longer and cleaner than an untreated torch, which burns for a very short time.

— Personal Equipment —

This group of equipment includes the assorted miscellaneous items most people in the Old World are likely to possess, from basic equipment like a bedrolls and brushes to furniture like armoires and bed frames. Though certainly not as exciting as a new sword, nearly anything described here has a use to an Old Worlder braving the dangers of the wilderness.

Armoire: An armoire is an upright cabinet. Differences in value depend on the type of wood used in its construction and the degree of Craftsmanship. Pine tends to be less expensive than cherry, rosewood, or even oak.

Banner: A banner is a large flag made of linen, wool, or silk (depending on Craftsmanship) and features the colours and symbol of an Elector Count or House. Banners also feature mottos, symbols of the Gods, and sometimes other decorations like skulls, eagles, or in the case of Chaos, living, crucified men. Banners come with poles fitted with a crossbar on which to hang it.



Bed Frame: This wooden frame holds a mattress above the floor. Better bed frames are made of iron and might have four posters.

Bedroll: A bedroll is a bundle of blankets and fur hides that can be unrolled and spread across the ground. A good bedroll can make a person forget they are in the cold outdoors, while a poor bedroll offers little comfort at all.

Bell: This is a small ringing device used to signal for music or a variety of other purposes. Most bells of this size are nothing more than cowbells, crude hoods of metal with a piece of rope and a clapper that issue a dull sound. Better bells have a pleasant chiming sound.

Blanket: For those who need a bit more than a travel-stained cloak for warmth in the wilderness, they can turn to blankets. Most blankets are a single layer of homespun linen or flannel. Better blankets are two layers stuffed with flocking or tufted wool.

Book or Scroll Case: A bookcase is a shelved, open-faced piece of furniture used to hold books. A scroll case serves a similar purpose, but has slots or racks to hold individual scrolls.

Brush or Comb: Vanity is rare in the Old World. For those who do care about their appearance, there are combs and brushes. Most are made of wood or bone, but the better ones are of silver, ivory, or some other metal with gold plating.

Chair: This is a simple seat resting on three or four legs with a back for support. Better chairs have a cushion.

Couch: This expensive piece of furniture has cushioned seats and pillows. Designed for comfort, few commoners can afford them. Expensive couches sometimes feature prints on the material for aesthetics.

Desk: A desk is a wooden table with drawers. Better desks are made of heavy oak, and most feature locks as well.

Clothes Pegs (Dozen): These simple wooden pegs are notched to hold fabric on a line of cord like twine.

Cosmetics: Make-up kits are often used by the aristocracy of the Old World. Made from animal fats, perfumes, and dyes,

cosmetics accentuate the wearer's natural beauty. Both men and women make use of cosmetics. The cosmetics trade does best in the west.

Cutlery, Wooden, Metal, Silver: Cutlery sets include a spoon, fork, and small knife. Most cutlery sets are wooden; although pewter and silver varieties are available to those with coin to spend.

Deck of Cards: This deck consists of 78 velum tarot cards. Better sets have painted panels and a small cloth bag or wooden carrying case. A deck consists of four suites, usually shields, swords, cups, and clubs, ranked from 1 to 10, with a Squire, Knight, Queen, and King. In addition, there are 22 major arcana cards including the Idiot, the Magister, the Huntress, the Sea, the Emperor, the Priest, the Lovers, War, Justice, the Hierophant, the Wheel of Fate, Strength, the Raven, Morr, Temperance, the Ruinous Powers, the Tower, the Star, Mannslieb, the Sun, Verena, and the World. There are variations among the major arcana cards, some subtle, some significant, individual artists substituting images and characters as appropriate to the deck. People play games with these cards, though a few, especially the Gypsies of Sylvania, profess the cards hold the power to predict the future. Prevalent card games include an element of gambling, such as Fareo, Whist, Laggard and Pig Jigger.

Dice, Bone, or Weighted Bone: Dice is the pastime for soldiers and workers throughout the Old World. Six-sided die are made of carved wood or animal bones and are sold in pairs. Each die has pips or a rune carved on each surface. Weighted or fixed dice can be purchased for twice the listed price.

Footstool: This small stool is made of wood. Better footstools have cushioned seats or ornamentation on the legs.

Grappling Hook: A grappling hook is a heavy three or four-pronged device that looks something like an anchor. Intended to aid in climbing, it can also function as an improvised weapon.

Ladder or Rope Ladder: This stout wooden ladder is 3 yards tall and has about 10 rungs. Rope ladders are easier to transport and are preferred for long travels. Taller ladders are available, increasing the price by +50% for every additional yard.

Lock, Average or Quality: Locks in the Old World are overly large and bulky. Each lock comes with two keys. The better the lock, the greater the difficulty of the Pick Locks Test, making Good locks Challenging or Hard, and Best locks Very Hard.

Marbles: Glass marbles are entertaining toys for children. Some are multicoloured or with swirls. Marbles are sold in bags of 30, enough to spread out over a 2-yard square.

Mattress, Flock or Feather: A mattress is a large sack filled with tufts of hair or wool, or in some cases, feathers. A good mattress is expensive.

Mirror, Large Metal or Small Silver: Most mirrors are large sheets of polished metal, though small silver ones are popular among merchants and lords.

Perfume or Cologne: Between coal smoke, sewers, and the press of unwashed people, all cities have an overpowering stink that's unbearable to many. Furthermore, bathing is a luxury, and most commoners are covered in grime and filth. To mask their own odours and the filth around them, people rely on perfumes and colognes. Simple scents are distilled from rose petals and wild flowers, while expensive oils imported from Cathay and Araby including sandalwood, hazelnut, or jasmine.

Pole, One yard: A good pole or walking stick is a standard companion to many travellers. Made of oak, ash, birch, or hickory, these are durable and long lasting. However, even though they can be used in combat as quarterstaffs, each successful hit has a 50% chance of breaking the pole.

Table 5–6: Personal Equipment

Personal Equipment	Cost	Enc	Availability
Armoire	50 *gc*	800	Average
Banner	10 *gc*	50	Common
Bed Frame	8 *gc*	1,600	Average
Bedroll	15 *gc*	20	Plentiful
Bell	25 *s*	2	Common
Blanket	25 *s*	10	Plentiful
Book or Scroll Case	75 *gc*	650	Scarce
Brush or Comb	15 *p*	1	Plentiful
Chair	3 *gc*	300	Common
Clothes pegs (dozen)	1 *s*	2	Common
Cosmetics	10 *s*	1	Common
Couch	30 *gc*	1,200	Scarce
Cutlery, wooden	5 *s*	2	Plentiful
Cutlery, metal	3 *gc*	4	Common
Cutlery, silver	15 *gc*	3	Scarce
Deck of cards	1 *gc*	1	Plentiful
Desk	50 *gc*	1,000	Scarce
Dice, bone	6 *s*	—	Plentiful
Dice, bone, weighted	12 *s*	—	Scarce
Footstool	1 *gc*	50	Average
Grappling Hook	4 *gc*	20	Average
Ladder	10 *s*	50	Common
Ladder, rope	3 *gc*	20	Average
Lock, average	1 *gc*	5	Common
Lock, quality	30 *gc*	5	Scarce
Marbles	1 *s*	—	Average
Mattress, flock	8 *gc*	400	Average
Mattress, feather	12 *gc*	350	Scarce
Mirror, large metal	10 *gc*	10	Rare
Mirror, small silver	20 *gc*	2	Very Rare
Perfume or Cologne	1 *gc*	—	Common
Pole, 1 yard	1 *s*	10	Plentiful
Rope, 1 yard	1 *s*	3	Common
Shaving Kit	3 *gc*	2	Average
Snuff Box	2 *gc*	1	Average
Soap	2 *p*	3	Common
Table	8 *gc*	1,500	Common
Tarp	5 *s*	20	Common
Tent, small	15 *s*	20	Common
Tent, large	2 *gc*	50	Average
Tent, pavilion	10 *gc*	800	Average
Tinderbox	30 *s*	5	Plentiful

Rope, One yard: This is a slender cord is made of twisted hempen fibres.

Shaving Kit: A shaving kit is a leather pouch that holds a straight razor, a small block of lye soap, a leather strap, and a small strip of polished metal to serve as a mirror.

Snuff Box: Snuffboxes are small metal containers used to hold snuff or tobacco. Depending on Craftsmanship, snuffboxes can be gem studded, made from expensive metals or ivory, and engraved.

Soap: As many tried and true adventures advocate, nothing beats a pound of soap for usefulness. Most soap in the Old World is a mixture of animal fats, sand, and lye, though scented soaps are available for the right price.

Table: Most tables are crude wooden things with three or four legs. In many case, they're quite wobbly. Better tables are sturdy, made of superior materials, and feature intricate ornamentation on the legs.

Tarp: A tarp is a 3-yard-square sheet of canvas fitted with eyeholes along the edges to tie it down. Large tarps are available and sold in 3-square increments.

Tent, Small, Large, or Pavilion: A tent is a tarp designed to offer shelter outdoors. A small tent is large enough to house one man. Larger tents are available, doubling the price for each additional person it sleeps. Cheap tents, those of Poor Craftsmanship, leak, while the tents of the Best quality are waterproof.

Tinderbox: This small box holds curls of wood shavings and other flammables and comes equipped with a piece of flint and steel to create the spark. A tinderbox has enough tinder to light six fires, though you can easily refill it provided supplies are on hand.

— Musical Instruments —

Musicians serve an important role in the Old World. As entertainers, they help people forget the misery and drudgery of their lives, and in war, they help maintain pace for troops and also urge soldiers to greater acts of heroism. There are far more instruments available than those listed on **Table 6–8: Musical Instruments**, but the ones presented here are the most prevalent.

Coach Horn: A coach horn is a wind instrument about the size of a bugle. Used to signal attacks on the coach or to announce the arrival of an approaching coach to a coaching inn, almost all drivers keep these instruments for their distinctive sound. There is a complex system of sounds for use in communication.

Drum: Used on Norscan longships for slaves to keep time, by drummers in armies, and by Orcs for signals, drums are little more than a piece of skin pulled taught over a barrel. Most drummers just use their hands, but drumsticks are also used.

Harp, Small: A small harp is a metal or wooden frame with metal or sinew cords pulled taught between the arms of the frame. Harps create pleasant sounds and are popular among the upper class, though there is no shortage of harpists in bars and taverns.

Harpsichord: This relatively new keyboard instrument is a precursor to the piano and has strings plucked by leather or quills. With its distinctive sound, it's becoming increasingly popular, but its size and weight make it difficult to transport. Maestro D'entelago from Estalia is a master of the Harpsichord, and he travels to many of the great cities in the Empire to entertain the nobility with his concerts.

Lute: The lute is a respected instrument. By using a plectrum to pluck the strings, the musician can create soft, delicate sounds, pleasing to the ears. Lutes are often used to accompany voice and soft instruments, but even on its own, it is perhaps one of the most appreciated instruments.

Mandolin: The mandolin is a short-necked lute with eight strings. An improvement in design and performance of the older lute, mandolins are replacing it in civilized centres.

Mouth Harp: A mouth harp is a small rectangular reed instrument having a row of reeds set back in air holes and played by blowing in a particular hole. Peasants, shepherds, and labourers make music with this instrument. It is a precursor to the modern harmonica.

Recorder: A recorder is a short tube with finger holes along the shaft. The mouthpiece holds a reed that vibrates when air is blown into the tube. Tones change based on which holes are covered. Recorders are inexpensive and common among most minstrels.

Tambourine: A tambourine is a hollow wooden disk covered with an animal skin and fitted with small bells or cymbals, which chime when struck.

Viol: A viol is a bowed instrument with frets, played downward on the lap or between the legs. Lightly constructed and with low-tensioned strings, the viol has a pleasant voice. This instrument is popular in Bretonnia.

Whistle: A whistle is a small wooden device fitted with a mouthpiece. There is often a little ball inside. When blown, it creates a shrill noise.

Table 5–7: Musical Instruments

Instrument	Cost	Enc	Availability
Coach horn	10 *gc*	30	Average
Drum	30 *s*	50	Average
Harp, small	20 *gc*	10	Rare
Harpsichord	250 *gc*	1200	Rare
Lute	80 *gc*	30	Scarce
Mandolin	23 *gc*	15	Scarce
Mouth harp	8 *s*	1	Average
Recorder	3 *gc*	5	Average
Tambourine	1 *gc*	5	Average
Viol	25 *gc*	30	Average
Whistle	6 *s*	—	Common

— Reading and Writing —

Few people in the Old World can read or write. A skill reserved for scholars, priests, and the aristocracy, most people get by fine, using pictures and illustrations for signs to orient themselves in a city. Most people recognize numbers though. Most Reading and Writing equipment is useless for the majority of Old Worlders, who see little value in a tome other than to use it as a cutting board or coaster.

Books: Books are a recent innovation. Before the modern era of the Empire, learned men wrote on scrolls (single sheets of parchment). Scrolls were arranged in great racks but easily became disorganized. In an effort to better organize the writings, bookbinding emerged in reaction to wizard grimoires, great tomes of magical knowledge. Histories were recorded in these tomes along with sacred scriptures. Temples of Sigmar dedicated themselves to the preservation of knowledge, and the duty of many was to copy the writings from scrolls and other books into new tomes for distribution to collectors. The books were works of art, illuminated with careful paintings along the borders, fanciful characters, and beautiful calligraphy. However, these books were costly and impractical. Heavy, bound in wood with leather covers and hand stitched, the process for producing books was quite slow.

Five years ago, Gunthur Johans of Middenheim, a devout man of Sigmar in a city of staunch worshippers of Ulric, designed and invented a machine he called the printing press. Essentially, he carved blocks of wood with raised characters. He arranged the blocks to form words, smeared them with ink, and pressed the tray onto sheets of paper by the printing press. Variations on Johans' designs spread to other major cities, and now most printing presses are quite efficient, leaving the illumination processes of the years past to wizards and their books of arcane lore.

Though the production of illuminated books has dropped, they are still valuable as works of art. Many wizards and their kind see printed books as a travesty, the process lacking the intimacy of the mage and his craft. Most books are glued, further reducing the cost of creating them but making them far less durable than before.

Brush: A brush includes any number of sizes and shapes for a variety of different purposes, such as a painter painting a house or a calligrapher illuminating a manuscript. Many brushes are horsehair, but Araby merchants have imported stiffer camel hair brushes, which are far superior to those made in the Empire.

Cartographer Kit: A cartographer's kit includes all the tools needed for mapping, including rolled sheets of vellum, straight edges, rulers, graphite, compasses, and other devices.

Charcoal Stick: A charcoal stick is a sliver of charcoal used for writing, illustrating, or jotting a quick note.

Chalk: While regular sticks are white, coloured sticks of chalk are available at a higher price (twice the listed value).

Inks: Ink is sold in small, one ounce vials. Ink for the listed price is black, but coloured inks are available at higher prices. The most expensive ink is purple because of the rarity of the dye.

Inkpen: Evolved from the old quills still used and selling for half the listed price, the inkpen is a slender length of hard wood with a notched end to hold a brass nub for dipping into the ink.

Lock, Book: This small hasp can be added to a book at the listed price. Each comes with one key. Breaking one of these hasps requires a Challenging (–10%) Strength Test for Common book locks, and the difficulty worsens one step

Table 5–8: Reading and Writing

Item	Cost	Enc	Availability
Book, glued, printed	75 *gc*	35	Very Rare
Book, stitched, printed	100 *gc*	35	Very Rare
Book, illuminated	350 *gc*	50	Very Rare
Brush	2 *gc*	—	Average
Cartographer kit	50 *gc*	20	Rare
Charcoal stick	1 *s*	—	Common
Chalk, one stick	2 *s*	—	Common
Ink, black	5 *gc*	1	Average
Ink, colour	10 *gc*	1	Scarce
Ink, purple	50 *gc*	1	Very Rare
Inkpen	1 *gc*	—	Scarce
Lock, Book	45 *gc*	1	Very Rare
Paper/sheet	5 *s*	—	Very Rare
Parchment/sheet	1 *s*	—	Rare
Writing Kit	10 *gc*	5	Average

for each higher level of Craftsmanship. Poor book locks may be sundered by making an Average Strength Test.

Paper or Parchment: Paper is a sheet of writing material made from wood pulp and plant fibres. Parchment, however, is made from thin pieces of dried animal skins. Vellum, which costs the same as Good-crafted parchment, is thicker and can be reused by scraping the surface with a razor. Paper is an import from Cathay, while parchment evolved from early techniques of writing on wax tablets with a stylus.

Writing Kit: This case includes a vial of black ink, several quills, a small knife, sand to dry the ink, and tools to mix more ink. Writing kits of Best Craftsmanship serve as illuminator's kits. They contain the essential equipment to scribe and a selection of brushes, pigments, acids, and chemicals to mix any colour to create beautiful works of art.

— Tools —

Every tradesman needs the tools of his trade. This equipment includes common tools and devices used in the Old World. Specific equipment such as religious paraphernalia is covered in **Chapter Seven: Special Equipment**.

Abacus: An abacus is a device used to make arithmetic calculations. It is a frame set with rods on which balls, beads, or metal discs (depending on Craftsmanship) slide. Brought to the Old World by Cathayan merchants, this tool is now used by merchants everywhere.

Animal Call: These small wooden calls vary in construction depending on the type of animal it's intended for, such as small croaking wind instruments, or little wooden boxes equipped with a wooden piece to rub against the box. The animal call provides the means to lure animals but not the skill. A Poor Craftsmanship animal call reduces the difficulty for Outdoor Survival Tests made to hunt by one step, 50% of the time. Common animal calls reduce the difficulty for Outdoor Survival Tests by one step, 75% of the time, while Good do so all of the time, and Best reduce the difficulty by two steps.

Example: *Johan hunts ducks. The GM rules that hunting for ducks in the area he's looking requires a Challenging (–10%) Outdoor Survival Test. He's using a Common animal call, so he rolls once to see if it will help him, which it does, and then rolls again for his Outdoor Survival Test, which is at an Average (+0%) difficulty instead of Challenging.*

Anvil: The key to a metalsmith's trade, an anvil is a block-shaped, heavy, metal striking surface that has a horn on one end to form and shape metal products. Anvils are extremely expensive, but normally a smith need only purchase one in his entire career. Dwarfs of the World's Edge Mountains sometimes use anvils made from gromril.

Awl: An awl is a small, handled spike used for leatherworking. Awls count as improvised weapons.

Bellows: Bellows are used to stoke fires and consist of a nozzle attached to a pair of hinged boards fitted to either side of a large bladder. When pulled apart, the bladder fills with air, and when pushed together, the bladder empties through the nozzle, sending a rush of air to stoke the flames.

Branding Iron: A branding iron is a metal rod attached to a piece of metal shaped in a symbol or rune. Branding irons are used to place a mark of ownership on livestock. A cool branding iron can be used as an improvised weapon. If used when hot, the branding iron also deals 1 Wound of fire damage.

Butcher Tools: This set of tools is used for carving flesh. It includes a butcher knife, smaller paring knives, a hammer, and a saw to cut through bone.

Candle, Timekeeping: A common and often affordable means for tracking time, a timekeeping candle is notched with marks to measure the passage of time. These candles burn for about four hours. Accuracy depends solely on Craftsmanship.

Chain, Yard: This thick set of interconnected links measures one yard long. Craftsmanship differences reflect the strength of the chain. A yard of chain can be used as an improvised weapon.

Chisel, Wood, Set: This set of chisels is used for carving wood. Included are sharp knives, awls, and sandpaper.

Coin Die: A coin die is a metal stamp used for making coins. Heavily guarded by officials in the major cities, coin dies are available only on the Black Market.

Crowbar: Crowbars are short, metal rods with a curved, tapered end used to pry open doors, chests, or other locked compartments. When used to open doors, chests, or

other similar containers, the wielder gains a +5% bonus to Strength Tests. Crowbars can be used as improvised weapons.

Disguise Kit: This small box contains a palette of make-ups, dyes, even prosthetic noses, or other enhancements to conceal one's features. If you use a Good or better disguise kit you gain a +5% to Disguise Tests.

File Set: This oiled leather wallet holds a set of several different files from coarse to nearly smooth. A file set can be used to cut through manacles, bars, or locks. It typically takes 10 minutes to file through 1 inch of metal, or 1 minute to file through 1 inch of wood.

Fishhook and Line: This sharp j-hook is tied to 3 yards of thin cord.

Fishing Net: Fishermen everywhere use large nets to capture fish in quantity. They are usually too large to be wielded in combat, but functioning as a regular net, they can be dropped on opponents.

Forge: A forge is not a piece of equipment you can purchase and carry with you. A forge is a permanent structure that includes everything a smith needs to construct metal items. A Good forge provides a +5% bonus to associated Trade Tests, while a Best forge provides a +10% bonus. A Poor forge imposes a –10% penalty to associated Trade Tests.

Fuse: A fuse is a slender cord of soft fabric, used to light bombs and incendiaries. A Poor fuse has a 50% chance of going out. Fuses come in 10-second increment burning times.

Gin Trap, Regular or Large: Gin traps are small or large devices made to catch animals. Most traps are hinged metal jaws that snap shut when weight is placed on a pressure plate attached to chains, which are secured to a tree or a spike hammered into the ground. A small gin trap can catch and hold game no bigger than a wolf, while a large gin trap can hold creatures as big as bears. Trappers throughout the Old World use these devices, and none too few wanderers have lost a foot to one of these hidden devices.

Against an animal, the trapper must set the trap along a game trail and make an Outdoor Survival Test at a difficulty determined by the GM. The degree of success determines the chance per day that the trap catches a critter. For each degree of success (for each 10% by which you make the test), there is a 20% chance that an animal will happen along and trigger the trap. Of course, the GM determines what kind of animal is caught, be it a rabbit, bear, or a really angry ogre.

Gin traps can also be a danger to people. If a gin trap is concealed, a potential target may make a Perception Test opposed by the trapper's Outdoor Survival Test. If the target passes the test, he notices the trap before he puts his foot into danger. If he fails the opposed test, he steps inside the trap, triggers it, and the jaws snap shut on his foot.

A small gin trap counts as a Damage 1 weapon, while a large gin trap counts as a Damage 3 weapon. Wounds gained from these traps bypass armour but not Toughness.

Glue: This sticky adhesive is made from the hooves and tendons of animals. Better glues, like Markles' Super Adhesive found only in Nuln, can hold up to 20 pounds of weight.

Table 5–9: Tools

Tools	Cost	Enc	Availability
Abacus	10 *gc*	5	Rare
Animal Call	25 *s*	—	Common
Anvil	65 *gc*	300	Rare
Awl	2 *s*	2	Common
Bellows	6 *gc*	10	Common
Branding Iron	5 *gc*	10	Common
Butcher tools	13 *gc*	20	Common
Candle, timekeeping	12 *s*	2	Average
Chain, yard	30 *s*	5	Rare
Chisel, wood, set	8 *gc*	5	Common
Coin die	10 *gc*	5	Rare
Crowbar	10 *s*	10	Common
Disguise kit	5 *gc*	10	Scarce
File set	6 *gc*	5	Average
Fishhook and line	3 *s*	2	Common
Fishing net	18 *s*	30	Plentiful
Forge	1,200 *gc*	5000	Average
Fuse	1 *s*	—	Scarce
Gin Trap	2 *gc*	20	Common
Gin Trap, Large	4 *gc*	40	Average
Glue	1 *gc*	1	Common
Hacksaw	5 *gc*	5	Common
Hammer	2 *gc*	5	Common
Hoe	2 *gc*	10	Plentiful
Hourglass	5 *gc*	5	Rare
Lock Picks	10 *gc*	20	Average
Magnifying glass	75 *gc*	5	Very Rare
Manacles	5 *gc*	20	Average
Metal Ingot, base	25 *s*	20	Average
Nails (10)	1 *p*	—	Plentiful
Navigational charts	25 *gc*	5	Rare
Needle, sewing (5)	8 *s*	—	Plentiful
Pestle & Mortar	4 *gc*	50	Common
Pick, climbing	2 *gc*	10	Scarce
Pick, miner's	25 *s*	20	Average
Pitchfork	1 *gc*	10	Plentiful
Plough	10 *gc*	150	Common
Saw	7 *gc*	10	Common
Scales	20 *gc*	75	Scarce
Scythe	5 *gc*	20	Common
Sledge hammer	1 *gc*	40	Common
Snare (wire)	1 *gc*	5	Common
Spade	25 *s*	20	Common
Spike	5 *s*	5	Common
Telescope	100 *gc*	5	Rare
Trade Tools, Artisan	50 *gc*	40	Rare
Trade Tools, Engraver	50 *gc*	20	Rare
Trade Tools, Navigator	50 *gc*	20	Rare
Trade Tools, Physician	50 *gc*	50	Rare
Trade Tools, Smith	50 *gc*	300	Rare
Trade Tools, Other	50 *gc*	50	Average
Twine, roll	8 *p*	—	Abundant
Wax, Sealing	1 *gc*	1	Common
Wedge, wood	8 *p*	2	Plentiful
Wheelbarrow	10 *gc*	70	Common
Whetstone	1 *gc*	1	Common

Hacksaw: This small saw has a fine-toothed blade. It cuts through metal, wood, or bone with surprising quickness. A hacksaw cuts through 1 inch of metal in 5 minutes, wood in 5 rounds, or bone in 3. Reduce the time by one increment for every level of quality above Common. Double times for Poor Craftsmanship hacksaws.

Hammer: A hammer is a bludgeoning tool. It can be used as an improvised weapon.

Hoe: A hoe is a farmer's tool, used to scrape away weeds and turn soil. It is used as an improvised weapon.

Hourglass: Famous not for its use in tracking time, but for what it represents to citizens of the Empire after the Battle of Elstwater Keep in 2015 (see **Chapter Two: Old World Armour** page 23), the hourglass is an important symbol to Old Worlders. A Common hourglass holds enough sand for 4 hours (8 for Good and 16 for Best).

Lock Picks: This is a small wallet filled with an assortment of files, screwdrivers, and wires. To make a Pick Locks Test, you must have a set of lock picks. A Best Craftsmanship set of lock picks provides a +5% bonus to Pick Locks Tests.

Magnifying glass: This ground lens set in a metal-handled frame magnifies objects. Poor magnifying glasses magnify two times, while Common magnifies three times, Good four times, and Best five times.

Manacles: This set of heavy irons fits over a subject's wrists. They are not adjustable, so they may not fit over the wrists of large creatures or may conversely be too loose for smaller creatures. A set of manacles comes with a single key. Better manacles are harder to break free from as determined by the GM.

Metal Ingot, Base: This is a bar of metal (iron for the Common listed price), and purity depends on Craftsmanship. Other types of metal silver, copper, and so on, increase the price. A metal ingot can be used as an improvised weapon.

Nails: These small spikes are little more than small slivers or wedges of iron. They can be loaded in a blunderbuss.

Navigational Charts: Navigational Charts (maps) provide basic landmarks and relative distances to aid in travel. Accuracy depends on Craftsmanship. By far, the finest cartographers are the Elves whose skill at mapping is peerless.

Needle, Sewing: Sewing needles are small, thin, metal slivers fitted with an eye for thread on one end. They can be loaded, like nails, in blunderbusses.

Pestle & Mortar: A pestle and mortar is used to grind materials into powder or paste. Many pestles and mortars are wooden, but the better ones are stone or marble.

Pick, Climbing: This is a small pick used to assist in climbing. It is an improvised weapon.

Pick, Miner's: This larger pick has a heavy spike on one end and a wedge on the other. It is an improvised weapon.

Pitchfork: Farmers use pitchforks to toss hay. It is an improvised weapon.

Plough: A plough is a heavy iron wedge used by farmers to turn the earth for planting. Too heavy to lift or pull for one man, farmers use oxen or horses to pull ploughs through fields. These are very expensive, and most farmers use the same plough their entire lives.

Saw: A wood cutting device, saws come in a variety of sizes, from the smaller handsaw to the great two-man saws used to cut down trees. Saws cannot be used as improvised weapons, but against tied up opponents, they are useful for dismembering victims.

Scales: Merchant's scales weigh items to determine their relative worth. Accuracy depends entirely on the Craftsmanship of the scales.

Scythe: A scythe is another large agricultural tool used to cut wheat and other corns. A scythe can be used as a special improvised weapon, requiring two hands to wield.

Sledgehammer: This is a long-hafted hammer with a large metal head. It counts as an improvised weapon and requires two hands to wield.

Spade: This is simple shovel with an iron or wooden head. It counts as an improvised weapon.

Spike: Useful for climbing, nailing doors shut, or piercing the chests of vampires, spikes are a useful adventuring tool. The listed price is for one spike. A wooden spike is a stake, and these are available for 5 *p* each. Hand-carved stakes are more suited for hammering into people, rather than stone.

Telescope: A spyglass is a modern marvel, allowing the user to magnify objects and places up to five times their normal size. Still quite expensive because of their ground lenses and meticulous construction, spyglasses are used by many officers to track troop movements on the battlefield, and they are used even more by astronomers. Each quality grade above Common increases the magnification by five times. These items are never available at Poor Craftsmanship.

Trade Tools, All: These tools encompass several different groups of tools, from an engineer's tools (tongs, a saw, a hammer, nails, and so on) to Navigator's Kits (sextant, maps, and charts), to an Apothecary's kit (including a pestle and mortar, a small knife, and containers). Any career-based trade tools fall under this heading.

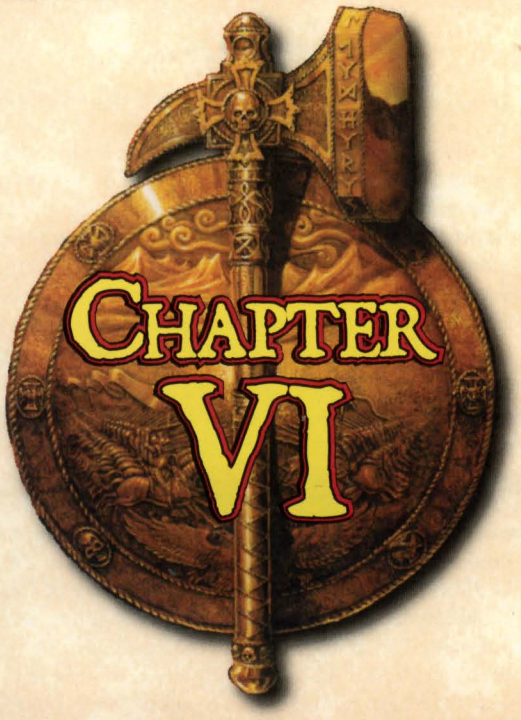
Twine, Roll: A roll of twine, about 20-yards worth, comes in handy to have regardless of occupation. The strength of the cord is measured by differences in Craftsmanship.

Wax, Sealing: Sealing wax is a block of beeswax. When held under a flame, it melts. Used for sealing containers, scrolls or messages, or imprinting a house or personal symbol, sealing wax is common throughout the Old World.

Wedge, Wood: A wooden wedge can serve to prop open doors or keep wagons from rolling.

Wheelbarrow: A useful tool for farmers and gravediggers, a wheelbarrow is little more than a flat board attached to a wheeled frame. Craftsmanship differences reflect improvements on construction and weight capacity.

Whetstone: Available in soft or hard stone varieties, a whetstone is used to keep blades sharp. Most whetstones are mined from rock quarried in the World's Edge Mountains and, to a lesser extent, the Middle Mountains.



Special Equipment

"When the alchemist said he'd need Manticore dung to make the poison, they all looked at me. I told 'em I was done with that life, but in the end it was 'dirty Heinrich' that got the job done."

—Heinrich, Altdorf Rat Catcher

Special equipment encompasses unusual goods holding a certain appeal to a small segment of the Old World population; they are rare or otherwise unusual. Included in this category are paraphernalia for the various religious groups, prosthetics, herbs, poisons and drugs, lucky charms, and other items of similar weirdness. At the GMs option, special equipment at different Craftsmanship levels may be available.

— Draughts —

Draughts are liquid concoctions that produce a variety of unusual effects. They do not require magic to manufacture. Instead, an apothecary can create draughts using a mixture of herbal and chemical components. To make, you must have a Trade Tools (Apothecary) set, spend 1d10 hours of labour per draught, succeed at a Trade (Apothecary) Test modified by the listed difficulty, and spend half the price in materials.

Bugman's XXXXXX (Hard): First brewed by Josef Bugman, and later distributed throughout the major cities of the Old World, drinking a frothy mug of this ale bolsters a character's resolve, making him immune to Fear Tests for 1d10 hours. However, Bugman's XXXXXX is extremely potent, counting as four drinks and requiring a Hard (–20%) Consume Alcohol Test to avoid getting stinking drunk.

Cure-all (Challenging): Plague is a common problem in the Old World, and lacking the means to combat it adequately, it spreads quickly, carried by merchants and other travellers. Worse, the fabled Skaven are blamed for the sudden outbreaks when they occur in cities, especially in Tilea. To fight such diseases, physicians use leeches, stoke hot fires and confine the ill to rooms to sweat out the bad humours, splash lime on the streets, or whatever they can to stop its spread. A few turn to the old ways, brewing draughts from mixtures of herbs and other things to specifically fight a disease. Unfortunately, such cure-alls rarely work with any consistency.

Each cure-all must be specially crafted for its recipient so it can properly counteract the disease. Making a cure-all requires Trade Tools (Apothecary), 2d10 *gc* worth of ingredients, and takes 1d10 hours. If a successful Very Hard (–30%) Trade (Apothecary) Test is made, the drug works and removes the disease. If the test fails, the mixture is off and potentially dangerous. The GM should roll on **Table 6-1: Quack Medicine** to find out what sort of effect it will have on the imbiber. The maker of the drug always believes he's gotten it right, unless the table result says otherwise.

Table 6–1: Quack Medicine

Roll	Result
01-20	*Sure-Fire Cure:* The drug is useless and the apothecary knows it.
21-40	*Whim and Tonic:* The drug is useless but counts as an alcoholic drink.
41-60	*May Cause Drowsiness:* The drug knocks the imbiber out for 1d10 hours.
61-80	*Tincture of Mercury:* The drug causes the imbiber to gain 1 Insanity Point.
81-100	*Medicinal Purge:* The drug is poison. The imbiber must make a successful Toughness Test or lose 1d10 Wounds, regardless of TB.

Table 6–2: Mamma Melchin's Cure for What Ails Ya

Roll	Result
01	**Ack…Poison!** Drinker must succeed on a Toughness Test, or take 1d10 Wounds, regardless of TB
02-10	**My hair, my beautiful hair!** Drinker's hair falls out and bursts dozens of blood vessels in his face. No other effect.
11-20	**Hey, I don't feel so goo…** Drinker noisily vomits and voids his bowels for 1d10×4 minutes. Thereafter, he is fatigued, taking a –20% penalty to all tests for 1d10 hours.
21-25	**I kill you!** Drinker goes into a crazed frenzy as if he had the Frenzy Talent for 1d10 rounds.
26-35	**Great Sigmar's Teats, what the hell is that?!?** Drinker sees a giant bug, daemon lord, or some other fantastic monster, drops whatever is in his hands, and runs in circles for a number of rounds equal to 10 –TB. At the end of this episode, he must make a Will Power Test, or gain 1 Insanity Point.
36-40	**Excuse me.** Aside from powerful eruptions of gas, the draught has no effect.
41-50	**Yuck.** The draught has no effect other than leaving a really bad taste in the mouth.
51-55	**Sigh.** The draught fills the drinker with a warm sensation, but otherwise has no effect.
56-65	**I think I'm feeling better.** The draught confers a +5% bonus to Toughness Tests made to resist disease.
66-70	**Mmm, I think I'll have another.** The draught removes 1 Wound, but the drinker must drink another dose or take a –5% penalty to all tests for 1d10 hours or until he does so.
71-80	**Good as new.** The draught functions like a Healing Draught (see at right).
81-85	**I feel invincible!** The draught fills the imbiber with a misplaced sense of courage. He gains a +10% bonus to Will Power Tests made to resist Fear for 1d10 hours.
86-95	**Get out of my belly!** The draught automatically removes any disease affecting the character as well as any poisons. If the imbiber has both a disease and a poison, the imbiber takes 1 Wound regardless of his TB and must roll again. Multiple rolls with the same result are cumulative.
96-99	**I don't think it's working.** Roll twice more. Multiple rolls with the same result are cumulative.
100	**Uh oh.** Roll three more times, ignoring future results of 96 or higher. Multiple rolls with the same result are cumulative.

Esmerelda's Calming Nectar (Challenging): This small glass philtre contains a bright blue fluid. When consumed by an individual suffering from the effects of an insanity, he becomes lucid, and his Insanity Points are halved for 1d10 minutes. At the end of the draught's duration, his Insanity Points return to normal. He must then make a Challenging (–10%) Will Power Test, or gain 1 additional Insanity Point as his fragile mind rushes back to the depths of madness.

Table 6–3: Draughts

Draught	Cost	Enc	Availability
Antitoxins	5 *gc*	5	Scarce
Bugman's XXXXXX	50 *gc*	5	Very Rare
Cure-all	11 *gc*	—	Common
Esmerelda's Calming Nectar	300 *gc*	—	Very Rare
Essence of Chaos	225 *gc*	—	Very Rare
Feyeyes	25 *s*	—	Scarce
Greta's Boon	30 *gc*	—	Very Rare
Healing Draught	5 *gc*	—	Average
Mamma Melchin's	18 *s*	—	Common
Moot Milk	50 *gc*	—	Scarce

Essence of Chaos (Very Hard): This bitter brew is so foul, drinking it deals 1 Wound of damage regardless of TB. Distilled from the brain of a Beastman, Essence of Chaos assails imbibers with brutal visions of carnage and death, bestowing 1 Insanity Point from the experience. As a side effect, the drinker has an uncanny ability to sense the winds of magic, gaining a +5% bonus to Magic Sense Tests and a +1 bonus to casting rolls for any spells cast. These bonuses last for a number of minutes equal to your Magic Characteristic.

Feyeyes (Average): Brewed by Elf alchemists in the mysterious Athel Loren, the recipe for this draught slipped out into the Old World through illicit means; some claim an Elf Wizard was murdered for the knowledge. Sometimes used by guards and watchmen who work late shifts, Feyeyes grants a +5% bonus to Perception Tests for 1d10 hours. However, the imbiber cannot sleep until the effects wear off.

Greta's Boon (Hard): When the fumes of this unusual mixture of aromatics and chemical components is inhaled, it temporarily improves the senses, conferring a +5% bonus to Intelligence Tests for 1d10 rounds.

Healing Draught (Routine): Consuming a healing draught automatically heals 4 Wounds on a lightly injured character. A healing draught has no effect on a heavily injured character. This draught will not raise Wounds Characteristics above the current maximum.

Kiss of the Courtier (Scarce): A popular draught in Altdorf, Kiss of the Courtier is a fine brandy infused with narcotics. The drinker gains confidence, and his natural talents at wit and charm improve, but his intellect dulls as the drink heightens his pleasure senses. Drinkers of this draught gain a +5% bonus to Charm Tests but take a –10% penalty to Intelligence Tests. Sycophants to the Emperor under the influence of this drink are easily identifiable by their flushed features and wet eyes.

Liquid Courage (Routine): Pure grain alcohol with a pinch of other herbal ingredients, Liquid Courage is an uncertain method to maintain resolve in the face of the awful things spawned in the Old World's dark corners. The imbiber gains a +10% bonus to Will Power Tests made to resist Fear; however, he must make a Very Hard (–30 %) Toughness Test or become Stinking Drunk (see **Chapter Five: General**

Equipment for the effects of alcohol). Even if the subject succeeds on the test, he takes a –10% penalty to Agility and Intelligence Tests for 1d10 × 10 minutes.

Mamma Melchin's Cure for What Ails Ya (Routine): This generic cure-all has many names, though Mamma Melchin's is the best known. With claims of remarkable properties in driving out evil spirits, restoring fluids, and curing unseemly rashes, this draught is popular among commoners who can afford it. However, it is unreliable and always has unexpected results. When this draught is imbibed, rolled on **Table 6-2** on the previous page to determine the effects.

Moot Milk (Challenging): This thick milky substance tastes foul and leaves a chalky grit on the tongue. After 1d10 rounds, the imbiber enjoys heightened reflexes and a better sense of balance, resulting in a +5% bonus to Agility Tests. However, a side effect of the milk is that it dulls the senses and resolve, imposing a –10% penalty to all Will Power Tests. The effects of Moot Milk lasts for 3d10 rounds.

— Poisons —

Capable of bringing down great warriors, powerful nobles, and influential priests, a skilled poisoner is one of the most feared killers in all the lands. It's never certain what meal, what drink, what knife in the dark holds some vile oil that kills. Naturally, people at risk of being poisoned take steps to ensure their safety, employing food tasters, court wizards to sense poison, and priests to pray for them as they die.

To ensure results, many assassins use compound poisons on their victims, so that if their victim survives one type of poison, he must still contend with the other six or so ravaging his system. For example, a famous treatise on poisoning from Araby lists a recipe for a compound whose core is a rat stung to death by a scorpion, which is then steeped in powdered lead and excrement at the bottom of a refuse pile, before being ground down to powder and sprinkled in wine or on a meal. Preparing a compound poison (any mixture of two or more poisons) uses the worst difficulty, plus one step worse for every added poison beyond the first.

To prepare or apply a normal poison, you must succeed a Prepare Poison Test applying the listed difficulty. On a failed test, the poison is ruined.

Belladonna (Routine): Also called deadly nightshade, belladonna is used by Estalian women as a cosmetic—a single drop causes the pupils to dilate. As an ingested poison, belladonna poisoning is often mistaken for rabies because the victim suffers from dryness of mouth and throat, a strange scarlet rash, and convulsions. A victim poisoned by belladonna must succeed a Toughness Test or die in a number of hours equal to his TB x 2.

Black Lotus Poison (Average): The black lotus, an extremely deadly plant, grows in the deepest forests of the southern provinces of the Empire. To use, it must be injected directly into a victim's bloodstream, such as by weapon or arrow. A weapon coated with the toxin and that inflicts a Wound deals +4 additional Wounds unless the target succeeds a Challenging (–10%) Toughness Test.

Bottled Love (Routine): This aphrodisiac is believed to unlock amorous passions. That is only part of the truth. This poison causes burns and blisters to develop in the digestive and urinary tracts, stimulating the victim in the process. While this does enhance performance, bottled love can kill, sending the victim into convulsions. A victim of bottle love must succeed a Toughness Test or become paralyzed with convulsions for 1d10 rounds. If the test is failed, at the end of the convulsions the victim must then succeed at another Toughness Test or die.

Chimera Spittle (Very Hard): Harvested from (as the name so disturbingly suggests) a chimera, no small feat in itself, chimera spittle is highly acidic and burns the flesh on contact dealing 1 Wound with the merest drop. Applying this venom requires a steady hand and a successful Agility Test or the poisoner gets a little on him, taking 1 Wound of damage. On the first successful attack by a weapon envenomed by Chimera spittle, the victim must succeed a Hard (–20%) Toughness Test or take 1 Wound regardless of TB and die in 1d10 rounds

Crimson Shade (Routine): Concocted from the leaves of the Estalia blood oak, crimson shade is an addictive drug. When a character smokes a dose of crimson shade, he gains a +3 bonus to his Initiative result (Agility plus 1d10) and increases his Strength characteristic by +5%. The effects of this drug last for one hour. Unfortunately, the addictive nature of crimson shade means that after every use of this drug, the character must succeed a Very Hard (–30%) Will Power Test or take a –10% penalty on all Weapon Skill and Ballistic Skill Tests until he acquires another dose.

Cyanide (Hard): Taken from laurel berries and bitter almonds, or extracted from the pits of plums, apricots, cherries, and apple seeds, cyanide is a dangerous drug that can kill a man quickly. If a person ingests or inhales a substantial amount of cyanide, they must succeed a Challenging (–10%) Toughness Test or die in a number of rounds equal to their TB.

Dark Venom (Challenging): Cultivated from the horrid Heldrakes—sea dragons of the Western Ocean—even the slightest wound infected by dark venom results in terrible pain. If you deal 1 Wound with a weapon coated in this poison, the target takes an additional Wound on the following round from electric jolts of raw agony coursing through his body.

Green Scorpion Venom (Hard): A particularly nasty venom available from shady Araby dealers is scorpion venom. Normally, this toxin is taken from stung mice, rats, or other small animals, which are then dried and ground into powder. From this mess, the poison can be sprinkled in food and drink or mixed with oil to apply to a blade. So nasty is this venom, a failed Prepare Poison Test by 30% or more indicates the user poisons himself instead. A target affected by Green Scorpion Venom must make a Very Hard (–30%) Toughness Test or die in a number of rounds equal to their TB.

Heartkill (Hard): Certain potent venoms become even deadlier when mixed. Such is the case of the amphisbaena (the two- headed serpent) and jabberwock venom. When blended, these toxins form a colourless, odourless liquid, virtually undetectable when placed in food or drink. The imbiber must succeed on a Challenging (–10%) Toughness Test, or die in 2d10 rounds when the poison reaches the heart and kills the drinker.

Henbell (Challenging): This drug and poison is an intoxicant that eventually makes its users fall asleep, sometimes into a coma. Used by herbalists to dull pain and put patients to sleep, it was soon discovered the plant was also quite toxic, causing dulled vision, nervousness, delirium, and convulsions. However, henbell has a vile taste and is easily identifiable in food and drink, so only the spiciest foods can mask it. Consuming a regular dose of Henbell forces a subject to succeed a Toughness Test, or in 1d10 rounds he becomes tired and delirious, the equivalent of becoming Stinking Drunk (see **Chapter Five: General Equipment** for details) with normal recovery time. A double dose requires the same test, but failure causes the character to fall into a coma lasting 1d10 months. If not fed and watered, the character starves to death. Likewise, if not cleaned, he could catch a disease at the GM's discretion.

Mad Cap Mushrooms (Easy): The hallucinogenic mad cap mushrooms (also called death angels) are popular with the Goblin tribes of the World's Edge Mountains. When consumed before battle, the character slips into a mad and destructive rage. His Strength characteristic increases by +1, and he becomes oblivious to damage, further reducing all Wounds taken by –1. In his madness, he can't dodge or parry. The effects of this drug last for 2d10 rounds. At the end of the effect, the mushrooms deal 2 Wounds regardless of TB.

Mandrake Root (Easy): The mandrake root is a potent drug used to mask the suffering of tortured lives among the insane in the Old World. A dose of this drug makes the imbiber warm and sleepy. However, it takes only a single dose to become dependent, forcing the character to make a Will Power Test each day to resist his cravings. On a failed test, he obtains and takes a dose by whatever means necessary. A failed test when the drug is simply not available imposes a –10% penalty to Intelligence, Will Power, and Fellowship Tests until he next takes a dose. One dose restores characteristics to their normal values.

Long-term abuse of the Mandrake Root weakens the body and the mind and leaves the character more susceptible to gaining further Insanities. For every six months the character is addicted to the drug, he permanently loses –10% to his Strength, Toughness, Agility, Intelligence, and Fellowship characteristics. In addition, for every six months he's dependent on the drug, he loses –15% Will Power.

Manticore Spoor (Average): Harvested from Manticore dung, this poison is lethal but has soporific side effects. The first hit made by a weapon smeared with manticore dung that also deals damage requires the victim to succeed a Challenging (–10%) Will Power Test or fall asleep. If the victim fails this test, not only does he slip into a dreamless slumber, he must also succeed a Hard (–20%) Toughness Test. If he fails this test too, he dies.

Rabid Dog Saliva (Hard): The saliva of a mad dog is a virulent slow-acting poison gradually driving victims insane before they die a gruesome and painful death. Smeared on weapons or added to food and drink, rabid dog saliva is a cruel way to kill a person, and one that is almost guaranteed to spread to others as the afflicted person bites and attacks his loved ones. Upon exposure to rabid dog saliva, the victim must make a Hard (–20%) Toughness Test or contract rabies. Thereafter, the victim must make a successful Will Power Test each day or gain 1 Insanity Point. For every Insanity Point gained, the subject also takes a –1 penalty to his Wounds Characteristic. When his Wounds Characteristic reaches 0, he's dead. When the victim gains 6 Insanity Points from the disease, he automatically gains Blasphemous Rage and does not lose any

Table 6–4: Poisons

Poison	Cost	Enc	Availability
Belladonna	15 *gc*	—	Rare
Black Lotus	20 *gc*	—	Very Rare
Bottled Love	10 *gc*	—	Scarce
Chimera Spittle	150 *gc*	—	Very Rare
Crimson Shade	35 *gc*	—	Very Rare
Cyanide	30 *gc*	—	Araby-Poison
Dark Venom	30 *gc*	—	Very Rare
Green Scorpion Venom	1,000 *gc*	—	Very Rare
Heartkill	800 *gc*	—	Very Rare
Henbell	50 *gc*	—	Scarce
Mad Cap Mushrooms	30 *gc*	—	Very Rare
Mandrake Root	25 *gc*	—	Very Rare
Manticore Spoor	65 *gc*	—	Very Rare
Rabid Dog Saliva	35 *gc*	—	Rare
Ruby Sulphur Extract	1,200 *gc*	—	Very Rare
Sagekill	150 *gc*	—	Rare
Sigmar's Blood	80 *gc*	—	Rare
Spider Spittle	20 *gc*	—	Rare
Viper Kiss	350 *gc*	—	Very Rare
Thung	10 *gc*	—	Scarce

further Insanity Points. One nasty side effect of this poison is that anyone coming into contact with the victim's saliva must also succeed a Hard (–20%) Toughness Test or contract rabies. Whole families have been wiped out by a single dose of this virulent disease.

Ruby Sulphur Extract (Average): Old World poisons traditionally had a peculiar taste or stench until the development of arsenic in the Border Princes. Discovered in the nearby foothills, miners found an odd crystal deposit they called ruby sulphur. Shortly after it was taken from the mines, it changed colour and disintegrated into a harmless powder. Later, an Araby alchemist realized a connection between the often-sudden transformation and the presence of light, finding that the amount and intensity of light affected the rock's rate of decomposition. Curious, he brought back a sample under the cover of night to his laboratory. After conducting a series of tests, he melted the stone down and when it dried; what remained was a strange white powder. Using the normal testing, he found the powder lacked an odour, taste, and when mixed in solutions, it didn't change the colour. Unfortunately for the alchemist, his extensive experiments led to his death. Around the same time, a new poison suddenly spread throughout the Old World. People died with no explanation as to how and why, leaving no apparent evidence in food or drink. It was only after the Estalia government captured an assassin did they discover this new poison, and the link between the alchemist and the rash of recent deaths became known.

Ruby sulphur extract, sometimes called arsenic, is the preferred type of poison for those who can afford it. Expensive and found only in one location in all the Old World, though rumour has it that Cathayan merchants sometimes transport small quantities of this powder, it is beyond the reach of most would-be killers.

To use ruby sulphur extract, it must either be mixed in with food or drink, or inhaled, such as by rubbing the powder on a handkerchief or scarf. A poisoned victim must succeed a Challenging (–10%) Toughness Test or die in a number of hours equal to his TB.

Sagekill (Challenging): Made famous by the suicide of one of the Old World's greatest philosophers and sages, Syclus the Wise, sagekill is a foul-tasting, powerful poison whose effects are generally painless. Upon drinking a draught of sagekill, the victim must succeed on a Hard (–20%) Toughness Test or in a number of minutes equal to one-half his TB, he loses feeling in his arms and legs, can no longer able to walk or wield a weapon, and in a total number of minutes equal to his TB, dies with heart and lungs paralyzed. In the rounds leading up to the paralysis of arms and legs, he suffers from vertigo, taking a –10% penalty to all of his main characteristics.

Example: *Saul drinks a gallon of wine laced with sagekill. His Toughness Characteristic is 46% (TB 4), but he fails his roll. He immediately takes the penalty to all his main characteristics, and after two minutes, his limbs are paralyzed. After four minutes, he dies.*

Sigmar's Blood (Easy): To treat a variety of diseases from love to many of the plagues affecting the bowels, apothecaries make extensive use of this silvery, liquid metal. Taking its name from the patron deity of the Empire, users of mercury tend towards rash or unusual behaviour and sometimes die. Taking a single dose of Sigmar's Blood requires the imbiber to succeed on a Toughness Test or gain 2 Insanity Points. In addition, a single dose grants a +5% bonus on the target's next Toughness Test to resist the effects of a disease or poison within 24 hours.

Spider Spittle (Hard): Manufactured in the same way as Green Scorpion Venom—using the carcasses of a small animal bitten by a poisonous spider—spider spittle is a dangerous paralytic poison that can only be applied to a weapon. An opponent injured by an envenomed blade must succeed on a Challenging (–10%) Toughness Test or take 1 Wound (regardless of TB) and be paralyzed for a number of rounds equal to 2d10 –TB.

Viper Kiss (Challenging): Another poison from animals, the black stripe vipers of Araby are some of the most poisonous snakes in the Old World. Only the most skilled animal handlers can extract poison from these creatures, and even then there is a high mortality rate. Drawn straight from the fangs of a black stripe viper, this vile liquid burns to the touch, and its fumes sting the eyes. When an envenomed weapon deals damage to a target, that target must succeed a Hard (–20%) Toughness Test or die in a number of minutes equal to his TB. Each minute until he dies, he takes a cumulative –10% penalty to all of his main characteristics and 1 Wound of damage (regardless of TB).

Thung (Average): One of the oldest poisons in use, thung is a derivative from a toxic herb called monk's hood. It has a bitter smell and taste, making it difficult to use in foods unless the food is rancid or heavily spiced with garlic or onions. Eating thung forces the victim to succeed on a Toughness Test or die in a number of days equal to his TB.

— Oddities —

With all the possible dangers characters face on their adventures in the Old World, they sometimes require unusual equipment, items to combat specific threats or give them hope in the darkest of times. Oddities are a catchall for such things, gear normally found only in the possession of heroes.

Amulets and Talismans: A common custom in the Old World is to wear amulets and talismans. Worn to ward away the various woes and ills of life, they can be nothing more than a few bones from fallen comrades or dead forebears as an honour to their lives, or they can be what many marksmen carry, holed coins and pierced playing cards attached to their helmets or weapons as proof of their skill. Others may take a tooth or claw from slain adversaries as a record of their campaigns. Such items are usually scavenged or made and are free. For the really desperate or gullible, such oddities can usually be purchase from peddlers and minor hedge wizards, but none of these items have any power.

Antitoxin Kit: An antitoxin kit includes a small knife, several herbal packs, and live leaches. If poisoned and you fail

Table 6–5: Oddities

Item	Cost	Enc	Availability
Amulet and Talismans	2 *p*	—	Common
Antitoxin Kit	3 *gc*	—	Scarce
Bezoar	30 *gc*	—	Rare
Blessed Water	10 *gc*	—	Scarce
Healing poultice	5 *p*	—	Common
Garlic	7 *p*	—	Common
Grimoire	500 *gc*	—	Very Rare
Lucky Charm	15 *gc*	—	Average
Miragliano Glass	40 *gc*	2	Rare
Powdered Emerald	100 *gc*	1	Rare
Purity Seal	8 *gc*	—	Average
Religious Relic	10+ *gc*	—	Rare
Scroll	1 *gc*	—	Common
Toadstone	40 *gc*	—	Very Rare

your Toughness Test, you may spend 2 full actions to try to save your life with the antitoxin kit. If you still live by the end of the time it takes you to spend the actions, you may reroll your Toughness Test. An antitoxin kit is good for three uses.

Bezoars: With the prevalence of poison in the courts of the nobles throughout the Old World, many alchemists offer special equipment to help stave off the toxic effects of poisoned or spoiled food. One such preventative measure is the bezoar, a small rock made of lime and extracted from the gullet of a deer, antelope, or similar creature. To use, simply place the small stone in the bottom of a cup or goblet. Each stone offers a 10% chance to neutralize poison in a drink.

Blessed Water: Though Sylvania has fallen, few forget the horrors of the rule of the Vampire lords, and so demand for blessed water continues to this day. Some warriors receive a blessing from the Priests of Sigmar, anointed in sacred oil or sprinkled with holy water. For some warriors, this is a ritual they undertake before any battle. Blessed water requires a priest or other holy person to invoke a deity's blessings to make it pure. When sprinkled on undead, it causes 1 Wound, regardless of Toughness Bonus or armour.

Garlic: Another holdover from the terrors of Sylvania, commoners string garlic in their homes to ward off evil spirits during certain nights of the year.

Grimoire: A Grimoire is a tome of arcane knowledge, used by wizards to study the magical arts. Usually massive tomes bound in strange leather (sometimes Human skin or dragon hide), they are heavy, cumbersome, and inappropriate for long travels.

Healing Poultice: When used in conjunction with a Heal Test, this warm, stinking sludge of healing herbs and all manner of foulness enables a subject who is heavily injured to count as lightly wounded for the purposes of that test. Thus, on a success, the subject regains 1d10 wounds instead of only a single Wound. Characters using a poultice will have to put up with stinking dung, cow urine, or whatever nastiness that has been used as a base for the mixture.

Lucky Charm: No two of these folk charms look the same, as each incorporates runes, religious symbols, or signs and symbols of good luck. Good for just one use, you can use the luck charm to reroll one test or ignore a successful hit. If the latter, you must announce you are using the charm prior to determining Wound loss.

Miragliano Glass: So skilled are the glassblowers in Miragliano (a city-state in Tilea) that poisoned liquids poured in one of these glasses causes it to shatter due to the impure substance. The protective effects work 30% of the time and only apply to poisoned fluid.

Powdered Emerald: Long have witches and alchemists held that powdered gemstones have magical properties. If powdered emerald is mixed with wine or some other beverage, it has a 20% chance to neutralize any poison contaminating that drink. Furthermore, Heal Tests made to treat a character who drank a beverage infused with powdered emerald are made at a +10% bonus.

Purity Seal: For the religious or fearful, the Gods offer some consolation in the face of death. Some paint religious phrases on armour or shields, while many others pour sealing wax onto their armour and stamp it with a holy symbol to show their faith. For warriors without plate components, they incorporate such purity seals into the rune-inscribed plates they wear around their necks.

Religious Relic: A religious relic is the remains of or an artifact closely rlating to a dead saint or holy person. Such an object could be a bone, a scrap of cloth, or jewellery. A religious relic adds a +5% to Charm and Gossip Tests when you interact with someone of a religion holding the relic sacred. Bones of Sigmar are common relics, though the sheer numbers of these bits of bone are more than what any single body could hold.

Scrolls: Old Worlders, hoping for divine protection, believe the gods are better able to see invocations that are attached to the petitioner. So, many attach scrolls of parchment to their clothing or hang them around their neck on cords. The scraps of paper may be a written blessing, pages torn from a holy book, absolution of sin, or a ward against danger written by a priest. When campaigning in inclement climes, it is not uncommon for soldiers to wear, between their chest and shirt, brown parchment anointed with vinegar that is blessed by a Priestess of Shallya to protect against colds and flu. Though powerless, these items ease the fears of the soldiers and warriors who carry them into battle.

Toadstone: The rare toadstone is another ward against evil spirits, magic, disease, and poisons. Worn mounted in rings or strung on thin metal chains, the toadstone provides a +5% bonus to Toughness Tests against disease or poison. The one thing stopping their widespread use is their limited availability; toadstones are quite rare. On good authority, the most reliable way to gain a toadstone is to place a toad on red cloth. Eventually, the toad will spit out his stone. Those who try this or bloodier techniques rarely have much luck because toads like their stones and don't give them away easily.

— Religious Paraphernalia —

Devotion to the gods seems the surest means to survive the horrors of an approaching Chaos army, the sprawling hordes of Greenskins, or a lethal plague. Though Sigmar, Ulric, and Myrmidia are the most common, people worship a variety of Gods. Whether their piety is worn as an outward symbol or as a hastily muttered prayer, religion is a powerful force in the Old World. This section details some of the symbols associated with the most significant deities worshipped and how these symbols might apply to characters.

Sigmar

As the patron deity of the Empire, symbols of Sigmar are prevalent throughout the armies and mercenaries who work and fight for the Electors. The Sigmarite hammer serves as a symbol of unity between Man and Dwarf, and it is believed Orcs and Goblins fear this sign. Another popular image of the Empire's God is the twin-tailed comet, herald of Sigmar's birth in the Old World but more importantly, a symbol of the God's will.

Characters who wear symbols of the Empire's God hope to gain something of Sigmar's legendary strength, bravery, and indomitable constitution. Symbols, also serve as focuses for prayers to garner his guidance and protection. Symbols of the hammer may be etched onto plates or inscribed on scrolls, but the usual depiction is the twin plumes warriors wear on their helmets.

Ulric

Though worship of Sigmar supplanted the old religion of Ulric, the God of war, wolves, and winter is still a popular icon, especially in the north. As a war God, he is more destructive and fierce than Sigmar, and so some warriors also make invocations to the God of their forbears. The most common advocates of this God are the Knights of the White Wolf who incorporate images of the wolf in their armour by adding tailored wolf pelts and teeth or, at the least, fashion their armour to include wolf heads and claws. Outside of the Knights who avow service to this elder God, few other warriors in the Empire still recognize him. Those that do, incorporate a stylized U-shape into helmets, armour plates, and on weapon hilts.

Morr

As the God of the dead, few characters can afford to ignore this dark God. They do not do this to curry favour with the distant deity, but rather to strike fear into the hearts of their enemies. Hence, many shields bear images of the skull. Some characters and regiments carry skulls of famous warriors, old comrades, or slain enemies, which they engrave with runes, dip in gold or silver, or decorated with gemstones. Death is a present force in the lives of the Empire's people, and so skulls are symbols used everywhere, from hilts on swords, buckles, and helms.

Other symbols for the God of the dead include candles to represent those flanking the gates to the Garden of Morr, lighting the way for souls. Ravens are also popular figures, representing doom and acting as wards for necromantic magic. Of all the common devices used to represent Morr, none are used as much as the two Shillings characters nail to their armour, weapon, or shield, to pay the Priests of Morr to consecrate their bodies in death to prevent them from rising as undead.

Myrmidia

Where Sigmar is the God of the masses and Ulric the God of the savage warrior, Myrmidia is the Goddess of science and war. Favoured by ranking officers who know something of strategy and army infrastructure, she is not a figure to whom common fighting men turn. Her prevalence, despite the continued and sustaining popularity of Sigmar, persists in Imperial circles with images of a spear across a circular shield, the image of an eagle, or an eagle-faced mask.

Other Gods

Though warrior-Gods are the likeliest deities to which a soldier turns, other Gods do maintain some presence on battlefields. Certain regions venerate other deities and, as a result, turn to the Gods of their homes rather than foreign deities. Ex-priests turned warriors rarely forget the teachings of their pasts, and many maintain their devotion to the Gods of their youth. As a result, many characters adorn themselves with symbols of Gods not especially suited to warfare.

Manaan

As the God of seas, Manaan cares little for happenings on the mainland, and is thus infrequently reflected in the lives of most people who live away from the coasts. Marines and sailors sometimes pay reverence to this deity incorporating his symbol into their banners or armour. Manaan's symbol is a fish-tailed God or a trident.

Table 6–6: Religious Equipment

Attire	Cost	Enc	Availability
Aspergilla	30 *gc*	10	Average
Beads, prayer	1 *gc*	1	Common
Brazier, large	50 *gc*	50	Average
Brazier, medium	20 *gc*	30	Average
Brazier, small	10 *gc*	15	Common
Candelabra	15 *gc*	10	Average
Candlesticks	6 *s*	5	Common
Censer	2 *gc*	25	Average
Incense, stick or block	1 *gc*	—	Common
Relic Box	3 *gc*	10	Average

Ranald

Perhaps of all the Gods outside those of war on whom characters rely, it is Ranald, the trickster God and embodiment of luck. Nearly all characters have a luck charm like a lucky card, a pair of dice, or even a rabbit's foot. Many lowborn characters incorporate these luck charms in their armour. While useless, nearly all swear by them.

Shallya

As a custom in the Old World, whenever someone is injured, they bind a bit of parchment bearing a prayer to the Goddess of healing within the bandages, hoping to draw Shallya's attention to hasten the healing and stave off infection. Some wear small silver pendants in the shape of a heart or dove, wrapping them into wounds as well. One can always tell a veteran of many battles by a tattoo of a heart pierced by a spear or sword, beneath which is a motto; it is a common practice of those who were injured and survived to tell about it.

Taal

Only a few pay homage to the God of the wilds, and they are rarely warriors. The exception would be those people from the province of Talabecland. People there hold Taal in reverence, although Sigmarites have even reached their corner of the Empire. Warriors venerating this God are identified by the antlers incorporated in their helmets or images of the God—an antlered head or skull, or a twisted tree for instance—on their clothing and armour. Frequently, these warriors add small details to leather armour, such as a bit of antler sewn into their collars or worked into their weaponry.

Verena

Wherever scales, or a blindfolded maiden, or a downward pointing sword appears, one is sure to know engineers are close by. The Goddess of the sciences, she is venerated by all who value learning. Consequently, she is an infrequent audience to desperate characters, and only scholars call upon her when in danger.

Religious Equipment

The following equipment is specifically used by religious figures or particularly devout characters.

Aspergilla: An aspergilla is an instrument used to sprinkle holy water. Common priests use a tube with a perforated end,

but warrior priests of Ulric and Sigmar incorporate these devices into flails and morning stars, replacing the stout head with the sprinkler. Each hit splashes blessed water on the target. This inflicts 1 Wound on Undead creatures, regardless of Toughness Bonus or armour. An aspergilla can hold enough blessed water for four attacks, at which point the reservoir is empty.

Beads, Prayer: Used to mark time in meditation, prayer beads are sacred objects to many of Sigmar's faithful. Most of these items include a small symbol of the God, such as the twin-tailed comet or a warhammer. Some other religions also use prayer beads, especially Morr and Shallya.

Brazier: Braziers come in three general sizes: large, medium, and small. All are metal, usually brass, pans supported on tripods and used to burn incense or charcoal. A brazier does not provide much light, usually no greater than candlelight.

Candelabras and Candlesticks: A candlestick is a bone or metal stand to hold candles. Candelabras hold multiple candles. These are almost always brass, but copper, silver, gold, and even gromril are all appropriate.

Censer: A censer is an incense burner attached to a rope or chain. As the holder swings it side to side, it spreads sweet-smelling smoke in the air. Priests of Morr, Flagellants, and many other priests use these items. A censer can be used as an improvised weapon. However, there is a 20% cumulative chance with each successful attack that the censer is destroyed.

Incense: Incense is an aromatic resin or wood burned in times of meditation, prayer, or religious ceremonies. Thought to banish evil spirits and thoughts, incense is particularly common component of a priest's paraphernalia. Still, given the air quality in cities, incense serves a more practical purpose, such as covering foul odours. Incense comes in sticks (punks coated in resin or oil) or blocks. In either case, a single piece of incense burns for about 30 minutes.

Relic Box: A relic box is a small chest or coffer designed to hold something of particular religious significance like a bone fragment of a saint, a scrap of Sigmar's clothes (or an imitation thereof), or maybe a splinter of wood from Sigmar's battle standard. Relic boxes are often hung on cords or chains and worn around the neck.

— Replacements, Appendages, — & Enhancements

Combat is brutal in the Old World. Few walk away from the business end of an axe without at least a scar; many fare far worse. Mutilated individuals haunt the cities. Veterans hobble along on crutches holding out tin cups for alms, while victims of the pox or worse lose ears, noses, or fingers to rot or plague. In short, some of the deformities are awful. To combat the hindrances posed by such injuries, physicians have devised all manner of replacement parts to ease the lives of the afflicted. In addition to the prosthetics, this section also includes certain styles of body art, from piercing (popular with Sartosan Pirates) to tattooing.

Ear Horns: The Old World does not have a lot to offer the deaf. To help, the Old World offers horns made of wood or bone of which the small end inserts into the ear canal and the user positions the mouth towards the speaker. Ear horns grant a +5% bonus to tests made to hear something.

Eye Patch: A practical and affordable alternative to a false eye, an eye patch is a section of material attached to long cords that's worn over the missing eye and tied securely at the back of the head. The materials used vary with quality—the worst are fashioned of little more than rags stuffed in the socket, while the best are crafted from the finest leathers, silks, and velvets. Designs and decorations move in and out of fashion, but it is tradition for military veterans to display the heraldry of their regiment or commander.

False Eye: A man can lose his sight to many things, but some are unwilling to admit defeat. False eyes are a popular conceit of the rich who can afford high quality glass imitations. False eyes for the rich are matched to the remaining eye—where the Nobility set the fashion, many try to follow—hence poor quality wood or stone eyes to "plug the gap" for the poor.

False Leg: A sad necessity of war, artificers and surgeons all over the Empire have plenty of practice creating all manner of replacement limbs. Formed of a set of harnessing straps, a cup, and usually a wooden peg, these prosthetics give the wounded mobility and independence once more. Poorest Quality are little more than scavenged wood and a few straps, whereas the finest are often cushioned, jointed, and finely inlaid with heraldry, curses, or art. Some are intentionally hollow to hide weapons or transport illegal goods past guards. If you have a false leg, your Movement Characteristic is only –1 instead of halved (see **Permanent Effects** in **Chapter Six: Combat, Damage, and Movement** of the *WFRP* Core Rulebook).

Table 6–7: Replacements, Appendages, & Enhancements

Name	Cost	Enc	Availability
Ear Horn	5 *p*	—	Common
Eye Patch	6+ *p*	—	Common
False Eye	1+ *s*	—	Average
False Leg	6+ *s*	—	Average
Gilded nose	6+ *s*	—	Scarce
Hook	10+ s	—	Average
Skid Board	5+ *p*	10	Common
Skull plate	1+ *s*	—	Average
Tattoo	3+ s	—	Average
Teeth Caps	10+ *s*	—	Average
Veteran's hand	60+ *gc*	—	Rare
Wooden teeth	3+ *s*	—	Average

Gilded Nose: The obscure Dwarf smith Skalt Helfenhammer was said to have created the first "replacement nose" after an incident with black powder and a rogue candle. Whilst he chose gold, the noblest of metals, most today do not have the luxury of such a material. Wood, iron, or ceramics form the basis of most, though the term "gilded nose" lives on. The most basic are little more than a spout, slotted into the nasal cavity; whereas the finest are almost indistinguishable from the real thing.

Hook: The standby of the handless everywhere, these have been used for hundreds of years and attach to the wrist with cloth or leather straps. Poor quality are rusted and prone to snapping, whereas Best are of rare metals, decorated with a variety of attachments—knives, torches, soup spoons, and even hairbrushes. Hooks, when used as weapons, count as gauntlets.

Skid Board: Many beggars in the Old World lack even the basic means of propulsion. Individuals who have lost legs to war or were never graced with them at birth must pull themselves along on the ground. To help out a bit, most of these poor souls use flat boards or wheeled boards to slide across the ground. Better versions are padded, while the worst are nothing more than a large splintered shingle.

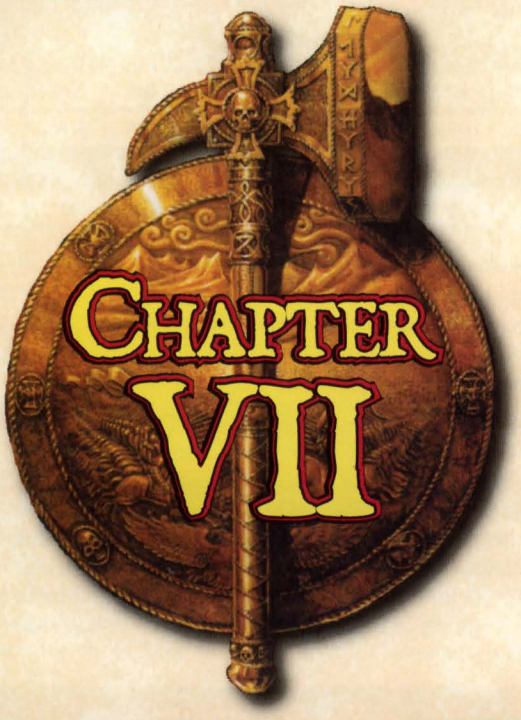
Skull Plate: Used on the most severe of head injuries, skull plates are a section of curved metal inserted or bolted onto the very bone to cover any missing sections of skull. Usually very functional, the poorest are brutal and basic looking, perhaps having weld marks, traces of their original form as a cooking pot, or whatever. The finest are etched with runes or prayer and inlaid with fine metals or gems.

Tattoo: Found mostly amongst sailors, soldiers, Dwarfs, and thieves, tattoos are skin decorations created by pricking pigment underneath the skin with fine needles. Poor quality tattoos are crooked, childish scrawls; whereas the finest are almost works of art.

Teeth Caps: Some of the most common things to fly in a bar fight are teeth, especially when one of the brawlers has a mail glove or steel gauntlet. When a whole set of teeth isn't warranted, many men, and none too few women, replace missing or broken teeth with caps. Cheap teeth caps are wood, while gold is popular among those who can afford them.

Veteran's Hand: Formed of two or more metal pincers controlled through wires, straps, and weights, this expensive prosthetic allows the user to grip and pick up objects, imparting a measure of dexterity but lacking fine manipulation. Made to measure by craftsmen, even Poor quality are marvels of engineering, though they may perhaps be secondhand, temperamental, or rusting. The finest are exquisite, jewelled and gilded creations sometimes worth more than the person sporting them.

Wooden Teeth: Disease, accident, and decay have ensured false dentures enjoy reasonable popularity in the Empire. Made of plates fixed with wood, ivory, or in some cases real teeth, purchasers have the option of full, half, or partial sets of teeth to replace their missing teeth. The Poor quality are often secondhand, shoddy looking, and chafe the mouth, while Best quality are carved of the finest woods, the whitest teeth, and are moulded to a perfect fit.



Chapter VII

Animals & Transport

"The monkey, he is a sign of Stromfels' favour. Since he's been with me, I've not been so much as scratched in battle."

—Gemma, Sartosa Pirate

Moving across the Old World is tricky. Dangers lurk unseen in the shadows. Fiends, Greenskins, and Beastmen all prowl in forgotten places, snatching a child for cruel rites, waylaying caravans, and slaughtering villages. To help survive the dangers of the wilds, many characters turn to animal companions like guard dogs and horses, while others who can afford it bypass the dangers altogether by hiring coaches or hitching rides on river barges. This chapter deals with ways to help characters get around in the wilderness by presenting a selection of animals while also describing the most common modes of transportation.

— Common Animals of the Old World —

Animals fill important roles in the lives of people. Horses speed up travel and serve as dray animals. Pigs dispose of rubbish and are a popular choice of food. Cattle give milk and beef, sheep give wool and mutton, and chickens give eggs and, well, chicken. Old Worlders rely on farming for food, and farmers depend on their animals to support the nation.

Companion and Specialty Animals

Though these animals serve many purposes, they are regarded as friends and companions. For the poor beggar on the streets of Nuln, a dog is not just protection from street gangs, it's a friend to keep him warm at night and to stand by him no matter how low he sinks. Cats, while used mostly as mousers, also serve wizards as guardians and pampered little girls as playmates. This is not to say these creatures have an exalted status. In fact, during hard times, pets are some of the first creatures to disappear in a city facing famine.

Also described here are specialty animals. Such beasts like guard dogs, homing pigeons, and hunting hawks are capable allies that perform their assigned tasks well. Whether carrying messages, snatching up prey, or protecting a house, these animals are often as valued as pets as they are servants.

Cats

Cats are widespread throughout the Old World. Haunting cities, wilds, and farmhouses, cats breed with amazing speed. As they are generally self sufficient and excellent at ridding a home or farm of annoying vermin, many people do not object to offering shelter to these wilful beasts. Cats come in a variety of colours and length of hair, though most of these animals are a mixture of colours and can have curly, long, or short hair. Truly exotic cats may be spotted or even hairless.

Common names for cats include Max, Sausage, Scruffy, Sky, Killer, Slinker, Socks, Ashes, Felix, Fluffy, Kessler, Ebb, and Fritz.

— Cat Statistics —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	10%	10%	38%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	1	1	6	0	0	0

Skills: Concealment, Perception +20%, Scale Sheer Surface, Silent Move
Talents: Alley Cat, Flee!, Keen Senses

Table 7–1: Companion and Speciality Animals

Animal	Price	Enc	Availability
Cat	1 *s*	—	Plentiful
Dog (pedigree)	3 *gc*	—	Plentiful
Dog, War	30 *gc*	—	Rare
Pigeons, Homing	1 *gc*	—	Average
Hunting Bird	80 *gc*	—	Rare
Monkey	40 *gc*	—	Rare
Trained Raven	10 *gc*	—	Rare

Dogs

Dogs are the other valued pets and companion animals. From roving mutts to the hunting dogs used by the elite, dogs are valued at nearly every level of society.

Dogs come in a wide range of breeds and are valued for their loyalty, a trait cats tend not to have. Some breeds are also valued for their viciousness and protectiveness. Dogs are easier to train than cats and, with some discipline, are useful agents for patrolling grounds, ferreting out rats in sewers, or protecting a sleeping master. Common dog breeds include bloodhounds, bull dogs, pointers, setters, and sheep dogs.

Common names for dogs include Fido, Rex, Butcher, Max, Duke, Killer, Doggy, Baron, and Barney.

Note: Rat Catchers' dogs have the Warrior Born talent.

— Dog Statistics —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	21%	21%	30%	15%	30%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim
Talents: Flee!, Keen Senses, Natural Weapons

War Dog

Domesticated dogs are uncommon in the Old World. Rural nobles occasionally keep a group of hunting dogs, and a few witch hunters swear by a dog's ability to smell out mutants. But few others can afford their upkeep, and the notion of dogs as pets really isn't prevalent. Wild dog packs roam the scrublands picking off wounded stragglers and feeding on carrion. Most of the bigger cities of the Empire, save Middenheim, have a couple packs of strays. Dogs can be fierce fighters, and a loyal war dog makes for a steadfast companion.

— War Dog Statistics —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	32%	38%	30%	15%	43%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Follow Trail, Intimidate, Perception +20%, Swim
Talents: Flee!, Keen Senses, Natural Weapons, Strike Mighty Blow

Homing Pigeons

Homing pigeons are used to carry messages over large distances, favoured by spies and other shadowy types. A homing pigeon, although similar to ordinary pigeons, is more muscular and can fly much longer distances than other pigeons.

These animals have a nearly unerring ability to find their way back to their home roost. Homing pigeons that are released have an 80% chance of returning back to their homes safely, along with any message they might be carrying. The birds have negligible statistics.

Hunting Birds

Falconry is a popular pastime with nobles, and a well-trained falcon is fully capable of blinding an opponent. Hunting birds are specially trained raptors that can fetch and bring back small game. Owls and eagles are included in this category. Many hunting birds are hooded to keep them calm. A falconer must wear leather or mesh gloves; otherwise, when the hunting bird lands on the arm, the falconer takes 1 Wound from its talons. When used in conjunction with an Outdoor Survival Test, the difficulty for such a test drops by one step. Hunting birds include owls, ospreys, eagles, falcons, and other similar creatures. Common names for hunting birds include Streak, Hunter, and Swoop.

— Raptor Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	0%	10%	10%	38%	12%	24%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	7	1	1	2 (8)	0	0	0

Skills: Perception +20%
Talents: Flier, Keen Senses, Orientation, Strike to Injure
Special Rules:

- *Hunter*—The talons and beak of a raptor cause SB –2 damage with the Fast Quality.

Monkey

In recent years, traders from distant lands have begun importing monkeys. These creatures can be trained to perform many tasks, such as retrieving equipment, carrying objects, and even thievery. Still, some view monkeys with suspicion because their expressions and personalities seem all too Human. And many people who've encountered these critters have felt the sting of thrown dung from one of these mischievous little devils.

People who own monkeys grow very attached. They give them Human names like Karl, Edward, Petra, and Lucy.

— Monkey Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20%	25%	10%	10%	40%	15%	10%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	1	1	4	0	0	0

Skills: Concealment, Scale Sheer Surface
Talents: Flee!

Raven

Ravens, the infamous black birds that prowl battlefields for carrion, are a common sight in the Old World. Believed to be birds of ill omen, the eyes of necromancers—and worse—ravens elicit fear in most commoners. Still, a raven can be trained like other birds to be a companion, although their usefulness is not as great as that of a falcon or owl.

— Raven Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	0%	10%	10%	38%	12%	24%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	6	1	1	2(8)	0	0	0

Skills: Perception +20%
Talents: Excellent Vision, Flier, Keen Senses

Mounts

As most can't afford the luxury of a steed, a great distance is one that can't be walked in a day. A good mount can close the distances between cities, outdistance brigands and Beastmen, and carry a great deal of equipment. Though expensive, most Old Worlders recognize the value of a good horse for riding, fighting, or working.

Bretonnian Charger

Though the warhorses bred in the Empire are fine mounts in battle, they pale before the magnificence of the Bretonnian Charger. Over 20 hands high, nobles are especially careful in the breeding of these steeds. Hence, these mounts are in high demand, and only the wealthiest nobles in the Empire can afford the bribes necessary to procure one.

— Bretonnian Charger Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	0%	45%	45%	30%	12%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	18	4	4	9	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses, Natural Weapons, Strike Mighty Blow

Destriers

The heavy warhorses are the preferred steeds of knights throughout the Empire. Built for combat, a single hit from one of their steel-shod hooves can cave the skull of a lesser man. Furthermore, they are trained to overcome the natural fears of other horses and can withstand the sounds of combat, the smell of blood, and other terrors that inspire fear in lesser beasts.

— Destrier Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	45%	45%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	18	4	4	8	0	0	0

Table 7–2: Mounts

Mount	Cost	Enc	Availability
Bretonnian Warhorse	750 *gc*	—	Rare
Destrier	500 *gc*	—	Scarce
Light Warhorse	300 *gc*	—	Common
Pony	50 *gc*	—	Common
Riding Horse	80 *gc*	—	Common

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses, Natural Weapons, Strike Mighty Blow

Light Warhorses (Coursers)

Not all mounted warriors can afford the steep price of a heavy warhorse, instead turning to lesser steeds. Light warhorses, though smaller, are trained for combat just like Destriers, not fleeing from the scent of blood or sounds of battle.

— Courser Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	40%	40%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	8	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses, Natural Weapons, Strike Mighty Blow

Ponies

Most horses serve as battle mounts or dray animals. The mountain ponies of the World's Edge Mountains are an expensive alternative. Sturdy and strong, they make for excellent pack animals. Also, they are serviceable mounts for Dwarfs and Halflings. These steeds are not trained for battle, and the rider must succeed a Challenging (–10%) Ride Test and a half action to control his mount.

— Pony Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	35%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
0	12	3	3	6	0	0	0

Skills: Perception, Swim
Talents: Acute Hearing, Keen Senses

Riding Horses

Warhorses are unsuitable for general riding. Most knights only mount their warhorses in times of battle. Instead, they rely on riding horses for daily use. The finest and most ill-tempered steeds come from Araby and command prices as high as 10 times the normal cost for horses.

— Riding Horse Statistics —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	38%	38%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
0	12	3	3	8	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses

Mount Gear

It's not enough to just own a steed; one must be able to care for it as well. This small selection of gear covers the essential equipment needed to ride and maintain a steed.

Fodder: This price reflects what it costs to feed a horse for one day. Normally horses can crop grasses and weeds, but they cannot subsist on such fare for long. Good fodder consists of a mixture of hay and oats.

Grooming Kit: A grooming kit includes a mallet, spare horseshoes and nails, several brushes, a good knife, and a horse blanket.

Harness: A harness is a complex arrangement of straps and reigns that fit over a horse's muzzle to give the rider control. If you attempt to ride a horse without a harness, all Ride Tests are at one difficulty higher than normal. If you attempt to ride a horse without a harness and a saddle, Ride Tests are still only one difficulty higher.

Saddle: A saddle is a rigid leather, cushioned seat that fits on a horse's back and is held in place by a strap. If you attempt to ride a horse without a saddle, all Ride Tests are at one difficulty higher than normal. If you attempt to ride a horse without a harness and a saddle, Ride Tests are still only one difficulty higher.

Saddlebag: A saddlebag ties onto a saddle and is nearly always made of durable leather and has a flap that closes over the mouth. Inside, there are smaller pouches and divisions to keep certain items separate. A saddlebag can hold 100 units of Encumbrance.

Barding

What good is a mount if he drops in battle? Barding solves this problem. It provides knights and other warriors the means to protect their mounts while fighting. However, barding is far more expensive than ordinary armour.

Barding comes in the standard armour materials: leather, studded, mail, scale, and plate. There are two major types of protection. Half barding protects the mount from attacks originating from the front, while full barding protects the mount in its entirety. **See Table 7–4: Barding** for details. For information on the various types of materials, see **Chapter Two: Old World Armour**. A horse that wears chain barding takes a –10% penalty to its Agility

Table 7–3: Mount Gear

Mount	Cost	Enc	Availability
Fodder	5 *p*	50	Plentiful
Grooming Kit	5 *gc*	30	Common
Harness	1 *gc*	20	Common
Saddle	5 *gc*	50	Common
Saddlebag	2 *gc*	5	Average

Table 7–4: Barding

Barding Type	Cost	Enc	Location(s) Covered	AP	Availability
Leather					
Half Leather	50 *gc*	120	Body, Left Front Leg, and Right Front Leg	1	Scarce
Full Leather	75 *gc*	240	All	1	Scarce
Studded Leather					
Half Studded Leather	135 *gc*	240	Body, Left Front Leg, and Right Front Leg	2	Rare
Full Studded Leather	270 *gc*	480	All	2	Rare
Chain					
Half Mail Armour	255 *gc*	315	Body, Left Front Leg, and Right Front Leg	3	Rare
Full Mail Armour	510 *gc*	630	All	3	Rare
Scale					
Half Scale Armour	540 *gc*	900	Body, Left Front Leg, and Right Front Leg	4	Rare
Full Scale Armour	1,080 *gc*	1,800	All	4	Rare
Plate					
Half Plate Armour	600 *gc*	600	Body, Left Front Leg, and Right Front Leg	5	Very Rare
Full Plate Armour	1,200 *gc*	1,200	All	5	Very Rare

Characteristic, scale barding takes a –10% penalty to its Agility Characteristic and a –1 penalty to its Movement Characteristic, and a horse wearing plate barding takes a –1 penalty to its Movement Characteristic.

Livestock

Livestock serve two purposes: labour and food. For the most part, statistics for these animals are unnecessary. They are wholly unsuitable in combat, as they are not trained for battle. Anytime they encounter something frightening like fire, loud noises, or the smell of blood, they flee unless they can be calmed, requiring a half action and a Challenging (–10%) Animal Care Test. Finally, some of these animals may be ridden, such as the various horses, donkeys, and mules, but doing so worsens the difficulty of Ride Tests by two steps.

Chicken: Chickens are a staple food source in the Old World, both for the eggs they lay and the meat on their bones. Chickens have negligible characteristics.

Cow: Cows are valued more for their milk than their flesh. For most peasants, beef is a rare luxury. Cows have negligible characteristics.

Donkey: These cantankerous beasts are stubborn, wilful, and generally unpleasant. Still, they are cheaper than horses and can be used for labour or as pack animals. The have the same characteristics as ponies.

Goat: Valued for their milk and their ability to clean up rubbish, goats are nearly as common as chickens in the Old World. Goats have negligible characteristics.

Horse, Draft: Draft horses are specially bred for labour, such as pulling ploughs, wagons, or carts. They have the same characteristics as a light warhorse.

Mule: A mule is what you get when a donkey and a horse have a romantic encounter. Mules make ideal dray or pack animals. They have the same characteristics as a riding warhorse.

Ox: Oxen are incredible beasts of burden and are used mostly as dray animals. They have the same characteristics as a light warhorse but with a 6 Movement.

Packhorse: Travellers often use packhorses to carry equipment. They have the same characteristics as a riding warhorse.

Pig: Like goats, pigs are fantastic at cleaning up waste and producing fertilizer. Pigs have negligible characteristics.

Sheep: Sheep provide wool, one of the most common materials for clothing. As a result, these animals are widespread; though the majority of them are found in Estalia and Bretonnia. Sheep have negligible characteristics.

Table 7–5: Livestock

Livestock	Cost	Enc	Availability
Chicken	5 *p*	—	Plentiful
Cow	10 *gc*	—	Plentiful
Donkey	15 *gc*	—	Plentiful
Goat	2 *gc*	—	Plentiful
Horse, draft	25 *gc*	—	Plentiful
Mule	20 *gc*	—	Plentiful
Ox	30 *gc*	—	Plentiful
Packhorse	40 *gc*	—	Plentiful
Pig	3 *gc*	—	Plentiful
Sheep	2 *gc*	—	Plentiful

— Travel in the Old World —

Travel in the Old World is a dangerous undertaking, slow and unsafe. A few miles out from any of the Empire's few cities, the cultivated land gives way to wilderness where road conditions are sketchy, and roads are difficult and expensive to maintain. Fallen logs, floods, and washed out roads make passage difficult or even impossible. Moors and bogs fill the lowlands in the old woodlands, hiding bandit and monster alike who want nothing more than to attack an ill-prepared traveller. Certainly, road wardens and local militias patrol the lands, but they cannot be everywhere at once. The wilderness is home to exiles, mutants, and criminals, and so it comes to no surprise that folks living in the wild are suspicious of strangers. If the cities were not inhospitable enough with crime, disease, and filth, the wilderness is even less welcoming.

This section describes travel through the Old World, both by land and by water. In addition are the various modes of transportation, the costs for booking passage, and prices for purchasing your own transports. Finally, this section concludes with a brief discussion on how combat works on moving vehicles, such as fighting from a riverboat against foes on the banks or fighting from the back of a wagon.

Roads

It is the responsibility of each city to maintain their sections of roads. Some funds for roadwork come from gate tariffs, which may amount to 1-3 *p* in times of peace or run as high as 1 *s* in times of war. But most of the funds come from the Road Tolls first instituted in Altdorf, which spread through the Empire and, later, into other nations. Tollgates maintain Road Tolls. There's at least one on every stretch of road, consisting of a tollhouse and gate across the road. Toll keepers are normally armed and rely on assistance from local toughs or constables to protect their income. The normal pricing is 1 *s* a leg, costing 2 *s* per person or 4 *s* per beast. Larger animals may incur a higher toll, depending on the toll keeper. Other funds come from bridges, which are expensive to maintain and build. Hence, bridges are as narrow and small as possible and cost extra to be crossed, usually the Shilling-a-leg price.

Though efficient, very little of the funds actually make it to the respective cities. For one, corruption in the road system is rampant, and toll keepers are notorious for keeping a portion of the tax for themselves. The bureaucracies have a way of diverting road toll monies to different projects like bribes, maintaining the wealthy districts, and other expenditures. Finally, few peasants can afford the high prices, so most avoid the toll gates altogether, skirting the checkpoints by crossing through the wilderness.

Consequently, the funds collected are not nearly enough to maintain the roads in any significant way. Every road has potholes, fallen logs are sometimes never cleared away, and the all-to-frequent rains wash large sections away. Worse, the funds can barely afford the expense required to maintain the road wardens, constables employed by the civic authorities to patrol the roads and protect travellers. While they regularly patrol the roadways, they are inconsistent at best. The better road wardens periodically check on lone homesteads in the wilderness and spend time at tollgates and bridges, while the worst are little better than the brigands they're paid to fight.

Though the roads in the Empire are dangerous, they are far better than the trails crisscrossing through the wilderness. These hidden byways are perilous indeed, haunted by terrors of Chaos, bandits, and worse. What originally served as game trails and tracks left by trappers and hunters have become a network of hidden roads operated by bandits. So dangerous are these trails, few road wardens deign to travel on them for long. Bandits often charge a Crown or more for travel on their paths; sometimes they take everything the traveller carries or even the his life.

Coaches, Carts, and Wagons

Rather than risk life and limb on an uncertain trek across the wilderness, most Old Worlders use coaches for transportation. There are dozens of independent coaching companies based in various cities throughout the Empire. These big carriages are spacious and have plenty of room on the top for luggage. The drivers and guards are always grizzled veterans, tough and hardy, many of them with histories or futures as road wardens.

Coach services always run between cities and towns; though many make stops in the various hamlets along the way. For years, the most famous coaching service was the Four Seasons Coaches, which carried travellers to all the major locations throughout the Empire and occasionally beyond.

In lieu of coaches, travellers can make use of wagons and carts. Many can hitch a ride on a wagon or cart from a friendly farmer, but most charge for such service. Many merchants who use wagons will hire a mercenary to ride along and protect the cargo. However, because these particular transports lack suspension, they are uncomfortable and slow moving.

Booking Passage

When a hero needs to get somewhere fast and lacks the resources to buy his own horse, there are many services available in most towns and cities. Cost is listed as two values. The number preceding the slash is the minimum cost for a short trip, and the number following the slash is per 10 miles—used for longer trips. Characters can sometimes hitch a ride on a wagon at no cost by making a successful Charm Test, modified according to the driver's disposition.

Table 7–6: Travel Services

Mode of Travel	Cost	Availability/Harvest or Off Season	Average Speed
Cart or Wagon	1 *p*/15 *p*	Plentiful/Scarce	2 ½ mph
Cart with 2 horses	1 *s*/3 *gc*	Plentiful/Scarce	3 ½ mph
Coach	1 *gc*/7 *gc*	Average/Scarce	3 ½ mph
Wagon, 3 horses	10 *s*/4 *gc*	Common/Rare	3 ½ mph

Timetables

Coaches travel between cities with populations of 10,000 at least once per day. In good conditions (when not at war and in good weather), up to 1d10–4 (minimum of one coach) coaches may be available for travel between the major cities, making occasional stops at the towns and villages along the way.

In addition, coaches travel along routes to towns with smaller populations (around 1,000 people) about once per week. To determine the number of days between the arrival of the next coach in a particular town, roll 1d10. On a result of 10, there is a coach ready to depart. Any other result is the number of days until the next coach arrives. Coaches only travel by road and never through the wilderness and, hence, never on trails. To gain passage to more remote locations, a wagon or cart service can be hired locally.

Water Travel

Another viable and oft-used travel method is via the Empire's many rivers. The waterways are deep enough and extensive enough to be practical and sometimes allow swifter and safer passage to many of the Empire's important trading centres. For details on waterways in the Empire and Old World, consult the trade route map on page 13. Along any river, it is a likely a town or village can be found on the banks, just as they would be along roads. Though the waterways are used commercially, characters can easily book passage or hitch a ride with an appropriate Charm Test.

Along narrow waterways and in canals, collectors demand tolls wherever vessels can easily be stopped, such as locks and places

Table 7–7: Water Travel Services

Mode of Travel	Cost	Availability/Harvest or Off Season	Average Speed
River Boat/Barge	1 *s*/5 *s*	Plentiful/Common	2 ½ mph
Ship's Passage	1 *gc*/5 *gc*	Common	~9 mph

where swing bridges are used. Where the course or width of the river prevents this, a fortified structure bristling with catapults or bolt throwers can be effective in convincing ships to come to port to pay their toll. Tolls on rivers are found every 20 to 30 miles, or wherever the river crosses the lands of a number of landowners (in such instances, tolls are far more frequent). The cost of such tolls varies between 1-5 *gc* for most vessels, but larger craft are often charge higher rates.

Travel by sea is far more expensive and normally out of reach for most Old Worlders. There is no such thing as passenger ships in the Empire, so any voyage on a boat would be in the hold alongside cargo, or sharing space with soldiers. Worse, there is always a risk crossing the seas as pirates, Sartosan or Corsair alike, regularly prey upon merchant vessels. Nothing strikes fear in the heart of a sailor like the sight of the hated skull and crossbones snapping in the wind.

— Purchasing Vehicles —

Not all characters live every day to uncover cultists, to solve mysteries, or combat the forces of Chaos. Some characters retire after several harrowing experiences, but others supplement their adventures by embarking on a merchant venture or starting some type of business. Needless to say, the expense of such a goal is great. Not only does the character have to purchase the appropriate goods, he must also spend the gold on a reliable mode of transportation. Of course, wealthy characters may prefer to travel in style. This section details the prices for various vehicles and offers basic statistics for such items.

Overland Vehicles

Overland vehicles encompass anything consisting of a sturdy wooden frame mounted on wheels and pulled by steeds. The more expensive the vehicle is, the more elaborate the design. For instance, a cart, perhaps the most basic vehicle, has two wheels and a seat and is pulled by a single horse. A coach, however, has lighter wood panelling, a roof, a covered driver's seat, a stand for guards to ride, a frame for four horses to pull it, and the inside has cushioned seats and even lighting. The cost between the two is significant.

Cart: A cart is a simple farmer's device that serves to haul materials from one location to the next. Slow, rough, and uncomfortable, a cart is cheap transportation. These devices have just two wheels and are pulled by a single dray animal, sometimes a horse, but usually an ox. Carts can accommodate one driver and two Human-sized passengers. A cart can hold 500 units of Encumbrance. A cart has the following characteristics.

— Cart Statistics —		
M	TB	W
3	4	20

Coach: Coaches are the best way to get around in the Old World. Though expensive, they are comfortable and well guarded. Furthermore, they are faster than most other means of travel, though riding a horse will certainly outdistance a laden coach. Coaches are covered wagons with a springy suspension that absorbs most of the shock caused by bad roads and potholes. The interior of wagons varies depending on Craftsmanship, but even the most ordinary coaches have cushioned seats, while the better services offer refreshments and lighting. At most, a coach can carry 12 passengers, and that's with riders on top of the coach. A coach can hold 1,000 units of Encumbrance. A coach has the following characteristics.

— Coach Statistics —		
M	TB	W
4	5	60

Wagon: A wagon is a four-wheeled cart. Big enough to hold six passengers, wagons lack all of the amenities of a good coach. Few wagons are covered, and those that are use canvas. Furthermore, wagons lack suspension, so riders feel every bump in the road. A wagon can hold 1,500 units of Encumbrance. A wagon has the following characteristics.

— Wagon Statistics —		
M	TB	W
3	4	30

Table 7–8: Transport

Item	Cost	Enc	Availability
Barge, River	1,200 *gc*	—	Rare
Boat, Rowing	90 *gc*	900	Average
Cart	50 *gc*	—	Common
Coach	500 *gc*	—	Rare
Riverboat	600 *gc*	—	Rare
Ship	12,000 *gc*	—	Scarce
Wagon	90 *gc*	—	Common

Watercraft

Most nations of the Old World maintain navies of some description. The Empire's navy was put in a difficult position when Marienburg became independent but it has managed to maintain its traditions despite the loss of its best port. Watercraft are most used along the various rivers of the Empire, though the fleet is active along the coast of the province of Nordland. Rivers connect most the Empire's major cities and this is no coincidence. It is much easier to engage in trade when barges can take large amounts of goods quickly from place to place. The waterways offer safer and faster means to transport goods and men where needed

River Barge: A river barge is a large transportation vessel designed to hold a lot of cargo. These boats have flat bottoms and are propelled by poles, the flow of the river, and horses on either bank to pull the vessel along. A river barge is usually 24 yards long or longer and can haul 45,000 units of Encumbrance. A riverboat has the following characteristics.

— River Barge Statistics —		
M	TB	W
3	8	100

Riverboat: A smaller version of the river barge, a riverboat is made from heavy planking, with lighter wood and canvas for decking. Riverboats measure about 12 yards long. Many riverboats have a single, rigged sail to catch the wind and propel the vessel, but many rely on horses to tow them over long distances. A riverboat takes 1d10 +10 days to construct. Riverboats need a crew of six men and can carry up to 30 people (one horse counts as three people). A riverboat can hold 5,000 units of Encumbrance. A river boat has the following characteristics.

— Riverboat Statistics —		
M	TB	W
3	5	70

Rowing Boat: An oarsman propels a row boat. Significantly smaller, a row boat serves to shuttle travellers across rivers. Included in this category are small flat boats and skiffs. A row boat can carry a maximum of six people, including the rower. A row boat can haul Encumbrance equal to one person for every person less than six on the boat. For example, if two people are in a row boat, they can haul additional Encumbrance equal to four people. A rowing boat has the following characteristics.

— Rowing Boat Statistics —		
M	TB	W
3	4	10

Ship: Ocean ships can be as small as a riverboat or far larger. The price listed on **Table 7–8: Transport** is for a galleon, which can haul about 130,000 units of Encumbrance with a crew of 30 men, and it is capable of accommodating up to 60 passengers. A ship (galleon) has the following characteristics.

— Ship Statistics —		
M	TB	W
3	10	150

— Vehicle Combat —

Undoubtedly, characters sometimes find themselves in less than ideal fighting conditions. Whether fighting river pirates along the Reik, or combating bandits while on board a runaway carriage, such encounters are exciting and memorable. The following rules are simplified to convey the sense of danger and action when fighting under such adverse circumstances.

Carts, Coaches, and Wagons

While fighting on a land vehicle, the driver must make a Challenging (–10%) Drive Test each round. Doing so costs a half action. On a failed test, everyone on board must make an Agility Test to keep their feet. Failure results in the characters losing their balance and taking a moment (a half action) to regain their footing. Characters on the outside of a moving vehicle who fail their Agility Test must make a Strength Test to hold onto the vehicle. Failing this test means the character falls and takes the appropriate damage based on distance fallen (see **Jumping and Falling** on page 138 of *WFRP* for details), causing +1 Wound for falling off a moving vehicle.

In addition, any successful magical attack or missile fire used against a moving vehicle effects a random location. To determine the location of any hits on coaches, roll 1d10 and consult the following table.

Carts, Coaches, and Wagons Hit Locations

1d10	Location
1-2	Horse (select randomly)
3-7	Vehicle body
8	Wheel
9-10	Exposed crew member or passenger (select randomly)

Exposed crew or passengers consist of those individuals on top of the coach and those hanging out the sides, or leaning through a window.

If a lead horse is killed, the coach immediately comes to a halt and turns over unless the driver makes a successful Drive Test. In the event of a crash, all the occupants take 1d10 Wounds, modified by Toughness Bonus only. Characters outside of the carriage are thrown a couple of yards clear and take no damage.

If a horse of the second pair is killed, the vehicle drops to half speed until the animal carcass is cut free. If both horses of the second pair are killed, the results are the same as if one of the lead horses were killed.

A wheel can take 8 Wounds before collapsing. This damage does not count against the vehicle on the whole. However, once a wheel is lost, the vehicle comes to a halt just as if one of the lead horses had been killed.

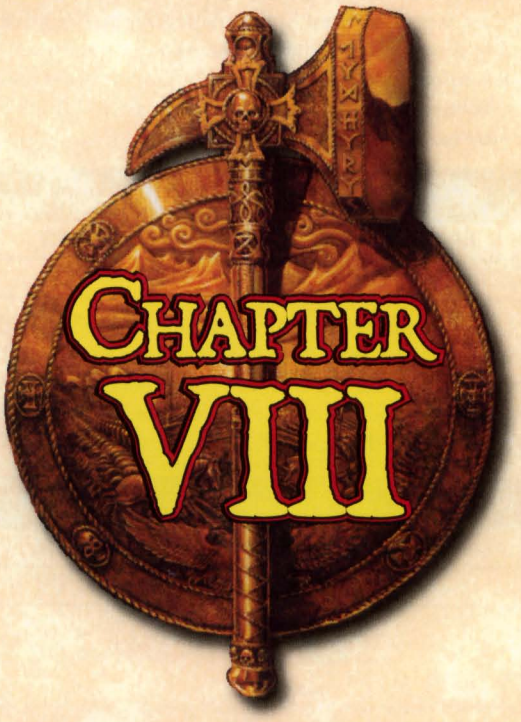
Watercraft

Each round a character would spend a half action to move, the character must make an Agility Test with difficulty determined by circumstances. Failure results in the character losing his balance and falling down. If a character is near the edge of the vessel, he must make a Strength Test or fall over the edge into the water.

In addition, any successful magical attack or missile fire used against a moving vehicle effects a random location. To determine the location of any hits on coaches, roll 1d10 and consult the following table.

Watercraft Hit Locations

1d10	Rowing Boat	River Barge/Boat/Ship
1-3	Exposed crew member	Exposed crew member
4-5	Exposed crew member	Cargo or otherwise the hull
6-7	Cargo or otherwise the hull	Hull
8-10	Hull	Hull



Property & Business

"Greetings! Welcome to the Coach and Horses. Do have a seat, take this one by the fire where you will be nice and warm. Would you like drinks and food? Yes? Of course, drinks first, how foolish of me."

—Gustav, Proprietor, Coach and Horses Inn

Adventurers spend a fair amount of their time in dark, scary places, beneath lean-tos in rainstorms, or on the open road to some other Sigmar-forsaken place. But when not butchering Snotlings and Squigs, pulling open a stuck door in the basement of some condemned house, or foiling the plot of yet another band of Chaos-sworn mutants, where do heroes spend their time? Assuredly, many spend long hours in their cups before stumbling to a rented pallet or passing out in a pool of their own vomit only to wake hours later glued to a sticky floor or bench. But eventually, the mercenary grows tired of such a life. He starts wanting a better place than a stinking tavern, a better bed than a critter-infested mattress stained by foul nights with fouler pleasures, and more than being warmed by a doxy with a rancid, disease-filled mouth lacking too many teeth. Such heroes who tire of the drudgery of the low-life, may turn to other pursuits, such as buying a house in the country or a rooms in the city, or even opening their own business.

— Rented Locations —

Most Old Worlders cannot afford to own a house or land. Included among them are the shiftless wandering types that get themselves into trouble, namely adventurers. There are many options for finding shelter, such as a nice room in a coaching inn or maybe, for the really destitute, a spot on the floor in front of a hearth on the dirt floor of a roadside tavern. This section details temporary lodgings.

Table 8–1: Coaching Inn

Lodgings/Amenities	Cost
Bath	1 *s*
Poor Meal	1 *p*
Average Meal	3 *p*
Good Meal	6 *p*
Noble's Meal	1 *s*
Inn Common Room per night	5 *p*
Private Room	10 *s*
Stabling per horse per night	10 *p*

Coaching Inns

For most travellers, a coaching in is an ideal place to stay. Scattered throughout the Old World, these places serve many important purposes. They provide stopping places for road-weary travellers, offer places for coaching companies to trade for fresh mounts, and provide services to repair damaged coaches and equipment. Coaching inns also serve as temporary headquarters for the Road Wardens, and many also feature a set of cells to hold unruly prisoners. Coaching inns are also some of the best places to find work as a mercenary because, especially in times of war, no one is safe enough to travel without a little protection.

Most coaching inns are family owned and operated, although one family owns a chain of coaching inns along a particular route. Income comes from guests and from the rent paid by the various coaching companies using their facilities. For travellers, coaching inns offer a safe place to sleep and catch a warm meal. For those looking for news and rumours, there are few places better than in a coaching inn's bar. Prices for meals and rooms are commensurate with the prices on **Table 8–1: Lodging** and **Table 5–3: Food & Drink**, though better coaching inns will undoubtedly have higher prices.

Table 8–2: Common Hostel

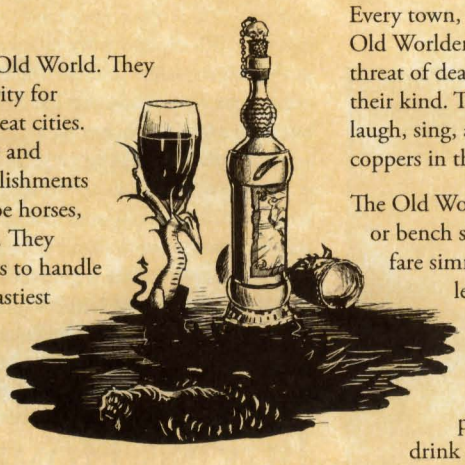
Amenity	Cost
Bath	2 *s*
Poor Meal	1 *p*
Average Meal	2 *p*
Good Meal	4 *p*
Noble's Meal	10 *p*
Inn Common Room per night	3 *p*
Private Room	5 *s*
Stabling per horse per night	8 *p*
Flat per week	10 *p* or higher

Table 8–3: Common Tavern

Amenity	Cost
Bath	—
Poor Meal	1 *p*
Average Meal	2 *p*
Good Meal	3 *p*
Noble's Meal	—
Inn Common Room per night	3 *p*
Spot in front of the hearth	1 *p*
Private Room	—
Stabling per horse per night	—
Flat per week	—

Hostels

Hostels are also prevalent in the Old World. They provide places of safety and security for travellers bound for one of the great cities. Prices vary depending on the size and quality of the hostel. Better establishments may keep a smith on hand to shoe horses, repair wagons, or even weaponry. They also employ several stable workers to handle large caravans. Conversely, the nastiest inns may have little more than a hitching post and an old hay-filled mattress infested by vermin. In short, you get what you pay for.



Taverns

Every town, village, city, and thorp has at least one watering hole. Old Worlders like to forget about their miserable lives, the present threat of death, and their general dissatisfaction with lords and their kind. Taverns offer men and women a place to escape, to laugh, sing, and swap stories, and a place to spend hard-earned coppers in the company of friends.

The Old World tavern is usually small, smoky, crowded with tables or bench seating, and has a hearth on which some questionable fare simmers. During peak times, there is rarely room to stand, let alone sit. Such closeness lends an air of camaraderie, but in seedier dives, violence is quick to break out.

Taverns usually let a room for a modest fee. Most have a back room that serves a common room for the poor and weary or those too drunk to go home. For drink prices, see **Chapter Six: General Equipment**.

— Purchased Property —

Why rent when you can own, at least when it comes to places of business or dwellings? The benefits of legal title to a piece of land or a building are fairly obvious, but there are downsides as well. Up-front cost, providing security, and upkeep (both monetary and physical) are all good reasons to keep on renting. Landowners are often also the choice targets of roving bandits. However, owning the place you live in does at least keep someone from throwing you off of or out of the place you call home on a whim. Naturally, people still purchase land, still make homes, and still prosper despite the risks.

Land

Land prices are sharply different if one settles closer to a city, about five times as much. Most commoners, if they would be freemen, have to settle for poor land on the fringes of society or in the wilderness where it's free. Considering how much a lowly peasant earns in a year, it would take him 3 years to purchase a meagre acre of barely farmable land, while to get a good piece of property would take 18 years!

Table 8–4: Land

Land	Cost per Acre	per Sq. Yd.	Rent per Year	Enc	Availability
Poor Rural	45 *gc*	2 ¼ *p*	4 *gc*/acre	—	Common
Common Rural	90 *gc*	4 ½ *p*	9 *gc*/acre	—	Common
Good Rural	270 *gc*	1 *s*	27 *gc*/acre	—	Average
Best Rural	900 *gc*	4 *s*	90 *gc*/acre	—	Scarce
Poor Urban	225 *gc*	1 *s*	22 *gc*/acre	—	Average
Common Urban	450 *gc*	2 *s*	45 *gc*/acre	—	Scarce
Good Urban	1,350 *gc*	5 ½ *s*	135 *gc*/acre	—	Rare
Best Urban	4,500 *gc*	1 *gc*	450 *gc*/acre	—	Very Rare

Hence, many commoners rent the lands on which they settle. Local lords buy acres of land around their castles, offering protection to those who settle there. Peasants settle on the land and pay a portion of what they earn to their lord. Some generous lords allow a percentage of a peasant's rent to go towards an eventual purchase of the land, but few peasants live long enough to pay off the debt for their property.

It's even in worse in the cities, where every square foot of undeveloped land sells at a premium. Shoddy land, formerly occupied by tanners and dyers, for example, is poisoned by the toxins they use in their processes, and it sells for a little less than a good plot of land just outside of the city. Furthermore, land inside cities is difficult to purchase, as much-needed walls confine cities in the Old World, making undeveloped land rare. Few individuals voluntarily live beyond the walls of a city like Middenheim. Hence, most areas build up, with building piled on top of building, and poor districts are crowded with level upon level of living quarters. Such places breed contagion vile enough to wipe out whole neighbourhoods.

The primary differences of land values depend on what's around them. A Poor piece of rural land may be rocky, bad for farming, or be the site of numerous Beastmen gatherings where they abduct children for grisly sacrifices by the light of the full moon. A Good or Best piece of rural land may be close to the city, have a spring, rich loamy soil, and maybe even have numerous game trails that make hunting a snap.

Urban territory has the same concerns. A plot of land next to a dyer's district is no good to anyone, hence its lower price. However a park in the shadow of the Emperor Karl-Franz's winter house is guaranteed to sell at a premium rate. Note the prices on **Table 8–2: Land** list cost by acre and by square yard.

So skewed is the pricing between rural and urban land, one can purchase 100 acres of Poor land for the cost of one acre of Best land in a city. This explains why many nobles are willing to erect an estate in the countryside. Consider the following model. Let's assume our noble, Fritz von Schwelzen has 2,300 *gc* to burn. He could please his lovely wife by purchasing a plot of land in the city, but the most he could afford would be a half acre with maybe a little house on it. On the other hand, our friend Fritz could purchase and build hovels on 10 acres of poor rural land, placing two hovels on every acre. He could rent the land to peasants for about half of what they earn in a year (say Fritz is generous and demands no more the 5 *gc* per tenant—they have families to feed after all). He'll earn 100 *gc* extra per year more, which is about what an average physician earns. By reinvesting his income into additional land, he earns even more income in time, ensuring a suitable inheritance for his children.

Buying Homes and Estates

Buying land does not provide a place to live unless that land includes a house, in which case the price is usually far higher unless the house is haunted. A prospective buyer can take advantage of a haunting to get a nice bargain. In any event, pricing tends to follow the same pattern as land. Rural homes tend to be cheaper than urban ones. Descriptions of general homes are as follows. It's important to note, most Old Worlders do not buy homes; they build their own, much as they grow their own crops, brew their own beer, and slaughter their own animals. What they can't grow, raise, or make, they barter.

Renting Land and Homes

It's important to note that it's a common practice in the Old World for people to own the buildings on a plot of land but not the land itself. Many people in this situation are peasants in service to a lord who offers protection, but most are people living in the cities. Rental prices are negotiated in a case-by-case basis but usually amount to one-tenth the value of the land. Sadly, a few unscrupulous types may sell the land out from under the renters, forcing the tenants to renegotiate the price, and rarely, if ever, is it in the renter's favour. Renting a house is also commonplace. Rental rates are between one-twentieth and one-tenth of the house's value.

Rural Hovel

This is a simple wattle and daub shack, meaning the walls are wooden and packed with dung or clay. Most have thatch roofs. There's not much room for privacy either, as it consists of a single room. For most, a hovel such as this is the best they can ever hope to have.

Rural House

These wooden homes feature two to four rooms, wooden walls, and a thatch roof. Most have stone hearths and chimneys.

Farmstead

Throughout the wilderness of the Old World are small farmsteads, which are actually more like keeps than farms. The reason for their heavy defences is due to their isolation. Most are far off the major roads and are connected by trails or old paths through the dense forest. Road wardens, while responsible for safe transit, also check on these remote homes to ensure the people there are safe and alive.

Each farmstead is a walled compound with a large open area in the middle, a main structure for the family and living quarters, and a barn or workshop across the courtyard. The centre of the farmstead is the living quarters of the owner. In it is a larger main hall to greet travellers and for banquets and such. A storeroom separates the kitchen, which also serves as a living room, from the rest of the house. Most farmsteads also have a tower that houses the stairs to a few bedrooms on the second floor. Further up on the tower's roof is where wealthy farmers would keep a bolt thrower and ammunition to ward off brigands, Orcs, or other dangers that can crop up in the wilds. Living accommodations in a farmstead are simple, and only the senior family members have their own rooms.

Rural Estate

These are opulent stone homes, small keeps really, owned and maintained by wealthy merchants or nobility as vacation homes. Most estates are surrounded by homesteads, homes, and hovels where peasants toil on rented land. Furthermore, these supporting people supply servants to the estate, foodstuffs, and some finished goods. A rural estate usually consists of a single, large house or keep and several smaller buildings such as a stable, servants' quarters, and so on.

Urban House

An urban house is not so much different from a rural house, except they have shingled roofs patched with tar. As fire is a serious concern in most cities, sod and thatched roofs are not popular. Better versions are based on neighbourhoods and size. Urban houses start with three to four rooms and add rooms based on quality.

Opulent House with Garden

These beautiful stone or brick homes are quite spacious, and include a well-manicured garden. These buildings have eight or more rooms, many of which are bedrooms. Stone tile floors, plaster or papered walls, breathtaking light fixtures, and glass windows set these domiciles beyond the dreams of the dirty peasants who dominate the Empire.

Rich Town House with Court

Like the opulent houses, these homes define wealth. Having all the amenities one could want, these homes can only be afforded by the richest Old Worlders. These homes serve rich merchants, nobles of the highest rankings, and even some elector counts. Because town houses have dozens of rooms, each with wooden or tiled floors, dramatic windows, and multiple floors, owning one is the peak of status.

Small Palace

For those with more money than sense, the small palace is a nice alternative to the town house. These sprawling estates may be in the countryside, surrounded by a village, or in the heart of a city. Palaces take up entire blocks, having towers and multiple connected buildings.

Table 8–5: Dwellings

Home	Cost	Rent/year	Availability
Rural Hovel	90 *gc*	4 *gc*	Common
Rural House	270 *gc*	13 *gc*	Common
Homestead	450 *gc*	23 *gc*	Average
Rural Estate	2,400 *gc*	60 *gc*	Rare
Urban House	450 *gc*	11 *gc*	Common
Good Urban House	1,500 *gc*	75 *gc*	Average
Best Urban House	2,400 *gc*	120 *gc*	Scarce
Opulent House w/Garden	4,800 *gc*	240 *gc*	Rare
Rich Town House w/Court	21,600 *gc*	1,080 *gc*	Rare
Small Palace	30,000 *gc*	1,500 *gc*	Very Rare

*This price is in addition to the price of renting the land.

— Businesses —

So what's an adventurer to do after he's lost an arm to a daemon? Get prosthetics and keep fighting, of course! But many heroes lose this kind of resolve after staring down a band of Chaos warriors or watch their friends get mauled by an army of Squigs. Some just put their swords down and go home. So the question becomes, what's an Old Worlder to do after a life of high adventure? Many go into business for themselves.

Businesses fall into four categories like most equipment, Poor through Best. Poor businesses are unprofitable ventures such as opening a bookshop where no one reads or becoming a fish monger in a landlocked community. Certainly, such businesses may be profitable in other areas, such as a city with a high literacy rate or a coastal community respectively, but generally these businesses provide a surplus of goods that no one wants or needs.

Real businesses start at the Common level and continue through Good and Best. Common businesses fulfil a need that is generally handled by other competitors. A Common business would be a fishmonger in a fishing village. Plenty of people make a living doing these kinds of things, but no one does it better than the rest. Good businesses are those that fill a niche without much in the way of competition. An example would be becoming one of two wainwrights in a town that is a regular stop along a coaching route. The Best category reflects a monopoly, where a business has cornered the market on a particular good that people require.

Purchasing a business includes the name of the business, the customers, and necessary tools. Obviously, the prices do not include such things as the building, a forge, or carts or wagons—those are sold separately.

Guilds

Guilds dictate how commerce works in various areas and facilitate the flow of trade. Each trade has a guild, so there is a Teamster Guild, a Smith Guild, and even a Barber-Surgeon Guild. Heading up these organisations are the Guild Masters, master merchants and calculating thieves who are waging a quiet war with the nobility for complete control over the Empire. Any character who would open a business must first register with the appropriate guild, if there is one. The guilds set the prices for all commodities produced by their labourers. Characters have no control over how much or little they sell their merchandise; such decisions always come down from above. In addition, all tradesmen pay dues to their guild, which equals about 10% of the take each week.

Table 8–6: Existing Businesses

Business	Cost	Availability
Poor	100 *gc*	Average
Common	200 *gc*	Scarce
Good	600 *gc*	Rare
Best	2,000 *gc*	Very Rare

Income

A business generates income. One could track every sale, every customer, every exchange of merchandise, but that wouldn't be very exciting and certainly not the point of playing in a world of perilous and grim adventure. Instead, a much simpler method to track how much income a character makes from their business, is to make a Trade Test at the end of every week the character spends working in his shop or selling goods from his stall. The amount of Silver Shillings earned depends on the degree of success or failure of the test as shown on **Table 8–5: Weekly Income**.

This system expects a character to employ a staff of workers to help in the selling and manufacturing process, allowing a character to leave his business in their hands for short periods of time. However, a character that would run a business must spend three days of every week overseeing the operation. If he shirks his duties, his business will start to crumble. For every three days a character ignores his business, there is a cumulative chance that it falls one step in quality, from Good to Common for instance. Once a business falls a notch, the chance resets for it to fall another notch. If a business falls below Poor, it fails.

The income listed on **Table 8–5: Weekly Income** is for businesses set in cities. In smaller communities, reduce the business quality by one step to reflect the lower population and potential customers. In addition, you can also modify demand to reflect the needs of a smaller village. For example businesses, see **Chapter Nine: Services.**

> ***Example:*** *Chris decides his character has had enough of killing and decides to go into business for himself. His character was a merchant and has acquired a small fortune, so he figures he'll invest 600 gc to establish a good trading business, a profession his GM decides is equivalent to a shopkeeper, but enjoys a high demand with some competition. Chris makes his weekly Trade (Merchant) Test, noting from* **Table 8–5: Weekly Income** *it's an Easy Test. He rolls the dice and makes the test by 37% meaning he made 130% of what he was expected to make in a week. Multiplied by his base weekly income after expenses, he earns 208 p (base income 160 p × 130% = 208). While not a lot of money, it puts food on his table and keeps him from facing the terrors of the Old World.*

Types of Businesses

A wide range of business opportunities exist in the Old World. What follows is a list of possible businesses a character may pursue. Included in each is the effective income level or equivalency.

Accountant/Tax Collector (Craftsman): Accountants serve to manage finances and keep books for other businessmen and nobles. Also included in this category are tax collectors. These businesses thrive in large cities but are rarely, if ever, found in communities with populations of 1,000 or less.

Table 8–7: Weekly Income

Farmer

Quality	Base Weekly Income
Poor	75 *p*
Common	95 *p*
Good	115 *p*
Best	135 *p*

Innkeeper

Quality	Base Weekly Income
Poor	105 *p*
Common	120 *p*
Good	135 *p*
Best	150 *p*

Shopkeeper

Quality	Base Weekly Income
Poor	105 *p*
Common	130 *p*
Good	160 *p*
Best	195 *p*

Craftsman

Quality	Base Weekly Income
Poor	120 *p*
Common	210 *p*
Good	300 *p*
Best	400 *p*

Specialist

Quality	Base Weekly Income
Poor	195 *p*
Common	380 *p*
Good	565 *p*
Best	750 *p*

Test Difficulties

Difficulty	Skill Modifier	Example Demand	Competition
Very Easy	+30%	High	None
Easy	+20%	High	Some
Routine	+10%	High/Moderate	Much/None
Average	No modifier	Moderate/Low	Some/None
Challenging	–10%	Moderate/Low	Much/Some
Hard	–20%	Low/None	Much/None
Very Hard	–30%	None	Some

Trade Test Modifiers

Trade Test Result	Percentage modifier
Made by 50% or more	×200% and increase business quality by two steps
Made by 40% to 49%	×150% and increase business quality by one step
Made by 30% to 39%	×130%
Made by 20% to 29%	×120%
Made by 10% to 19%	×110%
Made by 0% to 9%	×100%
Failed by –10% to –1%	×80%
Failed by –20% to –11%	×60%
Failed by –30% to –21%	×40% and decrease business quality by one step
Failed by –40% to –31%	×20% and decrease business quality by one step
Failed by –50% to –41%	×10% and decrease business quality by two steps
Failed by –51% or more	×0% and decrease business quality by two steps

Apothecary/Herbalist (Shopkeeper): An apothecary or herbalist is one who grows and gathers herbs to mix into remedies, simples, and concoctions. For those who can't afford a doctor, they may turn to an herbalist for a drug to cure their pains. Particularly shady apothecaries sometimes deal in poisons.

Armoury (Craftsman): An armourer is a metalsmith who specializes in crafting armour. His skill with a variety of materials, such as leather working, tailoring, and forging help explain the high prices for armour in the Old World.

Artist (Specialist): Artists specialize in creating beauty from painting, sculpture, or even music. An artist with a sponsor can move through the highest circles in the Old World, especially with the current trends of appreciating art for art's sake.

Bakery (Shopkeeper): Bakeries are shops that specialize in breads, cakes, pastries, or any other bread-like food.

Bank/Moneychanger (Specialist): Banks hold money and make loans. It's rarely safe to walk the streets with a big bag full of gold. Hence, for a slight fee, a bank will hold gold, silver, or even pennies. With this held money, they can make loans at exorbitant interest rates. Moneychangers are like banks in that, for a price, they exchange coins of one nationality for coins of a different nationality.

Barber (Specialist): Barbers do much more than cut hair. Barbers are surgeons, doctors, and general physicians. If you have an ingrown toenail, you'd see the barber to cut it out. If you need a stump cauterized, a barber is your man. Skilled barbers become physicians, one of the most esteemed citizens in any city.

Blacksmith/Metal Smith (Craftsman): Blacksmiths work with iron and sometimes other metals to make useful items like tools, pots, horseshoes, and ploughs. Though talented, if you need delicate work, a tinsmith, silversmith, goldsmith, and so on may be more suited to your needs.

Boatwright (Craftsman): Boatwrights make boats.

Bookstore (Shopkeeper): These rare dealers sell old books. As they only need to sell a single book a year to pay their expenses, they tend to keep odd hours. Furthermore, few respectable people read, so irreverent scholars, dark priests, and wizards often haunt these shops.

Bowyer (Craftsman): Bowyers are craftsmen that make bows. Fletchers, a closely associated trade, make arrows. Many bowyers are also fletchers.

Brewery (Craftsman): These individuals brew mead, ale, or beer.

Butcher (Craftsman): Butchers take animal carcasses and carve them into cuts. Butchers tend towards red meats, while poulterers deal with chicken.

Carpenter/Joiner/Fitter/Sawyer (Craftsman): Carpenters specialize in cutting wood and making basic wooden items. Joiners and fitters are specialists who make better furniture and quality products. A sawyer is one who cuts boards.

Carter/ Driver/Teamster /Wagoner (Farmer): These individuals drive carts, wagons, and coaches from one location to the next. They usually work directly for merchants or are part of a large coach service organization.

Cartographer (Specialist): A cartographer is a person who makes and sells maps.

Cartwright/Wainright (Craftsman): These businesses specialize in making and repairing wagons, carts, and coaches.

Chandler (Craftsman): Chandlers make candles and soap, usually using animal or human fat for their base materials. Chandlers often compete with glue makers in harvesting the dead on the city streets.

Coach Service (Craftsman): Any business that carries passengers from one location to the next counts as a coach service. An example of a coach service would be the Four Seasons, who not only do a brisk business with their coach service but also with the coaching inns they also own.

Cobbler (Craftsman): A cobbler is a craftsman who specializes in repairing boots and shoes.

Coffee House/Tearoom (Shopkeeper): Among the elite, coffee houses and tearooms are gaining popularity. Here, away from the raucousness of a tavern, merchants can run shoulders with nobles. In addition to selling the obvious beverages, these locations also sell light meals.

Cooper (Craftsman): A cooper is an individual who makes barrels of all sizes.

Cutler (Craftsman): A cutler is a craftsman who makes knives and other cutlery.

Dairy (Farmer): A dairy collects milk from cows and goats to make butter and a variety of cheeses in addition to selling the milk.

Distillery (Craftsman): A distillery is a business that distils spirits.

Draper (Craftsman): Drapers are sellers of cloth and other fabrics.

Dress Maker/Seamstress/Tailor(Craftsman): These small shops specialize in making clothing for women and men. In addition to making fine garb, they also make or sell small accessories. There are a variety of other professions that produce different parts of clothing from button makers to hatters and shoemakers.

Dyer (Craftsman): An unpleasant trade, dyers work with harsh dyes extracted from minerals, chemicals, or creatures. Dyers are usually, along with tanners, relegated to the poorer districts.

Merchant/Trader/Exporter/Importer (Craftsman): The merchants specialize in importing, or exporting high-demand commodities. These individuals rarely produce anything of their own; instead, they serve to distribute goods to those who could otherwise get them.

Ferrier (Craftsman): A ferrier is an individual who operates a small boat to cross rivers or lakes where bridges do not exist.

Fishmonger (Farmer): A fishmonger is one who sells fish in the marketplaces. Their prices tend to fall as the day grows long.

Foundry (Craftsman): Housing ironmongers and other metalworkers, a foundry smelts raw ore into workable ingots.

Fruitier (Innkeeper): A fruitier is one who sells fruits. These are usually small operations and many expand their goods to include any produce.

Furrier (Craftsman): A furrier specializes in taking animal hides and turning them into apparel.

Gambling House (Specialist): Gambling houses are extremely common in the Old World. These are places to lose money and wits, for women and alcohol are free flowing.

Jeweller (Specialist): A jeweller is a catch-all category for anyone who makes jewellery. A gemner cuts and sets the stone, while a goldsmith or silversmith makes the ring, necklace, or bracelet that act as the mounts for the stones.

General Store/Pawn Broker (Shopkeeper): These large shops are small marketplaces that exist to collect goods from various manufacturers and sell them. Prices here are slightly higher, but the time it saves for having to track down a rope-maker, a leatherworker, and a chandler is often worth it. A pawn broker is similar to a general store, except that he makes a loan like a bank in exchange for ownership of an item. Should the person not pay back the high interest debt, the pawn broker can resell the merchandise.

Glass Blower/Glazier (Craftsman): Glass blowers craft glassware, and glaziers finish the objects, adding minor details such as frosting and etching.

Glue Maker (Craftsman): Another vile profession, glue makers render organic by-products into glue. Many prowl the streets in the early mornings looking for the dead that always turn up in the alleys. Like tanners and dyers, glue makers are relegated to the bad parts of town.

Harness Maker/Saddler (Craftsman): A person who sets up a business to make gear for animals has a good life ahead. While they deal with leather and other hides, nobles pay good prices for an ornate saddle.

Horse trader (Craftsman): Horse traders deal in horseflesh. They breed horses to supply them to all manner of customers from knights to peasants.

Hostel/Inn (Innkeeper): Innkeepers provide lodging and food to travellers.

Kennel (Shopkeeper): A kennel breeds dogs of all kinds. Better kennels specialize in a single breed.

Launderer (Shopkeeper): Launderers are businesses that clean and repair clothing.

Lawyer (Specialist): Lawyers are a new and expanding class in the Old World. As the bureaucracy grows, so too does the need for lawyers. Even in the infancy of their trade, they are universally reviled.

Mason (Craftsman): Masons are builders of both walls and homes.

Painter (Craftsman): Painters are different from artists in that these individuals paint walls, buildings, fences, and wagons. Many can also work with plaster and wallpaper.

Perfumery (Craftsman): Cities in the Old World exude all manner of horrific stenches. Hence, perfumeries are quite successful anywhere where there are a lot of people. Ironically, perfumeries produce some of the worst odours of all.

Physician (Specialist): For those who can afford it, the physician is a good alternative to a barber.

Potter (Craftsman): A potter makes clay vessels.

Rat Catcher (Farmer): Big, juicy, fat rats skitter through the sewers. Pestilent beasts, they can be vicious. When hungry, they might drag a child right off the streets, leaving nothing more than a shoe. Braving these terrors of the night are the rat catchers; grizzled men armed with a sharp stick and a small, vicious dog, they can ferret out hundreds of these filthy varmints. Better still, the crown sometimes places a bounty on rats, a whole quarter-Penny per rat.

Salon (Shopkeeper): Need a bath, oil treatment, or corns scraped from a big toe? The salon is for you. Certainly, many of these establishments offer more than what they claim, but as long as no one complains, the salons stay open until dawn. Finer establishments cater to wealthy noble women.

Scrivener (Shopkeeper): Scribes and scriveners fill a particular niche in Old World society. As most people don't read, the cult of Sigmar prefers the common people to listen and learn rather than read and learn. Scriveners are employed by wizards, scholars, lawyers, and anyone else who needs copies made of texts, scrolls, or books. Illuminators, those scribes with a bit of artistic flair, cloister themselves away, illustrating holy texts with an intricate level of detail.

Stable (Innkeeper): A stable is a place to tend and keep steeds.

Slaughterhouse (Craftsman): A grisly place where animals are butchered for meat, slaughterhouses are undesirable and thoroughly unpleasant. Old Worlders have enough death in their lives without being subject to the awful sound, stink, and sights of one of these charnel houses.

Surgeon (Specialist): Almost as bad as a slaughterhouse, surgeons, especially those with a mind for advancing science, are both the most feared and respected scholars in all the lands. The shrieks of the insane at the hands of one of the professed men of learning are enough to drive anyone mad. The worst are the vivisectionists, men who take criminals and cut them apart to study exactly how people are put together.

Tanner (Craftsman): Another undesirable business, tanners stink. The smell of hide rendering is something most need only experience once.

Tavern (Innkeeper): A tavern is a bar. As all things go, some bars are nice and quiet, while others are vile and dangerous. It's best to know a bar by reputation before dropping in for a quick pint.

Theatre (Farmer): This is a place where actors perform. Most theatres are poor, being little more than travelling shows, while others are elaborate buildings replete with numerous stages and sets, costumes, and lighting.

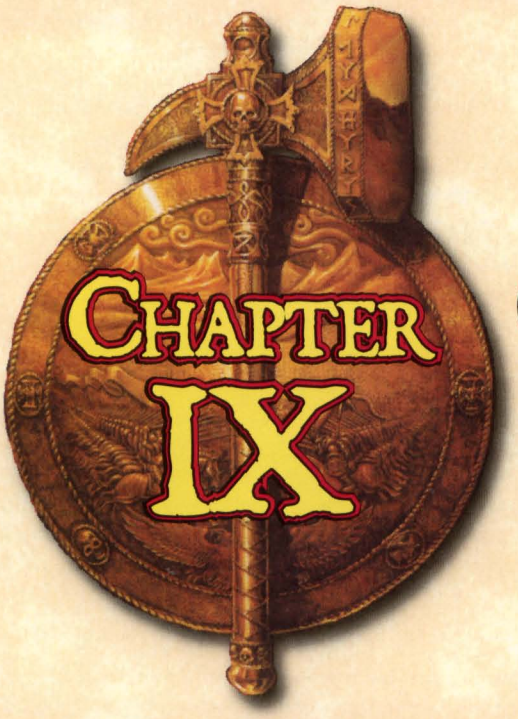
Slater/Tiler (Craftsman): A slater works with slate, especially shingles. A tiler specializes in making and setting clay or stone tiles.

Thatcher (Farmer): A thatcher is a person who fixes roofs. Most thatchers also know how to install wood or slate shingles.

Weaponsmith (Craftsman): Weaponsmiths manufacture weapons.

Weaver (Craftsman): Weavers take raw textiles like wool and flax and weave fabric from them. The best weavers work with exotic materials like silk, gold thread, and rare cotton. A fuller shrinks or thickens cloth.

Wheelwright (Craftsmen): A wheelwright makes and repairs wheels. Many set up shops near lesser roadside taverns or in coaching inns



Chapter IX

Hiring Characters

"You want to end up with a slit throat on the side of the road, hire them. You want the job done right, I'm your woman."

—Althea, Drakwald Scout

At some point in a character's career, he'll want help. The character may need a certain individual with certain skills to get past a problem, a piece of equipment repaired, or even someone to help carry his stuff. Whether the PC needs an unskilled labourer or a hired sword, this chapter explores the many types of characters an Old Worlder is bound to find, help, and hire.

— Ordinary Hirelings —

The masses, everyday people characters meet and interact with, make up ordinary hirelings. A blacksmith hired to repair a pot, a stable boy hired to feed and care for a horse, and a servant hired to lug around a trunk are all examples of ordinary hirelings. What makes them different from henchmen (see page 104) is that hirelings rarely stay with characters for extended periods of time; they almost never tromp through the wilderness, face down Beastmen, or any other harrowing act PCs find themselves facing. The reasons are plenty. These people have their own lives, families, and communities. They're grounded. It's possible for a character to hire a courier indefinitely, just so long as that hireling operates within the normal limits. For example, a character hires a journeyman blacksmith to work in his forge. As long as the blacksmith is paid at some agreed, regular interval, he'll continue to work for that character. He will not, however, shoulder a pack, heft a sword, or brave the terrors of the Old World for the same pay.

Hirelings fall into five categories: craftsman, entertainer, labourer, servant, and specialist. Just like anything, hirelings have different levels of Craftsmanship. A Poor craftsman may be an untalented smith, while the Best craftsman may have studied under a Dwarf master.

Craftman

An craftsman is any individual who creates a finished product from raw materials. This category includes tanners, armourers, weaponsmiths, tinsmiths, potters, and even apothecaries. A skilled craftsman on average earns 15 *s* per week, though the higher the skill, the better the pay. Craftsmen, depending on skill and fame, earn wages at the rates described on **Table 9–1: Craftsman Wages by Skill**. The very best craftsmen can earn a good living, but because most lack lands and noble family names, they can quickly fall out of favour as fashions change, fads end, or some other new craftsman catches the Emperor's eye.

Table 9–1: Craftsman Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	18 *p*	9 *s*	25 *gc*	Common
Common	34 *p*	17 *s*	45 *gc*	Common
Good	50 *p*	25 *s*	65 *gc*	Average
Best	60 *p*	30 *s*	80 gc	Scarce

Sample Common Craftsman

Use this NPC for a variety of skilled craftsmen, from apothecaries to gunsmiths to tailors.

Career: Tradesman
Race: Human

— Common Craftsman —							
Main Profile							
WS	**BS**	**S**	**T**	**Ag**	**Int**	**WP**	**Fel**
30%	27%	30%	32%	32%	36%	27%	30%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (Empire), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (any two)
Talents: Dealmaker, plus any two (usually Savvy)
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: None
Trappings: Light Armour (Leather Jerkin), 1d10 *gc*

Entertainer

With all the doom and gloom of the Old World, entertainers have a hard road to travel to make people laugh. Most don't even bother in Middenheim. Entertainment is not all laughs, of course. Many great production companies perform dramatic miracle plays, recounting the stories and sagas of Sigmar. Others portray past nobles, leaders, and generals, or other heroes, and romances. Old Worlders, though inured to hardship, are an emotional people, and a good drama can bring tears to the most jaded warrior.

Entertainers, depending on skill and fame, earn wages at the rates described on **Table 9–2: Entertainer Wages by Skill**. Best-quality actors command huge audiences with people travelling from all over to see them speak a few sonorous lines. Poor actors die alone and unhappy and in a gutter. In addition to their normal rates, entertainers supplement their income with tips.

Table 9–2: Entertainer Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	16 *p*	8 *s*	20 *gc*	Common
Common	28 *p*	14 *s*	36 *gc*	Common
Good	40 *p*	20 *s*	52 *gc*	Average
Best	52 *p*	26 *s*	67 *gc*	Scarce

Sample Common Entertainer

Use this NPC for a variety of entertainers, from street performers to theatrical actors.

Career: Entertainer
Race: Human

— Common Entertainer —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29%	25%	28%	30%	32%	33%	28%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Animal Care, Charm, Common Knowledge (the Empire), Evaluate, Gossip, Perception, Performer (any two), Sleight of Hand, and Speak Language (Reikspiel)

Adaptation

You can easily modify any NPCs described in this chapter by applying the following modifications.

— Dwarf Adaptation —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	—	+10%	–10%	—	—	–10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+1	—	+1	–1	—	—	–1

Skills: Replace Human Skills—Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel)—with Common Knowledge (Dwarfs), Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner, Smith, or Stoneworker)
Talents: Replace two Random Human Talents with Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, or Sturdy.

— Elf Adaptation —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	+10%	—	—	+10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	–1	—	—	+1	—	—	–1

Skills: Replace Human Skills—Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel)—with Common Knowledge (Elves), Speak Language (Eltharin), Speak Language (Reikspiel)
Talents: Replace two Random Human Talents with Aethyric Attunement or Specialist Weapon Group (Longbow), Coolheaded or Savvy, Excellent Vision and Night Vision

— Halfling Adaptation —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
–10%	+10%	–10%	–10%	+10%	—	—	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	–2	–1	–1	—	—	—	–1

Skills: Replace Human Skills—Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel)—with Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halflings), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook or Farmer)
Talents: Replace two Random Human Talents with Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), and one Random Talent.

Talents: Public Speaking, Quick Draw, and any two
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Three Throwing knives
Trappings: Clothes (one set of Good) and a lute

Labourer

There's a surplus of the lowly types in most cities. These men and women have never learned a trade or apprenticed under a master and are forced to take the lowliest jobs to put food on the table. Most Old World peasants qualify as labourers. These are the teeming masses that lack training in a particular skill or trade. They work in stables, dockyards, as farmhands, and just about any job that does not demand a particular expertise. When a PC needs someone to dig a ditch, carry baggage, or perform any other menial task, he turns to a labourer.

Table 9–3: Labourer Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	6 *p*	3 *s*	8 *gc*	Common
Common	10 *p*	5 *s*	13 *gc*	Common
Good	16 *p*	8 *s*	20 *gc*	Average
Best	20 *p*	10 *s*	26 *gc*	Scarce

Sample Common Labourer

Use this NPC for a variety of peasants, from dock workers to farm hands.

Career: Peasant
Race: Human

— Common Labourer —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	27%	41%	31%	30%	28%	30%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Drive, Gamble, Gossip, Row, Speak Language (Reikspiel), Silent Move, Swim, Trade (Cook), Trade (Farmer)
Talents: Flee!, Very Strong, and any two
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Quarterstaff
Trappings: Leather flask

Servant

Where labourers are coarse and unskilled, servants are somewhat more refined, though many came from the same ranks as peasants. Servants are the nearly invisible force charged with keeping nobles' households in perfect order. They are generally well mannered, meticulous, and quiet. When away from their masters, they are just as rowdy as any other commoner. In addition to the wage a servant earns, he can also expect room and board.

Table 9–4: Servant Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	8 *p*	4 *s*	10 *gc*	Common
Common	12 *p*	6 *s*	15 *gc*	Common
Good	20 *p*	10 *s*	26 *gc*	Average
Best	24 *p*	12 *s*	32 *gc*	Scarce

Sample Common Servant

Use this NPC for a variety of servants, from footmen, butlers, maids, and menservants.

Career: Servant
Race: Human

— Common Servant —							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28%	28%	29%	32%	27%	30%	36%	34%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Gossip +10%, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)
Talents: Acute Hearing, Etiquette, Very Resilient, and any two
Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: None
Trappings: Clothing (one set of Good) lamp oil, storm lantern, tankard (pewter), and tinderbox

Specialist

A specialist is any commoner with a specialized skill set. Often, this category includes surgeons but can also include hedge wizards, priests, burghers, and even cartographers. Among people in the Old World, specialists enjoy the highest income, aside from great artificers, wizards, and nobles. And given their higher status, they command respect akin to that enjoyed by some of the highest ranking people in society.

Table 9–5: Specialist Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	32 *p*	16 *s*	40 *gc*	Common
Common	60 *p*	30 *s*	78 *gc*	Common
Good	90 *p*	45 *s*	117 *gc*	Average
Best	120 *p*	60 *s*	156 *gc*	Scarce

Sample Common Specialist

As specialists are most commonly NPCs, this example is just one of many kinds of specialists. This particular character is a a physician. This physician was formerly a barber-surgeon, but after success at his business, he advanced into the lucrative field of true medicine.

Careers: Physician (ex-Barber-Surgeon, ex-Student)
Race: Human

— Common Specialist —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	31%	3%	51%	56%	46%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Academic Knowledge (Science), Charm, Common Knowledge (the Empire), Consume Alcohol, Gossip, Haggle, Heal +20%, Perception, Prepare Poison, Read/Write, Speak Language (Classical, Reikspiel), Trade (Apothecary)
Talents: Etiquette, Resistance to Disease, Savvy, Seasoned Traveller, Suave, Surgery, and any other two
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: None
Trappings: Four healing draughts, Trade Tools (Barber-Surgeon), Trade Tools (Medical Instruments), two textbooks (Medicine and Science), and writing kit

Option: Medical Treatment

In every combat in *WFRP*, characters risk horrible, scarring injuries. To patch themselves up, they often seek out a physician. Hiring a physician is special. In addition to their high prices, often out of the range for most commoners, they can have unpredictable result. The basic rules state that a single visit to a physician restores 1d10 Wounds to a lightly injured character, or 1 Wound to a heavily injured character, and that character may visit a physician again on the next day for further care. As a means for acting out the horrors of visiting an Old World Barber-Surgeon or Physician, you can use the following rules for treating severe injuries.

Whenever a character visits a physician to treat blood loss, incapacitated limb, or amputated limb, a physician makes a special Heal Test, reflecting the physician's skill, the health of the patient, the degree of the injury, and the sanitation of the workspace. A treatment roll is a d% roll, just like any other test; however, the degree of success or failure depends on a number of differing issues. Apply the modifiers from **Table 9–6: Heal Test Modifiers** to the roll. Once the final result is determined, compare the degree of success or failure to **Table 9–7: Blood Loss**, **Table 9–8: Incapacitated Limb**, or **Table 9–9: Amputated Limb**, as appropriate to the injury.

Table 9–6: Heal Test Modifiers

Physician's Modifiers

Physician	Modifier
Skill Mastery	Normal bonus
No Heal skill	–30%
No Surgery Talent	–20%

Patient's Modifiers

Patient	Modifier
Patient's Health	+ (TB × 2)%
Patient is conscious	–20%

Critical Treated

Critical Value	Modifier
+1	+0%
+2	–5%
+3	–10%
+4	–15%
+5	–20%
+6	–25%
+7	–30%
+8	–40%
+9	–50%

Sanitation

Sanitation Level	Modifier
Well-cleaned room	+10%
Average room	+0%
Poorly-cleaned room	–10%
Blood drenched room of horror	–15%
Street	–20%
Sewer or equivalent	–50%

Special Modifiers

Incapacitated Limb	Modifier
For each day that passes since the injury	–10%
The same limb has been incapacitated before	–20%
Amputated Limb	**Modifier**
Amputation is deliberate	+10%

Table 9–7: Blood Loss

Degree of Success or Failure	Result
3 Degrees of Failure	*He's not going to make it.* The treatment was an utter failure; the patient dies screaming.
2 Degrees of Failure	*I think he's going to make it.* The treatment appears to be a success. However, after a number of hours equal to the character's TB, internal haemorrhaging kills the patient.
Failed	*He's just resting.* Patient falls into a coma for 1d10 – TB weeks (minimum one week). There is a cumulative 10% chance that the patient dies each week. While in the coma, the patient counts as having 0 Wounds. Upon waking up, the patient gains 1 Wound and counts as heavily injured.
Success	*Now where did I leave that clamp?* The physician stops the bleeding, and the patient sleeps for a day. However, as a side effect of the procedure, the patient suffers from terrible headaches. Whenever called to make an Int, WP, or Fel Test, the character takes a –5% to all tests for number of hours equal to 1d10 – his TB (minimum one hour).
1 Degrees of Success	*That was close!* The physician stops the bleeding, and the patient sleeps for a day. However, as a side effect of the procedure, the patient suffers from dizzy spells. Whenever the character fails a WP by 30% or more, he is dizzy for a number of rounds equal to 1d10 – his TB (minimum one round).
2 Degrees of Success	*Don't mind the dog, he helps keep the place clean.* The physician stops the bleeding, and the patient sleeps for a day. When the patient wakes, he regains 1 Wound and remains heavily injured. However, after an hour, the wound shows itself to be infected. The patient must pass a Challenging (–10%) Toughness Test or lose 1 Wound permanently. Furthermore, recovery time is doubled, such that a character recovers 1 Wound per two weeks instead of the normal one week.
3 Degrees of Success	*I don't think he's going to make it.* The physician stops the bleeding, and the patient sleeps for a day. When the patient wakes, he regains 1 Wound and remains heavily injured.

Table 9–8: Incapacitated Limb

Degree of Success or Failure	Result
3 Degrees of Failure	*Sorry about that.* The treatment was an utter failure; the patient dies screaming.
2 Degrees of Failure	*Well, you have two arms (legs) after all.* The treatment appears to be a success. However, after a number of hours equal to the character's TB, it becomes clear that the damage to the appendage is more severe than the initial diagnosis. The limb must be amputated. Roll again and consult **Table 9–9: Amputated Limb.**
Failed	*The feeling should return in a couple of days.* Treatment fails. The limb is permanently useless. See *WFRP* page 133 for permanent effects.
Success	*Success!* The treatment is a success. The patient is restored to 1 Wound and still counts as heavily injured. The limb remains incapacitated for a number of weeks equal to 10 – his TB (minimum one week), though there is a 50% chance the limb suffers some permanent effect as follows: **Incapacitated Hand or Arm:** You take a –10% penalty on Skill and Characteristic tests that rely on the use of two hands and a –20% penalty to WS when wielding two-handed weapons. **Incapacitated Foot or Leg:** Your Movement Characteristic is halved. You suffer a –10% penalty on Skill and Characteristic tests reliant on your mobility (including Dodge). If the entire leg is incapacitated, you cannot use the Dodge Skill.
1 Degrees of Success	As Success, except the chance for permanent damage is only 20%.
2 Degrees of Success	As Success, except the chance for permanent damage is only 10%.
3 Degrees of Success	As Success, except there is no chance for permanent damage.

Table 9–9: Amputated Limb

Degree of Successor Failure	Result
2 Degrees of Failure	*Really, he's just resting.* The patient has lost too much blood. He dies without regaining consciousness.
Failed	*While he's sleeping, why don't you take a look at our selection of replacement parts?* Patient falls into a coma for 1d10 – TB weeks (minimum one week). There is a cumulative 10% chance that the patient dies each week. While in a coma, the patient counts as having 0 Wounds. Upon waking up, the patient gains 1 Wound and counts as heavily injured.
Success	*My first patient had the worse case of the trots that I've ever seen!* The physician stops the bleeding and the patient sleeps for a day. When the patient wakes, he regains 1 Wound and remains heavily injured. However, after an hour, the wound shows itself to be infected. The patient must make a Challenging (–10%) Toughness Test or lose 1 Wound permanently. Furthermore, recovery time is doubled, such that a character recovers 1 Wound per two weeks instead of the normal one week.
2 Degrees of Success	*There, all better.* The physician successfully cauterizes the wound, and the patient sleeps for a day. After a number of days equal to 1d10 –TB, the patient regains 1d10 Wounds.

— Henchmen —

The primary difference between a henchman and a PC is that the former works for the latter. A henchman will serve a character in whatever way the character needs, within reason of course. He'll accompany adventurers into the sewers to ferret out Skaven, brave the cold wastelands in the north to take the fight to Chaos, carry a character's baggage, or whatever they are hired to do, but for a price. Of course, henchmen aren't simple automatons directed by their boss; they are people, just like PCs, and they won't do anything that is obviously suicidal.

Henchmen are skilled hirelings, usually having completed multiple advances in their profession. The better hirelings have completed several advances, maybe even moving into a new career. Because of their skills and abilities, good henchmen are harder to find. The pricing and availability by advances described on **Table 9–10: Henchmen** assume the henchman is Human. For other races, double the listed price.

Hiring Henchmen

Henchmen are not for sale; they don't wait around for a PC to hire them, and they certainly don't advertise their skills to just anyone. Though selective, they still have to eat. Many would-be swords-for-hire congregate in places where things happen, dangerous places like riverside bars, taverns in slums, or in any other place where the ale flows cheaply, and the ladies (or men) are attentive. Finding suitable men-at-arms is tough work and often requires greasing a few palms and knowing the right people. In some parts of the Old World, mercenaries are more common. In Tilea, for instance, henchmen availability improves by one step. However, in Kislev, mercenaries are less common, reducing availability by one step each (maximum difficulty is Very Rare).

Even after finding a few serviceable henchmen, they don't hire themselves out to just anyone. They have to be convinced their boss has a good head and lots of coin. Otherwise, they won't waste their time. GMs who use the Loyalty rules (see following), should require PCs to make a Fellowship Test when they attempt hire a henchman.

Loyalty

Gold goes a long way, but rude and careless leaders, irregular pay, and an unusual amount of danger can all factor into how a henchman perceives his boss and whether or not he'll abandon his employer in a tight spot. Many GMs may wing loyalty, roleplaying the henchman's attitude in response to the PCs. For those who prefer a more complex system for loyalty, use the following rules.

The basic mechanism for tracking loyalty is a Fellowship Test. Whenever a character asks a henchman to do something he ordinarily wouldn't do, the character must succeed on a Fellowship Test. A normal test is at Average (+0%) difficulty. Past behaviour, previously failed tests, and the nature of the request can all modify these tests. Modifiers are described on **Table 9–11: Loyalty Modifiers**. If the conditions of the request would modify the Fellowship Test beyond Very Hard (–30%), the henchman flat-out refuses to do it and probably quits.

Example: *Michael, a minor noble of Altdorf, hires an ex-soldier named Fresk to serve as his personal guard. Michael's Fellowship Characteristic is 48%. He's known as a feckless master, and word on the street is that the last guy who worked for him met a messy end. The soldier, strapped for cash, vows not to die for a noble, but Michael is wealthy and seems fair, despite his reputation.*

Later, Michael and Fresk walk the streets at night. Michael sees a girl being accosted by a pair of thugs. Michael orders Fresk to save her. Michael needs to make an average Fellowship Test. He's fair (decreasing the difficulty one step) and wealthy (decreasing the difficulty another step), but he has a bad rep (increasing the difficulty by one step). Worse, he caused the death of a previous cohort (increases the difficulty two more steps). So far, Michael needs to make a Challenging (–10%) Test. The action Michael demands is beyond the henchman's responsibilities, but the thugs are teens and don't seem all that dangerous, no more than a slight risk (increase difficulty again by one). So, to get the henchman to save the girl at Michael's order requires a Hard (–20%) Fellowship Test, meaning Michael needs to roll a 28% or less, which is not good for the girl.

A GM should feel free to override these rules when it suits the story or the NPC's personality. Maybe Fresk's ex-girlfriend died in a similar fashion. In this instance, he would probably save the girl without being asked. On the other hand, Fresk could be a misogynist and think that the girl probably deserves whatever woes she's about to suffer. In this instance, Fresk probably won't be moved to action unless the boss pays a good bonus.

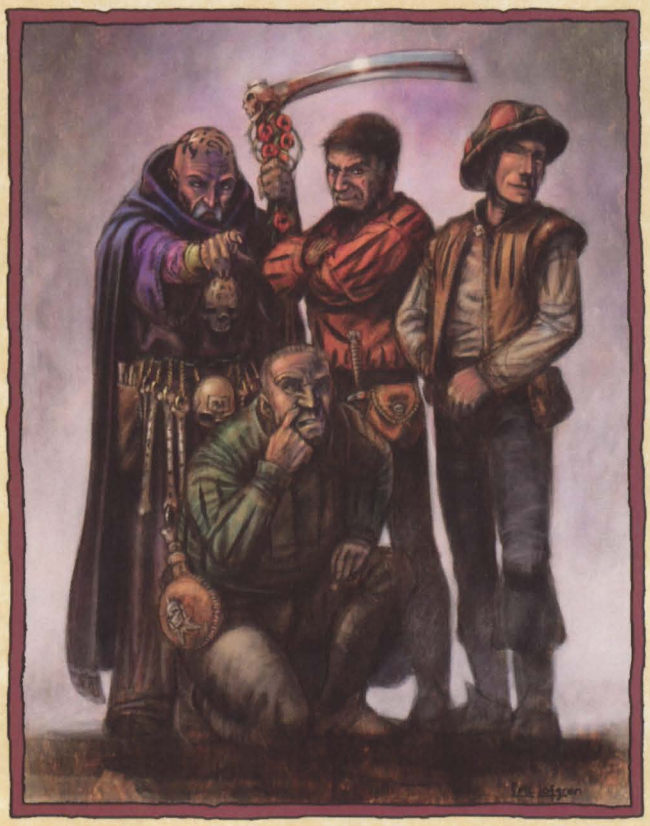


Table 9–10: Henchmen

Advances Taken	Cost per Year	Cost per Week*	Cost per Day	Share**	Availability
6	100 *gc*	2 *gc*	6 *s*	—	Average
12	150 *gc*	3 *gc*	10 *s*	½	Average
18	225 *gc*	4 *gc*	15 *s*	¾	Scarce
24	350 *gc*	7 *gc*	25 *s*	1	Scarce
30	525 *gc*	10 *gc*	35 *s*	1	Rare
36	800 *gc*	15 *gc*	50 *s*	1	Very Rare
more than 36	+200 *gc* per 6 advances	+10 *gc* per	6 advances+35 *s* per	6 advances1	Very Rare

*Henchmen should on average receive one day off per week.
**A Henchman receives a share of the spoils if he participates in an adventure.

Table 9–11: Loyalty Modifiers

Situation	Example	Difficulty Modifier
Leader's Behaviour		
Fair	Always ensures equal compensation	Decrease one step
Leader pays bonuses	—	Decrease two steps
Pays on time	—	No modifier
Good reputation	Leader is known for his generosity	Decrease one step
Bad reputation	Leader is known as a skinflint	Increase one step
Pays irregularly	—	Increase one step
Cruel	Likes inflicting pain on helpless foes	Increase two steps
Feckless	Foolish	Increase two steps
Insane	Leader is nuts	Increase three steps
Caused death of other henchmen	Sent a prior henchman to certain doom	Increase two steps
Failed Test		
Each previous failed Fellowship Test	Henchman refused to do the last task	Increase one step
Action Circumstances		
Expected and no risk	Serve as a bodyguard in a safe place	Decrease two steps
Expected and slight risk	Keep watch at night	Decrease one step
Expected and moderate risk	Keep watch at night in a forlorn place	No modifier
Expected and great risk	Keep watch at night while Orcs beat war drums nearby	Increase one step
Above expectations and no risk	A guard asked to carry baggage	No modifier
Above expectations and slight risk	A guard asked to deliver a message to wizard	Increase one step
Above expectations and moderate risk	A guard asked to scout a dark cave	Increase two steps
Above expectations and great risk	A guard asked to explore a dark cave known to hold a daemon	Increase three steps
Other Modifiers		
Leader has fewer advances than the henchman	—	Increase one step
Leader can cast spells	—	Decrease one step
Leader is wealthy	—	Decrease one step

Fleshing out Henchmen

A henchman is more than just a set of random characteristics; he or she has a personality, motives, and disposition just like any PC. When creating a henchman, your GM will probably have some ideas about the character's motives and general thoughts about his personality, but you can work together to flesh out the character's history, personality, and whatever quirks you like. To help come up with ideas, you can roll on **Table 9–12: Henchman Traits** to help generate unusual character traits for your henchman.

Ready-to-Use Henchmen

Few GMs have Henchmen ready-to-go at any moment's notice. While the sell-sword NPC in *WFRP* is serviceable for most quickly generated, ordinary hirelings, they are not as detailed or as skilled as henchmen acquired during play. For ease of use, this chapter includes several henchmen ready to use straight from this book. Each henchman entry is described with 6, 12, and 18 advances—any more advances should require the character to be generated

using the normal rules as described in the core rulebook. Finally, if you want to adapt any of these henchmen to be a race other than Human, follow the guidelines described in the **Adaptation** sidebar on page 100. Random Human talents are noted with an "R."

Bodyguard

No one is so tough that they couldn't use some hired muscle for protection sometimes. Of all the henchmen types, bodyguards are probably the most easily found. The trade is lucrative, and it doesn't take much effort, as the job most commonly requires just standing around and looking tough. Bodyguards rarely initiate combat. Instead, they hold back until some fool tries to attack their boss. Then they go into action.

Expected Tasks

A character hires a bodyguard for protection. So, bodyguards are expected to watch for threats and dangers posed to their employers. Defensive-minded, they do not seek out conflict, rather they fight to protect.

— Human Bodyguard, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
48%	32%	42%	47%	37%	27%	27%	27%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	11	4	4	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel)
Talents: Disarm, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike to Stun, Sturdy[R], Very Resilient[R], Very Strong
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Buckler, Hand Weapon (Club), Knuckle-dusters, pair of Throwing Knives
Trappings: Clothing (one set of Common Craftsmenship), cutlery set (wooden), sling bag, tankard (pewter), and 8 *gc*

— Human Mercenary (ex-Bodyguard), 12 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
48%	32%	42%	47%	37%	27%	32%	27%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow +10%, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel)
Talents: Disarm, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike Mighty Blow, Strike to Stun, Sturdy[R], Very Resilient[R], Very Strong
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Buckler, Crossbow, Hand Weapon (Club), Knuckle-dusters, Shield, pair of Throwing Knives
Trappings: 10 Bolts, clothing (one set of Common Craftsmenship), cutlery set (wooden), healing draught, sling bag, tankard (pewter), and 8 *gc*

Table 9–12: Henchman Traits

d% Roll	Trait	d% Roll	Trait
01	Habitual nose picker	51	Unusual laugh
02	Worrisome cough	52	Stocky
03	Short	53	Unusual eyes
04	Big feet	54	Lanky
05	Drools	55	Perpetually runny nose
06	Plump	56	Tall
07	Fidgets	57	Wandering eye
08	Cracked fingernails	58	Burn marks
09	Paranoid	59	Beautiful teeth
10	Bad teeth	60	Interesting scar
11	Masochist	61	Always smiles
12	Chapped lips	62	Blind in one eye
13	Mouth sores	63	Bald
14	Diseased!	64	Odd body shape
15	Stinks	65	Grossly obese
16	Weeping eye	66	Diabolical sneer
17	Insane	67	Bizarre tattoos
18	Scrawny	68	Skeletal
19	Allergies	69	Severe features
20	Powerful flatulence	70	Long incisors
21	Superstitious	71	Bloodshot eyes
22	Rancid breath	72	Slim
23	Jittery	73	Shaggy beard
24	Incontinent	74	Mohawk
25	Sadist	75	Pocked
26	Ravenous	76	Missing teeth
27	Gassy	77	Piercings
28	Walks with a limp	78	Boisterous
29	Pervert	79	Warty neck flesh
30	Corpulent	80	Quiet
31	Nervous tic	81	Broken nose
32	Hideous	82	Pallid complexion
33	Lascivious	83	Big ears
34	Arabian heritage	84	Greasy
35	Shrill voice	85	Overly dramatic
36	Wrinkled	86	Birthmark
37	Cross-eyed	87	Clean
38	Attractive	88	Rosy complexion
39	Toothless	89	Filthy
40	Dark complexion	90	Rude
41	Walks with a limp	91	Loose skin
42	Stammer	92	Flashy clothing
43	Cleans fingernails with a knife	93	Missing finger
44	Deep sonorous voice	94	Deeply tanned complexion
45	Frail	95	Strangely average
46	Short beard	96	Hideous scar
47	Acne	97	Web fingers
48	Cool tattoos	98	Vulgar
49	Long lustrous hair	99	Roll twice
50	Cathay heritage	100	Roll three times

— Human Mercenary (ex-Bodyguard), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	42%	42%	47%	37%	27%	32%	27%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Common Knowledge (the Empire, Tilea), Dodge Blow +10%, Drive, Gamble, Gossip, Heal, Intimidate, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel)
Talents: Disarm, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike Mighty Blow, Strike to Stun, Sturdy[R], Very Resilient[R], Very Strong
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Buckler, Crossbow, Hand Weapon (Club), Knuckle-dusters, Shield, pair of Throwing Knives
Trappings: 10 Bolts, clothing (one set of Common Craftsmenship), cutlery set (wooden), healing draught, sling bag, tankard (pewter), and 8 *gc*

Courier

Most messages are sent via the road wardens. These tough soldiers patrol the dangerous roads between cities and deliver mail or messages to stops along the way. Such service is expensive and unreliable. So, some characters turn to professional couriers to do the task for them.

Expected Tasks

Couriers are messengers. They carry correspondences to wherever their master directs. Though they have some fighting ability, they are not warriors.

— Human Messenger, 6 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	30%	32%	37%	46%	30%	30%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Animal Care, Common Knowledge (the Empire, the Wasteland), Gossip, Navigation, Outdoor Survival, Perception, Ride, Secret Signs (Scout), Speak Language (Reikspiel) +10%, Swim
Talents: Acute Hearing[R], Fleet Footed[R], Orientation, Seasoned Traveller
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Sword), Shield, Dagger
Trappings: Clothing (one set of Common Craftsmanship), cutlery (wooden), harness, horse (riding), map case, saddle, sling bag, and tankard (pewter)

— Human Herald (ex-Messenger), 12 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	35%	32%	37%	46%	35%	35%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm, Common Knowledge (the Empire, the Wasteland), Gossip, Navigation, Outdoor Survival, Perception, Ride, Secret Signs (Scout), Speak Language (Reikspiel) +10%, Swim
Talents: Acute Hearing[R], Fleet Footed[R], Orientation, Seasoned Traveller
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Sword), Shield, Dagger
Trappings: Clothing (two sets of Best Craftsmanship), cologne, cutlery (wooden), harness, horse (riding), map case, purse, saddle, sling bag, tankard (pewter), and uniform

— Human Herald (ex-Messenger), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	35%	32%	37%	46%	35%	35%	45%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm, Common Knowledge (the Empire, the Wasteland), Gossip, Navigation, Outdoor Survival, Perception, Ride, Secret Signs (Scout), Speak Language (Reikspiel +10%, Breton), Swim
Talents: Acute Hearing[R], Etiquette, Fleet Footed[R], Orientation, Public Speaking, Seasoned Traveller
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Sword), Shield, Dagger
Trappings: Clothing (two sets of Best Craftsmanship), cologne, cutlery (wooden), harness, horse (riding), map case, purse, saddle, sling bag, tankard (pewter), and uniform.

Field Doctor

Though many would-be surgeons spend time in University acquiring the latest theories to assist them in developing their skills in medicine, many prefer the dangerous world of being on the spot, to see injuries as they occur to better understand how to repair them. Some field doctors were kicked out of school for their "creative" approach to healing. In any event, field doctors are useful allies for any group.

Expected Tasks

A field doctor patches up his boss and others his boss requires. He may offer opinions about certain courses of action, but he rarely initiates such conversation unless he is a full-fledged member of his employer's group.

— Human Student, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	27%	28%	30%	45%	47%	37%	47%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Academic Knowledge (Law, Science), Common Knowledge (the Empire), Consume Alcohol, Gossip, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel) +10%
Talents: Coolheaded[R], Etiquette, Resistance to Disease[R], Seasoned Traveller, Suave
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Short Sword), Dagger
Trappings: Clothing (one set of Common Craftsmanship), cutlery (wooden), sling bag, tankard (pewter), two textbooks (Law and Science), and writing kit.

— Human Physician (ex-Student), 12 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	27%	28%	30%	45%	52%	42%	47%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	0	0

Skills: Academic Knowledge (Law, Science), Common Knowledge (the Empire), Consume Alcohol, Gossip, Heal +10%, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel) +10%
Talents: Coolheaded[R], Etiquette, Resistance to Disease[R], Seasoned Traveller, Suave
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Short Sword), Dagger
Trappings: Clothing (one set of Common Craftsmanship), cutlery (wooden), 4 healing draughts, sling bag, tankard (pewter), two textbooks (Law and Science), trade tools (medical instruments), and writing kit.

— Human Physician (ex-Student), 18 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	27%	28%	40%	45%	57%	42%	47%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	2	4	4	0	0	0

Skills: Academic Knowledge (Law, Science), Common Knowledge (the Empire), Consume Alcohol, Gossip, Heal +10%, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Apothecary)
Talents: Coolheaded[R], Etiquette, Resistance to Disease[R], Seasoned Traveller, Strike to Stun, Suave, Surgery
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Short Sword), Dagger
Trappings: Clothing (one set of Common Craftsmanship), cutlery (wooden), 4 healing draughts, sling bag, tankard (pewter), two textbooks (Law and Science), trade tools (medical instruments), and writing kit.

Guide

Considering the dangers of taking the side roads and how unreliable the roads are through miles and miles of forests, many characters turn to guides to navigate the wilderness. Guides serve a specific purpose: to get their leader to a location and back again. While guides are competent fighters, most tend to leave the fighting to warriors.

Expected Tasks

Guides serve to safely lead an employer to a particular destination. On the way, if the guide takes over, he expects his directions to be followed and his expertise respected. A guide understands the dangers of the Old World and expects his charges to follow his lead. A guide will fight when the situation demands; although, if a combat results because someone in the group failed to heed his warnings, he'll rarely risk his skin to save the fool.

— Human Vagabond, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37%	42%	32%	32%	32%	43%	27%	27%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Common Knowledge (Bretonnia, the Empire), Gossip, Navigation, Outdoor Survival, Perception, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel), Swim
Talents: Excellent Vision[R], Fleet Footed, Orientation, Seasoned Traveller, Sixth Sense[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Axe), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), rations, tankard (pewter), tent, and water skin.

— Human Scout (ex-Vagabond), 12 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	42%	32%	32%	42%	43%	27%	32%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	5	0	0	0

Skills: Common Knowledge (Bretonnia, the Empire), Gossip, Navigation, Outdoor Survival, Perception, Ride, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel), Swim
Talents: Excellent Vision[R], Fleet Footed, Orientation, Seasoned Traveller, Sixth Sense[R]
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Hand Weapon (Axe), Shield, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), harness, horse (riding), rations, 10 yards of rope, saddle, tankard (pewter), tent, and water skin

— Human Scout(ex-Vagabond), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	42%	32%	42%	42%	48%	32%	32%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	5	0	0	0

Skills: Concealment, Common Knowledge (Bretonnia, the Empire), Gossip, Navigation, Outdoor Survival, Perception, Ride, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel), Swim
Talents: Excellent Vision[R], Fleet Footed, Orientation, Seasoned Traveller, Sixth Sense[R]
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Hand Weapon (Axe), Shield, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), harness, horse (riding), rations, 10 yards of rope, saddle, tankard (pewter), tent, and water skin

Man-at-Arms

The Empire is a nation with a long history of warfare, death, and horror. As a result, there is never a shortage of soldiers. These men hone their weapon skills, discipline, and resolve to face off against the Greenskin hordes, hold off the Chaos boiling in the north, or root out the things below their magnificent cities. Still, the Empire is not always at war, and in the rare peace, soldiers often turn to mercenary work to stay sharp for when the clarion call of battle sounds.

Expected Tasks

Men-at-arms are soldiers. They fight where directed. They are not bodyguards, so they're not likely to go shopping with a character and protect his back or meet with a group of thieves in the slums of Altdorf. Instead, he's a reliable member of a group, doing his part to fight the foe he was hired to kill.

— Human Soldier, 6 Advances—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	44%	35%	36%	27%	27%	32%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow, Drive, Gamble, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel)
Talents: Coolheaded[R], Quick Draw, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy[R]
Armour: Light Armour (Full Leather Armour)
Armour Points: Head 1, Arms 1, Body 1, Legs 1
Weapons: Halberd, Hand Weapon (Sword), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), tankard (pewter), and a uniform.

— Human Veteran (ex-Soldier), 12 Advances—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	44%	35%	41%	37%	27%	37%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow, Drive, Gamble, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel)
Talents: Coolheaded[R], Quick Draw, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy[R]
Armour: Medium Armour (Full Mail Armour)
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Halberd, Hand Weapon (Sword), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), spirits (one bottle of Good Craftsmanship), tankard (pewter), and a uniform.

— Human Veteran (ex-Soldier), 18 Advances—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58%	44%	40%	41%	37%	27%	42%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow +10%, Drive, Gamble, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel)
Talents: Coolheaded[R], Quick Draw, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy[R]
Armour: Medium Armour (Full Mail Armour)
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Halberd, Hand Weapon (Sword), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (wooden), spirits (one bottle of Good Craftsmanship), tankard (pewter), and a uniform.

Manservant

For those who can afford them, a manservant brings a level of civilization to the common adventurer's life. Responsible for ensuring his master is well-groomed, fed, and comfortable, a manservant handles all the tedious tasks so that their employer can see to the important things. Menservants may go shopping, negotiate lodgings, announce the arrival of their master, and represent their masters in nearly all things.

Expected Tasks

A manservant serves his master's needs. He will launder clothing, cook meals, keep equipment in working order, or at the very least, direct the master's other servants to accomplish these tasks. Menservants can also act as advisors or as liaisons with other important people in a city. They do not fight in combat unless attacked.

— Human Servant, 6 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26%	26%	32%	37%	30%	43%	44%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Cook)
Talents: Acute Hearing, Etiquette, Savvy[R], Suave[R], Very Resilient
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Cudgel), Dagger
Trappings: Backpack, clothing (one set of Good Craftsmanship), cutlery (pewter), lamp oil, lantern, storm lantern, tankard (pewter), and tinderbox.

— Human Servant, 12 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	26%	37%	37%	40%	43%	44%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Cook)
Talents: Acute Hearing, Etiquette, Savvy[R], Suave[R], Very Resilient
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Cudgel), Dagger
Trappings: Backpack, clothing (one set of Good Craftsmanship), cutlery (pewter), lamp oil, lantern, storm lantern, tankard (pewter), and tinderbox

— Human Valet (ex-Servant), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	26%	37%	37%	40%	48%	44%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Blather +10%, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip +10%, Haggle, Perception +10%, Read/Write, Search, Speak Language (Breton, Reikspiel), Trade (Cook)
Talents: Acute Hearing, Etiquette, Savvy[R], Suave[R], Very Resilient
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Cudgel), Dagger
Trappings: Backpack, clothing (one set of Best Craftsmanship), cologne, cutlery (pewter), lamp oil, purse, storm lantern, tankard (pewter), tinderbox, and a uniform

Mercenary

Unlike the man-at-arms, who has a certain amount of loyalty, the mercenary is hired muscle, usually drawn from street toughs from the Old World's worst neighbourhoods. They are loyal to one thing only: gold. While as dangerous and skilled as a soldier, mercenaries often rely on cheap tactics and tricks to defeat their enemies.

Expected Tasks

Mercenaries fight. Upon being hired, they establish the responsibilities required, be it to serve as a bodyguard, kill someone, or provide backup in a tough scrape. They won't scout ahead and rarely take the initiative to do something, instead waiting for orders.

— Human Mercenary, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	34%	44%	43%	30%	32%	29%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	4	4	4	0	0	0

Skills: Common Knowledge (the Empire, Tilea), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel. Tilean)
Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong[R], Savvy[R],
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Crossbow, Hand Weapon (Sword), Shield, Dagger
Trappings: Backpack, 10 bolts, clothing (one set of Common Craftsmanship), cutlery (pewter), healing draught, and tankard (pewter).

— Human Mercenary, 12 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	44%	44%	43%	35%	32%	34%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	4	0	0	0

Skills: Common Knowledge (the Empire, Tilea), Consume Alcohol, Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel. Tilean)
Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong[R], Savvy[R],
Armour: Medium Armour (Mail Shirt and Leather Jack)
Armour Points: Head 0, Arms 1, Body 3, Legs 0
Weapons: Crossbow, Hand Weapon (Sword), Shield, Dagger
Trappings: Backpack, 10 bolts, clothing (one set of Common Craftsmanship), cutlery (pewter), healing draught, and tankard (pewter)

— Human Veteran (ex-Mercenary), 18 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52%	44%	44%	43%	40%	32%	39%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	4	0	0	0

Skills: Common Knowledge (the Empire, Tilea), Consume Alcohol, Dodge Blow +10%, Drive, Gamble, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel. Tilean)
Talents: Disarm, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Stun, Very Strong[R], Savvy[R],
Armour: Medium Armour (Full Mail Armour)
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Crossbow, Great Weapon (Two-handed Axe), Hand Weapon (Sword), Shield, Dagger
Trappings: Backpack, 10 bolts, clothing (one set of Common Craftsmanship), cutlery (pewter), healing draught, spirits (one bottle of Good Craftsmanship), and tankard (pewter)

Mercenary Wizard

These individuals have some practiced skill with magic. Perhaps they murdered their master and are now on the run, selling their abilities to the highest bidder. Others simply can't be tied down to any single place and see the life of a mercenary as a good means to expand their influence and study. Like any other sorcerer in the old world, mercenary wizards are not to be trusted.

Expected Tasks

Mercenary wizards serve to lend their magical talents to whatever endeavour their master hired them for. They provide council freely. In addition, they are expected to help resolve magical dilemmas and similar situations.

— Human Apprentice Wizard, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	25%	30%	40%	50%	35%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	1	0	0

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)
Talents: Aethyric Attunement, Petty Magic (Arcane), Savvy, Sixth Sense[R], Suave[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Quarterstaff, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), printed book, and tankard (pewter).

— Human Journeyman Wizard — (ex-Apprentice Wizard), 12 Advances

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	25%	30%	40%	50%	45%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	1	0	0

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)
Talents: Aethyric Attunement, Arcane Lore (any one), Petty Magic (Arcane), Savvy, Sixth Sense[R], Suave[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Quarterstaff, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), grimoire, printed book, tankard (pewter), and writing kit

— Human Journeyman Wizard — (ex-Apprentice Wizard), 18 Advances

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	25%	30%	40%	50%	50%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	2	0	0

Skills: Academic Knowledge (Magic) +10%, Channelling +10%, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)
Talents: Aethyric Attunement, Arcane Lore (any one), Lesser Magic (Aethyric Armour), Mighty Missile, Petty Magic (Arcane), Savvy, Sixth Sense[R], Suave[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Quarterstaff, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), grimoire, printed book, tankard (pewter), and writing kit

Riverman

There opportunities available (trading an otherwise) to those who travel the rivers of the Old World are many and varied. When you need to move along the waterways of the Empire aided by stealth, skill, and speed, knowing a man of the rivers can make all these things happen. Rivermen know the rivers like the best thief knows the alleys of his favourite haunts.

Expected Tasks

Much like the guide (see page 108), a riverman negotiates travel along a waterway under a variety of variable; from bargaining a fair price for renting a boat to defending the passengers from attacks, everything is negotiable. Ultimately, rivermen make most of the decisions about how to reach a destination, and have little patience for those who undermine their expertise.

— Human Boatman, 6 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47%	27%	48%	37%	32%	32%	27%	27%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Common Knowledge (the Empire, Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevian, Reikspiel), Swim
Talents: Night Vision[R], Orientation, Seasoned Traveller, Very Strong[R]
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Belaying Pin), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), rowboat, and tankard (pewter)

— Human Boatman, 12 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47%	32%	48%	37%	42%	37%	27%	27%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Common Knowledge (the Empire +10%, Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Speak Language (Kislevian, Reikspiel), Swim
Talents: Night Vision[R], Orientation, Seasoned Traveller, Very Strong[R]
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Belaying Pin), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), rowboat, and tankard (pewter)

— Human Navigator (ex-Boatman), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47%	32%	48%	42%	42%	37%	32%	27%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	0	0	0

Skills: Academic Knowledge (Astronomy), Common Knowledge (the Empire +10%, Kislev), Consume Alcohol, Gossip, Navigation +10%, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Speak Language (Kislevian, Reikspiel), Swim, Trade (Cartographer)
Talents: Night Vision[R], Orientation, Seasoned Traveller, Very Strong[R]
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Sword), Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), 6 maps and charts, rowboat, tankard (pewter), and Trade Tools (Navigator's Instruments)

Squire

Most knights, regardless of whether they come from Bretonnia where they are most famous, or from any of the Empire's Knightly Orders, take on apprentice knights called squires drawn from the sons and daughters of the Empire's nobility. The first lesson taught to the squire is humility, and so all squires function principally as servants, at least initially, fetching wine and food, caring for the equipment and animals, and seeing their master's every need fulfilled. Then, when there's time, the knight will begin training his protégé in combat skills.

Though squires are generally not henchmen, the price reflects the knight's added expenses to training, feeding, and providing equipment for his student.

Expected Tasks

Squires are expected to obey their master. They are to be respectful of the master's companions, stay out of trouble, and maintain their master's belongings, including his steed. They are not slaves. Squires won't voluntarily do for others in the master's entourage as they do for the master; hence, they won't maintain the equipment of all the characters in the group, curry all the horses in the group, or any other similar task. Squires are there to learn from their master.

— Human Squire, 6 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53%	30%	37%	33%	32%	28%	28%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm, Common Knowledge (the Empire), Dodge Blow, Gossip, Ride, Speak Language (Breton, Reikspiel)
Talents: Etiquette, Hardy[R], Specialist Weapon Group (Cavalry), Strike Mighty Blow, Warrior Born[R]
Armour: Medium Armour (Leather Jack, Mail Shirt, Mail Coif)
Armour Points: Head 2, Arms 1, Body 3, Legs 0
Weapons: Demilance, Hand Weapon (Sword), Shield, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), harness, horse (riding), saddle, and tankard (pewter)

— Human Squire, 12 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53%	35%	37%	38%	37%	28%	28%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm, Common Knowledge (Bretonnia, the Empire), Dodge Blow, Gossip +10%, Ride, Speak Language (Breton, Reikspiel)
Talents: Etiquette, Hardy[R], Specialist Weapon Group (Cavalry), Strike Mighty Blow, Warrior Born[R]
Armour: Medium Armour (Leather Jack, Mail Shirt, Mail Coif)
Armour Points: Head 2, Arms 1, Body 3, Legs 0
Weapons: Demilance, Hand Weapon (Sword), Shield, Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), harness, horse (riding), saddle, and tankard (pewter)

— Human Veteran (ex-Squire), 18 Advances —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58%	35%	42%	43%	42%	28%	33%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm, Common Knowledge (Bretonnia, the Empire), Dodge Blow, Gossip +10%, Ride, Speak Language (Breton, Reikspiel)
Talents: Etiquette, Hardy[R], Specialist Weapon Group (Cavalry), Strike Mighty Blow, Warrior Born[R]
Armour: Medium Armour (Full Mail Armour)
Armour Points; Head 3, Arms 3, Body 3, Legs 3
Weapons: Demilance, Hand Weapon (Sword), Shield, Dagger
Trappings; Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), harness, horse (riding), saddle, spirits (one bottle of Good Craftsmanship), and tankard (pewter)

Translator

Most translators begin their careers studying language as scribes in one of the great cities. Having no lack of work (the literacy rate is quite low), these men and women have not only mastered the art of writing, but have found they could also learn to communicate with many different cultures. Translators may have served as public scribes, but having little love for the city life, they volunteered their talents for an interesting life in service to a wizard, a great warrior, or even a vain thief whose story demands to be told.

Expected Tasks

Translators are expected to accurately translate what's said to them so the other party can understand the language. Translators may also record certain events, writing down important events and the like. They also help to compose letters, translate letters, and a number of other similar tasks.

— Human Scribe, 6 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	30%	22%	26%	43%	49%	44%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Academic Knowledge (History), Common Knowledge (the Empire) +10%, Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Reikspiel, Tilean), Trade (Calligrapher)
Talents: Acute Hearing[R], Linguistics, Super Numerate[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), 5 matches, illuminated book, tankard (pewter), two wax candles, and writing kit

— Human Scholar (ex-Scribe), 12 Advances —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	30%	22%	31%	43%	54%	44%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	0	0

Skills: Academic Knowledge (History), Common Knowledge (the Empire) +10%, Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Reikspiel, Tilean), Trade (Calligrapher)
Talents: Acute Hearing[R], Linguistics, Super Numerate[R]

Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), 5 matches, illuminated book, tankard (pewter), two wax candles, and writing kit

— Human Scholar (ex-Scribe), 18 Advances —

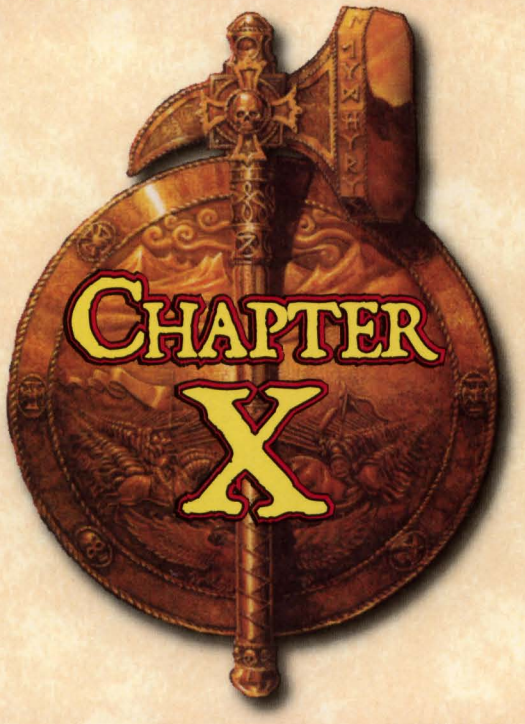
Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	30%	22%	31%	43%	59%	44%	45%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, History), Common Knowledge (the Empire) +10%, Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Eltharin, Goblin Tongue, Khazalid, Reikspiel, Tilean), Trade (Calligrapher)
Talents: Acute Hearing[R], Linguistics, Super Numerate[R]
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Dagger
Trappings: Backpack, clothing (one set of Common Craftsmanship), cutlery (pewter), 5 matches, illuminated book, tankard (pewter), two wax candles, and writing kit



Treasures of the Old World

"The Tiger's Eye is favoured by worshippers of Myrmidia. It is said to give the bearer courage and fierceness in battle."

—Kurt Muller, Scholar, University of Altdorf

Most of this book has described ways for characters to spend money on useful and not-so-useful equipment and services. However, many characters turn to trivial trinkets to spend their gold. Such things might include rare coins, precious gemstones, jewellery, or anything else of value. This final chapter describes non-essential equipment characters might find on their adventures.

— Unusual Coins —

Chapter One discusses currency, presenting the coinage minted and circulated in the many different kingdoms of the Old World. While these descriptions are sufficient for coins still in circulation in present day, they say nothing of ancient or foreign coins.

Unusual coins are not currently in circulation anywhere in the Old World. They may hail from a time long ago, predating even Sigmar himself, or they could come from exotic and distant lands. What follows is a sample of coins from various eras and regions and their approximate values.

Counterfeiting these coins is difficult, and always requires a Very Hard (–30%) Test.

Gold Koku

These coins were unknown before a Free Company from the Border Princes decimated a Hobgoblin tribe in the Dark Lands. In the smoking ruins of the encampment, they found treasures looted from all over the Old World. One particularly old coffer held 100 tarnished coins marked with symbols apparently from far Cathay. When cleaned, the coins were revealed to be of the purest gold. Those coins have been sold to a few dealers in the Empire, and all confirm that the script suggests they come from Cathay, but they are far older than any coin found in the Old World.

Ind Suvarna

Most commoners see the world contained within the borders of the Empire. Granted, many recognize the Bretonnians, Tileans, Estalians, and Kislevites, but who knows what exists beyond? Rumours of distant Cathay, or the horrors of the Southlands, or even the rumoured New World across the Ocean are tall tales swapped in dockside inns and taverns, none of which are taken seriously. One such place is fabled Ind, another land purportedly near Cathay. Only one man, a Tilean explorer name Nigel Francisco, braved the Silver Road to explore this strange place, stranger even than the legends of Cathay. As proof of his journey, he brought back many treasures, among which were small pieces of ivory depicting animals or people. Calling these coins Suvarna, he claimed Ind had no use for gold or metals, and instead traded with ivory and gemstones. It's believed there are 25 Suvarnas scattered among various owners in the Empire, but fakes and copies are widespread, reducing the overall value of these rare coins.

Pre-Empire Coins

Before Sigmar drove away the Goblins, the Empire was a collection of warring tribes. Most trading was through bartering; although, the concept of coinage, imported from sea traders in

Table 10–1: Unusual Coins

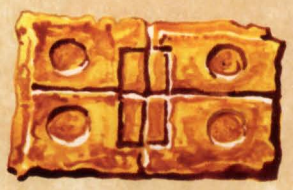
Coin	Value	Availability
Gold Koku	25 *gc*	Very Rare
Ind Suvarna	10 *gc*	Rare
Pre-Empire Coins		
Gold	5 *gc*	Very Rare
Silver	2 *gc*	Rare
Brass	10 *s*	Rare
Wood	5 *p*	Scarce
Silver Leaf	250 *gc*	Very Rare
Tilean Talents	15 *gc*	Rare

the Black Gulf and Tilea Sea, did eventually spread into northern wilderness. Crude, small, and varying in size and weight, their value stems from their rarity and their worth to historians. Pre-Empire coins followed similar metal denominations, being gold, silver, and brass; wooden chits bearing the mark of a chieftain were used as well. These chits, it's believed, marked a debt owed.

Silver Leaf

These small silver chits are leaf-shaped coins and are believed to be the currency used by the Elves prior to the rise of Humanity. Despite their rarity, silver leafs are prevalent enough to be available to most collectors. One thing that makes them so valuable is the intricacy of the detail; each vein in the leaf is exposed. Furthermore, each coin is unique, reflecting a variety of leaves from such trees as ash, elm, maple, oak, and birch.

Tilean Talents



Many historians point to the Tilean traders in the ancient world as the inventors of currency. As evidence, there are the *talents*, small rectangular pieces of gold. Records from this period suggest they were worth the equivalent of a single cow. Instead of using other metals to mark lesser denominations, they would break or cut the coins creating half-talents, quarter-talents, and bits. For an uncommon coin, Tilean Talents regularly surface in old vaults, tombs, wrecks on the bottom of the sea, and in ancient ruins. Many explorers do not realize the worth of these coins and simply melt them down for their weight in gold.

— Gemstones —

Though much of the wealth in the Empire is counted in coin, gemstones are much more valuable. Most gems are rated by the cut, the scarcity of the stone, and its flaws. Many of these stones come from the World's Edge Mountains, while others are brought by Araby merchants who claim to have purchased the stones from Southland traders. Gems generally found in the Old World follow. See **Table 10–2: Sample Gemstones** for their approximate values for cut and uncut varieties. All gemstones are assumed to be Rare and are priced at one carat. Larger stones are worth considerably more and are rarer. Value increases by +110% for each additional carat.

Priceless Beyond Measure

Gemstones, aside from just being valuable monetarily, are often reputed to have alchemical and magical properties. Many aristocrats wear small crystals to draw the attention of good spirits. Others grind stones like emerald into powders for their healing powers.

As gemstones are rumoured to hold mysterious powers, many, like the Blue Flame diamond, carry odd curses. Others are famous for their unique size, cuts, or how the light plays on their surface. For instance, the Krieger Stone is a jacinth about the size of a Dwarf's heart. This large rock is nearly priceless in value, which makes it noteworthy on its own. However, legend has it that all who have owned it died mysteriously. The Eye of Sigmar is another unusual jewel. A fist-sized piece of obsidian, it was found where a star fell to the earth.

There are many other instances of famous or semi-famous gems, each with a legend recounting their mysterious origins—and detailing their reputed powers and curses. Whether or not these gems (or any gems) actually possess some arcane power is unknown; although the legends and circumstances surrounding certain gems certainly lend credence to the superstitions.

Table 10–2: Sample Gemstones

Gemstone	Uncut	Cut	Appearance
Agate	9 *s*	5 *gc*	Translucent and any colour, but often striped brown, blue, white, and red; no two agates are the same
Amber	5 *gc*	50 *gc*	Transparent gold, created from resin
Amethyst	5 *gc*	50 *gc*	Transparent deep purple, sometimes with milky base
Chalcedony	3 *gc*	25 *gc*	Variety of colours, sometimes banded
Chrysoberyl	5 *gc*	50 *gc*	Transparent yellow, orange-yellow, yellow-green, dark to light green, brownish-green, bluish-green, brown, grey
Diamond	250 *gc*	2,500+ *gc*	Colourless or white, usually lightly tinged with yellow, orange, brown, and less commonly blue, green, or red. Rarely deep red, blue, green, or purple. Also occurs dark grey to black.
Emerald	50 *gc*	500+ *gc*	Transparent deep green to dark green.
Garnet	10 *gc*	100+ *gc*	Transparent red, brown-green, violet. Garnets exist in all colours except blue.
Hematite	9 *s*	5 *gc*	Opaque dark grey mottle black
Jade	20 *gc*	200 *gc*	Translucent green, light to dark
Jacinth	250 *gc*	2,500+ *gc*	Transparent fiery orange
Jet	10 *gc*	100 *gc*	Opaque black
Lapis Lazuli	1 *gc*	10 *gc*	Opaque light and dark blue with yellow flecking
Malachite	1 *gc*	10 *gc*	Opaque striated light and dark green
Moonstone	15 *gc*	150 *gc*	Translucent white with bluish glow
Obsidian	9 *s*	5 *gc*	Opaque black
Onyx	3 *gc*	30 *gc*	Opaque pure black or white or bands of black and white
Opal, black	300 *gc*	3,000+ *gc*	translucent dark green with gold flecks and black mottling
Opal, common	100 *gc*	1,000+ *gc*	translucent white, yellow, orange, red, purple, blue, green, grey, brown, and black
Pearl	—	400 *gc*	Opaque black, pink, yellow
Pearl, common	—	100 *gc*	Opaque white
Peridot	75 *gc*	750 *gc*	Transparent olive green
Quartz	8 *s*	4 *gc*	Transparent blue, smoky grey, yellow, or blue
Rock Crystal	1 *gc*	10 *gc*	Transparent clear
Ruby	500 *gc*	5,000+ *gc*	Transparent red, brownish-red, purplish-red, dark red
Sapphire	80 *gc*	1,000+ *gc*	Transparent or clear to medium blue, though other colours are possible
Spinel, blue	25 *gc*	250 *gc*	Transparent deep blue
Spinel, other	5 *gc*	50 *gc*	Transparent red, pink, violet, green, orange, yellow, white, and black
Tiger's Eye	16 *s*	8 *gc*	Translucent rich brown with golden centre
Topaz	40 *gc*	400 *gc*	Transparent orange, yellow, brown, light blue to deep sky-blue, pink, colourless, white, light purple, greenish-blue, green
Tourmaline	6 *gc*	60 *gc*	Transparent green, red, blue, purple, pink, yellow, orange, brown, colourless, white, black. Stones are often multicoloured, with a seemingly unlimited amount of colour combinations.
Zircon	5 *gc*	50 *gc*	Transparent clear, yellow, brown, reddish-brown, orange, light blue, light green, light purple, pink

— Jewellery and Accessories —

Jewellery is a perfect way to accentuate a person's good looks, add important elements to a wardrobe, or present your loyalties or faith. Few people, however, can afford the expense of a gold ring, silver bracelet, or a torc made of silver, gold, and ivory. Furthermore, such outward displays of wealth are invitations to thieves to take notice. Hence, most commoners decorate themselves with natural things like garlands of flowers, beads, feathers, or even shells from nearby coastal waters.

The base prices on **Table 11–3: Jewellery** are for items made of bronze. Lesser materials bring about half that price. More expensive jewellery uses different metals such as silver and gold, and even gemstones.

Armband: Armbands are wide metal clasps that fit over the upper arm. Usually engraved with religious or military symbols, they are prevalent in the south but not in the north, even during the summer months. The exception is in the case of the Norscans, who regard armbands as symbols of wealth and station, gifts awarded by their lords.

Bracelet: A bracelet or anklet is a piece of jewellery worn on the wrist or ankle. They can be solid metal or supple chains studded with gemstones. Bracelets are popular among the Tilean ladies. Anklets are prevalent in Estalia territory once held by Araby, as the style originated from Araby courtesans.

Table 10–3: Jewellery

Jewellery	Bronze	Silver	Silver and Gold	Silver with Gemstones	Gold with Gemstones
Armband	25 *gc*	50 *gc*	75 *gc*	150 *gc*	300 *gc*
Bracelet	8 *gc*	16 *gc*	24 *gc*	48 *gc*	96 *gc*
Brooch/Pendant	20 *gc*	40 *gc*	60 *gc*	120 *gc*	240 *gc*
Earrings	18 *gc*	36 *gc*	54 *gc*	108 *gc*	216 *gc*
Locket	15 *gc*	30 *gc*	45 *gc*	90 *gc*	180 *gc*
Necklace	30 *gc*	60 *gc*	90 *gc*	180 *gc*	360 *gc*
Ring	20 *gc*	40 *gc*	60 *gc*	120 *gc*	240 *gc*
Torc	35 *gc*	70 *gc*	105 *gc*	210 *gc*	420 *gc*

Brooch or Pendant or Locket: These small talismans often serve to mark a person's station to which they are loyal, as in the case of the Bretonnian soldiers who wear small shields about the size of a hand that depict religious symbols or their lord's coat of arms. In some cases, they are merely decorative. Some of these are small lockets containing a miniature of a loved one or a famed saint.

Earrings and Nose Rings: A common enough sight in the Empire for both men and women, earrings and nose rings are usually self administered—sometimes to mark a special occasion, rite of passage or event, or sometimes just for whim or fashion. Ear and nose rings can vary wildly in quality, from simple wire and beads, to the finest jewellery money can buy.

Necklace: A necklace is a slender chain of precious metal, usually gold or silver. Also in this category is the choker, which is a silk band with a gemstone setting that fits snugly over the neck.

Rings: A ring is a band of metal, usually bronze, silver, or gold. Some rings have gemstone settings, while others have family crests or seals. Many rings are engraved with twisted vines, phrases, or prayers.

Torc: A torc is an ornamental metal collar worn to signify station and rank. Once quite common, only the Norscan chieftains wear them now. Torcs are often beautifully crafted, blending ivory, silver, and gold.

— Valuable Goods —

By no means are gemstones and jewellery the sum of valuable goods. Any of the equipment described in this book at Best quality counts as fine treasure, such as the trade goods like hides or dyes as described in **Chapter One: Currency & Trade**. A sword of Best Craftsmanship sells for about 140 *gc* or the equivalent of 14 cows, a veritable fortune. Still, there are a few items of worth that can bring a price to make a man wealthy. Sculptures, paintings, tapestries, rugs, and more can be worth as much or more than a treasure chest of gold. Encumbrance varies depending on the size of the object. Consult with your GM for exact Encumbrance values. To determine the exact value of an object, consult **Table 10–4: Determining an Object's Value**.

Art is generally any item made for its own sake that has an aesthetic appeal. Such items include paintings, woodcuts, small ornate coffers, and painted eggs. Sculpture is art that takes an existing object and creates something new that has an aesthetic appeal, like busts, statues, pillars, vases, and ornate coffers. Rugs and tapestries are woven art. Some feature ornate designs, images, or symbols. Rugs lie on the floor, while tapestries hang from the walls.

Table 10–4: Determining an Object's Value

Roll	Art	Rug	Sculpture	Tapestry	Roll	Art	Rug	Sculpture	Tapestry
01-10	—	6 *p*	—	8 *p*	61-65	16 *gc*	18 *gc*	75 *gc*	35 *gc*
11-15	2 *p*	1 *s*	3 *p*	2 *s*	66-70	30 *gc*	30 *gc*	100 *gc*	50 *gc*
16-20	5 *p*	3 *s*	6 *p*	6 *s*	71-75	65 *gc*	48 *gc*	125 *gc*	100 *gc*
21-25	8 *p*	6 *s*	1 *s*	12 *s*	76-80	125 *gc*	75 *gc*	250 *gc*	150 *gc*
26-30	1 *s*	12 *s*	4 *s*	1 *gc*	81-85	250 *gc*	125 *gc*	500 *gc*	250 *gc*
31-35	3 *s*	1 *gc*	8 *s*	2 *gc*	86-90	500 *gc*	200 *gc*	750 *gc*	400 *gc*
36-40	6 *s*	2 *gc*	1 *gc*	4 *gc*	91-95	1,000 *gc*	325 *gc*	1,000 *gc*	650 *gc*
41-45	12 *s*	3 *gc*	8 *gc*	6 *gc*	96-97	2,000 *gc*	525 *gc*	2,000 *gc*	1,050 *gc*
46-50	1 *gc*	4 *gc*	16 *gc*	8 *gc*	97-98	4,000 *gc*	850 *gc*	4,000 *gc*	1,700 *gc*
51-55	4 *gc*	7 *gc*	32 *gc*	15 *gc*	99	8,000 *gc*	1,250 *gc*	8,000 *gc*	2,500 *gc*
56-60	8 *gc*	11 *gc*	50 *gc*	25 *gc*	100	16,000 *gc*	3,000 *gc*	16,000 *gc*	5,000 *gc*

Appendix: Reference Tables

Table AP-1: Income

Job	Yearly Pay (*gc*)	Monthly Pay (*s*)	Weekly Pay (*p*)	Daily Pay (*p*)
Peasant	9-15	15-25	45-75	7-12
Rich Farmer	15-25	25-45	75-135	12-22
Innkeeper	20-30	35-50	105-150	17-25
City Shopkeeper	20-40	35-65	105-195	17-32
Mercenary	20-50	35-80	105-240	17-40
Skilled Craftsman	25-80	40-135	120-400	20-66
Typical Fence	30-100	50-165	150-495	25-82
Doctor	40-150	65-250	195-750	32-125
Artificer	150-500	250-835	750- 2505	125-420
Lesser Noble	250-500	415-835	1245- 2505	210-420
Wizard Lord	300-800	500-1350	1500- 4050	250-675
Greater Noble	1000+	1700+	5100+	850+

All yearly wages given are *before* regional taxes have been applied.

Table AP–2: Exchange Rates

	Exchange Rate in other Lands								
Coins	**Bre**	**Emp**	**Est**	**Kis**	**Nor**	**Tcs**	**Dwa**	**Elf**	**Ara**
Bretonnia (Bre)	—	+5%	+10%	+10%	+0%	–20%	–10%	+5%	+10%
Empire (Emp)	–5%	—	+5%	+10%	+0%	–15%	–15%	+0%	+5%
Estalia (Est)	–10%	–5%	—	–10%	+0%	–10%	–20%	+0%	+0%
Kislev (Kis)	–10%	–5%	+10%	—	+0%	+0%	–10%	–5%	–10%
Norsca (Nor)	–30%	–20%	–10%	–5%	—	–5%	–20%	–10%	+0%
Tilean City-States (Tcs)	–50%	–30%	–20%	–10%	+0%	—	n/a	–20%	–10%
Dwarf (Dwa)	+20%	+30%	+40%	+40%	+0%	+50%	—	+0%	+20%
Elf (Elf)	–5%	+0%	+5%	+5%	+0%	+20%	+0%	—	+5%
Araby (Ara)	–10%	–5%	+0%	+10%	+0%	–10%	–20%	–5%	—

Table AP–3: Trade Goods

Trade Good	Common Price	Trade Good	Common Price	Trade Good	Common Price	Trade Good	Common Price
Fabric	*Per Square Yard*	*Hides*	*Per Skin*	*Oils*	*Per gallon*	*Grains*	*Per Pound*
Canvas	2 *s*	Marten	5 *gc*	Almond	6 *gc*	Millet	8 *s*
Homespun	8 *p*	Mink	6 *gc*	Hazelnut	2 *gc*	Oats	8 *s*
Lace	3 *gc*	Raccoon	10 *s*	Olive	3 *gc*	Rice	3 *gc*
Linen	10 *s*	Sable, black	7 *gc*	Safflower	30 *p*	Rye	8 *s*
Silk, Cathay	5 *gc*	Sheep	4 *gc*	Sesame	6 *gc*	Wheat berries	1 *gc*
Velvet	2 *gc*	Wolf	5 *gc*	Sunflower	4 *s*	*Flours*	*Per Pound*
Wool	1 *gc*	*Dyes*	*Per 6 ounces*	Walnut	1 *gc*	Barley	26 *s*
Hides	*Per Skin*	Blue, copper	11 *s*	*Sweeteners*	*Per pint*	Buckwheat	13 *s*
Bear	3 *gc*	Blue, ultramarine	13 *s*	Honey	5 *s*	Rye	18 *s*
Deer	50 *s*	Green	11 *s*	Sugar, brown	1 *gc*	Wheat	2 *gc*
Fox, red	9 *gc*	Ochre	15 *s*	Sugar, raw	6 *s*	*Exotics*	*Per Pound*
Fox, white	11 *gc*	Purple	2 *gc*	*Grains*	*Per Pound*	Chilis	67 *gc*
Horse	2 *gc*	Red, iron	6 *s*	Barley	13 *s*	Chocolate	67 *gc*
Leather	1 *gc*	Safflower	5 *s*	Buckwheat	6 *s*	Coffee	33 *gc*
Leopard	14 *gc*	Yellow	3 *s*	Chick peas	2 *gc*	Tea	2 *gc*
Lion	15 *gc*	Vermillion	1 *gc*	Lentils	1 *gc*	Tobacco	10 *gc*

Table AP–4: Armour

Armour Type	Cost	Enc	Location(s) Covered	AP	Availability
Leather					
Leather Skullcap	3 *gc*	10	Head	1	Common
Leather Jerkin	6 *gc*	40	Body	1	Common
Leather Jack	12 *gc*	50	Body, Arms	1	Common
Leather Leggings	10 *gc*	20	Legs	1	Common
Full Leather	25 *gc*	80	All	1	Average
Studded Leather					
Studded Skullcap	10 *gc*	10	Head	1	Average
Studded Jerkin	20 *gc*	40	Body	1	Average
Studded Jack	30 *gc*	50	Body, Arms	1	Average
Studded Leggings	20 *gc*	20	Legs	1	Average
Full Studded Leather	90 *gc*	160	All	2	Scarce
Chain					
Mail Coif	20 *gc*	30	Head	2	Average
Mail Shirt	60 *gc*	60	Body	2	Average
Sleeved Mail Shirt	95 *gc*	80	Body, Arms	2	Average
Mail Coat	75 *gc*	80	Body, Legs	2	Average
Sleeved Mail Coat	130 *gc*	100	Body, Arms, Legs	2	Average
Mail Leggings	20 *gc*	40	Legs	2	Scarce
Full Mail Armour	170 *gc*	210	All	3	Scarce
Scale					
Scale Coif	30 *gc*	50	Head	3	Scarce
Scale Shirt	150 *gc*	260	Body	3	Scarce
Sleeved Scale Shirt	225 *gc*	340	Body, Arms	3	Scarce
Scale Coat	225 *gc*	400	Body, Legs	3	Scarce
Sleeved Scale Coat	300 *gc*	470	Body, Arms, Legs	3	Scarce
Scale Leggings	75 *gc*	130	Legs	3	Rare
Full Scale Armour	360 *gc*	600	All	4	Rare
Plate					
Helmet	30 *gc*	40	Head	2	Rare
Breastplate	70 *gc*	75	Body	2	Rare
Plate Bracers	60 *gc*	30	Arms	2	Rare
Plate Leggings	70 *gc*	40	Legs	2	Rare
Full Plate Armour	400 *gc*	400	All	5	Very Rare
Ithilmar Mail					
Mail Coif	—	10	Head	3	—
Mail Shirt	—	20	Body	3	—
Sleeved Mail Shirt	—	30	Body, Arms	3	—
Mail Coat	—	30	Body, Legs	3	—
Sleeved Mail Coat	—	60	Body, Arms, Legs	3	—
Mail Leggings	—	20	Legs	3	—
Full Mail Armour	—	210	All	4	—
Gromril Plate					
Gromril Helmet	—	40	Head	3	—
Gromril Breastplate	—	75	Body	3	—
Gromril Plate Bracers	—	30	Arms	3	—
Gromril Plate Leggings	—	40	Legs	3	—
Gromril Full Plate	—	400	All	6	—

Table AP–5: Melee Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Buckler	2 *gc*	10	Parrying	SB –4	Defensive, Pummelling	Average
Dagger	1 *gc*	10	Ordinary	SB –3	None	Common
Demilance (Cavalry Spear)	20 *gc*	75	Cavalry	SB	Fast, Impact, Tiring	Scarce
Flail*	15 *gc*	95	Flail	SB +1	Impact, Tiring	Scarce
Foil	18 *gc*	40	Fencing	SB –2	Fast, Precise	Rare
Gauntlet/Knuckle-duster	1 *gc*	1	Ordinary	SB –3	Pummelling	Common
Great weapon*	20 *gc*	200	Two-handed	SB	Impact, Slow	Average
Halberd*	15 *gc*	175	Two-handed	SB	Special	Common
Hand Weapon	10 *gc*	50	Ordinary	SB	None	Common
Improvised	—	35	Ordinary	SB –4	None	—
Lance	40 *gc*	100	Cavalry	SB +1	Fast, Impact, Tiring	Rare
Main Gauche	4 *gc*	15	Parrying	SB –3	Defensive	Scarce
Morning Star	15 *gc*	60	Flail	SB	Impact, Tiring	Scarce
Quarterstaff*	3 *s*	50	Ordinary	SB –2	Defensive, Pummelling	Plentiful
Rapier	18 *gc*	40	Fencing	SB –1	Fast	Scarce
Shield	10 *gc*	50	Ordinary	SB –2	Defensive	Common
Spear	10 *gc*	50	Ordinary	SB	Fast	Common
Sword-breaker	5 *gc*	40	Parrying	SB –3	Special	Scarce

Table AP–6: Missile Weapons

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Bola	7 *s*	20	Entangling	1	8/16	Half	Snare	Scarce
Bow*	10 *gc*	80	Ordinary	3	24/48	Half	None	Common
Crossbow*	25 *gc*	120	Ordinary	4	30/60	Full	None	Average
Crossbow Pistol	35 *gc*	25	Crossbow	2	8/16	Full	None	Rare
Elfbow*	70 *gc*	75	Longbow	3	36/72	Half	Armour Piercing	Very Rare
Improvised	—	10	Ordinary	SB–4	6/–	Half	None	—
Javelin	25 *s*	30	Ordinary	SB–1	8/16	Half	None	Average
Lasso*	1 *gc*	10	Entangling	n/a	8/–	Half	Snare	Plentiful
Longbow*	15 *gc*	90	Longbow	3	30/60	Half	Armour Piercing	Average
Net	3 *gc*	60	Entangling	n/a	4/8	Full	Snare	Plentiful
Repeater Crossbow*	100 *gc*	150	Crossbow	2	16/32	Free	Special	Very Rare
Shortbow*	7 *gc*	75	Ordinary	3	16/32	Half	None	Common
Sling	4 *gc*	10	Sling	3	16/32	Half	None	Common
Spear	10 *gc*	50	Ordinary	SB	8/-	Half	None	Common
Staff Sling*	6 *gc*	50	Sling	4	24/48	Full	None	Rare
Throwing Axe/Hammer	5 *gc*	40	Throwing	SB–2	8/-	Half	None	Average
Throwing Dagger/Star	3 *gc*	10	Throwing	SB–3	6/12	Half	None	Common
Whip	2 *gc*	40	Entangling	SB–4	6/-	Half	Fast, Snare	Average
Ammunition								
Arrows (5)	1 s	10	—	—	—	—	—	Common
Bolts (5)	2 s	10	—	—	—	—	—	Average

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield.
† Range is expressed in yards; if you are using squares, simply halve to find the range.

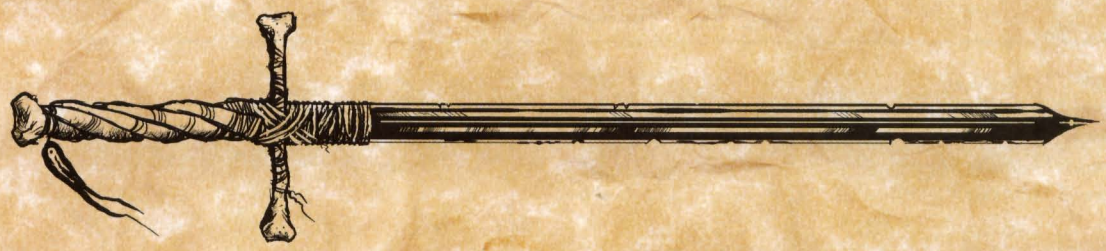


Table AP–7: Gunpowder Weapons

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Blunderbuss	70 *gc*	50	Gunpowder	3	16/–	3 Full	Shrapnel, Unreliable	Very Rare
Bomb	75 *gc*	20	Explosive	6	4/20	n/a	Shrapnel, Unreliable	Very Rare
Duck-Foot	500 *gc*	30	Engineer	3	16/–	4 Full	Special, Experimental	Very Rare
Firearm*	300 *gc*	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable	Very Rare
Hochland Long Rifle	450 *gc*	70	Engineer	4	48/96	2 Full	Impact, Unreliable	Very Rare
Incendiary	5 *gc*	20	Explosive	4	4/20	Full + Half	Special	Scarce
Jezzail	—	60	Gunpowder	3	24/72	2 Full	—	—
Pistol	200 *gc*	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable	Very Rare
Repeater Handgun*	600 *gc*	30	Engineer	4	24/48	Free	Experimental, Special	Very Rare
Repeater Pistol	400 *gc*	25	Engineer	4	8/16	Free	Experimental, Special	Very Rare
Ammunition								
Firearm Shot (10)	6 *s*	10	—	—	—	—	—	Rare
Gunpowder (per shot)	3 *s*	1	—	—	—	—	—	Very Rare

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield.
† Range is expressed in yards; if you are using squares, simply halve to find the range.

Table AP–8: Bolt Throwers

Name	Crew	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Bellybow	1	150 *gc*	200	Ordinary	5	50/100	6	None	Rare
Bolt Thrower	8	750 *gc*	—	Ordinary	12	150/300	15	Armour Piercing	Rare
Oxybeles	7	550 *gc*	—	Ordinary	10	70/150	12	None	Very Rare
Scorpion	6	375 *gc*	—	Ordinary	8	100/200	10	None	Scarce

† Range is expressed in yards; if you are using squares, simply halve to find the range.

Table AP–9: Clothing

Attire	Cost	Enc	Availability
Apron	5 *p*	2	Plentiful
Belt	3 *s*	1	Plentiful
Boots, Hip High	8 *gc*	15	Average
Boots, Hobnailed, Dwarf	30 *gc*	30	Rare
Boots, Low	18 *s*	5	Plentiful
Boots, Riding	3 *gc*	10	Plentiful
Breeches	15 *s*	4	Plentiful
Cannons	6 *gc*	3	Common
Cap or hat	10 *s*	1	Plentiful
Cape, short	5 *s*	5	Common
Cape, long	9 *s*	7	Common
Chemise/Tunic	1 *gc*	4	Plentiful
Cloak	5 *gc*	10	Plentiful
Coat or Jacket, light	3 *gc*	5	Plentiful
Coat or Jack, heavy	5 *gc*	10	Plentiful
Codpiece	4 *gc*	—	Common
Corset	3 *gc*	2	Common
Costume	5 *gc*+	10	Common
Doublet	10 *s*	2	Plentiful
Dress/Gown	1 *gc*	15	Plentiful
Girdle	4 *gc*	1	Plentiful
Gloves	3 *gc*	—	Common
Handkerchief	6 *p*	—	Common
Hat, wide-brimmed	1 *gc*	5	Plentiful
Hood	5 *s*	2	Common
Jerkin/Vest	10 *s*	4	Plentiful
Kilt	12 *s*	3	Common
Loincloth	4 *s*	1	Abundant
Mask	10 *s*	2	Common
Nightshirt	2 *gc*	1	Rare
Overcoat	10 *gc*	15	Plentiful
Priest Vestments	13 *gc*	20	Average
Rags	1 *p*	5	Abundant
Robes	15 *gc*	25	Average
Sandals	2 *s*	2	Common
Sash	30 *p*	1	Average
Scarf	15 *p*	—	Plentiful
Socks	26 *s*	—	Common
Shoes	10 *s*	5	Plentiful

Table AP–10: Food & Drink

Food or Drink	Cost	Enc	Availability
Ale, pint	2 *p*	2	Plentiful
Beer, pint	1 *p*	2	Abundant
Brandy, Bretonnian	13 *s*	2	Average
Bread, loaf	2 *p*	3	Abundant
Butter (lb.)	30 *p*	1	Plentiful
Cheap Pie	2 *p*	2	Common
Cheese, various (lb.)	50 *p*	1	Common
Delicacy	3 *p*+	3	Scarce
Eggs (12)	15 *p*	1	Plentiful
Fish, fresh (1)	2 *p*	2	Common/Plentiful
Fish, pickled, barrel	3 *p*	20	Common
Food per Day (Poor)	5 *p*	10	Plentiful
Food per Day (Average)	10 *p*	10	Common
Food per Day (Good)	18 *p*	10	Average
Mead, pint	3 *p*	2	Average
Meat, side of	1 *s*	10	Average
Milk, cow or goat, pint	2 *p*	2	Plentiful
Rations	6 *s*	5	Common
Rotgut, quart	4 *p*	2	Plentiful
Soup, meal	1 *p*	1	Abundant
Spirits	1 *s*	5	Average
Wine, pint, quality	10 *s*	5	Average
Wine, pint, watered	1 *s*	5	Common

Table AP–11: Musical Instruments

Instrument	Cost	Enc	Availability
Coach horn	10 *gc*	30	Average
Drum	30 *s*	50	Average
Harp, small	20 *gc*	10	Rare
Harpsichord	250 *gc*	1200	Rare
Lute	80 *gc*	30	Scarce
Mandolin	23 *gc*	15	Scarce
Mouth harp	8 *s*	1	Average
Recorder	3 *gc*	5	Average
Tambourine	1 *gc*	5	Average
Viol	25 *gc*	30	Average
Whistle	6 *s*	—	Common

Table AP–12: Reading and Writing

Item	Cost	Enc	Availability
Book, glued, printed	75 *gc*	35	Very Rare
Book, stitched, printed	100 *gc*	35	Very Rare
Book, illuminated	350 *gc*	50	Very Rare
Brush	2 *gc*	—	Average
Cartographer kit	50 *gc*	20	Rare
Charcoal stick	1 *s*	—	Common
Chalk, one stick	2 *s*	—	Common
Ink, black	5 *gc*	1	Average
Ink, colour	10 *gc*	1	Scarce
Ink, purple	50 *gc*	1	Very Rare
Inkpen	1 *gc*	—	Scarce
Lock, Book	45 *gc*	1	Very Rare
Paper/sheet	5 *s*	—	Very Rare
Parchment/sheet	1 *s*	—	Rare
Writing Kit	10 *gc*	5	Average

Table AP–13: Carrying Equipment and Containers

Containers	Avg Cost	Enc	Availability
Backpack	30 *s*	20	Plentiful
Basket	2 *s*	8	Abundant
Bottle	3 *s*	2	Average
Box, iron, large	10 *s*	300	Common
Box, iron, small	1 *gc*	150	Plentiful
Bucket, metal	5 *s*	30	Plentiful
Bucket, wood	3 *s*	20	Abundant
Cage, large	24 *gc*	500	Average
Cage, small	6 *gc*	300	Average
Case, tube	1 *gc*	2	Scarce
Cask, 4 gallons	8 *s*	200	Common
Cask, 10 gallons	12 *s*	500	Common
Cask, 25 gallons	1 *gc*	1,250	Common
Chest, wooden, large	5 *gc*	300	Average
Chest, wooden, small	2 *gc*	175	Common
Cup, wooden or clay	8 *p*	—	Abundant
Flask, leather	15 *s*	5	Average
Flask, metal	2 *gc*	15	Scarce
Glass	2 *s*	1	Average
Goblet	3 *s*	2	Common
Jug, clay, 1 gallon	4 *s*	15	Plentiful
Jug, clay, 5 gallons	10 *s*	20	Plentiful
Kettle	30 *s*	10	Plentiful
Pitcher, clay	2 *s*	10	Abundant
Pouch, large	5 *s*	1	Plentiful
Pouch, small	2 *s*	—	Plentiful
Pot, clay	2 *s*	60	Abundant
Pot, iron	1 *gc*	90	Plentiful
Purse	2 *s*	1	Plentiful
Sack, large	5 *s*	7	Plentiful
Sack, small	30 *p*	4	Plentiful
Skin, water	8 *s*	1/100	Plentiful
Slingbag	2 *gc*	5	Average
Tankard, pewter	1 *gc*	5	Plentiful
Tankard, wooden	10 *s*	5	Plentiful
Trunk, Small	16 *s*	275	Common
Trunk, Large	3 *gc*	400	Average
Vial	10 *p*	—	Common

Table AP–14: Illumination

Illumination	Cost	Enc	Availability
Candle, tallow	3 *s*	5	Plentiful
Candle, wax	6 *s*	5	Average
Charcoal	1 *s*	10	Common
Kindling/Firewood	2 *s*	5	Plentiful
Lamp	5 *s*	20	Plentiful
Lantern	5 *gc*	20	Average
Lantern, Storm	12 *gc*	30	Scarce
Match	1 *p*	—	Average
Oil, lamp	5 *s*	5	Plentiful
Torch, treated	10 *p*	5	Common
Torch, untreated	5 *p*	5	Plentiful

Table AP–15: Personal Equipment

Personal Equipment	Cost	Enc	Availability
Armoire	50 *gc*	800	Average
Banner	10 *gc*	50	Common
Bed Frame	8 *gc*	1,600	Average
Bedroll	15 *gc*	20	Plentiful
Bell	25 *s*	2	Common
Blanket	25 *s*	10	Plentiful
Book or Scroll Case	75 *gc*	650	Scarce
Brush or Comb	15 *p*	1	Plentiful
Chair	3 *gc*	300	Common
Clothes pegs (dozen)	1 *s*	2	Common
Cosmetics	10 *s*	1	Common
Couch	30 *gc*	1,200	Scarce
Cutlery, wooden	5 *s*	2	Plentiful
Cutlery, metal	3 *gc*	4	Common
Cutlery, silver	15 *gc*	3	Scarce
Deck of cards	1 *gc*	1	Plentiful
Desk	50 *gc*	1,000	Scarce
Dice, bone	6 *s*	—	Plentiful
Dice, bone, weighted	12 *s*	—	Scarce
Footstool	1 *gc*	50	Average
Grappling Hook	4 *gc*	20	Average
Ladder	10 *s*	50	Common
Ladder, rope	3 *gc*	20	Average
Lock, average	1 *gc*	5	Common
Lock, quality	30 *gc*	5	Scarce
Marbles	1 *s*	—	Average
Mattress, flock	8 *gc*	400	Average
Mattress, feather	12 *gc*	350	Scarce
Mirror, large metal	10 *gc*	10	Rare
Mirror, small silver	20 *gc*	2	Very Rare
Perfume or Cologne	1 *gc*	—	Common
Pole, 1 yard	1 *s*	10	Plentiful
Rope, 1 yard	1 *s*	3	Common
Shaving Kit	3 *gc*	2	Average
Snuff Box	2 *gc*	1	Average
Soap	2 *p*	3	Common
Table	8 *gc*	1,500	Common
Tarp	5 *s*	20	Common
Tent, small	15 *s*	20	Common
Tent, large	2 *gc*	50	Average
Tent, pavilion	10 *gc*	800	Average
Tinderbox	30 *s*	5	Plentiful

Table AP–16: Draughts

Draught	Cost	Enc	Availability
Antitoxins	5 *gc*	5	Scarce
Bugman's XXXXXX	50 *gc*	5	Very Rare
Cure-all	11 *gc*	—	Common
Esmerelda's Calming Nectar	300 *gc*	—	Very Rare
Essence of Chaos	225 *gc*	—	Very Rare
Feyeyes	25 *s*	—	Scarce
Greta's Boon	30 *gc*	—	Very Rare
Healing Draught	5 *gc*	—	Average
Mamma Melchin's	18 *s*	—	Common
Moot Milk	50 *gc*	—	Scarce

Table AP–17: Tools

Tools	Cost	Enc	Availability
Abacus	10 *gc*	5	Rare
Animal Call	25 *s*	—	Common
Anvil	65 *gc*	300	Rare
Awl	2 *s*	2	Common
Bellows	6 *gc*	10	Common
Branding Iron	5 *gc*	10	Common
Butcher tools	13 *gc*	20	Common
Candle, timekeeping	12 *s*	2	Average
Chain, yard	30 *s*	5	Rare
Chisel, wood, set	8 *gc*	5	Common
Coin die	10 *gc*	5	Rare
Crowbar	10 *s*	10	Common
Disguise kit	5 *gc*	10	Scarce
File set	6 *gc*	5	Average
Fishhook and line	3 *s*	2	Common
Fishing net	18 *s*	30	Plentiful
Forge	1,200 *gc*	5000	Average
Fuse	1 *s*	—	Scarce
Gin Trap	2 *gc*	20	Common
Gin Trap, Large	4 *gc*	40	Average
Glue	1 *gc*	1	Common
Hacksaw	5 *gc*	5	Common
Hammer	2 *gc*	5	Common
Hoe	2 *gc*	10	Plentiful
Hourglass	5 *gc*	5	Rare
Lock Picks	10 *gc*	20	Average
Magnifying glass	75 *gc*	5	Very Rare
Manacles	5 *gc*	20	Average
Metal Ingot, base	25 *s*	20	Average
Nails (10)	1 *p*	—	Plentiful
Navigational charts	25 *gc*	5	Rare
Needle, sewing (5)	8 *s*	—	Plentiful
Pestle & Mortar	4 *gc*	50	Common
Pick, climbing	2 *gc*	10	Scarce
Pick, miner's	25 *s*	20	Average
Pitchfork	1 *gc*	10	Plentiful
Plough	10 *gc*	150	Common
Saw	7 *gc*	10	Common
Scales	20 *gc*	75	Scarce
Scythe	5 *gc*	20	Common
Sledge hammer	1 *gc*	40	Common
Snare (wire)	1 *gc*	5	Common
Spade	25 *s*	20	Common
Spike	5 *s*	5	Common
Telescope	100 *gc*	5	Rare
Trade Tools, Artisan	50 *gc*	40	Rare
Trade Tools, Engraver	50 *gc*	20	Rare
Trade Tools, Navigator	50 *gc*	20	Rare
Trade Tools, Physician	50 *gc*	50	Rare
Trade Tools, Smith	50 *gc*	300	Rare
Trade Tools, Other	50 *gc*	50	Average
Twine, roll	8 *p*	—	Abundant
Wax, Sealing	1 *gc*	1	Common
Wedge, wood	8 *p*	2	Plentiful
Wheelbarrow	10 *gc*	70	Common
Whetstone	1 *gc*	1	Common

Table AP–18: Poisons

Poison	Cost	Enc	Availability
Belladonna	15 *gc*	—	Rare
Black Lotus	20 *gc*	—	Very Rare
Bottled Love	10 *gc*	—	Scarce
Chimera Spittle	150 *gc*	—	Very Rare
Crimson Shade	35 *gc*	—	Very Rare
Cyanide	30 *gc*	—	Araby-Poison
Dark Venom	30 *gc*	—	Very Rare
Green Scorpion Venom	1,000 *gc*	—	Very Rare
Heartkill	800 *gc*	—	Very Rare
Henbell	50 *gc*	—	Scarce
Mad Cap Mushrooms	30 *gc*	—	Very Rare
Mandrake Root	25 *gc*	—	Very Rare
Manticore Spoor	65 *gc*	—	Very Rare
Rabid Dog Saliva	35 *gc*	—	Rare
Ruby Sulphur Extract	1,200 *gc*	—	Very Rare
Sagekill	150 *gc*	—	Rare
Sigmar's Blood	80 *gc*	—	Rare
Spider Spittle	20 *gc*	—	Rare
Viper Kiss	350 *gc*	—	Very Rare
Thung	10 *gc*	—	Scarce

Table AP–19: Replacements, Appendages, & Enhancements

Name	Cost	Enc	Availability
Ear Horn	5 *p*	—	Common
Eye Patch	6+ *p*	—	Common
False Eye	1+ *s*	—	Average
False Leg	6+ *s*	—	Average
Gilded nose	6+ *s*	—	Scarce
Hook	10+ s	—	Average
Skid Board	5+ *p*	10	Common
Skull plate	1+ *s*	—	Average
Tattoo	3+ s	—	Average
Teeth Caps	10+ *s*	—	Average
Veteran's hand	60+ *gc*	—	Rare
Wooden teeth	3+ *s*	—	Average

Table AP–20: Companion and Speciality Animals

Animal	Price	Enc	Availability
Cat	1 *s*	—	Plentiful
Dog (pedigree)	3 *gc*	—	Plentiful
Dog, War	30 *gc*	—	Rare
Pigeons, Homing	1 *gc*	—	Average
Hunting Bird	80 *gc*	—	Rare
Monkey	40 *gc*	—	Rare
Trained Raven	10 *gc*	—	Rare

Table AP–21: Oddities

Item	Cost	Enc	Availability
Amulet and Talismans	2 *p*	—	Common
Antitoxin Kit	3 *gc*	—	Scarce
Bezoar	30 *gc*	—	Rare
Blessed Water	10 *gc*	—	Scarce
Healing poultice	5 *p*	—	Common
Garlic	7 *p*	—	Common
Grimoire	500 *gc*	—	Very Rare
Lucky Charm	15 *gc*	—	Average
Miragliano Glass	40 *gc*	2	Rare
Powdered Emerald	100 *gc*	1	Rare
Purity Seal	8 *gc*	—	Average
Religious Relic	10+ *gc*	—	Rare
Scroll	1 *gc*	—	Common
Toadstone	40 *gc*	—	Very Rare

Table AP–22: Religious Equipment

Attire	Cost	Enc	Availability
Aspergilla	30 *gc*	10	Average
Beads, prayer	1 *gc*	1	Common
Brazier, large	50 *gc*	50	Average
Brazier, medium	20 *gc*	30	Average
Brazier, small	10 *gc*	15	Common
Candelabra	15 *gc*	10	Average
Candlesticks	6 *s*	5	Common
Censer	2 *gc*	25	Average
Incense, stick or block	1 *gc*	—	Common
Relic Box	3 *gc*	10	Average

Table AP–23: Mounts

Mount	Cost	Enc	Availability
Bretonnian Warhorse	750 *gc*	—	Rare
Destrier	500 *gc*	—	Scarce
Light Warhorse	300 *gc*	—	Common
Pony	50 *gc*	—	Common
Riding Horse	80 *gc*	—	Common

Table AP–24: Mount Gear

Mount	Cost	Enc	Availability
Fodder	5 *p*	50	Plentiful
Grooming Kit	5 *gc*	30	Common
Harness	1 *gc*	20	Common
Saddle	5 *gc*	50	Common
Saddlebag	2 *gc*	5	Average

Table AP–25: Barding

Barding Type	Cost	Enc	Location(s) Covered	AP	Availability
Leather					
Half Leather	50 *gc*	120	Body, Left Front Leg, and Right Front Leg	1	Scarce
Full Leather	75 *gc*	240	All	1	Scarce
Studded Leather					
Half Studded Leather	135 *gc*	240	Body, Left Front Leg, and Right Front Leg	2	Rare
Full Studded Leather	270 *gc*	480	All	2	Rare
Chain					
Half Mail Armour	255 *gc*	315	Body, Left Front Leg, and Right Front Leg	3	Rare
Full Mail Armour	510 *gc*	630	All	3	Rare
Scale					
Half Scale Armour	540 *gc*	900	Body, Left Front Leg, and Right Front Leg	4	Rare
Full Scale Armour	1,080 *gc*	1,800	All	4	Rare
Plate					
Half Plate Armour	600 *gc*	600	Body, Left Front Leg, and Right Front Leg	5	Very Rare
Full Plate Armour	1,200 *gc*	1,200	All	5	Very Rare

Table AP–26: Livestock

Livestock	Cost	Enc	Availability
Chicken	5 *p*	—	Plentiful
Cow	10 *gc*	—	Plentiful
Donkey	15 *gc*	—	Plentiful
Goat	2 *gc*	—	Plentiful
Horse, draft	25 *gc*	—	Plentiful
Mule	20 *gc*	—	Plentiful
Ox	30 *gc*	—	Plentiful
Packhorse	40 *gc*	—	Plentiful
Pig	3 *gc*	—	Plentiful
Sheep	2 *gc*	—	Plentiful

Table AP–27: Travel Services

Mode of Travel	Cost	Availability/Harvest or Off Season	Average Speed
Cart or Wagon	1 *p*/15 *p*	Plentiful/Scarce	2 ½ mph
Cart with 2 horses	1 *s*/3 *gc*	Plentiful/Scarce	3 ½ mph
Coach	1 *gc*/7 *gc*	Average/Scarce	3 ½ mph
Wagon, 3 horses	10 *s*/4 *gc*	Common/Rare	3 ½ mph

Table AP–28: Water Travel Services

Mode of Travel	Cost	Availability/Harvest or Off Season	Average Speed
River Boat/Barge	1 *s*/5 *s*	Plentiful/Common	2 ½ mph
Ship's Passage	1 *gc*/5 *gc*	Common	~9 mph

Table AP–29: Transport

Item	Cost	Enc	Availability
Barge, River	1,200 *gc*	—	Rare
Boat, Rowing	90 *gc*	900	Average
Cart	50 *gc*	—	Common
Coach	500 *gc*	—	Rare
Riverboat	600 *gc*	—	Rare
Ship	12,000 *gc*	—	Scarce
Wagon	90 *gc*	—	Common

Table AP–30: Coaching Inn

Lodgings/Amenities	Cost
Bath	1 *s*
Poor Meal	1 *p*
Average Meal	3 *p*
Good Meal	6 *p*
Noble's Meal	1 *s*
Inn Common Room per night	5 *p*
Private Room	10 *s*
Stabling per horse per night	10 *p*

Table AP–31: Common Hostel

Amenity	Cost
Bath	2 *s*
Poor Meal	1 *p*
Average Meal	2 *p*
Good Meal	4 *p*
Noble's Meal	10 *p*
Inn Common Room per night	3 *p*
Private Room	5 *s*
Stabling per horse per night	8 *p*

Table AP–32: Land

Land	Cost per Acre	per Sq. Yd.	Rent per Year	Enc	Availability
Poor Rural	45 *gc*	2 ¼ *p*	4 *gc*/acre	—	Common
Common Rural	90 *gc*	4 ½ *p*	9 *gc*/acre	—	Common
Good Rural	270 *gc*	1 *s*	27 *gc*/acre	—	Average
Best Rural	900 *gc*	4 *s*	90 *gc*/acre	—	Scarce
Poor Urban	225 *gc*	1 *s*	22 *gc*/acre	—	Average
Common Urban	450 *gc*	2 *s*	45 *gc*/acre	—	Scarce
Good Urban	1,350 *gc*	5 ½ *s*	135 *gc*/acre	—	Rare
Best Urban	4,500 *gc*	1 *gc*	450 *gc*/acre	—	Very Rare

Table AP–33: Common Tavern

Amenity	Cost
Bath	—
Poor Meal	1 *p*
Average Meal	2 *p*
Good Meal	3 *p*
Noble's Meal	—
Inn Common Room per night	3 *p*
Spot in front of the hearth	1 *p*
Private Room	—
Stabling per horse per night	—
Flat per week	—

Table AP–35: Existing Businesses

Business	Cost	Availability
Poor	100 *gc*	Average
Common	200 *gc*	Scarce
Good	600 *gc*	Rare
Best	2,000 *gc*	Very Rare

Table AP–36: Craftsman Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	18 *p*	9 *s*	25 *gc*	Common
Common	34 *p*	17 *s*	45 *gc*	Common
Good	50 *p*	25 *s*	65 *gc*	Average
Best	60 *p*	30 *s*	80 gc	Scarce

Table AP–37: Servant Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	8 *p*	4 *s*	10 *gc*	Common
Common	12 *p*	6 *s*	15 *gc*	Common
Good	20 *p*	10 *s*	26 *gc*	Average
Best	24 *p*	12 *s*	32 *gc*	Scarce

Table AP–38: Specialist Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	32 *p*	16 *s*	40 *gc*	Common
Common	60 *p*	30 *s*	78 *gc*	Common
Good	90 *p*	45 *s*	117 *gc*	Average
Best	120 *p*	60 *s*	156 *gc*	Scarce

Table AP–34: Dwellings

Home	Cost	Rent/year	Availability
Rural Hovel	90 *gc*	4 *gc*	Common
Rural House	270 *gc*	13 *gc*	Common
Homestead	450 *gc*	23 *gc*	Average
Rural Estate	2,400 *gc*	60 *gc*	Rare
Urban House	450 *gc*	11 *gc*	Common
Good Urban House	1,500 *gc*	75 *gc*	Average
Best Urban House	2,400 *gc*	120 *gc*	Scarce
Opulent House w/Garden	4,800 *gc*	240 *gc*	Rare
Rich Town House w/Court	21,600 *gc*	1,080 *gc*	Rare
Small Palace	30,000 *gc*	1,500 *gc*	Very Rare

*This price is in addition to the price of renting the land.

Table AP–39: Entertainer Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	16 *p*	8 *s*	20 *gc*	Common
Common	28 *p*	14 *s*	36 *gc*	Common
Good	40 *p*	20 *s*	52 *gc*	Average
Best	52 *p*	26 *s*	67 *gc*	Scarce

Table AP–40: Labourer Wages by Skill

Skill Level	Daily	Weekly	Yearly	Availability
Poor	6 *p*	3 *s*	8 *gc*	Common
Common	10 *p*	5 *s*	13 *gc*	Common
Good	16 *p*	8 *s*	20 *gc*	Average
Best	20 *p*	10 *s*	26 *gc*	Scarce

Table AP–41: Unusual Coins

Coin	Value	Availability
Gold Koku	25 *gc*	Very Rare
Ind Suvarna	10 *gc*	Rare
Pre-Empire Coins		
Gold	5 *gc*	Very Rare
Silver	2 *gc*	Rare
Brass	10 *s*	Rare
Wood	5 *p*	Scarce
Silver Leaf	250 *gc*	Very Rare
Tilean Talents	15 *gc*	Rare

Table AP–42: Henchmen

Advances Taken	Cost per Year	Cost per Week*	Cost per Day	Share**	Availability
6	100 *gc*	2 *gc*	6 *s*	—	Average
12	150 *gc*	3 *gc*	10 *s*	½	Average
18	225 *gc*	4 *gc*	15 *s*	¾	Scarce
24	350 *gc*	7 *gc*	25 *s*	1	Scarce
30	525 *gc*	10 *gc*	35 *s*	1	Rare
36	800 *gc*	15 *gc*	50 *s*	1	Very Rare
more than 36	+200 *gc* per 6 advances	+10 *gc* per	6 advances+35 *s* per	6 advances1	Very Rare

*Henchmen should on average receive one day off per week. **A Henchman receives a share of the spoils if he participates in an adventure.

Table AP–43: Jewellery

Jewellery	Bronze	Silver	Silver and Gold	Silver with Gemstones	Gold with Gemstones
Armband	25 *gc*	50 *gc*	75 *gc*	150 *gc*	300 *gc*
Bracelet	8 *gc*	16 *gc*	24 *gc*	48 *gc*	96 *gc*
Brooch/Pendant	20 *gc*	40 *gc*	60 *gc*	120 *gc*	240 *gc*
Earrings	18 *gc*	36 *gc*	54 *gc*	108 *gc*	216 *gc*
Locket	15 *gc*	30 *gc*	45 *gc*	90 *gc*	180 *gc*
Necklace	30 *gc*	60 *gc*	90 *gc*	180 *gc*	360 *gc*
Ring	20 *gc*	40 *gc*	60 *gc*	120 *gc*	240 *gc*
Torc	35 *gc*	70 *gc*	105 *gc*	210 *gc*	420 *gc*

Table AP–44: Sample Gemstones

Gemstone	Uncut	Cut	Appearance
Agate	9 *s*	5 *gc*	Translucent and any colour, but often striped brown, blue, white, and red; no two agates are the same
Amber	5 *gc*	50 *gc*	Transparent gold, created from resin
Amethyst	5 *gc*	50 *gc*	Transparent deep purple, sometimes with milky base
Chalcedony	3 *gc*	25 *gc*	Variety of colours, sometimes banded
Chrysoberyl	5 *gc*	50 *gc*	Transparent yellow, orange-yellow, yellow-green, dark to light green, brownish-green, bluish-green, brown, grey
Diamond	250 *gc*	2,500+ *gc*	Colourless or white, usually lightly tinged with yellow, orange, brown, and less commonly blue, green, or red. Rarely deep red, blue, green, or purple. Also occurs dark grey to black.
Emerald	50 *gc*	500+ *gc*	Transparent deep green to dark green.
Garnet	10 *gc*	100+ *gc*	Transparent red, brown-green, violet. Garnets exist in all colours except blue.
Hematite	9 *s*	5 *gc*	Opaque dark grey mottle black
Jade	20 *gc*	200 *gc*	Translucent green, light to dark
Jacinth	250 *gc*	2,500+ *gc*	Transparent fiery orange
Jet	10 *gc*	100 *gc*	Opaque black
Lapis Lazuli	1 *gc*	10 *gc*	Opaque light and dark blue with yellow flecking
Malachite	1 *gc*	10 *gc*	Opaque striated light and dark green
Moonstone	15 *gc*	150 *gc*	Translucent white with bluish glow
Obsidian	9 *s*	5 *gc*	Opaque black
Onyx	3 *gc*	30 *gc*	Opaque pure black or white or bands of black and white
Opal, black	300 *gc*	3,000+ *gc*	translucent dark green with gold flecks and black mottling
Opal, common	100 *gc*	1,000+ *gc*	translucent white, yellow, orange, red, purple, blue, green, grey, brown, and black
Pearl	—	400 *gc*	Opaque black, pink, yellow
Pearl, common	—	100 *gc*	Opaque white
Peridot	75 *gc*	750 *gc*	Transparent olive green
Quartz	8 *s*	4 *gc*	Transparent blue, smoky grey, yellow, or blue
Rock Crystal	1 *gc*	10 *gc*	Transparent clear
Ruby	500 *gc*	5,000+ *gc*	Transparent red, brownish-red, purplish-red, dark red
Sapphire	80 *gc*	1,000+ *gc*	Transparent or clear to medium blue, though other colours are possible
Spinel, blue	25 *gc*	250 *gc*	Transparent deep blue
Spinel, other	5 *gc*	50 *gc*	Transparent red, pink, violet, green, orange, yellow, white, and black
Tiger's Eye	16 *s*	8 *gc*	Translucent rich brown with golden centre
Topaz	40 *gc*	400 *gc*	Transparent orange, yellow, brown, light blue to deep sky-blue, pink, colourless, white, light purple, greenish-blue, green
Tourmaline	6 *gc*	60 *gc*	Transparent green, red, blue, purple, pink, yellow, orange, brown, colourless, white, black. Stones are often multicoloured, with a seemingly unlimited amount of colour combinations.
Zircon	5 *gc*	50 *gc*	Transparent clear, yellow, brown, reddish-brown, orange, light blue, light green, light purple, pink

— Index —

A

Alcohol
- Effects 61

Ammunition 44
Amulets 73
Animals 79–83
Antitoxin Kit 73
Armoire 62
Armour 16–22
- Border Princes 19
- Damaging 24–26
- Decorations 22–23
- Dwarfs 21
- Effects of 22
- Elves 21
- Estalia 19
- Hides 18
- Inscribed 22
- Kislev 21
- Leather 16
- Leather, Moot 18
- Mail, Ithilmar 18
- Mail Armour 17–18
- Norsca 21
- Plate 18–19
- Plate, Gromril 18
- Repairing 26
- Scale Armour 18
- Studded Leather 17
- Tilea 19
- Unusual Damage 26
- Using 22

Availability 4–5
Axes 28–29
- Battle Axe 29
- Bearded Axe 29
- Elven Battle-Axe 29

B

Banner 62
Barter 10
- Services 10

Battering Rams 49
Bec de Corbin 36
Bedroll 62
Bed Frame 62
Bell 62
Bezoars 74
Bill 36
Birds, Hunting 80
Blanket 62
Blessed Water 74
Blunderbuss 46
Bola 39
Bolt Throwers 49
Bomb 45
Bookcase 62
Books 65
Bows 37
Bretonnian Charger 81
Brush 62, 65
Buckler 35
Businesses 92–95
- Income 92
- Types 92–95

C

Candles 61
Cannon 50
Carrying Equipment 56–57
Cartographer Kit 65
Carts 84
Cats 79
Chair 62
Chalk 65
Charcoal 61
Charcoal Stick 65
Choppa 36
Claymore 36
Clothes Pegs 62
Clothing 51–56
- Apron 52
- Belt 52
- Boots 53
- Breeches 53
- Cannons 53
- Cap 53
- Capes 53
- Chemise 53
- Cloaks 53
- Coats 53
- Codpiece 53
- Colours 55
- Corset 54
- Costume 54
- Doublet 54
- Dress 54
- Girdle 54
- Gloves 54
- Handkerchief 54
- Hat 53
- Hat, Wide-Brimmed 54
- Hood 54
- Jackets 53
- Jerkin 54
- Loincloth 55
- Mask 55
- Nightshirt 55
- Old World Materials 54
- Overcoat 55
- Priest Vestments 55
- Rags 55
- Robes 55
- Sandals 55
- Sash 56
- Scarf 56
- Shoes 56
- Socks 56
- Tunic 53
- Vest 54

Clothing Style 51–52
- East Enders 52
- Non-Humans 52
- Northerners 52
- Westerners 51

Coaches 84
Coaching Inns 88
Coins
- Altdorf 7
- Border Princes 6
- Bretonnia 6
- Dwarf 8
- Elf 8
- Estalia 8
- Gold Koku 112
- Hochland 7
- Ind Suvarna 112
- Kislev 8
- Middenheim 7
- Mootland 7
- Norsca 8
- Nuln 7
- Ostland 7
- Other Lands 9
- Pre-Empire 112
- Silver Leaf 113
- Stirland 7
- Talabheim 8
- Tilean Talents 113
- The Empire 7–8
- Tilean City-States 8
- Wissenland 8

Cologne 63
Comb 62
Containers 56–57
Cosmetics 62
Couch 62
Craftsmanship 5
- Armour 22
- Clothing 54
- Weapon 28

Crossbow 38
Crossbow Pistol 39
Cutlery 63

D

Damaging Weapons 42
Deck of Cards 63
Demilance 33
Desk 62
Destriers 81
Dice 63
Dogs 80
Draughts 69
- Bugman's XXXXXX 69
- Cure-all 69
- Esmerelda's Calming Nectar 70
- Essence of Chaos 70
- Feyeyes 70
- Greta's Boon 70
- Healing Draught 70
- Kiss of the Courtier 70
- Liquid Courage 70
- Mamma Melchin's Cure for What Ails Ya 71
- Moot Milk 71

Drink 57–60
- Ale, Pint 57
- Beer, Pint 58
- Brandy, Bretonnian 58
- Mead, Pint 59
- Milk, Cow 59
- Milk, Goat 59
- Rotgut, Quart 59
- Spirits 60
- Wine 60

Duck-Foot 44
Duels 46

E

Economy 11–15
Elfbow 39
Encumbrance 4
Estates 90
Exchange Rates 6, 9

F

Fauchard 37
Fellhammer, Dalbran 21
Fencing 35
Firearm 46
Firearms, Early 43
Firewood 61
Flail 35
Flintlocks 43
Foil 35
Food 57–60
- Bread, Loaf 58
- Butter 58
- Cheap Pie 58
- Cheese, Various 58
- Delicacy 59
- Eggs 59
- Fish, Fresh 59
- Fish, Pickled 59
- Meat, Haunch of 59
- per Day 59
- Rations 59
- Soup, Meal 60

Footstool 63
Forgery 9–10

G

Garlic 74
Garrottes 31
Gauntlet 28
- Cestus 28

Gemstones 113–114
Glaive 37
Goods, Valuable 115
Great Weapons 36
Grimoire 74
Gromril 42

H

Halberd 36
Hammer, White Wolf 36
Hammers 29–30
Healing Poultice 74
Henchmen 101–111
- Bodyguard 103
- Courier 104

Field Doctor 104
Fleshing out 102
Guide 105
Hiring 101
Loyalty 101
Man-at-Arms 106
Manservant 107
Mercenary 107
Mercenary Wizard 108
Riverman 109
Squire 110
Translator 111
Heraldry 24–25
Hirelings 96–99
Craftman 96
Entertainer 97
Labourer 98
Servant 98
Specialist 99
Hochland Long Rifle 44
Homes 90
Horses, Riding 82
Hostels 89
House Agnew 11
House Bacher 11

I

Illumination 60
Improvised Missle Weapons 38
Incendiary 45
Inkpen 65
Inks 65
Ithilmar 42

J

Javelin 38
Jewellery 114–115
Jezzail 46
Jousting 33–36

K

Kindling 61
Knuckle-duster 28
Korbrel's Fine Wares 11

L

Ladder 63
Lamp 62
Lance 33
Land 89
Lanterns 62
Lasso 39
Livestock 83
Lochaber Axe 37
Lock 63
Lock, Book 65
Longbow 39
Lucky Charm 74

M

Maces 29–30
Billy club 30
Club 30
Main Gauche 35
Marbles 63
Match 62
Matchlocks 43
Mattress 63
Medical Treatment 99
Merchants 11
Miragliano Glass 74
Mirror 63
Misfires, Advanced 47
Monkey 81
Mounts 81–82
Mount Gear 82
Barding 82
Musical Instruments 64

N

Net 39

O

Oil, Lamp 62

P

Paper 66
Parchment 66
Partisan 37
Perfume 63
Petra of Marienburg 21
Picks 30
Crowbill 30
Military Pick 30
Pigeons, Homing 80
Pike Stance 32
Pistol 46
Poisons 71–73
Belladonna 71
Black Lotus Poison 71
Bottled Love 71
Chimera Spittle 71
Crimson Shade 71
Cyanide 72
Dark Venom 72
Green Scorpion Venom 72
Heartkill 72
Henbell 72
Mad Cap Mushrooms 72
Mandrake Root 72
Manticore Spoor 72
Rabid Dog Saliva 72
Ruby Sulphur Extract 73
Sagekill 73
Sigmar's Blood 73
Spider Spittle 73
Thung 73
Viper Kiss 73
Pole 63
Pole Arms 36
Pole Axe 37
Ponies 82
Powdered Emerald 74
Purity Seal 74

Q

Quack Medicine 69

R

Rapier 35
Raven 81
Reading 65
Religious Paraphernalia 75–77
Manaan 75
Morr 75
Myrmidia 75
Ranald 76
Shallya 76
Sigmar 75
Taal 76
Ulric 75
Verena 76
Religious Relic 74
Repeater Crossbow 39
Repeater Handgun 44
Roads 84
Rope 64
Rumster Clan 11

S

Scrolls 74
Scroll Case 62
Selling Goods 5
Shaving Kit 64
Shields 32
Shortbow 38
Sling 39
Snuff Box 64
Soap 64
Spear 32
Wood Elf Hunting Spear 32
Spears
Tilean Pike 32
Staff Sling 39
Starvation 60
Stonethrowers 50
Sword-breaker 36
Swords 30–31
Broadsword 31
Cutlass 31
Ind Tulwar 31
Khopesh 31
Longsword 31
Scimitars 34
Short Sword 31

T

Table 64
Talismans 73
Tarp 64
Taverns 89
Taxation 14
Banking Fee 15
Belt Tax 15
Dinning 15
Ear Tax 15
Fifteenths and Tenths 14
Licensing 15
Poll Taxes 14
Shank's Levy 15
Window Tax 15
Tent 64
Throwing Axe 40
Throwing Dagger 40
Throwing Hammer 40
Throwing Star 40
Tinderbox 64
Toadstone 74
Tools 66–68
Torches 62
Trade 11–14
Trade Goods 12, 14
Altdorf 12
Bretonnia 13
Estalia 13
Kislev 13
Marienburg 13
Middenheim 13
Nuln 13
Tilea 13
Trade Routes 12
Travel 84–86
Trident 37

V

Vehicles 86–87
Combat 87
Purchasing 86
Von Kantor Family 11
Voulge 37

W

Wagons 84
Warhorses, Light 82
Weapons, Great 36
Weapons, Melee 27–36
Cavalry 33
Hand 28–30
Improvised 32
Ordinary 27–33
Parrying 35
Specialist 33
Two-Handed 36
Weapons, Missile 37–40
Weapons, Throwing 39
Weapon Qualities 41–42
Armour Piercing 41
Defensive 41
Fast 41
Impact 41
Precise 41
Pummelling 41
Slow 41
Snare 41
Special 41
Tiring 41
Weapon Qualities, Gunpowder 46–47
Experimental 47
Impact 47
Shrapnel 47
Special 47
Unreliable 47
Wheellocks 43
Whip 39
Writing 65
Writing Kit 66

Time to Get the Goods!

Without the proper gear, even the boldest adventurer stands little chance of surviving in the grim and perilous world of *Warhammer Fantasy Roleplay*. This supplement is a complete inventory of everything an adventurer will ever need before facing off against the hordes of Chaos,Orcs, Goblins and dreaded Trolls. A survey of weapons and armour give you the proper tools for any fight. *Old World Armoury: Militaria & Miscellania* also contains vital information on trade routes, Merchant Houses,commodities, henchmen, and more. Inside the *Old World Armoury* you will find:

- A definitive guide to coinage from the various kingdoms and city-states of the Old World.
- A detailed look at the kinds of armour available and the introduction of new armour types like scale and studded leather. In addition, variations by nation, heraldry guidelines, and optional rules for adjudicating armour damage make this chapter an invaluable aid for protecting your adventurer.
- A complete catalogue of weaponry, replete with new weapons and craftsmanship variations for existing ones, covering everything from melee and missile weapons to gunpowder weapons and an overview of the various siege weapons found in the Old World.
- An enormous selection of equipment ranging from containers, foods, light sources and even furniture.
- New poisons, draughts, and a collection of oddities to make your adventurer truly unique.
- Rules for animals and transportation—necessities for an extended trip.
- Guidelines for owning property and starting and maintaining businesses.
- Rules for hiring characters to give you added muscle for your campaigns.
- A selection of treasures to serve as rewards for risking your life in the face of maddening danger.

With the *Old World Armoury*, you'll gain important tools to give you an edge in whatever you do. Whether a rat catcher in search of a small but vicious dog or a troll slayer in need of a new great weapon, this sourcebook delivers all the goods when it comes to equipment.

Adventure Awaits!

© Copyright Games Workshop Ltd 2005. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer logo, Warhammer Fantasy Roleplay and the Warhammer Fantasy Roleplay logo, Old World Armoury and the Old World Armoury logo, WFRP, Citadel and the Citadel Device, BL Publishing and the BL Publishing logo, Black Industries and the Black Industries logo, GW, Chaos and all associated marks, logos, devices, names, races and race insignia, vehicles, locations, units, characters, illustrations and images from the Warhammer World are either ®, TM and/or © Games Workshop Ltd 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved.

Green Ronin and the Green Ronin logo are Trademarks of Green Ronin Publishing, LLC and used with permission.

Printed in Canada

Black Industries World Wide Web site: www.blackindustries.com
Green Ronin World Wide Web site: www.greenronin.com