



CHARACTERS

STANDARD TESTS

Action	Test against	Relevant Skills
Animosity	Cool	—
Bargain	Fellowship	Charm, Haggle, Seduction
Bluff	Fellowship	Acting, Charm, Clown, Jester, Public Speaking, Seduction, Wit
Bribe	100% minus target's WP	—
Busk	Fellowship	Acrobatics, Acting, Artist, Beg, Clown, Comedian, Contortion, Dance, Escapology, Fire Eater, Jester, Juggle, Mime, Mimic, Musician, Palmistry, Sing, Story Telling, Strongman
Construct	Dexterity	Boat Building, Carpentry, Engineering, Mining, Smithing, Stoneworking
Disease	Toughness x10	Immunity to Disease
Employment	See <i>WFRP</i> , p68	Depends on career
Estimate	Intelligence	Evaluate, Follow Trail, Super Numerate
Fall	see Movement	Acrobatics
Fear	Cool	—
Frenzy	Cool	—
Gamble	See <i>WFRP</i> , p69	Gamble
Gossip	Fellowship	Acting, Bribery, Charm, Comedian, Public Speaking, Seduction, StoryTelling, Wit
Hatred	Cool	—
Hide	Initiative plus Cool minus enemy Initiative	Concealment, Shadowing
Hypnotism	Will Power	—
Interrogate	Will Power	Torture
Jump	see Movement	Acrobatics
Leap	see Movement	Acrobatics
Listen	Soft noise 30% normal 60% loud 100%	Acute Hearing, Silent Move
Loyalty	Leadership	Bribery
Magic	Will Power	—
Observe	Initiative	—
Pick Lock	Dexterity minus lock rating	Pick Lock
Pick Pocket	Dexterity	Pick Pocket
Poison	Toughness x10	Immunity to Poison
Reaction	Initiative	—
Risk	Base 50%	Depends on circumstances — see <i>WFRP</i> , p71
Search	Initiative	—
Search rapid	Initiative	—
Sneak	30%	Concealment, Silent Move
Strength	Strength x10	—
Stupidity	Intelligence	—
Terror	Cool	—
Understand	—	—
Language	Intelligence	Linguist

HEALING

Condition	Definition	Rest?	On-Spot Treatment
Light	2W or more	Yes	1D3 W on Int test
Heavy	1W or less, no criticals	No	1D3/1 W on Int test, wound now Light
Severe	Critical hit(s) suffered	No	See critical description

Rest: lightly wounded characters recover 1W per day of complete rest, plus T Wounds per week of complete rest (e.g. total T+8 Wounds per week).

Healing: 1/2 hour a day treatment by a character with Heal Wounds skill will recover W points equal to patient's T if healer makes an Int test at +20. 1/2 T if test is failed.

Surgery: 1/2 hour a day treatment by a character with Surgery skill triples recovered W points if surgeon makes a successful Int test, doubles if test is failed.

VISION RANGES IN DARKNESS

Light	Radius (yards)	Structures (yards)	Distance from which radius can be seen
Torch	10	30	20
Lantern	15	45	30
Candle	5	15	10
Lamp	5	15	10
Camp fire	15	45	30
Night Vision			
Halfling	20	20	—
Elf	20	20	—
Wood Elf	30	30	—
Dwarf	30	30	—

AVAILABILITY OF ITEMS

Rarity	Below 100	Below 1000	Below 10000	More than 10000
Very rare	1%	5%	10%	25%
Rare	3%	7%	15%	30%
Scarce	5%	10%	25%	40%
Average	10%	20%	35%	55%
Common	20%	35%	50%	80%
Plentiful	35%	60%	70%	100%

SUBSISTENCE

Item	Cost	Encum	Avail
Food per day	3/- to 7/-	10	Plentiful
Iron rations (1 week)	3 GCs	50	Common
Ale (pint)	9d	2	Plentiful
House wine (bottle)	4/-	5	Common
Good wine (bottle)	25/-	5	Average
Spirit (bottle)	10/-	5	Average
Inn common room/night	2/- (3/- with bed)	—	Plentiful
Inn separate room (sleeps 4)	30/-	—	Common
Stabling/horse/night	1/6	—	Plentiful
Fodder/horse/day	7/6	50	Plentiful

COMBAT

WEAPON MODIFIERS

Weapon	I	Hit	Damage	Parry
Hand Weapon	-	-	-	-
Dagger	+10	-	-2	-20
Spear*	+10	+10	-	-
Improvised	-10	-	-2	-10
Bastard Sword	-10	-	+1	-
2-hand Weapon	-10	-	+2	-
Halberd*	-10**	-10**	+2	-
Quarter Staff	-	-	-1	-
Flail	-	-10	+1	-10
2-hand Flail	-20	-20	+3	-10
Rapier	+20	-	-1	-
Buckler	-	-	-2	+20
Left-hand dagger	-	-	-2	-10
Sword-breaker	-	-	-2	-10
Lance***	+20	+10	+2	-20
Net	-	-10	-	-10
Whip	-	-10	-2	-20

* — +20 I vs. mounted opponent. I bonus applies in first round, and in later rounds only when user is winning.

** — vs. aerial opponents, +20 I, no penalty to hit.

*** — only when mounted and charging. Otherwise, butt-end of lance counts as a hand weapon.

MODIFIERS TO HIT

Hand-to-Hand

Charging	+10	Large target	+10
Advantage of ground	+10	Moving mount	-10
Winning	+10	Running target	-10
Obstacle	-10	Evading target	-20
Wrong-handed	-10	Long Range	-10
Unarmed	-20	Extreme Range	-20
		Improvised Missile	-10
		Soft Cover	-10
		Hard Cover	-20
Missile Fire			
Small target	-10	Flying target	range +1 step

MISSILE WEAPONS

Weapon type	Pt-Bk	Range/ES		Ext***	Reload
		Short	Long		
Short Bow	-	16/3	32/3	150/3	1 round
Normal Bow	-	24/3	48/3	250/3	1 round
Long Bow	-	32/3	64/3	300/3	1 round
Elf Bow	-	32/4	64/4	300/4	1 round
Crossbow	-	32/4	64/4	300/4	2 rounds
Repeating X-bow	-	32/1	-	100/1	*
Sling	-	24/3	36/3	150/3	1 round
Staff Sling	-	24/4	36/4	200/4	2 rounds
Javelin	-	8/ ^C	16/ ^C	50/ ^C	1 round
Spear	-	4/ ^C	8/ ^C	25/ ^C	1 round
Dart	-	4/ ^C	8/ ^C	20/ ^C	1 round
Knife	-	4/ ^C	8/ ^C	20/ ^C	1 round
Axe	-	4/ ^C	8/ ^C	20/ ^C	1 round
Blowpipe	-	12/1	24/1	50/1	1 round
Lasso	-	8/0 ^E	16/0 ^E	30/0 ^E	3 rounds
Bolas	-	12/1 ^E	24/1 ^E	50/1 ^E	1 round
Bomb	-	5/6	12/6	20/6	1 round
Incendiary	-	5/ ^F	12/ ^F	20/ ^F	1 round
Improvised	-	2/ ^C	6/ ^C	10/ ^C	1 round

Firearms

Arquebus	3/4	30/4	60/4	300/3	2 rounds
Blunderbuss	3/5	24/3	48/3	250/2	3 rounds
Duck-foot**	3/4	8/3	16/3	50/2	2 rounds
Duelling Pistol	3/4	8/3	16/3	50/2	2 rounds
Henricus Salus	3/4	8/4	16/4	50/3	2 rounds
Jezail	3/4	36/3	72/3	400/2	3 rounds
Pike Gun	3/4	12/3	24/3	50/2	2 rounds
Pistol	3/3	12/3	24/3	50/2	2 rounds
Swivel Gun	3/6	21/4	48/3	100/2	4 rounds
Volley Gun**	3/4	12/3	24/3	5/3	2 rounds

* — fires 2 shots per round, 10-shot magazine takes 8 rounds to refill

** — per barrel

*** — add 1 round aiming

C — weapon's ES = user's S

E — entangling weapon

F — causes fire damage

CRITICAL HIT AND SUDDEN DEATH CHART

D100	+1	+2	+3	+4	+5	+6
						and up
01-10	1	3	5	7	11	14
11-20	2	4	6	9	13	15
21-30	3	5	8	14	16	16
31-40	4	7	10	13	15	15
41-50	5	9	14	16	16	16
51-60	7	12	15	15	15	15
61-70	9	16	16	16	16	16
71-80	11	15	15	15	15	15
81-90	16	16	16	16	16	16
91-00	15	15	15	15	15	15

Result

No effect

Flee

Victim is dead

FIREARM MISFIRES

D100	Result
01-20	Partial burn: range and ES halved
21-50	No ignition: try again next round
51-70	No ignition: reload and try again
71-80	Slow burn: gun fires next round
81-90	Flash in the pan: re-prime (1 round), -10 to hit on next shot
91-99	Burn-round: shot welded into barrel, 50% chance weapon explodes if used again
00	Weapon explodes: user takes normal damage, weapon destroyed

COMBAT

MOUNTED TARGETS

Attacker	Horse-sized mount	Larger mount
Under 10' tall	Rider 01-20 Mount 21-00	Rider 01-40 Mount 41-00
More than 10' tall	Rider 01-50 Mount 51-00	Rider 01-50 Mount 51-00
Mounted rider	Rider 01-50 51-00 51-00	Rider 01-50 Mount 51-00

Slain mount (D100)

- 01-70 Dismounted – may continue to fight on foot with no ill effects
- 71-90 Thrown – calculate damage as for fall of D4 yards. Rider is thrown in a random direction
- 91-00 Trapped under mount – take one point of damage for each Strength point of the mount. May attempt a Strength test each round to crawl out from under the mount. Trapped riders count as prone targets.

WALLS, BUILDINGS AND DOORS

Structure	T	D	Lock
Mud/straw wall, 8 yds	5	15	—
Light wood wall, 8 yds	6	20	—
Timber wall, 8 yds	7	30	—
Stone/brick wall, 8 yds	6	10	—
Thatch, 8 yds	5	15	—
Wood fence, 8 yds	6	15	—
Wood floor, 8 yds	7	30	—
Clay/earth floor, 8 yds	7	20	—
Reed/mat floor, 8 yds	6	15	—
Improvised barricade, 8 yds	6	15	—
Mud/straw hut	7	15	—
Wood shack	7	20	—
Timber building, 8x8 yds	7	30	—
Stone building, 8x8 yds	10	50	—
Brick building, 8x8 yds	10	50	—
Cupboard door	1	D6	D4-2 x10%
Hatch/trapdoor	2	D6	D4+1 x10% (padlock)
Home, inside door	2	D6	D4-1 x10%
Home, entrance door	3	2D6	D4 x10%
Strongroom door	4	3D6	D4+1 x10%
Dungeon door	4	3D6	D4+1 x10%
Fortress, inside door	5	3D6	D4+1 x10%
Fortress, strongpoint door	6	5D6	D4+2 x10%
Fortress, entrance door	8	6D6	D4+3 x10%

Notes

- All structures count as prone targets – automatic hits, double damage.
- 10 DP makes a hole big enough for a character to squeeze through (Halflings or characters with Contortionist skill can get through a 5-point hole).
- A door which has lost half its damage points has a hole large enough to look and reach through (e.g. to open a bolt from the other side).

HIT LOCATIONS

Roll	Location (humanoid)	Location (animal)
01-15	Head	Head
16-35	Right arm	Right foreleg
36-55	Left arm	Left foreleg
56-80	Body	Body
81-90	Right leg	Right rear leg
91-00	Left leg	Left rear leg

INSTABILITY

Check for instability every 6 rounds (1 minute) on 1D6. On a 6 the creatures have become unstable; roll 1D6 again:

- The creatures' natural plane of existence and the real world become separated. The creatures slowly lose vitality and become insubstantial. These effects are permanent – do not roll again. The creatures cannot cause any physical damage in combat. They are affected by weapons and magic as normal for their kind. They still cause fear and other psychological effects. They are also subject to stupidity.
- The creatures' physical manifestation and power are drawn back to their natural plane, leaving only their image. These effects are permanent – do not roll again. Creatures cannot cause physical damage in combat, and are not affected by normal weapons, but are automatically dispelled by magical attacks or hits from magical weapons. They still cause fear and other psychological effects.
- The state of flux between the creatures' plane and the real world confuses them. They may not move for D6 rounds. If in combat, they cause half as many wounds as normal, and all hits against them cause double damage.
- Some of the creatures are drawn back into their own plane of existence. 1D6 creatures are drawn away – they do not return.
- The state of flux between the creatures' plane and the real world strengthens them. For 1D6 rounds the creatures fight with double their normal number of attacks.
- The creatures gain great power as the two planes of existence move closer. For 1D6 rounds they take no damage at all. All their hits also cause +1 wound, or +1/+10% effect for creatures with non-striking attack modes.

MONSTERS' NIGHT VISION

All distances in yards

Basilisk	20	Hobhound	10	Rat	10
Bat, Giant	20	Hydra	20	Rat, Giant	20
Cat, Wild	20	Jabberwock	20	Skaven	30
Dragon	20	Lizardman	30	Snake	20
Elemental	As day	Orc	10	Snotling	10
Fimir	15	Orc, Black	10	Spider, Giant	10
Fox	10	Owl	50	Troglodyte	30
Goblin	10	Owl, Giant	50	Undead	As day
Gnome	30	Pack Wolf	15	Wolf	15

MOVEMENT

MOVE RATE

Move	Cautious	Standard	Running
1	2/12 1/2	4/24/1	16/96/3 1/2
2	4/24/1	8/48/1 3/4	32/192/7 1/4
3	6/36/1 1/4	12/72/2 3/4	48/288/10 3/4
4	8/48/1 3/4	16/96/3 1/2	64/384/14 1/4
5	10/60/2 1/4	20/120/4 1/2	80/480/18
6	12/72/2 3/4	24/144/5 1/4	96/576/21 1/2
7	14/84/3	28/168/6 1/4	112/672/25
8	16/96/3 1/2	32/192/7 1/4	128/768/28 3/4
9	18/108/4	36/216/8	144/864/32 1/4
10	20/120/4 1/2	40/240/9	160/960/35 3/4
11	22/132/5	44/264/9 3/4	176/1056/39 1/2
12	24/144/5 1/4	48/288/10 3/4	192/1152/43
13	26/156/5 3/4	52/312/11 1/4	208/1248/46 1/2
14	28/168/6 1/4	56/336/12 1/2	224/1344/50
15	30/180/6 3/4	60/360/13 1/2	240/1440/53 3/4
16	32/192/7 1/4	64/384/14 1/4	256/1536/57 1/4
17	34/204/7 3/4	68/408/15 1/4	272/1632/60 3/4
18	36/216/8	72/432/16	288/1728/64 1/2
19	38/228/8 1/2	76/456/17	304/1824/68
20	40/240/9	80/480/18	320/1920/71 1/2

Each figure is given as: yards per round/10 seconds; yard per game turn/minute; and miles per hour equivalents

TRANSPORT MOVEMENT

Type of transport	Move rate	Yards per round	Yards per turn	Miles/hour
Riding horse or warhorse	8	32	192	7 1/2
Pony/mule	7	28	168	6 1/2
Draft horse	6	24	144	5 1/2
Cart (2 wheels)	6	24	144	5 1/2
Wagon (4 wheels)	3	12	72	2 3/4
Coach (4 wheels)	4	16	96	3 1/2
Rowing boat	3	12	72	2 3/4
Small sailing boat	4	16	96	3 1/2
Commercial barge	2	8	48	1 3/4
Sailing ship	5	20	120	4 1/2

Water transport: currents and wind will alter speed. Add 25% to a vessel's speed if moving downstream or with a heavy current. Add a further 25% for sailing vessels sailing before the wind. Deduct the same amount for sailing upstream or against a current, or for a sailing ship heading into the wind.

SWIMMING

Characters who can swim move at 2/3 of cautious rate. A Risk test at +20% is required in hazardous conditions. Any armoured characters make the Risk test at -10 for each point of armour; GM judges the effect of other encumbering items. Failed test or no Swim skill means the character automatically starts drowning; after T rounds, lose 1 Wound per round until they drown at 0 Wounds.

OBSTACLES

Movement is halved for an obstacle or difficult ground. Moving at more than cautious speed over an obstacle requires a Risk test (-10 penalty if running).

Obstacles are:

- Opening & moving through door/window
- Moving over a low wall, hedge or fence that is less than six feet high
- Jumping over ditch or narrow crevasse
- Getting on/off riding animal

Difficult Ground is:

- Woods or undergrowth
- Steep or treacherous slopes
- Fords or shallow streams
- Soft sand or thick dust
- Stairs, steps and ladders
- Rubble, rocks or other debris
- Marsh or thick mud

JUMPING, LEAPING AND FALLING

Jumping: a controlled vertical descent. Damage: Take the distance jumped in yards, and subtract D6. If result is greater than zero, subtract that many Wounds.

Leaping: a horizontal jump. Characters can jump twice their Movement, minus D6 yards (minimum one yard). With no run-up, leaps are twice Movement minus 2D6 yards (minimum one yard). A failed Leap results in a Fall.

Falling: an uncontrolled descent. Damage: Double the distance fallen in yards, and subtract D6. If result is greater than zero, subtract that many Wounds. 50% chance of dropping anything held in hands.

FLYING SPEEDS

Type	Climb	Dive	Level
Swooper	8-16	24-56	12-32
Hoverer	1-4	1-24	1-20
Lander	8	28-32	8-20

All speeds given in yards per round





SEA OF CHAOS

SEA OF CLAWS

WARHAMMER FANTASY ROLE-PLAY



THE GREAT
OCEAN

A Chart of the Empire and
the Major Countries of the
World
Dedicated most humbly to
His Holy Majesty
EMPEROR KARL FRANK

