

WARHAMMER®

FANTASY ROLEPLAY™



THE WARHAMMER FANTASY
ROLEPLAY RULEBOOK

WARHAMMER FANTASY ROLEPLAY DESIGN TEAM

Jay Little with Daniel Lovat Clark, Michael Hurley, and Tim Uren

LEAD DEVELOPER

Jay Little

WRITTEN AND DEVELOPED BY

Dave Allen, Daniel Lovat Clark, Steve Darlington, Simon Grant, Lizard Harac, Jude Hornborg, Jay Little, Gary McBride, Clive Oldfield, Dylan Owen, Aaron Rosenberg, and Tim Uren

EDITING

Patrick Kapera, Mark O'Connor, Dylan Owen, and Sam Stewart

GRAPHIC DESIGN

Kevin Childress, Andrew Navaro, Brian Schomburg, and Wil Springer

LAYOUT

Daniel Lovat Clark, Nicholas Fox, Jay Little, and Tim Uren

COVER ART

Daarken

INTERIOR & COMPONENT ART

Alex Aparin, Tim Arney-O'Neil, Erfian Asafat, Ryan Barger, Dimitri Bielak, John Blanche, Alex Boyd, James Brady, Jason Caffoe, Caravan Studios, Trevor Cook, Paul Dainton, Fergus Duggan, Wayne England, Loren Fetterman, Dave Gallagher, John Gravato, David Griffith, Ilich Henriquez, Imaginary Friends Studios, Michal Ivan, Peter Johnston, Igor Kieryluk, Karl Kopinski, Clint Langley, Pat Loboyko, Jorge Maese, Luke Mancini, Mark Molnar, Mythic Entertainment for use of art by Lucas Hardi, Jon Kirtz and Michael Phillippi, Chris Pritchard, Brad Rigney, Adrian Smith, Mark Smith, Geoff Taylor, Chris Trevas, Frank Walls, Dan Wheaton, Joe Wilson, Liu Yang, and the Games Workshop art archives

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGER

Gabe Laulunen

MANAGING DEVELOPER

Michael Hurley

PUBLISHER

Christian T. Petersen

GAMES WORKSHOP

LICENSING MANAGER

Owen Rees

Special thanks to Jay Little and everyone at FFG for such a fantastic edition of WFRP

LICENSING & ACQUIRED RIGHTS MANAGER

Erik Mogensen

HEAD OF LEGAL & LICENSING

Andy Jones

INTELLECTUAL PROPERTY MANAGER

Alan Merrett

THE WFRP PLAYTEST TEAM

Gary "Drastic" Achenbach, John Bell, Bryan Bornmueller, Alessio Cavatore, Kevin Childress, Daniel Lovat Clark, Tom Detko, Jeannine Duncan, Karl Ebejer, JR "Gurni" Godwin, John Goodenough, Evan Hall, Eric Hanson, James Hata, Jude Hornborg, John Hoyland, Haden Huffaker, Stephanie Huffaker, Paul Hula, Michael Hurley, Phil Kelly, Rob Kouba, Eric Lang, Kien Peng Lim, Graham McNeill, John Michelbach, Richard Nauertz, Mark O'Connor, James Oldfield, Clive Oldfield, Jake Overbo, Dylan Owen, Greg Phillips, Mark Pollard, Thaadd Powell, Orbis Proszynski, Mark Raynor, Colleen "Splunky" Ready, David Ready, Gordon Richards, Zoë Robinson, Valaire Roerick, Casey Ryan, Tom Simmons, Sam Stewart, Jeff Tidball, Tim Uren, Dylan Vidas, James Voelker, Jason Walden, Ross Watson, Zachary Yanzer, Wayde Zalken, and Jamie Zephyr

SPECIAL THANKS TO

Caffeine, Kat Clark, Nate French, Corey Konieczka, Trish Little, Dylan Owen (for going above and beyond), Sigmar, Jeff Tidball, Kevin Wilson, Mythic Entertainment and all the fine folks along the way who helped provide feedback, encouragement, and inspiration.



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1975 West County
Road B2
Roseville, MN 55113
USA

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.

Warhammer Fantasy Roleplay © Games Workshop Limited 1986, 2005. This edition © Games Workshop Limited 2009. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ®, TM and/or © Games Workshop Ltd 1986-2009, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.

ISBN: 978-1-58994-696-5 Product Code: WHF01 Print ID: 648AUG09 Printed in China

For more information about the Warhammer Fantasy Roleplay line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com



TABLE OF CONTENTS

WELCOME TO WARHAMMER FANTASY ROLEPLAY	4	CHAPTER THREE: CHARACTER CREATION	27
A Brief Overview	5	Generate Characteristics	28
Modes of Play: Story Mode & Encounter Mode	5	Wealth, Skills, Talents, and Actions	28
Getting Started	6	Finishing Touches	32
Cards	7		
Sheets	8	CHAPTER FOUR: EXPERIENCE & ADVANCEMENT	34
Punchboard Components	9	General Career Advances	35
Character Boxes	10	Dedication Bonus	37
Custom Dice	10	The Career Transition	37
		Managing a New Career	38
CHAPTER ONE: CHARACTERISTICS & ABILITIES	3		
Characteristics	13	CHAPTER FIVE: PLAYING THE GAME	39
Wounds & Wound Threshold	14	Fortune & Misfortune	41
Fortune Points	14	Adversary Dice	41
Skills & Expertise	16	Challenge Levels & Misfortune	41
Specialisation	16	Misfortune as a GM Tool	42
Master Skill List	16	Opposed Checks	42
Talents	19	Competitive Checks	43
Party Sheets	20	Providing Assistance	43
Party Talent Sockets	20	Success & Failure	45
Party Ability	21	Banes & Boons	45
Fortune Pool	21	The Chaos Star & Sigmar's Comet	46
Party Tension	21	Stances	46
		The Conservative Stance	46
CHAPTER TWO: PLAYER CHARACTER RACES	22	The Reckless Stance	46
Men of the Empire	22	The Neutral Stance	46
Dwarfs	23		
High Elves	24	CHAPTER SIX: ACTIONS & MANOEUVRES	48
Wood Elves	26	Action Card Design	48
		Valid Selections	50
		Action Cards and Stances	51
		Manoeuvres	51
		Abstract Measurements	52
		Resolving Movement & Positioning	53

CHAPTER SEVEN: COMBAT, DAMAGE & HEALING 54

Managing Larger Groups	56
An Example of Initiative	56
The Active Player	56
Continuing the Encounter	57
Additional Considerations for Initiative	57
Beginning & End of Turn Phases	57
The Combat Sequence	57
Combat Example	59
Impairment, Wounds & Healing	62
The Effects of Fatigue & Stress	62
Passing Out & Strain	62
Damage & Critical Damage	63
Critical Wounds	63
Levels of Injury	63
Rest & Recovery	64
Long-Term Care	64

CHAPTER EIGHT: CONDITIONS & EFFECTS 66

Fear & Terror	66
Fear	66
Terror	66
Insanity	67
Strain & Insanity	67
Permanent Insanity	67
Insanity Traits	68
The Risks of Madness	68
Recovering from Insanity	68
Conditions & Temporary Effects	69

CHAPTER NINE: ECONOMY & EQUIPMENT 70

The Three Economies	70
The Tier of Gold – The Wealthy and the Noble	71
The Tier of Silver – The Tradesmen and the Burgher	71
The Tier of Brass – The Labourer and the Serf	71
The Adventuring Life	71
Ammunition Descriptions	78
Armour Descriptions	78
Shield Descriptions	78
Miscellaneous Items & Encumbrance	79
Tool & Item Descriptions	79
Encumbrance	81
Feats of Strength	82

CHAPTER TEN: THE EMPIRE 83

A Land Under Siege	84
Adventurers in the Old World	85
A Dangerous Vocation	85
A Chequered Past	85
In This Together	86
The Empire	86
Reikland	87
City of Spires	87
City of Cannons	88
City of the White Wolf	88
Eye of the Forest	88
City of Gold	88
People of The Empire	88
A Brief History of The Empire	89
Heroes of the Empire	90
The Land of the Reik	91
Foes & Threats	92
Orcs & Goblins	92
Beasts of Chaos	92
The Undead	93
Warriors of Chaos	93
Chaos Cultists	93
The Skaven Myth	93

APPENDIX – MAPS OF THE OLD WORLD

The Old World and its Environs	94
The Political Borders of the Empire, Circa 2521 I.C.	95
The Glorious Province of the Reikland	96



WELCOME TO WARHAMMER FANTASY ROLEPLAY

The great Twin-Tailed Comet, a portent tied to both Sigmar and the Empire, has been seen in the sky. To some, it is a sign of hope. To others, the harbinger of doom. Tensions rise, as the effects of a ruthless winter and poor harvests are felt across the Empire – villages and farms find it harder than ever to scrape by, and supplies for the Empire's constant war efforts dwindle ever lower.

To many citizens, this can mean only one thing. The End Times are at hand. Fear is rife. Another Great War is coming. Beastmen are growing restless, attacking villages with greater frequency and ferocity. The Chaos cults are rising up, summoning daemons, fomenting rebellion, and instigating insurrection throughout the Empire's cities. Bands of Chaos marauders scout further and further south than usual – some even penetrating as far as the Reikland to test the Empire's defences for the coming conflict.

During these times of uncertainty, more fears rise as rumours reach the Reikland from Kislev. Rumours of a champion of Chaos called Surtha Lenk and his great Chaos host waging war against the armies of Kislev. Information seems suspect and unreliable. Some of the news reaching Reiklanders speculates that Wolfenburg was sacked. Conflicting rumours insist Surtha Lenk's army was defeated, while others hint that the forces of Chaos were but the vanguard of a massive army poised to overrun Kislev and invade the Empire.

In response to these ominous portents, and sensing the fate of the realm is at stake, Emperor Karl Franz works tirelessly to protect the Empire. He sends envoys to the Phoenix King in Ulthuan, asking the high elves for aid in the coming conflict. Calling on ancient oaths and alliances, Karl Franz beseeches the High King of the dwarfs to rally to the Empire's cause.

Deep in the forests of Athel Loren, Ariel, the queen in the woods, has sensed the impending invasion as well. She sends parties of wood elves through Axe Bite Pass and into the Reikland to protect the ancient cairns secreted deep in the Reikwald Forest, and provide what aid they can against the forces of Chaos.

In the midst of this bleak, brewing turmoil, the adventurers are beacons of hope. Fate has called to them, binding them with the silvery threads of destiny and fortune. Together, valiant humans of the Reikland, wood elves from Athel Loren, high elves from distant Ulthuan, and the dwarfs of Karak Azgaraz face the formidable threats of the Old World.

Can these brave few fulfil their destinies as Fate's champions in this, the Empire's time of greatest need?

A BRIEF OVERVIEW

Warhammer Fantasy Roleplay is an exciting way to experience roleplaying games. In a roleplaying game, players work together to direct the action of characters they help create in order to tell interesting stories and have a good time with friends. In *Warhammer Fantasy Roleplay*, these characters embark on adventures in the perilous Old World, a setting rife with conflict, intrigue, and scarred by war and the forces of Chaos.

The boxed set for *Warhammer Fantasy Roleplay* is best suited to a group of four players. One of the players assumes the role of the Game Master (abbreviated as GM), while the other three players take on the roles of individual heroes, the main characters in the group's ongoing stories. These players are called hero players, and their characters are often referred to as adventurers, or player characters (abbreviated as PCs).

The GM helps establish the setting, manages monsters and supporting characters in the stories, and is the final authority on how the rules are applied during the game. The cast of characters managed by the GM are generally referred to as non-player characters (abbreviated as NPCs). The hero players work together to solve puzzles, defeat monsters, interact with NPCs, and otherwise resolve encounters and situations presented by the GM.

Over the course of a game session, the GM and hero players perform a variety of actions, roll dice, and track information for their respective characters. The hero players discuss options, form strategies, and explore the setting that the GM has described using their characters.

As the player characters participate in more stories and adventures, they gain experience. This experience allows the adventurers to improve their abilities and specialise in different aspects of their role the players find most interesting. As the player characters gain experience and develop their skills and abilities, the GM challenges them with more intricate stories and more dangerous encounters.

So how do you win a roleplaying game? One answer could be: the players win if everyone involved enjoys themselves and creates interesting stories and memories they'll share for years to come. The hero players can feel a sense of pride when they overcome the obstacles, solve the puzzles, and unravel the mysteries presented by the GM. The GM can enjoy the fact that the hero players rose to the challenge and had fun playing characters in his story.

This mutual enjoyment is the goal for both the Game Master and the hero players. The GM is not playing "against" the hero players. Both types of player work together to tell stories, resolve actions, and create a memorable experience.

MODES OF PLAY: STORY MODE & ENCOUNTER MODE

During a session of *Warhammer Fantasy Roleplay*, the player characters will participate in different scenes that help advance the story. These scenes are generally resolved in one of two modes of play, based on the action taking place. The two modes of play are called story mode and encounter mode.

Story mode is used to resolve actions and play out scenes where timing and the order in which the scene's participants act are not essential to resolve the scene. Some scenes that could be resolved

NEW TO ROLEPLAYING GAMES?

Roleplaying games – sometimes called "rpgs" – provide a fun way to socialise with your friends and embark on fantastic adventures using your imagination and creativity.

Warhammer Fantasy Roleplay is different from other traditional roleplaying games, and has many innovative features designed to help new players enjoy the excitement and immersive story-telling experience that rpgs provide. Since roleplaying games are such a unique style of game, it can be helpful to learn more about them before getting started.

How do you play a roleplaying game? What do the different players do during a game session? How do you and your friends work together to tell a story? What does it mean to be "in character" when you're playing?

Be sure to visit www.FantasyFlightGames.com to download a free primer on roleplaying games and to learn the answers to your questions!

in story mode include haggling with a merchant in the market, conducting research in a musty library, riding a horse down a dusty road, or climbing a tree to get a better look at the surrounding area. In a movie or television show, these scenes may be played out as montages or transitions between other scenes.

Encounter mode is used when timing and the order of actions is far more important. It allows play to "zoom in" and focus on the action in greater detail. Some scenes that could be resolved in encounter mode include a fight between a party of adventurers and a troll, mediating a tense negotiation between fierce rivals, or trying to recover an artefact from a trapped tomb before the crumbling ruins collapse. In a movie or television show, these scenes are the action sequences, or close-up shots of the characters while they perform in the spotlight.



When the game is being played in story mode, the players generally have their characters act in whatever order they choose, reacting to the GM's descriptions and performing actions as needed. When the game is in encounter mode, all the players roll dice to help determine in what order the different characters in the scene get to act. When it is a player's turn to act, he becomes the active player, resolves his character's action, and play continues to the next player. Once the entire scene has been resolved, action may shift back into story mode, or possibly move directly into another scene in encounter mode.

A single session of *Warhammer Fantasy Roleplay* may switch back and forth between story mode and encounter mode several times, based on the scenes the GM presents to the hero players, and how the adventure unfolds. Both the GM and the hero players have a number of options to interact with the story and influence scenes in both story and encounter mode.

GETTING STARTED

If you're new to Warhammer Fantasy and the Old World and Empire, you may want to read more about the setting in **Chapter 10: The Empire**. If you plan on being a player, you will want to read through this rulebook to learn about the main concepts and gameplay. If you plan on being a GM, you will want to become familiar with all the books eventually, but should start by learning the rules found in this book, and the Game Master information in the *Tome of Adventure*.

In addition to a number of cards, custom dice, and special components, *Warhammer Fantasy Roleplay* includes four game books. These books, and what can be found in each, are explained below.

THE WARHAMMER FANTASY ROLEPLAY RULEBOOK

This rulebook has important information that all the players may wish to read and learn. A detailed chapter-by-chapter summary is provided following these book descriptions.

TOME OF ADVENTURE A GUIDE TO GAME MASTERY & ROLEPLAYING

The *Tome of Adventure* contains additional rules and information for the player who will be running the *Warhammer Fantasy Roleplay* sessions as the GM. It includes suggestions and guidelines on managing long-term campaigns, handling character development, and creating adventures. The book also contains background and statistics for a variety of enemies to pit the players' heroes against.

TOME OF MYSTERIES A GUIDE TO WIZARDS & MAGIC

The *Tome of Mysteries* provides a brief history of magic in the Empire, and describes the Colleges of Magic, which oversee the training and application of arcane magic. The book provides additional game rules and mechanics for arcane spellcasters, as well as useful information for players who want to play a wizard character.

TOME OF BLESSINGS A GUIDE TO PRIESTS & RELIGION

The *Tome of Blessings* provides a brief history of religion in the Empire, and describes the major faiths practised in the setting. The book provides additional game rules and mechanics for invoking divine blessings, as well as useful information for players who want to play a priest or religious character.

MAIN RULEBOOK CHAPTERS

Introduction: This section includes a general welcome and introduction to the game, a list of game components, and introduces some of the game terms used in *Warhammer Fantasy Roleplay*.

Chapter 1: Characteristics & Abilities. Defines the many elements that make up a character, from their innate abilities and talents to training in skills.

Chapter 2: Player Character Races. A look at the history and special abilities of the four races in the game –Reikland humans, high elves, wood elves, and dwarfs from Karak Azgaraz.

Chapter 3: Character Creation. The process on creating a player character is detailed, taking the player through all the steps needed to begin his adventures.

Chapter 4: Experience & Advancement. This section describes how players can improve their characters over time, from learning new skills and talents to upgrading their characteristics.

Chapter 5: Playing the Game. The core mechanic and basic gameplay rules are described, with examples of how these rules come into play during the course of a session.

Chapter 6: Actions & Manoeuvres. Two key elements that drive the game are explained, informing players how actions and manoeuvres are used to help their characters achieve their goals.



Chapter 10: The Empire. A look at the history of the Empire and its lands, the foes that threaten its stability, and the role of adventurers in the Old World's greatest nation.

Whether played out in story mode or encounter mode, players use a variety of components to resolve a scene. *Warhammer Fantasy Role-play* features small- and large-sized cards, punchboard tokens, and custom dice to perform actions, track information, and serve other game functions. This is a brief look at the components.

The cards used in *Warhammer Fantasy Roleplay* perform a variety of functions. Some of the cards form decks that are drawn from during play, while others provide an easy way to manage actions and track information.

These cards contain all the information needed for characters to perform exciting actions and employ strategies. Action cards include special combat moves, arcane spells, divine blessings, social intrigues, and a variety of other tasks characters can attempt. The action cards are double-sided, providing information based on what type of stance or posture a character adopts.



Each career has a singular ability unique to members of that profession. While a character is pursuing a given career, he gains access to the unique ability listed on the corresponding career's ability card. This can become a permanent special ability for the character if he diligently completes the career.



When a character suffers or benefits from a temporary condition, the player takes one of these cards to remind him of the effects. These status condition cards represent effects such as being inspired by a rousing speech, rattled by an intimidating foe, or blinded by a spell.



This deck consists of the mind-rattling effects of insanity. When a character suffers too much mental strain or faces a particularly terrifying foe, he may acquire one of these cards.



The item cards provide important game and background information on distinct items in the Warhammer setting, from exquisitely crafted dwarf weapons to magic artefacts or relics.



Location cards help the GM and players track where the story is taking place. One side of the card features art depicting the location, the other includes information and any special rules or effects that apply.



MISCAST DECK

Casting arcane spells is a risky proposition. When a spell is miscast, there is a chance that something bad happens to the spellcaster. The cards in this deck represent the different side effects that a miscast can have.



SPECIALTY CARDS

A variety of specialty cards provide information on different parts of the game. Some specialty cards include the career training options for wizards and priests, based on the type of magic they study or the deity they follow. Other specialty cards provide additional rules or information under the right circumstances.



TALENT CARDS

Over their careers, characters pick up a variety of knacks and minor abilities, called talents. The talent cards summarise these myriad abilities, and help show the GM and players which of the abilities are currently active and available.



WOUND DECK

When a character or monster is injured during combat, it suffers from wounds. The more wound cards a target has accumulated, the more heavily wounded he becomes. When face down, a wound card represents a normal wound. When face up, a wound card represents a critical wound, and the text on the card takes effect.



SHEETS

Larger, sturdy sheets are used to present information on the characters and people that populate *Warhammer Fantasy Roleplay*.

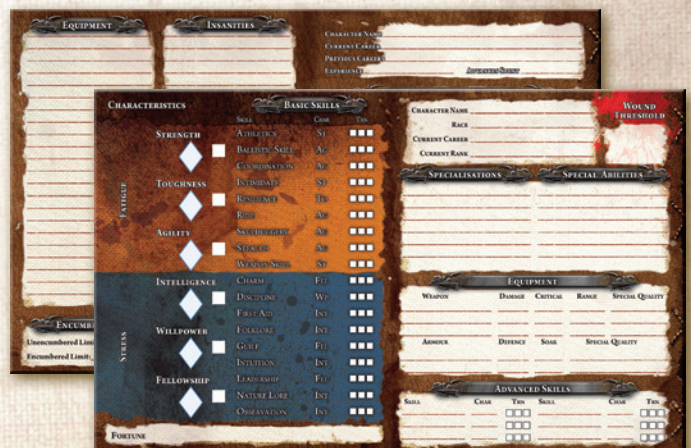
CAREER SHEETS

Career sheets provide information related to the different professions and careers in the game. These sheets show what skills, talents, and advantages are offered to a character currently fulfilling that career. They are used during character creation to help generate new player characters, as well as during the game to evaluate advancement options. The GM can also use career sheets to quickly create characters he needs to interact with the adventurers.



CHARACTER SHEETS

The *Warhammer Fantasy Roleplay* character sheet has been designed to allow players quick access to key information, to help keep notes about their characters, and to help organise their play area. The front of the character sheet holds important information for reference during play, and the back provides additional space for development, equipment, and experience.



PARTY SHEETS

The player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, and makes managing certain party resources easier.



PUNCHBOARD COMPONENTS

The punchboard pieces allow players and GMs to easily track important information in a consistent, visually distinct manner. Before play, carefully remove the components from the framework. Please note that the centre piece inside the stance ring component is an activation token, and should not be discarded.

ACTIVATION TOKENS

These tokens are used to track a character's current stance, and indicate whether or not a character has acted during the current round. The activation tokens are double-sided. The colour side indicates the character has not acted yet. The greyed out, empty side is placed face up after a character has acted to indicate that the character has taken his turn.



FATIGUE & STRESS TOKENS

Fatigue and stress tokens are used to represent the gradual wear and tear affecting characters over the course of their adventures. When characters accumulate too many fatigue or stress tokens, they start to suffer penalties and become less effective. The tokens are double-sided, representing fatigue on the gold side, and stress on the blue side. The tokens come in two different denominations: 1 point tokens and 3 point tokens. Players can exchange tokens and "make change" in different denominations to reflect their current fatigue and stress levels.



TRACKING TOKENS & FORTUNE POINTS

The player characters have access to fortune points, a resource they can spend to influence events, recharge powerful abilities, or add dice to action checks. Each player character has his own reserve of fortune points, and the party sheet holds fortune points that the party has accumulated before they are awarded to individual characters.

Throughout the game, a variety of effects and conditions may need to be tracked, as well as the progress of certain events. The tracking tokens are collectively used to manage these different effects. The tracking tokens come in several different colours, so different tokens can be assigned to specific functions and still be easily tracked by the hero players and the GM.



STANDUPS

A variety of sturdy, colour punchboard pieces are included to help the players visualise the game and represent where the characters and creatures are positioned relative to each other and their surroundings during encounters. These pieces can be inserted into the clear plastic bases to create a standup. The stance ring can be added to indicate the attached character's current stance.



STANCE & PROGRESS TRACKER PIECES

Characters in *Warhammer Fantasy Roleplay* can affect their actions by adopting a stance. The stance is the character's disposition or posture during an encounter. These puzzle-fit pieces connect together to indicate an individual character's mastery and control over these stances. Using the puzzle-fit pieces to assemble a character's stance meter is discussed in more detail on page 31.

There are many different events and conditions that can occur during a session of *Warhammer Fantasy Roleplay*. Tracking these different events is easy by constructing Progress Tracks from the puzzle-fit pieces. The Progress Tracks can help show how soon an event will occur, or how the characters are handling certain situations, and are discussed in greater detail in the *Tome of Adventure*.



STANCE RING

The coloured round pieces fit snugly around the plastic character bases. These stance rings can be attached to a character's standup to show which stance he is currently in. This makes it easy to scan a battlefield or encounter to not only see where all the participants are, but what stance they've adopted. The stance rings are double-sided, indicating a reckless stance on the red side, and a conservative stance on the green side.



CHARACTER BOXES

To help players keep their character organised between sessions, *Warhammer Fantasy Roleplay* provides several boxes to store cards, tokens, and components. Carefully fold the box along its seams to create your own custom character keeper.




CUSTOM DICE

Warhammer Fantasy Roleplay features a number of custom dice to allow characters to perform a wide variety of actions and to account for changing tactics, situations, and effects. Rather than numbers, these dice feature special symbols.


There are seven different types of custom dice used in *Warhammer Fantasy Roleplay*. Each die has a specific colour and function. The dice are rolled in groups – called dice pools – to perform actions.

CHALLENGE DICE

These purple eight-sided dice represent the challenges and difficulties facing a character when attempting an action. The results are generally bad for the character – most of the effects undermine success, or make it more likely that some sort of detrimental side effect will occur. Challenge dice are represented as  in text and on cards.




CHARACTERISTIC DICE

These blue eight-sided dice form the basis of a dice pool when performing an action, representing how important an individual characteristic is towards accomplishing the task. The higher a character's Strength, for example, the more blue characteristic dice he contributes to actions based on Strength. Characteristic dice have beneficial symbols, and several blank sides. The blue characteristic dice can be converted into different dice based on a character's current stance. Characteristic dice are represented as  in text and on cards.




CONSERVATIVE DICE

These green ten-sided dice represent the low-risk, low-reward stance a character can adopt while performing actions. The conservative dice reflect a measured, cautious, or thoughtful approach to the situation. The conservative dice have a very good chance of contributing towards the success of an action, but an overly cautious approach may cause delays. Conservative dice are represented as  in text and on cards.




EXPERTISE DICE

These yellow six-sided dice represent dedicated training or exceptional aptitude with a skill or special proficiency. They feature a special symbol that allows a character to roll additional dice, as well as a symbol that can trigger special effects based on training or aptitude. Expertise dice are represented as  in text and on cards.




FORTUNE DICE

These white six-sided dice provide a slight edge for the character. Fortune dice are granted for tactical advantages, as well as by certain talents, party abilities, or spending fortune points. Half of the sides of a fortune die are blank, the other half have beneficial effects. Fortune dice are represented as  in text and on cards.




MISFORTUNE DICE

These black six-sided dice impose a slight complication to a dice pool. Misfortune dice are assigned for tactical disadvantages, as well as for certain talents, conditions, or debilitating effects such as critical wounds. Half of the sides of a misfortune die are blank, the other half have detrimental effects. Misfortune dice are represented as  in text and on cards.



RECKLESS DICE

These red ten-sided dice represent the high-risk, high-reward stance a character can adopt while performing actions. The reckless dice reflect an aggressive, fiery, or daemon-may-care approach to the situation. The reckless dice feature several potent faces with numerous positive effects, but also several blank sides and some drawbacks. Reckless dice are represented as  in text and on cards.



THE GROUP PLAY AREA



The game components shared by the group should be placed in easy reach of everyone. The group's party sheet should be placed near the centre of the play area. The players will be adjusting fortune tokens and tracking tokens from the party sheet during play, and may be adding or removing talent cards from the coloured sockets along the side of the party sheet.

The character and creature standups can be placed in the group play area as the story dictates. In the above example, the Dwarf Troll Slayer character is currently near the Crumbling Ruins, as is an enemy Beastman. The GM may add location cards or enemy tokens to represent where the action is taking place, and the players can move the standups to indicate where their characters are as events unfold.

INDIVIDUAL PLAY AREA

Each player will want to make sure they have enough space to set up his character's playing area. The cards and components are arranged as shown to optimise the playing space, as well as to keep important information within easy reference during the game. Here is an example of what the play area for a Dwarf Troll Slayer character might look like during a session of *Warhammer Fantasy Roleplay*.

STANCE METER

ACTIVATION TOKEN

WOUNDS

CRITICAL WOUNDS

FATIGUE SUFFERED

CHARACTER SHEET

CAREER SHEET

CAREER ABILITY CARD

ACTION DECK

ACTIVE TALENT CARD

STRESS SUFFERED

FLANKING MANOEUVRE

TROLL SLAYER

WOUND THRESHOLD

PRIMARY CHARACTERISTICS

CAREER SKILLS

ADVANCED SKILLS

EQUIPMENT

SPECIAL ABILITIES

SPECIALISATIONS

CHARACTERISTICS

BASIC SKILLS

CHARACTER NAME

RACE

CURRENT CAREER

CURRENT RANK

WOUND THRESHOLD

TROLL SLAYER

BASIC CAREER: DWARF

Battle, Combat, Frenetic, Slayer

PRIMARY CHARACTERISTICS

Strength, Toughness

CAREER SKILLS

Athletics, Intimidate, Resilience, Weapon Skill

ADVANCED SKILLS

Accurate Shot, Melee Strike, Weapon Skill, etc.

FLANKING MANOEUVRE

When in an engagement with at least 1 ally, you and your allies add 1 to Melee Attack dice pools against the engaged foes

While in a Slayer career, you cannot wear armour, but have a natural Defence of 1 and a natural Soak Value equal to 1+ the number of Slayer careers you have completed

Each player will probably also wish to acquire their own set of dice for *Warhammer Fantasy Roleplay*, so they can quickly assemble his character's dice pools. Additional dice are available separately.





CHAPTER ONE

CHARACTERISTICS & ABILITIES

This chapter takes a look at the different elements that make up a player character in *Warhammer Fantasy Roleplay*, from their innate characteristics to their training in a variety of skills, as well as their other special abilities.

CHARACTERISTICS

Six characteristics help define characters and creatures in *Warhammer Fantasy Roleplay*. The three characteristics that define the physical make-up of a character are Strength, Toughness, and Agility. The three characteristics that define the mental make-up of a character are Intelligence, Willpower, and Fellowship.

Strength: Defines a character's brawn and physical strength. Strength is used to determine the outcome of a number of physical skills and tasks, such as climbing, breaking down a door, or hitting hard enough with a melee weapon to inflict damage.

Toughness: Defines a character's endurance, constitution, and vigour. Toughness is used to shake off damage, recover from injuries, and resist the effects of toxins or the ravages of disease.

Agility: Defines a character's dexterity, coordination, and gross motor control. Agility is used for a variety of physical skills and tasks, such as balance, stealth, picking locks, and the ability to wield ranged weapons with accuracy.

Intelligence: Defines a character's general intellect, reasoning, and powers of deduction. Intelligence is used for a variety of academic and knowledge-based skills, and is important for arcane spellcasting.

Willpower: Defines a character's nerve, discipline, and force of will. Willpower is used to resist effects such as fear, remain disciplined under trying conditions, and is important to controlling the Winds of Magic or generating favour with a deity.

Fellowship: Defines a character's general charisma and ability to apply their personality. Fellowship is used for a variety of social skills and actions, such as charm and guile, as well as to beseech the gods when invoking divine blessings.

These six characteristics are represented by a single number, called the characteristic's rating. The rating indicates how many blue characteristic dice ♦ form the starting dice pool for checks based

CHARACTERISTIC TWINS

Each characteristic has a twin, of sorts. What one characteristic accomplishes and governs from the physical side, its twin governs on the mental side. These characteristic pairs and their fundamental concepts are:

Strength & Intelligence: Active, forceful, direct, powerful, and assertive

Toughness & Willpower: Defensive, resilient, enduring, and resolute

Agility & Fellowship: Reactive, adaptive, flexible, and resourceful

on that characteristic. Characteristic ratings can range from one (extremely low) to eight or higher. A characteristic rating of three is an average rating for a human.

Some characters may have fortune dice associated with a characteristic, showing a racial benefit or slight advantage with that characteristic. While these fortune dice are added to dice pools relying on the characteristic, these dice do not count as part of the characteristic rating. Fortune dice associated with a characteristic are represented by a ☐ white cube.

The characteristic rating is also used to reflect the magnitude and impact of the characteristic outside of its use in forming a dice pool. For example, a character's Toughness rating indicates how many wounds a character can withstand, while a wizard's Willpower rating governs how much arcane power he can safely manage while channelling the Winds of Magic.

Unless a special rule or ability states otherwise, when a player builds a dice pool for an action, he starts with a number of characteristic dice equal to the characteristic rating. To this he adds any fortune dice associated with that characteristic.

WOUNDS & WOUND THRESHOLD

Over the course of his adventures, a character may become injured. Serious damage and injury to a character is tracked using wound cards. A character can only suffer so much damage before being knocked unconscious – or worse, possible dying!

The amount of damage a character can withstand is referred to as his wound threshold. A character's wound threshold is influenced by his race and Toughness, and can improve over time with experience.

The starting wound thresholds for the player races are summarised here for convenience:

- + **Reiklander:** 9 + Toughness rating
- + **Karak Azgaraz Dwarf:** 10 + Toughness rating
- + **High Elf:** 8 + Toughness rating
- + **Wood Elf:** 8 + Toughness rating

FORTUNE POINTS

Fate has chosen the player characters as her champions. Though the characters may come from many different walks of life, fate has bound them together with a common purpose – to become the brave souls who dare to face the dangers threatening the Empire. And fate provides the characters with a valuable resource in their coming adventures: fortune points.

Fortune points are one of the ways the adventurers influence the outcome of events around them. Fortune points are a subtle reminder that the adventurers have a destiny, a role to play in the events of the Old World unlike other, lesser characters. Fortune points are generally used to give the player characters a slight edge when resolving tasks, but there are other possible uses as well.

At the beginning of every session, each player character receives three fortune point tokens from the supply. Over the course of the session, a player can spend any number of his fortune points to modify an action check. Fortune points are spent while the dice pool is being created, before any dice are rolled. Each fortune point spent adds one ☐ to the pool. Spent fortune point tokens are returned to the general supply.

Fortune points can also be used to help recharge exhausted talent cards. An exhausted talent card can not be used again until it has finished recharging. When a talent card is exhausted, a number of tracking tokens equal to its recharge rating are placed on the card.

To help recharge an exhausted talent card more quickly, a player can spend fortune points to remove the tracking tokens from the card. Each fortune point spent removes one tracking token. When the last tracking token has been removed, the talent card is placed face up and is available for use again.

Without spending fortune points, exhausted talents will recharge on their own, but more slowly – one tracking token is removed from each of the active player's cards at the end of the his turn.

Some action cards require more effort to attempt, and time must pass before the actions are recharged and available for use again. Fortune points may also be spent to speed up the recharge rate of action cards, just like exhausted talents, as detailed on page 20.

Some special talents or abilities may have other uses for fortune points, as explained on their card or ability text.

EBB & FLOW OF FORTUNE

Players are encouraged to use their fortune points to help accomplish their goals. Over the course of a session, players should have a number of opportunities to spend fortune points. And over the course of a session, the GM will have opportunities to reward the party by providing the players with more fortune points.

THE CHARACTER SHEET

The character sheet is divided into two main sections: FRONT and BACK.

FRONT:

- 1 CHARACTERISTICS:** A grid for tracking six characteristics: Strength, Agility, Intelligence, Willpower, Fellowship, and Fortune. Each characteristic has a blue diamond for the rating and a white box for the Fortune dice.
- 2 BASIC SKILLS:** A grid for tracking 18 basic skills, each with a square for the rating and a square for the Trained column.
- 3 SPECIALISATIONS/SPECIAL ABILITIES:** A grid for tracking special abilities granted by a character's race, career, or other effects.
- 4 WOUND THRESHOLD:** A section for indicating the character's wound threshold.
- 5 FATIGUE/STRESS:** Coloured sections for tracking fatigue (gold) and stress (blue) tokens.
- 6 FORTUNE:** A section for tracking how many fortune points the character has.
- 7 ADVANCED SKILLS:** A grid for tracking advanced skills, each with a square for the rating and a square for the Trained column.

BACK:

- 9 EQUIPMENT:** A grid for tracking equipment, including weapons, armor, and other items.
- 10 INSANITIES:** A grid for tracking insanities, critical wounds, and other information.
- 11 ADVANCEMENTS:** A section for tracking advancements, including career completion, dedication, and other improvements.
- 12 ENCUMBRANCE:** A section for noting the character's encumbrance limit.
- 13 STANCES:** A section for noting the character's stance pieces.
- 14 ACTION/TALENT CARDS:** A section for noting action, talent, or other special cards.

The double-sided character sheets allow players to easily track a lot of information about their characters.

1 The six characteristics are tracked here. The rating for a characteristic is written in the blue diamond. Any fortune dice associated with the characteristic are written in the adjacent white box.

2 All 18 basic skills are listed on the card. Each time a character trains a skill, place a checkmark in one of the squares in the Trained column.

3 Skill specialisations or special abilities granted by a character's race, career, or other effects are listed here.

4 The character's wound threshold is indicated here. If he suffers more wounds than this number, he is knocked unconscious – or possibly worse!

5 These coloured sections are used to track fatigue and stress. When a character suffers fatigue, place fatigue tokens in the gold section. When a character suffers stress, place stress tokens in the blue section.

6 Players can track how many fortune points their characters have here.

7 Any advanced skills a character acquires should be noted here. Each time a character trains a skill, place a checkmark in one of the squares in the Trained column.

8 Any weapons or armour the character is carrying can be listed here, so the equipment values are easy to reference during combat.

9 Players can track their characters' equipment in the space provided.

10 If a player is not using a character box to keep his character's components together, he can keep track of insanities, critical wounds, and other information here.

11 The advancement workspace allows players to easily manage the development of their characters by spending advances to purchase upgrades and improvements.

12 The character's encumbrance limit should be noted here, to determine if the character is carrying too much weight.

13 As a character gains additional stance pieces, they should be noted here for quick assembly of the stance meter at the beginning of each session.

14 Any action, talent, or other special cards the character acquires over the course of his adventures can be noted here.



Each party sheet features an area to store fortune tokens. The GM can reward clever play, fun and engaging in-character comments, and group accomplishments by adding fortune tokens to the party sheet. If there are a number of fortune tokens equal to the number of adventurers in the party after the GM adds a fortune token to the party sheet, fortune refreshes.

When this refresh occurs, each party member who currently has fewer than his maximum number of fortune points may claim one fortune token from the party sheet. This fortune token is either added to the character's personal supply of fortune points, or immediately spent to remove a recharge token from an exhausted or recharging card. A character that already has his maximum number of fortune points can not claim a fortune token from the party sheet for his personal supply, but may still spend the fortune point immediately to remove a token from one of his exhausted or recharging cards.

Any remaining fortune tokens that were not claimed by players remain on the party sheet – now the party needs fewer fortune tokens added before another refresh is triggered!

More information on awarding fortune tokens to the party sheet can be found in the *Tome of Adventure* on page 19.

SKILLS & EXPERTISE

Skills represent a wide variety of ways that characteristics can be applied to specific tasks and functions. There are two main categories of skills in *Warhammer Fantasy Roleplay* – basic skills and advanced skills.

Basic skills are available to every character, and are listed on the character sheet for convenience. Basic skills represent the wide range of activities and focused characteristic use that anyone can

attempt even without special training. Characters with training in a basic skill will tend to perform better than someone without training, but the skills can still be attempted untrained.

Advanced skills, on the other hand, are only available to people who have the proper discipline and training. Advanced skills represent very specific application of a characteristic, and cannot be attempted untrained. When a character acquires an advanced skill, it should be written in the space provided on the character sheet.

It is important to note that acquiring an advanced skill does not mean it is automatically trained – it simply means that the character now has access to the skill and can attempt checks based on that skill, as if it were a basic skill. Once acquired, an advanced skill can still be trained like a basic skill, allowing the character to add an expertise die to characteristic checks when the advanced skill is relevant for each level of training.

When a skill is trained, a check mark is made next to the skill on the character sheet. For each training box checked off, the character adds one ☐ to characteristic checks when that skill is relevant. A character can train a skill once per character rank. When a character goes up in rank, he can spend advances to gain further training in a skill.

SPECIALISATION

Basic and advanced skills can both benefit from dedication and focus. This is represented by skill specialisation. A specialisation is further knowledge and training in a specific aspect of the broader skill. Sample specialisations are listed with each of the skills. With GM approval, players may wish to come up with additional specialisations for their characters if they want to pursue special training.

Earning a specialisation is one of the benefits of completing a career. When a character has successfully completed a career, his dedication is rewarded by allowing him to gain specialisation with that career's key skills. The GM may also grant skill specialisations as a special award for completing campaigns or fulfilling story goals.

Specialisations should be tracked on the character sheet by writing the appropriate specialisation in the provided space. Specialisation allows a character to add an additional ☐ to checks when that specialisation is relevant.

MASTER SKILL LIST

Animal Handling (Fel) Advanced skill. Covers the ability to handle and care for domesticated animals, as well as get them to respond to training and commands. Animal handling can also be used to try and calm an aggressive animal, or get a sense of an animal's disposition.

Specialisation options: Command, train, sense disposition, calm animal

Athletics (St) Basic skill. Covers general physical prowess and applying strength and conditioning to a task. This skill is used when trying to perform tasks relying on physical conditioning and athleticism, such as climbing, swimming, or jumping. It reflects a combination of fitness and the training to apply strength in a precise manner.

Specialisation options: Climbing, swimming, jumping, rowing, running, lifting

Ballistic Skill (Ag) Basic skill. Covers the basic use, care and maintenance of ranged weapons. This includes thrown weapons like balanced knives and javelins, as well as bows, crossbows, and slings. Also covers the basics of blackpowder weapon care and operation. It is a combination of hand-eye coordination, accuracy, and training with ranged items.

Specialisation options: Bow, crossbow, thrown weapons, blackpowder weapons

Channelling (WP) Advanced skill. Reflects a character's ability to successfully harness the Winds of Magic to glean power to fuel arcane spells. The arcane equivalent of the divine skill Piety.

Specialisation options: Below capacity, overchannelling, conservative, reckless, by college order

Charm (Fel) Basic skill. Charisma and interaction on a friendly level. Charm can be used to manipulate others, create a favourable impression or interact good-naturedly with others. Charm can also be used to change the minds of individuals and small groups, to cajole, flatter, and gossip to glean information. Charm also includes seduction. Checks that involve convincing someone to do something unusual or against his nature are generally opposed by the target's Discipline.

Specialisation options: Etiquette, gossip, diplomacy, haggling, seduction

Coordination (Ag) Basic skill. Applying one's manual dexterity and fine motor skills to specific tasks. Use this skill to perform feats of acrobatics, balance along narrow surfaces, or slip from bonds. It also reflects delicacy and precision while manipulating objects.

Specialisation options: Dodge, balance, acrobatics, juggling, dance, knots & ropework

Discipline (WP) Basic skill. This skill is used to resist the startling effects of surprising events, show resolve in the face of danger, and maintain composure when confronted by supernatural or terrifying situations. Discipline is also the ability to maintain one's state of mind and resist the rigours of stress or attempts to manipulate one's thoughts or feelings.

Specialisation options: Resist charm, resist guile, resist intimidation, resist fear, resist terror, resist torture

Education (Int) Advanced skill. This skill is a broad category covering a variety of knowledges and disciplines. Training in education confers basic literacy. This skill is used to recall facts about specific topics, rely on book-learned knowledge, or show appreciation and understanding of various schools of thought or philosophies.

Specialisation options: History, geography, reason, language skills, philosophy

First Aid (Int) Basic skill. Covers the basics in rendering care, tending to injury, splinting, and helping someone survive until better care is available, as well as evaluating the severity of wounds or trying to identify infections or sources of injuries. The more seriously injured the target is, the more challenging it is to treat them. Treating injured characters is covered in detail on page 64.

Specialisation options: combat surgery, long term care, tending critical wounds, tending normal wounds

Folklore (Int) Basic skill. General knowledge and information, common sense, and an understanding of the way the Empire and its society operate, and related topics. Folklore relies on experience, savvy, and second-hand knowledge more so than refined education or information gleaned from books. It also encompasses knowledge of regional customs, colourful local myths and superstitions and the opinions of the common man.

Specialisation options: creature lore, Reikland lore, geography, superstitions, local customs

Guile (Fel) Basic skill. Sneaky, cunning, and surreptitious social interaction. Use this skill to deceive, lie, confuse, or sow seeds of doubt. Also covers using non-verbal innuendo and cues. Guile checks that involve duping, misleading, or fooling someone are generally opposed by the target's Intuition. Guile checks aimed at rattling, deceiving, or distracting someone are generally opposed by the target's Discipline.

Specialisation options: Deception, blather, con games, innuendo, appear innocent

Intimidate (Str) Basic skill. A character's ability to cow, unnerve, or bully someone. Also covers the ability to convey a sense of dominance or superiority over others. Often carries the implied or over threat of physical violence. Can escalate a tense situation into hostility, or possibly cause a threat to back down if properly cowed.

Specialisation options: Violence, combat, interrogation, politics

Intuition (Int) Basic skill. The ability to trust instincts about people, places, and things. The gut feeling that lets a character know if someone is lying, or if there's a subtle threat implied in someone's tone or posture. Also covers the ability to make reasonably accurate estimations and evaluate an item's worth or purpose. Can be used to size up an opponent and get a general sense of their abilities or intentions, in which case it is opposed by the target's Discipline.

Specialisation options: Detect lies, estimate sums, evaluation, gauge opponent



Invocation (Fel) Advanced skill. Invocation is an important aspect to performing divine miracles; characters use Invocation to intercede with patron gods to perform works on their behalf. The divine equivalent of the arcane skill spellcraft.

Specialisation options: Each deity has its own specialisation, traditions, rituals, tenets

Leadership (Fel) Basic skill. A character's ability to lead, motivate, direct, and manage the actions of others. Whether done by chastisement, ridicule, or camaraderie, leadership can help coordinate efforts among groups of people. If the leadership attempt would require a person to do something strongly against their nature, or is under especially dire circumstances, it may be opposed by the target's Discipline.

Specialisation options: Military leadership, politician, logistics, spiritual leader

Magical Sight (Int) Advanced skill. Magical sight is a skill possessed by nearly all wizards and very few other people. It allows characters to observe the winds of magic by a focused act of will. For a more detailed description of this skill, see page 35 in the *Tome of Mysteries*.

Specialisation options: Observe specific wind, identify spell, locate aura, dark magic, gauge strength

Medicine (Int) Advanced skill. The knowledge of the mortal body and how to care for it when seriously injured. This skill takes healing and treatment beyond the scope of First Aid, and can produce more dramatic results. Also covers rudiments of surgery, amputations, cauterisation, treating poisons and disease, suturing and long-term medical care. Treating injured characters is covered in detail on page 64.

Specialisation options: critical wounds, poison, disease, long-term care, surgery

Nature Lore (Int) Basic skill. Wilderness savvy and the ability to withstand the rigours of nature and interpret its subtle clues. This skill also covers subsisting in the wild. It includes such activities as fishing, locating potable water, finding edible food, or identifying animal tracks. This skill also covers familiarity with plants, animals, weather patterns, and life outside the civilised areas.

Specialisation options: Locate shelter, locate food, locate water, identify animal, identify plant

Observation (Int) Basic skill. Using your senses to perceive your surroundings. Use this skill to notice small details that others might miss and to pick up on subtle clues. It can also be used to spot traps, pitfalls, and other physical dangers. Observation opposes other characters' attempts at Stealth, or to otherwise avoid detection.

Specialisation options: Eavesdropping, tracking, keen vision, minute details

Piety (WP) Advanced skill. A blend of knowledge and intuition on what will be pleasing and appropriate to the gods. Also reflects a character's ability to successfully curry favour with his chosen god, generating the favour needed to fuel divine blessings. The divine equivalent of the arcane skill channelling.

Specialisation options: Below capacity, conservative, reckless, urgent need

Resilience (To) Basic skill. A character's fitness, vigour, and ability to bounce back from strain and damage. Also covers use of a shield to bear the brunt of an attack and absorb the punishment. Resilience is often used to recover from wounds or fatigue over time, such as after bed rest. Recovering from wounds is covered in detail on page 64.

Specialisation options: Block, recover fatigue, resist disease, resist poison, resist starvation

Ride (Ag) Basic skill. Defines a character's ability to ride or care for a horse or other common mount, as well as drive and manage a wagon or carriage, and provide maintenance and care for the equipment associated with horses, mules and other riding or team animals. This skill also covers the ability to manage such animals and keep them calm under duress or spur them to greater action.

Specialisation options: Horsemanship, trick riding, wagons, mounted combat, long distance travel

Skulduggery (Ag) Basic skill. Covers thieving and a variety of illicit, underhanded skills. Use this skill to subtly pry open a door, pick a lock, set or disable a trap, pick someone's target, or perform some comparable act of thievery or burglary. Depending on the application, Skulduggery checks may be opposed by a target's Observation or Intuition.

Specialisation options: Pick pockets, pick locks, set traps, disable traps, palm objects

Spellcraft (Int) Advanced skill. Covers knowledge and understanding of basic magical principles and history, as well as the fundamental concepts of the Winds of Magic. Also used to take arcane





power and convert it into a spell effect, thus Spellcraft is used for the casting portion of arcane magic. The arcane equivalent of the divine skill Invocation.

Specialisation options: History of Magic, Colleges of Magic, Rank 1 spells, Rank 2 spells, Rank 3 spells, Rank 4 spells, Rank 5 spells

Stealth (Ag) Basic skill. The ability to keep from being seen or heard, this skill combines hiding with being quiet. Use this skill to move quietly or remain silent and unobserved. Oftentimes, Stealth is opposed by an opponent's Observation skill. When trying to remain silent and hidden, performing manoeuvres costs 1 stress in addition to any other costs.

Specialisation options: Silent movement: rural, silent movement: wilderness, hide, ambush

Tradecraft (Varies) Advanced skill. Tradecraft is a collection of skills related to professional dedication and learning of an applied trade. General training covers evaluation and understanding of the basics of trade as a business and component of Empire life. Specialisation introduces focus on one particular type of trade or livelihood. The characteristic used depends on the demands of the trade, as determined by the GM.

Specialisation options: Smithing, carpentry, jewellery making, brewing, engineering, performance

Weapon Skill (St) Basic skill. Covers the basic use, care and maintenance of a variety of melee weapons. Weapon skill is a broad category and governs fighting unarmed to using small weapons like knives or clubs to larger weapons like two-handed swords, great axes or halberds. The ability to parry with an equipped melee weapon is also based on a character's Weapon Skill.

Specialisation options: Hand weapons, great weapons, polearms, parry with hand weapon, parry with great weapon

TALENTS

Talents represent the special abilities, bonuses, or affinities characters have developed. Getting the full benefits of a talent may require a bit of effort; it is not innate or as second-nature as a characteristic or dedicated training in a skill.

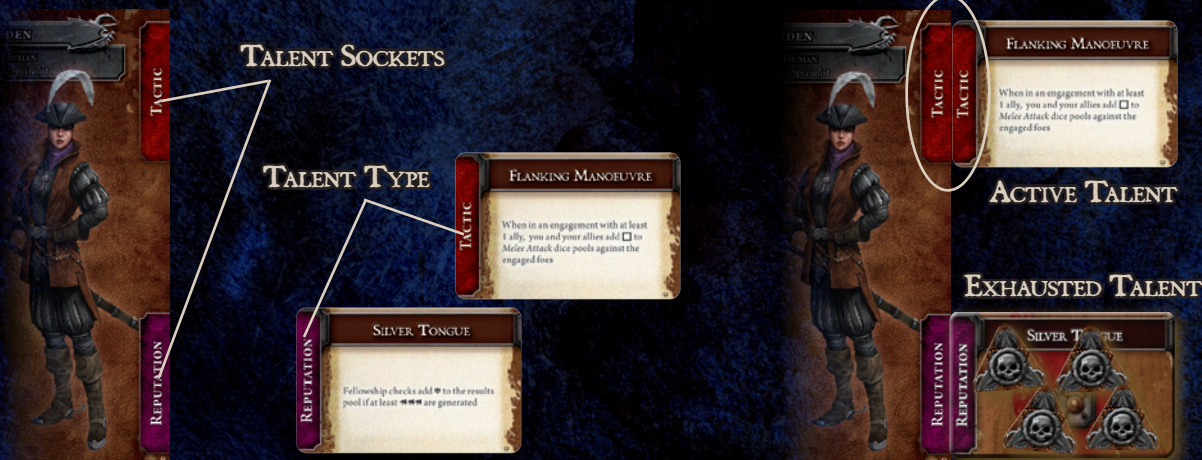
Some talents are extremely specific, and relate to a particular career or role. For example, a wizard's College of Magic or a priest's chosen deity are examples of two very specific talents – they help further define part of a character's makeup.

Most talents, however, fall into one of three broader categories – Focus, Reputation, and Tactics. Within each of these categories, there are a variety of options. Focus talents generally represent an intellectual knack or a benefit from a dedicated approach or knowledge of a subject. Reputation talents are often socially-oriented, representing habits, stature, or something the character is generally known for. Tactics tend to be combat-oriented, representing the benefits of disciplined training, strategy, or cunning in battle.

To represent the amount of effort required to use a talent, characters can only have a limited number of talents active at a time. The career sheet shows a number of colour-coded bands corresponding to a specific type of talent. To show a talent is currently active, the player "sockets" the talent into the appropriate slot on the career card, placing the talent card face up next to a slot matching the same colour.

When a talent has been socketed to a career card, it is active, and the character receives the benefit from that talent. When a talent is not socketed to a matching slot, the ability is inactive and cannot be used. Some characters may have more talent cards available than their career has sockets to accommodate. Exchanging talents (by replacing the current active talent with a different talent in the

TALENTS & CAREER SHEETS



Along the edge of the career sheets are several coloured tabs or “socket” indicating the type of talent cards that career can use. To be active, a talent must be attached to the career sheet in a compatible socket. Once active, the character immediately receives the benefits or effects listed on the talent card.

Talent cards in a character’s general supply are not active. During story mode, a player can re-arrange his character’s talents as he sees fit. During encounter mode, a character can exchange a talent or socket a talent into an empty slot by performing a manoeuvre.

Some talent cards require the player to exhaust them in order to generate its effects. To exhaust a talent, it is placed face down, still attached to its corresponding socket. Then place four recharge tokens on the card. While any recharge tokens remain, the talent is not available, and cannot be exchanged for a different talent.

character’s repertoire) can be done freely during story mode, or by performing one manoeuvre during encounter mode. Only active talents can be replaced – a character can not replace an exhausted talent card.

Some talents have a passive benefit which is always active while the talent remains socketed to the character. Other talents allow the character to exhaust the card in order to gain a more significant benefit under the right circumstances.

An exhausted talent card can not be used again until it has finished recharging. When a talent card is exhausted, the talent is placed face down and four tracking tokens are placed on the card. One recharge token is removed at the end of each of the character’s turns. To help recharge an exhausted talent more quickly, a player can spend fortune points to remove recharge tokens from the card.

These fortune points can either be spent from a character’s personal stock of fortune, or invested from the party sheet when fortune refreshes. To spend fortune to recharge a talent, simply return a fortune token to the supply, then remove one of the tracking tokens from the talent card. Once all of the tracking tokens have been removed, the talent card is turned face up and is active.

PARTY SHEETS

The player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, as well as makes managing certain party resources easier. Here is a closer look at the features that make up a party sheet.

PARTY TALENT SOCKETS

The character sheets have a limited number of available spaces to socket talents. Each group of characters has an additional resource at their disposal to take advantage of their talents – the party sheet. Each party sheet has several spaces that can hold talents, the type and quantity of which may vary from party sheet to party sheet.

Each talent slot on a party sheet can hold one talent of the corresponding type. The talents socketed to the party sheet are provided by members of the party, from their selection of available talents. However, when a talent is socketed to a party sheet, the ability is conferred to the entire party – everyone benefits from the leadership or knack of the character providing that talent.

For talents that require a player to exhaust the talent card to gain a benefit, this means any player in the group has the ability to trigger the benefit by exhausting the card. It also means the talent could

ANATOMY OF A PARTY SHEET



Name. The name for this party sheet provides some flavour and ideas for how this party functions.

Traits. Each party has several identifying traits. Some cards or game effects may interact with these traits in different ways.

Tension Events. When party tensions rise, certain negative effects may occur, as indicated by the tension events.

Special Ability. Each party has an ability unique to that group of characters, as explained on the sheet.

Tension Meter. A tracking token is placed on the meter, advancing along the track as friction and tension within the party escalates.

Fortune Pool. The party's fortune points are kept here. When enough fortune points have been accumulated, fortune refreshes and members of the party may get some of their fortune points back.

Talent Sockets. Like career sheets, each party has one or more talent sockets. Talents can be attached to these sockets, following the same rules as attaching talents to a career. However, when attached to a party sheet, all party members benefit from the talent's ability.

conceivably be recharged much more quickly, since every character using that sheet has the opportunity to spend fortune points to help recharge an exhausted talent socketed to the party sheet.

Exchanging talents on a party sheet is accomplished much like it is for an individual character's career sheet. Talents can be exchanged freely during Story Mode, while in Encounter Mode, any character can spend one manoeuvre to replace a currently socketed party sheet talent with a different talent from the active character's repertoire. Keep in mind that only active talents can be replaced – a character can not replace an exhausted talent card.

PARTY ABILITY

Each party sheet has a special ability unique to that sheet. Some party abilities allow members of the party to use talents in different ways, exhaust talents attached to the party sheet to generate an effect, or have other novel and unique traits. The use or restrictions of each party ability is listed on the individual party sheet.

FORTUNE POOL

Each party sheet features a fortune pool. This area is a reserve to store accumulated fortune points. When the GM awards the party fortune points during play, they are placed on the party sheet in the central reserve. Once the party sheet has accumulated a number of fortune points equal to the number of heroes in the party, fortune refreshes.

PARTY TENSION

The party sheet also features space to track the party's tension. Party tension is a representation of the friction, anxiety, and apprehension a group of heroes struggle with in the face of new challenges, arguments within the party, or as consequences for certain roleplaying actions.

When a triggering effect occurs that raises the party's tension level, the GM moves a tracking token along the party tension meter on the party sheet. The party sheet lists the results that occur when certain spaces on the sheet are reached. If the party's tension meter ever reaches the final space on the track, a more severe effect occurs, then the tension meter resets to zero.



CHAPTER TWO

PLAYER CHARACTER RACES

The first step in creating a character for *Warhammer Fantasy Roleplay* is coming up with a character concept, which can be strongly influenced by the character's background and race. There are four races available to choose from – Reikland humans, dwarfs hailing from Karak Azgaraz, high elves, and wood elves. Each race has its own rich history, distinct flavour, strengths, and special abilities.

In addition to background information about each race, and that race's impact and involvement in the Empire, the region on which *Warhammer Fantasy Roleplay* focuses, there are a number of special abilities listed for each race. Player characters of a certain race share these special race abilities in addition to any other abilities they may have from their career or training. More information about the setting can be found in **Chapter 10: The Empire**, on page 83.

MEN OF THE EMPIRE

The Empire is the preeminent realm in the Old World, a wealthy nation with powerful armies, inhabited by a dynamic race of men who hold the fate of civilisation in their hands.

There is no such thing as the typical Empire citizen. The people of the northern forests and icy coasts are tall and strong, with fierce eyes and blond hair, the men sporting bushy beards. A belligerent

folk, they honour Ulric, god of battle. Those from the cold, eastern borderlands are shorter and darker, the men growing luxuriant moustaches. They wear heavy furs and are renowned for their love of strong drink and their dour temperament. The inhabitants of the Great Forest that dominates the centre of the Empire prefer unhurried lives devoted to Taal, god of nature, while those of the sunny, open plains of the south dress in bright colours and are known for their lively disposition and tall tales.

Men are not as long-lived as the elder races of dwarfs and elves, but their mortality drives them to stamp their mark on the world. The folk of the Empire are renowned for their endless creativity, and are insatiable adventurers. Imperial engineers strive to improve upon the clockwork and steam-powered technologies borrowed from the dwarfs, and explorers traverse exotic lands across the ocean. A few men and women have recently begun to master the dangerous art of magic, introduced by the high elves to help humankind defend itself against the warped sorceries and armies of Chaos.

HISTORY

The history of the Empire began more than two millennia ago when a young chieftain named Sigmar was crowned first emperor following his defeat of a massive army of green-skinned orcs and

goblins. He unified twelve tribes of men under his rule, and forged an alliance with the dwarfs which has survived the test of time. When his reign ended, he was deified as protector of the Empire, and each successive Emperor has ruled in his shadow. The warhammer he wields symbolises the Empire's defiance against the many enemies which surround it.

The Empire has survived plagues, civil war, greenskin invasions from the mountains, and legions of undead risen from the cursed domains of the Vampire Counts. Its most terrible enemies are the followers of the Chaos gods: bloodthirsty barbarians marauding from the northern wastes, wild beastmen raiding from the forests, and corrupt minions undermining the Empire from within. The Empire's strength lies not only in its economic and military prowess, but in the faith and determination of its citizens. One of its greatest moments was during the Great War Against Chaos, fought a mere two centuries ago, when mankind followed the banner of Magnus the Pious to victory against the almost insurmountable forces of Chaos.

The current emperor is Karl Franz, who rules from Altdorf, capital of the Reikland. A great statesman and patron of religion and science, he is also a renowned battle leader. His land has enjoyed relative peace during his reign, but once again its enemies gather their might. The Empire's armies heroically defend the borders, but the Empire's greatest foe has always been the enemy within – not only are the provinces fractious and distrustful, but subtle agents of Chaos move within society, plotting the downfall of law and order. Only the Emperor has the power to maintain unity, and despite its power, the Empire is only one dagger-thrust away from anarchy.

REIKLANDERS

Forest-swathed Reikland in the southwest of the Empire is its foremost province. Reiklanders tend to be richer, better educated, and more urbane than other provincials, and the province's merchants vie with the nobility for power. Reikland's inhabitants truly believe that Sigmar favours them as the true heirs of the Empire.

Reiklanders are renowned for their flamboyant nature and eagerness to impress. The men's clothes are slashed in military style, and their floppy hats are festooned with feathers, while the women dress in equally extravagant fashions. Despite appearances, Reiklanders are hard workers and brave fighters when duty calls. Their success is due to their natural ability to adapt to any situation.

The city of Altdorf attracts visitors from all over the Known World: and Reiklanders are a cosmopolitan people, rubbing shoulders with foreigners, dwarfs, and elves. They are more open-minded than other Empire folk, and because Altdorf is home to the Colleges of Magic, they are lightly more tolerant of magical activities which would have unsophisticated provincials reaching for their pitchforks and torches – outside the Reikland, even sanctioned magic is tantamount to Chaos sorcery to many.

DWARFS

Dwarfs are a sturdy race: four and a half feet of solid muscle. They wear tough leathers, chainmail, and horned helmets, warhammers or axes slung at their belts. A dwarf's most prized possession is his beard – its length and whiteness reveal age and experience, and its adornments and the weave of its braids denote rank. Dwarfs live in mountain strongholds bordering the Empire, and are adept fighters, even in the gloom of tunnels. Unless they die in battle, they live for centuries.



Every dwarf can recount his lineage back through numerous generations, and remembers every insult endured by his ancestors – the settling of a grudge is a serious issue. Dwarfs seldom back down or change their mind, but they always honour their pledge. They do not waste words on trivialities, and their gruff manner wins them few friends outside their own race. But a dwarf's friendship, once given, is absolute.

Dwarf craftsmanship is vastly superior to that of men. They utilise steam-powered engines, clockwork devices, devastating black-powder weaponry, and even ingenious flying machines. However, bound by tradition, nothing can be invented or improved without approval from the elders of the Dwarf Engineers Guild. Most dwarfs respect their betters, and those who do not are snubbed and humiliated. Dwarfs have no affinity for spellcasting, although runesmiths carve artefacts with intricate, magical runes. Dwarfs

REIKLANDER CHARACTERS

To reflect their upbringing and individuality, Reiklander characters have the following racial abilities:

- **Adaptable:** Career transitions for Reiklanders cost one less advance, which may reduce a career transition to zero advances
- **Diversity:** At character creation, Reiklanders begin with 25 creation points
- **Favoured by Fate:** Once per session, a Reiklander may add two fortune dice ☐ ☐ to any single check
- **Wound Threshold:** 9 + Toughness rating



honour the smith-god Grungni, the warrior-god Grimnir, and Valaya, protectress of the hearth, and their religious rites involve the copious quaffing of potent ale.

Most dwarfs have an insatiable lust for wealth, and are loath to part with the smallest treasure. Expert miners, they delve deep underground for precious stones and metals, including rare gromril, tougher yet lighter than iron.

HISTORY

At the dawn of time, the ancestor gods taught the dwarfs mining, metalwork, and warfare. Then Chaos overwhelmed the world. It was during this ancient war that the dwarfs first encountered the elves. Together they vanquished the daemonic forces, and for several millennia, peace reigned. During this golden age, when men were mere primitives, the dwarfs founded their greatest strongholds.

AZGARAZ DWARF CHARACTERS

To reflect their fierce spirit and proud traditions, Karak Azgaraz dwarf characters have the following racial abilities:

- **Children of Grungni:** During character creation, a Karak Azgaraz dwarf may train one of the following basic skills – Discipline, Resilience, or Weapon Skill
- **Grudge:** A Karak Azgaraz dwarf gains \square to all *Melee Attack* and *Ranged Attack* actions against Greenskins, and against any target that has wounded him. This bonus lasts until the end of the encounter
- **Sturdy:** A Karak Azgaraz dwarf adds 5 to his encumbrance limit
- **Night Vision:** Two fewer \blacksquare misfortune dice are added to a dwarf's dice pool for any effects from darkness or lack of sufficient light
- **Wound Threshold:** 10 + Toughness rating

Four and a half thousand years ago, the treacherous elves plundered dwarf settlements. High King Gotrek Starbreaker attempted to seek compensation, but the elves sheared off his ambassadors' beard. Four centuries of bloody conflict ensued, known as the War of Vengeance, ending only when King Gotrek slew the Phoenix King of Ulthuan. The elves skulked away from the Old World, save those who retreated to the forests. Dwarfs distrust elves to this day.

The war had no sooner ended when earthquakes and volcanic eruptions racked the cities under the World's Edge Mountains, and tides of greenskins poured from the east. Over the next few millennia, hold after hold fell to orcs, goblins, and worse. But all was not lost. Two and a half thousand years ago, Sigmar saved High King Kurgan Ironbeard from an orc warband. They joined forces to annihilate the greenskins at Black Fire Pass, and Sigmar's men crowned him emperor for his victory. With the passing of time, the Empire of men has flourished, while the power of the dwarfs continues to fade. But the oath of brotherhood remains strong – only two centuries ago, High King Aliksson marched alongside Magnus the Pious to secure victory in the Great War Against Chaos. Today, dwarfs and men continue to stand firm against their relentless foes.

DWARFS OF KARAK AZGARAZ AND THE REIKLAND

Until recently, only scattered communities of dwarfs lived in the Grey Mountains – there are few rich mineral deposits to attract them. However, an exodus of young dwarfs from the eastern mountains have founded a new small stronghold among the peaks south of the Reikland town of Ubersreik. They have named it Karak Azgaraz – the Hold of the Fearless Axes. It has attracted ambitious short-beards keen to make a name for themselves away from the shadows of their elders, who thoroughly disapprove of the venture. The dwarfs glean a little silver from the meagre seams below the stronghold, which they trade within the Reikland. The main function of Karak Azgaraz is a military base of operations from which the dwarfs plan to eradicate the greenskins that plague the mountains, and thus win themselves glory.

Dwarfs are not an uncommon sight in the Empire, especially in larger cities. The craftsmanship of dwarfs is renowned, and a dwarf can find work as a blacksmith, brewer or craftsman throughout the Reikland. Some dwarfs from Karak Azgaraz frequently visit towns and villages throughout the Reikland, trading their wares to restock the karak's stores while learning more about the land around their new home. In many cities, dwarfs and men work side by side, both in commerce and trade, as well as in defence of the land against encroaching foes.

HIGH ELVES

Taller and more slender than most men, high elves have pointed ears and pale, delicate features framed by long golden or ebony hair. They live for many centuries, and to stare into elven eyes is to gaze into deep wells of arcane lore. They bear themselves with noble dignity, wearing silk robes, or, in times of war, shining scale-mail and tall helms, decorated with gold and jewels.

High elves dedicate their long lives to perfecting a chosen art. Some pursue the skills of war, some become exceptional craftsmen, and others seek out ancient lore, reaching an understanding of magic far beyond human comprehension. They value learning, and

consider themselves the most civilised of all races. Subtle in speech and manner, they can convey intricate depths of meaning with the slightest gesture.

Their homeland is Ulthuan, ruled by the Phoenix King Finubar and the beautiful Everqueen. It is a verdant, magical isle of white-towered cities, lying across the Great Ocean far to the west of the Old World. The venerated elf deities protect Ulthuan: Asuryan the creator, Vul the craftsman, Isha, lady of fertility, and violent Khaine. High elf citizens proudly join the ranks of Ulthuan's armies from an early age, taking their responsibilities and duties seriously. The High Elves are not a numerous race, and their island is beset by a cruel enemy – their treacherous kin, the dark elves.

HISTORY

Ulthuan's civilisation dates back thousands of years, when men were savage brutes. The earliest histories speak of a time when the fabric of reality collapsed and Chaos overwhelmed the world. The Phoenix King Aenarion damned himself by wielding the cursed Sword of Khaine to battle the daemons that invaded his realm. Magges summoned a vortex to drain away the untamed magic of Chaos and weaken the daemoniac legions, but condemned themselves to maintain the ritual for eternity. Victory was won at great cost, for among the thousands of dead was Aenarion himself.

Bel Shanaar succeeded as king. During his reign, elves founded colonies throughout the Known World, and helped the dwarfs drive Chaos from the Old World. However, Malekith, corrupt son of Aenarion, poisoned Bel Shanaar and claimed the throne. Brother fought against brother in a time known as the Sundering, and millions died. Malekith turned to black sorcery to secure victory, and became known as the Witch King. He and his followers, the dark elves, were defeated and fled to the New World where they founded the kingdom of Naggaroth.

The vengeful Malekith tricked the dwarfs of the Old World into believing that Ulthuan had attacked them. The ensuing War of the Beard, as it was called by the elves, resulted in four centuries of bloody conflict and the death of King Caledor II. His successor, Caradryel the Peacemaker, unable to maintain a war against both dwarfs and dark elves, oversaw the exodus of the Old World colonists back to Ulthuan. High elves have never forgotten this humiliation.

Over the ensuing millennia, the high elves, embroiled in conflict with Naggaroth, did not concern themselves with the Old World until Finubar the Seafarer contacted the realms of Bretonnia and the Empire, five centuries ago. Three hundred years later, when Finubar was king, the dark elves invaded Ulthuan again, accompanied by fleets of frenzied Chaos warriors. The heroes Teclis and Tyrion defeated this horde at the Battle of Finuval Plain, and Teclis left for the Empire, sole bastion against Chaos in the Old World. The elf mage steered Magnus the Pious towards victory, and helped found the Colleges of Magic in Altdorf, so that humans would not be defenceless against Chaos sorcery.

Now the high elf race faces twilight. Their number grows fewer with each decade of war, but while a Phoenix King sits on the throne, they will never relinquish their civilisation.



HIGH ELVES IN THE REIKLAND

Each year, ships from Ulthuan bring exotic goods down the River Reik to Altdorf. With them come political envoys from the Phoenix King to cement his alliance with the Emperor. Elven mages visit Altdorf to oversee the progress of the Colleges of Magic, and elven scholars and adventurers arrive to explore the ruins of long-abandoned elven colonies deep in the forests, searching for lost artefacts. Although a rare sight in the rest of the Empire, high elves are not uncommon in the Reikland, although they still provoke awe with their grace and beauty.

HIGH ELF CHARACTERS

To reflect their cultured upbringing and rich history, high elf characters have the following racial abilities:

- **Composure:** During character creation, a high elf may choose one Focus talent for free. This does not use any of the high elf's creation points
- **Erudite:** High elves acquire (but do not train) the advanced skill Education for free during character creation
- **Ishas Chosen:** During character creation, a high elf may choose one of the following basic skills to train – Discipline, Intuition, or Observation
- **Night Vision:** Two fewer ■■ misfortune dice are added to a high elf's dice pool for any effects from darkness or lack of sufficient light
- **Wound Threshold:** 8 + Toughness rating



WOOD ELVES

Wood elves are physically similar to their high elf kin. They equal them in beauty and grace, and have unsurpassed agility. Wood elves wear simple hides and furs, camouflaged to allow them to fade among the trees. Their forest life teaches them to move without trace through the most tangled terrain. Their home, Athel Loren, is a great forest that hugs the southern foothills of the Grey Mountains between the Empire and Bretonnia. Outsiders dare not enter these strange woods, for a powerful magic protects the trees. The wood elves wander in small kinbands, forever guarding the forest. They emerge from the foliage like ghosts, striking down intruders before vanishing mist-like into the undergrowth.

Magic and illusion are integral aspects of wood elf life – their mages can awaken the trees and commune with the spirits of the forest, such as tiny sprites, vicious dryads, and lumbering treemen. Wood

WOOD ELF CHARACTERS

To reflect their ties to nature and tradition-bound culture, wood elf characters have the following racial abilities:

- **Forest Walk:** Wood elves may ignore terrain-based manoeuvre and up to ■■ misfortune penalties to movement and actions performed while in woodland terrain
- **Nature Bond:** Wood elves gain a □ fortune die to combat initiative, as well as to Observation and Stealth checks while they are in woodland terrain
- **Orion's Favoured:** At character creation, a wood elf may train one of the following basic skills – Ballistics Skill, Nature Lore, Observation, or Stealth
- **Night Vision:** Two fewer ■■ misfortune dice are added to a wood elf's dice pool for any effects from darkness or lack of sufficient light
- **Wound Threshold:** 8 + Toughness rating

elves revere all arboreal life, and despise those who despoil the forests, whether men, dwarfs, or greenskins, but reserve their bitterest hatred for Chaos, which warps the natural world.

HISTORY

At the time of the War of the Beard, even elves avoided mysterious Athel Loren. Those who had settled near its borders regarded the Old World as their home and decided not to return to Ulthuan in the aftermath of the war. They were attacked by the dwarfs, and fled for refuge within the forest. The dwarfs followed, hacking and burning, but awoke the anger of the ancient trees, which slaughtered them all.

The elves embraced Athel Loren as their home, vowing never to take from nature without recompense, and the forest slowly accepted their presence. Over a thousand years before the founding of the Empire, the dwarfs returned to settle their grudge with the elves. They were met with flights of arrows from unseen archers, and the trees again came alive and assaulted them from all sides. Elves and forest united to drive off the intruders, and from that moment, the inhabitants of Athel Loren became known as wood elves.

That winter, ice gripped the land, and an army of orcs rampaged through the forest. Athel Loren's magic ebbs during the coldest months, and the elves were butchered mercilessly until two of their kind, Orion and Ariel, who had earlier vanished into the forest, reappeared touched by divinity. Orion was possessed by Kurnous, the hunter god, cloaked in leaves and crowned with horns. His fury emboldened the elves, and they massacred their enemies. In Orion's wake came Ariel, now a beautiful aspect of Isha the mother goddess, restoring the wounded forest with her touch. As the bitter chill of winter set in, Orion strode into a ritual bonfire and was consumed. With the vernal equinox, however, he was reborn and leads his Wild Hunt to herald the spring. Since that time, this cycle occurs every winter and spring.

For over three and a half millennia, under the protection of Ariel, the wood elves have defended the forest against men, dwarfs, and even undead hosts, raised by the necromancer, Heinrich Kemmler. However, their bitterest foes are the abominations that skulk in the darkest woods, perverting the beauty of nature. The wood elves have battled many times against beastmen hordes led by Cyana-thair the Corruptor, a beast-daemon that exists only to despoil. Their hatred for the beasts of Chaos is all-consuming.

WOOD ELVES IN THE REIKLAND

Wood elves seldom venture from their sylvan retreats, for they care little of the world beyond Athel Loren. However, a decade ago, Nai-eth the prophetess foresaw the death of the forest, and both Orion and Ariel acknowledge that the fate of their realm is intertwined with the fate of the wider world. Thus they have directed the wood elves to hunt their enemies beyond Athel Loren. Kinbands now roam the Reikwald Forest, hunting beastmen breeding in its shadowy depths. Sometimes individuals step from the trees to ally with the causes of men, when they coincide with their own concerns.

A few wood elves wander the realm of men in self-imposed exile for dishonouring their kinband, perhaps by allowing enemies to escape, or failing to save a kindred-brother's life. Also, legend speaks of the Lost Kindred who long ago migrated across the Grey Mountains. Their descendants may yet haunt the most remote parts of the Reikwald.



CHAPTER THREE

CHARACTER CREATION


Creating a character for *Warhammer Fantasy Roleplay* is done in just a few quick steps, allowing players to get involved in the action right away. To create a character, a player needs this rule-book, a character sheet, and a pencil. The cards should be put in easy reach of the players, for access to the appropriate talent, career, or action cards they might need. Finally, the other components, such as the stance pieces, character bases and dice, should be on hand if needed.

STEP 1. SELECT RACE


The first step in character creation is choosing a race. The core product offers four player races for *Warhammer Fantasy Roleplay* – diverse humans, stout dwarfs, graceful high elves, and nimble wood elves. Players should read the background information on each of the races, found in **Chapter Two** and decide which race interests them the most.



After determining the character's race, the player should write the race down on the character sheet, along with any special traits or abilities afforded by that race.




RANDOM RACE DETERMINATION

Some groups prefer a more random approach to character generation. If you would like to randomly determine your character's race, roll four ☐☐☐☐ fortune dice and count the number of  successes generated to see what race options are available to you:

No  Reikland Human

 Reikland Human or Karak Azgaraz Dwarf

  Karak Azgaraz Dwarf

   + High Elf or Wood Elf

A player generating a dwarf from Karak Azgaraz, for example, would write down the Sturdy, Night Vision, and Grudge abilities, and keep in mind that he has a racial skill choice to make when selecting which of his starting skills to train.

CHARACTER CREATION SUMMARY

Step 1. Select Race

Step 2. Draw 3 Careers, Keep 1

Step 3. Invest Creation Points

- + Characteristics
- + Wealth
- + Skill Training
- + Talents
- + Action Cards

Step 4. Acquire Action Cards

Step 5. Determine Stances

Step 6. Select a Party Sheet

Once the player has drawn three potential careers, he selects one career from those three, placing the careers not chosen back with the other basic careers. The player then writes down his character's career on the character sheet and locates that career's special ability card and puts it with his character. He should read the information on the career card to familiarise himself with that career, and start to think about the type of character he wants to play.

STEP 3. INVEST CREATION POINTS

Each player has a number of creation points available to invest in the customisation of his character. The number of creation points available is based on the character's race. The final row in **Table 3-1: Default Ratings by Race** shows how many total creation points a character from that race has to invest in characteristics, as well as starting wealth and other advancements to improve a character's starting skills and abilities.

Any creation points not spent during character creation are lost – invest wisely!

GENERATE CHARACTERISTICS

Each character starts with a default rating in each of his six characteristics. Players can invest creation points to improve these values.

The initial value for each characteristic is based on the character's race and starting career. First, take the values indicated on **Table 3-1: Default Ratings by Race**. Next, increase each of the starting career's Primary Characteristics by one. The result is the default characteristic profile for that character.

For comparison, three represents an average characteristic for humans. Dwarfs tend to be slightly tougher and stronger than humans, while both wood elves and high elves are often more agile and dextrous.

Now the player may invest creation points to increase these values to customise the character. Increasing a characteristic rating by one requires a number of creation points equal to the new rating. For example, increasing Strength 3 to Strength 4 requires four creation points. Increasing Strength 3 to Strength 5 would require nine creation points – four points to increase Strength 3 to Strength 4, and another five points to increase Strength 4 to Strength 5. During character creation, no single characteristic can begin higher than five.

WEALTH, SKILLS, TALENTS & ACTIONS

Investing in wealth, skills, talents, and actions is slightly different than investing in characteristics. A player can choose to invest 0, 1, 2, or 3 creation points in each of these four categories. By using **Table 3-2: Creation Point Investments**, a player will find the appropriate value for his character by cross-referencing the category's column with the creation point investment's row. Following is an explanation of the impact of these investments.

STARTING WEALTH

By investing zero creation points, a character starts out **broke**. A broke character begins play with the clothes on his back (probably old and tattered), a dagger or quarterstaff, and has 5 brass coins.

STEP 2. DRAW 3 CAREERS, KEEP 1

The next step in the character creation process is to determine the starting career for the character. The character's career influences his available skill, talents, the advancement options after earning experience, as well as describes the character's social function and role within the Old World.

To determine the character's starting career, the player shuffles together all the basic career cards not in use by other characters, and draws three careers at random. He checks to see if his character's race is eligible for the careers drawn. If any of the careers are not compatible, the player draws until he has three valid careers.

ALTERNATE CAREER SELECTION OPTIONS

Some groups may wish to make career selection a more organic, group process. If the GM and players agree, all the basic careers can be made available, and the group members discuss their goals and interests. Using this method, each player chooses the career he wants for his character.

Other groups enjoy the challenge and excitement of having fate decide their characters' careers. If the GM and players agree to this method, each player randomly draws one basic career from the supply. The first compatible career he draws becomes his character's career.

ANATOMY OF A CAREER SHEET



Name. The name for the career. This is often the name that other people in the Old World setting would use to refer to someone following that career.

Traits. Each career has several identifying traits. Some cards or game effects may interact with these traits in different ways. Career traits are also evaluated when a character wishes to move into a new career.

Restrictions. Some careers have restrictions about which races or types of characters can enter the career.

Talent Sockets. Like party sheets, each career has one or more talent sockets. Talents can be attached to these sockets, following the same rules as attaching talents to a party sheet. When a talent is socketed to a career sheet, only that character benefits from the talent.

Career Aptitudes. Each career has certain areas of expertise. These aptitudes represent that career's primary characteristics, career skills, and starting stance meter. These aptitudes are an important factor in how a character develops over the course of his time pursuing that career.

Advance Options. Over the course of his adventures, a character will have the opportunity to invest advances into his personal development. This grid indicates the maximum number of times each type of advance may be purchased with career advances while pursuing this particular career.

Setting Information. The back of each card features background and setting information, so players can get a sense of the role that career serves within the Old World. This also lists typical trappings or equipment members of that career often use. Some careers may also list special rules or exceptions, such as the need for an Apprentice Wizard to select a College of Magic.

SPENDING CREATION POINTS WISELY

Creation points allow a player to customise his character, and provide a lot of options and decisions. To get the most out of a character and his starting career, it's recommended that a player raise his character's primary characteristics to four or higher.

While it may be tempting to ignore starting wealth or skills, well-rounded characters often find themselves better equipped to deal with the variety of challenges and encounters they may face over the course of their adventures.

By investing 1 creation point, a character starts out **poor**. A poor character begins play with a set of durable, comfortable clothes and a cloth rucksack. He may choose to start with a dagger, quarterstaff, light crossbow, or hand weapon, and has 50 silver coins.

By investing 2 creation points, a character starts out **comfortable**. A comfortable character begins play with a set of travelling clothes, a bag with another set of clothes and a few knick-knacks such as candles and a tinderbox. He may choose to start with a dagger, quarterstaff, light crossbow, or hand weapon, and has 2 gold coins.

By investing 3 creation points, a character starts out **affluent**. An affluent character begins play with a set of exceptional clothes, a sturdy backpack or satchel with a second set of clothes, a healing draught, a dagger, and a few knick-knacks such as candles and a tinderbox. He may choose to also start with a rapier, longbow, great weapon, or hand weapon, and has 5 gold coins.

SKILL TRAINING

Depending on the number of creation points invested, characters will have a number of skills they may choose to train. Each career card lists a number of skills associated with that career. These are the skills the character is allowed to train or assign a specialisation for based on the number of creation points invested.

If he selects a basic skill to train, the player places a checkmark in the corresponding box in the trained column on the character sheet. If he selects an advanced skill, his character acquires the skill, but it is not yet trained. Acquiring an advanced skill allows a character to attempt checks based on that skill as if it were a basic skill. The player writes the advanced skill in the appropriate section of the character sheet.

If the character's race provides him with the ability to train an additional skill, the player chooses which skill to train at this time.

If the player invested enough creation points to earn specialisations, he chooses those specialisations now. A character can only acquire specialisations for skills he has trained.

TABLE 3-1: DEFAULT RATINGS BY RACE

CHARACTERISTIC	REIKLANDER	AZGARAZ DWARF	HIGH ELF	WOOD ELF
Strength	2	3	2	2
Toughness	2	3	2	2
Agility	2	2	3	3
Intelligence	2	2	3	2
Willpower	2	2	2	3
Fellowship	2	2	2	2
Creation Points	25	20	20	20

TABLE 3-2: CREATION POINT INVESTMENTS

CREATION POINTS	WEALTH	SKILLS	TALENTS	ACTIONS
0	Broke	1	0	1
1	Poor	2	1	2
2	Comfortable	3 + 1 specialisation	2	3
3	Affluent	4 + 2 specialisations	3	4

During character creation, no single skill can be trained more than once. For more information on skills and specialisations, see page 16.

TALENTS

Each career has several talent slots along the side, showing the different affinities or knacks for that career.

Some careers have one of these slots reserved for a special talent specific to that career. For example, wizard characters have a slot devoted to their Order of Magic, while priest characters have a slot dedicated to the god they serve. Players who have a character with a dedicated talent slot should find the corresponding card and place it next to the career sheet. Acquiring the card for a dedicated talent slot does not cost any creation points.

Players without a special dedicated talent slot may be able to begin play with one or more talents depending on how many creation points the player invests. The player may choose cards from any of the talent types, but will only be able to use the abilities on talent cards that match the slots available on his character's career card.

ACTION CARDS

In addition to any basic action cards a character begins with as his default starting set of options, players can invest creation points to allow their characters to start out with even more actions.

STEP 4. ACQUIRE ACTION CARDS

A character's action cards provide a broad range of options during gameplay. All characters begin play with a number of basic action cards in their action deck. A few of the basic action cards have a minimum characteristic requirement. If a character does not begin play with the required characteristic rating, he does not begin with that basic action card. However, if he later raises his characteristics to meet these requirements, he can choose to acquire these actions later in his career.

Certain careers may have access to other basic actions. For example, wizard careers start the game with a number of petty magic spells, which are considered basic spell actions, and **Channel Power**, which allows them to generate the power needed to fuel their spells. Priest careers start the game with a number of minor blessings, which are considered basic blessing actions, and the **Curry Favour** action, which allows them to generate the favour needed to activate their blessings.

After adding one copy of each available basic action to the character's action deck, the player chooses additional action cards based on the number of creation points he invested.

Some action cards have a rank listed. A character may acquire an action card above his current rank during character creation, at the cost of one additional action card from his investment allotment for every difference in rank. Starting characters begin at Rank 1. For more information about character rank, see page 35.

STEP 5. DETERMINE STANCES

The player is now ready to determine his character's starting stances. The character's career (or career-specific talent card) indicates the starting number of conservative and reckless pieces for that character's stances.

BASIC ACTION CARDS

Each character begins the game with one copy of each of the following basic action cards he meets the requirements for:

+ **Assess the Situation**

+ **Block**

For characters with Toughness 3+

+ **Dodge**

For characters with Agility 3+

+ **Guarded Position**

+ **Melee Attack**

+ **Parry**

For characters with Strength 3+

+ **Perform a Stunt**

+ **Ranged Attack**

The player indicates this on the back of the character sheet, checking off a number of conservative and reckless boxes as indicated on the career card. Each character will naturally favour one stance over the other. Whichever stance currently has more spaces checked off is considered that character's dominant stance. If there are an equal number of checks in each stance, the player is free to choose his character's dominant stance. The dominant stance is important during several situations, such as when characters are performing actions while in the neutral stance.

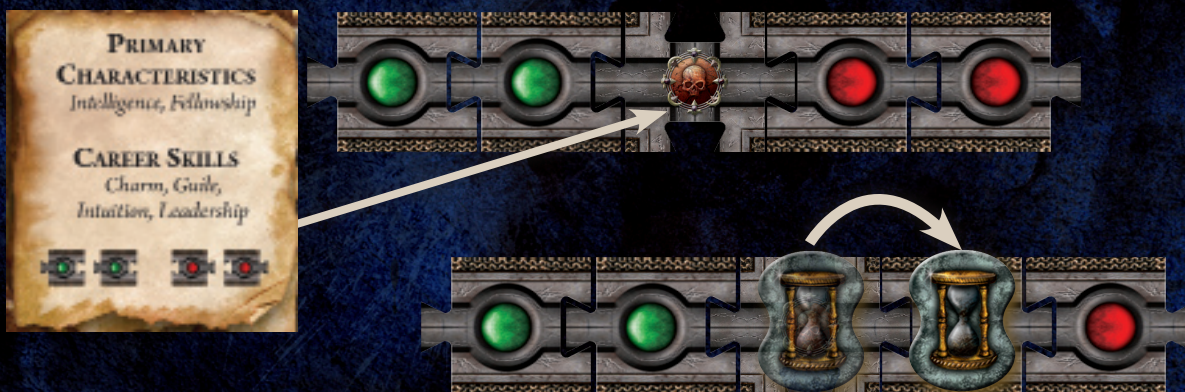
The player then takes a number of puzzle-fit stance pieces based on the character's stance makeup. One neutral stance piece is placed in the centre. A number of green pieces are attached to the left equal to the character's conservative stance rating, and a number of red pieces are attached to the right equal to the character's reckless stance rating.

Finally, the player should take a activation tokens to place on his stance meter. This activation token indicates his character's current stance. This marker also indicates if a character has already acted during the current round.

STEP 6. SELECT A PARTY SHEET

Once the individual players have created their characters, they work together to determine what sort of relationship their characters have with each other. Developing a back story or concept of why these characters are working together provides motivation for the characters, as well as potential plot hooks and adventure ideas for the GM.

ASSEMBLING A STANCE METER



The career sheets provide information on a lot of that career's skills, abilities, and area of expertise. Each career sheet also indicates a career's starting stance profile, as indicated by the arrow. Based on the career shown on the left, the player would take 2 green conservative pieces, 2 red reckless pieces, and 1 neutral connector piece and assemble them as shown. For wizards and priests, this information appears on their specialty card.

Finally, the player takes one of the activation tokens and places it on the neutral space in the centre of the stance meter. The activation token will be moved left and right to indicate the character's current stance. This token is also used to indicate whether a character has acted during the current round, depending on whether the token is placed face up or face down.

The players should look through the available party sheets and decide which party sheet best reflects the play style and type of party they want their characters to be in. Each party sheet offers different options to the group. If the group cannot decide, they may wish to randomly draw a party sheet and discuss how their character fits into the concept presented by the sheet.

Remember, all the player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, as well as makes managing certain party resources easier. For more information about party sheets, see page 20.

FINISHING TOUCHES

Now that the players have invested all of their creation points, filled information into the character sheet and assembled all the cards and items needed to play, everyone is almost ready to begin their adventures. To get the most out of a roleplaying experience, players are encouraged to consider their characters and develop a sense for who they are and how they fit into the setting.

What are the character's motivations? What drives him to action? Who are the important people in his life? What inspired him to take up a life of adventure? Does he have any long-term goals or aspirations?

Is the soldier a battle weary veteran grudgingly forced to take up his sword again when beastmen threaten his home? Or is he an avaricious man, who seeks fame and fortune with his swordarm?

Is the initiate of Sigmar a devout and pious man, never questioning the doctrine of his faith? Or is he on a personal quest of redemption to answer the questions burning a hole in his very soul?

By spending a few minutes thinking about a character's background, motivations, and personality, players can enjoy a much richer, more fulfilling game experience. If a player is not sure how to answer these questions right away, that's fine, too! One of the exciting things about roleplaying games is playing a character who develops and grows over time. And as players become more familiar with the game system, the setting, and their character, more ideas to flesh out their personal stories will emerge.

Players can work together with the other members of the group to help each other develop common bonds and interests between their characters. While some of these bonds will grow or reveal themselves over time, it can be fun to begin the game with a few connections among the different characters.

TEN QUESTIONS

If you need some help fleshing out your character, try answering these ten questions. They should allow you to focus your thoughts on your emerging alter ego.

WHERE ARE YOU FROM?

This is the most fundamental question for your character. Are you from a big city, like Altdorf, or a tiny farming hamlet? If you're a dwarf, are you karak-born, or from an outlying community or hold?

WHAT IS YOUR FAMILY LIKE?

Are you an only child or do you have brothers and sisters? What's your place in the family? Are you parents still alive? If not, how did they die?

WHAT IS YOUR SOCIAL CLASS?

Some careers, such as Commoner and Burgher, have an implied social class. Others can work with a variety of social classes. Where in the social strata does your family fall? Have you moved up, socially, or fallen from grace?

WHAT DID YOU DO BEFORE YOU BECAME AN ADVENTURER?

This is an important question. Your career provides a basic answer, but you refine this further. Try to figure out exactly what you did before you became an adventurer. The details you've already worked out and the skills you chose during character creation can help you make some decisions.

WHY DID YOU BECOME AN ADVENTURER?

An adventurer's life is dangerous. So what was it that made you choose this life of peril? Are you on a personal or political crusade? Are you out to get vengeance on those who ruined or murdered your family? Are you a thrill seeker or gold chaser?

HOW RELIGIOUS ARE YOU?

Some folk are more pious than others. Are you particularly religious? If so, is there a God you favour? Are you constantly seeking answers or at peace with your faith? Initiates and Priests, of course, must make this decision early on.

WHO ARE YOUR FRIENDS AND ENEMIES?

The other player characters may well be your best friends, but this isn't necessarily the case. You may not even know each other when play begins. So what friends do you have and where do they live? Are you on good terms or have you had a falling out? Similarly, do you have any enemies? If so, how did it happen? Friends can help you out in a pinch or turn into your most bitter enemies. GMs looking to make an adventure more meaningful can involve your character's personal enemies.

WHAT ARE YOUR PRIZED POSSESSIONS?

Do you have any items of sentimental value? These need not be items of monetary value, but they should have special meaning for you. Is the rusty sword you wield the only thing your father ever gave you? Is the copper ring you wear a remembrance of your slain husband? You might also discuss with the GM important things that you've already lost and would do anything to get back.

WHO ARE YOU LOYAL TO?

Real loners are rare in the Old World. It is too dangerous a place to get by without allies. Are there any people or organizations that you are loyal to? Your career might suggest an answer to this question, such as the Colleges of Magic or the Cult of Sigmar, but you might just as easily be loyal to an important person from your past.



WHO DO YOU LOVE/HATE?

Love and hate are the strongest of emotions. What place do they have in your life? Are you in love with someone? On the flipside, who do you hate and why? Vengeance is a strong motivation and often linked to hatred. You may hate individuals (such as your enemies) or whole classes of people or creatures. If your wife was slain by Beastmen, for example, you might hate them above all other foes. Perhaps an unscrupulous bailiff caused your family to lose its home and now you are convinced that all nobles are crooks and scoundrels.

HIGHER POWER GAMES

If the GM wants to start a campaign or use an adventure he feels might be too difficult for normal starting characters, he might decide to have the player characters begin the game with additional creation points, allowing them to start with slightly higher characteristics, or have more starting resources and abilities. Often just one or two more advantages provides a greater degree of diversity in a party.

Starting with 5 or more extra creation points is a significant advantage for characters, and GMs should consider the impact of having more powerful characters in their game.



CHAPTER FOUR

EXPERIENCE & ADVANCEMENT

One of the exciting aspects of roleplaying games is the ability to see a player character improve and change over time. In *Warhammer Fantasy Roleplay*, a character's progress is tracked by both his career and his advances. The character's current career influences what advances are available. The advances provide incremental improvements to the character.

EXPERIENCE VS. ADVANCES

Experience points never decrease. They represent the character's lifetime achievement, and grow over time.

Advances must be spent to purchase character improvements. They represent investments in the character's development.

Over the course of his adventures, a character can have a lot of experience points, but very few available advances.

Over the course of their adventures, characters earn experience points. Experience points reflect a character's growing knowledge and worldliness, and his ability to apply what he's learned to self-improvement. Experience points are a general indicator of a character's power, ability and influence.

A character earns one advance for each experience point earned. Experience points are never lost, depleted, or reduced. Advances, on the other hand, are the currency characters use to purchase improvements such as new action cards, improved characteristics, or other benefits.

EARNING EXPERIENCE & ADVANCES

At the end of each play session, every participating character earns one experience point, which provides the character with one advance he can spend on improvements. Each improvement costs one advance. This means that everyone who participates in the session earns the opportunity to improve his character in some way.

The GM has the discretion to award an additional experience point to the entire party if the group achieved a major milestone, or if the session was particularly memorable, enjoyable, or engaging. This

award is provided to everyone in the group, not to individual players. This discretion is not to point out one player for excellence, or single out one player for inconsistency – it is used to reward everyone, and create a game experience where players are encouraged to participate up to their comfort level, and feel that participation will be rewarded and not overlooked or overshadowed.

CHARACTER RANK

Gaining experience represents a character's growing worldliness, burgeoning skills, and expanding renown. When a character has earned a certain amount of experience, he gains rank. Rank is an abstract representation of a character's overall power and prestige.

As a character's rank increases, he is able to train skills to an even greater degree and gain access to more advanced actions and abilities. The overall rank of the characters in a campaign also provides the GM with a general idea of the party's aptitude and capabilities, allowing him to better tailor adventures and encounters to match the characters.

EXPERIENCE	RANK
0-9	1
10-19	2
20-29	3
30-39	4
40-49	5
... and so on	

Some action cards or abilities have a rank listed. This is the recommended rank for acquiring that card. A character may acquire an action card above his rank, at the cost of one additional advance for every difference in rank. For example, a Rank 1 character would need to spend one extra advance (in addition to the normal acquisition requirements) to acquire a Rank 2 action card. Rank has several other influences on gameplay. For example, a character may only train an individual skill once per rank. Once the character has ascended to the next rank, he may acquire an additional level of training in his skills.

ADVANCEMENT OPTIONS

Along the left hand side of the back of the character sheet, players will find the Advancement Worksheet. This section shows several lines with check boxes. Each line is an individual advance that can be purchased for the character while in his current career. Below that is a section labelled Career Completion Advances which is used to track a career transition or reward a player for fully completing all the advances for his current career. Below that section is the Non-Career Advances workspace, where players track advances spent on character development outside the character's current career.

Each career has the same number of lines on the Advancement Worksheet. However, aside from several fixed advances, what an advance can be applied toward is directly influenced by the character's career.

GENERAL CAREER ADVANCES

The first four lines of the Advancement Worksheet show advances that are available to characters in every career.

Action Card: Taking this advance allows a player to select a new action card to add to his options. Some action cards may have special requirements – for example, only wizards can acquire new spells, and even then, the wizard can only acquire spells from his particular College of Magic.

Talent: A character can purchase a new talent card for any of the eligible talent options listed on his career card. It is possible a character can have more Talents than he has eligible slots to sustain. Active Talents can be exchanged by performing a manoeuvre during Encounter Mode, or freely exchanged during Story Mode.

Skill Training or Specialisation: This advance allows a character to train in one of the skills listed on his career card. A single skill can only be trained once per character rank. If one of those skills is already trained, the character can choose to instead spend the advance to acquire a specialisation for the appropriate skill.

Wound Threshold: This advance allows the character to increase his wound threshold – his maximum damage capacity – by one. This allows him to sustain more wounds before he is rendered unconscious.

Following the four fixed advances are a number of flexible career advances. These career advances offer a great deal of customisation and are tied to the advantages and abilities of that particular career. Each career card lists the number of career advances that can be spent on the different options.



MANAGING CAREER ADVANCES

Along the left hand side of the back of the character sheet, players will find the Advancement Worksheet. This section shows several lines with check boxes. Each line is an individual advance that can be purchased for the character while in his current career. Below that is a section labelled Career Completion Advances which is used to track a career transition or reward a player for fully completing all the advances for his current career. Below that section is the Non-Career Advances workspace, where players track advances spent on character development outside the character's current career.

GENERAL CAREER ADVANCES

GENERAL CAREER ADVANCES	
<input type="checkbox"/>	Action Card:
<input type="checkbox"/>	Talent:
<input type="checkbox"/>	Skill Training or Specialty:
<input type="checkbox"/>	Light Wound Threshold:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:

CAREER COMPLETION ADVANCES	
<input type="checkbox"/>	Career Transition:
<input type="checkbox"/>	Dedication Bonus:

NON-CAREER ADVANCES	
<input type="checkbox"/>	Advance Type:
<input type="checkbox"/>	Advance Type:

SEVERAL COMPLETED ADVANCES

GENERAL CAREER ADVANCES	
<input checked="" type="checkbox"/>	Action Card:
<input checked="" type="checkbox"/>	Talent: <i>Tactic – Shield Wall</i>
<input type="checkbox"/>	Skill Training or Specialty:
<input type="checkbox"/>	Light Wound Threshold:
<input checked="" type="checkbox"/>	Open Career Advance: <i>fortune die (Toughness)</i>
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:
<input type="checkbox"/>	Open Career Advance:

CAREER COMPLETION ADVANCES	
<input type="checkbox"/>	Career Transition:
<input type="checkbox"/>	Dedication Bonus:

NON-CAREER ADVANCES	
<input checked="" type="checkbox"/>	Advance Type: <i>skill training – first aid</i>
<input type="checkbox"/>	Advance Type:

All ten lines under General Career Advances count toward completing the character's current career. As shown, the first four lines are the same for each career. The following six lines labeled Open Career Advance allow the player to choose from among several career-specific advances, as shown on the career aptitude section of his character's career sheet.

The example shows a partially filled out Advancement Worksheet. This player has invested four advances into his character's development so far. He has purchased a new talent card, Shield Wall, and checked off that advance. He also spent one advance to acquire a fortune die for his character's Toughness – which is one of this career's Primary Characteristics. Since both of these advances are General Career Advances, they count toward completing the current career.

The character has also invested two advances to train the basic skill First Aid. Since First Aid is not one of the career aptitudes, this counts as a non-career advance, and is tracked on the bottom of the sheet, in the workspace provided.

APTITUDES FROM CAREER SHEET

PRIMARY CHARACTERISTICS	
Toughness, Intelligence	

CAREER SKILLS	
Folklore, Intuition, Observation, Ride, Weapon Skill	

ADVANCES	
Actions	Training
2	3
Skills	Feats
2	1
Conservation	Recovery
1	1
Wound	
1	

ADVANCE OPTIONS

In addition to acquiring action cards, talents, skill training or increasing a character's wound threshold, the career advances can also provide the following:

Fortune Die: The character can purchase a fortune die for one of the primary characteristics listed on his career card. This is a permanent addition to that characteristic's dice pool and should be noted in the white square next to the characteristic. Fortune dice are cumulative. If a character already has a fortune die in a characteristic from a previous advance, selecting this advance again provides a second die to the characteristic pool.

Stance Pieces: Some careers provide the character with opportunities to purchase additional conservative or reckless stance pieces, permanently upgrading the character's stance meter. When purchased, the character should be sure to note the addition in the stance workspace, and see if his default stance changes.

Non-Career Advances

Characters have the option to acquire skills and abilities outside their current career by spending additional advances. However, spending advances on skills and abilities not listed on the career card do not count as advances spent toward completing the current career.

- **2 Advances:** Training a basic skill outside the character's current career.
- **2 Advances:** Acquiring a talent outside the character's current career.
- **4 Advances:** Acquiring an advanced skill outside the character's current career.
- **4 Advances:** Training an advanced skill outside the character's current career. Note, the advanced skill must be acquired first.

Characteristic Upgrades

Improving a characteristic is a significant investment in time and experience. In addition to the general and career advances, characters can spend advances to improve their characteristics.

Increasing one of the primary characteristics for the character's current career by one costs a number of advances equal to the new rating. For example, if Fellowship is a primary characteristic for the current career, then increasing Fellowship 3 to Fellowship 4 costs four advances.

Increasing a characteristic that is not one of the current career's primary characteristics costs one additional advance. For example, if Fellowship is not one of the primary characteristics for the current career, then increasing Fellowship 3 to Fellowship 4 costs five advances.

If a character is increasing one of the primary characteristics listed on his career card, these advances count toward the ten advances needed to complete the career. In this case, the player draws a line through a number of career advances equal to the number of advances spent on the characteristic upgrade. These advances are no longer available for other uses. Upgrading a characteristic that is not one of the primary characteristics for the current career counts as a non-career advance, and does not count toward completing that career. These advances are tracked using the Non-Career Advances workspace on the back of the character sheet.

Career Completion Advances

The Career Completion section of the advancement workspace deals with career transitions. This allows characters to move from one career into another career, to either pursue new interests, or make greater commitments to their ideals and professions.

Dedication Bonus

If a character stays with his current career and completes all ten of the available advances from the Advancement Worksheet, he is rewarded for his diligence. First, that career's special ability becomes a permanent character ability. Second, the character learns a specialisation for each of that career's key skills he trained during his time in that career. Each specialisation allows a character to add an extra fortune die to checks where his specialisation comes into play for that skill. Finally, a character entering a new career from a fully completed career spends one fewer advance (to a minimum of one) on the career transition.

The Career Transition

As a character's interests and role within the group evolve, he may decide it is time to move on to a new career. This can happen either before the character has completed his current career, or once he's exhausted all the options his current career provides. In fact, once a character has fully completed a career – all the advances and the dedication bonus have been taken – that career has nothing more to offer him. It is time for a transition into a new career that offers new opportunities.

Moving into a new career costs a number of advances based on how compatible the new career is with the character's existing career. The default cost for a career transition is four advances. The more compatible the two careers are, however, the fewer advances needed to complete the transition. Keep in mind that a character entering a new career from a fully completed career spends one fewer advance (to a minimum of one) on the career transition.

Aye, training is quite valuable, lad. These Reiklanders don't appreciate how important it is t'train long n' hard. After just a few hours of sparring, they're already winded and gaspin' fer breath! How they ever wage war is beyond me.

– Gurni Thorgrimson, Dwarf Troll Slayer



To determine the compatibility of two careers, a player compares the traits listed on the career cards. For each trait the two careers have in common, the transition requires one less advance (to a minimum of one advance). If the two careers have all four traits in common, the transition still requires one advance.

Reiklander characters have a special racial ability called Adaptable. This ability reduces the cost of career transitions by one advance. With this special ability, Reiklanders can reduce the transition cost to zero, which may allow a Reiklander to move directly into a compatible new career for no advances.

MANAGING A NEW CAREER

When a character moves into a new career, the player takes the appropriate career card, as well as that career's special ability card. If the character is leaving a career that he has not fully completed, he loses access to the previous career's special ability card. The player assembles a new stance meter for his character, based on the default stance of the character's new career, plus any additional, permanent stance pieces the character acquired by spending advances.

The player should also take a new sheet from the character pad to track the advances and experience for his character in the new career. This is an important element to keep in mind – each career is tracked on its own separate sheet.

This helps keep things nice and tidy when tracking and jotting notes and information. It also helps show that each career has its own set of advances to complete in order to fulfil that career. Moving into a new career sets the slate clean, and advances a character may have taken in a previous career are now open again, although they may apply to different skills or characteristics.

Finally, it's important in case a character ever decides to re-visit a career they previously played. When returning to a previous career, it is always considered a compatible transition – so only one advance is required to move back into a career a character already has been in. This applies even if the character's current career and the previous career would otherwise be considered incompatible.

When moving back into a previous career, the player should refer back to the character sheet he had during his previous career, making note of which advances had already been completed. In this regard, a character returning to a previous career he had not yet completed picks up right where he left off. Jumping back and forth into the same career does not refresh the advancement options.

*My da always said to me –he said,
“Benard, you know it’s time to move on
to the next job when this one gots nothin’
left for you to do.” Given how many rats there is here
in the city, I doubts I’ll ever be movin’ on from this
here job.*

– Benard Fultz, Altdorf Ratcatcher



CHAPTER FIVE

PLAYING THE GAME

During their adventures, the characters may encounter a variety of challenges – sneaking past guards to slip out of town unseen, convincing the local magistrate they’re not responsible for setting that fire, searching a cemetery for a missing headstone, or engaging the enemies of the Empire in fierce combat. To accomplish these different tasks, the characters will be asked to rely on their skills and talents. This section discusses the basics of using the dice to perform actions and determine success and failure.

ACTIONS, CHECKS & RESOLVING TASKS

Characters will attempt a variety of tasks to accomplish various goals and move the scenes and story along during a session. When the outcome of a task is uncertain, a character needs to perform some sort of action. Some actions are a general application of a characteristic or skill. Other actions are very specific, and are represented by an action card.


Once the appropriate type of action has been determined by the GM, the character may need to make a check to see whether or not the action succeeds. In simplest terms, a player creates a pool of

dice, comprised of dice representing the different factors involved in the action. This could be a combination of many types of dice, and can vary from action to action, situation to situation.

After the dice pool has been created, the player rolls all of the dice and the results are evaluated. Some actions, particularly those represented by an action card, may have very specific results for success or failure. Other actions will have their results decided by the GM, based on the dice pool results, the character’s goals, and the situation.

THE CORE MECHANIC

The core mechanic refers to the task resolution system used to determine success and failure. In some respects, it is the engine that drives the game. The core mechanic in *Warhammer Fantasy Roleplay* is quite simple, and can be summarised as follows:

1. Roll a pool of dice.
2. After all other factors, if there is at least one  success symbol, the task succeeds.

Almost everything else in the game modifies or interacts with one of these two fundamental elements – the pool of dice, or the results on the dice after they are rolled.

DICE POOLS

The first part of the core mechanic refers to rolling a pool of dice. To resolve a task, the active player assembles a dice pool. Once the necessary dice have been added to the pool, all of the dice in the pool are rolled at the same time, and the symbols on the dice are evaluated to determine the outcome.

Some dice pools may be relatively small – only four or five dice – while other dice pools may feature eight or more dice. For starting characters, dice pools may regularly feature 5-10 dice, depending on the situation.

CUSTOM DICE

Warhammer Fantasy Roleplay features a number of custom dice to allow characters to perform a wide variety of actions and to account for changing tactics, situations, and effects. Rather than numbers, these dice feature special symbols.

To read one of the *Warhammer Fantasy Roleplay* dice, look at the top face showing after the die has been rolled. Any symbols on the top face are considered part of the results generated when rolling a pool of dice. If more than one symbol appears on a die face, all the symbols showing are part of the result.

RESOLVING TASKS

Before the core mechanic comes into play, it needs a reason – this reason is usually the action being attempted. In *Warhammer Fantasy Roleplay*, most actions are resolved with a characteristic check.

A variety of the actions available in the game are represented by a specific action card (see page 48). The action being attempted indicates which skill or characteristic to use in the check, as shown on the card. For actions that do not rely on action cards, such as a standard use of a skill, the skill used determines which characteristic the check is based on.

While in Encounter Mode, the active player declares the action he would like his character to perform, then assembles a dice pool based on the appropriate characteristic and any relevant skills, talents, or abilities. Once the player has created a pool out of his characteristic and fortune dice, the GM determines what challenges or potential misfortunes face the character, and adds the appropriate dice to the pool.

Before rolling the dice pool, the player converts some of his blue characteristic dice into stance dice. This step is not optional – the player must convert a number of blue dice into a number of stance dice based on his depth on the character's stance meter. This is generally in the player's best interests, as the stance dice tend to have better results than the blue characteristic dice.

GOOD DICE & BAD DICE

The dice pool is comprised of a number of dice from several different sources. The dice pool, in a broad sense, is made up of “good dice” and “bad dice.”

The good dice are dice in the pool that generally help accomplish the task or achieve beneficial side effects. These dice represent a character's innate abilities, skills, training, and talents that can be applied to the task, as well as the influence of fortune. The bad dice undermine success and introduce the possibility for detrimental side effects. These dice represent challenges, obstacles, risks, and the chance that something goes wrong during the task.

GOOD DICE COME FROM

- The characteristic the task is based on
- Training or specialisation in a relevant skill
- An applicable talent or special ability
- The ongoing effects of certain statuses
- Beneficial magic spells or divine blessings
- The use of fortune points
- Tactical or situational advantages
- Other advantages, as determined by the GM

BAD DICE COME FROM

- ☠ The inherent difficulty of the task attempted
- ☠ An opponent's characteristic or skill
- ☠ Opposing forces at work
- ☠ Inclement weather or environmental effects
- ☠ The ongoing effects of certain statuses
- ☠ Detrimental magic spells or divine blessings
- ☠ Tactical or situational disadvantages
- ☠ Other disadvantages, as determined by the GM

Once characteristic dice converted to stance dice, the dice pool is ready. The player rolls the entire pool of dice and evaluates the symbols generated. Then the player and the GM determine the outcome of the check. Remember the core mechanic – after taking everything else into account, if there is at least one success symbol, the task succeeds.

FORTUNE & MISFORTUNE

As fate's champions, characters in *Warhammer Fantasy Roleplay* are subject to the whims of fortune and misfortune on a regular basis. Small nudges to their destinies are represented by the white □ and black ■ dice.

The white dice are fortune dice, and represent small ways that things tend to go right for a character. The fortune dice have a few sides with beneficial symbols, and no detrimental symbols. Fortune dice most often represent tactical advantages or things working in favour of the character. Fortune dice can also be awarded by the GM for clever thinking, enjoyable roleplaying, or tactical advantages. Finally, players can spend fortune points to add fortune dice to a dice pool. Each fortune point spent allows the player to add one fortune die to his pool.

The black dice are misfortune dice, and represent the subtle ways that things tend to get fouled up or go wrong for a character. The misfortune dice have a few sides with detrimental results, and no beneficial results. Misfortune dice often represent the skills and training of an opponent in an opposed check, tactical or environmental disadvantages, or the niggling effects of wounds and debilitating conditions. Misfortune dice can also be awarded by the GM for poor tactical decisions, conditions working against the character's chances for success, or other story elements that try to undermine the characters.

Fortune and misfortune dice might be added to a dice pool for a variety of reasons, but it is important to note that these dice cannot be converted into any other type of die. The distinct black and white colours should remind players that they are fixed dice, and cannot be changed into other colours.

Despite the fact that fortune and misfortune dice represent opposite effects and influences, these dice do not cancel each other out. If a task involves both fortune and misfortune dice, all the related fortune and misfortune dice are added to the pool and rolled. It is up to fate to decide how these factors influence the task.

ADVERSARY DICE

Some adversaries have a small budget of dice available to them to reflect special training, natural talent, or special abilities. These are divided among three special NPC attributes – Aggression, Cunning, and Expertise.

The attribute ratings indicate how many bonus dice the GM can use for the NPCs during encounters for certain actions. These ratings give the GM a “budget” of dice to add to checks, allowing NPCs and monsters to have some tricks up their sleeves. More information about Aggression, Cunning, and Expertise can be found in the *Tome of Adventure*, starting on page 45.

EVALUATING DICE

There are several different types of dice available in *Warhammer Fantasy Roleplay*. It may be helpful to keep the following general guidelines in mind when evaluating options, especially while players are getting used to the way dice pools work:

- + Rolling more good dice is better than rolling fewer good dice
- + Characteristic dice are better than fortune dice
- + Stance dice are better than characteristic dice
- + Challenge dice are nastier than misfortune dice

CHALLENGE LEVELS & MISFORTUNE

In the grim setting of the Old World, life can be difficult, and things rarely go exactly as planned. Obstacles crop up, other characters offer resistance, or some actions are just inherently more difficult than others. In *Warhammer Fantasy Roleplay*, these difficulties are represented by challenge levels and misfortune.

CHALLENGE LEVELS

There are five challenge levels – Simple, Easy, Average, Hard, and Daunting. A task's challenge level is a general indication of how difficult something is to accomplish, or how much resistance there is to achieving success. In addition to providing a general classification to describe difficulty, the challenge level also indicates how many of the purple challenge dice are added to a dice pool when attempting that particular task. When a task is performed against a set challenge level, it is referred to as a standard check.

THE CHALLENGE LEVELS

Simple: 0 challenge dice

Easy: 1 challenge die ♦

Average: 2 challenge dice ♦♦

Hard: 3 challenge dice ♦♦♦

Daunting: 4 challenge dice ♦♦♦♦

A *simple task* is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the GM should not require a check – the proposed action simply succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally only the case if misfortune dice are introduced, such as misfortune dice added from injuries, the environment, or opposition. Simple tasks add no challenge dice to the dice pool.

An *easy task* represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. A typical character with the proper training, resources, and the right stance for the situation should reasonably expect to succeed at most easy tasks he attempts. An easy task adds one challenge die to the action's dice pool.

An *average task* represents a routine action where success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and the right stance for the situation should reasonably expect to succeed at average tasks slightly more often than he fails. An average task adds two purple challenge dice to the action's dice pool.

A *hard task* is much more demanding of a character, and while success occurs, failure is far from surprising. A typical character with the proper training, resources, and the right stance for the situation should accept that he may fail more often than he succeeds without fortune or other advantages. A hard task adds three purple challenge dice to the action's dice pool.

A *daunting task* taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. A typical character with the proper training, resources, and the right stance for the situation will likely fail more often than he succeeds at daunting tasks, and he may wish to look for some advantages to aid him. A daunting task adds four purple challenge dice to the dice pool.



When used to describe the difficulty of checks or tasks, challenge levels are usually represented using the difficulty label, followed by the number of challenge dice rolled in parentheses. For example, an **Easy (1d) Observation** check.

MISFORTUNE

While challenge levels represent the default difficulty of a task, few tasks are attempted in a vacuum. A variety of other factors influence success and failure. All the niggling complications that undermine success are referred to as misfortunes. Misfortunes come in many shapes and forms, but are represented in the same manner – misfortune dice added to the dice pool.

For each complication that makes this particular attempt less likely to succeed, the GM adds a misfortune die to the dice pool. Misfortune can represent a variety of factors – bad weather, lack of equipment, being pressured and out of time, the effects of a critical wound, or being vastly outnumbered are just a few examples.

MISFORTUNE AS A GM TOOL

Using misfortune as a dramatic resource is a powerful tool the GM has at his disposal. If a player wants to accomplish a very specific effect, or perform some stunt not covered directly by an action card, the GM can encourage free-form play and creativity – so long as the player is willing to accept a certain amount of misfortune. Adding misfortune dice to proposed actions gives the GM the power to say “yes” to his players instead of curbing their creativity. Or perhaps more accurately “yes, if you’re willing to accept these additional risks or costs.”

As an example, imagine that Mellerion the Wood Elf hunter, is perched high in a tree when he observes a beastman passing below him. Mellerion is being played by John, who tells his Game Master he wants Mellerion to quickly swing down from the tree, leap onto the beastman’s back, and tackle him.

The GM thinks it’s a dramatic and exciting action, and rather than tell John “Sorry, that’s too much to try all at once,” or “There’s no card for that!” he instead responds by saying “Absolutely... sounds like a Hard Athletics check. I’m going to add 2 misfortune dice to represent the added risks. Be careful. If you fail, you’re going to end up crashing into the forest floor and will suffer a wound. Is Mellerion willing to leap on that Beastman?”

More information on using misfortune and tips on how GMs can say “yes” to their players can be found in the *Tome of Adventure* on page 20.

OPPOSED CHECKS

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. A cultist lying to a magistrate, denouncing his ties to the Cult of the Black Wind. A thief sneaking past a guard. A prisoner resisting his jailer’s attempts at interrogation. When a task involves someone providing resistance, it becomes an opposed check.

Opposed checks can add challenge and misfortune dice to the action dice pool, just like standard checks. However, rather than assigning a broad challenge level to an opposed check, a quick comparison between the active and opposing characteristic ratings determines the challenge added to the opposed check.

The opposed check table shows that the type of challenge die added to the dice pool is based on the opposition's characteristic rating – the higher the opposition's characteristic, the more challenge dice added. In addition to challenge dice, if the opposition has relevant skill training or skill specialisations, the opposition adds misfortune dice to the dice pool. The GM may also introduce misfortune dice by spending the opposing character's Aggression or Cunning.

COMPETITIVE CHECKS

Sometimes, several people are trying to accomplish the same goal at the same time, or are trying to determine who performs a task better than the other. When multiple characters are attempting the same task and trying to determine who accomplishes the task first, or performs the task better, they are engaging in a competitive check.

For example, two soldiers engage in a friendly arm-wrestling contest. Each one has the same goal – to win the match by pinning his opponent's arm. This is a competitive check to see who outperforms the other. Other competitive checks could include a foot race, a drinking contest, or two agitators standing on opposite street corners trying to attract a larger crowd.

When characters make a competitive check, it is important to track how many total successes they generate with their dice pool. In simplest terms, characters outperform other characters with fewer successes in a competitive check.

Boons can also affect the outcome. Characters are considered to perform "one success better" when compared to a character with fewer boons in the competitive check.

In case of a tie, a character's stance may break the tie. Among other things, the character's stance generally indicates how much risk they're willing to accept, as well as how quickly they're trying to accomplish their tasks.

Characters in a conservative stance take just a bit more time with their approach, and lose ties to any characters in a neutral or reckless stance. Characters in a reckless stance take a more aggressive approach, and win any ties against characters in a conservative or neutral stance.

If there is still a tie after comparing stances, the competition ends in a draw or a stalemate. It is up to the participating competitors to decide if they want to push the situation to the point where it requires another competitive check, or if a draw is acceptable.

The GM can use the Universal Progress Tracker to keep track of the successes and progress of particularly long or complex competitive checks, or the players involved can take tracking tokens from the common supply to reflect the number of successes generated.

PROVIDING ASSISTANCE

Some tasks are important or challenging enough that help is required – or at the least appreciated. Characters can provide assistance to each other when performing a variety of tasks.

During story mode, providing assistance is easy. A player simply needs to explain how his character is helping with the task. If the explanation is reasonable, the GM may award a fortune die to the

OPPOSED CHECK DIFFICULTY

If the Opposing Characteristic is:

Less than half the acting characteristic:
add 0 challenge dice

Less than the acting characteristic:
+1 challenge die

Equal to the acting characteristic:
+2 challenge dice

Greater than the acting characteristic:
+3 challenge dice

Twice as great as the acting characteristic:
+4 challenge dice

Other Opposed Check modifiers:

Opposition has a Relevant Skill:
+1 misfortune die

Opposition has a Relevant Specialisation:
+1 misfortune die

GM Spends Aggression or Cunning:
+1 misfortune die

OPPOSED DICE POOL EXAMPLE

Mellerion the Wood Elf hunter is attempting to sneak past a beastman sentry. This is an application of the Stealth skill, which is based on Mellerion's Agility. The beastman sentry opposes the check, using his Observation skill, which is based on the beastman's Intelligence.

The player creates a dice pool based on Mellerion's Agility (the characteristic that governs Stealth), and his training in Stealth. The beastman is opposing the check with his Intelligence, the characteristic that governs Observation. This beastman has Intelligence 3, which is less than Mellerion's Agility 5, so one challenge die is added to the dice pool. The GM opts to spend one of the beastman's Cunning dice to reflect training in Observation, so a misfortune die is also added to the dice pool.

Before converting any characteristic dice into stance dice or adding fortune or misfortune dice for other factors, the player's dice pool looks like this:



SUCCESS & FAILURE SYMBOLS



Success: Each success rolled counts toward accomplishing the task. If the net result of the check includes at least 1 success, the task succeeds.



Righteous Success: This counts as a success, and has a small plus sign next to the hammer icon for identification. In addition to its function as a success, the player rolls an additional die of the same type that generated the righteous success. Any results from the additional die are added to the results pool.



Challenge: Each challenge symbol cancels one success in the results pool. If there are more challenge symbols than success symbols, the task is too challenging for the character to resolve; the task automatically fails.

Blank: The blank sides of a die do not add any symbols to the task resolution. It neither aids nor hinders the task.

FORTUNE & MISFORTUNE SYMBOLS



Bane: Baneful fuel negative side effects. They represent the flaws and imperfections with a task resolution. It is possible to succeed at a task and still trigger a bane effect. Banes and boons cancel each other out – if there are an equal number of both rolled, no bane or boon effects will be triggered.



Boon: Boons fuel beneficial side effects. They represent the advantages and perks that may arise during task resolution. It is possible to fail at a task and still trigger a boon effect. Banes and boons cancel each other out – if there are an equal number of both rolled, no bane or boon effects will be triggered.

RARE OUTCOME SYMBOLS



Chaos Star: The Chaos Star has the potential to trigger serious negative side effects. A Chaos Star triggers effects denoted by a Chaos Star. If there are no eligible effects to trigger, the Chaos Star counts as a bane.



Delay: If at least one hourglass symbol appears in the results pool, the action causes a delay. During encounter mode, after the action is resolved, the GM has the option to either place two recharge counters on one of the rolling character's action cards, or move the topmost token for the delayed character on the initiative track down one space in initiative order. During story mode, the GM may determine the action takes longer to resolve than expected.



Exertion: The task was more taxing than expected. If at least one exertion symbol appears in the results pool, the character performing the check suffers 1 stress (if it was a mental task) or 1 fatigue (if it was a physical task).



Sigmar's Comet: Sigmar's Comet has the potential to trigger powerful positive side effects. The active player may choose to have a Sigmar's Comet result count as a success symbol or a boon symbol. Alternatively, a Sigmar's Comet can trigger an effect denoted by a Sigmar's Comet symbol.

acting character's dice pool used to attempt the task. If the assisting character has trained a related skill, he provides another fortune die to the effort.



In this way, each assisting character can provide up to two fortune dice to the acting character's dice pool. The GM may stipulate certain conditions or requirements to offer assistance – to assist with bandaging a wound, the assisting character needs to be next to the person being tended to, or to assist with translating an ancient scroll, the assisting character may need access to the scroll.

During encounter mode, when timing and the order in which people act is more important, assistance can be accomplished using the assist manoeuvre. The assist manoeuvre allows an engaged ally to add a bonus fortune die to his next check. Several characters can use the assist manoeuvre to add more bonus fortune dice to the engaged ally's next check. All awarded bonus dice from assistance must be used by the end of the assisted character's next turn, otherwise, they are discarded.

SUCCESS & FAILURE

The success or failure of a particular action is influenced by a number of factors – skill and training, inherent ability, an opposing character, even the weather or environment can affect the outcome. All these factors can contribute dice to the dice pool. Once the pool has been assembled and all those factors taken into account, it is time for the mechanics to get involved to help resolve the task.




The dice pool is rolled, and the symbols on the dice evaluated and compared. A variety of outcomes are possible based on the combination of symbols appearing on the dice.

The two most important symbols influencing whether or not a task succeeds or fails are success  and challenge  symbols. Each challenge symbol cancels one success symbol. If there is still at least one success symbol remaining in the pool results after taking into account the challenge symbols, the task succeeds. If there are no success symbols left in the pool results, the task fails.



Success symbols can be found on characteristic, expertise, fortune, and stance dice. Challenge symbols can be found on challenge and misfortune dice. Other symbols appear on the dice, as well. Many of these other symbols do not influence success or failure directly, but rather modify how the task succeeded or failed.

For tasks based on an action card, the effects for success and failure are generally listed on the card. Otherwise, tasks based on the use of a specific skill or characteristic have the effects for success and failure determined by the Game Master, based on the character's goals, declared intentions, and the situation. Some additional side effects are also possible, based on the specific action being performed and the symbols generated once the dice pool is rolled.

MULTIPLE SUCCESS SYMBOLS

As the core mechanic states, a task succeeds if one or more  success symbols remain after  challenge symbols have cancelled out an equal number of successes. If more than one  success symbol remains, the player may be able to select from among several different options. If an action card has more than one success line, the player may choose to trigger any one success line requiring a number of success symbols equal to or less than the number generated by the dice pool.


BANES & BOONS


Regardless of whether a particular task succeeds or fails, certain side effects may trigger during resolution, courtesy of bane  and boon  symbols. Banes and boons operate differently than successes. They can be used to fuel possible side effects, as opposed to success symbols, which are merely evaluated – not spent – to determine which of the action's possible success lines the player can choose from.

Think of banes and boons as the potential energy used to fuel special effects during task resolution. Bane symbols represent the potential for critical failure or negative side effects, while boon symbols indicate a chance for critical success or positive side effects.

UNIVERSAL EFFECTS

Regardless of the action or check being performed, these bane and boon effects are always available to be triggered.

 Suffer 1 fatigue if the check was based on a physical characteristic. Suffer 1 stress if the check was based on a mental characteristic.

 Recover 1 fatigue if the check was based on a physical characteristic. Recover 1 stress if the check was based on a mental characteristic.

Banes and boons cancel each other out on a 1-for-1 basis. If the pool results from task resolution show three boons and four banes, the net result for the task is one bane. If there is at least one side effect that can be triggered with one bane, a bane effect will occur.

Most of the effects that can be fuelled by banes or boons are listed on cards – action, talent, and ability cards show a variety of possible effects that might occur based on the number of banes or boons appearing in the pool results.











There are other cards or special conditions that may provide more bane or boon options, as well. For example, an encounter in a haunted cemetery may introduce an effect that inflicts the Overwhelmed condition on a character rolling too many banes. Another example is a weapon's critical rating. In combat, a weapon can inflict critical damage if enough boons are generated to fuel its critical effect.

Finally, there are universal effects that are always available, depending on whether the task is based on a mental or physical characteristic. These universal effects help determine whether a check was a bit more taxing on the character than expected, or possibly required less effort, allowing him to recover slightly.

EFFECT TRIGGERING LIMITS

Each individual effect can only be triggered once during any single task. Even if enough banes or boons are available to potentially fuel the effect multiple times, each effect can only be triggered once. After the task resolves, any excess banes or boons – meaning there are no more effects for these symbols to fuel – are lost. Banes and boons do not carry over from task to task.

Even though a single effect can only be triggered once per task, it is possible (if enough banes or boons are generated by the dice pool) to fuel several different effects in the same task.

If      are generated by a dice pool, the player could trigger multiple effects that cost up to a total of five boons – for example, a  boon effect and a separate   boon effect listed on a particular action card, as well as an additional   boon effect from one of his currently active talent cards.



WHO GETS TO DECIDE WHICH EFFECTS ARE TRIGGERED?

In general, banes or boons are generated based on the action attempted first, then any other cards that are in effect, and finally special circumstances. There are times, however, when multiple effects could be triggered, but there aren't enough banes or boons to trigger all of them. In these situations, someone has to decide which effects are triggered.

When the application of banes is not clear, the GM always decides which available bane effects are triggered, for both the player characters and any of the non-player characters or monsters he manages.

The active player decides which boon effects are triggered during a task performed by his character. Likewise, the GM decides which boon effects are triggered during a task performed by any of the non-player characters or monsters he manages.

With banes and boons, there are a wide variety of outcomes for every task. A character can succeed at his intended action, but still suffer a negative side effect from banes in his dice pool. Conversely, a character might fail to accomplish his action, but still trigger some beneficial side effect from boons.

THE CHAOS STAR & SIGMAR'S COMET

Two rare symbols appear on the custom dice which can also trigger special effects. The Chaos Star ✱ appears on the challenge die. Sigmar's Comet ☞ appears on the expertise die. These symbols

trigger effects listed by that specific symbol on an action. If there are no eligible effects to trigger during a certain action, these symbols have alternate effects.

Chaos Star symbols count as banes if there are no Chaos Star effects listed. Sigmar's Comet symbols provide more flexibility to the player who rolls them. Each Sigmar's Comet can be used as a success symbol, a boon symbol, or used to trigger a specific Sigmar's Comet effect. In combat, a Sigmar's Comet result on an attack can be used to have the attack inflict critical damage. If more than one Sigmar's Comet is rolled, each can be used for different effects.

*For example, Gurni Thorgrimson the Troll Slayer is performing his **Troll-Feller Strike** action, which shows Sigmar's Comet on the results. If at least one Sigmar's Comet is rolled, the effect can be triggered, or it could be counted as either a success or a boon. If **Troll-Feller Strike** had no effect listing for Sigmar's Comet, then Gurni's player could still choose to have the symbol counted as either a success or a boon, or have his attack inflict critical damage.*

STANCES

The stance system in *Warhammer Fantasy Roleplay* introduces an element of risk management to task resolution. This system allows players to wield a greater degree of control over the outcomes of their character's actions by allowing them to assume a certain amount of risk when resolving a task. There are three basic approaches to this risk management. These approaches are referred to as stances. The three available stances are conservative, reckless, and neutral.

THE CONSERVATIVE STANCE

The conservative stance is a relatively safe approach, allowing the greatest chance for basic success, often with little regard for achieving critical results (for good or ill). The conservative approach is a low-risk, low-reward stance. It reflects taking additional time, evaluating all the options, and being cautious, careful, and moderate. The conservative stance is represented by green dice and components.

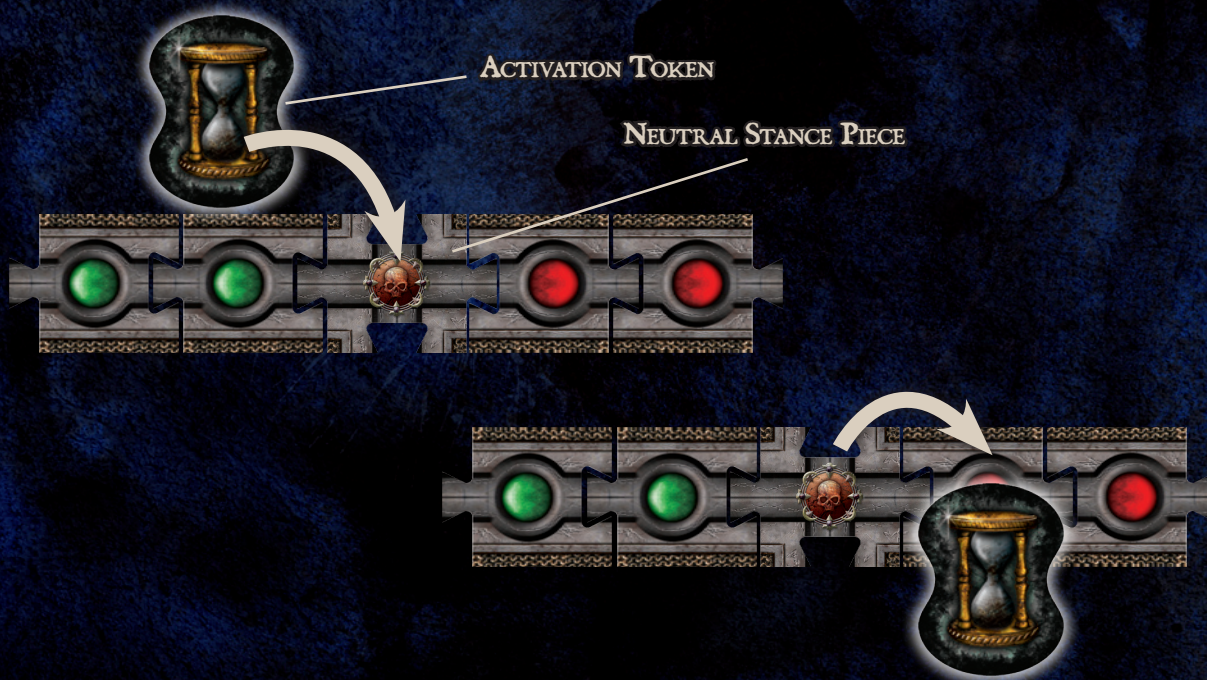
THE RECKLESS STANCE

The reckless stance is a more mercurial, all-or-nothing approach, willing to take greater risks for the potential to achieve extreme results (often either extremely good – or extremely bad). The reckless stance is a high-risk, high-reward stance. It reflects a brash, daemon-may-care approach in an attempt to get the best of both worlds – success and critical effects – with the understanding that it could backfire. The reckless stance is represented by red dice and components.

THE NEUTRAL STANCE

When a character is not in either of these two stances, he is considered to be in a neutral stance. A neutral stance carries no specific benefits, but features none of the potential drawbacks from either a conservative or reckless approach. However, while in a neutral stance, a character cannot convert characteristic dice into stance dice.

MANAGING STANCES



The activation token begins play on the neutral stance piece between the character's conservative and reckless stance pieces. When a player adjusts his character's stance, he moves the activation left or right along the stance meter. In the example above, the player is adjusting his character one space to the right, along the reckless side of the stance meter. This character would be considered one step deep in the reckless stance, and when making skill checks, will convert one blue characteristic die into a red reckless die.

EFFECTS OF STANCES

Stances are a way to distinguish both play style and character makeup. A priestess of Shallya may be more conservative by nature, and when forced to act in a reckless manner, she may not perform quite as well. A hot-blooded dwarf Troll Slayer, on the other hand, may be far more reckless by nature, and when his player chooses to push that to extremes, he has the potential to mete out serious damage in combat, but might find it difficult to remain composed during a sensitive meeting with the local magistrate.

From a mechanical standpoint, stances allow players to convert blue characteristic dice in their dice pool into the appropriate stance dice. Each player character has his own custom stance meter indicating his ability to manage the different stances. The stance meters are comprised of a series of interlocking, puzzle-fit pieces, allowing players to easily personalise them for their characters.

Race, career, experience, and other factors influence how many pieces a character has in each stance. The more pieces of a certain colour attached to the chart, the more fully vested in that stance a character can become. When performing a check, a character converts a number of characteristic dice into stance dice based on how far along the stance chart he has progressed. The number of spaces along the stance meter is called the depth of the stance. For

example, a character two spaces deep on the conservative side of his stance meter converts two characteristic dice into green conservative dice.

Some actions are better suited to certain stances, while others may require the character to be in a particular stance to even attempt. A dwarf Troll Slayer's **Troll-Feller Strike**, for example, is far more devastating when performed in a reckless stance.

ADJUSTING THE STANCE METER

The active player can adjust his character's stance at the beginning of his turn, allowing him to adapt to changing situations. A number of talents, abilities, actions, and task resolutions are influenced by a character's stance. Most movement on the stance meter is by character choice, but some effects may force stance changes, such as a spell that might force a target to move toward the neutral stance.

As part of the character generation process, a player constructs a stance meter based on his character's stance profile. He should also take one of the double-sided activation tokens to use on the meter to track his character's stance. One side of the activation token indicates the character has not taken an action during the current round, and the other side of the activation token is marked to indicate the character has already acted.



CHAPTER SIX

ACTIONS & MANOEUVRES

Many of the actions a character will want to attempt are represented by the action cards. Action cards feature a lot of important information, such as which characteristic or skill the action is based on, any special requirements that must be fulfilled in order to attempt the action, the potential effects if the task succeeds, and possible bane or boon effects associated with the action.

Every character has access to a number of basic actions, representing the most common and routine actions a character might want to perform – such as a **Melee Strike**, or taking a moment to **Assess the Situation**. These basic actions can be performed in any stance, and have consistent results.

In addition to these basic actions, the adventurers have access to specialised actions used to produce a specific effect. Some of these are advanced options of basic actions – such as a melee attack that inflicts extra damage, or may knock a foe back – while others are interesting ways to apply skills and talents. Over the course of his career, an adventurer learns more actions, and starts to build a wide range of options.

ACTION CARD DESIGN

The action card design helps players quickly identify their cards, allowing them to organise their cards based on the general type of action represented – combat action, social action, magic spell, divine blessing, or a special type of stunt.

The action cards are all double-sided. Some actions have identical effects on either side, indicating they perform the same way regardless of the character's stance. Most cards have unique effects whether the action is being performed in a conservative or reckless stance.

When a player organises his cards, he can arrange them so they are displayed the same way, with the conservative sides facing up. This allows him to quickly sort through his cards when choosing an action while in a conservative stance. When he moves into a reckless stance, he simply flips his action deck over, and can evaluate his reckless options.

ANATOMY OF AN ACTION CARD



1 Action Type. The icon in the upper left indicates what the basic type of action is. The type of action is also one of the card's traits. If the icon appears in a shield, that action is also a *Defence* action.

2 Title. The name of the action.

3 Traits. Many actions will list one or more identifying traits. Some cards or game effects may interact with these traits in different ways. Keep in mind that the card's action type is also considered a trait.

4 Recharge Rating. This number indicates how long it takes for this action to recharge before it can be used again.

5 Difficulty Modifier. Some actions are inherently more complex than others. If any dice are shown here, these dice are added to the dice pool in addition to any other modifiers.

6 Action Check. To perform this action, a character must attempt the check shown here. This indicates if the check is a standard or opposed check.

7 Art. Many of the cards feature exciting art to help you visualise the action.

8 Requirements. If a card has any restrictions to use, such as requiring a certain type of weapon, or a certain distance to the target, it is listed here.

9 Special Guidelines. Some actions have special rules or guidelines governing their use. If the action card has such guidelines, they are listed here.

10 Success Lines. These lines indicate what effect the action has when the action check is successful. Every action has at least one success line, indicating an effect when one or more successes are generated.

11 Side Effects. If there are any possible side effects to trigger based on boons, banes, Sigmar's Comet, or Chaos Star results in the dice pool, they are listed here.

12 Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.



ACTION CARD ELEMENTS

Card Name: The name of the card appears in large, bold letters across the top for easy identification. The name is identical on both sides of a card.

Traits: Card traits appear in italics below the card name. Traits help identify what kind of action a card represents. By itself, an individual trait does not perform a function. However, other cards and effects can interact with a trait. For example, one action may state it allows a character to perform a *Basic Melee Attack* after performing the action. This refers to traits on other cards, and a card with matching traits would be eligible for the effect.

Requirements: The requirements for performing the action. If the character does not fulfil all of the listed requirements, the action cannot be performed. Some requirements indicate a range or relative position to the target, the need to have a certain type of weapon equipped, or an amount of power needed to fuel a spell effect.

Action Check: This line indicates the type of skill or characteristic check used to determine whether or not the action succeeds. If the check is opposed, it will also list that here, explaining which of the target's skills or characteristics are opposing the check.

Recharge Rating: Some action cards require more effort or energy than others, and are not easy to perform over and over again. These action cards have a recharge rating listed. After an action with a recharge rating has been successfully performed, the active player places a number of tracking tokens onto the card equal to the card's recharge rating card. If a card has a ! listed as its recharge rating, the exact number of recharge tokens to place on the card may vary based on a special condition for the card. The card is unavailable while there are any tracking tokens on it.

Note that action cards do not acquire any recharge tokens if the check to perform the action failed – recharge tokens are only placed on the card after it is successfully used.

During the End of Turn phase of the active player's turn, he removes one tracking token from every card currently recharging – action cards, talent cards, or any other cards he controls. When the last tracking token has been removed from a card, it is available for use again.

Several different abilities, talents, or special situations may adjust the recharge rate of cards. Fortune points are one method available to the players to speed up the rate at which their cards recharge. A player may spend one fortune point to remove a tracking token from any of his recharging cards. This card can be spent from his personal supply, or spent from the party sheet when a fortune refresh is triggered. Multiple fortune points may be spent at the same time, allowing cards to recharge much faster.

Difficulty Modifier: Any modifiers to the action's difficulty are shown here. Some actions are inherently more difficult than others, represented here by a number of additional misfortune or challenge dice added to the dice pool when attempting the action.

Special Restrictions or Conditions: Some actions list additional special conditions or have certain effects that may come into play. For example, several combat actions include a special clause that increases the difficulty if the character attempting the action is engaged with enemies. For some actions, a special line will help describe what happens when the action is being performed, or how it's perceived by other people in the encounter.

Success Lines: These lines indicate what effect the action has when the action check is successful. Every action has at least one success line, indicating an effect when one or more successes are generated. Some actions have additional success lines, which indicate an alternate success effect when a certain number of successes are achieved in the action's dice pool.

For cards with multiple success lines, the success lines are not cumulative. The active player selects from among the eligible success lines, based on the number of successes generated by the dice pool.

Side Effect Triggers: On the bottom half of each action card are a variety of possible side effects that can be triggered based on the symbols appearing in the dice pool results. Most cards have at least one possible boon ☉ effect and one possible bane ☹ effect. Some cards feature multiple boon or bane effects. Sigmar's Comet ☄ and the Chaos Star ⚡ appear less frequently, but tend to have significant effects associated with them.

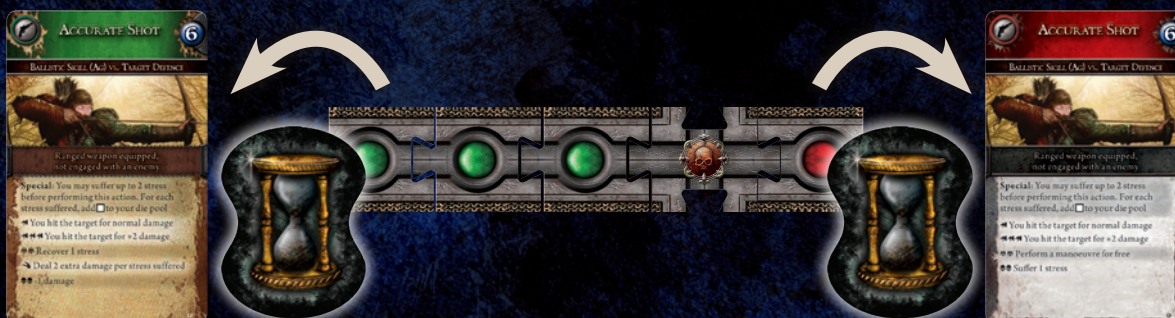
Each individual effect can only be triggered once during any given action. And since boon and bane symbols cancel each other out, only one of those two effects can occur during any given action.

Series Identification: The small icon in the bottom corner of the card is used to help identify which product the card is from. This helps players quickly identify and organise cards to make sure they have all the cards from a set.

VALID SELECTIONS

If a character does not currently meet the requirements for an action card, it is not a valid selection. This means the player cannot choose to use such a card as an action on his character's turn, or target such a card with an effect produced by another action. For

STANCE & ACTION CARDS



A character's current stance, as indicated by the position of his activation token, determines which side of an action card is used when attempting that action. If the activation token is on one of the green, conservative spaces, the conservative side of the action card is used. If the activation token is on one of the red, reckless spaces, the reckless side of the action card is used. If the activation token is on the central neutral space, the player uses whichever side his character has more stance pieces for – his character's dominant stance. If the character relies on both stances evenly, the player uses the dominant stance chosen during character creation.

example, if a character does not have a shield equipped, he cannot use the Block action. Further, if that character generates an effect that states "Add two recharge tokens to one of your eligible action cards" the player cannot select the Block action for that effect.

ACTION CARDS AND STANCES

Since the action cards are double-sided, it is easy for a player to arrange his cards and flip his entire action deck over when he changes stance. This allows the player to view his cards from the appropriate stance side when making his decisions.

It is important to note that only cards in the player's action deck are affected by a change in stance. If a player uses an action card with a Recharge Rating, the card is placed face up on the table based on the stance in which that action was performed. If his character later changes stances while that action is still recharging, the recharging card is not flipped over – it is still recharging, and only returns to the player's action deck when there are no more recharge tokens on the card.

SUCCESS & FAILURE

When attempting to use an action card, the task succeeds if one or more ♣ success symbols remain after ✕ challenge symbols have cancelled out an equal number of success symbols. If more than one ♣ success symbol remains, the player may be able to select from among several different options. If an action card has more than one success line, the player may choose to trigger any one success line requiring a number of success symbols equal to or less than the number generated by the dice pool.

MANOEUVRES

The action cards provide a lot of exciting options for the characters, but there are a lot of things characters can do that are not governed by an action card. Many of these undertakings do not even require a check. Collectively, the minor things a character accomplishes on his turn that are not defined by an action card are called manoeuvres.

Manoeuvres cover a broad range of minor, incidental, and often automatic achievements. During Story Mode, manoeuvres can usually be performed as often as required, and are generally assumed to occur as needed to advance the plot. During Encounter Mode, when timing and the order in which things occur can become more important, characters are limited in the number of manoeuvres they can perform within a given amount of time.

A character can perform one free manoeuvre during his turn. This manoeuvre can be performed before or after an action card task, but not during the resolution of an action. Characters also have the option to perform additional manoeuvres on their turn. Each additional manoeuvre costs one fatigue – the character suffers one fatigue first, then may perform the additional manoeuvre.

There are a number of pre-defined manoeuvres to choose from, but GMs should encourage their players' creativity if they propose manoeuvres not found in the official list. Some special talents or abilities allow for manoeuvres to be used in even more ways.

STANDARD MANOEUVRES

Assist. Performing the assist manoeuvre allows an engaged ally to add a bonus fortune die to his next check. Several characters can use the assist manoeuvre to add more bonus fortune dice to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn, otherwise, they are discarded.

Exchange a talent. As a manoeuvre, a character can replace one of his talents from his character sheet or from the party sheet with a different talent of the same category from his supply.

Interact with the Environment. Often a single manoeuvre is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a door, climbing into a wagon, knocking over a table, ducking behind a counter, grabbing a torch from a nearby scone, and so on.

Manage Equipment. Managing items and equipment is accomplished by performing manoeuvres, and covers the following different functions.

- **Draw, sheathe, ready, or load a weapon.** This manoeuvre covers the basic manipulations of most weapons, such as drawing a sword from its scabbard, stringing and preparing a longbow, or pulling the lever on a crossbow and loading a new bolt. Some weapons have a special quality requiring a manoeuvre to ready it before it can be used in combat.
- **Draw something from your pack.** A character can perform a manoeuvre to retrieve an item from a pouch, backpack, satchel, belt, or some other accessible container. This can also be used to stow items in a similar fashion.
- **Sling or unsling a shield.** In order to use the Block defence action, a character must have a shield equipped. A character can perform a manoeuvre to ready a shield that is currently slung or strapped, or to stow a shield that was in use.

Mount or dismount from a horse. A character trained in Ride can perform a manoeuvre to mount or dismount from a horse without a check. A character not trained in Ride can perform a manoeuvre to attempt to mount a horse by making an **Easy (1d) Ride** check.

Movement. Movement is accomplished by performing one of several different, but related types of manoeuvres. If an ability or effect prohibits movement, that means none of these movement-based manoeuvres can be performed.

- **Change range increment.** Performing this manoeuvre allows a character to move between close and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two manoeuvres, or between long and extreme range by performing three manoeuvres. When covering long distances, multiple manoeuvres do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required manoeuvres have been performed.
- **Engage or Disengage from an opponent.** If a target is already within close range of a character, the character can perform a manoeuvre to engage that target. Once engaged with an opponent, a character must perform a manoeuvre to safely

disengage, otherwise they may be attacked. Characters do not need to perform this manoeuvre to leave an engagement consisting only of friendly characters or allies.

- **Move within Close range.** Performing this manoeuvre allows an unengaged character to move to another position that is currently within close range to him. This also allows a prone character to stand up.

Preparation. Some actions require additional preparation to perform safely. The preparation manoeuvre is generally performed in conjunction with another ability to confer a bonus, off-set a penalty, or fulfil a requirement. The individual cards or abilities that utilise the preparation manoeuvre define its specific effect. It is sometimes abbreviated under the requirements as "prepare."

Use a skill. As a manoeuvre, a character can use a skill to perform its normal function. Examples would be using Athletics to climb a tree, Coordination to balance on a ledge, Education to recall a fact about dwarf customs, or Observation to see if you can spot the heraldic device on someone's shield.

ABSTRACT MEASUREMENTS

One thing players will notice quickly about *Warhammer Fantasy Roleplay* is the lack of battlegrids or maps with squares. The game instead relies on broad terms used to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, *Warhammer Fantasy Roleplay* uses more abstract means to represent position, distances, and ranges – letting the players focus on the action and the adventure.

The distance between two points – people, objects, or monsters – is defined in broad range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are close, medium, long, and extreme range.

Close: Generally a matter of several paces between points. Many thrown weapons and firearms are most accurate at close range. Two people in close range can talk comfortably without raising their voice. Moving to another spot within close range is usually very easy to do.

Medium: Medium range is generally several dozen paces away. More reliable firearms can reach to medium range, as can crossbows. Two people in medium range of each other need to talk loudly to hear each other. Moving from close to medium range requires a bit more exertion.

Long: Long range is further than a few dozen paces. Longbows, Hochland long rifles and some spells can reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium to long range requires two manoeuvres, as it is more time consuming than moving between medium and close range.

Extreme: Extreme range is the farthest range at which two targets can interact. Two people at extreme range may not be able to hear each other even if they shout. Moving between long and extreme

ABSTRACT DISTANCES & MOVEMENT

The standups can quickly represent the participant's position during an encounter. Standups in contact with each other are considered engaged. To represent a standup, location, or element further away, tracking tokens can be placed between two points to represent their relative distance from another element. One token between elements indicates close range. Two tokens represents medium range. Use three tokens for long range, and four tokens for extreme range.



In the example above, the Troll Slayer, Bright Wizard, and Beastman are in an engagement. The Waywatcher is placed slightly further away, but is within close range of the engagement (represented by one tracking token between the Waywatcher and the engagement). The Initiate of Shallya is even further away – she is medium range from the engagement.

range can be time consuming and exerting, requiring three manoeuvres. Some ranged weapons can fire at targets at extreme range, but usually with a penalty.

ENGAGED

To reflect two or more targets close enough to interact directly with each other, there is a special status called engaged. Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his sword. A barber surgeon needs to be engaged with his patient to tend to a wound. A group of people engaged with each other is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. A thief needs to be engaged with a locked chest to attempt to pick the lock. A coachman needs to be engaged with the carriage to climb aboard. A hunter needs to be engaged with the tree if he wants to hide behind it for cover while firing his bow. The engaged status simply indicates that two things are close enough to each other to directly interact.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. The goblins can start out within close range of the party – he doesn't need to worry about positioning each goblin 10 squares from a character, or 6 inches from the cavern mouth.

The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

RESOLVING MOVEMENT & POSITIONING

The manoeuvre system and abstract ranges and movement work together to help create dynamic scenes and allow the GM to resolve action quickly. By using the colour standups and plastic bases, the players can have a unique standup to represent their characters, and the GM can build standups for various NPCs, enemies, or monsters.

Positioning these on the table creates a quick, visual reference on where things are in relation to each other. Standups or figures in base contact with each other are engaged. The further apart the standups are, the greater the range between them. The GM can place tracking tokens between individual standups or engagements to indicate how far apart from each other those two elements are.

The location cards provide more context for the environment in which an encounter takes place. The location can be placed on the table to indicate roughly where that feature or element is positioned. Standups placed on or touching the card are engaged with that location or terrain feature.



CHAPTER SEVEN

COMBAT, DAMAGE & HEALING

The Empire is a dangerous place to live, and death can lurk in many places. Sometimes, despite their best efforts, characters find themselves locked in combat with terrible foes. Combat in *Warhammer Fantasy Roleplay* is fast-paced and presents the players with a lot of tactical and strategic options.

Combat poses several risks to the characters. Aside from the story-related consequences for their actions, the characters may suffer wounds, fatigue, or stress. Death is a risk, as are the severe effects of critical wounds or insanity. Players who resort to solving every problem with swords and axes may find themselves creating new characters on a regular basis.

Combat generally takes place in Encounter Mode, since the order of activation tends to be important. Each round, the players decide what order their characters will act in, based on their initiative for the encounter. The GM performs actions for NPCs and monsters. After all participants have had a chance to act, a new round begins. Combat generally ends when one side has been defeated, offers surrender, attempts to escape, or some other event resolves the encounter.

To understand combat and how it is mechanically resolved, players will learn about *Warhammer Fantasy Roleplay*'s initiative, the overall combat sequence, and how damage to characters is represented. This chapter also covers healing and recovery from wounds.

INITIATIVE & TURN ORDER

For a variety of tasks, the order in which participants act or react may not matter. When two characters are haggling over the price of a sword in the market, it does not matter who makes the first offer or counter-offer, and can be resolved using Story Mode. In other situations, the specific order in which characters act is far more important. During combat, for example, knowing who acts first, or whether your character act before the mutated Chaos troll can have a significant impact on the outcome of the encounter. These sorts of actions are easier to resolve in Encounter Mode.

The order in which participants act during a round in Encounter Mode is called initiative, or may be referred to as the initiative order. In one round, each of the participants has the opportunity to act. These actions occur in initiative order. When a character acts, his player becomes the active player and takes his turn. An individual turn may go through several phases to resolve. Once all

THE INITIATIVE TRACK

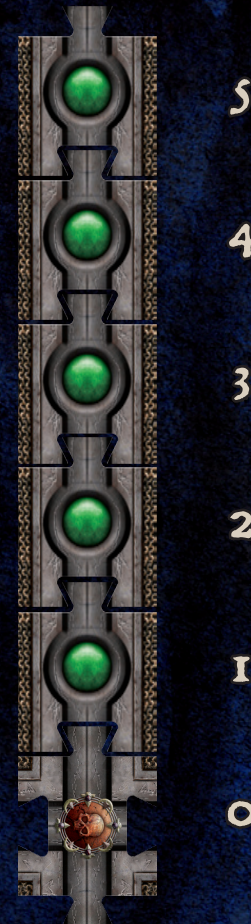
BEASTMEN TOKENS



HERO TOKENS



NPC TOKEN



The Initiative Track is built of puzzle-fit pieces, like a stance meter or Progress Tracker. The bottom piece is the “zero” space on the track. The higher on the track, the higher the initiative.

In this example, there are three groups participating in an encounter that needs to be resolved by initiative: two groups of beastmen (represented by the orange tracking tokens), three heroes (represented by the white tracking tokens), and one NPC (represented by the blue token).

As the different groups roll their initiative checks, the GM places a corresponding tracking token on the appropriate space of the track. Once all the tokens have been placed, initiative has been set and the first round of action is ready!

the participants have taken their turns and acted, the round is over. The participants continue to act round by round until the encounter is resolved.

Initiative in *Warhammer Fantasy Roleplay* is managed using the Progress Tracker, one of the tools GMs use to easily track information during a session. More information about the Progress Tracker can be found in the *Tome of Adventure*, on page 24.

For initiative, the GM should prepare a progress track with at least six spaces and orient it vertically. More puzzle-fit pieces can be added, if necessary. He should also set aside several of the tracking markers, selecting one colour to represent the player characters. He should also include a few markers of at least one other colour for NPCs or creatures.

At the beginning of an encounter, each participant makes an initiative check. The characteristic used to make the initiative check depends on the type of encounter. For combat encounters, agility is used for initiative checks. For social encounters, fellowship is used for initiative checks.

The GM places a marker on the tracking meter based on the number of successes rolled. Hero tokens break all ties for any markers occupying the same space on the initiative track.

The markers can all be placed from the highest to lowest initiative, arranging them from top to bottom in a single column. After all participants have made initiative checks and had a marker placed on the initiative tracker based on the number of successes generated, the initiative order is set and a round of actions can begin.

Starting at the top of the tracking meter, initiative markers are resolved one at a time. If the top-most marker is a hero marker, one of the adventurers gets to act. If the top-most marker is an NPC or creature marker, one of the corresponding participants gets to act. After that turn is resolved, the next marker on the initiative tracking meter is resolved, and so on, until all the markers on the tracking meter have been used.

MANAGING LARGER GROUPS

Large groups of similar creatures or NPCs – especially weaker henchmen – make initiative checks as a group. Especially large groups are broken up into smaller groups equal to the size of the player party.

A small war party of six beastmen, for example, would not roll six initiative checks. With four adventurers in the player party, the beastmen roll two separate initiative checks. One representing a group of four beastmen (equal to the number of PCs in the party), the other representing the remaining two beastmen.

Likewise, when activated, large groups of similar creatures or NPCs act during the same initiative. When activated, a number of similar creatures equal to the number of PCs in the party get to act. In the above example, if there are six beastmen in the encounter when the GM first has the opportunity to activate them in initiative order, four of the six beastmen can act. No single participant can act more than once during a round, so the next time the GM activates the beastmen in the initiative order, only two more beastmen can act – assuming the adventurers haven't defeated them by then!

AN EXAMPLE OF INITIATIVE

Four adventurers are travelling together when they encounter a black orc and a group of four goblin minions. Neither side has the element of surprise. The GM asks the players to make initiative checks to determine initiative order.

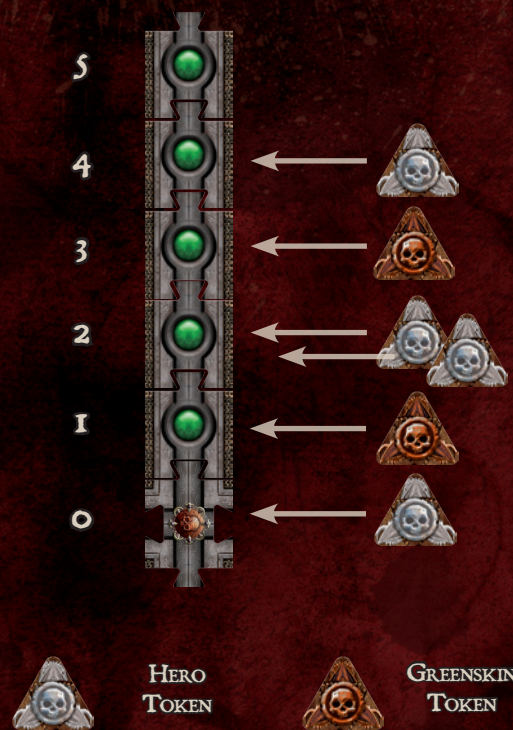
Andy and Brad each generate 2 successes on their initiative checks. Charlie ends up with 0 successes, while Diane generates 4 successes. The GM takes the coloured markers he set aside for the PCs and places one marker on the 0 space, two markers on the 2 space, and one marker on the 4 space.

The GM then makes initiative checks for the enemies. The black orc rolls its initiative check and generates 3 successes. Large numbers of NPCs grouped together use the same initiative check, so the entire group of four goblin minions rolls together. The goblins generate 1 success on their initiative check. The GM takes the coloured markers he set aside for monsters and places one marker on the 1 space and one marker on the 3 space to reflect that those are the monster's initiative.

Turn order starts at the topmost marker. At the top of the track, there is a hero marker on the Initiative 4 space. This means one of the heroes gets to go first during the current round. The fact that Diane rolled 4 successes does not necessarily mean it is Diane's turn to activate her character – it is a group decision to determine which character acts, based on the needs of the situation. The fact that Diane's character generated 4 successes and let's another character act first can reflect Diane's character reacting quickly enough to warn Charlie's character, or her adventurer providing leadership to the group, allowing Charlie's character to go first.

EXAMPLE INITIATIVE TRACK

Here is a look at the Initiative Track as explained in the example on this page.



After one of the heroes is activated and takes his turn during Initiative 4, then one of the NPCs is activated at Initiative 3. The GM can choose to activate either the black orc or the four goblin minions. Once the NPC on Initiative 3 has acted, two heroes activate and resolve their turns during Initiative 2. The remaining NPC group activates during Initiative 1, and finally the last hero activates during Initiative 0.

THE ACTIVE PLAYER

When a player has been chosen to take initiative, he becomes the active player. His character goes through the entire turn sequence, then that player's turn is over and the next initiative is resolved. After the active player completes his turn, he turns the initiative counter on his character's stance meter face down to indicate his character has already acted.

Once the active player has been determined, the other players should allow the active player to complete his turn without distractions. While offering advice or making suggestions is generally encouraged at the outset of the encounter or between rounds, taking too much time discussing all the options available slows the game down.

If for some reason the group cannot decide who gets to act, the GM should prompt his players. If the discussion continues for more than a few moments, the GM advances the party friction meter one space. If the group continues to struggle or delay, the GM issues a final warning. After that, the party's friction meter advances one more space, and that spot in Initiative is passed for the current round.

CONTINUING THE ENCOUNTER

After the last participant in initiative order acts, the current round ends. If the encounter continues, a new round begins, going back to the top of the initiative order. At the beginning of a new round, all characters turn their activation tokens back over to the active side.

Once the initiative order is set at the beginning of the encounter, the order remains the same for the remainder of the encounter unless changed by a specific effect, such as a Delay result on a conservative die. However, which hero or NPC is activated during a particular initiative can change from round to round. This provides players with flexibility to react to changing situations.

ADDITIONAL CONSIDERATIONS FOR INITIATIVE

When determining the initial order for initiative, the difficulty of the initiative check can be modified based on the situation. If the party is ambushed, for example, the characters may need to roll a challenge die as part of their initiative check.

When hero markers and NPC or creature markers appear on the same initiative order, heroes act first, then NPCs and creatures.

During the Rally Step of an episode, a character can choose to roll a new initiative check. The GM removes the lowest hero initiative marker from the track, and places it on a new space, based on the number of successes generated by the new initiative check. A character choosing to roll a new initiative check during a Rally Step may not take any other actions during that Rally Step.

BEGINNING & END OF TURN PHASES

A lot goes on in the middle of the active player's turn – he may play action cards, roll dice, and perform manoeuvres. The beginning and end of the active player's turn are also very important to help manage information and the character's status.

BEGINNING OF TURN PHASE

At the beginning of a player's turn, the active player may adjust his character's stance one space in any direction, for free. The active player then has the option to adjust his character's stance additional spaces. For each additional space moved, the character suffers one stress.

Other effects may occur during the Beginning of Turn Phase, based on card effects or special abilities.

END OF TURN PHASE

During the End of Turn Phase, the active player removes one tracking token from every brief condition currently affecting the character, and from each of his currently recharging action cards. Once

COMBAT SEQUENCE SUMMARY

1. Active player selects an action card
2. Active player announces his target
3. Active player generates starting dice pool
4. GM assigns challenge or misfortune dice
5. Dice pool is rolled and evaluated
6. If the action is an attack, attacker calculates damage
7. Resolve all remaining effects of the combat action

the last tracking token has been removed from a brief condition, the effect expires and the card is returned to the supply. Action cards that have their last tracking token removed have fully recharged, and are returned to the active player's action deck.

The active player also checks to see if any dependent conditions no longer apply. If the requirements for a dependent condition no longer exist, the effect expires and the card is returned to the supply.

Finally, during the End of Turn Phase, the active player flips the initiative marker on his character's stance meter over, to indicate the character has completed his turn. Once this has been done, the next initiative token is resolved.

Other effects may occur during the End of Turn Phase, based on card effects or special abilities.

THE COMBAT SEQUENCE

The combat sequence occurs as part of the active player's turn, in a specific order. Each step in the sequence has a specific purpose. The entire combat sequence is shown here, then each step in the process is discussed in greater detail. A character can perform manoeuvres before or after this sequence, but not in the middle of this sequence unless a specific effect says otherwise.

In the steps below, the term active player refers to the player currently taking the turn for his character. The GM is the active player when he is performing the actions for NPCs or monsters.

1. ACTIVE PLAYER SELECTS AN ACTION CARD

If the active player wants his character to perform an attack of some sort, generate a spell effect that attacks or impairs a target, or perform a specific activity, the first step is to select the corresponding action card. The player's character must be able to fulfil all the requirements listed on the card. The player announces which action card he is using, and places it in front of his character, face up based on the character's current stance.

2. ACTIVE PLAYER ANNOUNCES HIS TARGET

Once the player has announced which action his character is performing, he announces the action's target. In many cases, this is who is being attacked or affected by the card. When there are

THE CHALLENGE LEVELS

Simple: 0 challenge dice

Easy: 1 challenge die ♦

Average: 2 challenge dice ♦♦

Hard: 3 challenge dice ♦♦♦

Daunting: 4 challenge dice ♦♦♦♦

OPPOSED CHECK DIFFICULTY

If the Opposing Characteristic is:

Less than half the acting characteristic:
add 0 challenge dice

Less than the acting characteristic:
+1 challenge die

Equal to the acting characteristic:
+2 challenge dice

Greater than the acting characteristic:
+3 challenge dice

Twice as great as the acting characteristic:
+4 challenge dice

Other Opposed Check modifiers:

Opposition has a Relevant Skill:
+1 misfortune die

Opposition has a Relevant Specialisation:
+1 misfortune die

GM Spends Aggression or Cunning:
+1 misfortune die

multiple available targets, clearly announcing the target of the action is very important. The characteristics, abilities, or equipment of the target may influence the action's challenge level.

3. ACTIVE PLAYER GENERATES STARTING DICE POOL

The action card indicates the type of check required to perform the action. The active player assembles his dice pool based on the related characteristic, and any applicable skills, specialisations, talents, or other abilities. Certain conditions, such as the effect of a critical wound or an environmental effect, may also contribute dice to the dice pool.

If the character wishes to add bonus fortune dice to his dice pool, he may spend fortune points to do so. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

During this step, a player converts characteristic dice into stance dice. The player converts a number of characteristic dice into stance dice equal to the number of spaces deep into a stance his character is. Converting characteristic dice into stance dice is not optional. Depending on his character's related characteristic rating and stance, a player may not be able to convert all available dice, or may run out of dice to convert.

4. GM ASSIGNS CHALLENGE OR MISFORTUNE DICE

Next the GM assigns any relevant challenge or misfortune dice to the pool. The default difficulty for Melee Attack and Ranged Attack actions is Easy (1d), but may be modified by a variety of factors. The GM may decide the action in question is better served as an unopposed or opposed check.

This is where the target's Defence value is added to the dice pool. One misfortune die is added for every point of the target's Defence.

In an unopposed check, the challenge dice assigned are based on the difficulty of the task, and the misfortune dice are based on special conditions or effects that would undermine success.

In an opposed check, the challenge dice assigned are based on the target's opposing characteristic, and the misfortune dice are based on the target's skills and specialisations, as well as any special conditions or effects that would undermine success.

After seeing how many challenge dice or misfortune dice the GM adds to the dice pool, the player has one more opportunity to spend fortune points to add fortune dice to the pool. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

5. DICE POOL IS ROLLED AND EVALUATED

The active player takes all the dice in the dice pool and rolls them. The symbols showing on the top-most face of each die are collectively referred to as the results of the check. The results are evaluated to determine if the task succeeds or fails, whether any bane or boon effects are triggered, and if any other special effects are generated.

In order for the task to succeed, at least one success symbol must remain after challenge symbols cancel an equal number of success symbols. The active player then finds the success line matching the number of successes generated to see how the action is resolved.

Bane symbols cancel out an equal number of boon symbols. If there are any bane or boon symbols remaining, some additional effects may be triggered.

6. IF THE ACTION IS AN ATTACK, ATTACKER CALCULATES DAMAGE

Assuming the action succeeds, attacks generally inflict normal damage. This is based on the weapon's inherent damage value and the attacker's Strength (for melee attacks) or Agility (for ranged attacks). Some specific action cards may also indicate modifiers to the normal damage. Spells or other abilities that inflict damage generally have the damage listed on the individual action card, which may be modified by the active player's characteristics.

The total value of the attacker's key characteristic (Strength for melee attacks, for example), the damage value of the weapon, and any extra damage added by the action card or other special effects are combined to achieve the attack's damage potential.

The target's Toughness, the soak value of its armour or equipment, or the effects of special abilities or talents may reduce the damage it takes. These numbers are combined to calculate the target's damage reduction.

The target's damage reduction is subtracted from the attack's damage potential.

If the difference is a positive number, that number indicates how many normal wounds are inflicted. For each critical damage effect triggered during the attack, one of the inflicted normal wounds is placed face up as a critical wound.

MINIMUM WOUND RESULT

If the difference is zero or a negative number, the attack still inflicts one normal wound – the minimum result for a successful attack. If one or more critical damage effects are triggered when the difference is zero or a negative number, then the attack inflicts a number of normal wounds equal to the total number of critical damage effects generated.

Even if an effect is triggered that would convert normal damage into critical damage, if the only wounds inflicted are due to the minimum wound result, the wounds are all normal wounds.

DAMAGE & CRITICAL DAMAGE

Many attacks have the potential to inflict damage to the target. Damage is a representation of the potential wounds the target may suffer from. When an effect lists a result such as +1 damage, that modifies the attack's damage potential.

When an effect lists a result such as critical damage or +1 critical damage, that does not modify the attack's damage potential. Rather, it influences how many of the normal wounds inflicted are turned face up as critical wounds. Therefore, a result of +1 critical damage means one additional wound among those inflicted becomes a critical wound, cumulative with any other critical effects.



7. RESOLVE ALL REMAINING EFFECTS OF THE COMBAT ACTION

Some combat actions have additional effects, as listed on the card. Certain actions may allow the active player to perform an additional manoeuvre after the action is resolved. Some actions may have boon or bane effects that still need to be resolved, such as causing the attacker to fall prone, or disengaging from the target.

Any remaining effects from the combat action are resolved now, before the active player's turn continues. Once all outstanding effects have been resolved, the active player may resume his turn.

COMBAT EXAMPLE

Now that all the individual elements of combat task resolution have been discussed in detail, it is time to look at an example that incorporates all of the information. This example walks through an entire character turn for Mellerion, a wood elf hunter who has stumbled across a foul beastman trespassing in his sacred forest home. The two stare at each other for a moment, surprised to find the other in this part of the forest.

The order in which the participants act is important to a combat situation, so the GM asks Mellerion's player to make an initiative check for the wood elf while the GM rolls for the beastman. Mellerion generates 4 successes, while the beastman manages only 1 success. The GM sets up the initiative track with a hero token on the top space, followed by the beastman token.

Since a hero marker is the top-most token on the initiative track, Mellerion gets to act first. Mellerion's player becomes the active player and starts his turn.

TACTICS & COMBAT MODIFIERS

There are numerous opportunities for players to employ tactics during combat, looking for important advantages against their foes, even without a grid or measuring tape. The encounter's specific conditions and circumstances can also make combat more challenging.

Rather than provide exhaustive lists of conditions that provide specific, numeric modifiers, *Warhammer Fantasy Roleplay* encourages the GM and players to visualise the action and think about the story. As players describe what is going on and the environment in which the action is taking place, some advantages or disadvantages naturally reveal themselves.

The GM should be willing to add fortune dice to actions that benefit from advantages, and likewise impose misfortune dice to actions suffering from disadvantages. The more significant a particular advantage or disadvantage, the more dice the condition can add to the action. There are a number of possible conditions and situations that could warrant modifiers.

ADVANTAGES

- Superior terrain
- Outnumbering the opponent
- Strong tactics and strategy
- Sneaking up on an opponent
- Ambush or surprise
- Creating a distraction
- Opponent prone or incapacitated
- Clever, creative use of the scenery
- Great roleplaying or dialogue

DISADVANTAGES

- ☠ Outnumbered by opponents
- ☠ Poor footing
- ☠ Inclement weather (heavy rain, strong winds)
- ☠ Bright, dazzling light
- ☠ Utter darkness
- ☠ Target hidden, behind cover, or obscured
- ☠ Inebriation
- ☠ Intimidated or frightened
- ☠ Groggy, exhausted, lack of sleep
- ☠ Significant movement or imbalance before action

BEGINNING OF TURN PHASE



During the Beginning of Turn Phase, Mellerion's player decides to move Mellerion toward a conservative stance, to take best advantage of his **Accurate Shot Ranged Attack** action card. He moves Mellerion's stance tracking token from the neutral space (where it began the encounter) to the first space on the conservative side of the track.

To get the most out of the action, the active player has Mellerion suffer one stress to move another space along the conservative track. To reflect this, the active player places a stress token next to Mellerion's character sheet.





CHARACTER TURN

Mellerion is now ready to act. Caught unprepared, however, he does not have his longbow in hand. He performs a manoeuvre to ready his longbow. Looking at the requirements of his **Accurate Shot** action card, this ranged attack requires preparation, which is a type of manoeuvre.

Since Mellerion has already performed one free manoeuvre this turn, he must suffer one fatigue to gain an additional manoeuvre. The active player places a fatigue token next to Mellerion's character sheet and declares that Mellerion is preparing for the **Accurate Shot**.


Mellerion is now ready to attack the beastman. The active player places the **Accurate Shot** action card next to Mellerion's character sheet, with the conservative side face up. Based on the card's special rules, he decides to have Mellerion suffer 2 stress to add 2   to the attack's dice pool. He assembles the dice pool for the action.


ACCURATE SHOT


A closeup look at the **Accurate Shot** action Mellerion is using in the combat example shows he would need to generate one more  to use the  line. However, since he was willing to suffer 2 stress before taking this shot, not only did he get to add  to the dice pool, he gets to inflict extra damage with the  Sigmar's Comet result!





SUCCESS LINES


Special: You may suffer up to 2 stress before performing this action. For each stress suffered, add  to your die pool.



 You hit the target for normal damage.

 You hit the target for +2 damage.

 Recover 1 stress.

 Deal 2 extra damage per stress suffered.


 -1 damage.


The pool generates three successes and one challenge, which is a net result of two successes – the attack succeeds! This is enough to generate the  success line on the **Accurate Shot** action card. If Mellerion had rolled one more success, he could use the  success line on the action card.

Looking at the other symbols, the dice pool generated one boon and three banes, for a final result of two banes. The **Accurate Shot** card lists a penalty for two banes: the attack will inflict one less point of damage.

Two other symbols have an effect on the action. The delay symbol allows the GM to move the hero marker on the initiative track down a space or place 2 recharge tokens on one of Mellerion's action cards. The GM adds two recharge tokens to Mellerion's **Dodge** action card – the wood elf won't be dodging any time soon.

Luckily, the other symbol, Sigmar's Comet, is a good omen. It allows Mellerion to trigger a specific effect from either the action card, or based on the skill used during the check. The **Accurate Shot** has a Sigmar's Comet effect allowing Mellerion to inflict 2 extra damage for each stress he suffered before taking the shot. Since Mellerion suffered 2 stress, that grants 4 extra damage!

Mellerion could also choose to trigger the longbow's critical effect, and inflict critical damage. Finally, he has the option to use the Sigmar's Comet as a success, which would let him trigger the  success line on the card. Weighing his options, he chooses to trigger the Sigmar's Comet effect from the **Accurate Shot** card to inflict +4 damage.

Since the attack was successful, damage is calculated to see if the beastman suffers any wounds. The  success line of the **Accurate Shot** action card indicates the attack inflicts normal damage.

Mellerion's damage potential is 12 (his Agility 5 + the longbow's Damage Rating of 4 + 4 bonus damage from the Sigmar's Comet effect - 1 damage from the bane result). This beastman's Soak Value is 6 (his Toughness 4 + Soak Value of 2 from his monster entry). The attack inflicts six wounds!

Since Mellerion knows he won't be able to dodge for a while, he suffers one fatigue to perform a final manoeuvre, drawing his longsword so he can at least attempt to parry. The active player places another fatigue token next to Mellerion's character sheet.

The active player decides he has no further actions and does not want to perform any additional manoeuvres. He proceeds to the End of Turn Phase.


END OF TURN PHASE

Mellerion is not under the effect of any brief or dependent conditions, so the active player does not need to manage any condition cards. Mellerion does have an action card currently recharging. He removes one recharge token from his dodge card.







Now that Mellerion is done with his turn, the active player flips the activation token on his stance meter to indicate Mellerion has acted this round.

It is now time for the next initiative to resolve. In this situation, it would become the beastman's turn, with the GM as the active player performing the beastman's actions.








Accurate Shot requires a Ballistics Skill check, which is based on Agility. Mellerion has Agility 5 and Ballistic Skill trained. He converts 2 of his 5 characteristic dice into conservative stance dice.

The GM indicates that the beastman is in close range, and determines that this will be an easy check, which adds one challenge die to the dice pool. This particular beastman has a Defence of 1 for its thick, leathery hide, which adds one  misfortune dice to the pool.

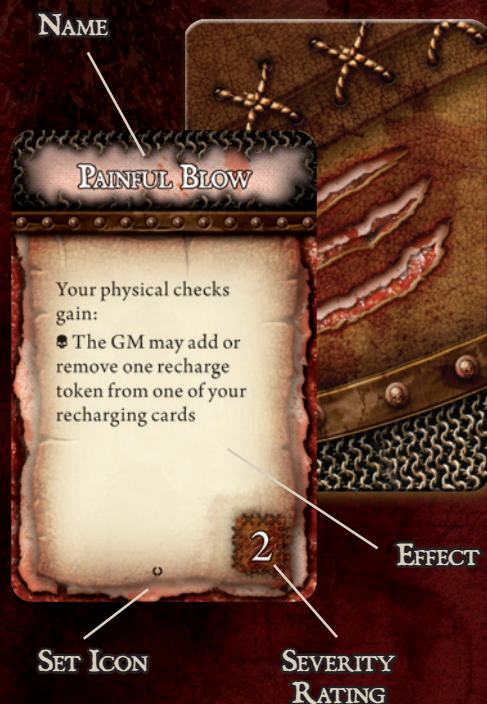
There are no other environmental or situational modifiers to the task, so the current dice pool is comprised of:

- 3  characteristic dice
- 2  conservative dice
- 1  expertise dice
- 2  fortune dice
- 1  challenge die
- 1  misfortune dice

The active player rolls the entire dice pool, generating the following results:

WOUND CARDS



The wound deck is comprised of double-sided wound cards. When a wound card is placed face down, it represents a normal wound. When a wound card is placed face up, it represents a critical wound and the effects listed come into play.

Name. The name of the critical wound, providing some flavour and context for the impairment listed.

Effect. The game effect of the critical wound is listed here.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Severity Rating. This number indicates how severe the critical wound is. The higher this number, the more difficult the critical wound is to treat or overcome.

FATIGUE & STRESS

Fatigue and stress are short term impairments. They accumulate quickly during an encounter, as adrenaline fades and tensions wear away at the characters. Thankfully, fatigue and stress both fade quickly outside of an encounter.

At the end of an episode or encounter, characters immediately recover from some of their fatigue and stress. A character recovers from a number of fatigue tokens equal to his Toughness, and recovers from a number of stress tokens equal to his Willpower.

Also, after a full night's rest, a character recovers from a number of fatigue tokens equal to his Toughness, and recovers from a number of stress tokens equal to his Willpower.

If after recovery, a character still has fatigue or stress tokens, they remain with the character until recovery after a new encounter, or more rest. Recovered tokens are placed back in the general supply.

THE EFFECTS OF FATIGUE & STRESS

A character taxed with mental exertion runs the risk of suffering stress. When a character triggers bane effects for a task based on a mental attribute (Intelligence, Willpower, or Fellowship), one common side effect is suffering stress. Some special abilities, spells, or environmental effects might also generate stress, such as encounter with a frightening daemon.

Likewise, a character pushed to extremes from physical exertion runs the risk of suffering fatigue. When a character triggers bane effects for a task based on a physical attribute (Strength, Toughness, or Agility), one common side effects is suffering fatigue. Some special abilities, spells, or environmental effects might also generate fatigue, such as fighting in extreme heat.

Each time a player's character suffers fatigue or stress, he takes the appropriate number of fatigue or stress tokens and places them on the corresponding section of his character's race profile.

When a character has suffered stress greater than one of his mental characteristics, that characteristic is considered to be distressed. A check using a distressed characteristic adds extra misfortune dice to the pool. For each stress token greater than the mental characteristic, one misfortune die is added to the pool.

Fatigue affects physical characteristics in the same manner. When a character has suffered fatigue greater than one of his physical characteristics, that characteristic is considered to be fatigued. A check using a fatigued characteristic adds extra misfortune dice to the pool. For each fatigue token greater than the physical characteristic, one misfortune die is added to the pool.

PASSING OUT & STRAIN

If a character is unfortunate enough to suffer from so much stress that he has suffered more stress tokens than twice his Willpower rating, he passes out from exhaustion. Likewise, if a character suffers more fatigue tokens than twice his Toughness rating, he falls unconscious. In either case, the character remains unconscious until they recover from enough stress or fatigue to bring them below these thresholds.

IMPAIRMENT, WOUNDS & HEALING

A character is subjected to numerous rigours and threats over the course of his adventures. In addition to serious injury posed by damage and wounds, characters will also suffer from fatigue and stress, two temporary impairments to the body and mind.

Fortunately, unconsciousness can offer the character a reprieve. Characters do not suffer stress or fatigue while they are sleeping or unconscious – the mind and body are no longer subjected to the same rigours as when the character is active and awake.

Example: Suriel the high elf dilettante has Int 4, WP 5, Fel 3. Over the course of an encounter, she suffers four stress. Her Fellowship is now distressed, and all Fellowship checks gain 1 misfortune die. Intelligence and Willpower remain unaffected. If she later suffers a fifth point of stress, both Fellowship and Intelligence become distressed, and only Willpower would be unaffected. At this point, Fellowship checks would gain 2 misfortune dice, while Intelligence checks would only gain 1 misfortune die. If Suriel were to suffer 11 points of stress, she would pass out from the strain, since this would be more stress than twice her Willpower rating of 5.

When any of a character's mental characteristics are distressed at the same time that any of his physical characteristics are fatigued, he is considered **strained**. Some effects trigger off of this vulnerable state, and while strained, a character is even more susceptible to the ravages of insanity – it is a very precarious, dangerous state to be in. More details about strain and insanity can be found on page 67.

WOUNDS & CRITICAL WOUNDS

Some damage is far more severe than fatigue or stress. Characters can be injured in a variety of ways – they may fall off a cliff, get zapped by a wizard's spell, or smashed by a black orc's choppa. Physical injuries in *Warhammer Fantasy Roleplay* are represented with wound cards.

Normal wounds are the general cuts, abrasions, burns, and the effects of the harsh environment. Critical wounds are more severe, representing significant injuries and debilitations – a smashed knee, a vicious cut, a deafening blow to the head.

Both normal wounds and critical wounds are represented by cards. When a card from the wound deck is face down, so the red side with the blood spatter is showing, it represents a normal wound. When a card from the wound deck is face up, so the name and effect of a specific injury are showing, it is a critical wound. In both cases, a single card represents one wound – a critical wound is simply a more serious version of a normal wound.

DAMAGE & CRITICAL DAMAGE

Many attacks have the potential to inflict damage to the target. Damage is a representation of the potential wounds the target may suffer from. When an effect lists a result such as +1 damage, that modifies the attack's damage potential.

When an effect lists a result such as critical damage or +1 critical damage, that does not modify the attack's damage potential – rather, it influences how many of the final wounds inflicted become critical wounds. Therefore, a result of +1 critical damage means one additional wound among those inflicted becomes a critical wound, cumulative with any other critical effects.

CRITICAL WOUNDS

A character can suffer a critical wound in several ways. It is usually the result of a wound inflicted in combat, but a character who is knocked unconscious by suffering too many wounds ends up critically wounded, as well.

LEVELS OF INJURY

An **uninjured** character has no wound cards.

A character is **lightly wounded** when he has suffered any number of normal wounds up to his maximum wound threshold. Providing care to a lightly wounded target is an Easy (1d) task.

A character is **critically wounded** if he has suffered at least one face up critical wound. Providing care to a critically wounded target is an Average (2d) task.

A character is **knocked unconscious** (sometimes referred to as KO'd, such as on action cards) once he has suffered a number of wounds greater than his wound threshold. As soon as a character is knocked unconscious in this manner, his player randomly selects one of the character's normal wounds and turns it face up, converting it into a critical wound.

Weapons inflict critical wounds with a Sigmar's Comet result on an attack, or if enough boons are generated to trigger the weapon's critical rating. Some specific actions also have other ways to trigger critical wounds.

It is important to note that when an action or effect states that it inflicts critical damage, this means that one or more of the normal wound cards are placed face up to indicate a critical wound. An effect that said +1 critical, for example, would result in one extra critical wound in addition to any other critical wounds inflicted.

LEVELS OF INJURY

A character's health is not just binary. The more wound cards a character suffers, the greater the impact to his overall health. Depending on the number of wound cards a character is currently suffering from, he is considered either uninjured, lightly wounded, or critically wounded. The number of individual wounds a character can sustain can vary from character to character, or creature to creature.

The maximum number of wounds a player character can withstand is influenced strongly by his race and Toughness. Over time an adventurer may be able to improve his survivability by increasing his wound threshold. The starting wound threshold for the four player races in the Empire can be found in **Chapter 2: Player Character Races** starting on page 22. The wound threshold for a creature is listed in the individual creature's description.

CHARACTER DEATH

Critical wounds and exceeding a player character's maximum wound threshold can put the character in great peril. After a character is knocked unconscious and one of his normal wounds has been converted into a critical wound, compare the total number of critical wounds to the character's Toughness. If the character has more critical wound cards than his Toughness rating, he succumbs to his wounds, and the player character is killed.



HEALING & RECUPERATION

Thankfully, characters have several options available to deal with injury and wounds. The two most common options are general rest and extended, long-term care.

REST & RECOVERY

For every full night's rest a character receives, he recovers a number of normal wounds equal to his Toughness rating.

The character may also attempt a Resilience check. The difficulty for the check is based on the character's injury level. The GM may modify the difficulty based on the conditions and surroundings – recovery in the posh hostels of Altdorf's Upper Districts is far easier than resting in a damp cave on lice-infested, mouldering straw.

Lightly Wounded: Easy (1d)

Critically Wounded: Average (2d)

If the Resilience check is successful, the character may recover from one critical wound with a severity less than or equal to the number of successes generated. If a critical wound is healed in this manner, the critical wound is turned face down and converted into a normal wound. He also recovers an additional number of normal wounds equal to any boons generated.

One character can provide assistance to another character's Resilience check by attempting a First Aid check. The First Aid check's difficulty is based on the wounded character's injury level. Again, the GM may modify the difficulty based on the conditions and surroundings. If the First Aid check succeeds, the target gains one

fortune die to his Resilience check for every success generated, plus an additional fortune die if the check generated 2 or more boons.

A character skilled in Medicine can provide assistance to a recovering patient, as well. If the Medicine check succeeds, the target gains one expertise die to his Resilience check, plus an additional expertise die if the check generated 2 or more boons.

It is far more difficult for a character to provide First Aid or perform a Medicine check on himself. Such attempts add one additional challenge die to the check's dice pool.

LONG-TERM CARE

Another option is long-term care overseen by a skilled caregiver. When a character is comfortably resting in the proper environment, and has access to the skilled ministrations of another – such as being tended by a priestess of Shallya in a Shallyan ward – a character recovers much more quickly.

For each day of care a character receives under such conditions, the character may attempt a Resilience check, with the difficulty treated one level less difficult than the character's current injury level would indicate. If tended by someone with Medicine trained, the recovering character may add an expertise die to his Resilience check.

In addition to standard healing, under these conditions a character may choose to recover one additional normal wound for each success generated with the Resilience check, or recover from a critical wound with a severity rating equal to or less than the number of successes generated.

FIRST AID & IMMEDIATE CARE

Long-term care may be the best option, but sometimes more immediate attention is required, such as tending to a bleeding wound in the middle of combat, or setting a broken arm after a nasty fall. Immediate care relies on the First Aid skill.

To tend to someone's wounds using First Aid, the character providing first aid must be engaged with his patient. The character then attempts a First Aid check. The difficulty for the check is based on the character's injury level. If the First Aid check is successful, the target character recovers from a number of normal wounds equal to the number of successes generated, up to the target's Toughness rating.

First Aid can also be used to temporarily ignore the effects of a critical wound. In this case, the First Aid check must generate a number of successes equal to the critical wound's severity rating. If the check succeeds, the listed status effect on the critical wound is ignored for the remainder of the day. Place a tracking token over the critical wound text to indicate it has been tended to by first aid. If the character has not recovered from that critical wound after a night's rest, the token is removed and the effect is active once more.

First Aid is not without its risks, however. When a First Aid check fails and generates 2 or more banes, the attempt makes matters worse. The target immediately suffers 1 stress and 1 fatigue. If this attempt was to tend to a critical wound, the target immediately suffers 1 normal wound in addition to the stress and fatigue.

Each character can only benefit from one successful First Aid check per Act during an encounter. Outside of a structured encounter, a character can benefit from one successful First Aid check per scene, or per the GM's discretion.

Medicine checks cannot be performed in the middle of combat, as they require more time and attention to detail than combat generally affords. However, using the Medicine skill carries fewer risks. A Medicine check only makes matters worse if the check fails and generates 3 or more banes. If this occurs, the target immediately suffers 1 stress and 1 fatigue. If this attempt was to tend to a critical wound, the target immediately suffers 1 normal wound in addition to the stress and fatigue.

OTHER SOURCES OF HEALING

In addition to the First Aid and Medicine skills, other types of healing exist. A rare few arcane spells and a variety of divine blessings can heal wounds and help a character recover from stress or fatigue. The specific effects of each spell or blessing is detailed on the corresponding action cards.

HEALING DRAUGHTS

Characters can also purchase healing draughts, poultices, and other items that can assist the healing process. Relying on healing draughts can be an expensive proposition, and even the most well-brewed potions and philtres have inconsistent and varied results.

A healing draught costs 20 silver coins. When consumed, a healing draught heals the drinker of a number of normal wounds equal to successes rolled on 4 ☐ ☐ ☐ ☐ fortune dice. If the roll generates boons, the character may convert a single critical wound with a severity equal to or less than the number of boons generated into a normal wound.

Poorer quality healing draughts roll 1 fewer ☐ fortune die; superior quality healing draughts roll 1 additional ☐ fortune die. Each character may only benefit from 1 healing draught per day.





CHAPTER EIGHT

CONDITIONS & EFFECTS

In addition to the threat of wounds and physical damage, characters in the Old World risk a variety of other conditions and effects. From the mind-blasting terrors of foulsome Chaos daemons to the debilitating effects of an oppressive, relentless environment, characters are subjected to many dangers.

FEAR & TERROR

The Old World can be a frightening place, fraught with hideous monsters, diabolic enemies, and relentless pressures. Just as a character's body can only withstand so much fatigue, stress, or injury, so too a character's mind is a fragile thing.

Fear and terror are two ways the horrors of the Old World can wear away at a character's mind. If a character is pushed beyond his limits for what his mind and body can safely endure, he may slowly go mad and gain insanity.

FEAR

A creature or encounter with a Fear rating is unnerving and worries at the mind and senses. The Fear rating is a measure of how difficult it is to remain disciplined, as well as how much stress the character risks losing.

When a character first confronts a creature or situation with a Fear rating, he must attempt a Discipline check. The difficulty of the Discipline check is equal to the creature's Fear rating. A character failing this Discipline check suffers stress equal to the creature's Fear rating. If he generates 2 or more banes on the Discipline check, he also gains the Frightened condition.

*For example, Johann the Watchman encounters a daemon with Fear 1. Johann must attempt an **Easy (1d) Discipline check**. If he fails the Discipline check, Johann will gain 1 stress.*

*Later, Johann stumbles across the horrific remains of a Chaos cult sacrifice. This jarring encounter has a Fear rating of 2. Johann now must attempt an **Average (2d) Discipline check**. If he fails the Discipline check, Johann will gain 2 stress.*

TERROR

A creature or encounter with a Terror rating eats away at a character's mental and physical well-being. The Terror rating is a measure of how difficult it is to remain disciplined, as well as how much fatigue and stress the character risks losing.

When a character first confronts a creature or situation with a Terror rating, he must attempt a Discipline check. The difficulty of the Discipline check is equal to the creature's Terror rating. A character failing this Discipline check suffers stress and fatigue equal to the creature's Terror rating. If he generates 2 or more banes on the Discipline check, he also gains the Frightened condition.

For example, Albrecht the Ratcatcher encounters a mutated putrescent rat ogre with Terror 2. Poor Albrecht must attempt an **Average (2d) Discipline** check. If he fails the Discipline check, Albrecht suffers 2 fatigue and 2 stress.

INSANITY

The body and mind can only absorb so much shock and anxiety before succumbing to more serious, often debilitating effects. When a character suffers from too much fatigue and stress at once, dementia and insanity can result.

When a character's Willpower is distressed (his current stress level is greater than his Willpower), he is susceptible to the ravages of insanity. While his Willpower is distressed, any time the character suffers a level of stress, that character may become temporarily insane.

If the character has not already acquired a temporary insanity during the current encounter, the player immediately draws one card from the insanity deck and looks at the traits listed on the card. Each insanity card lists traits indicating the sort of triggering effect most likely to impart that kind of insanity. If any of the insanity's traits match the situation forcing him to draw the card (as determined by the GM), he places it face up in front of his character. The character now suffers the effects listed on the card until the end of the current act.

If none of the traits on the insanity card match the situation, the character has kept his unravelling wits about him a bit longer and staves off the effects of temporary insanity – for the time being.

If the character has already acquired a temporary insanity during the current encounter, then he must add a tracking token to the most recently acquired insanity card from this encounter.

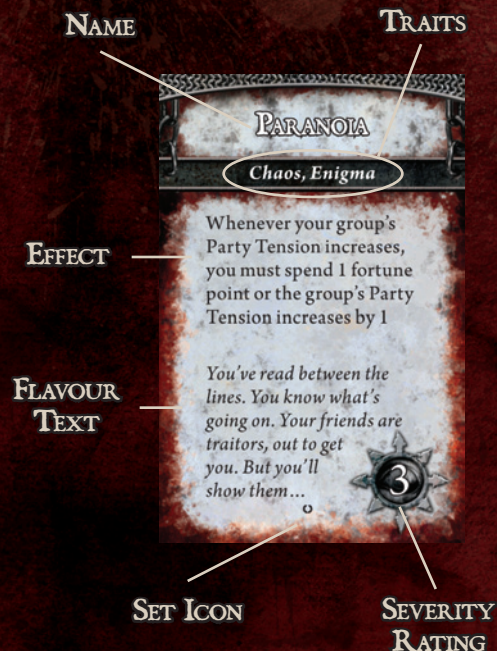
STRAIN & INSANITY

When any of a character's mental characteristics are distressed at the same time that any of his physical characteristics are fatigued, he is in dire straits. This precarious state – being both distressed and fatigued at the same time – is referred to as being **strained**.

While in this fragile state, each time the character suffers a level of stress or fatigue, that character automatically becomes temporarily insane. Even if the character had already acquired a temporary insanity during the current encounter, the player immediately draws a new card from the insanity deck until he has drawn one with a trait matching the triggering effect. The insanity card is placed face up by his character.

For each additional fatigue or stress suffered by the character while strained, add one tracking token to the most recently acquired insanity card.

INSANITY CARDS



Name. The name of the insanity, providing some flavour and context for the impairment listed.

Traits. Each insanity card has several identifying traits. These are compared to the triggering effect to see what sort of insanity a horrific event causes.

Effect. The game effect of the insanity is listed here.

Flavour Text. A brief description of the insanity provides a chilling insight into how the symptoms manifest.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Severity Rating. This number indicates how severe the insanity is. The higher this number, the more difficult the insanity is to treat or overcome.

PERMANENT INSANITY

When a character gains a temporary insanity, there is a chance it may become permanent. At the end of the current Act, the character must attempt a Willpower check for each temporary insanity he acquired during that Act.

If he fails to generate a number of successes equal to the number of tokens on an insanity card, that insanity becomes permanent. If the Willpower check generates a number of successes equal to or greater than the number of markers on the card, the character shakes the effects off, and the insanity card is shuffled back into the insanity deck.



INSANITY TRAITS

Each insanity card lists several traits that indicate the circumstances under which that insanity may be acquired. The insanity card traits in the core game are *Chaos*, *Enigma*, *Supernatural*, *Trauma*, and *Violence*.

- **Chaos:** Brushes with the Ruinous Powers, daemonic forces, Chaos cults, or contact with the warping, corruptive powers of the Realm of Chaos.
- **Enigma:** Baffling, stupefying encounters that defy logic, the inability for the mind to fully comprehend what it witnesses, or events that confound and confuse.
- **Supernatural:** Mystical, magic events beyond the normal, ordinary nature of the world, the realm of the paranormal, spiritual, or unnatural.
- **Trauma:** An experience that shocks the system, overloads the senses, overwhelms the body and mind or its ability to rationalise, internalise or deal with the event.
- **Violence:** A bloody, ferocious, or cruel encounter, an event with bloodshed, gruesome carnage, or atrocities to the flesh and body.

It is not uncommon that more than one trait applies to a specific situation. These traits are guidelines and suggestions to the GM. If the GM feels that the randomly drawn insanity is inappropriate given the triggering effect, the player draws new insanity cards until a card is drawn with a trait that matches the triggering effect. Unused insanity cards are shuffled back into the insanity deck.

THE RISKS OF MADNESS

To keep from accumulating insanities rapidly, or turning temporary insanity into permanent insanity, characters should monitor their stress and fatigue. Recovering some fatigue or stress at the right time can help keep a character from going mad.

Madness is a serious risk in the Old World. If a character ever accumulates more permanent insanities than his Willpower rating, the character devolves into madness; his mind has been irrevocably shattered by insanity and he is no longer a playable character – a new character will need to be created to replace the poor, insane wretch.

RECOVERING FROM INSANITY

Insanities impart conditional modifiers that impact the character's abilities. The process for removing insanity is a long-term commitment.

A character can remove an insanity by succeeding at a number of Discipline checks equal to the intensity of the insanity, as shown on the individual insanity card. One such Discipline check can be attempted per month of game time. A character with an appropriate special ability or a priest with access to the proper blessings can increase the chances of success on the Discipline check – but such assistance is quite rare.

On these Discipline checks, critical failure indicates not only a lack of progress, but a slow immersion into the madness. If the Discipline check fails and generates 2 or more banes, remove 1 success from the character's attempts towards recovery.

You have the luxury to condemn me from a distance. You have not lived through what I have. You have not suffered what I have. You spit my name, and curse me. But it pales in comparison to how I curse myself.

Every day I curse my pride. I curse my thirst for knowledge. I curse my insatiable, damnable curiosity. But most of all, I curse my eyes.

Aye, for what they have read cannot be unread. For what they have seen forever haunts me every moment they remain open – or closed.

– Preface from the Daemonia Six scrolls

As an option, a GM may allow his players “buy off” insanities by spending advances equal to the intensity of the insanity. This method is always considered a non-career expenditure.

In the short term, a character can temporarily shake off the effects of a single insanity card by investing fortune points into the insanity over time. Once a number of fortune points have been invested into the insanity card equal to the insanity card’s severity rating, the card is flipped face down and remains inactive for the remainder of the current encounter. At the end of the encounter, the invested fortune points are returned to the general supply and the insanity card is flipped face up and its effects are active once more.

CONDITIONS & TEMPORARY EFFECTS

Over the course of their adventures, characters may encounter a wide variety of foes and be subjected to a number of different effects that modify their abilities or characteristics. In general, these sorts of effects are called conditions. Most conditions are temporary effects, and the impact they have will fade over time.

Conditions are represented by small cards. When a character is under the effects of a condition, the corresponding condition card is placed face up next to the character. When the condition expires, the card is returned to the appropriate deck.

Many conditions impair or debilitate a character. Examples of debilitating conditions include being blinded, frightened, or demoralised. But not all conditions are harmful. Some conditions impart beneficial effects, such as being inspired, energised, or warded.

The specific effects of each condition are listed on its card. Along with the condition’s name and effect, conditions also list a duration to indicate how long the effect lasts. The three basic durations for a condition are brief, dependent, and lingering.

Brief: A brief effect usually only lasts for a few turns. To represent the number of turns, tracking tokens are placed on the effect. During the End of Turn Phase, a character removes one token from each brief condition affecting him. When there are no more tokens, the brief effect expires and the card is removed.

Brief effects with the same name do not stack. If a character is already subject to a condition with a brief duration and would be subjected to the same condition again, the status with the longer duration applies. Most brief effects enter play with three tracking tokens, but this may be modified based on special abilities or action card results.

Dependent: A dependent effect lasts as long as the circumstance mandating the effect exists. For example, the Frightened status modifier is a dependent effect – it lasts as long as the affected character is engaged with a target that has a Fear or Terror Rating. During the End of Turn phase, the circumstances for each dependent effect are checked. If the proper circumstances cease to exist, the dependent condition no longer applies and the card is returned to the proper deck.

CONDITION CARDS



Name. The name of the condition. When another card or effect refers to a specific condition, it uses this name.

Duration. The duration for the condition is listed here. The durations are brief, dependent, and lingering. If an effect triggering a brief condition does not indicate a specific number of rounds, the brief condition enters play with three tracking tokens.

Effect. The effect of the condition is listed here. For as long as the condition remains active, the character suffers (or possibly benefits) from the effects listed.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Lingering: Lingering effects last until the next extended pause in the action. This means that lingering effects last until the end of the current encounter, for the duration of the current act, or until the next Rally Step occurs, whichever occurs first. Lingering effects with the same name do not stack. If a character is already subject to a condition with a lingering effect and would be subjected to the same condition again, it has no further effect.



CHAPTER NINE

ECONOMY & EQUIPMENT

Getting the proper gear means having money – or wits enough to know what is worth stealing. The economy in *Warhammer Fantasy Roleplay* is based on gold, silver, and brass coins. With so many people from different races and from different parts of the Old World trading and working together, there are numerous regional differences in coinage and exchange rates.

The basic exchange rate for *Warhammer Fantasy Roleplay* provides an easy way to conduct commerce across the setting. GMs might adjust the exchange rate in certain areas, to reflect provincial distinctions or the state of the local economy.

1 gold coin (g) is worth **100 silver coins (s)**
is worth **2500 brass coins (b)**

1 silver coin (s) is worth **25 brass coins (b)**

Gold is pressed into heavy coins, lustrous and well-formed, at home in the vaults of kings and monster hoards. Most commoners live their entire lives without seeing a gold coin and even hinting that a gold coin hides in your purse at the rougher dockside taverns is cause enough for a scrap. Silver is more common, the life-blood of commerce. Stamped silver shillings bearing the Imperial laurel wreath flow freely through the streets of Altdorf, Nuln, and the other cities of the Empire amongst the artisans and city tradesmen.

Brass pennies tend to be crude affairs, little more than small pieces of beaten metal, often bearing no mark at all. Rattling in beggar's bowls and traded for watered-down beer along docks, brass is the coin of the common clay.

THE ECONOMY OF THE OLD WORLD

In the Old World, trade is everywhere. On the streets of Altdorf, the sound of haggling and commerce is inescapable as pedlars boisterously push their wares along the marketstrasse and fishmongers cry out the catch of the day down at the docks. In Nuln, the forges are never quiet – smiths' hammers ringing out their call of craftsmanship. In Bögenhafen, the local farmers count the days until the next festival when they can once more trade the sweat of their toil.

THE THREE ECONOMIES

The Old World is home to jarring social inequality. In many ways, there exists not one economy but three. These three tiers exist side by side in nearly every city and township throughout the Empire. First, there are the nobles and wealthy merchants trading their gold for power and pleasure. Second, the tradesmen and the burghers

haggle with silver, eager to turn a profit and work their way into the upper tier. Third, the peasants and the labourers scrape by with brass when they can and barter when they must.

THE TIER OF GOLD – THE WEALTHY AND THE NOBLE

Once, long ago, the Empire was commanded by chieftains and warlords – the savage battle lords that eventually became the refined and cultured noble houses of today. Those days of unfettered power are long past – though the nobility still retain their titles and privileges, the halls of power are now shared with the rich. The nobility have no one to blame but themselves. They invited the merchant-princes into their midst, trading gold and property for the exotic pleasures they offered.

Today, rich merchants and noble houses share this upper tier. The tier of gold is concerned far more with status and appearance than function. A merchant catering to the noble class might not even talk to someone ill-dressed or low-born for fear that wagging tongues in the Elector Count's court would gossip about him associating with commoners.

Reputation appears to be everything, and this can be frustrating to practical men. The merchant-prince has fine swords for sale, yes, crafted from strong Estalian steel by the hand of Master Rudolpho. In a fight, there is simply no deadlier weapon, but the merchant-prince does not want to sell these prized and distinctive blades to any wandering rapsallion who happens to have scraped together enough gold to afford it. The merchant wants that blade in the hands of a gentleman of high breeding so that reputations are protected and future business is assured. To trade within the tier of gold, you must look and act as if you belong.

THE TIER OF SILVER – THE TRADESMEN AND THE BURGHER

If the gold tier is about access and prestige, the silver tier is about practicality and profit. The tradesman cares not who you are or where you came from. All he wants to see is your silver. Where the noble simply pays for his luxuries with an upturned nose and a regal sneer, haggling and hard bargaining are the norm amongst the newly emergent middle class. Only a fool with more money than sense takes the first offer.

In the Empire today, the silver tier is on the march. As towns and cities grow and prosper, trade is ever expanding. The middle class, no longer so concerned with merely keeping stew in their bellies, has gained ambition. Agitators and would-be revolutionaries have long known what the upper class has begun to fear and suspect – silver is the coin of social change. While the nobility argue over whether buttons on doublets are a fashion misstep, the middle class uses silver to innovate and strive ever onward.

THE TIER OF BRASS – THE LABOURER AND THE SERF

The lowest tier is one of sustenance and survival. Peasants, labourers, and bone pickers have little time for noble pleasantries or incessant haggling. The coins they see are few and dear. Still, their life is not entirely bleak hardship. The upper crust must constantly prove they belong. The merchant must guard against thieves and confidence men eager to pilfer his profits. But when a man owns nothing, nothing is at risk, and these hard-working people are often thankful for what little they do have.

Under the guidance of Emperor Karl Franz, the Empire has its own well-established currency. The large gold coins are called crowns and bear his profile. The further from Altdorf one travels, the more likely he is to encounter coins of varying sizes and weights, with values based on local custom or tradition.

The dwarfs' fondness for gold is well known, so dwarfs tend to prefer coins minted in gold, even for smaller denominations. In fact, gold is so important to dwarf culture that Khazalid, the dwarf tongue, has a variety of terms to describe specific types of gold, based on its lustre, weight, and colour.

Wood elves deep in the forests of Athel Loren often find no use for coins, since nature provides for most of their needs – they are more likely to barter or trade services than pay a fellow wood elf in actual currency.

Far from their native Ulthuan, high elves operating in the Empire see the Human currency as crude and simplistic, but have adopted its use – a necessary inconvenience to fulfil their obligations and perform their duties in a foreign land.

The lower working classes are often tight-knit communities, an almost extended family where everyone knows everyone's name. Starvation is less common than it would seem, as it is a good practice to help out a neighbour in tough times. After all, doubtless someday someone scraping along the bottom tier will need that favour returned. A few brass coins may afford little but cheap beer and hard bread at a local tavern that is little more than a barn – but it is coin well spent and spent in good company.

THE ADVENTURING LIFE

Some people simply do not fit into one specific tier, in particular the men and women of fortune – mercenaries, adventurers, thieves, and heroes. In a day, they can rise from desperate poverty where even the next meal is uncertain, to rich grandeur plundered from some ancient tomb. But this freedom comes at a cost. The nobles and the wealthy often see them as troublemakers, disruptive to the natural order and of questionable reputation. The tradesmen see them as ne'er-do-wells too lazy to do an honest day's work. The peasants can only envy their social mobility and freedom from toil.

Despite other people's perceptions or concerns, ultimately, an adventurer's money spends the same. They may not fit into a specific social tier, but it is a rare merchant who turns down an adventurer's gold. The deal may be done discretely at off-hours, but the deal will get done. An adventurer can potentially go anywhere, accomplish

anything and gain riches enough to buy all he ever desired – but forever remain an outsider to the social orders firmly rooted in the Empire. Most consider this a fair trade.

TABLE 9-1: APPROXIMATE INCOMES IN THE REIKLAND

CAREER	A DAY'S WORK	A MONTH'S TAKE	A YEAR'S INCOME
Peasant worker	12b	12s	1g, 25s
Labourer	1s	24s	3g
Innkeeper	4s	1g	12g
Skilled Artisan	5s	1g, 25s	15g
Mercenary	10s	2g, 50s	30g
Successful Merchant	1g	25g	300g
Landed Noble	4g	100g	1200g

EQUIPMENT AND GEAR

A hunter deep in the Reikwald Forest stalks greenskin raiders and takes careful aim with her bow from a well chosen blind. An apprentice wizard at last deciphers an ancient riddle and hastily scribbles a letter of direst need. A Troll Slayer hefts his axe and bellows at a monster twice his size. What do these scenes have in common? They each rely on having the proper gear. Adventures are about solving problems and that means having the right tool for the right job – whether it's a dagger tucked in your boot or a fine steed to saddle and gallop off on. The Old World is far too dangerous to be caught ill-prepared and ill-equipped.

THE RIGHT TOOL FOR THE JOB

The equipment presented in *Warhammer Fantasy Roleplay* is not meant to be exhaustive, merely a set of guidelines. The descriptions are brief and open-ended. What is more important than having dozens of charts and lists is having the right tool for the job at hand.

If a character can demonstrate he has access to the proper tools and resources for his current task, the GM should award him with a fortune die or two for a related skill check. If a character has poor tools or lacks any reliable resources for the situation (such as trying to pick a lock bare-handed) the GM can modify the difficulty by adding misfortune dice to the pool, or adding another challenge die if the lack of suitable tools is a significant disadvantage.

In either situation, common sense and storytelling should direct the decisions more than a long list of equipment options.

CRAFTSMANSHIP

Not every weapon or tool is created equally. Some are the shoddy work of peasant labour while others are the beloved fruits of a master artisan. Items can be rated as poor, average or superior.

POOR ITEMS

Poor items have a problem. Perhaps they are overly fragile or prone to backfire. Whatever the specific problem, using a poor item adds one misfortune die to all related dice pools. Poor items cost half the price of an average item.

AVERAGE ITEMS

Average items are the default, and all items listed below are assumed to be typical items of their kind. Average does not mean an item is quickly or cheaply made. An average Hochland rifle is still the product of hours of painstaking work by a master craftsman. The average rating simply means that the rifle is not the best of its class. It may be a magnificent weapon, but there are better available – for the right price.

SUPERIOR ITEMS

Superior items are sterling examples of their craft. They are more than likely the work of a master craftsman expressing the pinnacle of his art. While wielding a superior craftsmanship item, a character receives a bonus fortune die to related dice pools. It is left to the GM's discretion exactly when a superior item imparts this bonus. For example, a superior set of noble's garb may grant a fortune die in certain social circumstances. Superior items cost ten times as much as an average item of the same type. This cost sometimes does not reflect materials, but may simply be a result of the prestige of the maker.

TABLE 9-2: CRAFTSMANSHIP MODIFIERS

CRAFTSMANSHIP	COST	RARITY MODIFIER
Superior	x10	+1 level
Average	x1	as item
Poor	x1/2	-1 level

RARITY

Sometimes money is not enough. A noble may possess so much gold that he needs servants to carry it, but still he will not be able to find rare silks in a poor farming town. Every item has an availability based on one of five levels of rarity: abundant, plentiful, common, rare, and exotic.

Abundant items can be found virtually anywhere, and very little effort is required to track them down. Plentiful items are easily found even in the smallest town. Generally these are the items that any peasant might need to get along, or they are readily available in most stores catering to the type of goods in question. Common rarity means there is nothing unusual about the item, but it is possible that a given shop or village may have a shortage. Rare indicates that the item can be genuinely hard to find, especially outside of major cities. Exotic is even more extreme, possibly meaning that the item may have only one source, requires extraordinary craftsmanship, or comes from a faraway land. Finding an exotic item is often an entire adventure all by itself.

Knowing where to look for an item generally requires a Folklore check modified by the rarity of the item. The GM is free to change the difficulty based on the circumstances, or can allow the character to use Charm or Guile based on who he asks or interacts with.

For example, perhaps in the grand bazaars of Altdorf, finding an exotic item may only be a Hard task, and requires Charm to get the merchants to talk. The rarity of an item is modified by its craftsmanship, as mentioned earlier. Locating a superior version of an item increases the difficulty by one level, while settling for a poor version of an item decreases the difficulty by one level.

TABLE 9-3: RARITY MODIFIERS

RARITY	DIFFICULTY
Exotic	Daunting (4d)
Rare	Hard (3d)
Common	Average (2d)
Plentiful	Easy (1d)
Abundant	Simple (0d)

HAGGLING

It is not uncommon for merchants and tradesmen of the Old World to haggle over every transaction and business deal. In game play, though, this can prove tedious. Instead of tracking each and every transaction, haggling can be resolved with either a Charm or Guile skill check. If the player uses Charm, it is opposed by the merchant's Charm. If the player uses Guile, it is opposed by the merchant's Intuition.

The skill check is almost always optional and usually only appropriate to important purchases. It is fine to haggle over a superior great weapon destined to be a character's primary weapon. Haggling over a torch is generally a waste of time.

In small towns and isolated parts of the Empire, travellers and outsiders are often regarded with suspicion and receive by default an 'outsider tax' – an automatic twenty-five percent mark up. Elven and dwarf communities often also apply this penalty to any visitors who are not there by express summons of the local authority. Anyone failing a haggling check receives this mark up as well. In this case, the unfortunate haggler is just an easy mark.

The party must have done something to either insult or harm the merchant to earn the disliked customer rating. Alas, this can also be a matter of prejudice. For example, a high elf Sword Master may discover at the worst possible moment that a small town's blacksmith dislikes all elves because of some ancient grudge.

TABLE 9-4: CUSTOMER RATING

CUSTOMER RATING	COST	ACHIEVED WITH
Favoured	50%	4+ successes
Friendly	75%	2-3 successes
Normal	Normal	1 success
Outsider	125%	0 successes, no banes
Disliked	150%	0 successes, banes

THE GOLDEN RULE OF HAGGLING

If haggling and micro-managing transactions do not appeal to your group, don't forget the golden rule of haggling:

In most situations the buyer can forego making a haggle check and simply purchase the item for its normal price.

WEAPON CHARACTERISTICS

DR/Damage Rating: A weapon's damage rating shows the weapon's default damage output.

CR/Critical Rating: A weapon's critical rating indicates the number of boons required to convert a wound inflicted by this weapon into a critical wound.

Group: The Weapon Skill specialisation that applies to the weapon. A character with this Weapon Skill specialisation gains an additional fortune die when wielding weapons from this group.

Qualities: The specific qualities of the weapon, if applicable. Some weapons have the "special" quality listed, which is explained in the weapon's description.

Cost: How much the weapon costs in gold coins (g), silver coins (s), or brass coins (b).

Range: Shows the range that the weapon may fire without penalty. Weapons are ineffective beyond this range unless a special action or ability indicates otherwise.

Encumbrance: The encumbrance value of the weapon.

Rarity: How difficult it is to find this item within the Empire.

ITEM QUALITIES

Some items have special qualities that distinguish them from an otherwise mundane items. The "special" quality is explained in the individual item descriptions.

Attuned X: An attuned item has a special connection to one of the eight Winds of Magic. When an arcane spellcaster is holding an item attuned to his proficient Wind of Magic, he adds one fortune die to Channelling checks for each level of attunement.

Blast: This weapon is not so much aimed as simply pointed towards a group of enemies and unleashed. A weapon with the blast quality targets one engagement up to the weapon's range. Everyone in the targeted engagement is subject to the effects of the attack. Blast attacks cannot be parried or blocked, but targets may

choose to dodge. Rather than the normal dodge effect, each die an individual defender would normally contribute to the pool for dodging increases his soak value by 1 against the blast attack.

Defensive: When wielded in the off-hand, these weapons assist in parrying incoming blows. A defensive weapon adds an additional misfortune die to an incoming melee attack when the wielding character parries.

Entangling: A successful hit removes the target's free manoeuvre on its next action. The target may still perform manoeuvres by suffering fatigue.

Fast: These weapons are generally easy to wield and agile. When an attack action with a fast weapon hits, one less recharge token is placed on the corresponding action card.

Pierce X: Weapons with this quality are designed to punch through the target's protection. When struck by a piercing weapon, the target's soak value is reduced by the weapon's pierce rating, to a minimum soak value of zero.

Reload: A weapon with the reload quality requires extra time to load and fire. The character must perform a special reload manoeuvre with this weapon before using it for an action or else the action check suffers an additional ♦ challenge die.

Slow: These weapons are generally bulky and unwieldy. When an attack action with a slow weapon hits, one additional recharge token is placed on the action card.

Thrown: When used to make a ranged attack, these weapons may have fortune dice associated with the attacker's Strength added to the action pool instead of fortune dice associated with the attacker's Agility. The attacker may also choose to use his Strength instead of Agility when determining damage with a thrown weapon.

Two-Handed: These weapons need to be wielded with two hands to be effective. A character attempting to use a two-handed weapon with just one hand suffers an additional ♦ challenge die on all actions using that weapon, inflicts two fewer points of damage, and adds one additional recharge token to any related actions performed.

Unreliable X: These weapons are often experimental or otherwise not to be trusted. If the weapon is a blackpowder weapon, it backfires or explodes if at least as many Chaos Star symbols are rolled equal to the item's Unreliable rating. When this is triggered, the item inflicts wounds equal to its Unreliable rating to the wielder, bypassing the wielder's soak value and Toughness. The weapon is unusable until repaired. If the weapon is not a blackpowder

TABLE 9-5: MELEE WEAPONS

WEAPON	DR	CR	GROUP	QUALITIES	COST	ENCUMBRANCE	RARITY
Dagger	4	3	Ordinary	Fast	10s	2	Plentiful
Flail	7	3	Flail	Slow, Vicious, Two-Handed	90s	6	Rare
Gauntlet	4	4	Unarmed	—	as armour	as armour	as armour
Great Weapon	7	2	Great Weapon	Two-Handed	1g	6	Rare
Halberd	6	2	Polearm	Special, Two-Handed	75s	5	Common
Hand Weapon	5	3	Ordinary	—	25s	3	Plentiful
Improvised	3	3	—	—	—	2	Abundant
Lance	6	2	Cavalry	Pierce 1, Special	75s	4	Common
Main Gauche	4	4	Fencing	Fast, Defensive	35s	2	Rare
Morning Star	6	3	Flail	Slow, Special	60s	4	Rare
Quarter Staff	4	4	Staff	Defensive	10b	3	Abundant
Rapier	5	3	Fencing	Fast	90s	3	Rare
Spear	5	2	Spear	Fast	20s	4	Plentiful
Unarmed	3	4	Unarmed	—	—	—	—
Sabre	5	3	Cavalry	Special	40s	3	Rare

weapon, when a number of Chaos Stars equal to its Unreliable rating are generated, it breaks or jams and is rendered unusable until it can be repaired. This is in addition to any other effects.

Vicious: These weapons leave particularly grisly wounds. For each critical wound this weapon inflicts, draw two critical wound cards and select the one with the higher severity rating. If both cards have the same severity rating, the attacker chooses which critical wound to apply.

MELEE WEAPON DESCRIPTIONS

Dagger: A short stabbing knife or poniard, these weapons are ubiquitous throughout the Old World. They can be thrown (see throwing dagger below) but unless balanced, incur a misfortune die.

Flail: A zealot's weapon sometimes used for self flagellation, a long wooden handle supports a tangled mass of heavy chain, spiked iron spheres, and wicked hooks. It is an awkward weapon that must be wielded two-handed, but when it lands a blow it inflicts horrendous wounds.

Gauntlets: Anyone wearing brigandine, chain, scale, or plate armour is assumed to be wearing gauntlets. These metal hand-coverings do slightly more damage than a bare fist. If gauntlets are ever worn by themselves, they count as a light item.

Great Weapon: Whether the long two-handed swords of the Imperial heavy infantry or the heavy axes of the elite dwarf warriors, the term great weapon refers to a broad class of armaments. Devastating when they hit and well-balanced for fighting, few wish to face an enemy wielding these large and terrifying killers.

Halberd: A heavy axe mounted at the end of the long haft, the halberd is a versatile weapon often used by militias and the town watch. Its default use is as a polearm, with the stats as shown. The wielder can perform a manoeuvre to change his grip and use the halberd as a spear, gaining the statistics for a standard spear, although it cannot be thrown.

Hand Weapon: This broad class encompasses swords, axes, picks, clubs, hammers, maces – in short, any weapon effectively wielded one-handed. From the elegant long swords of the elven infantry to the crude spiked clubs of dockside brawlers, all are encompassed in this class of weaponry. The mainstay of any fighting force, there is simply no more common weapon.

Improvised: Sometimes a weapon simply is not at hand. This category includes anything that the GM rules is large enough to cause damage but is not designed to be a weapon. Chairs, candle sticks, tankards full of ale, or even a hat rack all count as improvised weapons in combat.

Lance: A long, stout spear designed to be used by cavalry. It often has a flared cup near the handle for better control while mounted. If a mounted character armed with a lance is trained in Ride, add ☐ to his attack rolls. Awkward to use when not mounted, a lance loses all of its special qualities if wielded in such a manner, and performs as an improvised weapon.

Main Gauche: A slightly longer dagger designed to be used in the off hand to aid in parrying. It can be treated as an ordinary weapon rather than a fencing weapon, but loses its defensive quality as a consequence.



Morning Star: A flail with one chain and ball making it far easier to control though less damaging. A morning star is difficult to block because it can wrap around shields. When using the **Block** or **Parry** action against a morning star, place one additional recharge counter on the *Active Defence* card used.

Quarter Staff: Little more than a long length of wood, this weapon can still be deadly in the hands of a trained specialist. When mastered, the quarter staff is capable of parrying and riposting almost faster than the eye can follow.

Rapier: The rapier is an elegant noble's weapon. Fast and effective, it allows for dazzling displays of swordsmanship. The downside is that its reputation as a weapon of the upper class means it is often wildly overpriced.

Sabre: The long, curved blade of a sabre is favoured among cavalry units, allowing their mount's momentum to lend strength and power to the weapon's slashes. If a mounted character armed with a sabre is trained in Ride, add ☐ to his attack rolls. A sabre functions as a hand weapon in the hands of a character on foot.

Spear: A long wooden haft with a pointed metal head, the spear is an ancient and versatile weapon. It can be wielded one-handed with a shield. It may also be wielded two-handed, increasing its damage rating by 1. It may also be effectively thrown up to close range.

RANGED WEAPON DESCRIPTIONS

Blunderbuss: The blunderbuss is a primitive, wide-barrelled version of the handgun. Firing a hail of shrapnel and shot, this is no marksman's weapon. It can cut through large swathes of enemies if the blast is properly placed, but it is time-consuming to reload.

Crossbow: Easier to use than the bow and more deadly, this weapon has the disadvantage of being slow to reload.

Crossbow Pistol: This is a smaller, more compact version of the crossbow often used by assassins and tunnel fighters.

TABLE 9-6: RANGED WEAPONS

WEAPON	DR	CR	RANGE	QUALITIES	GROUP	COST	ENC	RARITY
Blunderbuss	5	2	Close	Blast, Reload, Two-Handed, Unreliable 2	Blackpowder	2g	4	Rare
Crossbow	6	3	Long	Two-Handed, Reload	Crossbow	60s	4	Common
Crossbow Pistol	4	3	Close	Reload	Crossbow	80s	2	Rare
Handgun	6	2	Medium	Pierce 1, Reload, Two-Handed, Unreliable 2	Blackpowder	8g	4	Rare
Hochland Long Rifle	6	2	Long	Pierce 1, Reload, Two-Handed, Special, Unreliable 2	Blackpowder	15g	5	Exotic
Improvised	3	4	Close	Thrown	Thrown	–	Varies	–
Javelin	5	3	Close	Thrown	Thrown	1s	1	Common
Lasso	–	–	Close	Entangling	Thrown	1s	2	Plentiful
Longbow	5	3	Long	Pierce 1, Two-Handed, Special	Bow	40s	4	Rare
Net	–	–	Close	Entangling	Thrown	3s	3	Common
Pistol	6	2	Close	Pierce 1, Reload, Unreliable 2	Blackpowder	5g	2	Rare
Repeater Crossbow	4	3	Medium	Special, Two-Handed	Crossbow	3g	4	Exotic
Repeater Handgun	6	2	Medium	Pierce 1, Special, Unreliable 1	Blackpowder	16g	5	Exotic
Repeater Pistol	6	2	Close	Pierce 1, Special, Unreliable 1	Blackpowder	12g	3	Exotic
Shortbow	5	3	Medium	Two-Handed	Bow	20s	3	Common
Sling	4	3	Long	Special	Sling	3b	–	Plentiful
Spear	5	3	Close	Thrown	Thrown	20s	4	Plentiful
Staff Sling	5	3	Long	Two-Handed	Sling	1s	4	Rare
Throwing Axe/Hammer	5	3	Close	Thrown	Thrown	10s	3	Common
Throwing Dagger/Star	4	4	Close	Thrown	Thrown	10s	1	Common
Whip	3	5	Close	Entangling	Thrown	10s	3	Plentiful

TABLE 9-7: AMMUNITION

ITEM	COST	ENCUMBRANCE	RARITY
Arrows (12)	1s	2	Common
Ball shot and powder (12 shots)	12s	1	Rare
Bolts (12)	2s	2	Common
Sling Bullets (12)	1s	1	Common

Handgun: Sometimes called the harquebus, this is the standard blackpowder weapon of the Empire. It takes two hands to wield. Every handgun is handmade by a gunsmith and no two are exactly alike. The firing systems in use include matchlock, wheellock, and flintlock types, with flintlock weapons being considered the superior examples.

Hochland Long Rifle: These magnificent pieces of craftsmanship are little seen outside of the armies of Hochland. The Hochland long rifle is a formidable long-ranged weapon with excellent accuracy. A superior craftsmanship Hochland long rifle loses the Unreliable quality. This weapon can fire at a target at extreme range by adding ♦ to the dice pool.

Improvised Missile Weapon: Anything heavy enough to do damage but not designed to be aerodynamic uses these characteristics.

Javelin: The javelin is a short spear designed for throwing. Too flimsy to be used properly in melee combat, it counts as an improvised weapon when used in such a manner.

Lasso: A lasso is simply a length of rope employed to snare an opponent. The wielder may force an enemy ensnared by his lasso to be dragged into engagement with him by performing the **Perform a Stunt** action and passing an opposed Strength check versus the target. A character ensnared by a lasso can escape if he spends a manoeuvre and passes an **Average (2d) Agility check**.

Longbow: A large and powerful version of the bow renowned both for its ability to pierce armour and the difficulty of mastering weapon it. It is the main weapon of choice for the wood elves, but little used by the people of the Empire. This weapon can fire at a target at extreme range by adding ♦ to the dice pool.

Net: A net designed to entangle, confuse and delay an enemy. This also includes similar weapons such as bolas. While ensnared by a net, the only manoeuvre a subject can take is to remove the net, which does not require a check.

Pistol: The pistol is a smaller one-handed version of the handgun.

Repeater Crossbow: A standard crossbow with a complex firing mechanism and a gravity fed magazine that holds ten bolts. While the magazine is loaded, it is a free action to cock another bolt into place. Once the magazine is empty, it takes four manoeuvres to reload this complex device.

Repeater Handgun: A complex clockwork firearm with six barrels. The cutting edge of Imperial military technology, these devices are heavy, expensive, and notoriously unreliable. Once all six barrels are expended, it takes six manoeuvres to reload this weapon.

Repeater Pistol: The pistol version of the Repeater Handgun.

Shortbow: A smaller, cheaper, shorter ranged version of the bow intended for combat while mounted.

Sling: A simple yet deadly weapon, the sling is a strip of leather for hurling crafted bullets, rocks, or stones. Slings gain no benefit from being 'of superior craftsmanship'. The sling's values are based on using crafted bullets as ammunition, but stones can also be used. The sling is at its most potent when used in conjunction with specially crafted bullets, but it can also be used with normal stones.

Staff Sling: This is a short sling attached to a long pole, designed to hurl its projectiles at a greater range and with more power than a normal sling. This weapon can fire sling bullets at a target at ex-

TABLE 9-8: ARMOUR & SHIELDS

ARMOUR	DEFENCE	SOAK	COST	ENCUMBRANCE	RARITY
Cloth	0	1	12b	1	Plentiful
Robes	1	0	5s	2	Rare
Leather	0	2	5s	3	Plentiful
Brigandine	1	1	20s	5	Common
Mail Shirt	1	2	50s	4	Common
Chainmail	0	3	1g	6	Common
Scale	0	4	3g	7	Rare
Ulthuan Scale	1	3	6g	5	Exotic
Breastplate & Chain	1	4	5g	6	Rare
Full Plate	1	5	20g	8	Rare
SHIELD	DEFENCE	SOAK	COST	ENCUMBRANCE	RARITY
Buckler	1	0	20s	2	Common
Buckler, Spiked	1	0	25s	3	Common
Round/Kite	1	1	25s	4	Common
Tower	2	1	1g	5	Rare

WIZARDS & ARMOUR

Wizards trained at the Colleges of Magic in Altdorf find that armour – especially metal armour – interferes with their ability to channel and manipulate the Winds of Magic.

Whenever making a Channelling (WP) or Spellcraft (Int) check, an arcane caster must add one misfortune die to his dice pool for each point of soak value provided by any armour and shield he has equipped. Soak values from other sources, such as magic spells, do not impede spellcasting.

This penalty applies to arcane magic users only; priests and divine characters who invoke blessings are not affected.

treme range by adding ♦ to the dice pool. It gains no benefit from being of superior craftsmanship. It can be used as a quarter staff in melee combat.

Throwing axe/hammer: Axes or hammers balanced for throwing.

Throwing dagger/star: This includes any knife, dagger, shuriken, or dart specifically balanced to be thrown. In general, these count as improvised weapons if used in melee.

Whip: The whip is a cord of leather or braided rope sometimes tipped with a barb or hook. Though painful, the whip does little real damage but can entangle an opponent.

AMMUNITION DESCRIPTIONS

Arrows/Bolts: Arrows are for bows and bolts are for crossbows. If a character wants to retrieve a fired arrow or bolt at the end of a battle, roll □ for each projectile fired. On a ♠ the ammunition is recovered intact and still usable.

Ball/shot and powder: This is the ammunition for blackpowder weaponry. This is not actually one item but several, comprising of lead balls, wadding, and horns of black powder. It is often kept together in a small pouch or on a bandoleer.

Sling Bullets: Instead of using smooth river stones that can often have eccentric flight characteristics, sling bullets are small ellipsoids of lead, often grooved or decorated with lightning bolts or scorpions or even a phrase such as ‘catch’.

ARMOUR & SHIELDS

The Old World is a dangerous place and armour is often all that stands between a warrior and quick death. Armour and shields aid you in two ways – making it harder to land an effective blow (adding to your defence rating) and absorbing the damage when they do (adding to soak value). The benefits from armour and shields stack. This means that wearing full plate armour and carrying a round shield provides a defence rating of 2 and a soak value of 6.

ARMOUR DESCRIPTIONS

Breastplate & Chain: Instead of wearing a full suit of plate, this is a less costly, lighter but more awkward compromise. A solid metal breast plate is worn over a suit of chainmail armour. A chain coif and mail gauntlets complete the suit. Wearing this armour is sometimes taken as a sign that you are a poor knight unable to afford proper plate.

Brigandine: A suit of heavy cloth sewn with metal plates, this type of armour has become largely obsolete in the Empire’s armies, but still sees some use outside the military. It includes a metal helm often in an outdated style, and has metal gauntlets.

Chainmail: Chainmail armour provides substantial protection, covering the wearer in interlocking mail links. It often features thick padding or light leather underneath for greater comfort and slightly more protection. A mail coif protects the head, and mail gauntlets are worn.

Cloth: This is not armour per se but the benefit of wearing durable, practical clothing.

Full Plate: The ultimate in protection, full plate encases the warrior in steel. Expensive and heavy, this armour is usually only worn by knights, nobles, and warriors of high station. Merely owning a suit of plate armour is a sign of great prestige. These suits are often ornate, decorated with a family crest or other symbols of personal allegiance.

Leather: A full suit of leather armour provides some protection but is really little more than wearing yet more durable clothing. Still, leather is cheap and light and therefore it sees much use amongst archers, watchmen, and bandits. Leather includes a cap but does not have gauntlets.

Mail Shirt: Sometimes called a hauberk, this shirt of woven metal links offers some protection while not being particularly constricting. It includes neither a helm nor gauntlets.

Robes: The voluminous robes of wizards and the garb of priests make landing a solid blow slightly more difficult. Still, counting on their protection in a fight is probably a dubious stratagem.

Scale: This type of armour dates from the days before plate armour was practical. Heavy metal scales are sewn onto a leather backing. This armour provides substantial protection versus the strongest of blows, but is very heavy and tiring to wear. It includes a metal skull cap and heavy scale-covered gauntlets.

Scale, Ulthuan: This is more refined, elegantly crafted, and sturdier than the style of scale armour generally found in the Empire. Ulthuan scale armour is custom crafted for the high elf physique, offering the wearer greater flexibility, and the armour is much lighter than one would expect. Ulthuan scale armour has an encumbrance of 7 if worn by someone other than a high elf.

SHIELD DESCRIPTIONS

Buckler: A buckler is a small shield, often used for fencing. A spiked buckler can also be used as a gauntlet in melee.

Round/Kite Shield: A common warrior’s shield that comes in a variety of shapes and may be constructed of metal or wood. It may be used as an improvised weapon in extreme circumstances.

TABLE 9-9: MISCELLANEOUS ITEMS

ITEM TYPE	COST BY RARITY				
	ABUNDANT	PLENTIFUL	COMMON	RARE	EXOTIC
Academic & Writing Tools	5b	5s	N/A	1g – 10g	10g – 100g
Bindings	2b	10b	10s	1g	N/A
Camping / Survival	3b	2s	1g	3g or more	N/A
Climbing Tools	N/A	10b	2s	8s	N/A
Food	Special	Special	Special	Special	Special
Hand Tools	1s	3s	N/A	N/A	N/A
Illumination	1b	5b	2s	N/A	N/A
Medical Supplies	2b	5b	10s	1g	N/A
Services	4b /day	10b /day	2s /day	15s /day	2g /day or more
Trade Tools	N/A	4s	10s	2g	15g

Tower Shield: A large defensive shield usually used in siege warfare to give cover to advancing troops. For some, it is considered too heavy or cumbersome to be wielded in long drawn out fights.

ADVENTURING TOOLS AND MISCELLANEOUS ITEMS

To create a comprehensive list of every type of goods or services available in the Old World is both impractical and unnecessary. This section provides broad guidelines by which a GM or player can quickly arrive at a fair price for virtually any item a character might wish to purchase.

The ultimate arbiter of what goods are or are not available is the GM. Furthermore, the ultimate purpose for any given item is to enhance or further the story. Players and GMs alike are encouraged to focus their energies on the story, not necessarily on shopping.

Table 9-9 lists a broad class of items and then gives prices at various rarities. These serve as the guidelines for the prices of items that fall into that class. For example, the GM can decide that a coil of rope suitable for climbing is plentiful. Therefore it costs 10 brass coins. He might rule that a grapnel or a set of pitons are only common, so these will cost 2 silver pieces instead.

Characters of the gold tier commonly pay twice the list price or more for their items. Sometimes this represents their insistence on purchasing only items of superior craftsmanship, but more often than not, items belonging to the very rich are simply conspicuously ornate. A rich noble's lantern might be made of silver, hanging from a velvet rope, and be studded with precious gems, but it gives the same light as the battered tin version used by the ratcatcher in his sewers.

MISCELLANEOUS ITEMS & ENCUMBRANCE

For simplicity, no encumbrance value is given for the items presented in this section. Where encumbrance is relevant (which it often won't be), use the following guidelines:

A small item such as a book, wineskin, or lantern has an encumbrance value of 1 or 2. A medium item such as a saw, coil of rope, or cold-weather bedroll has an encumbrance value of 3 or 4. A large item such as a tent, chest, or bulky musical instrument has an encumbrance value of 5 or 6.

Items smaller than those listed may be considered incidental, and the encumbrance values irrelevant unless carried in bulk. Items larger than those listed may be impractical to carry by hand.

As always, the GM and common sense are your guides.

TOOL & ITEM DESCRIPTIONS

Academic and Writing Tools: Abundant writing tools would be simple chalk boards, chalk, and charcoal sticks. Plentiful writing tools include sheets of paper or parchment and quill pens. Common academic and writing tools include vials of ink and ink brushes. Rare academic and writing tools include items such as the abacus, printed books (almost always full of the latest and most modern enlightened thinking), blank books, and the most modest handwritten examples of the most widely-spread religious texts. Exotic books are either lavishly decorated or contain content that is extremely desirable and rare, or both. Telescopes and other such scientific appliances are also exotic.

Bindings: 'Short lengths of rope or twine suitable for tying things (or people) together count as abundant. Plentiful examples include longer ropes and short lengths of chain, as well as locks. Manacles and iron collars are common items. Bindings strong enough to hold powerful creatures, like giants or even dragons, are rare.

Camping / Survival: Thick woollen blankets, the basics that most peasants get by with, are abundant. Comfortable sleeping mats, often made of straw, and cold-weather blankets are plentiful. Common items include single-or-double occupancy tents that are mostly waterproof. Rare camping and survival gear include grand pavilions and sophisticated cold-weather gear.

Climbing Tools: Plentiful climbing tools include lengths of hempen rope of 20' or more, short ladders, and the like. Common climbing tools include pitons, grapnels, and mountaineering picks, as well as silken ropes that are lighter than the hemp variety. Rare climbing tools are more esoteric items such as climbing harnesses or climbing claws.

Food & Drink: Food is abundant in most places in the Old World – and when it is not available, this fact can form the thrust of an entire story, rather than being abstracted away as a few coins here or there. An average, active adventurer must spend 5 brass coins per day on food to remain fit and vigorous - this represents hearty stews, fresh or day-old bread, and other peasant fare. He must spend at least 3 brass coins per day to survive; any less and he begins to starve. Living below these thresholds imposes a one or two misfortune die penalty to all checks, respectively.

Those with refined tastes, such as the merchant and noble classes, can easily spend much, much more. In general, a meal fit to impress a well-off merchant costs 10 silver coins per plate. For a noble character, no less than 1 gold coin per plate will do for a banquet or other important meal. Much of the expense of these meals will go towards suitably impressive wines and spirits, which range in price from 1 brass coin (for a mug of common ale) to hundreds of gold coins (for rare or exotic vintages of wine or spirits).

Preserved food suitable to provision a ship or expedition for a long journey costs twice as much as normal.

Hand Tools: Abundant hand tools include almost anything made of wood or fibre used in farming or peasant life – hand-threshers, buckets, pitchforks, and the like. Plentiful tools are those created

in a blacksmith's forge, such as hammers and saws, hoes, and scythes. Anything too large to be considered a hand tool, such as a plough, will at the very least be a common item, and will cost at least ten times the price of a smaller tool.

Illumination: Abundant sources of illumination include torches and the dominant local fuel source - wood in most of the Empire, but occasionally coal, peat or even animal dung, depending on the location. Plentiful types of illumination includes candles, tinder-boxes, lamp oil, oil lamps, and portable lanterns. Common types of illumination includes glass-paned storm lanterns, scented beeswax candles, and other fine examples of the type.

Medical Supplies: Abundant medical supplies include scraps of fabric suitable to serve as bandages (Old World standards and knowledge of sanitation are primitive, so "scraps of fabric" are not necessarily clean). Plentiful items include poultices, splints, and the sorts of foul-smelling ointments available to a village wise woman. Common items are by and large the tools of the barber-surgeon's trade, including scalpel blades, bonesaws, bandages, rudimentary painkillers, healing draughts, and so on. Rare items are reserved for the use of highly-trained physicians and most common folk don't even have names for these devices! They may also feature antidotes for certain toxins, exotic drugs, and the like.

Included in this category are healing draughts, which are scarce and cost 20 silver coins. When consumed, a healing draught heals the drinker of a number of normal wounds equal to the number of successes rolled on ☐☐☐☐. The character can convert one critical wound into a normal wound if the number of boons he scores is equal to or greater than that critical's severity rating. Roll 1 less ☐ if the healing draught is of poor craftsmanship, but roll 1 more ☐ if it is of superior craftsmanship. Each character may only benefit from 1 healing draught per day.

Services: Most services in the Old World can be hired at a daily rate. If a given service is only required for a few hours, the GM can declare that the service costs only half or quarter that daily rate, as appropriate. The better and more advanced the skills required, the higher the rarity and the more the individual in question can charge for his services - a smith might provide a common service, but a master swordsmith capable of making a superior greatsword is at least rare. The GM is the final arbiter on such matters.

Unskilled labour is abundant. Most crafts and trades found in rural or small village environments are plentiful, including skilled farm labourers, seafarers (where appropriate), thatchers, seamstresses, cobblers, chandlers, cooks, hostlers, and similar trades. Scarce services include trades or skills likely to be possessed only by one or two people in a given village, such as blacksmith, barber-surgeon, farrier, herbalist, brewer, miller, manservant, and others. Rare availability services include those found almost exclusively in larger cities, such as engineers, scribes, butlers, artists, performers, physicians, alchemists, lens-grinders, and the like. Exotic services are vanishingly rare and extremely difficult to obtain - griffin-trainers, wizards, runesmiths, master engineers, and once-in-a-lifetime artistic geniuses.

Trade Tools: Trade tools are distinct from hand tools in that they are generally required for the practice of an urban trade, such as blacksmithing, boot-making, gemcutting, pottery, or the like. As a general rule, the more widespread and portable the trade in question is, the lower the rarity of its associated tools. Common trade tools include needle and thread, household cooking implements, and the like. Scarce trade tools include looms, spinning wheels,



"Greetings, lad," said the gruff old Dwarf. "Hargrin Magnarrson at your service. Word about town is that you've accepted the sheriff's bounty against the bandits hold up in the Reikwald. Don't look surprised, my boy. Our fair township is full of sharp ears and eager tongues. I doubt you'll be doing any proper heroics with that pitiful repurposed ploughshare you call a sword.

"The truth is, son, we get a lot of would be heroes through these parts. You'll not be the first to try and unseat that waste of skin, that so-called 'bandit king' from his throne. The work needs doing, there's no doubt there. Just last week, he led the raid against my cousin's caravan from Karak Azgaraz. A bloody business to be sure."

The Dwarf paused taking a long draw from his pipe. "Still, you like a little more likely than most. So let this old smith and merchant grant ya' a rarity – free advice. Coinage and gear do not make a hero. A sword at the dilettante's belt does not mean he knows how to use it. A cloak carefully sewn to resemble the forest cover does not keep a kinband warrior quiet as the enemy passes by. A book of forgotten lore cannot give an apprentice Grey Wizard wits enough to understand its secrets. But it does give them all a fighting chance, lad. What more could a would-be hero ask for?"

The Dwarf smiled as silver was produced. "That's the spirit, lad. Now, let me show you the stock..."

razors, smith's tongs and hammers, lockpicks, musical instruments, mortars and pestles and other items either less portable or less broadly available. Rare trade tools are reserved for trades practised only in large towns and cities, such as gemcutter's or glassblower's tools. Engineers and advanced alchemists may find themselves in need of exotic trade tools.

Priests and wizards who need special implements or tools for their rites and rituals follow these guidelines, as well, with most items being at least rare.

ENCUMBRANCE

An adventurer's capacity to haul gear is not limitless. This capacity is represented by encumbrance. Encumbrance is not just matter of weight but how much an item interferes with an adventurer's ability to move freely and fight. Sturdy armour may be the heaviest item a fighting man carries, but properly fitted and worn, it may not encumber him as much as if it is slung over a shoulder. On the other hand, a ladder may weigh very little but is awkward to carry, and can be very encumbering.

Individual items are given an encumbrance value to provide a rough estimate of their weight, bulk, and awkwardness. A character can comfortably carry only so much, represented by his encumbrance limit.

A character's encumbrance limit is equal to his Strength x5, plus 1 additional point for each fortune die associated with his Strength. Dwarfs are especially sturdy and powerfully built. When calculating his encumbrance limit, a dwarf adds 5 to his encumbrance limit.

There are also a variety of incidental items characters regularly carry with them. These incidental items are those of such minor weight or size that their impact on encumbrance can usually be ignored when properly stored or carried. Examples of incidental items include a lucky charm worn around the neck, a sewing needle, a coin purse, a signet ring, a hat, or a single arrow.

BEING ENCUMBERED

When a character carries more than his strength can bear, he is encumbered. The penalties for encumbrance depend on how much extra weight is being carried. When a character is carrying more encumbrance points than his limit, he is encumbered.

EFFECTS OF ENCUMBRANCE

While encumbered, a character gains 1 misfortune die to all Strength, Toughness, and Agility checks for every point of encumbrance over his limit. This is cumulative with any misfortune dice suffered for fatigue. If a character is encumbered by an amount equal to or greater than his Strength rating, he no longer earns a free manoeuvre each turn. The character can still perform manoeuvres, but each manoeuvre costs one fatigue.

If the GM deems it realistic to allow a character to exert himself beyond such an encumbered limit, the character may do nothing but move slowly and concentrate on his burden, suffering one fatigue each round he is under such duress.

ENCUMBRANCE LIMIT EXAMPLE

Maximillian, a Rieklander Watchman, has Strength 4 with 1 fortune die. Maximillian's encumbrance limit is 21 encumbrance points – 5 times his Strength 4 plus 1 for the fortune die. Maximillian will be encumbered while carrying 22 or more encumbrance points, and will lose his free manoeuvre if he is carrying 25 or more encumbrance points.

FEATS OF STRENGTH

Situations may occur where encumbrance and carrying capacity aren't sufficient to address how a character is exerting his strength on the environment – such as pushing a heavy stone or pulling an ally up from a ledge. When a character is attempting to lift, move, or manipulate a single heavy object or perform other feats of strength, the GM should call for a Strength check, adjusting the difficulty to suit the circumstances.

ENCUMBRANCE & COMMON SENSE

If in the GM's judgement a character is carrying sufficient incidental items that their encumbrance value is no longer a trivial concern, the following guidelines can be used.

In general, 10 loosely carried incidental items have an encumbrance value of one. If they are stored in an effective manner (such as scrolls in a scroll case, arrows in a quiver, or gems in a coin purse), then 20 incidental items have an encumbrance value of one.

These encumbrance rules assume that the character is using suitable bags, packs, sacks, straps, and other carrying devices to effectively store and manage his gear.

If for some reason the character is unable to manage his gear in such a way, the GM may increase his overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means.

Preceptors orders to the valiant Franz's Hand Reiksguard regiment

It has come to my attention that several of the newer recruits in our esteemed company have chosen to disregard the standing orders to keep kit and gear clean and in excellent condition at all times.

From this point forward, inspections shall increase to twice weekly. I expect all rust to be removed from all equipment. Dents in armour and helmets should be repaired immediately. All blades shall be sharpened and oiled to a fine edge.

Should weapons and equipment fail to pass inspection twice within a two week period, the offender shall be docked one week's pay and shall have his kit inspected such a time as I see fit to change his orders.



CHAPTER TEN

THE EMPIRE

"Our world is an enlightening place, but in all my travels, no land intrigues me more than the Empire. A realm of teeming cities and wild forests, of civilisation and brutality, of science and superstition."

– Suriel Lianllach, High Elf envoy

The centre of civilisation in the Old World are the nations bounded to the west by the Great Ocean and to the east by the World's Edge Mountains. Travellers' tales illuminate a little more of what exists beyond these borders. The view of the Old World to a typical Reiklander, the men and women who live in the very heart of the Empire, is a colourful picture, indeed.

THE OLD WORLD AND THE NEW

The mountains wall the western nations, protecting them from badlands infested with orcs and goblins –murderous green-skinned fiends. In the frozen north, magical corruption bleeds from the icy wastes, malforming all it touches. This is the realm of Chaos, where insanity reigns and the doom of the world waits. The south is swallowed by scorching sands – fragrant Araby, land of silks and spices, borders a dead land whose embalmed kings rest uneasy in crumbling tombs. Even further south is a lost world of unexplored

jungle. Far to the east, across highlands ruled by ravenous brutes, across impenetrable deserts of salt, lie rumours of the legendary civilisations of Cathay, Nippon, and Ind.

Over the Great Ocean, far beyond the mysterious isle of Albion, the New World awaits discovery. Explorers brave the steaming jungles of Lustria, seeking temple-cities of gold guarded by lizards who walk and fight like men. Naggaroth, the northern continent, is by contrast an expanse of needle-like peaks and gloomy fir forests. Rum-addled seafarers claim that devils cloaked in black sail Naggaroth's coasts in fortresses borne by great seawyrms.

Surrounded by the ocean, like an ivory torc on a bed of glass, lies Ulthuan, island home of the high elves. Few men have seen its elegant white towers, for the high elves guard their realm jealously.

FRIENDS & FOES

The greatest realm of the Old World is the Empire, a land of courageous men ruled by a wise Emperor. Neighbouring nations pale in comparison. To the west live arrogant Bretonnians, obsessed with outdated codes of chivalry while treading their serfs into the mud. Preening southerners, Estalians and Tileans, are useful as mercenaries, but are generally no better than the robber barons who vie



for petty power in the Border Princes. Strutting Kislevites neighbour the northern border, but their icy homeland does nothing to cool their hot tempers. However, they are civilised compared to the Norscans, who ply their dragonships across the freezing Sea of Claws, ravaging settlements to honour their unspeakable gods with carnage and fire. Beyond them, tribes of savage men and demented horrors war in the Chaos Wastes where the laws of nature cease to exist.

Empire folk have a greater respect for the mountain-dwelling dwarfs, whose struggle against orcs and goblins has long protected the Empire's borders. Silence echoes in many a fallen dwarf hall, but the surviving holds resist like rocks against a relentless torrent of green savagery.

Less trustworthy are the wood elves. Their forest realm, Athel Loren, nestling between the Empire and Bretonnia, is haunted with maleficent tree spirits. Some elves dwell in the deepest forests of the Empire. Flights of arrows often greet trespassers.

The high elves of distant Ulthuan are even more enigmatic. They revealed the lores of magic to the Empire during the Great War Against Chaos. Wizards are a necessary evil to help defend the Empire, but elves flaunt their power. Ulthuan traders and envoys are no longer a rare sight in the Empire's cities, although most sensible folk avoid them.

THE GLORIOUS EMPIRE

Elves consider their homeland superior to the Empire – a preposterous notion! True, many of the Empire's provinces are swathed in dark forest, home only to renegades and man-beasts. But like jewels on a cloth of verdant silk, the great cities of the Empire shine. Northwards lies Middenheim, unconquerable atop a fang of white rock. The eastern forest cradles Talabheim, its massive gateway a symbol of impregnability. The foundries of Nuln roar ceaselessly, forging the cannons that ensure Imperial victories.

The pride of the Empire is Altdorf, chief city of that prince among provinces, the Reikland. Who has not marvelled at Altdorf's towering spires? Gaspd at the grandeur of the Emperor's Palace? Or wept with awe before the temple of divine Sigmar? Who has not been inspired by the vast libraries of the University and the inventions of the College of Engineers, foremost in the arts of science? Who does not desire the briefest glimpse into the wondrous Colleges of Magic, shrouded by illusion?

A LAND UNDER SIEGE

"The Emperor's generals boast that their gunpowder and steel defend the Empire. However, the enemy not only surrounds us without, but tempts us from within. Only faith in Sigmar ensures that our walls will never crumble."

– Erich Keller, Warrior Priest of Sigmar

Since the time of Sigmar, who forged the Empire two and a half millennia ago, not a decade has passed when conflict has not red-dened Imperial soil. Empire folk are fated to beat ploughshares into swords in defence of their realm; the doom of many is to die weapon in hand.

ANCIENT FOES

The Empire is a fortress ringed by foes. Orcs and goblins swarm from mountain lairs to loot and burn. The surviving dwarf holds bear the brunt of greenskin attacks, but sometimes a massive horde floods into the Empire in an orgy of destruction. The Sea of Claws is likewise little defence. The spring thaw brings longships of marauding reavers, cunning as wolves. Imperial patrols cannot protect all the coastal settlements, and the raiders yearly reap a harvest of slaves to sacrifice to their bloodthirsty gods.

More dangerous still are the marauder tribes which inhabit the Chaos Wastes. Worshippers of the Chaos gods, they hone their battle prowess through endless conflict in the howling tundra. Corruption warps their flesh; many are more monster than man. Tribe fights against tribe until a ruthless champion unites them and leads them southwards on an unholy crusade, accompanied by deformed monsters and daemons summoned from an insane otherworld. Ever vigilant Kislev absorbs many attacks, but the armies of Chaos are legion, and sometimes sweep aside resistance and march into the Empire, carving a crimson furrow in their wake. Each time, Imperial forces have withstood invasion, but the devastation weakens the Empire.

LURKING THREATS

Much of the Empire is wild, unsettled territory. Greenskins pervade remote hills and riddle the mountains that rise in the northern provinces, or lurk in the forests that claim much of the land. Woodsmen are reluctant to tread in such ancient woods, which also harbour much worse perils.

The tendrils of Chaos can reach deep into a woman's womb to kiss her unborn child. Imperial law dictates that the resulting horrors should be strangled at birth, but motherly love often compels a woman to abandon her mewling spawn at the forest's edge, a gift to the motley collection of mutants exiled in the woods who will claim the child as their own.

In the darkest groves gather the children of Chaos, half-men with the fur, hoofs and horns of beasts. They dance around blood-smearred menhirs before slinking through the night to ravage farms and villages. Imperial authorities battle in vain to purge these abominations. Wood elves wage a secret war against them, cleansing the forests of their taint.

Empire folk never sleep easy, for even their own dead claw restlessly in their graves. Malign necromancers usurp the law of Morr, god of death, and become puppeteers of the dead. The blood-drinking counts of Sylvania in the east of the Empire provide more horrors of undeath. In the past they have raised armies of corpses to conquer and destroy. The forces of the Empire sent such nightmare hosts back to their graves, but what is already dead cannot truly be killed.

Rumours of hidden threats abound. Madmen gibber of ratmen which scurry below the cities' sewers, plotting to undermine the Empire from below. Such ravings are scorned by sane people.

THE ENEMY WITHIN

The backbone of the Empire is not simply its military might. It is the courage that beats in the breasts of its defenders, and the faith that inspires them. When Sigmar's glorious reign ended, his duty did not end with death. He ascended to the heavens as a god, and since then has inspired his people in the fight against their enemies.

But a whisper in the shadows can ensnare a man's soul. The gods of Chaos can caress a person's mind, turning his resolve away from what is right. Organised cults infiltrate society, manipulating and murdering to further their ruinous masters' plans. Warlocks pervert the Winds of magic to serve Chaos, and daemonology offers the temptations of power. Chaos worship blasphemes against Sigmar's ideals and weakens the Empire – an oak with a rotten trunk will not withstand the next storm.

The Empire replies to the sin of Chaos worship with ruthless determination. Priests rail against heresy, and witch hunters roam the provinces, persecuting anyone suspected of dabbling with dark powers or Chaos.

ADVENTURERS IN THE OLD WORLD

"All sorts pass through here. It's them who calls themselves adventurers I like the most. Strut in here gabbing about saving Altdorf from giant rats or even, Sigmar's breath, daemons. Always a good tale to tell. I admire folk with imagination. Plenty of coin on 'em too, that is until I get 'em under the table with a pint or three of Lector's Toe."

– Klara Vogel, barmaid and cutpurse

Most people of the Empire resign themselves to the fate the gods have assigned them, but some strike out to forge their own destiny. These individuals follow the path of the adventurer. Fame and fortune beckon, but also horror, violence, and death.

A DANGEROUS VOCATION

Those who serve the Empire strive to defend it against many enemies. The Imperial armies guard the borders against invaders. Witch hunters scour the land for witches, Chaos cults and mutants.

Roadwardens and shipswords protect the Empire's highways and riverways from bandits and beastmen. However, the Empire is a vast place, and the Emperor's servants cannot be everywhere.

There is always work for adventurers. Perhaps a lonely settlement needs defending against raiders, or a renegade wizard holds a village at ransom. Perhaps an honest burgher discovers that the entire town council has been infiltrated by a Chaos cult, or farmers learn that their lord is a vampire. A trader might need caravan guards. A scholar may seek volunteers for a treasure hunt in ghost-haunted moors. Opportunities abound.

Adventurers court danger. They survive by their wits and their blades. A few may gradually amass fortunes and rise to positions of influence in society. Many live hand to mouth, wandering the Empire in search of glory and fortune. Others die unspeakable deaths, their deeds unsung. However, for some adventurers, wealth is of little importance. The fact that they foil the machinations of Chaos or protect the innocent from evil is reward enough. Others simply cherish the freedom they have from the tedium and toil that most common folk endure.

A CHEQUERED PAST

Why do people become adventurers? Each individual has his own reason. Perhaps they want to escape a dreary existence. A noble might be jaded by his easy lifestyle and decides to pursue danger for thrills. A peasant, tired of the daily grind, has nothing to lose by hitting the road. Perhaps money is a motive. A demobilised soldier finds that his sword-arm provides his only source of coin. A dilettante impoverished by gambling may seek his fortune by using his pistol.

A sense of duty influences some. An initiate of Sigmar might feel inspired to wander the Empire battling his god's enemies. Others desire knowledge. The Colleges of Magic often expect apprentice wizards to experience the real world before continuing their stud-





ies. A few seek penance, notably dwarf Troll Slayers, who are driven to restore their lost honour by dying in combat against a monstrous foe.

Many people become adventurers by chance. A hunter, whose family is slaughtered by beastmen, may vow revenge against Chaos wherever it rears its mutated head. A ratcatcher, content with his grimy existence, finds his life turned upside down when he witnesses a fearsome man-rat and becomes embroiled in a mission to save his city from a secret terror. Nobody can truly predict the whims of fate.

IN THIS TOGETHER

Few adventurers survive alone. Danger lurks everywhere, and it is wise to have someone you can trust to watch your back. Also, it is a rare individual who possesses all the skills needed to bring down a nefarious cult or explore uncharted territory alone. As a consequence, most adventurers band into small groups – there is safety in numbers.

Some groups actively recruit new members. Taverns are a common place for adventurers seeking work. Sometimes events conspire to throw individuals together – strangers ally to thwart the plots of a necromancer or to defend a town attacked by goblins. They find it useful to remain with their new companions for subsequent adventures, and groups may form a lasting bond as friendship and respect grows. Sometimes the relationships within the group are purely professional – individuals admire each other's talents even if their personalities clash. It is not unknown for dwarfs and elves to adventure together, though they sometimes find it impossible to put aside their prejudices.

Many adventuring bands become a family of sorts – they spend weeks, if not months, in each other's company, and become dependent on each other for survival. Their life-or-death experiences often bond them into a kinship as thick as blood.

THE EMPIRE

"I'm proud to wear the Imperial eagle on my armour. We're the greatest nation in the Old World! If he's an Empire man born and bred, even the most stinking thief in my cells is twice the man of a perfumed Bretonnian or wheedling Tilean."

– Johan Strauss, Altdorf Harbour Watchman

The Empire stretches from the Sea of Claws and snow-swept Kislev to the southern peaks of the Black Mountains. Its western frontier is guarded by the Grey Mountains, while the World's Edge Mountains mark its eastern reaches. For twenty-five centuries these natural defences have ensured the Empire's survival.

THE PROVINCES

The Empire's ten provinces, each governed by an Elector Count, are united under the Emperor's rule. Middenland and its capital Middenheim dominate the north, with Nordland and Hochland. In winter, Ulric, divine protector of the north, breathes ice over these lands. Settlements are scattered among the sea of trees known as the Drakwald Forest, where beastmen thrive in the tangled dark. Towering above the green canopy are the Middle Mountains. The Brass Keep, perched among these forbidding peaks, is rumoured to be the secret camp for the vanguard of a massing Chaos army.

To the east, the Forest of Shadows covers Ostland. Its people live in fear of goblins which stalk their prey on giant spiders. Ostermark is a land of bleak moors and marshes, yet also of rolling plains where herdsman raise swift horses. Both provinces border Kislev and share that country's bitter winters.

Talabecland lies at the centre of the Empire. The Great Forest surrounds its capital, Talabheim. Forest homesteads brave the threat of the wild denizens of that ancient wood. Across the River Stir, Stirland's hills hide a vanished culture, whose tombs attract doomed

treasure hunters. Neighbouring Sylvania is a damned land. Its nobles have foregone their humanity for the eternal unlife of the vampire. They reign over a province of perpetual night, where wolves howl in the dark and the dead shamble.

The River Aver protects Averland from the encroachment of the undead. Its wide, sun-soaked plains make ideal pasture for its famous longhorn cattle and the strong destriers ridden by the Emperor's knights. Averland wines are appreciated throughout the Old World. Centuries ago, Emperor Ludwig the Fat granted the area now known as the Moot to the diminutive halflings for services rendered to the royal kitchens.

South of the Upper Reik is Wissenland, which subsumed the province of Solland, destroyed seven centuries ago by invading orcs. Wissenland is often isolated by the snows of midwinter, when greenskins raid from the mountains. The great city of Nuln is situated in the north of this province, where the Aver meets the Upper Reik. It is home to the Imperial Gunnery School, which manufactures the Emperor's fearsome cannons.

REIKLAND

Foremost of the provinces is Reikland, sheltered by the Grey Mountains and carpeted by the Reikwald Forest. The wide River Reik is the province's lifeblood, and a constant traffic of barges carry goods and people to and from every corner of the Empire. The Imperial capital, Altdorf, greatest city in the Old World, sits where the Talabec converges with the Reik. The Emperor, Karl Franz, Elector Count of Reikland, rules from here, a champion of Sigmar and embodiment of the Empire's might.

Altdorf's coffers bulge from the passing trade, and many of the Reikland's towns and villages thrive. Trade flourishes with neighbouring Bretonnia and wealthy Marienburg, a city-port beyond the edge of the Empire where the Reik meets the sea. Nobles and merchants bask in their riches, and hardworking folk scratch a comfortable living, but the poorest Reiklanders teeter at the brink of the gutter. As a result, crime prospers – city gangs intimidate and steal, and rural brigands lurk in the forests. Roadwarden patrols offer some protection to travellers terrified of ambush on lonely roads.

Danger is ever present. Although the province is far from the threat of the northern Chaos hordes, the depths of the Reikwald are home to beastmen warherds, the terror of forest settlements. Those farms in the shadow of the mountains endure greenskin attacks, while isolated communities fear undead horrors that roam the night. In the cities, lost among the crowds, cultists plot and whisper. Altdorf is a hotbed of intrigue, and the servants of Chaos have infiltrated every niche of society, from disaffected slum dwellers to courtiers in the Imperial palace. The Emperor's agents struggle to maintain law and order against overwhelming odds.

THE GREAT CITIES

"I'll never tire of these streets: the market scum; jugglers and fire-eaters; soldiers in red and blue snaking through the crush; a coachman cursing his horses through the crowd. Hubbub and hawkers' cries. The gutter stink; the warm smell of the victuallers' foods; the sweet perfumes of gentleladies and alley-girls. Let's drink to the health of Altdorf!"

– Johan Strauss, Altdorf Harbour Watchman

The greatest cities of the Empire – Altdorf, Nuln, Middenheim, and Talabheim – are renowned throughout the Old World, as is Marienburg which lies just beyond the Empire.

CITY OF SPIRES

Altdorf is the Empire's largest city. Its riverdocks and markets bustle with commerce, its streets are a riot of noise and colour. Elves, dwarfs and men of every nation mix with the lively inhabitants. Altdorfers strut with confidence, derided as arrogance by their provincial cousins. The city's architecture reflects their pride: ornate bridges span the waterways and a forest of spires jut into the sky. The Emperor's Palace overshadows all (but the Celestial college), a granite edifice of buttresses, arches and crenellations. The Temple of Sigmar matches the palace's magnificence – pillars of dark marble support its soaring vaulted roof and the steeples that stretch to the heavens.

Altdorf is a cultured city. Scholars travel from afar to wander among the University's vast libraries, the College of Engineers is at the forefront of military science, and the nobility patronise the arts to adorn their mansions and honour temples. The Colleges of Magic, cloaked with illusion to protect them from prying eyes, tutor wizards in the control of magic for the defence of the Empire. Since their founding, Altdorf's streets have become strangely unmappable. Many Altdorfers scoff at the superstitions that provincials cling to concerning magical lore.

However, Altdorf's streets are not paved with gold. All manner flock to the city. Some prosper, but others find refuge only in the gutters. The watch maintain a constant vigil – criminals leech wealth from the rich, and malcontents plot insurrection. A throng of festival-goers can erupt into a violent mob at the instigation of a cunning agitator. Witch hunters scour the city's underbelly for darker conspiracies – cultists gather in abandoned tenements or at the decadent masques of corrupt nobility to worship depraved gods. The city teeters a knife's edge away from anarchy.



CITY OF CANNONS

Nuln is famous for its forges, which glow day and night, and echo to the hammering of gunsmiths as they craft black-powder weapons to equip the Emperor's armies. Smoke from the city's many tall chimneys obscures the sun, and soot coats every wall.

Nulners resent Altdorf for stealing their city's prestige as a former Imperial capital and eclipsing its status as the Empire's foremost city of learning. However, they take solace that the Great Bridge of Nuln, long enough to span the wide Reik, is one of the true wonders of the Old World.

CITY OF THE WHITE WOLF

The northern city of Middenheim sits atop a sheer rock known as the Ulricsberg that juts fanglike from the Drakwald Forest. Though Sigmar is revered here, the prominent deity is Ulric, the winter god of battle known as the White Wolf. The two faiths have not always seen eye to eye.

Middenheimers are famous for their stoic endurance and ferocity in battle. They have a stern, fatalistic outlook to life, for even Ulricsberg, their haven, is riddled with tunnels and tombs that hide strange mutated things.

EYE OF THE FOREST

Talabheim, surrounded by the Great Forest, is built within a massive crater many miles across. Gun towers along the crater's rocky lip form an impregnable defence. The River Talabec flows around the outside of the crater, creating a deep harbour where merchant vessels can dock. Here, the fortress of Talagaad guards the narrow road to the city. Travellers must proceed through a long tunnel carved from the rock of the crater, and are dwarfed by the awesome gateway blocking the tunnel's end. Talabheim has never succumbed to enemy attack, though has recently suffered from a terrible plague of rats.



CITY OF GOLD

Marienburg bought its independence long ago from the corrupt Emperor Dieter IV, later deposed for his greed. Its location as a seaport at the mouth of the Reik and its freedom from Imperial taxes has made it an extremely wealthy city. Its markets are a melting pot of nations, where goods from the New World, Ulthuan and even the mythical east are bought and sold. It is rumoured that anything can be purchased in Marienburg – intoxicants, exotic beasts, slaves... the buyer is limited only by his imagination and his purse. Money is the only law in Marienburg, so crime and corruption are rife.

PEOPLE OF THE EMPIRE

"On my first visit to Altdorf, I was surprised by the number of races rubbing shoulders with each other in the narrow streets: men of every nation, intractable dwarfs and portly halflings. I even met a few of my own kind, as well as a curious representative of those elves who remained in these parts after the exodus. What surprised me more was how they all seemed to get along... well, most of the time."

– Suriel Lianllach, High Elf envoy

Although men, dwarfs, high elves, and wood elves have a common hatred of greenskins, the undead and creatures of Chaos, there relationships are not always harmonious.

MEN OF THE EMPIRE

The old rivalries between the Empire's provinces simmer on the surface. The antagonism between Middenland and Reikland is particularly infamous. Middenlanders scorn the 'decadent' southerners, and claim they prefer carousing while the north sheds blood defending the realm. Reiklanders consider northerners self-righteous bores, and enjoy reminding them that it was a Reikland army that saved the north in the most recent war. The Emperor's diplomacy unites the provinces, along with a common hatred of Chaos and a sense of superiority in relation to the foreign nations of men.

Empire folk consider dwarfs dependable and courageous, though infuriatingly stubborn. They are amused by dwarfs' rigid adherence to tradition, and their protestations that Imperial inventions are 'worthless' compared to dwarf craftsmanship.

Even in Altdorf, high elves are regarded with superstitious awe, seen as otherworldly beings who wield dangerous forces. Humans often mistake their aloofness for hostility, and find their flawless beauty unsettling. Most Reiklanders avoid contact with elves.

To many Empire folk, wood elves exist only in stories – forest ghosts who murder those invading their haunts. Upon meeting a wood elf, a Reiklander would most likely stare in fascination and mutter prayers of protection to Taal, god of nature.

DWARFS

Dwarfs remember the many times that the Empire has helped them during their long struggle against the greenskins. Although dwarfs regard human workmanship shamefully shoddy, there is regular contact between the two races. Some dwarfs settle in the Empire – a dwarf smith considered mediocre among his peers finds high demand for his work among humans, and dwarf engineers exiled

for tinkering with tradition may be welcomed by the Imperial College of Engineers, though they are ashamed that their work goes unrecognised among their own kind.

In contrast, dwarfs consider elves pompous and soft, and rarely distinguish high elf from wood elf. Folk who fight with deception and cunning rather than honour. Dwarfs remember the War of Vengeance, fought four thousand years ago, initiated by elf treachery. These days, friction rarely erupts into violence, but a meeting between a dwarf and elf is one of barely disguised contempt.

HIGH ELVES

Friendship between the Empire and Ulthuan was cemented when Teclis aided Magnus the Pious in founding the Colleges of Magic. High elves tend to consider humans a primitive race groping for civilisation. They are terrified of the consequences should Chaos overwhelm the Old World – for Ulthuan would be next. For this reason, Ulthuan sent troops to aid the Emperor in his recent war.

High elves never forget the War of the Beard. The stubbornness of the dwarfs started the conflict, forcing the high elves to abandon their Old World colonies. They consider dwarfs a race of uncouth troglodytes whose love of gold dazzles their wits.

When it comes to their cousins, the wood elves, the people of Ulthuan are perplexed. Why did they decide to remain in the Old World after the exodus? Athel Loren, the enchanted forest home of the wood elves, has changed them irrevocably, and they have renounced civilised refinement for barbarism.

WOOD ELVES

Deeply secretive, wood elves shun strangers, and have little interest in the world beyond their forest home. They are vigilant protectors of the trees, killing hostile intruders such as orcs or the creatures of Chaos who revel in destruction. Wood elves sometimes guide trespassers with no malicious intent out of their forests. However, they are as capricious as the natural world they guard, and may equally decide to kill them.

Apart from the evil races and creatures of Chaos that revel in destruction, men and dwarfs are the worst culprits. Men seek to tame the natural world with fire and axe. Dwarfs have no understanding of the world above their stony tunnels. They see trees merely as fuel for their forges.

Wood elves scorn high elves for their cowardice in abandoning the Old World after the war with the dwarfs. Also, rather than living in harmony with the world, the arrogant high elves seek to control it with magic.

HALFLINGS

Mention must be made of the halflings. Those living outside the Moot are mainly employed for their expertise in cookery. Although affable companions, their coarse humour and practical jokes quickly wear thin. Among men, they have a reputation for thievery. Dwarfs admire their tenacity. Wood elves respect them for their love of growing things, but high elves ignore them.

A BRIEF HISTORY OF THE EMPIRE

"Save for us dwarfs, there's none as proud of their past as them Empire men. They should be proud, by Grungni. It was us dwarfs who gave 'em a history to be proud about."

– Hargrin Magnarrson, Dwarfsmith and merchant

Two thousand years ago, the Old World was a battleground for the disparate tribes of mankind. It took a hero to unite them and forge an empire.

SIGMAR

In his youth, Sigmar was a prince of the Unberogen tribe. He saved the dwarf King Kurgan Ironbeard of Karaz-a-Karak from orc ambushers. Ironbeard rewarded Sigmar with Ghal Maraz – the legendary warhammer known as Skull Splitter. When Sigmar became chief of the Unberogens, he knew that mankind could not survive divided against the greenskins, so he united twelve of the tribes, some with rhetoric, others by force of arms. Sigmar's ultimate triumph was alongside King Kurgan at Black Fire Pass, where howling orcs shattered against the iron of men and dwarfs. The tribes proclaimed Sigmar their Emperor, and Kurgan gave him a magnificent crown and ordered the forging of the famed runefang swords, which the Elector Counts still wield today. The Imperial calendar dates from Sigmar's crowning.

In old age, Sigmar travelled east and vanished from history. Legends sprang that the gods had claimed him as their own, and veneration of the first Emperor became a powerful faith. Sigmar left Ghal Maraz as a sacred heirloom, and the twelve tribal leaders elected one of their number to wield it. To this day, a new Emperor is chosen by the Imperial Electors.

A TIME OF CRISIS

The Empire's early history is sketchy, but by the first millennium, corruption tarnished the realm. In the reign of Boris Goldgather, thousands died of the black plague of 1115, the result of years of neglect. Legends tell of Mandred the Ratslayer's destruction of an army of diseased ratmen, no doubt a fanciful analogy for his success at stemming the plague. Mandred was elected Emperor in 1124, but his assassination plunged the Empire into civil war. By 1547, three rival Emperors vied for power.

A moment of glory during these bitter years was the emancipation of Estalia from Sultan Jaffar of Araby by Imperial knights in the 1450s. Less laudable were Marienburg's pretensions towards democratic government in 1604. After centuries of virtual self-rule, Marienburg's burgomeisters bought the city's freedom from the incompetent Dieter IV in 2429. Today, the Old World's richest city remains defiantly independent.

Torn by crises, the Empire weakened. In 1707, the orc Gorbad Ironclaw plundered the south. Although his orc army was eventually routed by the defenders of Altdorf, the province of Solland never recovered from his bloody depredations. The Imperial system hobbled on until 1979, when the High Priest of Sigmar refused to acknowledge Magritta of Marienburg as Empress. When the Ulthuan envoy Finubar visited the Empire two decades later, he encountered a land of rival provinces. Anarchy bred more strife.

Count Vlad of Sylvania, stormed Ostermark in 2010 with an army of undead. Unholy power sustained him – he was slain many times, yet rose to fight again. Vlad was finally killed besieging Altdorf in 2051, and his undead legions crumbled. Yet Vlad's successors harrassed the Empire until vanquished at the Battle of Hel Fenn in 2145.

THE GREAT WAR AGAINST CHAOS

The provinces continued to bicker, ignorant of the rise of a malignant power in the north. The Chaos Wastes are a damned realm, where mindless monsters gibber and thrash, and barbarians worship the Chaos gods – bloodthirsty Khorne, Nurgle, the lord of decay, seductive Slaanesh, and Tzeentch, lord of change. Chaos is at its strongest when the tides of magic flow freely from the north, spawning mutant births and bizarre omens in southern lands.

In 2301, the tide of Chaos washed over the south. The warlord Asavar Kul, a massive army of Chaos behind him, vowed to sacrifice the civilised realms to his gods. The ensuing struggle became known as the Great War Against Chaos, initiated when Kul invaded Kislev. His hordes massacred an army of Kislevites and Ostlanders north of Praag and overran the city. Daemons stalked streets of blood, and Praag's inhabitants fused with the city's walls – even today the stones are said to wail with twisted faces.

The city of Kislev was next to face Kul's wrath. Had that bastion fallen, the Empire would have toppled. The Elector Counts were paralysed by rivalry, and the Imperial throne had been empty for four centuries. In the face of utter disaster, one man rose to save the Empire.

HEROES OF THE EMPIRE

"There are some who consider the reign of our present Emperor the apogee of Imperial history. I disconcur. Magnus the Pious was, and always will be the greatest statesman our Empire has ever produced. Has Karl Franz – with all due respect to his majesty – created any institution comparable to the Colleges of Magic? I fear not!"

– Gavius Klugge, Grey Wizard

The Empire's current prosperity owes a great debt to the efforts of two of its most courageous personalities: Magnus the Pious and Emperor Karl Franz.

MAGNUS THE PIOUS

The greatest hero of the Empire since the time of Sigmar was a minor nobleman from Nuln, Magnus the Pious. Alone, he rallied a divided Empire to action during the darkest days of the Great War Against Chaos. A devout follower of Sigmar, who he claimed inspired his deeds, Magnus roused the common folk to arms with stirring oratory, and gathered a force of many thousands. The Elector Counts, shrewd politicians, judging to gain by Magnus's leadership and popularity, joined his banner as his armies marched north.

Before the walls of Kislev, Magnus's troops were beset by a multitude of Chaos warriors, daemons and twisted monsters. Outnumbered, all seemed lost, but the men of the Empire never faltered, dying weapon in hand, wounds to the front. Swamped by the screaming hordes, Magnus prayed to Sigmar. On a ridge behind Kul's force appeared contingents of Kislevite lancers and Imperial

knights. Sent by Magnus to investigate Praag, they returned horrified by what they had witnessed, and were determined to avenge the atrocity. Their charge broke the Chaos army, and Magnus's men butchered the fleeing horde.

The jubilant people of the Empire elevated Magnus as Emperor. He brought order to the realm, cleansing the forests of Chaos and resettling land abandoned long ago to wilderness. His most famous legacy was the foundation of the Colleges of Magic. The infernal enchantments of Kul's sorcerers would have decimated Magnus's force had it not been for the wards of Teclis, a powerful high elf mage who travelled from Ulthuan to aid mankind. Teclis taught the first Masters, who were originally lowly hedge wizards, training them to regulate their magical talents and use them for the good of the Empire. Before this, the Empire had persecuted all spellcasters.

Magnus the Pious is still honoured as a hero. In temples throughout the land, candles are lit and prayers uttered in remembrance of his name. Since his time, the Empire has enjoyed growing stability.

KARL FRANZ

Under the current Emperor, Karl Franz of Altdorf, elected in 2502, the Empire enjoys a renaissance of strength and prosperity. Karl Franz realised that the Empire could not stand alone against its many enemies. His ambassadors have secured alliances with the other nations of men, and rejuvenated the ancient friendship with the dwarf holds. Envoys sail between the Empire and Ulthuan, and high elf merchants are no longer an unusual sight in the markets of Altdorf or Nuln. The Emperor also strives to maintain the Empire's unity. Relationships between provinces have always been fractious, but the Emperor rewards those Elector Counts who display loyalty. Those who do not receive a visit from his stern champion, Ludwig Schwarzhelm. They never stray again.

Trade flourishes, overflowing the Imperial coffers, and the arts and sciences blossom under Karl Franz's generous patronage. Altdorf is a centre of learning, and its Colleges of Magic are held in high esteem, if still feared by the commonfolk. The explosive inventions of the Imperial engineers ensure the Empire's military dominance, for war is a constant threat.

When Karl Franz goes to war, he rides at the vanguard of his army on his griffon Deathclaw, a ferocious monster with the hindquarters of a great tiger and the head, forelegs and wings of an eagle. The Emperor is not afraid to bloody his warhammer Skull-splitter in battle, and his victories have won him renown. He routed the Norscans raiding Nordland, smashed the ogre reavers of Gutlord Breaskus and crimsoned the Field of Blood with greenskin gore. He sent the mutants of the Howling Hills scurrying back to their holes, and twice stemmed a tide of orcs invading Averland. When uncountable Chaos hordes devastated the north, the Emperor led his troops to a victory not seen since the Great War Against Chaos. His diplomacy also bore fruit, as dwarfs, elves, Kislevites and Bretonnians all contributed to the triumph. Though the northern lands are still recovering, the Empire remains secure. Karl Franz attributes all his successes to his faith in Sigmar. He enriches Sigmar's temples, honours his priests above all others and vigorously persecutes heretics who serve the dark gods.



THE LAND OF THE REIK

"Why did I settle in Reikland? Stupid question! One reason only, lad – the River Reik. I get in silver from the northern provinces, gemstones from the east, and the river merchants sell my finished masterpieces all over the Empire. I make a damn sight more profit than I ever did in Karaz-a-Karak, by Grungni!"

– Hargrin Magnarrson, Dwarf smith and merchant

Karl Franz's powerbase is the Reikland, the Empire's wealthiest province. People from all over the Old World and beyond are drawn to the Reikland. Some seek fortune in its bustling towns and cities, others find work in its prosperous farms. A few dream of winning riches with their swords or wits, for behind the facade of peace, danger lurks.

ECONOMY

The Reikland's abundant resources include timber from the forests, ore from the mountains, and livestock, crops, and wine from its foothill country. The busy River Reik is the main trade route, but the Emperor has ensured that Reikland's highways are in better repair than the muddy tracks encountered elsewhere in the Empire. Coaching inns dot the roads, and stagecoach services link Reikland towns with the other provinces. Long stretches of road penetrate the wilderness haunts of bandits, and there is constant peril from beastmen and greenskins. Fortunately, mounted patrols of armed roadwardens protect the highways.

The largest city in the Reikland is, of course, Altdorf, with more than one hundred thousand people. Other towns are much smaller, and Altdorfers mock the slower pace of life in 'backwaters' such as Bogenhafen, Schilderheim and Dunkelburg. However, the citizens of these towns consider themselves far more sophisticated than those who live outside the province.

THE RIVER REIK

Stretching from the World's Edge Mountains to the Sea of Claws, the Reik is the Old World's longest river. Flowing through the Reikland, the river is deep enough to accommodate galleons from Marienberg and Ulthuan, and is so wide that virtually no bridge can span it, save the wondrous Great Bridge at Nuln. Boatmen ferry goods and people from bank to distant bank. The Reik is the Empire's principal trade route, and travel by riverboat is often faster and less dangerous than on roads. However, piracy is common enough to warrant shipsword patrols, and sometimes dangerous creatures swim downriver from the far-off sea.

The river defines Reikland's eastern border. Middenland, Talabecland and Stirland control most settlements on the eastern bank, such as Carroburg, chief town of western Middenland. There are two exceptions: Kemperbad, a wealthy friedstadt at the confluence of the Reik and Stir, and Castle Reikguard are both considered part of the Reikland. The castle's dominating turrets are emblematic of Reikland's power and a reminder of the borderland's turbulent history.

THE REIKWALD FOREST

Most of Reikland is covered by the Reikwald Forest. Tamed areas provide timber for the province's boat builders, but most of the forest is tangled underwood, a haven for outlaws. Reiklanders rejoice when the Emperor declares war, because these brigands leave their haunts to march with his armies as mercenaries.

Intrepid Reiklanders have hacked out living space from the forest. Settlements huddle behind palisades shielding them from the horrors that stalk the woods. A man might leave his village and return a few weeks later to find it razed, its inhabitants missing.

Deep within the Reikwald, like grey islands in a sea of green, are the flinty Hagercrybs and Skaag Hills, home only to a few shepherds and their fierce dogs. The Hagercrybs are notable for their ancient tombs, remnants of a forgotten age when Unberogen tribesmen laid their chiefs to rest under mounds protected by guardian spirits. The lure of treasure tempts many would-be tomb robbers, but very few return.

THE GREY MOUNTAINS

Reikland's border with Bretonnia is blocked by the Grey Mountains. Only a few defiles allow passage through. The Axe Bite Pass is the widest gap, flanked by vertiginous bulwarks of rock. Castle Montfort safeguards the Bretonnian side, and its eastern mouth is overlooked by Helmgart, an unyielding mountain fastness. In winter, snow forces travellers to take the Gisoreaux Gap to the north, a journey of many weeks.

The mountains provide Reikland with many resources. Caravans of Bretonnian wine and cloth regularly traverse the mountains, which are rich with deposits of gold, gems, iron, and marble. Miners risk their lives from goblin raids, for greenskin warrens honeycomb the mountains. A few dwarf holds, such as Karak Norn and the minor Karak Azgaraz, are scattered among the peaks, providing Reikland with lucrative dwarf craftsmanship.

The mountains have an ominous reputation – their jagged summits, storytellers whisper, hide the ruins of Castle Drachenfels, a necromancer's lair, and parents frighten children with tales of Blood Keep and the evil knights who will drink them dry of life.

FOES & THREATS

"So I got tired of killing mountain goblins. Too easy. Wandered north to seek doom in the Reikwald. Now there's a challenge. Plenty of monsters in them woods, big ones too. And ones that've never met a dwarf, so they don't run away when they see me."

– Gurni Thorgrimson, Dwarf Troll Slayer



Even the bravest inhabitants of the Empire dread the creatures that lurk in forests, stalk the lonely moors, or skulk below city streets.

ORCS & GOBLINS

Taller than a man, despite an ape-like stoop, an orc's green muscle-bound bulk is covered in scars and primitive tattoos. Fangs jut from a prominent jaw, and tiny eyes, set deep in a pug-nosed face, blaze with ferocity. Clad in furs and rusty armour, orcs wield heavy, unsubtle weapons. They lack intelligence, but compensate with incredible, savage strength. They sometimes ride huge boars whose evil temperament matches their own. Orcs treat their smaller goblin cousins as slaves, and sometimes as food.

Goblins are small, green and gangly, with large ears and bulbous noses. Their leering eyes gleam with deviousness. They prefer to kill from a distance with arrows, though a large mob with spears and daggers can overwhelm even a strong foe. Alone they tend to flee. Goblins overrun everywhere: Night goblins dwell in caves far from the sun, shrouded in black hoods. They breed vicious squigs, essentially a maw of fangs on legs, and farm toxic fungi. They co-exist with brainless trolls that can grow back lopped-off limbs. Goblins living in forests tame giant spiders as steeds. Those from the highlands are feared for their swift wolfriders, and sometimes bored giants from the mountain peaks join their warbands.

The Empire is under constant attack from these greenskins. Even the Reikland is not safe from them. Although forts guard the passes through the Grey Mountains, greenskins know many hidden ways through the range. They emerge to burn farms and fields, seizing humans for food or sport – torturing captives is a favourite amusement. However, it is rare for them to attack in force. Rivalry between and within greenskin tribes is bitter, and in the absence of anyone else to fight, they turn on each other at the slightest provocation.

BEASTS OF CHAOS

On moonless nights, when wild howls echo in the forests, folk beseech Sigmar for deliverance – beastmen are on the prowl. These children of Chaos parody the human form, with hooves, goat-like legs, fur-matted bodies and horned, bestial heads. They possess an animal cunning and are expert ambushers. Beastmen fight with primitive weapons, but are quick to flee from determined opponents.

Beastmen roam the forests of the Empire in nomadic herds. The largest are the gor, fierce brutes whose long horns display their vitality. They claim the choicest slabs of meat around the campfire. The weakling ungor are runts with stunted horns, who skirt the edges of the camp. Minotaurs, with bull-heads and bull-strength, rule over all. Centigor are monstrous hybrids of horse and beastman, even wilder than their two-legged kin.

After a successful raid, beastmen return to their camp to glut on stolen wine and gorge on the flesh of captured villagers. Villagers for miles cringe to the screams of the captives mixed with the lustful braying of the beastmen. On unholy days, herds gather around monoliths dedicated to the Chaos gods. There they offer bloody sacrifices and cheer their champions as they duel for the right to lead their herds, feasting on those combatants who fall.

THE UNDEAD

Superstition is rife in the Empire. Burial customs include staking the corpse through its heart, or decapitating the body and placing its head between its knees. Sometimes, such precautions are necessary in a land where the dead stir in their graves.

Too many dead rest uneasily. Wraiths, envious of life, haunt the living. In ancient tombs, skeletal wights cling to life, animated by greed for the treasures buried with them. Clad in antique armour, the touch of a wight's blade freezes the soul. Ghouls, wretched, grisly things, quarrel over mouldering bones. Consumed by their taste for human flesh, they resemble the corpses they consume. Necromancers, blasphemers against Morr, twist their magical powers to raise skeletons and rotting corpses as mindless slaves. They dream of bringing the Empire to its knees with vast armies of the walking dead.

Perhaps most frightening of all are the vampires. These immortal aristocrats of undeath have an unquenchable thirst for blood, and scour the night for humans. Vampires must disguise their presence, for a few brave and powerful mortals are dedicated to their destruction. Except in Sylvania, that is, a land entirely under vampiric thrall.

WARRIORS OF CHAOS

The most deadly of the Empire's enemies are the merciless tribes of Chaos. The northern provinces are still reeling from the last Chaos invasion, while the coasts are harried by the fierce marauder clans of Norsca. Typical marauders are tall and muscular, with long, knotted hair and beards, and wild eyes. Blasphemous sigils are tattooed on their flesh, and they heft cruel weapons. Some wear heavy furs, some go into battle naked. Others wear armour, heavily spiked and decorated with skulls. The most powerful Chaos warriors wear baroque plate armour, carved with eldritch runes and sometimes fused to their flesh as a second skin. Many proudly bear horrific mutations – for some, all semblance of humanity has disappeared beneath a writhing mass of talons, tentacles, and warped flesh.

Although the south has yet to experience the fury of a marauder horde, the taint of the Chaos Wastes is far-reaching. Even in the Reikland, folk are born with the mark of Chaos corruption, or develop such mutations in later life. Whether they have two heads or a hidden tail, mutants are an affront to Sigmar, and Imperial law requires communities to kill these cursed individuals. However, many escape into the forests where they form robber bands, attacking travellers and coaching inns. Spurned by society, they turn to the Chaos gods for succour.

CHAOS CULTISTS

The priests of Sigmar warn their flocks to avoid the temptations of Chaos. The dark gods might appear to a person in dreams, whispering promises in return for worship. Lust, vengeance, power, or the promise of immortality might corrupt the weak of soul.

Chaos cults honour the dark gods and secretly proselytise their damned faith. They eagerly welcome new devotees, especially those 'favoured' with mutation. Cultists seek to corrupt the Empire's moral strength and ensure its collapse from within when the final Chaos invasion comes. They infect every level of Imperial society. In the cities, highly organised cults infiltrate the aristocracy, control politicians, and win over commoners in the guise of agitating for freedom. In the countryside, covens of witches and



warlocks meet to worship the dark gods, sacrificing innocents in return for the power to wither crops and hex enemies. Cultists are secretive and paranoid, for the price of discovery is execution on a witch hunter's pyre.

In the naïve belief that they can use them as powerful servants, cultists sometimes summon daemons, hellish incarnations of raw Chaos. Daemons invariably slaughter their summoners and escape to cause untold havoc and suffering.

THE SKAVEN MYTH

A few years ago, Professor Andreas Cameras of Altdorf penned a controversial treatise on the mythical skaven, his once-great mind undoubtedly poisoned by the yellow-skull fever he subsequently succumbed to. According to the professor, these man-sized, bipedal rats infest what he termed an "Under-empire" beneath the Old World. With unnatural cunning, their Grey Seers, prophet-sorcerers of a horned rat-god, plan to dominate the world. Cameras believed that skaven infect cities with pestilence, assassinate Imperial officials, breed monstrous rat-ogre hybrids and create infernal machines that can kill with lightning blasts or flesh-melting flame.

Other lunatic scholars maintain that Mandred Ratslayer fought an army of skaven near the Howling Hills in 1124. They point to Mandred's helm, displayed in the Imperial Armoury, purportedly fashioned from a skaven skull - in truth, an oversized rat's skull.

Even some common folk claim to have encountered skaven. These are often sewer-workers, their minds, no doubt, befuddled by underground gasses. Other sightings can be explained away as the effects of alcohol. Tileans are firm believers in the myth. A folk tale, the Doom of Kasvar, preserves the legend of an ancient Tilean city destroyed by ratmen, who they also blame for the recent destruction of the city of Miragliano. However, right-minded Reiklanders are justifiably suspicious of these Tilean legends.

This delusion is not confined to excitable foreigners or maddened professors. The inhabitants of Talabheim insist ratmen terrorised the streets during the city's recent rat plague. Fortunately, most Empire folk scoff at such tall tales. Rats that walk like men is one thing – Chaos spawns many strange hybrids – but granting these creatures with intelligence is the utmost flight of fantasy.

THE OLD WORLD AND ITS ENVIRONS



PROVINCIAL BORDER

City State

Town

Road

Tower, Castle, Ruin

Battle Site



The Political Borders of the Empire, Circa 321 I.C.

The Political Borders of the Empire, Circa 321 I.C.

SEA OF CLAWS

NORDLAND

MIDDLE MOUNTAINS

OSTLAND

OSTERMARK

THE WASTELAND

MIDDENLAND

HOCHLAND

TALABECCLAND

STIRLAND

THE MOOT

AVERLAND

GREY MOUNTAINS

BRETONNIA

REIKLAND

WORLD'S EDGE MOUNTAINS



THE GLORIOUS PROVINCE OF THE REIKLAND





**GAMES
WORKSHOP**