

AT THE END OF THE WORLD  
THERE IS SAID TO BE A TREE.  
ITS BRANCHES SPREAD TOWARD  
THE CRACKED OPEN SKY, AND  
ITS ROOTS PIERCE THE EARTH,  
TAKING SUBSTANCE FROM THE  
LIVING ROCK. AS THE WORLD  
AGES AND WARS AND STRIFE  
WRACKS THE LAND, THE TREE  
GROWS ROTTEN.



THE EMPIRE CRUMBLES, AS DO  
ALL CIVILIZED NATIONS, SLOWLY,  
BUT SURELY. AS THE BASTIONS OF  
HOPE SINK SLOWLY INTO THE  
MIRE, SO THE TREE WITHER AND  
DIES. ALL THINGS END: BOOKS,  
SONGS, LOVES, LIVES; ALL WE CAN  
DO IS TREASURE WHAT WE HAVE,  
UNTIL THE TRANSIENCE OF LIFE  
CATCHES UP UPON US ALL...







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## MINOR CHAOS MANIFESTATION

Die Roll	Result
01-10	<b>Witchery:</b> Within 10 yards (5 squares) of you, milk curdles, wine goes sour, and food spoils.
11-20	<b>Rupture:</b> Your nose begins to bleed and continues until you make a successful Toughness Test. You can test once per round.
21-30	<b>Breath of Chaos:</b> A cold and unnatural wind blows through the area.
31-40	<b>Horripilation:</b> Your hair stands on end for 1d10 rounds.
41-50	<b>Wyrddlight:</b> You glow with an eerie light for 1d10 rounds.
51-60	<b>Unnatural Aura:</b> Animals within 10 yards (5 squares) of you get spooked, and unless controlled with an Animal Training Test, flee the scene.
61-70	<b>Haunted:</b> Ghostly voices fill the air for the duration of your spell.
71-80	<b>Aethyric Shock:</b> The magical energy coursing through you causes you to lose 1 Wound regardless of Toughness Bonus or armour.
81-90	<b>Mental Block:</b> You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 1d10 minutes.
91-95	<b>Whimsy:</b> The GM can choose any result from this chart or make up a comparable minor effect.
96-00	<b>Unlucky!:</b> Roll on the <b>Major Chaos Manifestation</b> table instead.

## MAJOR CHAOS MANIFESTATION

Die Roll	Result
01-10	<b>Witch Eyes:</b> Your pupils turn bright red. They revert to their original colour at dawn the following day.
11-20	<b>Silenced:</b> You lose your voice for 1d10 rounds.
21-30	<b>Overload:</b> You are overwhelmed by magical energy and are stunned for 1 round.
31-40	<b>Craven Familiar:</b> A Daemon Imp (see <b>Chapter 11: Common Creatures and NPCs</b> ) appears from the Aethyr and attacks you next round.
41-50	<b>Chaos Foreseen:</b> You get a glimpse of the Realm of Chaos and gain 1 Insanity Point. Any time after this event, you can spend 200 xp and gain the Dark Lore (Chaos) talent.
51-60	<b>Aethyric Attack:</b> Magical energy burns through you, causing you to lose 1d10 Wounds regardless of Toughness Bonus or armour.
61-70	<b>Enfeeblement:</b> Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 10% for 1d10 minutes.
71-80	<b>Mindnumb:</b> You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 24 hours.
81-90	<b>Daemonic Possession:</b> You are possessed by a Daemonic entity for one minute. During that time, the GM controls all your actions and when you take control of your body again, you'll have no memory of what you just did.
91-95	<b>Perverse Delight:</b> The GM can choose any result from this chart or make up a comparable major effect.
96-00	<b>Trick of Fate:</b> Roll on the <b>Catastrophic Chaos Manifestation</b> table instead.



## GAINING INSANITY POINTS



- A character gains 1 Insanity Point each time he takes a Critical Hit.
- A character gains 1 Insanity Point each time he fails a Terror Test.
- You may also call for Will Power Tests in the face of unspeakable sights or events. Characters that fail such tests gain 1 or more Insanity Points.

## CATASTROPHIC CHAOS MANIFESTATION

Die Roll	Result
01-10	<b>Wild Magic:</b> You lose control of the magic as you cast your spell. Everyone within 30 yards (15 squares), including you, loses 1 Wound regardless of Toughness Bonus or armour.
11-20	<b>The Withering Eye:</b> Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 20% for 1d10 hours.
21-30	<b>Tzeentch's Lash:</b> Magic power overwhelms you, knocking you out for 1d10 minutes.
31-40	<b>Aethyric Assault:</b> The Winds of Magic lash out at you. You suffer a Critical Hit to a random location. Roll 1d10 to determine the Critical Value.
41-50	<b>Heretical Vision:</b> A Daemon Prince shows you a vision of Chaos. You gain 1d10 Insanity Points. Any time after this event, you can spend 100 xp and gain the Dark Lore (Chaos) talent.
51-60	<b>Mindeaten:</b> Your ability to use magic is burned out of you. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength.
61-70	<b>Uninvited Company:</b> You are attacked by a number of lesser Daemons equal to your Magic Characteristic (see <b>Chapter 11: Common Creatures and NPCs</b> ). They appear from the Aethyr within 12 yards (6 squares) of you.
71-80	<b>Daemonic Contract:</b> You suffer 1d10 wounds (regardless of Toughness Bonus and armour) as a two inch Chaos rune burns its way onto a random part of your body. Should you ever collect 13 of these, they will spell out a contract that signs your soul away to a Ruinous Power (GM's discretion). Removal of the branded skin will make no difference to the contract.
81-90	<b>Called to the Void:</b> You are sucked into the Realm of Chaos and are forever lost. Unless you have a Fate Point to spend, it's time to roll up a new character.
91-00	<b>Dark Inspiration:</b> The GM can choose any result from this chart or make up a comparable catastrophic effect.

## THE WRATH OF THE GODS

Die Roll	Result
01-15	<b>Unearthly Vision:</b> Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.
16-30	<b>Prove Your Devotion:</b> A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll.
31-45	<b>You Try My Patience:</b> You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.
46-60	<b>Your Cause is Unworthy:</b> Your spell fails, even if you made the Casting Roll.
61-75	<b>Stinging Rebuke:</b> Not only does your spell fail, but you also suffer a -10% penalty to your Will Power for 1 minute.
76-90	<b>What Will You Sacrifice for this Boon?:</b> You lose 1d10 Wounds regardless of Toughness Bonus or armour.
91-99	<b>You Have Sinned Against Me:</b> You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
00	<b>Daemonic Interference:</b> Your prayer is answered but not by your God. Roll on the <b>Major Chaos Manifestation</b> table instead.



## MISSILE WEAPONS

Name	Enc	Group	Damage	Range†	Reload	Qualities
Blunderbuss	50	Gunpowder	3	32/-	3 Full	Shrapnel
Bola	20	Entangling	1	8/16	Half	Snare
Bow*	80	Ordinary	3	24/48	Half	None
Crossbow*	120	Ordinary	4	30/60	Full	None
Crossbow Pistol	25	Crossbow	2	8/16	Full	None
Elfbow*	75	Longbow	3	36/72	Half	Armour Piercing
Firearm*	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable
Hochland Long Rifle	70	Engineer	4	48/96	2 Full	Impact, Unreliable
Improvised	10	Ordinary	SB-4	6/-	Half	None
Javelin	30	Ordinary	SB-1	8/16	Half	None
Lasso*	10	Entangling	n/a	8/-	Half	Snare
Longbow*	90	Longbow	3	30/60	Half	Armour Piercing
Net	60	Entangling	n/a	4/8	Full	Snare
Pistol	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable
Repeater Crossbow*	150	Crossbow	2	16/32	Free	Special
Repeater Firearm*	30	Engineer	4	24/48	Free	Experimental, Special
Repeater Pistol	25	Engineer	4	8/16	Free	Experimental, Special
Shortbow*	75	Ordinary	3	16/32	Half	None
Sling	10	Sling	3	16/32	Half	None
Spear	50	Ordinary	SB	8/-	Half	None
Staff Sling*	50	Sling	4	24/48	Full	None
Throwing Axe/Hammer	40	Throwing	SB-2	8/-	Half	None
Throwing Dagger/Star	10	Throwing	SB-3	6/12	Half	None
Whip	40	Entangling	SB-4	6/-	Half	Fast, Snare

## MELEE WEAPONS

Name	Enc	Group	Damage	Qualities
Buckler	10	Parrying	SB-4	Balanced, Defensive, Pummelling
Dagger	10	Ordinary	SB-3	None
Demilance (Cavalry Spear)	75	Cavalry	SB	Fast, Impact, Tiring
Flail*	95	Flail	SB+1	Impact, Tiring
Foil	40	Fencing	SB-2	Fast, Precise
Gauntlet/Knuckle-duster	1	Ordinary	SB-3	Pummelling
Great Weapon*	200	Two-handed	SB	Impact, Slow
Halberd*	175	Two-handed	SB	Special
Hand Weapon (sword etc)	50	Ordinary	SB	None
Improvised	35	Ordinary	SB-4	None
Lance	100	Cavalry	SB+1	Fast, Impact, Tiring
Main Gauche	15	Parrying	SB-3	Balanced, Defensive
Morning Star	60	Flail	SB	Impact, Tiring
Quarter Staff*	50	Ordinary	SB-2	Defensive, Pummelling
Rapier	40	Fencing	SB-1	Fast
Shield	50	Ordinary	SB-2	Defensive, Special
Spear	50	Ordinary	SB	Fast
Sword-breaker	40	Parrying	SB-3	Balanced, Special
Unarmed	—	Ordinary	SB-4	Special

\* 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.



## ADVANCED ARMOUR

Armour Type	Enc	Location(s) Covered	AP
<i>Leather</i>			
Leather Skullcap	10	Head	1
Leather Jerkin	40	Body	1
Leather Jack	50	Body, Arms	1
Leather Leggings	20	Legs	1
Full Leather Armour	80	All	1
<i>Chain</i>			
Mail Coif	30	Head	2
Mail Shirt	60	Body	2
Sleeved Mail Shirt	100	Body, Arms	2
Mail Coat	80	Body, Legs	2
Sleeved Mail Coat	00	Body, Arms, Legs	2
Mail Leggings	40	Legs	2
Full Mail Armour	210	All	3
<i>Plate</i>			
Helmet	40	Head	2
Breastplate	75	Body	2
Plate Bracers	30	Arms	2
Plate Leggings	40	Legs	2
Full Plate Armour	395	All	5

## BASIC SKILLS

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Animal Care	Intelligence	Drive	Strength	Perception	Intelligence
Charm	Fellowship	Evaluate	Intelligence	Ride	Agility
Charm Animal	Fellowship	Gamble	Intelligence	Row	Strength
Command	Fellowship	Gossip	Fellowship	Scale Sheer Surface	Strength
Concealment	Agility	Haggle	Fellowship	Search	Intelligence
Consume Alcohol	Toughness	Intimidate	Strength	Silent Move	Agility
Disguise	Fellowship	Outdoor Survival	Intelligence	Swim	Strength

## ADVANCED SKILLS

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Academic Knowledge (Various)	Intelligence	Hypnotism	Will Power	Secret Language (Various)	Intelligence
Animal Training	Fellowship	Lip Reading	Intelligence	Secret Signs (Various)	Intelligence
Blather	Fellowship	Magical Sense	Will Power	Set Trap	Agility
Channelling	Will Power	Navigation	Intelligence	Shadowing	Agility
Common Knowledge (Various)	Intelligence	Performer (Various)	Fellowship	Sleight of Hand	Agility
Dodge Blow	Agility	Pick Lock	Agility	Speak Language (Various)	Intelligence
Follow Trail	Intelligence	Prepare Poison	Intelligence	Torture	Fellowship
Heal	Intelligence	Read/Write	Intelligence	Trade (Various)	Varies
		Sail	Agility	Ventriloquism	Fellowship



## CRITICAL EFFECTS—ARM

d10	Effect
1	Drops anything held in that hand. A shield, if worn, is not affected, since it's strapped on.
2	Arm struck numb and cannot be used for 1 round.
3	Hand incapacitated until medical attention is received. Anything held in this hand is dropped (again, excepting a shield).
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Arm incapacitated until medical attention is received. Anything held in this hand is dropped (excepting a shield).
6	Arm demolished by attack. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
7	Hand turned into a bloody ruin. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the hand permanently.
8	Arm is now a dangling mass of bloody meat. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the arm from the elbow down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

## CRITICAL EFFECTS—LEG

d10	Effect
1	Stumbles. Character can only take a half action on his next turn.
2	Leg struck numb by the attack. Character's Movement Characteristic is reduced to 1 for one round and during that time he cannot dodge and suffers a -20% penalty on related Agility Tests.
3	Leg incapacitated until medical attention is received. Character's Movement Characteristic is reduced to 1 and he cannot dodge. Related Agility Tests also suffer a -20% penalty.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All character's tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Leg demolished and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character.
7	Leg is turned into a bloody ruin and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the foot permanently.
8	Leg turned into a dangling mass of bloody meat and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the leg from the knee down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his leg. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

## CRITICAL EFFECTS—HEAD

d10	Effect
1	Disoriented by the blow. Character can only take a half action on his next turn.
2	Ears bashed causing ears to ring and head to spin. Character cannot take any actions for 1 round.
3	The blow inflicts a nasty scalp wound. Blood runs into eyes, causing character to suffer a -10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	Knocked out for 1d10 minutes. Use the Sudden Death rules for any further Critical Hits on this character.
8	Face shattered and knocked to the ground. Character is now considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose an eye permanently.
9	Skull pierced by a mighty blow. Death is instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.



## COMBAT RECAP

- **Step 1:** Roll Initiative (Ag + 1d10)
- **Step 2:** Determine Initiative Order
- **Step 3:** Surprise
- **Step 4:** Characters Take Turns
- **Step 5:** Round Ends
- **Step 6:** Repeat Steps 4 and 5 as Needed.

## CRITICAL EFFECTS—BODY

d10	Effect
1	The wind is knocked out of the character. All tests and attacks suffer a -20% penalty for one round.
2	Struck in the groin. The pain is such that the character cannot take any actions for one round.
3	Ribs busted by ferocity of attack. Character takes a -10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	The blow results in serious internal bleeding and the character is helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
8	Spine pulverized and character is knocked to the ground. Character may do nothing until medical attention is received and is considered helpless. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or become permanently paralyzed from the waist down.
9	Several internal organs are ruptured by the violence of the blow causing death in a matter of seconds.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

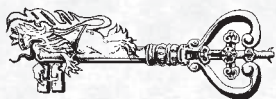
## HIT LOCATION

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



## COMBAT DIFFICULTY

Difficulty	Skill Modifier	Example
Very Easy	+30%	Attacking an unaware opponent.
Easy	+20%	Attacking a foe who is outnumbered 3 to 1. Attacking a stunned opponent.
Routine	+10%	Attacking a foe who is outnumbered 2 to 1. Attacking a foe who is knocked down.
Average	No modifier	Making a standard attack.
Challenging	-10%	Attacking whilst knocked down. Attacking/dodging when in the mud or heavy rain.
Hard	-20%	Attacking a specific hit location. Dodging whilst knocked down.
Very Hard	-30%	Attacking/dodging in the deep snow. Parrying a giant's club.



## BASIC AND ADVANCED ACTIONS

### Basic Actions

Aim  
Cast  
Charge Attack  
Disengage  
Move  
Ready  
Reload  
Stand/Mount  
Standard Attack  
Swift Attack  
Use a Skill

### Advanced Actions

All Out Attack  
Defensive Stance  
Delay  
Feint  
Guarded Attack  
Jump/Leap  
Manoeuvre  
Parrying Stance  
Run



## ACTIONS BY TYPE

### Full Actions

Charge Attack  
Disengage  
Swift Attack  
All Out Attack  
Defensive Stance  
Guarded Attack  
Jump/Leap  
Run

### Half Actions

Aim  
Move  
Ready  
Stand/Mount  
Standard Attack  
Delay  
Feint  
Manoeuvre  
Parrying Stance

### Variable Actions

Cast  
Reload  
Use a Skill



## ILLUMINATION

Source	Normal Vision	Maximum Vision	Spotting Distance	Duration
Match	2(1)	6(3)	6(3)	1 round
Candle	6(3)	16(8)	10(5)	2 hours
Lamp	6(3)	16(8)	10(5)	4 hours
Torch	10(5)	30(15)	20(10)	1 hour
Lantern	16(8)	40 (20)	30(15)	4 hours
Camp Fire	16(8)	40(20)	30(15)	Varies
Night Vision	30(15)	30(15)	—	—

## MOVEMENT

### LOCAL MOVEMENT IN YARDS PER MINUTE

Movement Characteristic	Hampered Movement	Standard Movement
1	12	24
2	24	48
3	36	72
4	48	96
5	60	120
6	72	144
7	84	168
8	96	192
9	108	216
10	120	240

### OVERLAND MOVEMENT IN MILES PER HOUR

Movement Characteristic	Hampered Movement	Standard Movement
1	.5	1
2	1	2
3	1.25	2.5
4	1.75	3.5
5	2.25	4.5
6	2.75	5.5
7	3	6
8	3.5	7
9	4	8
10	4.5	9

### COMBAT MOVEMENT IN YARDS

Movement Characteristic	Move/ Disengage	Charge Attack	Run
1	2	4	6
2	4	8	12
3	6	12	18
4	8	16	24
5	10	20	30
6	12	24	36
7	14	28	42
8	16	32	48
9	18	36	54
10	20	40	60

## TEST DIFFICULTY

Difficulty	Skill Modifier
Very Easy	+30%
Easy	+20%
Routine	+10%
Average	No modifier
Challenging	-10%
Hard	-20%
Very Hard	-30%

## FALLING DAMAGE

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