

The cover art depicts a chaotic battle scene. In the center, a heavily armored knight with a large, feathered helmet and a sword on his back is being pushed back by a group of soldiers. The soldiers are wearing helmets with red plumes and carrying spears and shields. In the background, there are stone castles and a cloudy sky. The overall tone is dark and gritty.

WARHAMMER FANTASY ROLE-PLAY I UP IN ARMS

A GRIM AND PERILOUS GUIDE FOR KNIGHTS,
MERCENARIES, AND SOLDIERS OF ALL STRIPES

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♦ INTRODUCTION ♦



UP IN ARMS

The Warrior Class contains some of the most iconic careers in Warhammer Fantasy Roleplay. This is as book intended for GMs and players of Warrior Characters. The book contains information on what it is like to be a common soldier of the Imperial State Troops, or a mercenary, willing to fight for whatever province can afford their fees. An examination of the Empire's many orders of Knighthood provides comprehensive information on the nation's elite cavalry.

A lengthy article on the Cult of Myrmidia, with more attention lavished on the goddess than before. Her links with characters past and present is explained. How did she inspire Leonardo di Miragliano? Did she show Ennio Mordini how to cheat death? How have her cult incorporated the tactical advice of outsiders to the cult, such as the High Elf Allurian or Berndt Lavaspear?

For the first time a detailed history of Tilea considers the development of the Myrmidian cult alongside varied legends regarding the foundations of that land. A gazeteer and timeline of Tilea helps introduce this sunny southern realm, and the many regiments of mercenaries raised there.

ON THE BOIL

The second section of the book consists of alterative and expanded rules with a focus on combat and the Warrior Class. These rules fall into two categories.

New or expanded rules are given for Advantage, Pursuits, Critical Injuries, Weapons, Damaging Structures and Mounted Combat. These rules sections are intended to stand in for the relevant rules in the **WFRP** Core Rulebook.

Additional rules are given for Endeavours, and Class Talents. These are intended to be options that GMs can add to the existing rules if they see fit.

In all cases these rules should only be implemented if the GM agrees to their use.

At the end of the book is a summary of Talents that require rethinking in the light of other rule changes. For example the *Flee!* Talent will have more utility using the new Pursuit rules than it does in the **WFRP** Core Rulebook, and the *Crew Commander* Talent is entirely new to the Artillerist Career. Rather than scatter these Talents throughout the book they are compiled in their own appendix.



SOLDIERS OF ALL STRIPES



*Uri and Hans they were chattin'
about their new company captain.*

*Though she's aristocratic
she's no knowledge of tactic,
but an honourable sort, they agreed.
Now Uri and Hans push up weeds.*

—Popular nursery rhyme

For all the pageantry, chivalry, and glorious tales of battle, when it comes down to it, wars are won by the rank and file, the footslogger. Of all the stories of dashing cavalry, noble charges, and swift manoeuvres, battles usually hinge on the humble infantryman refusing to give, standing staunchly in the blood and guts of their fellows, dying for another's cause, on the orders of their betters.

ARMIES OF THE EMPIRE

The foot soldier makes up the bulk of Imperial forces. Without the nobility of knightly orders, the flamboyance of the pistolier, and the hard science of the artillery, the infantry are usually recruited from the lower rungs of society. For peasants the army might be their only chance to leave their local area, for a desperate street thug their only course away from a life of crime, for a respectable farmer a genuine chance to see the world.

Standard regiments — halberdiers, handgunners, sword, pike, and spear — usually recruit those without talent for anything else. These troops can be trained quickly, especially in emergencies, and can replace casualties without upheaval. More exclusive regiments, such as archers and Greatswords, might already possess their specialist equipment and abilities when recruited.



RAISING AN ARMY

The armies of the Empire are raised on behalf of the provinces and great cities. This does not always happen directly, however. Any number of nobles, towns, cults, and other interests have good reason to raise regiments if they can afford it; after all, despite the Empire's pretensions to progress, political power usually derives from the exercise of military might.

Many established great noble families have maintained a regiment for generations. Though this brings prestige and power, it is very expensive. Aspiring nobles often found regiments to help announce their credentials as major players at court. This has caused the ruin of many an over-ambitious noble over the years.

City charters are sometimes granted on the condition that a regiment must be maintained and placed at the disposal of the province. Other cities raise them anyway, to ensure their influence and independence. Regiments may be raised directly by the head of a Grand Province, and these are effectively the personal guard of the Elector Count. Some are raised by one of the Imperial cults, ostensibly to defend the Empire, but actually to advance that cult's political power — the rival Cults of Sigmar and Ulric are especially fond of sponsoring soldiers.

Because of the expense, only the wealthiest and most ambitious nobles or the largest cities can keep a regiment together permanently. Many regiments do not pay their troops over the winter, requiring the soldiers to fend for themselves. Other regiments are raised in emergencies and disbanded once the crisis in question is over. In times of peace, troops are paid a small retainer and are expected to train in their own time, meet up a few times each year to drill, and be ready to mobilise at short notice. This is a perfect arrangement for an adventurer.

OATH OF THE BÖGENHAFEN HALBERDIERS

I swear to Sigmar that I shall fight with fire in my heart
I swear to my Emperor that I shall stand against his enemies
I swear to the Reikland that I shall protect her people
I swear to my fellow Halberdiers that I shall not flee the field

LOYALTIES

Recruits are required to make an oath upon entering their regiment. The wording varies greatly across the Empire but is usually dedicated to a selection of the gods, the Emperor, the province and its Elector, the regiment, and their fellow soldiers.

Regiments attempt to instil a certain pride among their ranks, but this rarely gets by the cynicism of the average soldier. Despite such cynicism, all soldiers know that when the fighting starts their best chance of survival is to stand fast next to their comrades-in-arms.

The history of a regiment is key to its prestige. Many regiments credit themselves with convoluted and dubious histories going back even to the time of Sigmar, and new regiments often borrow the history of old, famous regiments from the same area. Battle honours, a list of all the battles a regiment has fought, are memorised by its soldiers and often displayed on its standard.

The occasion when fierce loyalty to the regiment is most on display is when soldiers are confronted by those of a rival regiment. This inter-regimental rivalry is sometimes focused on tournaments like archery contests, wrestling, and Middenball, but sometimes it spills over into less formal pursuits. When carousing soldiers of different regiments meet it almost always ends in a bloody brawl. Fortunately, soldiers are apt to follow the unwritten rules and are usually too shrewd to draw their weapons.



UNIFORMS AND EQUIPMENT

Many recruits begin their military careers relatively well equipped. Regiments supply a recruit's needs, or lends them the money to buy equipment, on the understanding that it will come out of their future wages — with interest. Often this equipment is poor quality, taken from dead comrades or looted from the enemy. Of course, it is in no one's interest to equip soldiers with weapons that might break, but many everyday items are likely to have the *Shoddy* Flaw. Most uniforms supplied to new recruits may have seen better days, and have the *Ugly* Flaw.

Generals want to win wars. They may be corrupt, or prone to cutting corners, but it is in their interests to command effective fighting forces. When a recruit requires expensive equipment it may possess the *Shoddy*, *Unreliable*, or *Bulky* Flaws. For this reason, soldiers are always on the lookout for opportunities to acquire better equipment or make money back. No self-respecting soldier would steal from their comrades, but this rarely extends to soldiers of rival regiments or the possessions of the dead. Selling liberated equipment to the quartermaster is common.

Throughout their career, soldiers progressively upgrade their belongings. They realise that the quality of their gear can make all the difference on campaign.

Colours

The provinces have their own colours, so an army might be expected to look uniform. However, if a noble sponsors a regiment, they make sure that their troops can be distinguished, using sashes, feathers, and other devices in their heraldic colours. Cities outfit their troops in the city colours. Whilst the troops of the Reikland tend to wear off-white clothing, the troops of Altdorf wear blue and red uniforms, and the merchants of Bögenhafen pay for expensive purple fabrics.

A regiment might have an official colour scheme and even restrictions on the cut and design of its uniforms. Inconsistency and availability of certain dyes, the personal choice of an individual, items looted from the enemy, scarcity of other equipment, all serve to make a regiment a hodgepodge of shades and designs.

Officers are not required to wear the uniform and are famous for dressing in colours that starkly contrast with the regiment's colours, as a show of bravery.

EVERYDAY LIFE

When not on campaign, army life varies depending on the role of the regiment. Many armies, especially those raised by cities, are used as garrisons and to patrol the streets. These are available at short notice to face whatever danger or disorder should occur. These troops are fed by the regiment and might only get one day per week or perhaps a week in every eight, off duty. These troops tend to be better trained, as there is little else to do. Many garrison forces never leave their home cities. Getting married is a sign of responsibility and maturity, so when they do marry, these troops are often given a pay rise and allowed to live away from the barracks.

When not on campaign the soldiers of certain regiments, especially those raised by rural nobles or smaller towns, simply live their normal lives. The regiment meets up just once per week for training and then the soldiers return to their farms. They are given a small retainer for this duty but are expected to earn their living elsewhere. This suits the sponsors of the regiment who can honestly claim to have a thousand soldiers at their disposal, while not paying a penny. This can also suit soldiers who might be better off working other jobs while waiting to be mobilised.

ON CAMPAIGN

On campaign, life is tough. Armies must travel hundreds of miles with little indication of when or even how they might be getting home. The footsloggers must cover every inch under their own steam, carry all their kit, and even forage for their own food. Long forced marches, makeshift camps, unsanitary conditions, rampant disease, hostile territory, aloof officers, a terrifying foe, any number of factors can make waging war a disconcerting as well as dangerous experience.

Soldiers develop a cynical attitude and sardonic humour all their own and it is this sort of experience that enables them to relate to other soldiers, sometimes even deadly enemies, better than they can relate to civilians.

DESERTION

Though Imperial soldiers swear to serve unwaveringly for the duration of their term, desertion is not uncommon. Deserters can live well, using whatever money they have saved to set themselves up in some quiet corner of the Old World, or beyond. Some live to regret their decision, however, ending up as outlaws or criminals or joining ragtag mercenary companies, unable to escape the life of a soldier. Some, of course, become adventurers.

Received wisdom within the regiment is that deserters will be hounded to the ends of the world. News often spreads through the ranks of a deserter being caught in some exotic locale and strung up from the nearest convenient tree, but this is more often a fabrication to encourage the others to abide by their oath. Practically, the regiment has better things to do than hunt down deserters. Provided they keep their head down, and are sensible about it, there is little chance of a deserter being caught, short of having the bad luck to bump into erstwhile colleagues in a tavern or similarly unlucky coincidence.

NEW CAREERS

Several new careers are provided in this book. If using the random career tables on **WFRP** pages 30–31 to generate a career refer to the following table to see if the career generated has further options. If it does, roll again to see if one of the careers in this book should apply instead.

A player can always opt to remain in the first career generated, so if a player generates a Pedlar they do not need to see if they are a Camp Follower, and if they do wish to see if they can become a Camp Follower they might well discover that they are a destined to remain a humble Pedlar after all. Besides that, the careers are all still common to the Empire, and players can enter these careers as experience and circumstances allow.

Example: *Gerd Braun is a randomly generated Character. When rolling for career Gerd generates a 98, meaning that he is a Soldier. Gerd decides to roll again to see what sort of Soldier he is. His second roll is 57, so Gerd is an Archer.*

NEW CAREERS

CAREER	OPTIONAL ROLL
ACADEMICS	
Engineer	01–75: Engineer 76–00: Artillerist
Scholar	01–85: Scholar 86–00: Cartographer
RANGERS	
Pedlar	01–75: Pedlar 76–00: Camp Follower
WARRIORS	
Cavalryman	01–75: Cavalryman 76–00: Light Cavalryman
Knight	01–55: Knight 56–65: Freelance 66–70: Knight of the Blazing Sun 71–85: Knight of the White Wolf 86–00: Knight Panther
Soldier	01–40: Soldier 41–50: Archer 51–75: Halberdier 71–85: Handgunner 86–90: Greatsword 91–96: Pikeman 97–00: Siege Specialist
Warrior Priest	01–85: Warrior Priest 86–00: Warrior Priest of Myrmidia

10 SKILLS?

Newer careers in Warhammer Fantasy Roleplay materials have tended to list ten skills in the first tier rather than eight as in the **WFRP** Core Rulebook.

Whilst there are ten options, to advance through a career only eight need to be improved, as explained in the **WFRP** Core Rulebook. This is intended to provide a bit more variety in approaching a career, particularly in the early tiers.



ARCHER

Halfling, High Elf, Human, Wood Elf

Employing strength and skill in equal measure, you bring finesse and accuracy to the battlefield.

Respected for their skill and command of the battlefield or disdained for their unwillingness to get involved in the nitty gritty, archers pride themselves on being apart from (and even better than) the usual rabble that joins the army. Anyone can hold a halberd or fire a handgun, they say, but it takes years of training to be an archer.

'Eight days it takes to train a handgunner, they say, eight days! It took me eight years just to learn to draw a bow.'

– Ute Schuetz, Pfeildorf Archers

'They say us archers are no good in a one-on-one fight but I could defeat the greatest pit fighter in Altdorf, as long as we started far enough apart.'

– Ned Hamfist, Lumpin Croop's Fighting Cocks

ARCHER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	+	+	+	+	+		+		

CAREER PATH

✚ Bowman – Silver 1

Skills: Athletics, Climb, Consume Alcohol, Dodge, Endurance, Language (Battle), Perception, Play (Horn), *Ranged (Bow)*, Stealth (Rural)

Talents: Accurate Shot, Fast Shot, Strong Back, Warrior Born

Trappings: Quiver and 10 Arrows, Bow, Dagger, Pack, Uniform

✂ Archer – Silver 3

Skills: Gamble, Gossip, Melee (Basic), Outdoor Survival, Track, Trade (Fletcher)

Talents: Drilled, Etiquette (Soldiers), Marksman, Sure Shot

Trappings: Headgear, Sword, Quality Bow

☠ Archer Sergeant – Silver 5

Skills: Cool, Leadership, Navigation, Ride (Horse)

Talents: Combat Aware, Sharpshooter, Sniper, Unshakeable

Trappings: Symbol of Rank, Quality Uniform

🛡 Archer Captain – Gold 1

Skills: Lore (Warfare), Secret Signs (Scout)

Talents: Inspiring, Seasoned Traveller, Stout-hearted, Warleader

Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Symbol of Rank



Though seen as a bit backwards by urban folk used to blackpowder and shining armour, the archer is more trusted in the countryside, and peasants see them as one of their own.

Archers are the lightest of foot troops, often used to scout and forage. They are better able to live off the land, which means they get the best food. They also have a reputation for being able to act on their own initiative, and able to find their way to the battle even through the most difficult terrain. An army in enemy territory relies on its archers far more than other troops might admit.

Archers take pride in their skills, and regularly hold competitions within companies and regiments, testing accuracy at a variety of distances. The finest archers are invited to represent their regiment in provincial championships.

NON-HUMAN ARCHERS

Human archers are never to be underestimated, but the non-Human ones are the most feared. The Halflings who fight under the name of Lumpin Croop's Fighting Cocks are a group of mercenary scouts who command high prices, although they are thought lucky rather than highly competent and are as famed for their entertaining banter as for their skill with a bow.

The Elves of the forest are known for loose formations of archers who use the terrain to their advantage and whose success is down to individual accuracy rather than massed volleys. They are credited with such prodigious accomplishments of archery that reports of their deeds are hard to believe. They never turn up at Human tournaments, however, because they are never invited. Unlike their Wood Elf cousins, High Elves are famous for close ranks of archers, said to dim the sky with their massed arrows.

When not campaigning with their regiment, an archer will have plenty of opportunity to undertake adventure. Their skill with a bow will always be useful. The stealth of that weapon and its range gives any party an edge over their foes. Archers are also used to travelling light and living off the fruits of their marksmanship.

The Deathjacks

The Deathjacks are a regiment of elite archers from Stirland. Originally patrolling the area around the city of Wurtbad, their influence has grown to cover much of central Stirland.

More importantly, they are the scout regiment for the provincial army. As much as they have earned respect for their exploits on the field of battle, they have especially proved their worth in scouting and foraging.

They are without peer when making surreptitious raids on the enemy. They also have a reputation for raiding their own army's supply train, if that is what it takes to keep them comfortably fed, although they might deny this as vicious rumour.





GREATSWORD

Human

Skilfully wielding your vicious zweihänder, you are the greatest of all the Empire's foot soldiers.

Greatswords are the signature elite infantry of the Imperial armies, the most prestigious and feared of all the Empire's foot soldiers. They forsake the shield to wield huge zweihänder swords, ensuring their combats are short and deadly whichever way they go. Their large, two-handed weapons are unwieldy, so Greatswords need to be swift and athletic to compensate. For this reason, they dress in a much looser formation than other foot soldiers.

In the name of Sigmar, and his Empire, I swear to serve my captain, and my regiment, and I swear never to take a backward step in the face of any enemy or suffer dishonour, shame, and the disdain of my fellows.'

– Carroburg Greatsword Oath

GREATSWORD ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	☠	⚔			☠	+	

CAREER PATH

⚔ Greatsword Cadet – Silver 1

Skills: Athletics, Consume Alcohol, Cool, Dodge, Endurance, Gossip, Language (Battle), Melee (Basic), *Melee (Two-handed)*, Play (Drum)

Talents: Coolheaded, Drilled, Strong Back, Warrior Born

Trappings: Dagger, Metal Breastplate, Uniform, Zweihänder

⚔ Greatsword – Silver 3

Skills: Gamble, Intimidate, Lore (Heraldry), Melee (Any), Outdoor Survival, Perception

Talents: Combat Reflexes, Etiquette (Soldiers), Fearless (Any), Strike Mighty Blow

Trappings: Full Plate Armour, Large Feathered Hat

☠ Greatsword Sergeant – Silver 5

Skills: Intuition, Leadership, Navigation, Ride (Horse)

Talents: Combat Aware, Enclosed Fighter, Unshakeable, Warleader

Trappings: Manual on the art of Zweihänder fighting, Quality Zweihänder, Symbol of Rank

☠ Greatsword Captain – Gold 1

Skills: Charm, Lore (Warfare)

Talents: Commanding Presence, Inspiring, Public Speaking, Stout-hearted

Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Quality Uniform, Symbol of Rank



'The Greatswords are far too full of themselves. So what if they never take a backward step in the face of the enemy? It's not like the rest of us spend all our time running away, is it? First thing they ever taught me in the Halberdiers was don't run away. You don't hear us shouting about it all the time.'

– Holger Kass, 1st Bögenhafen Halberdiers

Together with their fame, Greatswords have accrued a reputation for arrogance and a disdain for other types of soldier. The Greatswords, of course, claim this reputation comes merely through the jealousy of their inferiors.

Because the zweihänder requires a completely different technique to a one-handed sword, there is much study and discussion of the correct way to fight with them. This debate seems to go on endlessly within the ranks. The issue has become a virtual science with many published treatises on the art. The old Estalian masters are considered to be the ultimate authority on the subject. Some Greatswords have been known to affect an Estalian accent when they feel the need to impress.

PICKED TROOPS

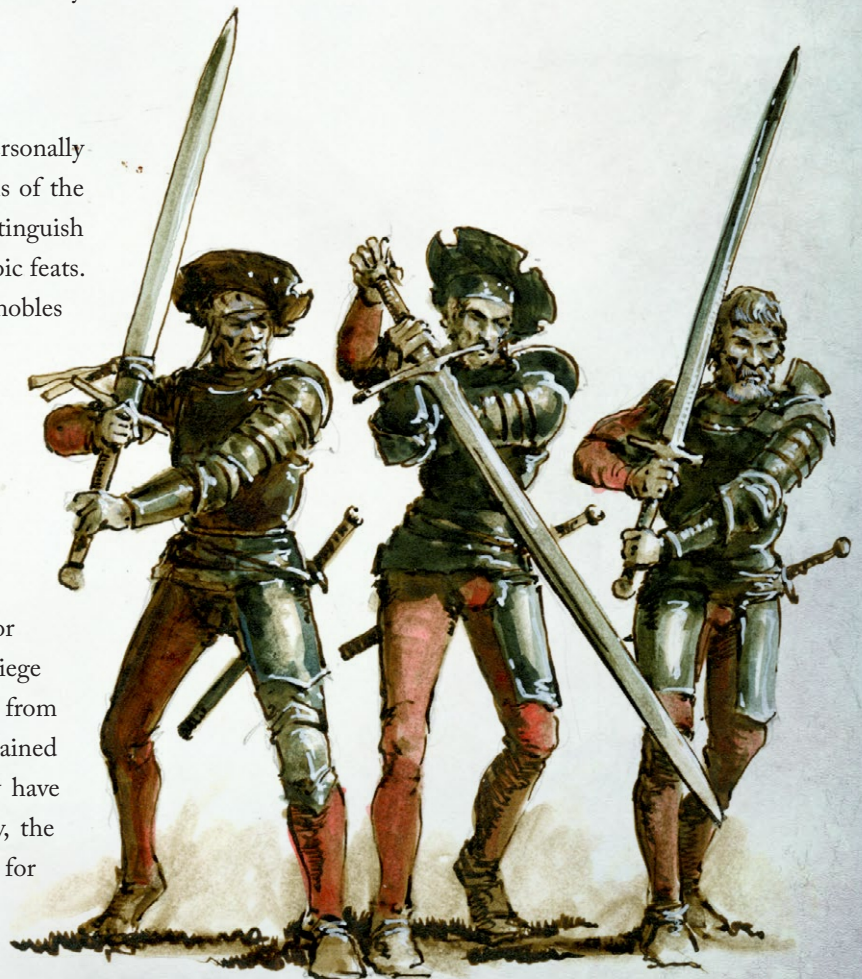
Traditionally, members of the Greatswords are personally picked by noble lords from among the champions of the troops. To gain such promotion, a soldier must distinguish himself in the eyes of officers, or accomplish heroic feats. Greatsword regiments often garrison the castles of nobles or form their bodyguards on the battlefield. Such troops swear oaths never to cede ground to the enemies of the Empire and to protect their lord at all costs. Greatsword veterans who abide by their oaths are often rewarded with knighthood.

The Carroburg Greatswords

The Carroburg Greatswords have a reputation for implacability and bravery going back to the great siege of Carroburg, when Reiklanders defended the city from Middenlander invaders. Their uniforms were so stained with the blood of friend and foe alike that they have worn deep red uniforms ever since. To this day, the Carroburg Greatswords consider that they fight for Sigmar himself and the regiment recruits very few devout Ulricans.

On entering the ranks, a recruit must swear an oath to Sigmar and to the Empire never to take a single backwards step in the face of the enemy. This oath is taken very seriously, and overly-literally. While other Greatswords have drills that involve backwards movement, the Carroburgers do not. This stubbornness on the battlefield seems to colour their attitude to many aspects of life.

A Greatsword might have trouble justifying their adventuring when they have made an oath to their regiment and they are a vital troop in the defence of the Empire. Perhaps they are on a mission to right a wrong. A matter of honour is exactly the sort of motivation they would take so seriously. Perhaps they have even become disillusioned with military service.





HALBERDIER

Dwarf, Halfling, Human

Famously reliable, you are a stalwart of the infantry, and not to be trifled with.

The mainstay of all Imperial armies, Halberdiers are found in forces the length and breadth of the Empire, and beyond. They have a reputation for reliability and grit and make a formidable sight on the field of battle, massed closely together with their imposing weapons. The Halberdier takes heart from fighting in large groups of tightly formed units, where they benefit from the reach of the halberd while not suffering too much from a lack of manoeuvrability.

'Would you prefer a spear or an axe?'

'Yes.'

– Old Halberdiers' joke.

HALBERDIER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+		⚔	+	☠	+		🛡		

CAREER PATH

✚ Halberdier Recruit – Silver 1

Skills: Athletics, Consume Alcohol, Cool, Dodge, Endurance, Language (Battle), Melee (Basic), *Melee (Polearm)*, Perform (Parade), Play (Drum)

Talents: Diceman, Drilled, Strong Back, Warrior Born

Trappings: Dagger, Halberd, Leather Breastplate, Uniform

⚔ Halberdier – Silver 3

Skills: Climb, Gamble, Gossip, Intimidate, Outdoor Survival, Perception

Talents: Enclosed Fighter, Etiquette (Soldiers), Fearless (any), Strike Mighty Blow

Trappings: Metal Breastplate, Helmet, Quality Halberd

☠ Halberdier Sergeant – Silver 5

Skills: Intuition, Leadership, Navigation, Ride (Horse)

Talents: Combat Aware, Unshakeable, Stout-hearted, Warleader

Trappings: Symbol of Rank, Quality Uniform

🛡 Halberdier Captain – Gold 1

Skills: Charm, Lore (Warfare)

Talents: Inspiring, Public Speaking, Seasoned Traveller, Commanding Presence

Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Quality Sword, Symbol of Rank



'The greatest manoeuvre you can ever do with a Halberd, I learned from an old Tilean veteran. Watch carefully. Take the dough, add the sauce, some sliced sausage, a bit of cheese, then place the blade of your weapon in the fire, like so, for a few minutes until the crust is golden brown.'

– Holger Kass, 1st Bögenhafen Halberdiers

Though unwieldy and difficult to master, the halberd is a prodigious weapon in the hands of a trained halberdier. What it lacks in manoeuvrability it makes up for in reach and what it lacks in finesse it makes up for in sheer power. Though received wisdom has it that a Halberdier is not as effective a fighter in close order, Halberdiers have developed a method of fighting one-on-one and pride themselves on being a match for anyone armed with a sword and shield.

The Death's Heads

The Ostermark Death's Heads is the most famous Halberdier regiment in the Empire. It was founded around 500 years ago during the First Vampire Wars, formed from troops who came together to defend Essen against the forces of Vlad von Carstein. They wore black and red, and hid their faces behind death's head masks to keep their identities secret. They distinguished themselves throughout the Vampire Wars and keep their excellent reputation to this day. They still wear death's head masks when going into battle, striking fear into their enemies.

As with many soldiers, getting involved in adventure might seem to go against the thrust of their career, but a soldier's life can afford some opportunities. The regiment might be stood down for the winter, or for an indefinite period of peace. The Halberdier might decide that the soldier's life is not for them after all and be on the lookout for another career.

They might also be identified as a reliable and resourceful sort who could be sent on a special mission on behalf of the regiment, or one of its officers. Sometimes no one can go undercover as a hapless, common peasant quite as well as a hapless, common peasant.

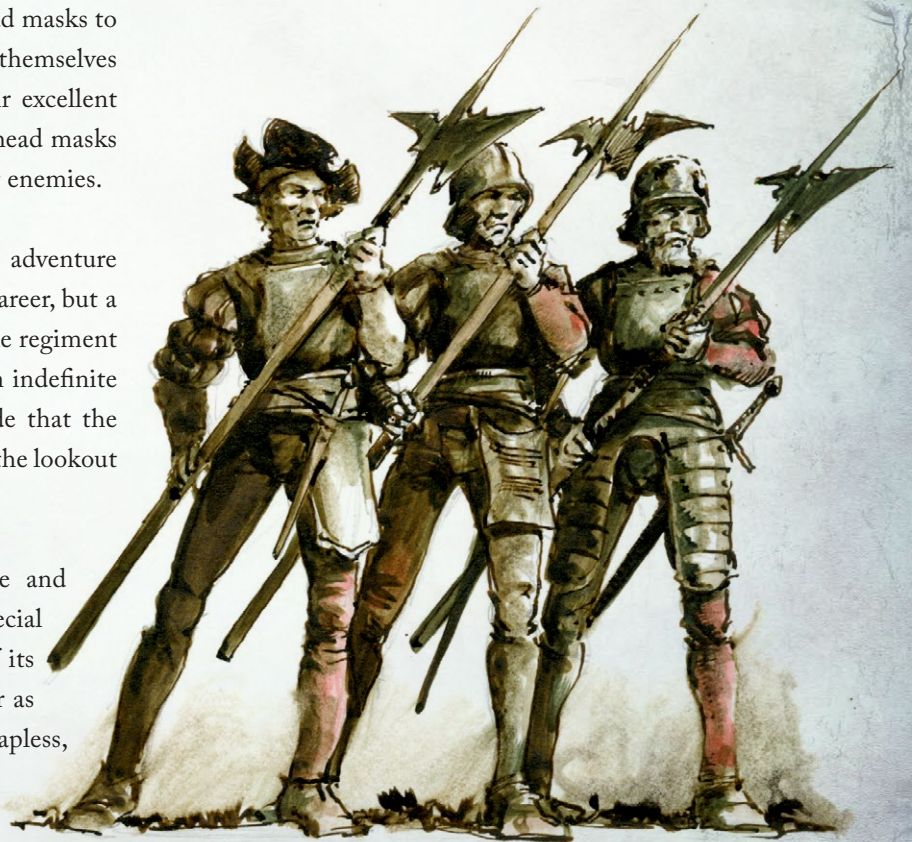
The Sons of the Reik

Also known as Altdorf's Company of Honour, the Sons of the Reik are an elite unit and the city's most famous. They have a reputation for being dashing on the field, but also somewhat belligerent on the Street of One Hundred Taverns. Certainly, the company has a long and storied history and an impressive litany of battle honours.

The regiment supposedly recruits only the best and the bravest from the city's other regiments. However, these days, there is some controversy surrounding its recruiting practices. It might be easier to buy one's way in by greasing palms than by spilling blood.

Von Kragzburg Guard

Unusually, the Von Kragzburg Guard of Averheim is a regiment founded by nobility that functions as a mercenary company. This is very much frowned upon by other nobles, but 'Dirty Duke' von Kragzburg does very well out of it. Ultimately, the company is well trained and well run with a great reputation in the field. It has battle honours stretching all across the Empire and well beyond. Such a unit will always find paying customers.





HANDGUNNER

Dwarf, Halfling, Human

Wielding a handgun, you bring death to your enemies from long range — or at least put the fear of Sigmar into them.

‘They are unreliable, noisy, full of hot air, and they leave a foul smell behind them. And their guns aren’t much better.’

– Holger Kass, 1st Bögenhafen Halberdiers

The Handgunner is a comparative newcomer to the Imperial army. Though they have been around for hundreds of years, they are not yet entirely trusted by the rest of the military. Even so, as technology advances, they have become increasingly effective on the battlefield and are fielded in the Imperial armies in ever greater numbers.

HANDGUNNER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	+			⚔	+	+	☠	🛡	

CAREER PATH

✚ Handgunner Recruit – Silver 1

Skills: Athletics, Consume Alcohol, Cool, Dodge, Endurance, Language (Battle), Melee (Basic), Perception, Play (Flute), *Ranged (Blackpowder)*

Talents: Accurate Shot, Gunner, Marksman, Sniper

Trappings: Dagger, Handgun, Uniform

⚔ Handgunner – Silver 3

Skills: Climb, Gamble, Gossip, Intuition, Outdoor Survival, Trade (Gunsmith)

Talents: Drilled, Etiquette (Soldiers), Fast Shot, Rapid Reload

Trappings: Large Feathered Hat, Quality Handgun

☠ Handgunner Sergeant – Silver 5

Skills: Leadership, Navigation, Ranged (Engineer), Ride (Horse)

Talents: Combat Aware, Sharpshooter, Sure Shot, Unshakeable

Trappings: Symbol of Rank, Quality Uniform

🛡 Handgunner Captain – Gold 1

Skills: Charm, Lore (Warfare)

Talents: Inspiring, Seasoned Traveller, Stout-hearted, Warleader

Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Symbol of Rank



'We had some Nordlander archers on our left and the Altdorf Handgunners on our right as the Greenskins approached. I was fearing the worst, I don't mind telling you. On the command, the archers loosed their arrows and the Handgunners fired. More Greenskins on the left fell, that's for sure. But it was the ones on the right who ran.'

– Holger Kass, 1st Bögenhafen Halberdiers

Firing and maintaining a handgun is a complex and involved process. Handgunners tend to shroud their jobs in mystique and ritual, leaving the uninitiated to consider it almost like magic. The finer points of manufacture of weapons and blackpowder are heavily guarded secrets. To this day, many of the Empire's simpler folk are frightened of blackpowder weapons. Some point to the fact that Handgunners need only a few weeks training before taking the field as testament to how simple their process actually is.

For many years the presence of Handgunners in the Empire's armies, and those of the Dwarfs for that matter, brought fear to the battlefield. Many of the Empire's enemies have now got used to the weapon and are not so wary of it. Even so, a volley of gunfire from well-drilled massed ranks is an awe inspiring and terrifying spectacle.

Handgunners can make good adventurers, given time away from their regiment. As well as the usual expertise and discipline of a trained soldier, their specialist equipment will give a party an edge in ranged combat and bring a certain fear-factor to the fight. Though do not expect them to be so useful on stealthy or surreptitious missions.

The Nuln Ironsides

The Nuln Ironsides are a product of the Imperial Gunnery School's search for military advances. They are an elite regiment hand-picked from other Handgunner regiments and equipped with the best equipment the Imperial Gunnery School has to offer. Not only do they carry state of the art handguns, but they wear heavy armour. This is a telling factor when they engage with rival ranged troops, but also makes the difference if they are ever drawn into melee.

The Fireloques of Ferlangen

A troop of deadly accurate handgunners that have fought throughout Ostland, often under the army banner of the Elector Count himself. Wearing the black and white of their home province the Fireloques of Ferlangen bear no formal insignia, but superstitiously decorate their hats and uniforms with the bones of fallen comrades and other good luck charms.

Even amongst the stubborn Ostlanders, the Fireloques of Ferlangen have gained a reputation for tenacity, holding their gun line and unleashing volleys of fire into approaching foes. Their refusal to surrender the flank against Skaeling marauders during the three-day Battle of the Littered Bones earned them the nickname of Skull Clubbers, as without gunpowder for the entire last day they resorted to using their guns as blunt weapons.





ARTILLERIST

Dwarf, Halfling, Human

You bring the big guns to the fight. You maintain and fire artillery and understand the best use of blackpowder.

The pride and joy of the Empire, its artillery is famed for an awe-inspiring spectacle that strikes fear into the heart of all her enemies. However, artillery regiments do not possess the glamour of the knightly orders or the Greatswords. It is hard graft involving heavy lifting, fetching, carrying, and tedious excavation. Despite this, it is vital to the Empire's war effort and artillerists see themselves as the unsung heroes of the Empire's armies.

'I haven't noticed any smell of manure — why is it even relevant?'

- Ludmilla Krabbe, old artillerist on being asked about the noise of battle

ARTILLERIST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
	+		⚔	+	🛡		+	💀	

CAREER PATH

⚔ Apprentice Artillerist – Silver 1

Skills: Animal Care, Cool, Drive, Endurance, Evaluate, Language (Battle), Melee (Basic), Navigation, Perception, *Ranged (Blackpowder, Catapult, Crossbow or Engineering)*

Talents: Marksman, Rapid Reload, Strong Back, Warrior Born

Trappings: Dagger, Leather Apron

⚔ Artillerist – Silver 3

Skills: Consume Alcohol, Gamble, Gossip, Outdoor Survival, *Ranged (Blackpowder, Catapult, Crossbow or Engineering)*, Trade (Carpenter or Gunsmith)

Talents: Crew Commander, Etiquette (Soldiers), Orientation, Sniper

Trappings: Weapon (Any), Telescope, Tools, Uniform

💀 Artillerist Captain – Silver 5

Skills: Intuition, Leadership, Lore (Artillery), Ride (Horse)

Talents: Combat Aware, Read/Write, Tinker, Unshakeable

Trappings: Symbol of Rank, Quality Uniform

🛡 Master Artillerist – Gold 1

Skills: Charm, Lore (Warfare)

Talents: Inspiring, Public Speaking, Seasoned Traveller, Stout-hearted

Trappings: Artillery piece and Limber, Letter of Commission, Light Warhorse with Saddle and Tack, Map, Symbol of Rank



'I have fought in many wars, been overrun by ravenous beastmen, tortured by greenskins, seen the very air warped by daemons, but I have never been on the receiving end of cannon fire, thank Sigmar.'

– Ludmilla Krabbe

The firepower of the Imperial army is only matched, and of course surpassed, by that of the Dwarfs. The Dwarfs have had a long head-start on developing their great weapons of war, but the Humans believe they are catching up fast. Dwarven artillerymen are welcomed into the ranks of the Imperial army, in the knowledge that they will be expert and reliable, but also in the hope that they might reveal some of their secrets.

The Imperial Gunnery School

The vast majority of the Empire's artillery pieces are forged at the Imperial Gunnery School in Nuln. A sprawling array of smelters, factories, and forges dominates the city, belching clouds of soot into the air and turning the night sky red. This is the centre of the industry in the Empire.

The Empire's best artillerymen are also trained here, and the Imperial Gunnery School is a pride of the city, proving to its citizens, once more, that it is better than Altdorf. Graduates of the school are respected and welcomed into every army in the Empire for their training and expertise.

Adventuring might seem an odd choice for an artilleryman, especially as a cannon or other great weapon is not very convenient to drag around. But an artilleryman does possess a good all-round set of skills and talents and have a range of outdoor skills. They would get respect from other members of the military and unlike most military, would be decently educated and able to hold their own in conversation with scientists and engineers.

An artilleryman could get dragged into investigating wrongdoing or an evil conspiracy as easily as the next adventurer. After all, bravery in the face of the enemy and an inquiring mind are all an adventurer ever requires and artillerymen must possess both attributes. And perhaps, in certain circumstances, they might even get to bring their cannon along.

THE STATE OF THE ART

Though various forms of artillery have been used for millennia, innovations occur all the time. Some of the more exotic pieces of artillery are detailed below. See page 125 for rules for artillery.

Organ Gun

The Organ Gun is the pride of Dwarven engineering. It comprises a number of barrels that are fired simultaneously. It usually has four or five barrels, though accounts tell of Dwarf holds protected by nine-barrel (and even greater) Organ Guns. The weapon strikes fear into the enemy by combining massive firepower with Dwarf reliability.

Flame Cannon

The Dwarven Flame Cannon is a dangerous weapon, sometimes even to its own side. It fires a stream of pressurised oil towards the enemy while attempting to ignite it. If all goes well, the results are deadly and terrible. Though not a blackpowder weapon, the famous Flame Cannon counts as an artillery weapon.

Many diplomatic missions have travelled from Altdorf and Nuln to various Dwarf holds offering generous trade deals in return for the secret of the Flame Cannon, though always without success. One artilleryman, sent to the mountains to steal such secrets, was returned to the Empire, barely recognisable, burned to a crisp by the weapon whose secrets she sought. A note from the Dwarfs was enclosed, apologising for an unfortunate accident.

Hellblaster Volley Gun

It's not just the Dwarfs who create such fantastical blackpowder weapons. The Imperial College of Engineers in Altdorf is always experimenting with novel and pioneering cannons. The Hellblaster Volley Gun is an Imperial slant on the Organ Gun. The Volley Gun only fires three barrels at once but is arranged in a triangle of three banks of three barrels. This means it can fire three times before it needs reloading. Unfortunately, the weapon is notoriously unreliable and is prone to jamming, or worse, at crucial moments.





CAMP FOLLOWER

Dwarf, Halfling, High Elf, Human, Wood Elf

You accompany armies on campaign, looking for adventure, protection, or just an angle.

The logistics of military manoeuvres can be near incomprehensible. Like mobile cities, the armies of the Old World rely on complex supply chains and strict organisation to keep them fed and supplied. Much of this is directly under the remit of the army. But private enterprise is always on the lookout for profit, so much of any army will be made up of an eclectic band of hangers on, pedlars, bawds, tradespeople, artisans, and charlatans. Many of these can be described using other careers, but those dedicated to following the troops without any specific trade or vocation come under the auspices of Camp Follower.

CAMP FOLLOWER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+			☛	☠	+		☛		+

CAREER PATH

✚ Ribaud – Brass 1

Skills: Charm, Consume Alcohol, Dodge, Entertain (Any), Gossip, Haggle, Melee (Any), *Outdoor Survival*, Perception, Perform (Dance)

Talents: Attractive, Beneath Notice, Blather, Dirty Fighting

Trappings: Bed Roll, Dagger, Pack

☛ Camp Follower – Brass 4

Skills: Athletics, Bribery, Endurance, Gamble, Ranged (Any), Stealth (Rural)

Talents: Diceman, Etiquette (Soldiers), Rover, Stone Soup

Trappings: Tent, Quality Hat

☠ Seasoned Scavenger – Silver 1

Skills: Cool, Intimidate, Intuition, Language (Any)

Talents: Seasoned Traveller, Sturdy, Unshakeable, Very Resilient

Trappings: Quality Clothing

☛ Camp Chief – Silver 4

Skills: Evaluate, Leadership

Talents: Inspiring, Public Speaking, Stout-hearted, Strong-Minded

Trappings: Riding Horse with Saddle and Tack, Ring of Camp Followers

‘Care to buy this gold ring plucked from the finger of a dead Bretonnian? Well, no, it’s not that golden, and no, he wasn’t that Bretonnian ... and no, he wasn’t that dead, either.’

– Felix Ramml, Camp Follower

‘Don’t point out her lack of breeding and uncouth manners. Don’t blanch at her unsophisticated chatter. After all, she’s married a captain, and that’s as good as she is. Not to mention, she’ll gut you with the knife she conceals in her bodice.’

– Idle chatter at the officers’ ball



Camp Followers have a varying reputation. Many are simply honest traders making a living by supplying soldiers. The presence of a nearby army is a ready market for their goods, and it makes sense for them to stick by it, for safety and profit. Others are not so honest, taking advantage of the naïveté of recruits and the scarcity of supplies to profiteer or pass off shoddy wares. These petty charlatans live on their wits, of course, as exploiting the heavily armed and belligerent is not always the wisest business plan.

Some are specialist tradesmen and crafters performing many of the services vital to the functioning of an army, from blacksmiths to gunsmiths, tailors to cobblers. Armies generally employ their own labour for many of these purposes but a skilled artisan with a good reputation can charge a premium, especially when the quality of their work can be a matter of life and death. Reputations, good and bad, are quick to travel within an army and veteran soldiers are discerning customers.

Many Camp Followers are the partners and children of the soldiers themselves. Some soldiers consider this to be the best way to look after their family and it offers them some of the comforts of home while on campaign. These Camp Followers are also able to make money in addition to their partner's military pay by acquiring a trade useful to the army. Others make money by performing similar functions and, getting used to such a way of life, look to marry into the army.

The presence of a large contingent of followers is a blessing and a curse for the army. On the one hand, they perform much needed jobs, often more efficiently than the army can manage in-house, and they enhance morale. On the other, they need to be defended, which involves diverting resources from other duties, and their presence can be unpredictable as they do not have the discipline and the respect for orders that soldiers do.



Life in the camp resembles that of a small town, with many of the same sort of interactions and interdependencies. There is the added complexity that the physical structures are temporary, and everyone is living under the threat of imminent attack. Not surprisingly, in a society dedicated to soldiering, life there can be nasty, brutal, and short. Many will perform whatever sordid and lowly services they can for whoever will pay.

With a reputation for rudeness, opportunism, and dishonesty, Camp Followers are treated with disdain by the more respectable citizens of the Empire and avoided. The established pecking order is as complex and as difficult to navigate as in any city, but much more dangerous, and whatever meagre status one can acquire is bitterly fought for.

The ruthlessness of the camp is never more in evidence than in the aftermath of battle. The poorest and most desperate pick their way across the battlefield cruelly stripping the dead and dying from both sides of whatever items of value they can find, left behind by the scavenging victorious soldiers. This is where the Camp Follower's reputation for greed and brutality is earned.

DEAD CONCERNED



-  Captain Rudolf Ratzenberger has been in a simmering secret feud with rival Captain Felice Fullermann ever since she bested him in a duel for the Regimental Cup. He needs someone who can sniff around skeletons in closets and find something dishonourable. Anything remotely scandalous will do, even if you must resort to entrapment.
-  The enemy seem to know everything about us and seem to know our movements almost before we make them. Someone must be passing this information on. We need you to spread rumours and misinformation throughout the camp in a way that will pinpoint precisely where the leaks are coming from.



CARTOGRAPHER

Dwarf, Halfling, High Elf, Human, Wood Elf

You are hired to survey and map far flung locations. The more the area is in need of mapping, the more dangerous the job is likely to be.

As the world gets more sophisticated there is a need to map it in increasing detail. Whether this involves exploring largely unknown lands and making sweeping maps of the general area or going into exacting detail over small tracts in petty land disputes, cartographers are increasingly in demand.

'Night was falling, so me and the lads crawled through the mud, past the enemy lines, dispatched a couple of beasties on our way. And when we got to the post, there was just a single survivor there, quill in hand, hunched over a rock. We told him we had to get out of there quick. He asked for twenty minutes more as he needed to finish off a particularly tricky set of contours.'

– Holger Kass, 1st Bögenhafen Halberdiers

CARTOGRAPHER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				+		+	+		

CAREER PATH

✚ Surveyor – Silver 1

Skills: Art (*Cartography*), Climb, Evaluate, Lore (Geography), Melee (Basic), Navigation, Outdoor Survival, Perception, Ride (Horse), Stealth (Rural)

Talents: Artistic, Orientation, Read/Write, Rover

Trappings: Vellum, Writing Kit

✂ Cartographer – Silver 3

Skills: Charm, Endurance, Gossip, Haggle, Lore (Heraldry), Trade (Cartographer)

Talents: Coolheaded, Flee!, Seasoned Traveller, Strider (Any)

Trappings: Horse with Saddle and Tack, Theodolite

💀 Chartered Cartographer – Silver 5

Skills: Intuition, Language (Guilder), Research, Secret Signs (Guilder)

Talents: Bookish Etiquette (Guilders), Nimble-fingered, Unshakeable

Trappings: Letter of Charter, Quality Travel Clothes

🛡 Master Cartographer – Gold 1

Skills: Language (Any), Lore (Any)

Talents: Dealmaker, Stout-hearted, Master Tradesman (Cartography), Magnum Opus



No one needs maps more than the military. They have an insatiable requirement for whatever ones they can get and they have the money to commission more. Many of the Empire's cartographers learn their trade in the military, either employed directly in the ranks or contracted as an outsider. The artillery is the most appreciative of good maps which allow them to target their machineries of destruction with greater accuracy.

Older cartographers generally tire of such a perilous lifestyle and many set themselves up as urban professionals taking less interesting — but often more lucrative — work, commissioned by wealthy landowners, businesses, and governments. Whereas a noble would traditionally commission portraits of their family by the finest artists they can afford, aspiring merchants are as likely to commission maps of their holdings and their trade routes, and every town needs a large map of the borough displayed in the town hall.

The science of mapmaking is still in its infancy and many maps are little more than pictures or rough plans. Good draughtsmanship is harder to find and accurate maps are often underappreciated. New-fangled devices like theodolites are now must-haves for any self-respecting cartographer, allowing much more accuracy but requiring painstaking and methodical measurements.

Keen cartographers will always find opportunities for adventure. Any exploration or exotic journey would benefit from having a cartographer along. The further afield the travel, the more necessary this might be. A good number of jobs might require exacting drawings or plans, in the name of science or larceny, and this can lead to all different types of adventure. Simply being commissioned to travel to a specific area and making as detailed a plan of it as possible is bound to lead to any number of dangers and discoveries.

Old, discovered maps can lead to adventures, too, and often require an experienced cartographer to interpret. Another benefit of having a cartographer along on an adventure is that you can map your exploits and sell it to those who come after you.

'So, the lord of the manor wants a plan of seven box stalls for his new stables. He won't say how big he wants them, what he wants them to look like, what they're made of, how they're constructed, and he won't pay the going rate, but he wants a nice map, and he wants it yesterday.'

— Anonymous cartographer

BOTHERSOME BORDERS

- ☠ Nasty Jack Raven and his eleven crew members have made a pact that they should not return to their buried treasure until the entire company agrees. He needs a cartographer who can copy down elements of the master map such that all the pieces must need to be present to find the treasure. Of course, once the maps are complete, Nasty Jack will want to ensure that no one who knows the whole picture remains alive.
- ☠ Anyone can claim to have civilised a bit of land in the Border Princes. But to really set yourself up as a noble there, you need to prove your claim by getting it accurately mapped, even if you haven't bothered to get rid of all the Greenskins and other monsters in the area. A heavy-handed mapping expedition might kill two birds with one stone.



KNIGHTS OF THE EMPIRE



Knights are fundamental to life in the Empire. They are a devastating force on the battlefield, protectors of religion and the nobility, and powerful political players. Agitators decry their battlefield glory-seeking and excessive influence — but even these cynics recognise their prowess as warriors.

SELECT BROTHERHOODS

Although knights vary greatly, there are several common characteristics. Most fight in plate armour on foot and horseback. The majority are affiliated with a Knightly Order — bands of knights united by a common purpose. This could be a religious calling, as many knights are templars in service of a cult, especially those of warrior gods such as Sigmar, Ulric or Myrmidia. Secular orders may be affiliated with a specific province or city, whereas others, such as the Knights Panther, possess political clout in many provinces and cities. The orders are numerous and vary greatly, each with their own aspirations, peculiarities, and knightly virtues.

Not all knights belong to an order. There are freelancers and eccentrics who ride through the land, masterless or mercenary, driven by their own code of virtue or love of coin. The arrival of such a knight in a town or village can be a welcome occasion or a cause for grave concern.

HISTORY

The forerunners of knights were warriors who fought in the retinue of powerful chieftains and priests in the first centuries of the Empire. When a tribe looted or earned enough wealth to gift the lord's retinue with horses and armour, they adopted a role as shock cavalry on the battlefield. The Osterknacht, for example, are believed to have their origins in the personal axe-guard of the Ostagoth tribe's King Adelhard.

Other bands of knights originally garrisoned border forts built to secure a lord's lands. They were armed and armoured to keep the locals in line and the territory clear of threats. For example, the Order of the Silver Mountain started as a band of mounted bullies tasked with holding land grabbed by a forgotten Hochland baron.

Many orders' foundations were religious, where warrior monks or temple guards evolved into fighting regiments funded by the faithful. Over the centuries they grew in power within the cult hierarchy and wider Empire society. The Knights of the White Wolf, the Order of the Fiery Heart, and the Knights Raven all formed in this way.

Countless orders formed during the Crusades, when knights from the Empire and Bretonnia flocked to fight in Estalia, and later Araby. Brotherhoods of knights came together on campaign and returned to the Empire to establish new orders. The most celebrated example is the Knights Panther, but the Order of the Golden Lion and the Knights of the Blazing Sun were also born from this wideranging conflict.

THE ORDERS

Most knights come from the nobility. Indeed, the higher orders generally consider knighthood their *only* acceptable warrior tradition. Many noble families have affiliations with specific orders, but some sons and daughters break with tradition to join an order more in keeping with their beliefs or temperament.

Knightly orders vary greatly in size and power, although they tend to share a similar structure. The Grandmaster oversees an Inner Circle of veteran or favoured knights who lead the order. Below them are First Knights or Preceptors who command their own units, who are served by the squires who aspire to knighthood themselves.

Most variation arises from culture and custom. Orders such as the Knights of Sigmar's Blood are tightly-structured monastic organisations where life is regimented by the hierarchy. Others have a looser chain of command — any knight is free to live as they please, obliged only to respect the values of the Order, guard their reputation, and join the muster when the Grandmaster calls them to battle.

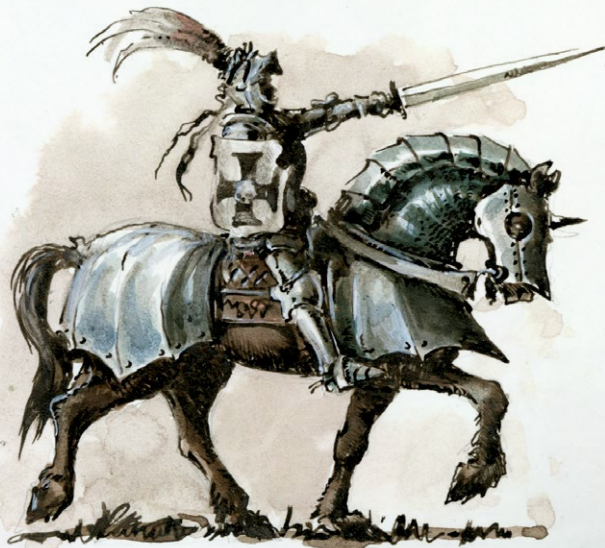
The majority of knights have a private income from land and property which they use to pay for their trappings and retainers. Others benefit from noble patronage or, in the case of templars, the cult's coffers.

KNIGHTS IN SOCIETY

Knights play several prestigious roles in society. Obviously, they serve the military as heavy cavalry, but they also act as guards for exalted individuals and important buildings such as temples and palaces. They are often found playing the role of agent or military advisor to nobles or the wealthiest merchants.

Individual knights benefit from their Order's political power or the status associated with their title. They are free to walk amongst the higher orders and the military alike. Some take advantage, abusing their position and privilege to dominate others.

Knights also entertain the masses. Tourneys and parades bring excitement to the towns and cities of the Empire and the common people enjoy the spectacle of a fully armoured regiment on the move, banners flapping in the wind.



BECOMING A KNIGHT

The most exalted orders restrict their numbers to those of noble background who are recommended by one of the Inner Circle, but there are exceptions. In some Orders, the petitioner must serve in a Pistolkorps regiment before they are deemed suitable for admission. Templar orders accept initiates, priests of monks and nuns into their numbers. They must still prove themselves as a novice, learning humility and confirming their faith.

Once accepted, the candidate serves as a squire and eventually undergoes some test or trial to test their worthiness. If they pass, they are knighted by the Grandmaster or some other patron of the Order — such as a High Priest, an Elector Count or the Emperor himself. The Order grants the new knight a token of their new status, such as a heraldic ring, medallion or seal.

YOU'RE NOT A KNIGHT!

Knights are important people, far too busy and exalted to do menial work or anything too practical. A Knightly Order is a community that includes many who work to support their social and military betters. Sergeants and men-at-arms accompany the knights in battle, squires, smiths, armourers and ostlers handle weaponry, armour, horses and other trapping. A whole host of household staff maintain the chapter houses and land holdings of the wealthy orders.

Numerous careers can be part of a Knightly Order. Characters following such careers may never be considered a knight, but they are still a part of a powerful organisation. Suitable careers depending on the order include: Advisor, Apothecary, Artisan, Artist, Bailiff, Boatman, Cavalryman, Coachman, Envoy, Guard, Hunter, Investigator, Lawyer, Messenger, Physician, Priest, Scholar, Scout, Seaman, Servant, Soldier, Spy, Townsman, Warden.

KNIGHTLY ORDERS OF THE EMPIRE.

Players may want to choose a Knightly Order from this list which appeals to how they see their character. Many other Knightly Orders exist, and further confusion may result from the fact that some of the listed Orders go by various names, but the following are likely to be known to any Old Worlder with an interest in military affairs or history.

Order	Affiliation	Points of Interest
Black Bear	Secular — Averland	Boisterous and argumentative, the Order is very fond of tourneys to prove their martial prowess and their capacity for alcohol.
Black Griffon	Sigmar	Active in Averland and guardians of pilgrims to a temple in the Black Mountains, where Sigmar is said to have rested before the Battle of Black Fire Pass.
Black Guard of Morr	Morr	Knights of this Order act as wardens for cemeteries, mausoleums and other sites sacred to Morr. They wear fully-enclosed obsidian black armour and observe a vow of silence when not in combat.
Black Rose	Morr — Talabecland	A small Order formed during the Black Plague, they have a long history, even serving as bodyguards to the Count of Stirland and Talabecland at different times. They are adorned with skulls and symbols of Morr.
Blazing Sun	Myrmidia	The predominant Myrmidian Order in the Empire, the Blazing Sun brings tactical ingenuity to the battlefield. Knights travel the land looking for challenges to test their skills.
Bloody Fist	Ulric	Ulrican knights outside the control of the cult, the Bloody Fist are based in Ostland, where they face hostility from the largely Sigmarite population. They are brutal fighters and often ally with Ogre mercenaries.
Bloodied Spur	Secular — Wissenland	Accomplished horsemen, the Bloodied Spur's charge is feared by their enemies. They were depleted but victorious at the Battle of Nuln against the hordes of Tamurkhan in 2511.
Broken Sword	Secular	Formed when freelance knights banded together to fight beastmen under Preceptor Barthos, This Order prizes individualism and eschews hierarchy. They have their chapter house in Schoppendorf.
Coldfire	Secular-Emperor	Obscure and secretive, the Coldfire knights answer only to the Emperor and enact his will to eliminate threats. Karl-Franz has been reluctant to use them.
Crystal Lance	Secular — Talabecland	Recruiting at pace to restore numbers after devastating loss of knights in battle against the Sorcerer Lord Vethric, Grandmaster Copperfinger accepts almost anyone into the Order if they can ride and fight.
Divine Sword	Sigmar	A once-important Order that rode to battle with Grand Theogonist Kurt III against the armies of the Vampire Count, Mannfred von Carstein, it fell from favour due to cult politics. Today, their dwindled number is reduced to reckless sorties on the Empire's borders.
Encarmine	Secular	Foppish and wealthy, the Order recruits only the privileged. They fight in red armour with two swords, eschewing a shield as a 'commoner's defence'.
Everlasting Light	Verena	Scholar knights who champion justice with rhetoric and the sword, The Order has been cursed with bad luck since their founding during the Crusades.
Fiery Heart	Sigmar	Zealous templars of Sigmar, the Order is responsible for protecting the faithful and the Sigmarite priesthood, including the Grand Theogonist. They seek the lost Dwarf blade Karaghul for reasons unknown.
Glinting Steel	Secular — Middenland	These knights take pride in immaculate presentation and discipline. They are rivals of the Knights of the White Wolf, who they deem 'unseemly'.

Order	Affiliation	Points of Interest
Gold Lion	Secular	Famously loyal to the Empire, the Gold Lions are implacable in battle. The Order gives away much of their wealth but does maintain a small stable of Demigryphs for the Inner Circle.
Hammer of Sigmar	Sigmar	An order of zealots, knights ride into combat with cavalry hammers and a fanatical devotion to Sigmar. In times of peace, they proselytise from horseback to instil faith in the masses.
Jade Griffon	Sigmar	A Templar Order that is trying to live down the shame of Aekold Hellbrass, the knight who became a Champion of Tzeentch. Vociferous in their hatred of Chaos, they fight with Zweihänders.
Knights Griffon	Sigmar	Founded by Magnus the Pious in Nuln and charged with guarding temples of Sigmar, it maintains a large stable of Demigryphs.
Knights Mariner	Manann — Marienburg	A prestigious Order of Templars, the Order is well-funded by the Marienburg cult and their mercenary inclinations, and maintain a fleet and several chapter houses in the Empire.
Knights of the Arrow	Amber College of Magic	A small order with lodges in the Reikwald, the Amber Order provides demigryphs for the knights to ride in battle.
Knights of the Bull	Secular — Ostland	Also known as the Stubborn Bulls, knights fight with two-handed swords and are adept at negotiating the heavy forests of their home province. Their Grandmaster is Leopold von Raukov.
Knights of the Scroll	Verena	Knights of the Scroll safeguard places of knowledge and priests, and are often charged with seeking lost knowledge in dangerous places. They cover their armour in parchments and inscriptions of knowledge they deem important.
Knights of the Setting Sun	Secular	They have chapter houses in the foothills of the Grey Mountains. Members harbour a deep distrust of Bretonnian knights and the Asrai of Athel Loren.
Knights of the Stag	Secular — Talabheim	Deeply distrustful of other Knightly Orders, the Knights of the Stag take pride in fighting in close formation.
Knights Panther	Secular	A renowned and powerful Order throughout the Empire, its knights can be found on countless battlefields and in the higher echelons of society.
Knights Raven	Morr	Officially the Order of Deserved Rest, members are recruited from vampire hunters. They are experts in fighting the undead, and often raid into Sylvania from their chapter house in Siegfriedhof.
North Star	Nordland	These protectors of Nordland and champions of the Emperor are based in Salzenmund. Arrayed in midnight blue and black, they are suspected of divided loyalties between Nordland and Altdorf.
Northern Cross	Ulric	Knights of the Northern Cross vow to reject the comforts of civilisation. From their lodge high in the northern Middle Mountains they live an austere life battling the beastmen and greenskins of the highlands.
Osterknacht	Ostermark	The Honour Guard to the Chancellor of Ostermark, they are adept at politics and defensive warfare, and are notoriously superstitious.
Red Shields	Secular — Talabheim	The Elector Count of Talabheim's personal bodyguard, the Red Shields are renowned for their mastery of the longsword.
Reiksguard	Secular — Reikland	Lead by Grandmaster Hellborg, it is the most powerful Knightly Order in the Empire and the Emperor's guard and elite army.

Order	Affiliation	Points of Interest
Righteous Spear	Myrmidia	Countless sub-orders are named for Myrmidian miracles, including the Knights of the Merciless Titan and the Knights of the Starry Shield.
Sacred Scythe	Stirland	Feared and distrusted by locals, these scythe-bearing knights are willing to do terrible things to keep the Sylvanian undead at bay.
Shining Sword	Secular	Founded by an outcast knight who recovered the Solland Runefang after it was lost for centuries, members claim to be descendants of the fallen Order of the Southern Sword, champions of Solland since the time of Sigmar.
Sigmar's Blood	Sigmar — Talabecland, Averland and Stirland	Members of this Order are recruited from the nobility of Talabecland, Averland and Stirland. They carry white lances marked with black flames in commemoration of the Battle of Black Fire Pass.
Silver Mountain	Secular — Hochland	This Order is dedicated to the protection of Hochland, closely allied with the Ludenhof family. Each knight has a vision of a shining silver peak in the Middle Mountains, which has never been located.
Sons of Manann	Manann — Empire	They patrol the Empire's coast, and fight with cutlass and buckler when on foot. The Order has poor relations with the cult hierarchy in Marienburg, who see them as lackeys of the Empire.
Sword and Scale	Verena	Protectors of Verenan temples and dignitaries, the Order takes up arms on behalf of judges or against tyrants who abuse the rule of law.
Taal's Fury	Taal — Talabecland	Entirely mounted on Demigryphs, they vow to purge Chaotic influence from nature. Knights carry halberds and countless charms and fetishes to invoke Taal's blessing.
Twin-tailed Orb	Sigmar	These ferocious holy warriors dwell in chapter houses high in the World's Edge Mountains. The Chaos Lord Archaon once belonged to the Order, but this is a secret known to only a few.
Vengeful Sun	Secular	This small Order — entirely mounted on demigryphs — originated during the Vampire Wars. Their chapter house is located outside Bogenhafen.
White Wolf	Ulric	Templars of Ulric, this large and powerful Order defends the temples and priests of Ulric wherever they are found. They prefer to fight helmetless with cavalry hammers.



KNIGHTS AS ADVENTURERS

A freelance knight lives a life much like the rest of an adventuring party. But what if you're playing a member of a Knightly Order, bound by obligations to your comrades and commander?

Most of the time, knights are not charging across a muddy battlefield. While some are posted permanently in one location, many more are expected to venture out into the world to broaden their knowledge, seek intelligence, hone their skills and undertake quests assigned to them. Some act as messengers or diplomats, representing their Order to powerful or important people throughout the Old World and beyond. As a Player, you will have a powerful organisation behind you — but remember that you must honour their oaths and reputation.

Few knights travel alone. They are expected to surround themselves with people to do the work they cannot, should not, or will not do. An adventuring party could be the knight's retinue of attendants. This can make a good premise for an adventuring party, providing you don't let your position of authority spoil the game for other Players — and that the knight pays them regularly enough.

A KNIGHT'S TRAPPINGS

A knight's possessions are affirmations of their status and identity. Most Orders expect their knights to maintain a level of appearance in keeping with their reputation. This means good quality, well-maintained arms and armour, but also a pristine tabard, horse tack, and the trappings of everyday life suited to their position in society. Knights will be guests at court, so they must have fine clothes and ceremonial attire.

As knights advance in their vocation, they need more attendants and hangers on — as indicated in the career trappings. A Knight Character will need to source and maintain these, possibly from their Order or bought and paid by the Knight themselves. From now on, the Knight is responsible for their upkeep. These retainers could be Hireling NPCs (see the rules for generating individual Hirelings on page 113), or other Characters in the adventuring party could adopt particular roles.

Should a Knight reach the exalted position of First or Inner Circle Knight, they will be expected to have their own command. These subordinate knights are assigned by the Order and the Character may lead them in battle, but they're unlikely to attend the Character at all times. A senior knight could summon subordinates to present themselves but remember that they are important people in their own right and will expect to be treated with dignity and respect — they're likely to be nobles and mighty warriors, so they won't appreciate being given laborious or inglorious tasks to perform.

Horses

As you progress through your career as a knight, you will acquire first a riding horse and then a destrier — a powerful warhorse which is deadly in its own right.

Looking after such a magnificent beast is no small task. On campaign or on the road, you will need to secure stabling and groom the horse, either using your Animal Care skill or employing someone else. A trained destrier can cost upwards of 230 GC, so replacing your mount is not easy.

RIDING HORSE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	25	-	30	45	20	30	-	10	10	20	24

Traits: *Size (Large), Skittish, Stride, Trained (Broken, Mount), Weapon +6*

DESTRIER – HEAVY WARHORSE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	-	50	50	20	20	-	10	10	30	32

Traits: *Big, Size (Large), Skittish, Stride, Trained (Broken, Mount, War), Weapon +8*

Optional: *Champion, Clever, Elite, Hardy, Rear, Tough*



Demigryphs

In some Knightly Orders there are Inner Circle knights brave enough to ride Demigryphs into battle. They must prove their worthiness by venturing into the forest and capturing one of these terrifying beasts themselves. Even a trained Demigryph is a temperamental, savage beast. In battle, they strike swiftly with their talons and beaks, while their rider thrusts at the enemy with a cavalry halberd.

Travelling with a Demigryph is discouraged by most Knightly Orders, as they are precious beasts which are difficult to keep. If you do leave the Order's stables, you'll need to find large secure stables or a thick rope and a sturdy tree — they are hardy animals which can sleep outdoors. They have a healthy appetite, so you'll need to find the equivalent of a whole pig every day. In the wilderness they can hunt for themselves, but there is a 15% chance they won't return if left to their own devices.

For more on Demigryphs see page 109.

Other Mounts

There are legends of knights who ride even more unusual beasts, including giant winter wolves, thundering war bulls, dragons, or exotic creatures from Lustria. There may even be some truth to these stories. Grandmasters can ride even more impressive mounts when commanding an army. Some Orders can afford to provide their leaders with a trained Griffon or Pegasus, giving them the benefit of flight to soar above the battlefield and swoop in where their leadership is most needed. Profiles can be found on pages 321 and 323 of the **WFRP Rulebook**.

INTO THE WOODS



Lord Gottfried Bundebad is a grizzled former First Knight who left the Order of Glinting Steel after seeing too many peers promoted through nepotism and internal politicking. Now he sells his services to minor nobles looking for muscle and military advice.

He is assembling a small unit of knights and warriors to accompany him into the Forest of Shadows to defeat the Cluster Eye Goblin Tribe. When they bring back the head of Warlord Gritl, none will doubt the prowess of his new band.



FREELANCE

Human

You pursue the life of the knight, but without the obligations to, or the protection of, a Knightly Order.

Not all knights belong to an order, there are those who are knighted independently by a noble, others declare themselves a knight, and there are some who leave (or are thrown out...) of an Order to forge their own path. These are known as 'freelancers', knights who fight for coin, honour, or some peculiar motive of their own. Some are hardened mercenaries or little better than bandits. Others are champions of the downtrodden or selfless unsung heroes of the people.

FREELANCE ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
⚔		+		+	+			☠	🛡

CAREER PATH

✚ Squire – Silver 1

Skills: Athletics, Animal Care, Charm Animal, Consume Alcohol, Heal, Gossip, *Melee (Cavalry)*, Outdoor Survival, Ride (Horse), Trade (Farrier)

Talents: Roughrider, Sturdy, Warrior Born, Combat Aware

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier)

✚ Freelance Knight – Silver 2

Skills: Charm, Cool, Dodge, Endurance, Intimidate, Intuition, *Melee (Any)*

Talents: Etiquette (Any), Seasoned Traveller, Strike Mighty Blow, Stone Soup

Trappings: Destrier with Saddle and Tack, *Melee Weapon (Any)*, Plate Armour and Helm, Personal Heraldry

☠ Freelance Captain – Gold 1

Skills: Haggle, Gamble, Leadership, Lore (Warfare)

Talents: Combat Master, Stout-hearted, Unshakable, Warleader

Trappings: Barding, Small Retinue of Followers

🛡 Knight Commander – Gold 3

Skills: Language (Battle), Lore (Any)

Talents: Luck, Disarm, Iron Will, Inspiring

Trappings: Company of knights, Squire

Freelancers are as diverse as their origins. They wear their own colours, which may be a family crest if they are noble or heraldry of their own devising. Eccentric arms and armour are common, assembled from their own preferences or whatever they can obtain and maintain. They are often viewed with suspicion, as they have no Order to vouch for their disposition, but if their actions are heroic, they can become popular. Advancement outside an order is unstructured — typically a freelancer grows their retinue and eventually leads their own troop of knights. An example of this is Volland's Venators, a notoriously rowdy band of knights who fight as mercenaries in Tilea, the Border Princes, and the Empire.





KNIGHT OF THE BLAZING SUN

Human

You embody the values of Myrmidia and ride at the forefront of her templar knights.

The Knights of the Blazing Sun are templars of Myrmidia and the goddess' largest Order in the Empire. They have a good reputation, but suspicion surrounds knights dedicated to a war goddess often regarded as foreign to the Empire. The Order favours nobles who are willing to declare their faith in Myrmidia and rise above petty inter-cult rivalries. A wealthy Order, a steady stream of gold flows into their vaults from Tilea and Estalia and expeditions further afield.

The Blazing Suns are renowned for their study of strategy and tactics in both warfare and personal combat. Myrmidia prizes the enquiring mind, invention, and the cultivation of diverse knowledge, so knights hone their judgement, resourcefulness and skills in diplomacy. Commanders often grant individual knights independence to choose how to engage an enemy or a situation.

'My Goddess is a patron of strategists. If one knight has been assigned to guard her temple, then one knight is sufficient to the task. Though only I stand before you, Myrmidia herself stands behind me. Now, which of you shall be the first to die?'

– Cristobál Cardana, Knight of the Blazing Sun

KNIGHT OF THE BLAZING SUN ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+		+	☠		⚔		☼

CAREER PATH

✦ Novice – Silver 3

Skills: Athletics, Animal Care, Charm Animal, Heal, Language (Classical), Lore (Heraldry), Lore (Any), Melee (Basic), *Melee (Cavalry)*, Ride (Horse)

Talents: Etiquette (any), Read/Write, Roughrider, Warrior Born

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier), Religious Symbol (Myrmidia)

⚔ Knight – Silver 5

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Any), Lore (Warfare)

Talents: Seasoned Traveller, Savvy, Shieldsman, Strike To Injure

Trappings: Destrier with Saddle and Tack, Melee Weapon (Any), Lance, Plate Armour and Helm

☠ Hochmeister – Gold 2

Skills: Charm, Ranged (Any), Leadership, Research

Talents: Fearless (Any), Warleader, Disarm, Unshakeable

Trappings: Barding, Small Unit of Blazing Sun knights

☼ Knight of the Inner Circle – Gold 4

Skills: Secret Signs (Blazing Sun), Lore (Any)

Talents: Inspiring, Stout-hearted, Wealthy, Strike Mighty Blow

Trappings: Great Helm with Sun emblem, Squire, Large Unit of Knights or Several Small Units of Knights



The Blazing Sun command structure consists of a Grandmaster in the Empire who oversees outfits known as *komturies* throughout the land. Each of these closely-bonded fighting groups is commanded by a Hochmeister, who leads his knights in battle and selects them carefully to fulfil specific missions. There are smaller crusading sub-orders, most notably the Knights of the Corona and the Knights of the Gleaming Shield, with chapterhouses in Magritta and the Spice Port of Copher, respectively. Each is tasked with embodying the spirit of their parent order, but with certain alterations intended to make them more admirable in the eyes of the different cultures within which they operate. The Knights of the Verdant Field are knights in name only, as they are elite foresters based in Talabheim.

History

At the beginning of the Crusades, bands of knights marched into Estalia to expel the sorcerer's occupying armies. In 1456 IC a group of sixty knights from one such company protected Magritta when the dreaded Black Scimitar Guard attacked. As the knights fought tenaciously in the Temple of Myrmidia, an earthquake shook the city. A colossal bronze statue of the goddess toppled onto the Arabyans and crushed them. The knights praised Myrmidia and swore to fight in her name. The Order was later established in the Empire where it grew its reputation on the battlefield. They were among the first to support Magnus during the Great War Against Chaos.

Locations

The Order's komturies are found in cities and large towns. The seat of the Grandmaster is in Talabheim, where the Order built its first temple. There are also substantial komturies in Nuln, Wurtbad and Wissenburg. The Blazing Suns have a limited presence in Middenland and Nordland, where the Cult of Ulric makes them less welcome. They maintain a small fleet in Marienburg to fight Norse pirates and serve the island komturie of Svunum, the Order's most northerly holding.

Entry into the Order

Petitioners must be noble, but Hochmeisters have less interest in status or regional origin than they do in the quality of the aspirant.

They must prove their intelligence and curiosity about the world, demonstrating interests beyond warfare, such as the arts, philosophy, engineering, or statecraft. An aspirant must be wealthy, to pay for the forging of his own armour and weaponry and must provide his own destrier. The remainder of his wealth is given to the Order's coffers, to be held in common for the service of his brothers-in-arms. The exception to this selection process are knights who can trace their lineage back directly to one of the Sixty who first formed the Order. Even if their family has fallen into poverty, they are deemed worthy to join the inner circle.

Before becoming a novice, the majority fight as pistoliers to learn the art of ranged combat. Once accepted all novices are expected to divide their time between intense study, combat practice and learning about the world outside the komturie. An initiate to the Order is expected to wander the Old World for a year and a day, emulating the heroic deeds that Myrmidia performed as a mortal.

During this period the knight must face nine trials, including tests of knowledge, inventiveness, devotion to Myrmidia, and skill with weaponry. Few pass on their first attempt and the Priests of Myrmidia explain patiently that a true knight must learn from failure. When they succeed, novices are knighted by one of the Inner Circle.

Livery and armour

Knights of the Order wear black-lacquered armatures trimmed with polished gold. Their banners, horse barding, shields and breastplates are emblazoned with a stylised golden sun, symbolic of their conversion to Myrmidia in the sunbaked plazas of Estalia. The inner circle of the order are selected from the richest families, their high status is reflected in armour detailed in gold, jet, and diamond.

In Battle

Blazing Suns take pride in versatility and ingenuity in combat. Before any battle they study the disposition of their foes, the lie of the land and any unusual circumstances. They then deploy weapons and tactics best suited to the situation. This may require improvisation or invention, such as switching weapons mid-fight or using mirrored shields to blind the enemy.





KNIGHT OF THE WHITE WOLF

Human

You embody the ferocity and strength of the god of battle, wolves and winter.

There are few sights more evocative of the Ulrican faith than that of a heavily armoured and heroically hirsute knight galloping into battle swinging a cavalry hammer. The Knights of the White Wolf are the largest templar order in the Empire, charged with protecting Ulric's holy sites wherever they are found.

KNIGHT OF THE WHITE WOLF ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	🛡️	+	🔨			💀	

CAREER PATH

✚ Novice – Silver 3

Skills: Athletics, Animal Care, Charm Animal, Heal, Lore (Heraldry), Melee (Basic), *Melee (Cavalry)*, Outdoor Survival, Ride (Horse), Trade (Farrier)

Talents: Roughrider, Sturdy, Warrior Born, Hardy

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Cavalry Hammer, Trade Tools (Farrier), Religious Symbol (Ulric)

⚔ Knight – Silver 5

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Any)

Talents: Menacing, Seasoned Traveller, Strike Mighty Blow, Strike to Injure

Trappings: Destrier with Saddle and Tack, Plate Armour, Wolfskin Cloak

💀 Templar Sergeant – Gold 2

Skills: Consume Alcohol, Leadership, Lore (Warfare), Perception

Talents: Furious Assault, Unshakable, Fearless (Any), Warleader

Trappings: Barding, Small Unit of White Wolf knights

🛡 Company Commander (Inner Circle) – Gold 3

Skills: Lore (Any), Secret Signs (Ulric)

Talents: Iron Will, Inspiring, Cool-headed, Implacable

Trappings: Novice, Company of White Wolf knights

But Ulric's faithful do not favour passive guard duty, so White Wolves are ever active in the field, hunting down all who threaten the god's worshippers. Supreme authority sits with Ar-Ulric in Middenheim, but there are multiple Grandmasters across the Empire and beyond.

'Take a deep breath lad. Good. Now look over that parapet again. Now, you can either fight those beastmen, or you can fight me — which is it going to be?

Good choice, girl.'

– Templar Sergeant Lars Gustafson to his squire, Ulrica



The White Wolves are renowned for their ferocity in battle, their intense loyalty to one another, and a tendency to impetuosity. They are more at home tearing into the enemy than showing off on the parade ground or becoming mired in politics, which means that they are usually content to follow their Grandmaster's orders providing it leads to glorious battle.

Each Grandmaster oversees a chapter house with several battle companies. These adopt specific colours into their heraldry. For instance, the Red Company are local to Altdorf whilst the Blue Company have their headquarters outside the city of Middenheim. Each company dedicate a unit of their finest warriors to guard the High Temple of Ulric in Middenheim. There is often friendly rivalry between battle companies, who compete in informal competitions, such as wrestling, axe bouts, and feats of hunting or strength.

History

The Cult of Ulric claim the White Wolves are the oldest Knightly Order in the Empire, established as protectors of the Wolf God's priests long before the coming of Sigmar. But it was many centuries before the holy warriors of Ulric evolved into anything resembling a knightly order. For millennia they played an important role in northern Imperial politics — the backing of a Grandmaster could resolve many a power struggle without a drop of blood spilled. During the Age of Wars and Age of Three Emperors, the Order split between those who sided with Middenland, Middenheim and later Talabheim when Ar-Ulric decamped there in 1360 IC.

Locations

The Order's home is Middenheim, but all cities and most major towns have a White Wolf presence, with the number of knights dependent on the importance of Ulric and his temple amongst the local populace. The chapterhouse in Altdorf has two battle companies to ensure Reiklanders remember Ulric's status, whereas the Nuln temple has a relatively small, relatively belligerent presence.

Middenheimers are proud of the White Wolves. The Feast of the White Wolf is an annual event when the cult's faithful assemble on an ancient battlefield where the Order fought a Chaos horde many centuries ago. More details of the Order in Middenheim can be found on page 22 of **Middenheim: City of the White Wolf**.

There are also chapterhouses in more remote locations. The Grey Wolf Temple in the Grey Lady Pass is a fortress garrisoned by a company that patrols the pass to keep it safe for travellers.

Entry into the Order

The White Wolves are open to male nobles and commoners alike, but only those who show bravery in combat and a true dedication to Ulric are admitted. Candidates must be sponsored by a senior priest, or a prominent Ulrican noble. Once accepted, a novice serves as a squire for a veteran knight in return for combat training.

When the novice's master decides he is ready, he is put forward for initiation. After swearing to uphold the Order's oaths (see below), he goes weaponless into the wilderness. Should he return with a wolf pelt, he is deemed worthy and knighted by a High Priest. If he does not return, the Wolf God has made his judgement. A White Wolf is expected to uphold the oaths of the Order at all times. He swears to obey Ar-Ulric, protect the cult's priests and temples, and keep Ulric's strictures.

Livery and armour

The White Wolves prefer to ride into battle bare-headed, wielding great cavalry hammers and forgoing the use of shields. Livery is red, with a secondary colour taken from the relevant battle company. They wear the wolfskins they won during initiation and affect a wild appearance, with long hair and beards blowing in the wind.

In Battle

Generals are always eager to field the White Wolves, for their ferocity and bravery is devastating to any enemy army. But they are impulsive. When their blood is up they throw caution to the wind and charge into the fray.





KNIGHT PANTHER

Human

You are dedicated to ensuring the fidelity of the Empire and defending it from Chaos.

The Knights Panther are the most widespread secular order in the Empire, second only to the Reiksguard in power. They are not aligned with any province and will lend military aid to any general or leaders deserving of their support.

The Order is celebrated for prowess in battle, a fanatical hatred of mutants and a degree of political acumen which allows them to stay aloof from most petty disputes. As such, they have become a symbol of a unified Empire.

'People see the Empire, its shining armies, its fleets, its fortunes, its technological marvels, and they think it is strong. But it is riven with division, sown through with Chaos, and beset on every side by terrible foes. The Empire is weak, Mistof, which is why we must be strong.'

– First Knight Matilda of Talabecland

KNIGHT PANTHER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+		+	✂			☠	☹

CAREER PATH

✚ Squire – Silver 3

Skills: Athletics, Animal Care, Charm Animal, Heal, Lore (Empire), Lore (Heraldry), Melee (Basic), *Melee (Cavalry)*, Ride (Horse), Trade (Farrier)

Talents: Etiquette (any), Roughrider, Sturdy, Warrior Born

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier)

✂ Knight – Silver 5

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Any)

Talents: Menacing, Shieldsman, Strike Mighty Blow, Coolheaded

Trappings: Great Cat Pelt, Destrier with Saddle and Tack, Melee Weapon (Sword), Lance, Plate Armour and Great Helm with Bestial Crest, Ring or Medallion with Panther emblem

☠ First Knight Gold 2

Skills: Charm, Language (Any), Leadership, Lore (Warfare)

Talents: Fearless (Chaos), Stout-hearted, Unshakeable, Warleader

Trappings: Barding, Small Unit of Knights Panther

☹ Company Commander (Inner Circle) – Gold 4

Skills: Secret Signs (Knights Panther), Lore (Any)

Talents: Disarm, Inspiring, Iron Will, Strike to Injure

Trappings: Squire, Large Unit of Knights Panther or Several Small Units of Knights



The Knights Panther have dozens of chapter houses under the leadership of Grandmaster Baron Heinrich von Torlichhelm. Some regiments adopt company names and tactics peculiar to themselves — examples include the Bared Fang Regiment, who are known for fighting with escalating zeal, the Panther's Claw Squadron who fight bravely alongside Dwarfs, and the Savage Cats who use their lances to keep flying enemies at bay.

History

Like so many orders, the Knights Panther originated during the Crusades against Araby. A grand army of knights from Bretonnia and the Empire battled the Sultan, culminating in the Battle of Al-Haikk in 1451 IC. During the campaign, a brotherhood of knights looted the Sultan's palace and pleasure gardens for gold, jewels, and exotic animals. On their return to the Empire, this band became the Knights Panther, named for the beautiful giant cats they had taken from Al-Haikk. During the following 1000 years, the Order grew in size and power. They took to the field in every major conflict that threatened the Empire — from the Vampire Wars to the Incursions of Chaos, and every greenskin Waaagh! that crossed the mountains.

Locations

There are significant chapter houses throughout the Empire, with the seat of the Grandmaster at Fort Tarielshof outside Carroburg. The Middenheim chapterhouse is significant — as befits the sworn guardians of Graf Todbringer. In Talabheim, the Knights Panther are the elite cavalry in the Elector's armies under the command of Werner von Kriegstadt. The Panthers mount more foreign expeditions than other orders. At any time there may be regiments of Panthers allying with the men and Dwarfs of the Border Princes, Estalia, Kislev, Tilea and Araby.

A NASTY SURPRISE

Sir Jakob Vallenz is a veteran Knight Panther who has learned of a Khorne cult at work in the Forest of Shadows, who follow the Order's companies wherever they battle Beastmen and draw strength from the bloodshed. He wants a group of resourceful types to uncover and destroy the cult — but given a possible link to the Panthers, he needs them to be discreet. This becomes even more important when the Characters discover that the cultists include brother knights.



Entry into the Order

Almost every petitioner to the Knights Panther comes from the nobility. However, commoners are sometimes accepted when they have displayed 'nobility of spirit' and truly remarkable combat prowess. The Panthers take more squires than any other order, but they still require sponsorship by a First Knight or member of the Inner Circle. There is an unspoken agreement to refuse petitioners with strong devotion to a single god or partisan support for a specific province.

Before initiation, squires must hunt down and single-handedly kill a mountain or forest cat. They must place the pelt beneath their saddle to become full members of the Order. Any member of the Order, from the servants to the Grandmaster, must abide by the following edicts:

- ☠ Defend the integrity of the Empire and defy those who preach division or secession
- ☠ Never suffer the bearer of the mark of Chaos to live
- ☠ Render full and appropriate service to your superiors
- ☠ Remain true and loyal to the Order's allies

In certain times and places these oaths have been modified to reflect a particular circumstance, the most notorious contemporary example being the particular (and peculiar) bond of mutual support the Middenheim Chapter shares with the ruling Todbringer family.

Livery and armour

The Knights Panther take great pride in their appearance on the parade ground and battlefield. Their heraldry depicts a yellow panther on a blue field and their colours and their panoply reflects this, with lacquered armour and horse barding in the same tones. They are easily recognised by the great cat pelts they wear and their distinctive tall heraldic crests surmounted with a bestial head.

In Battle

Knights Panther employ classic shock cavalry tactics, charging in, then fighting with sword and shield to overcome their enemy. They are renowned for impeccable manoeuvres, each regiment moving as one. Although accomplished fighters, they are reluctant to fight on foot.

Notes upon Contemplating Mediocre Umgi Harness

The first thing any Dawi smith notices about Umgi-made armour is how thin and pliable it is. The steel of several breastplates I examined were barely the thickness of the nail of a big toe, and I could take it in my hands and flex it with little effort. Despite this apparent flimsiness, the steel was well forged and tempered; even when subjected to significant duress, it came springing back into its intended shape. The thin sheet could not withstand the same punishment as equivalent pieces of armour produced by Dawi smiths, but we must not judge the Umgi armour on its durability alone. Miserliness and incompetence may account for certain shortcomings of the armour, but the steel is necessarily light and thin so that it can be borne by the feeble Umgi frame upon which it is worn.

The second thing one notices is the terrible stench that comes off Umgi armour. This is because if you say the word 'galvanise' to your typical Manling smith he'll stare at you with all the incomprehension of an inebriated Cave Troll. Instead, they deal with rusting suits by polishing the metal with a coarse paste of sand mixed with their own urine.

Manling smiths typically use rivets and leather strapping in order to hold their suits of armour together as a coherent unit, welds being beyond the ability of most of them. Here we see pieces of armour produced in the land of Tilea and known as a Miraglianese harness. This design of suit is popular even in the Empire, where local smiths prefer to embellish on the designs rather than put in the honest labour required to forge their own. Here is a guide to the inefficient terminology Manlings use to describe their underwhelming mail.

Helms worn by Manling knights come in a bewildering array of designs, ever changing according to the fleeting fads that prevent the establishment of true

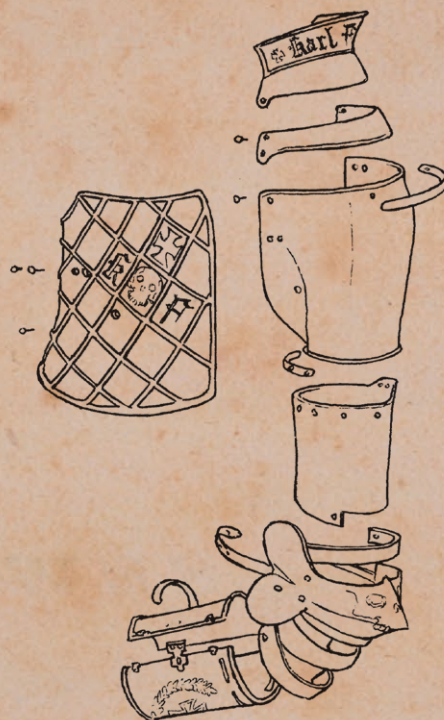
best practices and crafting traditions. This design is commonly known as an armet. It is padded with a layer of wool which is stitched into a lining which is then riveted to the inside of the helm. This is to protect the delicate Umgi skull without causing discomfort. Proper Dawi helms are lined with tough padded leather, which is less comfy but rather more durable and better at absorbing shock. The visor of the helm is removed by withdrawing a pin from either side. These pins are often lost in battle, compromising the helm. The helms of Dawi Ironbreakers do not suffer from this flaw because our smiths know the value of taking the time to craft a proper hinge. The faceplate, known also as a wrapper, covers the visor and cheek pieces. That so many pieces of metal are required to form one helm woefully compromises its strength and integrity. Only the blind among you will fail to see that an Imperial smith has added fancy decorations declaring their fealty to the Dwarf-friend Sigmar. Admirable, but do they need to be



such overly elaborate adornments when a neat bit of runic script would do the same job without compromising the integrity of the structure? As for the ludicrous crest, least said soonest mended.

The large shoulder guards are called gardbraces by the Umgi. They are outsized and over-elaborate pieces that are pinned to the pauldron due to the Manling love of conducting warfare from the back of galloping nags, being so formed as to best absorb the impact of a lance. More leather straps and rivets are employed to fix the armour in place, the whole affair being so complex that an armoured Manling is dependent on the support of an assistant known as an arming squire just to get in and out of their suits. The thin strips of steel used to make the armour articulate are known as lames and they attach to the couter (what we would call the elbow cover) through an intricate system of rivets. This design isn't too bad really, being inspired by the work of our own smiths in the days of High King Ironbeard, the Umgi having just about mastered its fundamentals.

The cuisse is a flange pierced with holes that is attached to the bottom of the flimsy doublet most Manlings wear under their breastplates. It is made from leather and so will wear out before so much as a century of use. The poleyn, which is what sensible folk would call a kneecap, is fitted to more lames allowing the leg to bend without exposing any bare flesh. The greave, or calf armour, is trapped over the inside of the leg. You may remark on the ridiculous tapered sabatons Manlings wear on their feet. You'd be tripping over yourself if you had to march down the Ungdrin Ankor wearing such monstrosities! Again, their design is explained due to the strange desire to make war from horseback, the pointed ends making it easier for an Umgi knight to find a way into their stirrups.



◆ DOGS OF WAR ◆



"Dogs of War", they call us — "mercenaries", like it's something bad. But I tell yer it's the way to live like a duke. Regular pay and food, chances for loot, and seein' the sights in every new town you come to. Of course, sometimes you have to burn them to the ground, but that's just business.'

— Recruiter to a young labourer

'Left! Right! Left! Righ... No, your other right, Squig for brains! You march like that, the Goblins will be sticking you full of holes before you can even untangle your feet!'

— Miraglianese drill sergeant

MERCENARIES

There are any number of mercenary companies plying their trade in and around the Empire. These can range from highly respected and disciplined veteran units to little more than bands of desperate brigands.

Mercenary companies often form in the aftermath of a large military action. When peace returns many soldiers are unwanted. Those who can return to making a living as a civilian do so, but many others know nothing but soldiering. These band together and offer their services to the highest bidder.

This can be convenient for those who would hire them, as although they are more expensive per man, they are usually experienced and competent soldiers, and work out cheaper as they are hired on much shorter contracts. Mercenaries can be a problem in peacetime, however, as they often turn to banditry, or even adventuring.

The most ambitious mercenaries in the Empire gravitate towards Kislev or the Border Princes to find their fortune. A fortunate few return rich with tales of exotic locales and derring-do, most are never heard from again.



LAND OF MERCENARIES

Mercenaries are in such demand in the Old World (and beyond) that companies have arisen all over — even Dwarf mercenaries are known, though their price is predictably high. However, when most citizens of the Old World hear the word mercenary they think of the professional companies formed from the soldiers of Tilea.

When an Imperial citizen thinks of Tilea, they might imagine its great artists or Tilea's legendary cuisine and fine wines. Maybe, too, they grimace and remember predatory pirate crews, or the organised racketeer families that plague cities such as Nuln. But Tilea also has another export, one that has long played a crucial role in Imperial history: Mercenaries. The 'Dogs of War'. Professional soldiers who sell their services to the highest bidders.

The Dogs of War have fought across the world, and their reputation for skill and professionalism makes their high fees worthwhile to many. Many captains have cultivated a dashing, heroic image to add to their lustre.

There is a dark side, though. When war is a business, loyalty often goes to the person with the fattest purse. Some mercenaries have a reputation for switching sides in the middle of a campaign. And woe betide an employer who breaks their contract — more than one has found their own holdings sacked and themselves put to the sword in revenge.

ORIGINS

Warriors have always sold their services for money or other rewards, but mercenaries as they are commonly known in the Old World first developed in Tilea. From early times the merchants of Tilea hired soldiers to defend their ships from pirates and to escort their merchandise on overland trade routes. Warehouses and property also had to be guarded and so it became usual for merchants to maintain troops. Mercantile families also used their mercenaries to further political ambitions at home, either to make themselves absolute rulers of their cities, or to oppose such tyrants and proclaim a republic.

The early Tileans were lucky that their lands remained largely free of monstrous creatures but in 475 IC a vast horde of Orcs and Goblins invaded from the east. The Tilean merchants were not used to fighting invaders — most of their battles were against each other — and the sudden appearance of Orcs burning crops, torching farms, and making off with the merchant caravans was a shock.

Things grew increasingly perilous when certain Tilean princes hired Orcs to carry out mayhem on their behalf. When the Count of Zelucco stormed Amato and reclaimed his family's crown, the great city states feared this was only the start. They panicked when Zelucco's army, reinforced with Goblins from the Appucinis, crushed a Reman militia. Only the onset of the rainy season stopped the 'Black Count' from marching on Remas itself.

Enter Rienzi, who came to be known as 'the Magnificent', a priest of Myrmidia. Rienzi had studied all the cult's holy texts. When word came of Remas's defeat, this younger son of a Reman merchant family saw an opportunity to honour his goddess — and make a profit. He offered to build the city's rulers an invincible army if they signed a binding contract and paid his fee. Desperate and afraid, they agreed. Over the winter Rienzi recruited and trained an army, drilling them over and over in Myrmidian precepts of strategy and tactics, paying them well so they could serve full-time.

In spring, the 'Eagles of Remas' crushed the Black Count's army in the Battle of Blood Ford. Monte Scorri's heavy cavalry charged Rienzi's pikemen again and again, but couldn't break through. Meanwhile, the crossbowmen loosed volley after volley into the Goblins, who broke when Rienzi's cavalry slammed into their flanks. The Black Count's army fell apart, and he died while trying to escape across the river. Remas was saved.

Instead of sending his men home, however, Rienzi kept them in service. Offers were pouring in from other city-states, and Rienzi knew a money-maker when he saw it.



The mercenary army marched out to meet the Orc tribes. Rienzi pitched his tent on one side of a mighty river from where he could observe the enemy encampments. He noticed that various Orc contingents would occasionally fight each other, indeed the whole army was plainly riven with dissent and only the personal attention of the big Orc warlord was keeping it together.

Rienzi decided that rather than fight the Orcs they would simply hire half the Orc army to fight in the other half. That way, no matter which side won the Tileans couldn't possibly lose, and the spoils won by the victorious half would pay the cost of hiring them.

Thanks to the example of Rienzi, soon other entrepreneurs were raising their own mercenaries, and Tilea's 'Dogs of War' became one of the land's main exports.

THE ROLE OF MERCENARIES

Mercenary forces meet several needs. They allow rulers to quickly build 'off the shelf' armies that only have to be paid for the duration of their contracts, saving the cost of maintaining large forces all year round. In peacetime, the nobility and freiberger only need a small core of professionals and local levies. Mercenaries also provide specialist services an employer isn't capable or willing to develop on its own — miners and master siege engineers, for example.

Dogs of War are also popular with those seeking to avoid military service. Laws in many parts of the Old World bind guildsmen to serve in their town's forces in return for the privilege of doing business. That of course risks encouraging merchants to move elsewhere.

The custom of the 'shilling soldier' first arose in Bögenhafen. When the old Graf von Saponatheim demanded all the apprentices and journeymen from the Clothiers' Guild for four months' military service, it was simply too much. The guild was expecting a large order from Marienburg, but, if they couldn't meet the deadline because of a lack of tradesmen, the business would go elsewhere. So they made a proposal: the guild offered a 'donation' of 'a shilling a head' (later raised to a Crown)

so the Graf could go buy his own soldiers, '*if His Vaunted Highness would then graciously leave us alone*'. The Graf agreed, since he wouldn't have to deal as often with '*rancorous, ill-disciplined burghers who barely know the sharp end from the butt*'. The donation became a regular custom, and the idea soon spread, with wealthy individuals paying to have someone take their place.

In Tilea

The Dogs of War reached their purest form in Tilea. In the city-states, where riots are a regular occurrence, the Merchant Houses prefer hiring outsiders to do their fighting, rather than arming and training a potential mob. Most maintain watchmen and militia, but the Watch is meant for patrolling streets and checking doors, not war, while the militias train so infrequently that they are little better than a rabble. Miragliano did away with them altogether, maintaining a large army of mercenaries on long-term contracts that also acts as a Watch, when not on campaign. They even employ a cadre of Rat Catchers, professional soldiers specially trained to patrol the canals and sewers to deal with the swarms of rats and ratlike creatures that creep out of the Blighted Marshes.

Of the other Tilean States, only Remas recruits its own citizens, selling the right to recruit to contractor-captains called *condottieri* for a period of service, after which they're free to seek work elsewhere. Luccini, on the other hand, hires far and wide, even among the detested Estalians, because of the need to garrison the fortress of Monte Castello, which guards the frontier with the Border Princes.

Tobaro, built into cliffs hard against the Tilean Sea and with the Abasko mountains behind her, has little land to defend. But the sea is her lifeblood, and the tunnels beneath and beyond the city's bounds hold many dangers — Greenskins and worse. And so Tobaro hires specialised mercenaries, sappers, and tunnel fighters, as well as marines to guard their ships.

Sartosa is unique, serving as mercenary privateers — 'Sea Dogs of War' — in one season, then preying on those same clients the next year as pirates.

Luccini hires Sartosan ships to protect their commerce and coasts from Arabyan corsairs, while Marienburg reportedly pays them to harry the shipping of Magritta and Bilbali. Though Sartosa seems anarchic, one firm rule holds true: never attack ships guarded by other Sartosan captains. That is bad for business. The last to break it, the Bretonian Captain 'One-Eye' Guillaume, was eventually captured by his fellow captains. He is now known as 'Blind Will'.

In The Empire

Mercenaries in the Empire supplement existing forces, rather than forming the whole army. This is due to the belief in many parts that your own people will fight harder for you than any mercenary just 'doing it for the shilling'. When Orcs come rampaging from the Black Mountains, Stirlanders in the State Army know they are fighting for their homes. Mercenaries might well decide to go home.

Middenland and Talabecland employ the fewest mercenaries, as Ulricans tend to look down on anyone doing their fighting for them. Mercenaries are more accepted in the west and south. In Reikland, the Grand Prince's mercenaries augment the State Army to a size few of even the great nobles can match. Nuln has gone furthest down this road. Small in territory, but wealthy beyond belief, the Grand Counts have signed many Dogs of War to long-term contracts as the core of Nuln's State Army, while Nulners are more often gunners and engineers.

Hiring Mercenaries

Though Tilean city governments and nobles do their own recruiting, anyone else seeking armed help goes to the mercenary guild hall usually attached to the nearest temple of Myrmidia. There, after making a suitable donation to the guild, the resident Master — often a retired mercenary who has joined the priesthood — brings client and mercenary together and arranges the contract, the temple keeping a copy and mediating any dispute.

In the Empire, authorities often look askance at anyone trying to hire armed men, at least more than a few. It's one thing to hire mercenaries to guard a mine in the hills, but, with its history of civil war and rebellion, nobles and towns recruiting large numbers of mercenaries look suspicious. Isn't the State Army enough, or their own private armed retinues?

Yet they recognize that sometimes there is a need. Though the laws vary, would-be generals must buy a 'licence to recruit' from the local rulers, either a noble or a freiberg's council. This gives them permission to recruit and operate in that ruler's territory. The higher up one goes, the broader the area the licence covers. Only the Elector Count's court can grant a writ that covers an entire Grand Province, a daunting and expensive prize.

While this is how it is supposed to work, corruption and turmoil can lead to abuse. Many nobles have hired mercenaries in one territory to attack another; when the victims complain to the authorities who issued the licence, they pretend to be as shocked as anyone (and forget to mention the bribes they received to look the other way).

FEES

Though Myrmidia's priests expect a few Crowns for their mediation services, they recognize that not all in need can afford their price. If a supplicant cannot afford gold, they will accept barter — a few sheep or cattle, a share of the crops, or a pledge of service. Even a few copper coins, as long as the cause seems worthy. Myrmidians also trade in insight and information, so if a petitioner comes to them with credible accounts of fresh tactical or strategic technique, this serves well in place of funds.





LIGHT CAVALRY

Human, High Elf

You rely on speed to find the enemy, screen your allies from his scouts, and strike without warning where he least expects.

With fewer heavily armed and armoured knights than the Empire, Tilean mercenary armies rely on fast, lightly armed horsemen to provide mobile striking power. Rather than charge headlong into the teeth — and pikes — of the foe, Tilean light cavalrymen, called *Stradioti* in their language, prefer to strike from the flanks or, best of all, the rear, where the enemy's baggage train presents a tempting target.

'We never had a chance, sir. They came out of nowhere. Before we could turn they were in among us, shouting their chilling battle-cries as they rode us down. It is true we ran from them, sir, but these were not men — they were Daemons on horseback.'

— Gunther Friesheim, after the Rout of Riffraffa

LIGHT CAVALRY ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+	+		+		+		+		+

CAREER PATH

✦ Reiver – Brass 3

Skills: Animal Care, Dodge, Endurance, Haggle, Heal, Language (Battle), Melee (Basic), Outdoor Survival, Ranged (Throwing), *Ride (Horse)*

Talents: Etiquette (Mercenaries), Field Dressing, Flee!, Strong Back

Trappings: Shield or Buckler, Leather Jack, Riding Horse with Saddle and Tack, Javelin

✦ Light Cavalry – Silver 2

Skills: Charm, Consume Alcohol, Gamble, Gossip, Melee (Cavalry), Ranged (Bow)

Talents: Combat Aware, Orientation, Rover, Rough Rider

Trappings: Light Warhorse, Mail Coat, Open Helm

✦ Lance – Silver 5

Skills: Drive, Intuition, Leadership, Lore (Warfare)

Talents: Combat Reflexes, Rapid Reload, Seasoned Traveller, Trick Riding

Trappings: Lance, Mail Chausses, Squire, Page

✦ Captain – Gold 1

Skills: Lore (Law or Heraldry), Ranged (Blackpowder)

Talents: Commanding Presence, Dealmaker, Inspiring, War Leader

Trappings: Brace of Pistols with Gunpowder and Ammunition, Warhorse, Flamboyant Clothing, Breastplate



Though *Stradioti* can come from any part of Tilea — typically the small towns and hinterlands of the great city-states — the original and still most highly regarded are born and raised among the mountain villages of the Appucini chain and the small holdings of the western Border Princes.

A life of constant raiding and defending against raids, whether from Humans, Goblins, or Beastmen, has bred mounted warriors who hit their target fast, cause as much confusion and panic as possible, and then ride away before the enemy can react. Light horsemen from the desert lands of Araby perform much like the Tilean *Stradioti* and many companies of Arabyan horsemen work with mercenary commanders. Ungol horsemen from the northern steppes also fulfil a similar role in the armies of Kislev, and their companies, known as *rota*, can be found working as mercenaries.



In the Empire, light cavalry units are employed mostly in the southern Grand Provinces and the Reikland, where their ability to function in both rough terrain and plains makes them useful as scouts and quick-reaction forces. Though still largely Tilean, more and more recruits are coming from Imperials looking for something more exciting than marching back and forth. Sudenland has long employed *Stradioti* to patrol its southern reaches, and The Elector's Own Lancers is a highly regarded outfit.

The basic unit of light cavalry is the 'Talon', comprising one of each of the first three tiers. The Lance leads the unit, has the best armour, and fights with lance and javelin or bow.

The Squire wears only partial armour and fights to protect the unshielded side of the Lance. The Page is usually a youth in their teens learning the trade — riding, weapons, and basic first aid — while acting as a servant to the others and fighting on foot. The final tier is the Captain, who commands several Talons and makes contracts.

A FIRESIDE TALE

Late at night under the stars in a small town nestled into the Appucini foothills, a retired *Stradiot* goes back to telling his rapt grandchildren a tale of adventure.

'That was a glorious day. The Duke of Alvazzo, just a jumped-up bandit who'd stumbled on a tower full of gold, had hired a bunch of Orcs to be his army while he made himself lord of the region. Promised 'em what every Orc wants — fresh tender Human flesh to eat, just like the meat clinging to your own bones!'

He laughed as his grandchildren gasped and squealed.

'The locals hired us to put a stop to it, and the Captain's plan was a good one. He pinned Alvazzo and his Orcs at the river, feinting like he was going to force a crossing. That gave me time to take most of the cavalry through an old forest track that came out in their rear. They never knew what hit them. Whooping and hollering, we charged into their camp like daemons from the Wastes. Just as Alvazzo started to organise a defence, the Captain struck across the ford, and that was it. The Orcs panicked and ran for the hills — those we didn't cut down first. When it was over, not one in five got away. It was years before they'd show their ugly faces again.'

'Never did find Alvazzo, though. I heard later he'd made a fine meal for the Orc chief — as the main course. Not that I blame the Orc. As a mercenary, you want to get paid, and a deal is a deal.'



SIEGE SPECIALIST

Dwarf, Human, High Elf

It is your job to bring down castle walls and to keep others from doing so. Let other poor fools storm the walls — you'll provide cover, or a more subtle way in.

Though besieging fortified places is common throughout the Old World — an art Humans learned from the Dwarfs — it has reached its highest refinement in Tilea, whose Siege Specialists even Dwarfs will grudgingly admit are 'passable'.

As they approached our hearts sank. Braganza's men never lost or fled and we knew we were doomed. Our captain began to explain how safe we were behind the walls until a bolt took him through the throat. No one wanted to be next.'

– Gunther Friesheim, on the Capture of Schloss Adlerberg

Arrows are useless against a castle — you can only win by using heavy wall-breaching equipment, which is why Dwarfs are superior in siege warfare. If you are the besieger, you can't hit anything worthwhile at all. If you are inside the castle, you might think arrow fire would be effective from the towers, but what would you prefer to be hit by — a pointy stick or a thirty-pound rock?'

– Berndt Lavaspear, -1778 IC

SIEGE SPECIALIST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+	+	+			⚔		💀		🛡

CAREER PATH

✚ Crossbowman – Silver 1

Skills: Athletics, Climb, Consume Alcohol, Endurance, Gamble, Gossip, Language (Battle), Melee (Basic), Outdoor Survival, *Ranged (Crossbow)*

Talents: Etiquette (Mercenaries), Marksman, Rapid Reload, Strong Back

Trappings: Crossbow and Ammunition, Hand Weapon, Pavise, Leather Jack and Skullcap, Feathered Hat

⚔ Siege Specialist – Silver 3

Skills: Intuition, Lore (Engineering), Melee (Two-handed), Perception, Set Trap, Trade (Miner)

Talents: Enclosed Fighter, Hardy, Orientation, Tunnel Rat

Trappings: Two-handed Pick, Shovel

💀 Sapper – Silver 5

Skills: Leadership, Ranged (Blackpowder, Engineering), Trade (Explosives)

Talents: Accurate Shot, Craftsman (Explosives), Gunner, Unshakeable

Trappings: Book of Ballistics Tables, Set of Six 60-second Fuses, Plate Breastplate, Pistol with Bullets and Ammunition, Trade Tools (Engineer)

🛡 Siege Master – Gold 1

Skills: Haggle, Lore (Law), Ride (Horse)

Talents: Combat Aware, Master Tradesman (Engineering), Savvy, War Leader

Trappings: Quality Clothes, Light Warhorse, Pavilion Tent with Body Servant



'Remember when you build a wall to shelter behind you are also building a trap. If the wall is strong and flanked by towers the enemy will be trapped — but if the wall is carried then the other walls will hem in your defenders and leave them ripe for massacre.'

– Attributed to Magnus the Pious, 2302 IC

'The only possible way an attacker can carry one of those accursed stone forts is to advance under the heaviest barrage of missiles possible. This is where Elf forces achieve their greatest successes. The defenders, unable to spread out, are ripe for slaughter beneath a cloud of arrows, and cannot deploy much effective missile fire of their own, hampered by the limited arcs of fire within their walls.'

– Attributed to Allurian, -3325 IC

Sieging became an art in Tilea during the age when cities and towns threw off their princes and needed to find ways past the castle walls of defiant rural nobility — or the walls of rival city-states. Simply camping outside until the defenders starve or surrender risks being caught in the open by a relief force, or seeing disease ravage one's own army.

But storming a fortress almost inevitably means heavy casualties among the besiegers, something every commander wants to avoid. Skilled troops are expensive to train and maintain, and a captain who gains a reputation for bloodthirsty assaults soon finds it hard to recruit replacements. The Siege Specialist allows an army to shorten a siege at a reasonable cost in lives — the other side's. At the same time, the daunting prospect of specialists outside the walls creates a need for specialists inside, ones who can intercept the enemy's tunnels before the walls collapse.

In the Empire, Siege Specialists are mainly Dwarfs, thanks to their long shared history. Why hire anyone else, when you can have the best? But Tilean Siege Specialists are almost as good — and less expensive — and so are hired more and more by lesser nobles and freistadts who don't want to pay 'Dwarf rates'.

A VETERAN'S ADVICE

'No, you don't get to go blowing things up right away, ya wet-pants recruit! You have to earn your way up to "banger", as we call it. There's a lot more to the job than just lightin' a fuse and runnin' for cover. I'll explain it to you again, and this time pay attention! First you start as a crossbowman, picking enemies off the walls who are trying to kill our boys. You stay behind your pavise and watch, learn, and shoot. And if the enemy sallies out, you and that pavise are the first line of defence, so keep your sword sharp!

'When you've learned that job, you move up to Sapper and down into the tunnels. You dig under the walls, rigging 'em so we can bring them down or sneak our boys into the castle, or sometimes you're digging a covered ditch so the assault troops can get close without worrying about rocks getting dropped on their heads. Just keep your head about you down there. It can get rough if you run into enemy Sappers — or worse, know what I mean? Squeak-squeak.

'If you survive all that, you might get to be a "banger," or "artillerist", as they like to call themselves. They get to play with them trebuchets, hurling rocks and even bombs to bust holes in the walls and smash the gates, or make life miserable inside. When the Sapper has dug his tunnel, it's the banger who makes the whole thing go BOOM. Just try to be out of the tunnel before it goes off.'

Braganza's Besiegers

During his campaign of conquest Borgio the Besieger desired a new model of regiment. He demanded marksmen that could pick off defenders from rampart walls whilst withstanding missile fire aimed in their direction. He wanted the same men to be able to hold castle ramparts in defence of attack, provide covering fire for sappers and miners, man siege towers, and prove hardy fighters in the event of an enemy sally. Braganza's crossbowmen, equipped with heavy armour and pavises, proved fit for the task — though their extensive expertise is reflected in their expensive rates.





PIKEMAN

Human

Discipline and drill. If you keep your wits about you and the enemy in front, no force on a battlefield, not even the heaviest Imperial knights, can stop a phalanx of Pikemen.

All towns and villages in the Old World have their militias, masses of armed residents who can be turned out on short notice to defend homes and fields or fight for a few weeks in their lord's service. Their lack of discipline and desire to return home to families and trades, however, makes them of limited use on long campaigns or when facing heavily armed and armoured horsemen.

'No, they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings, we thought. Well, anyone can make a mistake. Poor captain Malvino, last mistake he ever made.'

– Overheard in the Old Pig and Whistle, Marienburg

PIKEMAN ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+		+	+	⚔				☠	🛡

CAREER PATH

✚ Recruit – Brass 5

Skills: Athletics, Climb, Consume Alcohol, Dodge, Endurance, Gamble, Language (Battle), Language (Tilean), Melee (Basic), *Melee (Polearm)*

Talents: Drilled, Reaction Strike, Very Strong, Warrior Born

Trappings: Hand Weapon, Leather Breastplate, Leather Skullcap, Pike, Uniform in Unit Colours

⚔ Pikeman – Silver 1

Skills: Cool, Gossip, Heal, Intimidate, Lore (Warfare), Outdoor Survival

Talents: Diceman, Enclosed Fighter, Etiquette (Mercenaries), Fearless (Cavalry)

Trappings: Dice, Mail Coat, Open Helm

☠ File Leader – Silver 4

Skills: Haggle, Intuition, Leadership, Perception

Talents: Combat Aware, Combat Reflexes, Field Dressing, Robust

Trappings: Plate Breastplate, Sash of Rank

🛡 Banner Captain – Gold 1

Skills: Lore (Law), Ride (Horse)

Talents: Inspiring, Unshakable, Very Resilient, War Leader

Trappings: Baton of Rank, Banner-Bearer, Light Warhorse, Quality Uniform, Plate Bracers and Leggings, Phalanx of Pikemen, Unit Banner



The Pikeman developed from Tilean militias when a need arose for infantry in long-term service who could stand up to armoured cavalry — or wolf-riding goblins. Formed in large squares with the first three ranks of pikes pointed forward and the rest held high to guard against arrows, the pike phalanx presents a formidable sight. Few animals willingly charge a forest of spear points pointed at them, and infantry must dodge multiple attackers before even closing with a pikeman.

But the phalanx has weaknesses. Not very manoeuvrable, it cannot execute swift turns or changes of face. Taken in the flanks — or worse, from behind — Pikemen are at risk of panic and a loss of discipline that can easily turn fatal. And so they are most commonly the core of a mercenary army, their vulnerable sides covered by cavalry and crossbowmen.

In the Empire, pike formations are less commonly employed, but can be found in the service of the State Armies of Reikland and Nuln. In peacetime, these troops also serve to restore order, the points of their pikes well-suited to clearing rioters from the streets.

The Alcatani Fellowship

The life of a farmer is never an easy one in the war-torn land of Tilea. Even wealthy landowners suffer. When Rodrigo Delmonte found his crops ruined by a rampaging army he embarked on the only course of action that remained to him, he became a soldier and led his workforce to Remas where he bought some shoddy suits of armour, a few second-hand helmets, and some slightly bent pikes. Despite their modest origins the Alcatani Fellowship has proven itself against Orc raiders in the wilds near Buccolia, and are earning a reputation for their effective and affordable phalanxes of pikemen.

Ricco's Republican Guard

The Republican Guard were raised in Remas by merchants during the revolt that preceded the birth of the Republic. The regiment played a leading part in overthrowing the tyrannical Prince Mondo, parading his head around the city to the applause of the mob.

Desperate to bring in funds Captain Ricco led the Guard in search of employment in other Tilean cities. The Guard fought well, earning a reputation as an elite phalanx that survives to the present day.

The Leopard Company

The mercenaries of the Leopard Company fight hard to recover their lost honour. Their Captain, Leopold di Lucci, once contended with Lorenzo Lupo to be Prince of Luccini. Leopold's men were losing ground, and blame fell on the Priests at Luccini's Temple of the Leopard, who switched sides during the fighting. Leopold's men threw the inconstant priests into the Tilean Sea.

Lorenzo prevailed and was hailed Prince of Luccini. Leopold and his men were exiled, and since then bad luck has dogged the company. Recently Leopold has arranged for a portion of the loot made by his men to be returned to the Temple, and the fortunes of the Leopard Company are improving.

LESSON LEARNED

Tilea, 1711 IC. From a hilltop surrounded by his Household Guard, Grand Count Maximilian III von Hochkirsche, Elector of Nuln, watched in grim silence as mercenaries hired by Miragliano routed his army. Wave after wave of his finest knights charged their phalanxes to no avail, dying by the score on the points of their pikes — his hopes of becoming Prince of Miragliano dying with them. Now his army was breaking, pursued by the advancing pikemen and harried by their cavalry. Sighing, he took quill and paper and began writing a note. Folding and sealing it, he handed it to a confused aide. *'Here, take this to their Captain. It is the only thing left to do.'*

'Sir? We're surrendering,' asked the confused man.

'No, you dolt,' the Count shouted. *'It's a job offer! If you can't beat them, buy them!'*

◆ TILEA AND TILEAN CHARACTERS ◆



TILEA, THE LAND AND HER PEOPLE

Southwest of the Empire, over the Vaults lies Tilea, where — according to Tileans, at least — civilization first arose in the Old World. A narrow strip of fertile but rocky land runs north skirting the Appucinis from the ever-shifting frontier with the Border Princes and circles west past Miragliano along the Irrana mountains to sink into the dread Blighted Marshes, where the capital of the Skaven is said to lie. South from there the land grows so narrow as to almost vanish between the cliffs of the Abaskos and the Tilean Sea. Tileans have learned to get the most out of their land: growing olives and exporting oil; raising sheep for meat and wool; citrus fruits and wine grapes that prosper in the warm sun; and fish from the Tilean Sea, which has stocks so abundant Tileans claim it is proof of Manann's love for Myrmidia.

Though the small towns and feudal holdings of Tilea are important, when outsiders think of Tilea they think of the great city-states and their people: dour Luccini, home of Morr's cult; Remas, Tilea's one, true republic; Miragliano the Serene, owner of Tilea's largest fleet and ever-vigilant over the Blighted Marshes; unconquered Tobaro, built into the cliffs of the Abaskos; and Sartosa, freewheeling and deadly home of the Pirate Captains.

To the average Imperial, Tileans are shifty, dishonest, unreliable, and inclined toward criminality, but this portrait is unjust. Tileans do value cleverness and cunning, for it often saves Tilean lives. Regularly outnumbered, Tileans look to Myrmidia's teachings to win through manoeuvre, strategy, and deception, risking a battle only when all the factors favour them. But when the fight comes, they are as fierce as griffons. They have to be, surrounded as they are by enemies, Human and otherwise.

Perhaps it is the influence of the ancient Elven ruins underlying so many Tilean cities, but the people value cleverness in their daily lives, too. Quick thinking and the ability to argue well are seen as virtues that let the average Tilean rise as high as their abilities can take him, even to ship's captain or merchant prince. Among urban Tileans, Ranald is a popular god, here known less as a god of thieves and more as the epitome of the dynamic individual who seizes any opportunity.

But Tilea has its perils, chief among them the wild pirates of Sartosa off the south coast. Whether raiding ships of all nations, or leading them to their doom on the rocks, Sartosans see everyone else as their prey. Sometimes hired by one party to raid a rival's commerce, they are quick to change sides if the temptation presents itself. Little wonder it is that Sartosa is rumoured to be a major centre of the cult of Stromfels, the shark-god that Tileans know as *Stromfalo*.



CITY	TYPE OF GOVERNMENT	CURRENT RULER
Lucinni	A principality. Traditionally ruling princes claim descent from one of the city's twin founders, Lucan and Luccina. Many civil wars have been fought between these two dynasties.	Lorenzo Lupo, who claims descent from both Lucan and Luccina
Miragliano	A principality. Since the death of Prince Borgio his dowager, Dolchellata Belladonna, has ruled the city as regent, assisted by a council made up of the elders of several merchant families.	Dowager Princess Dolchellata Belladonna
Pavona	A principality. The current ruler is the much-widowed Lucrezzia Belladonna, who is rumoured to be a sorceress and poisoner.	Dowager Princess Lucrezzia Belladonna
Remas	A republic. Each of Remas' most powerful merchant families is represented on the Council of Fifty, an assembly which debates issues and drafts legislation. Three members of the council are randomly selected each year to preside over it as a triumvirate.	The Triumvirs, currently the powerful Alfeo Romeo, the increasingly tyrannical Marco Telli, and Imelda Mondo, a descendant of the last true prince of Remas
Sartosa	Pirate law applies, forbidding theft and executing murderers, thieves, swindlers, and traitors. Each year the Pirate Captains currently in port hold an election to acknowledge one of their own as a supreme authority.	'The Pirate Princess'
Tobaro	Tobaro is a principality despite attempts at social revolution. Tobaro has no single ruling family, but rather a collection of semi-royal merchant houses from which the prince is chosen.	Prince Tibaldus Marsarius di Vela, patriarch of the di Vela banking house
Trantio	A principality. Since Marco Columbo defeated the corrupted republic that had overthrown Prince Orlando, the princes of the city have been expected to be master merchants as much as they have been expected to be regal.	Merchant Prince Ettore Rinaldo
Verezzo	A republic. The various merchant families are divided into factions distinguished by various voting colours (the Reds, the Greens, the Blues, and the Yellows). The current head of the Yellow faction is a merchant prince named Groccolo, though after the gold he had raised to pay a large force of mercenaries disappeared and the army mutinied. Despite his misfortunes the Yellows cling to power, but Bastino Batta of the Reds is growing increasingly popular amongst the merchant princes.	The Yellows



TILEAN GAZETTEER

Size: 1=Hamlet, 2=Village, 3=Town, 4=City. **W** = Wealth (see *Death on the Reik Companion*, page 71).

Garrison/Militia = A Garrison is made up of standing, professional soldiers, available at most times. A Militia is raised from the local populace, and available only seasonally.

The letter after the number refers to quality. **a** - properly drilled, well trained and equipped soldiers. **b** - average troops, moderately trained and equipped. **c** - poorly equipped troops, possibly required to bring their own equipment which is generally of poor quality.

Garrisons and Militia in Tilean settlements tend to be rather larger than their Empire equivalents, due to a tradition of each settlement being expected to look after itself and because it is wise to keep the land's many mercenaries gainfully employed. Entries in **ALL CAPS** indicate a regional centre of political power, wielding significant influence over the settlements listed below it.

Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
LUCCINI	4	Prince Lorenzo Lupo	30,000	4	Trade, Government, Grain, Wool, Luxuries (<i>Cheese</i>)	300a, 600b/300b, 1000c	Oldest city in Tilea
Anducci	1	Prince Lorenzo Lupo	88	1	Saltfish	-/2b,8c	Due to a historical grievance Elves are unwelcome here
Pattio	2	Prince Lorenzo Lupo	250	1	Saltfish	50b/75c	—
MIRAGLIANO	4	Dowager Princess Dolchellata Belladonna	25,000	4	Trade, Luxuries (<i>Pearls</i>), Government, Saltfish	550a, 1800b/900b, 3000c	Famed for expert crossbowmen; Miragliano's population declined due to strife following the death of Prince Borgio and the Yellow Ague
Amato	1	Dolchellata Belladonna	260	1	Trade	50b/25c	Site of many clean springs
Campogrotta	2	Dolchellata Belladonna	350	2	Grain, Wool	50a/100b	Tilean end of the Alimento Tunnel; a small community of Dwarfs lives here
Cammaro	2	Dolchellata Belladonna	0	—	—	—	Population vanished in 2511
Etobrutti	1	Dolchellata Belladonna	275	1	Grain	50b/52c	—
Mironia	1	Dolchellata Belladonna	0	—	—	—	Population vanished in 2510
Parmis	2	Dolchellata Belladonna	0	—	—	—	Population vanished in 2512
Ravola	3	Dolchellata Belladonna	9,500	3	Wine	30b/300c	Finest vineyards in Tilea

Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
Toscania	2	Dolchellata Belladonna	365	1	Metal	50b/135c	A Dwarf trading post has been established here
Udolpho	1	Melmoth Udolpho	100	2	Subsistence	–/5a	Reviled as a haunted estate
Zeluco	2	Duce Montoni di Zeluco	500	4	Government	300b/–	A fortress with labyrinthine dungeons
MONTE CASTELLO	2	Castellan Lorenzo di Galeazzo	500	4	Government	100a, 400b/–	Fortress, troops supplied from all major cities
PAVONA	4	Dowager Princess Lucrezia Belladonna	35,000	4	Trade, Government, Olives	250a, 700b/200b, 1500c	–
Bucollia	2	Lucrezia Belladonna	467	2	Wine	50a/100b	–
Lambrusco	3	Revenant Captain Ennio Mordini	256	–	–	250a/–	A heavily fortified court of the undead
Organza	3	Lucrezia Belladonna	6,500	3	Wine, Wool	20a, 60b/350c	–
REMAS	4	The Triumvirs	40,000	4	Trade, Government, Saltfish	350a, 750b/350b, 1000c	–
Alcatani	1	The Triumvirs	82	1	Citrus Fruit, Olives	–/60c	Due to a historical grievance Trantines are unwelcome
Catrazza	3	The Triumvirs	14,000	3	Grain, Olives	50b/200c	–
Ciarascura	3	The Triumvirs	445	4	Government	300b/–	An old bent tower commanded by the tyrannical Castellan Dellecta
Motta Zorella	2	The Triumvirs	330	2	Grain, Wool	40a/80b	–
Monte Negro	3	Grand Commander Bassiano Dutra	450	3	Government	40a, 250b/–	An institution dedicated to the Morrite Fellowship of the Shroud
Scintio	2	The Triumvirs	350	2	Grain, Luxuries (<i>Cheese</i>)	45a/120b	–
Vennia	2	The Triumvirs	84	1	Saltfish	2b/8c	–
Zorasta	3	The Triumvirs	6,250	3	Grain, Saltfish, Trade, Wool	35a, 75b/300c	A port town famed for its sea defences
SARTOSA	3	The Pirate Princess	15,500	3	Trade (of a sort)	550b, 1600c/–	Lawless and anarchic lair of pirates

Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
TOBARO	4	Prince Tibaldus Marsarius de Vela	35,000	4	Grain, Stone, Luxuries (<i>Silver, Gemstones, Pink Marble</i>), Trade, Saltfish	350a, 500b/400b, 800c	Cut off from land by the Abasko Mountains and made nearly unreachable from the sea by Fool's Rocks
Cera-Scuro	1	Tibaldus Marsarius de Vela	75	1	Saltfish	10b/75c	Previously a lair of pirates in the Siren Isles, recently conquered by Tobaro
Vedenza	3	The Council of Tears	10,500	3	Stone, Olives	200b/500c	A small republic on the border with Estalia recently reconquered from Estalian overlordship
TRANTIO	4	Merchant Prince Ettore Rinaldo	27,500	4	Trade, Government	250a, 400b/300b, 900c	—
Ducieso	3	Prince Frenzo Badolphus	12,500	3	Stone, Olives	250b/600c	Prince Frenzo is a gifted Astromancer
Terramorta	1	Ettore Rinaldo	93	1	Grain	10b/60c	—
Torrico	2	Ettore Rinaldo	80	2	Olives	—/2b,8c	Population recovering from recent Hobgoblin raids
Varenna	2	Ettore Rinaldo	390	2	Grain, Wool	45a/85b	—
Viccia	1	Ettore Rinaldo	183	1	Grain, Wool	35b/50c	—
VEREZZO	4	Groccolo for the Yellows	36,000	4	Trade, Government, Grain	250a, 550b/400b, 1200c	—
Ciabbatta	2	Groccolo for the Yellows	394	1	Grain	20b/100b	—
Nonucci	1	Groccolo for the Yellows	260	1	Subsistence	30b/—	Penal Colony in the Tilean Sea
Riccotta	2	Groccolo for the Yellows	410	1	Grain	15b/100c	—
Veddia	1	Groccolo for the Yellows	295	1	Citrus Fruit	25b/62c	—

New Trade Goods

If using the trading rules in **Death on the Reik Companion**, the base prices for new types of trade goods are given here. When checking for availability Citrus Fruit, Olives and Saltfish can be substituted for Grain, and Stone may be substituted for Metal.

BASE PRICE TABLE

	Citrus Fruit	Olives	Saltfish	Stone
Spring	3 GC	3 GC	.5 GC	5 GC
Summer	1 GC	2 GC	.5 GC	5 GC
Autumn	.5 GC	2 GC	.5 GC	5 GC
Winter	1 GC	3 GC	1 GC	5 GC

TILEAN MERCENARIES IN THE EMPIRE

Tilean mercenaries have served in the Empire since the Age of Wars, when the incessant civil strife of that time provided constant employment. At a time when even the Grand Provinces were breaking down, only the Elector Counts and the most powerful nobles under them could afford the gold necessary to hire truly professional troops. They were capable of sweeping aside rebel militia or the retainers of robber barons with dreams of glory, as well as protect them from the mercenaries of other Electors. The largest free cities and towns got in on the act, hiring their own mercenaries to support their favoured factions, or their neutrality.

Tilean mercenaries are less common in the Empire's north and east, where the precepts of Myrmidia are less widespread and many of Ulric's followers regard 'effete' Myrmidians with disdain. In the western and southern Grand Provinces, however, some have been employed for so long that they are effectively units of the State Army. In Nuln, the Blue Herons of Miragliano have served as the Royal Horse Guard since the time of the Grand Countess's great-grandfather. Though they recruit in Miragliano, all their work is for Nuln.

During the Turmoil that racked the Empire in recent times many Tilean mercenary captains travelled across the Vaults and sought employment. The famed Leopard Company fought for Emmanuelle von Liebwitz in her campaign to annex the province of Sudenland, and the Birdmen of Catrazza were hired to scout for the forces of Talabeccland.

When not on the battlefield, Tilean mercenaries often double as a city's elite security force, guarding dignitaries and public buildings. Others, however, lacking long-term contracts and running short of money, turn to banditry, preying on travellers and towns unable or unwilling to buy them off.

CREATING TILEAN CHARACTERS

To create Human Tilean Characters, follow the process in **WFRP: Chapter 2**, but use the following entries for Skills and Talents. Choose three Skills to receive 5 Advances each, and three different Skills to receive 3 Advances each.

IMPERIAL TILEANS

The rules given here reflect Tilean Characters born in Tilea. For Tilean Characters born in the Empire, use the rules given in **WFRP** page 36, but replace the option of Language (Wasteland) with Language (Tilean) in the skills list.

Skills: Charm, Cool, Evaluate, Gossip, Haggle, Language (Arabyan), Language (Reikspiel), Language (Estalian), Lore (Tilea), Melee (Basic), Ranged (Crossbow), Sail

Talents: *Argumentative* or *Fisherman*, *Coolheaded* or *Suave*, 3 Random Talents

Characters from Luccini may at their option replace one of their starting Talents with *Doomed* (see **Dooming in Tilea**). Dwarf, Elf, and Halfling Characters use the rules as written in **WFRP: Chapter 2**.



DOOMING IN TILEA

Dooming is an Imperial custom, not performed in Tilea except in one region: the city of Luccini, home to the Cult of Morr, and its environs. Scholars believe that Luccinan mercenaries returning from Reikland brought the practice with them, many having married Reiklander spouses. Now children on reaching their tenth birthday are often taken by their parents to the Great Mausoleum in Luccini, where the *Veggenti*, a female order of Mystics dedicated to Morr, cryptically pronounce their fates.

CAREERS

When generating a career for a Tilean Character, use the Random Class and Career Table from page 30–31 of the **WFRP** Core Rulebook, but with the following changes.

- ☠ A Flagellant is not likely to come from, or go to, Tilea. A player generating a Flagellant Character may choose either a Nun or Priest dedicated to Myrmidia, Morr, Verena, Shallya or Ranald.
- ☠ A Cavalryman may choose to be a Light Cavalryman.
- ☠ A Soldier may choose to be a Pikeman.
- ☠ A Warrior Priest may choose to be a Warrior Priest of Myrmidia.

TILEAN NAMES

Female Forenames

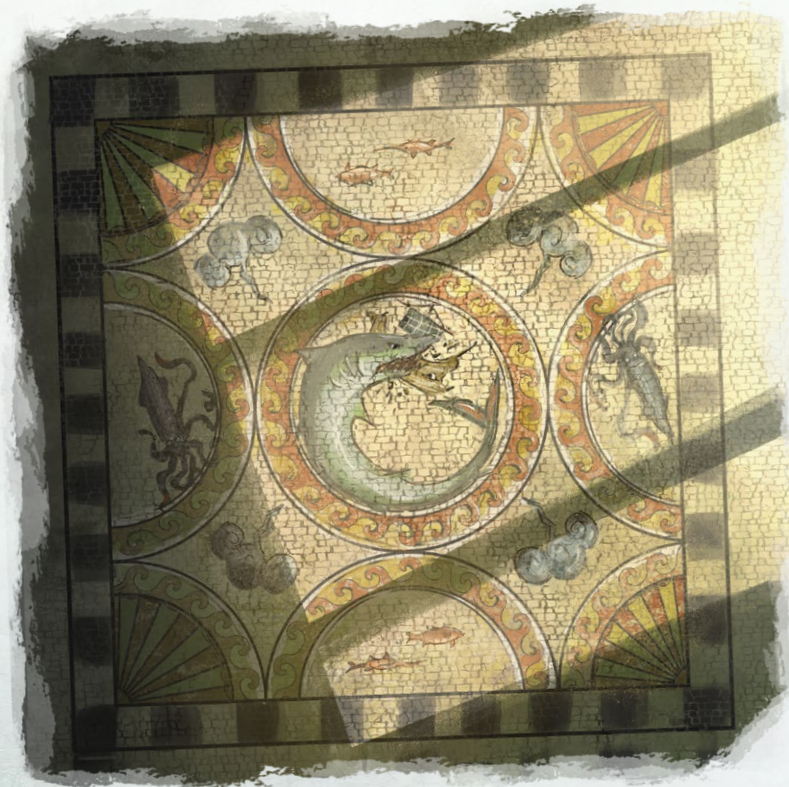
Agnese, Agnola, Altapasqua, Amellina, Antonia, Belcolore, Bianca, Cherubina, Cicilia, Corelia, Ermellina, Flaminea, Flora, Foscarina, Francesca, Ghisolabella, Julietta, Junipera, Liona, Lucretia, Mathilda, Mira, Olympia, Pantasilea, Pia, Pomellina, Rigarda, Smeralda, Sofia, Vannozza, Vermilia, Veronica, Zebaina

Male Forenames

Ambrogio, Antonius, Balsamo, Bartolommeo, Bonanno, Brancaleone, Ettore, Franchino, Galasso, Grifo, Guglielmo, Jacobello, Lenuzo, Luchinus, Marino, Melmoth, Mercuzio, Montoni, Oliverotto, Paganinus, Pantaleo, Pintaldi, Ravaglioli, Rinaldo, Saraceno, Scarletto, Schedoni, Smarra, Torchitorio, Vatheck, Ysidro, Zenobio, Zschokke

Surnames

Acciaioli, Acerbi, Albano, Alberti, d'Amoto, Barbacia, Barbigia, Barbolini, Bellegno, Bianco, Boccole, Calbo, Calcagnini, Calvis, Capello, Corbo, Fabbro, Figino, Filago, Filiarchi, Fiolo, Firavanti, Foscari, Fulci, Guerra, Malatesta, Marsillach, Molino, Pentangeli, Rosso, Udolpho, Vitelli, Zeluco



TILEA TIMELINE

The history of the quarrelsome city states of Tilea is recorded in several chronicles compiled over the centuries. Such are the ancient feuds and rivalries between cities that these chronicles frequently contradict each other, both sides claiming victory in the same battle. When a tyrannical prince was overthrown and a republic declared in his place, and when an ambitious warlord seized power and made himself prince of a city, the chronicles were artfully revised in favour of the new regime. For these reasons, Tilean history is a complicated and confusing subject. All dates are given in the Sigmarite calendar of the Empire, as is usual amongst Old World historians.

Circa -1780 IC

Tilean legends give this date for the destruction of the ancient city of Tylos in the Blighted Marshes.

Circa -1500 IC

The Elves abandon their colonies around the Tilean Sea and return to Ulthuan.

The Archaic Age

Circa -700 IC

Elf seafarers report Tilean shepherds grazing their flocks amid the tumbled colonnades of former Elf cities.

Circa -25 IC

According to legend, the twins Lucan and Luccina become lost in the wilderness and take refuge in a cave on a great rock. There they are guarded by a monstrous leopard with two heads and three tails. Shepherds come across the cave, surrounded by the bones of Orcs, wolves and Trolls, and are confronted by the leopard. From one head, the leopard prophesies that the twins will establish a great city — but the other head offers a warning: there shall be strife between the twins' descendants.

The Tilean Classical Age

1 IC

Lucan and Luccina found Luccini among the ruins of an ancient Elf city. True to the leopard's warning, the descendants of Lucan often struggle with the descendants of Luccina for control of Luccini. In the following centuries, Remas, Sartosa, and Tobaró also arise on the ruins of former Elf colonies.

20-60 IC

According to certain schools of Myrmidian thought, the warrior goddess manifests as a mortal woman. After suffering great hardships, she rises to the head of a force that sweeps across Tilea and Estalia and forges a great southern empire. Theologians and scholars of history vigorously debate the details and factuality of these claims.

451 IC

The shores of the Tilean Sea are ravaged by the combined fleets of the Tomb King Settra and the Dark Elves. Sartosa is destroyed.

Tilean Dark Ages

475 IC

A massive Orc horde invades Tilea. Many cities are sacked. Tileans discover the value of hiring soldiers when they convince portions of the Orc army to defect and turn on their former masters for payment.

491-978 IC

Tileans gradually drive the Orcs from the lands of Tilea, though some tribes remain within the depths of the Apuccini mountains. The fortress of Monte Castello is erected to the south of the Apuccinis to stand guard against future invasions.

1017 IC

Norse Raiders establish a stronghold on Sartosa. They ravage the Tilean coast until defeated at the battle of Cappel Cinno. The surviving Norse are employed by Luccini to guard the island.

Era of the Araby Wars

1240 IC

Sartosa is invaded by corsairs from the coasts of Araby. The corsairs remain a menace in the Tilean Sea for the next two hundred and fifty years.

1366 IC

Tilean mercenaries fight on both sides in the civil wars that ravage the Empire.

1382-1420 IC

A series of indecisive conflicts arises between Bretonnian barons and mercenaries in the pay of the Prince of Miragliano. The skirmishes take place in the foothills of the Iranna Mountains, near the small town of Ravola which is famed for its vineyards.

1425 IC

The Prince of Miragliano arranges a conference to put a stop to the feuding between Tilean landowners and Bretonnian barons. The Bretonnian Baron du Bors challenges the Tilean venator Etto 'The Fierce' to a joust. The resulting Tournament of Ravola sees the flower of Bretonnian chivalry soundly beaten by Tilean knights and ends Bretonnian pretensions to domains in Tilea.

1448 IC

Tilean mercenaries take part in wars to free Estalia from the Sultan of Araby. The Sultan sends several fleets to besiege the city of Tobaro, but each one is repulsed.

1487 IC

Unseasonal mists descend on Remas and result in their fleet of galleys having to remain at sea. A Dark Elf raiding fleet penetrates the harbour. They are beaten back at the Battle of the Bridge, but not before they have inflicted great damage on the city and absconded with many captives.

Age Of Exploration

1492 IC

Marco Colombo becomes the first Tilean to visit Lustria and survive to tell the tale. On his return with a great fortune in gold and gems, he takes command of the mercenary army of Orlando, the exiled Prince of Trantio. Marco captures the city of Trantio and becomes its merchant prince. Trantio goes on to enjoy many years of prosperity in trade and supremacy in warfare.

1501 IC

Sartosa is recaptured from corsairs of Araby by the mercenary army of Luciano Catena, Prince of Luccini. Surviving corsairs are allowed to stay and serve Luciano as mercenaries in his fleet. The island becomes a principality of Luccini and home of their fleet.

1563 IC

Skaven forces attack the city of Tobaro from below in a series of raids, razing large parts of the city. After the attack it is discovered that much of civilian populace have been spirited away, never to be seen again.

1565 IC

Tobaro is saved by the arrival of the merchant prince Meldo Marcelli at the head of a mercenary army reinforced by Sea Elf allies. Meldo Marcelli is summarily elected as prince of the city and his family remain the rulers of Tobaro for many years after.

1601 IC

The village of Escantos in Southern Tilea is completely devoured by swarms of rats.

1681 IC

The Night of the Living Dead. Throughout Tilea, the dead stir and walk the land. Entire towns and villages are destroyed by the shambling forces of the undead. The cult of Morr is well established in Tilea, and their priests help to ensure that the skeletal hordes do not overrun Tilea's cities.

1699 IC

Tilean merchants Ricco and Robbio trek east across the Silk Road, hoping to discover an eastern route to Ulthuan. They are received at the court of the Dragon Emperor of Cathay and trade begins to flow along the Silk Road from the Old World to the Celestial Empire.

1722 IC

The plague fleet of the Chaos Champion Erghal Bloodhard besieges the Tilean town of Zorastra, but is kept at bay by the excellent sea defences protecting the port. Inspired by Nurgle, the fleet's shamans feed plague-ridden meat to seabirds that nest in the city, and soon Zorastra suffers an outbreak of disease. Refugees fleeing the city undo the chain gates that kept the reavers at bay, and Zorastra is sacked by the followers of Chaos.

1757 IC

In Sartosa, rebellions against the Prince of Luccini grow increasingly frequent. He finally loses control of the island when the crews of a flotilla of mercenary galleys mutiny. The island rapidly falls into anarchy and becomes a pirate lair.

1812 IC

The Red Pox ravages northern Tilea. In Miragliano, nearly one in three citizens is laid low by the disease. Large rats are blamed for spreading the pox, and Miragliano begins to employ a standing force of Rat Catchers among their mercenary troops.

1877 IC

In Tobaro, the rule of the Marcellis comes to an end when a secession squabble erupts following the death of Antonio Marcelli III. Civil war is averted when the court seer prophesies that the next prince is doomed to meet an unpleasant fate. Suddenly, no one wants the post. To ward off the prophecy, a pig is made Prince of Tobaro.

1890 IC

Piggolo I of Tobaro dies when he falls over the cliff edge and into the sea during an inspection of his guard. Rumours abound of an assassination and several courtiers are arrested on suspicion of treason.

1948 IC

The Year of the Four Tyrannies of Tilea.



Era of Enlightenment

2000 IC

A new age of art, culture, and prosperity flourishes. In Miragliano, a city that had developed in a rambling way over many centuries, a bold redevelopment plan is implemented by Prince Cosimo. He employs Leonardo di Miragliano to redesign the city's streets and plazas. Leonardo builds many towers that list in the marshy ground. Rather than being regarded as a liability, the towers spark a fashion of leaning structures that goes on to characterise many of Tilea's cities.

2012 IC

Leonardo di Miragliano travels to the Empire to work on the fresco in Wurtbad's temple of Myrmidia. He later enters the service of Stefan Franz, Prince of Altdorf, and sets up the institution that will go on to become the Imperial School of Engineers.

2192 IC

Duke Alfonzo of Miragliano leads a mercenary army into the Zombie Swamps and drives a large force of Skaven back into the Blighted Marshes.

2236 IC

Grottio paints 2000 naked nymphs on the ceiling of the Palazzo Verezzo instead of a battle scene. He is exiled to the island of Nocucci as punishment.

2243 IC

The pirate captain known as the Black Cygnet returns from plundering shipping lanes to the New World. He uses his ill-gotten gains to establish the estate of Udolpho. Rumours begin to circulate that it is a site of dark and experimental sorcery.

2283 IC

Smarra Udolpho invites the household of Isabelle Di Lambrusco to visit the Udolpho estate to celebrate their impending nuptials. Isabelle's jealous brother murders her on the eve of the wedding. She returns from the grave to haunt the estate as the Spectre Bride.

2302–2320 IC

Many small towns near the Blighted Marshes are razed or disappear altogether.

2321 IC

Flotillas of strange ramshackle craft are spotted in the Tilean sea near Tobarò, but they are never identified.

2321–99 IC

Tilea is gripped by recurrent famines caused by plagues of mice eating the grain. In Remas a group of merchants sponsor the raising of a regiment called the Republican Guard. They slay the tyrannical merchant prince Omilo Mondo and parade his decapitated head around the city on a pike. The merchant families of Remas form a council of fifty from whom a ruling triumvirate is chosen to govern the city. The Prince of Verezzo greedily hoards grain and sells it to his citizens at extortionate prices. He is also toppled from power and a republic is proclaimed. The system in Verezzo is more democratic than that of Remas; the merchant families are divided into factions distinguished by voting colours: reds, greens, blues, and yellows.

2379 IC

A band of Dark Elf corsairs are shipwrecked near Sartosa. They steal several ships including the flagship of the pirate lord Ernezio Porcurio. The Elves hire a crew of pirate sellswords and raid the coasts near Remas and Luccini. They are betrayed by the mercenaries and become the captives of the pirate captains from whom they stole the ships.

2401 IC

At the siege of Monte Castello, five hundred mercenaries hold out against ten thousand Orcs. The troops are inspired by the example of the formidable Mana-Lisi, daughter of their general. Upon her father's death she donned his armour and vowed to fight the Orcs to the last, preventing them from scrawling on the Castello's magnificent frescos.

2406 IC

The mercenary general Ennio Mordini is employed by Duke Fabriano of Lumbrusco to make war on his neighbour, the Duke of Organza. Ennio performs competently. In fact, he is so competent that he begins to make his employer increasingly nervous.

2411 IC

The Duke of Organza offers to make peace with Duke Fabriano and in secret meetings the two dukes agree that Ennio Mordini must be killed. Duke Fabriano orders Mordini to attack Organza via a mountain pass, and Ennio walks into an ambush and is slain along with his men.

2416 IC

An army of skeletons flying the tattered banner of Ennio Mordini march from the Appucini mountains. They lay siege to the city of Lambrusco, overrun it, and fortify it.

2418 IC

Otranto Udolpho, a maverick sorcerer, tries to conquer the Udolpho estate at the head of an army consisting of undead troops and a regiment of Daemonettes. In Luccini the corpse of Ernezio Porcurio is found inside a windowless basement beneath his castle, the cellar is locked from the inside. No trace of the killer can be found.

2430 IC

Melmoth Udolpho sells his soul to Slaanesh in return for a promise that he would never be bored again.

2442 IC

The Miraglianese sculptor Angelo Fittorini becomes renowned for his beautiful depictions of the gods and goddesses of the Old World.

2485 IC

Borgio makes himself Prince of Miragliano. He executes so many of his enemies by hanging them from Miragliano's leaning towers that the buildings are said to lean more during his reign than at any other time.

2488 IC

Prince Luigi of Pavona is assassinated, leaving his beautiful young wife, Lucretia Belladonna, dowager of the principality.

2489 IC

At the battle of Villa Vennia, Borgio the Besieger defeats a mercenary army from the Republic of Remas.

2494 IC

Pavona is defeated by a mercenary army from the Principality of Verezzo. Prince Borso is wounded in the battle but swears by the healing arts of his new wife, Lucretia Belladonna. He dies a few days later.

2495 IC

At the battle of Via Veddia, Borgio the Besieger defeats a mercenary army from the Republic of Verezzo.

2497 IC

Prince Donato of Pavona brokers an alliance with Trantio but perishes after consuming a meal of poisonous mushrooms. His widow, Lucretia Belladonna, soon remarries, choosing the dashing captain Ranuccio for her husband. At the battle of Vittoria Viccia, Borgio the Besieger defeats a mercenary army from the Principality of Trantio, assisted by the last-minute betrayal of the mercenaries from Pavona who attack their Trantine allies in the rear. Miragliano is established as the most powerful principality in Tilea.



2503 IC

Borgio the Besieger is murdered in his bath with a toasting fork. Street fighting breaks out in Miragliano as various factions vie for power, and Borgio's excellent mercenary army fragments as captains lead their regiments away from the city in the hope of new employment. Braganza's Besiegers, Vespero's Vendetta, and Bronzino's Galloper Guns are just a few of these regiments of renown.

2505 IC

Leopold di Lucano, who claims descent from Lucan, and Lorenzo Lupo, who claims descent from both Lucan and Luccina, vie for control of Luccini. Priests at the Temple of Lucan and Luccina support Leopold but switch sides after receiving a vision foretelling victory for Lorenzo. The temple guard, who are loyal to Leopold, throw the priests into the sea. Lorenzo holds most of the city — but Leopold holds the acropolis. Lorenzo offers Leopold amnesty if he and the temple guard leave Luccini and promise never to return. Leopold considers the offer, loots the acropolis, and departs. Lorenzo becomes Prince of Luccini.

2506 IC

Ysidro d'Amato, styling himself 'The Water Wizard', becomes one of the richest merchants in Miragliano after monopolising the city's supplies of potable water.

2507 IC

Miragliano is beset by a virulent outbreak of the Yellow Ague, which is traced back to the water sold by d'Amato. Calls for his arrest are made but he flees the city and vanishes.

2509 IC

After several defeats and humiliations, the benighted regiment formed by Leopold di Lucano and the temple guard from Luccini decide to send a generous portion of all their earnings back to the temple of Lucan and Luccina. Upon doing so their fortunes change and they win the first of many victories. Leopold is renamed 'Leopold di Lucci' by his troops, the Leopard Company.

2513 IC

Poggio, Prince of Pavona and seventh husband of Lucretia Belladonna, dies after consuming three bottles of dubious quality wine.

◆ THE CULT OF MYRMIDIA ◆



In the sun-kissed regions of Tilea and Estalia, a traveller cannot fail to notice evidence of the worship of the Goddess of War, Myrmidia. With conflict always looming, it is natural that people seek spiritual guidance and blessings in the art of war.

A FAITH IN WAR

Myrmidia provides comfort to the soldier on the eve of battle, but also invokes strength in the townspeople who must traverse the dark alleyway, clutching their dagger nervously. She inspires courage to the peasant embattled by inhuman raiders from the wilderness. At some point in their lives, many Old Worlders will have invoked the aid of Myrmidia at a critical juncture, when a violent death seems certain, or when loved ones are called to war.

THE MYRMIDIAN FAITH

Seat of Power: The Archecclesiastium, the chief temple in Magritta

Head of the Cult: La Aguila Ultima Isabella Giovanna Luccelli

Primary Orders: Order of the Blazing Sun, Order of the Eagle, Order of the Righteous Spear

Major Festivals: No fixed holy days, but celebrations to Myrmidia are held at the beginning and end of campaigns and it is common practice to sacrifice to her before and after a battle

Popular Holy Books: *Bellona Myrmidia, Bellum Strategia, The Book of War*

Holy Symbols: A spear behind a shield, an eagle



Statues of the goddess portray her as a woman in the prime of youth, standing tall, head held high, clad in the traditional panoply of classical Remas, a plumed helm and muscled cuirass of bronze. She leans on a spear, and bears a shield emblazoned with an eagle — symbol of her keen insight and broad view in battle. A lion often rests at her feet, showing how she can subdue even the strongest foe with her feats of arms.

Myrmidia does not favour brute force or mindless bloodshed. She is patron of the art and science of war, who recognises both the elegance of single-combat and the sweeping vision of grand strategy. She rewards those who fight their wars with honour. She endorses the pursuit of wisdom in warfare and inspires commanders with tactical brilliance on the battlefield, and individual fighters with quick-witted swordplay.

Myrmidia is also the patron of the cunning ruse and well-timed ambush, but she is not a cruel goddess. The defeated enemy must be granted clemency if they submit and captured towns and cities must be spared the ravages of sacking. She grants victory to the honourable but is the staunch nemesis of hubristic conquerors who visit woe upon the vanquished.

FOUNDATIONS OF THE CULT

Myrmidia is an unusual deity. Most of the gods of the Old World pantheon arise during the time before Sigmar, when records were unreliable and the deeds of the gods and formation of their cults a matter of much dispute. Even the most devout Ulrican might consider many stories associated with him to be parables or legends rather than historical realities. Then there is Sigmar himself, whose earthly deeds are considered fact and whose apotheosis is granted by most Old Worlders.

The foundation of Myrmidia's cult, on the other hand, has parallels with both that of Sigmar and those of the other gods, being a confusing mix of historical fact and legendary origins. To add to the confusion, each of the main holy texts of the Myrmidian cult, *The Book of War*, *Bellona Myrmidia*, and *Bellum Strategia* all give different accounts of her origins and place varying emphasis on the importance of her story.

Furthermore, there is a fierce controversy within the cult as to whether Myrmidia is a Tilean goddess or an Estalian one. This debate stokes great division between the Great Temple of the goddess in Remas and the Archecclesiastium, high temple of Myrmidia in Estalia.

THE TILEAN TRADITION

Tilean folklore has it that all people of the Southern Old World are descendants of those who fled the disaster that claimed the city of Tylos. Indeed, the records of both Elves and Dwarfs give credence to the notion that a mighty city once existed in the area now swathed by the Blighted Marshes. Rising waters, meteor strikes, and corruption from within are variously blamed for the destruction of Tylos. Most scholars agree that it did exist but ceased to be around -1780 IC.

The *Bellona Myrmidia*, principal text of the Tilean arm of the cult, claims that the ruler of the city was also named Tylos, and that he made a covenant with a goddess of Civilisation, Beauty, and Honour who helped him nurture his city to greatness. This goddess abandoned Tylos due to his pride and envy, and shortly afterwards the city was destroyed. According to the text, this goddess was an incarnation of Myrmidia, and that during this time she was a pacifist like her sister, Shallya.

According to legend, the twins Lucan and Luccina founded Luccini among the ruins of an ancient Elf city in 1 IC, and other Tilean cities were established in the centuries that followed. The *Bellona Myrmidia* has it that the first recorded site of Myrmidian worship is Remas, where they claim she was born as a mortal. Remans stubbornly insist that the goddess' place of birth was their city, and for proof point to the sacred Omphalos on display above the high altar of the colossal Reman temple — a huge egg-shaped stone, cleft in two, crystalline within its centre. It was from this stone that legend purports the infant Myrmidia crawled, to be found and adopted by a pair of humble goat herders.

Bellona Myrmidia teaches that Myrmidia learned hard lessons in her early years, forced to live with an uncaring aunt and uncle after the death of her adoptive parents.

KEY DIFFERENCES BETWEEN MYRMIDIAN THEOLOGY ACCORDING TO TILEANS AND ESTALIANS

Issue	Tileans	Estalians
Centre of cult authority	L'Ultima Aquila Isabella Giovanna Luccelli is the head of the cult, and ought to move its centre to the High Temple in Remas	La Aguila Ultima Isabella Giovanna Luccelli is the High Priestess at The Archecclesiastium, the chief temple in Magritta
Legitimacy of <i>Bellona Myrmedia</i>	Literal truth of Myrmedia's life and achievements	A collection of folklore and fairy tales, of spiritual importance but not historical fact
Legitimacy of <i>Bellum Strategia</i>	Apocryphal ramblings that may inspire the faithful but hold no true veracity	The holy revelation of Myrmedia's manifestation as a goddess incarnate in Magritta
Legitimacy of <i>The Book of War</i>	An important work in understanding the precepts a good Myrmedian ought to abide by, and an account of twelve battles fought under the generalship of Myrmedia	An important work in understanding the precepts a good Myrmedian ought to abide by, and an account of twelve battles fought under the guidance of generals inspired by Myrmedian principles
Myrmedia was previously a goddess of Civilisation and companion to Tylos	Commonly understood to be fact, or at least a respected legend	Dismissed as a Tilean myth
Belief that a Myrmedian classical age...	began in Remas, led by Myrmedia herself, and conquered Estalia	began in Magritta, was either led by Myrmedia herself or those who were inspired by her, and conquered Tilea
Enjoy the favour of...	the Order of the Eagle	the Order of the Blazing Sun
Belief that Myrmedia spent time as a mortal...	is hugely important and proper to all true Myrmidians	is optional and of secondary importance to understanding what she represents

This heartless couple worked Myrmedia hard, and then sold her into the service of a cruel local duca. This duca was an unkind master, and after suffering many indignities Myrmedia took down a ceremonial spear from his collection and ran him through.

Driven by her experiences, Myrmedia abandoned her pacifist ways and declared herself a champion in the cause of ridding the world of injustice. Many great heroes joined her cause and forged a great southern empire that stretched across Tilea, Estalia, and much of what is now the Border Princes and southern Bretonnia.

According to the *Bellona Myrmedia*, during this time Myrmedia was entranced by an Estalian nobleman named Ottokar, and that through her affection and favour he came to rule Magritta. While she was on campaign, he revealed himself a cruel tyrant and, fearing retribution upon her return, arranged for her assassination.

Myrmedia was laid low by a poisoned dart, but Ottokar suffered for his wickedness. It was said that he was cursed by Shallya, Verena, and Morr to be stripped of his health and his wits, and never to receive the mercy of death.



THE ESTALIAN TRADITION

Magrittans fiercely differ with the theology taught in Remas. They decry the Reman account as mere fable — are not the sly Tileans renowned for their trickery? Was not Myrmidia born of the union of Morr and Verena, daughter of death and justice? They attest to the primacy of the priests of the Archecclesiastium and teach that their authority is warranted by *Bellum Strategia*, a brittle yellowed text kept under lock and key in their temple's library. These assert that it was in Magritta that Myrmidia first stepped from the heavens, alighting on the same rock upon which the Archecclesiastium is built. In the bowels of the temple an imprint of her footprint can be seen on that sacred rock.

Extract from the Bellona Myrmidia (Reman edition), sacred book of the followers of the Goddess of War, translated by Professor Heinrich Grüberhaus of the University of Altdorf

'And Tylos came to be recognised chief of the wandering Kavzar and sought to found a city for his folk. And he made covenant with Myrmidia to erect its walls, and so it was deftly done. Yet Tylos was unsatisfied, for the cities of the Elvenkind were greater, and so he bid his tribe to raise a white tower to the heavens. But Myrmidia scorned his pride and abandoned the city, and it fell to rapacious vermin, and therein foetid ground now lies, neglected and abused. And Elf and Dwarf fought, and the Elves departed, sailing their shining ships to the West, and the Dwarfs' Everlasting Realm was brought low through the wickedness of Goblins, and Mankind filled the void and they did prosper and spread their seed. And Myrmidia took pity on the scattered tribe of Tylos, and walked among them as a mortal woman, and took up her Spear of Righteousness and Shield of Honour and slew the enemies of Men in their thousands. War was won with fire-forged metal, and the tribes of Tilea and Estalia raised her as their Queen. Yet fresh was the crown on her brow when a dart daubed in poison laid her low, and with her dying breath she bade them build a Great Ship, and she drifted seawards to the West, following the undying sun. And so she was raised once more to the halls of the divine, to rule the southern lands from a Heavenly Throne...'

The Remans mock the text as apocryphal. They claim that a simple explanation lies behind the indentations on the rock, that centuries of rainwater dripping from the leaky roof of the Archecclesiastium is their actual cause.

This schism is no mere clash of words between venerable archivists. Over the centuries, the argument over primacy has escalated to the clash of arms. Duels have been fought between champions of each temple, and even armies have been raised to settle the matter. Some histories maintain that the collapse of the Reman empire in the distant past was caused by the revolt of the Estalians against Tilean rule, fuelled by this rivalry.

Whether this is a matter of historical fact is best treated with healthy scepticism, but it is certain is that relationships between followers of Myrmidia in Tilea and Estalia are tense and show no signs of waning.

The head of the Order of the Eagle and high priestess of the cult, La Aguila Ultima Isabella Giovanna Luccelli, despite being Tilean herself, has moved to Magritta and re-established the cult's high council at the Archecclesiastium. She has taken this course of action in the hope that it will help ease tensions, but many Tileans regard the move as a humiliation.

THE OUTSIDER'S PERSPECTIVE

Sacred statuettes of a female form with arms and armour, roughly hewn from stone, have been dug up by those foolish enough to delve into the ancient barrows that dot the Old World, braving the Wights that guard them. These rare items, which fetch a prestigious price among antiquarians, suggest that a warrior goddess was worshipped by the people who raised these mounds, though whether they represent Myrmidia is debatable.

Theologians of the Empire are careful not to incite the ire of the followers of a god, but many of them secretly dispute the notion of a southern empire and go so far as suggest that the legends of Myrmidia are simply poor imitations of the legend of Sigmar that contradict, rather than support, known facts about the history of the southern realms.

THE CULT IN THE EMPIRE

In the Empire, Myrmidians have little influence. Her methods in warfare lack the direct ferocity of Ulric or the patriotic fervour of Sigmar. She is deemed an 'officer's goddess' with little to offer the common soldier. Most Myrmidians are regarded with a mixture of suspicion and curiosity, though the Knights of the Blazing Sun are respected throughout the Empire, famed as the first of the Knightly Orders to pledge their allegiance to Magnus the Pious during the Great War Against Chaos.

The worship of Myrmidia arrived relatively late, brought northwards by mercenaries returning from the employ of warring Tilean city-states, around the first millennium of the Imperial Calendar. Although nowhere near rivalling the native cults of Sigmar and Ulric, Myrmidia was a welcome addition to the spiritual arsenal an Imperial commander could call upon to win victory in battle. As the Empire descended into civil war, worship of the goddess in the Empire ebbed away. Her strictures on honourable combat fell from favour in those dark and desperate times. During the wars against the Ratmen that commenced in 1111 IC, prayers made to the goddess for deliverance from the Skaven menace went unanswered.

It was not until the Crusades of 1448 IC that the cult of Myrmidia again rose in prominence within the Empire. Hundreds of Imperial knights rallied to the call of King Louis the Righteous of Bretonnia to free Estalia from the clutches of the Arabyan sultan. With his defeat, a new Imperial Knightly Order marched homeward from the parched lands of the distant south, having been instrumental in the liberation of Estalia and the destruction of forts and palaces in Araby.

During the legendary Battle of Magritta, three-score knights of the Empire held their ground as wave after wave of Black Scimitar Guard crashed against them. Finding themselves on deadly ground, with their backs to the wall of a temple to Myrmidia, they prayed to the goddess for a valiant death in the face of the uncountable enemy. Such was their valour that Myrmidia smiled upon them, and the earth trembled.

A massive statue of the goddess tumbled from its perch, high on the temple roof, and came crashing down upon the leader of the foe and pulverising his minions right and left. The survivors turned and fled. The heroic knights thought nothing of their safety but used this respite from battle to rescue many Estalian civilians who were huddling within the temple and lead them from the killing grounds. The surviving knights converted en-masse to Myrmidia and honoured her name by fighting under the banner of the Blazing Sun. Returning to the Empire, they dedicated a shrine to the goddess at Talabheim, which today is their foremost Chapterhouse.

Inspired by the feats of the knights, worship of Myrmidia among the folk of the Empire has grown steadily. Nowadays shrines to the goddess are dotted throughout the nation, and most major cities have a temple dedicated to her teachings.

The cult is also growing popular with women in the Empire. She is not seen as a chauvinistic god, like Ulric, and teaches arts of war which favour clever and adaptable fighters over the merely strong. Women whose sons and husbands are at war also seek her blessing. They ask her to guide the officers into wise decisions that will see their loved ones return home again. The saying has it that 'Sigmar takes you to war, but Myrmidia brings you back.' Followers of Sigmar do not appreciate the sentiment.

There are a surprising number of especially fervent worshippers of Myrmidia within one section of Imperial society. The Myrmidons are a group of twelve drawn from noble families who once lived in the former province of Solland. The sun symbol of Solland resembles Myrmidian iconography, and the twelve Myrmidons are charged with the secret safekeeping of the crown of Solland. They look to Myrmidia for inspiration. It is common amongst these families and other nobles linked with Solland to encourage their sons to join the ranks of the Knights of the Blazing Sun. The group are also rumoured to have ties of obligation to the Lietdorf family of Averland, though the degree to whether the Lietdorfs owe their fortunes to the Myrmidons, or vice versa, is unclear.





FIGURES IMPORTANT TO THE MYRMIDIAN CULT

ALLURIAN

(-3567 IC to -967 IC)

Considered by many to be the greatest High Elf tactician who ever lived, Allurian wrote her earliest treatises on grand strategy during the reign of Bel Shanaar the Explorer. Allurian was a keen observer of politics and the study of the cultures and behaviours of species throughout the world, and her insights were even credited for the many military successes of Caledor the Conqueror (-2749 IC to -2199 IC). Allurian was a battlefield advisor to many of the Phoenix Kings until the reign of Tethlis the Slayer (-996 IC to -692 IC). She died alongside her king, and, like him, the manner of her death is unclear and a cause of much argument.

It would be a grave mistake to call Allurian a Myrmidian, for she worshipped the Elven Pantheon and died nearly a millennium before the cult of Myrmodia came into being. However, since the translation and publication of her collected *Elven War Studies*, it would be fair to say that most serious Myrmidians are scholars of Allurian. Allurian's advice may be over 5000 years old at this point, but her insights into the most efficient strategies remain true even in the age of roaring cannon fire. 'Understand Allurian,' priests of Myrmodia say, 'and no enemy will ever survive contact with your plans.' The only text that Myrmidians rate as highly as a guide to how to prosecute warfare is *The Book of War*.

BERNDT LAVASPEAR

(-1842 IC to -1621 IC)

Berndt Lavaspear lived during the War of Vengeance when the Dwarfs struggled against the Elves. Berndt was a product of his time and most of his analysis focused on making the most of the Dwarfs' strengths while exploiting the Elves' weaknesses. Despite his limited perspective he is considered by many to be the finest Dwarf strategist who ever lived, and even Gotrek Starbreaker, who won the war's definitive victory long after Berndt had died, was said to have studied his dense and exhaustive texts.

Many Myrmidians swear by Berndt's *The Dwarf Art of War*, though he is not as celebrated as Allurian. His text is seen as a reaction to the High Elf's work, and he devotes huge sections to nit-picking complaints regarding Allurian's occasional oversights rather than providing workable alternatives of his own. That said, his advocates suggest that a synthesis of Allurian's insight and Berndt's critique makes for a truly versatile master strategist.

THE DARK MAIDEN

(Circa 30 IC if legends are true)

The *Bellona Myrmodia*'s 'Book of Transgressions' tells the tale of the Dark Maiden. She was rescued by Myrmodia and, in thanks, warned her of an ambush that lay ahead. Myrmodia sent her forces to flank the ambushers, resulting in the Massacre of the Three Gorges.

This battle proved a turning point in the campaign. The Dark Maiden is referred to only seven times, but this has been enough for her to have an impact upon the Myrmidian cult.

She is also rumoured to have produced a testament of her own, full of prophecies and world-shaking philosophical truths, though if such a work exists it has never been revealed to the wider world. Despite her relative obscurity three separate Knightly Orders dedicate themselves to her, and two Monastic Orders practice a form of reclusive lifestyle inspired by her teachings.

LEONARDO DI MIRAGLIANO

(1978 IC to 2027 IC)

Leonardo is commonly cited as the greatest human genius, a master of art and science whose insights and achievements remain peerless despite 500 years of subsequent progress. Myrmodia is often referred to as the patron of the science of war, and Leonardo was a devotee of the goddess.

He devoted his work to her, depicting her likeness and deeds in many artworks, in particular the magnificent imagery of the domed fresco in Wurtbad's temple. He is also famed for his military engineering work, including the invention and fabrication of twelve steam tanks. Those who knew Leonardo said that he intended his war machines as a votive offering to the goddess (though the fact that he was sponsored in his work by patrons as wealthy as Prince Cosimo of Miragliano and Prince Stephan Franz of Altdorf certainly helped).

The Imperial School of Engineers is careful to position itself as a secular institution, with a moderate Sigmarite bias (such attitudes being deemed as fit and proper for any major institution in Altdorf). As a divinity with a particular association with the science of war, Myrmodia has many admirers within the school. Soldiers of the rank and file may well deem Myrmodia an officer's deity, but she has some of her most fervent admirers within the ranks of the engineers.

MANA-LISI GALEAZZO

(2369 IC to 2401 IC)

Mana-Lisi was the daughter of Old General Galeazzo, castellan of Monte Castello. When the Orc horde of Ugluth the Vile attacked the fortress in 2401 IC, the defenders found themselves massively outnumbered. When Galeazzo was struck down Mana-Lisi hid his body, donned his armour, and led his troops as they proceeded to repulse three further attacks. During the last of these assaults Mana-Lisi lost her helm, and the men uncovered the ruse. Their morale was nearly broken, and they began to talk of risking everything in a desperate sally.

Mana-Lisi, a student of Myrmidian strategy, pointed out to the wavering men that if the Orcs were allowed to enter the fortress they would defile Tintoverdi's greatest masterpiece, *The Five Seasons*, which adorned the commandantery's banqueting room. This was widely regarded as the finest fresco in the world, and she asked those who wished to defend the work to remain, whilst the others could go. Shamed by her bravery, the soldiers fought to the last. Three months later a relief force from Luccini liberated the castle, finding just twenty five pikemen alive inside. Mana-Lisi herself had been slain by a Goblin arrow. To this day many mercenaries bear heraldry of Myrmodia depicted with the face of Mana-Lisi.

ENNIO MORDINI

(2369 IC to 2411 IC and then 2416 IC to Present)

Mordini was one of the most renowned mercenary commanders of Tilea's Era of Enlightenment. He claimed he was blessed by both Myrmodia and Morr, and it was said that to serve under his command was to court victory and cheat death. Ennio worked for Duke Fabriano of Lumbrusco, a principedom by the the Apuccini Mountains. Behind Ennio's back the Duke and his rival, the Duke of Organza, came to an agreement. Fabriano ordered Ennio to march on Organza, sending the mercenary to his death in a well-prepared ambush. Five years later, an army of mail-clad skeletons marched out of the mountains under the tattered banner of Mordini. They cut the armies of Lumbrusco to ribbons and razed the city to the ground. It is said that Mordini has now re-fortified the city and established a court of the dead there.

BORGIO THE BESIEGER

(2452 IC to 2305 IC)

Borgio, the Prince of Miragliano, was nicknamed 'The Besieger' as a result of his many successful military campaigns. During his life he fought against every major principality in Tilea.

A student of Myrmidian tactics, Borgio implemented many strategic techniques, from employing cunning ruses in battle to inspiring his troops by leading by example and even mucking in with the construction of moats and earthworks. In 2489 IC, he defeated Remas at the Battle of Villa Vennia, where he famously goaded the Reman army over a freezing river and into an ambush. In 2495 IC, he defeated Verezzo in the Battle of Via Veddia where he is said to have hidden half his forces behind a small hill. In 2497 IC, he defeated Trantio in the Battle of Vittoria Viccia after luring them into an encirclement. He was found dead in his bath in 2305 IC, after having been stabbed with a poisoned toasting fork.

VALANCOURT OF NULN

(2455 to the present day)

Notable Myrmidian strategists tend to devote themselves to understanding the grand sweep of war, how best to deploy an army, position a battalion, or utilise a regiment. The training of individual soldiers is considered important, but Valancourt of Nuln is unusual in that he has dedicated his life to the pursuit of expertise in the strategy and mastery of single combat. He is one of the most sought-after tutors of fencing in the Old World, and his students include Johann von Mecklenburg, the late Count Leos von Liebwitz, and, it is rumoured, the master assassin Vespero 'the Wasp' of Luccini.

Valancourt is a controversial figure within the Myrmidian cult. His prices are extortionate, leading critics to claim that the Myrmidians are an elitist cult with little to offer common folk. Valancourt defends himself by pointing out that he leads a rather humble life, donating most of his earnings to the Temple of Myrmidia in Nuln.

GIOVANNI MARMALODI

(2477 IC to the present day)

Marmalodi is a Myrmidian priest from Tobaro who has become a noted expert in siege warfare. His *Treatise on the Deliverance of Castles* is considered the definitive guide to the storming of fortresses by Tobarans.

Marmalodi's style is brusque and unsentimental, and more politically-minded Myrmidians feel that he makes for a poor example of a figurehead. They point to his advice that fortress gates be made to be no more than four feet high in order to foil attacks by Giants and Ogres and cite it as a typical example of what happens if military strategy is prioritised over other obvious considerations. This lack of perspective has made Giovanni a figure of fun in cities such as Verezzo and Miragliano.



BELIEFS

The precepts of the cult of Myrmidia are largely derived from *The Book of War* which gives an account of twelve great battles fought in the classical age, together with an exhaustive commentary. Myrmidia is the goddess of the battlefield, inspirer of tactical brilliance, and progenitor of honourable warfare. There are three main traits which those who dedicate themselves to Myrmidia consider worthy beyond all other things: honour, knowledge, and aesthetic flair.

A devotee of Myrmidia must conduct themselves with honour. This is not honour in the sense that most warriors might recognise it. The honour Myrmidia respects is that the lives of soldiers are not needlessly wasted. An Ulrican may regard ruses and ambushes as dishonourable, a Myrmidian would not, provided those things were employed to win wars quickly and decisively.

If an enemy behaves with no honour, bullies the weak, oppresses the peaceful, then the follower of Myrmidia must give no quarter. A follower of Myrmidia might roam the lands hunting for worthy opponents, but they also seek to redress wrongs and injustices wherever they encounter them.

Their sense of honour extends also to the dead — friends who fall in battle must be retrieved and given worthy funerary rites, and a valiant enemy, too, must be so honoured if they succumb in combat.

According to Myrmidians it is a supreme act of dignity to submit one's will to one's master, be it lord, battle commander, or high priest. Disobedience is tantamount to disrespect for the goddess. However, an order that commands an act of wickedness must be disobeyed. Indeed, the conveyor of such an order must be punished. This belief ensures that power never corrupts those who wield it within the cult — as the master is ultimately judged by the servants.

A Myrmidian should also have an unquenchable thirst for knowledge. A devotee believes it is their obligation to seek out texts from across the world that illuminate ancient or exotic modes of warfare, fighting techniques, and records of forgotten battles. A rare treatise on the art of war is considered a holy artefact. The original will be housed in one of the cavernous libraries of the Archecclesiastium or the Great Temple, whichever is the highest bidder.

The quest for knowledge not only encompasses physical relics. For the true Myrmidian, the search for inner knowledge is a spiritual duty that includes the

improvement of fighting styles, and the honing of tactical finesse. Such expertise cannot solely be found within the pages of training manuals — and the goddess expects her devotees to seek out opponents from whom they can learn new techniques.

Finally, a follower of Myrmidia should care for the aesthetic qualities of their martial equipment. They spend hours polishing their armour and honing their blades. Master weaponsmiths and armourers are esteemed by the cult and are often employed at the temples of the goddess. A master-crafted sword or perfectly fashioned helm is treated with reverence and believed to be imbued with the essence of the goddess herself.

A HOLY FAMILY

More than any other of the Old World's major deities, Myrmidia is understood in relation to her relationship to her divine family. Her domain is the science and strategy of warfare, but theologians, especially those of the Empire, point out that she shares important aspects with her relations among the pantheon. Like Verena she is obsessed with wisdom, for erudition contributes to the formulation of cunning ruses and fresh strategic vision. Insight, a domain of her father Morr, is also important to a general or tactician, and Myrmidia's domain is that of warfare, where death is always at hand. Yet the worship of Myrmidia is not associated with immoderate ferocity and bloodthirst, so like Shallya she is merciful.

A rare few bolder theologians point out that Ranald, owing his divinity to Shallya, has a relationship with Myrmidia, and that trickery is also an essential part of her makeup.

With the debateable exception of Taal and Rhya, no other major god shares so much of their own domain with others. In the Empire the more close-minded theologians argue that this makes Myrmidia a rather irrelevant deity, unworthy of worship. Myrmidians obviously disagree, saying that their goddess is both relatable and specific.



STRICTURES OF MYRMIDIA

More than many deities, Myrmidia's strictures come with caveats and exceptions. There are several apparent contradictions involved in the practice of Myrmidian faith. Trickery is part of Myrmidia's domain, yet so is honour; mercy is part of her makeup, but so too is ruthlessness. To abide by her strictures without offending the goddess is to understand their subtleties.

ACT WITH HONOUR AND DIGNITY IN ALL MATTERS.

To tell an Ulrican or Sigmarite that Myrmidians abide by a stricture of honour is a good way to provoke either a fit of laughter or a fight. They will point out that many of the most beloved parables and lessons taught by her priests involve planned deceptions that lure whole armies to their deaths — hardly their notion of honour and dignity.

The stricture to act with honour and dignity is a personal one, expected of the individual follower. Should that follower invent a ruse that depends on their regiment, army, or institution to behave in an apparently underhand way to bring it about, that would not violate the stricture provided such means were justified by the anticipated ends. The goddess certainly does not withhold her favour from the architects of cunning ruses. Myrmidians consider a battle plan that spares their own side needless death and suffering an honourable one.

RESPECT PRISONERS OF WAR AND NEVER KILL AN ENEMY WHO SURRENDERS.

Myrmidia's cult developed in the crucible of war between the various petty kingdoms that would come to form Tilea and Estalia. The stricture to respect prisoners of war is broadly understood to extend to Humans, Dwarfs, Elves and Halflings, the few species who can be relied on to reciprocate such mercy. Myrmidian theologians constantly argue as to whether Ogres or Lizardmen ought to be included, or whether the principle should be universal. The summary execution of vanquished Skaven, Orcs, or Goblins rarely offends the goddess, though within that framework the deliberate imposition of unnecessary suffering does incur her wrath.

SHOW NO MERCY TO THE UNREPENTANT ENEMIES OF HUMANITY

This is another controversial stricture. Myrmidians debate what constitutes an enemy of Humanity, what constitutes genuine contrition, and how ruthless opposition to such enemies can be pursued without violating other strictures. When dealing with followers of Chaos, Orcs, Goblins, Skaven, and other wicked species, Myrmidians do not suffer the displeasure of the Goddess provided they remain cool and efficient in their ruthlessness.

OBEY ALL HONOURABLE ORDERS

There is plenty of debate within the cult as to what constitutes an honourable order and, more controversially, why an honourable but incompetent order ought to be obeyed. Generally, if a Myrmidian feels that an order is genuinely counterproductive and voices their own opinion as to why, they are no longer required to regard it as honourable.

That said, there have been times when the goddess has withheld her favour from a Myrmidian who disobeyed what they felt to be a poor order. In these cases, it is because there has been a grander strategic vision served by an apparently stupid tactical decision, and the Myrmidian in question lacked the perspective to see it.

PRESERVE THE WEAK FROM THE HORRORS OF WAR

This is another stricture that provokes debate, as Myrmidians point out that many combatants are levied from unwilling demographics, are improperly trained, misled by propaganda, Halflings, or otherwise weak. The stricture is therefore understood to apply to non-combatants. A few hard-line Myrmidians try to design battle plans that minimise the involvement of hastily levied troops, though the goddess does not tend to punish those more practical Myrmidians who admit that such feats are beyond their ability.

CULT SUPERSTITIONS

As well as cult strictures, there are several superstitions common to the cult. These tend to be associated with the Tilean branch of the cult and are regarded as rather folksy and unnecessary by Myrmidians in Estalia.

- ☠ It is considered bad luck to kill an eagle, witness the death of an eagle, or come across an eagle's corpse. The eagle is the symbol of Myrmidia and Tilean shepherds would even prefer to lose lambs than kill one of the great birds of prey.
- ☠ When a priest of Myrmidia wakes they often don their armour, taking painstaking time to check that each piece fits closely and is sound. Then, if they are not actually at war, they take it off again.
- ☠ All Myrmidians — Tilean, Estalian and otherwise — regard it as proper to always have a weapon at hand.
- ☠ Respecting clear chains of authority and plans of action, even in informal situations such as spending an evening trawling dockside taverns, is common to Myrmidians.
- ☠ Myrmidians regard it as bad luck to enter any space where they are placed at a tactical disadvantage, such as blind alleyways, or rooms with only one entrance.

RELATIONS WITH OTHER CULTS

The cult of Myrmidia has warm relations with the cults of Verena, Morr, and Shallya. Her dealings with the other cults of the Old World are largely uncomplicated. The cults of Taal and Rhya have little to do with that of Myrmidia but find little to object to with it either. The cult shares a bond of respect with the Bretonnian Lady of the Lake, but it has little influence in Bretonnia and avoids evangelising to Bretonnians. Her cult is vehemently opposed to the gods normally proscribed in the Old World — the Gods of Chaos, Khaine, and Stromfels.

MYRMIDIA AND ULRIC

There are fundamental differences in their respective approaches to warfare that have caused friction between the cults of Myrmidia and Ulric. Myrmidians tend to regard Ulricans as brutal and barbaric, and in return Ulricans regard Myrmidians as tricky and effete. This is not a deep and bitter disagreement, but it does cause a degree of confusion and division particularly among lay followers of the gods.

Both cults have a focus on warrior honour, but principles that Myrmidia might suggest are suitable for an individual soldier — devotion to training, loyalty to their cause, fierce in the face of their enemy, honest and open in their personal dealings — Ulricans tend to see as suitable for a military force in its totality. An Ulrican commander might regard a suitable battlefield as one which allows most of the opposing forces to fight all at once. The Myrmidian obsession for seeking ground that helps multiply their own force and deny the enemy the opportunity to properly deploy is seen as needless time wasting, if not cowardly. Quoting Allurian's aphorism '*a Dwarf sees a battlefield in a good place to fight, an Elf sees a battlefield in a good place to win*' does not help matters.

More thoughtful Ulricans see in Myrmidia a more relatable figure, as Ulric's twin domains of war and survival support rather than undermine an appreciation of strategy. Their problem with Myrmidia is not that she promotes a dishonourable or cowardly form of warfare, but that she is a foreign goddess whose domain competes with that of Ulric.

MYRMIDIA AND SIGMAR

Sigmarites tend to show an appreciation of Myrmidian strategy and often make quite public appearances at Myrmidian temples, leafing through copies of Lavaspear's *The Dwarf Art of War* in the temple library and reminding the Myrmidian priests of their shared historical victories.

In many cases this show of shared interests and historical alliance is performed in good faith. Many Sigmarite priests genuinely appreciate their Myrmidian counterparts and benefit from consideration of their



strategic insights. Others are not so interested in the goddess or her cult but realise that it frustrates Ulricans to encourage the cult of Myrmidia. There is a small but growing tendency within the cult of Sigmar to regard Myrmidians as interlopers who are not fit to have their cult recognised in the Empire. They are inspired by the inflammatory publications of Professor Pfaff, a scholar of theology at the University of Altdorf. He feels that Sigmar is the only fitting god for Humanity, being the only god to have enjoyed life as a mortal. He disputes that Myrmidia stands as a similar example of such a deity, and his chauvinism is drawing increasing support from within the official cult. Whilst not large or influential enough to threaten the cult of Myrmidia now, their movement is gaining momentum.

MYRMIDIA AND HANDRICH

Handrich, as he is known in the Empire, is a minor god whose cult is yet to be widely established. His domain is trade and business, and most of his followers are merchants. The cult is very friendly towards that of Myrmidia; merchants like to sponsor military endeavours as it is seen as civic of them, and merchants claim that many of the strategic techniques developed for the battlefield could also be applied in commerce.

Myrmidians are generally happy enough to talk to members of the cult of Handrich, though there is debate among the higher echelons of the cult as to whether too much association with the world of business might offend Myrmidian notions of honour.

MYRMIDIA AND RANALD

Officially the Myrmidian cult does not associate with followers of Ranald and regards his cult with a degree of umbrage. According to legend, Ranald achieved his divine status through tricking Shallya — and whilst Shallya might be a goddess of mercy, her sister is not. Ranald is seen as a dishonourable and disreputable god, and his worship offends Myrmidian sensibilities on a fundamental level as well as spiritual one. Myrmidians are wary of invoking a desire to benefit from good luck; this is seen as undermining the trust they place in a well-executed plan, as opposed to a careless throw of the dice.

There are Myrmidians who find some common cause with Ranaldan thought. Ranald is a god of trickery, and the well-executed ruse is a staple of much Myrmidian instruction. Some moderate Myrmidians also point out that, like their own deity, Ranald stands in opposition to injustice. However, Myrmidia is often considered an officer's goddess, and her cult regards the resentment Ranaldans have for aristocracy as vulgar.

MYRMIDIA AND SOLKAN

An obscure god, Solkan is a deity whose domain is concerned with vengeance. Oddly, perhaps, his cult shares certain similarities with that of Myrmidia, being represented by sun symbols and having its spiritual centre at Remas.

Theologians have expressed suspicion that the cults of Solkan and Myrmidia share common roots. Perhaps there was a primal form of the two deities who represented vengeance as practised through warfare, with Myrmidia coming to represent the moderate and considered aspect, and Solkan the harsher, unforgiving aspect. Solkanites deny this. Instead, they prefer to credit Solkan for inspiring Myrmidia in her development from a pacifistic goddess of civilisation into the rather more martial character she displays in the present day.

WORSHIPPERS

The cult of Myrmidia is quite widespread throughout the Empire. Many individuals whose livelihood depends on their proficiency with a blade — soldiers, bodyguards, adventurers and so on — might carry on their person a trinket fashioned in the image of the goddess, or in the shape of one of her symbols: a spear behind a shield, an eagle or lion sigil, or a talisman in the form of a sun with a face with a proud, angry, or jubilant expression. The family of a soldier enlisted to war, or of a conscript, might place a statuette of Myrmidia in a corner of their house, and burn candles before it in return for their loved one's safe return from the battlefield. Craftsmen who specialise in forging battle equipment might hang her symbol above the forge, so that they might always strive to perfection.

However, the majority of those who become priests or join one of the knightly orders of the goddess come from the upper echelons of society. The cult prizes above all duty, honour, and learnedness, and these qualities are found most often among the noble class, who have the resources to be well-educated and the opportunity to practise moral integrity.

Membership of the cult is often sought for the sons and daughters of up-and-coming mercantile families eager for a seat at the table alongside those of the 'old blood'. The cult judges its members by their deeds, not their heritage, so if a would-be initiate is committed to improve their intellect, train hard in combat, and proves to be of high moral fibre, they are gladly admitted. Sometimes a family might try to push an unsuitable candidate into the Myrmidian clergy, but unlike many other cults, the high integrity demanded by Myrmidia means that those unworthy are routinely rejected, no matter how much gold is offered to 'repair the temple roof'.

In the Empire, the cult has a much weaker following than in the southern nations of the Old World, where Myrmidia is held in great reverence by folk from all classes. It tends to attract Imperial tacticians of war — generals, captains, and other officers of noble birth, for whom battlefield manoeuvres and the movement of entire bodies of men are of vital interest.

They might send their most promising son to the shrine at Talabheim, to be inducted in the elite Knights of the Blazing Sun, and their youngest offspring abroad to the Archecclesiastium or Great Temple to become an initiate in the cult, so that their family might have some influence within the faith, and access to the precious battlefield lore contained within the sacred libraries. Once elevated as priests, priests from the Empire usually return home, entering the service of the Emperor's armies as tacticians and military advisors.

INITIATION

Whilst she is seen as a southern god, worshipped primarily by the people of Tilea and Estalia, the cult is open to anyone who shows proper respect in the honourable lifestyle the cult demands, and who can impress their sincerity upon an ordained priest.

Initiation into the cult of Myrmidia almost never involves a rite of combat. This surprises some, but the reason is that aspirants are thoroughly vetted before initiation takes place. Such aspirants are robed in white, their heads bare to the elements, and attached in groups of four, known as a 'Flight', under the auspices of a priest. Together they form a lifelong bond, honing their martial skills on the temple's training courts, and their intellect in the libraries and lecture halls. The best of each Flight will be elevated to the rank of First Eagle, and at this stage they can become a full-fledged priest. But first, they must perform a task that makes them worthy in the eyes of Myrmidia — a test of heroism or of strength or of their sharpness of mind. Only when a First Eagle passes this task will they be anointed as priest and pass into the ranks of their preferred Order.





THE ORDER OF THE EAGLE

In the *Bellona Myrmidia*, the goddess is said to adopt the form of an eagle in order to scout enemy positions, and it is from this legend that the Order of the Eagle take their name. Their main responsibility is the everyday running of the cult's temples. Among their number are those who dedicate themselves to the ideals of the goddess through their daily chores: the combat trainers, the librarians, the weapon-smiths and armourers of the cult. Their daily prayers laud the heroic fallen, and their sermons inspire feats of valour among those about to march to war. An adept of the Order of the Eagle might be sent away from their temple to trawl the dusty corridors of a half-forgotten library for arcane martial lore, or to lead an expedition into the wilderness to unearth a sacred sword or fragment of magic armour lost on a long-hidden battlefield.

The order is native to Tilea, and so is somewhat distrusted in Estalia. The highest-ranking members are called Eagles, with a full title based on the territory they have dominion over.

Each of these Eagles commands several units and is led by a High Priest. These units vary in size depending on how many temples of Myrmidia there are in each territory. Each temple is commanded by a temple priest. The temple priest is aided by one or more temple sergeants, who each order up to ten priests, who are entitled to take on up to five initiates at a time.

Typically, a priest of this Order within the Empire can be recognised by their blue cowl, edged in scarlet, their white robes, and white cloak, secured by a golden eagle pendant on their left breast. Small claw pins worn at the neck indicate the priest's rank.

THE ORDER OF THE RIGHTEOUS SPEAR

Priests of this Order are the guardians of the cult's temples, and their sacred garments typically consist of plate armour polished to a brilliant sheen, over which they wear white tabards emblazoned with the spear and shield device of Myrmidia. Their task is to defend the temple to which they are assigned — a task to which most dedicate themselves until their death. There is no retirement from this sacred post, and a priest of this Order who grows too old to continue his duties simply marches into the wilderness to bring Myrmidia's glory into the dark places, and to seek a valiant death, spear in hand. Members of this Order might leave their post temporarily to go on missions, such as protecting a priest of the Order of the Eagle on his journeys, and to march to war when their superiors call muster. A priest of the Righteous Spear might also be given leave to traverse the lands engaging in honourable duels, to improve his weapons-craft and learn from experiencing first-hand the combat skills of opponents from other cultures.

In Estalia, the Order of the Righteous Spear are entrusted with overseeing the work carried out by the Order of the Eagle, though in other territories this oversight is seen as unnecessary and somewhat patronising.

There are two sister orders of the Righteous Spear, the Order of the Merciless Titan and the Order of the Starry Shield. They are small groups or hermit knights who spend most of their time in solitary seclusion.

MINOR ORDERS OF MYRMIDIA

Over the centuries, the cult has splintered into various minor orders, most of which can only be found within the confines of Tilea and Estalia. Two such orders have spread to the Empire.

Blessed Order of True Insight

An ageing devotee of Myrmidia might be called, in a blinding vision of their goddess, to join this elect order. As the enclaves of this small and scattered order exist in secluded temples, the elderly priest must first survive the journey through perilous wilderness, alone. They are led to the enclave by visions and signs, and if they make it there, they are welcomed as a long-lost sibling. Devotion to Myrmidia in these isolated temples is through quiet contemplation of her holy scriptures. The silence is only ever broken when a priest from another Myrmidian Order, seeking prophecy, begs audience with them, for the wisdom of the goddess flows through these venerable souls. The oracles they pronounce may stall a military campaign in its tracks if they bode ill, or may inspire a new offensive if the stars are right.

The Order of Fury

This order was little known within the Empire until a Myrmidian priest, the Stirlander Janos Enescu, brought its teachings to Delberz. Inspired by his charismatic and fiery sermons, four temples sprang up in the Reikland. Unlike other Orders of Myrmidia, its priests channel the energy of rage and violence into their fighting techniques. They are inspired by the legend of the shieldmaiden Fury, whose tale is told in the *Bellona Myrmidia*. Brought low by misfortunes wreaked upon her by the Servants of Darkness, the shieldmaiden wrought havoc upon an army of Orcs and Goblins during her last stand at the Battle of the Abasko Mountains, dying atop a mound of their corpses, screaming her defiance to the last. Few are admitted to the Order, for it takes supreme self-control to unleash a whirlwind of righteous wrath when needed, and then return to calm. Members of this Order are often those who have suffered deeply in life, and who seek absolution from their pain in the arms of the goddess. They spend their time away from fighting in deep meditation, to better control their violent passions.

The Knights of the Blazing Sun

These warriors are among the most distinctive of the Empire's Knightly Orders. Clad head to foot in gleaming, ornate plate armour of black and gold, they wear as their head crest the symbol of their Order — a stylised sun, which also marks the heraldry of their polished shields. The Knights of the Blazing Sun ride wherever the Empire is at most peril, eager to charge into the thick of the fighting. They might also march abroad, to Tilea or Estalia, should the cult of Myrmidia be threatened in the goddess' homelands by invading forces.

For more on the Knights of the Blazing Sun see page 32.

ZEALOTS OF MYRMIDIA

Members of the Cult of Myrmidia pride themselves on being warriors, but warriors who exercise rationality and wisdom. They do not easily associate with zealots and make efforts to discourage fanatics from claiming that they act in the name of the goddess. Nevertheless, there are two groups who have become associated with extremist approaches to the worship of Myrmidia.

Myrmidia Perfecta

According to Tilean folklore, Myrmidia was not always the goddess of strategy. Before her experiences as a mortal, her divine domain was all civilisation, art, and culture.

The fanatics of Myrmidia Perfecta believe that the goddess is best understood according to her original and best incarnation, so much so that they regard the official cult as enemies of Myrmidia to be destroyed. La Aquila Ultima has condemned the sect and commanded that they be hunted down as heretics, but there are enough zealots in Tilea who support the sect to ensure that it remains a minor but persistent threat.

Remans and Magrittans

The debate over whether Remas or Magritta was the site of Myrmidia's manifestation on earth splits the cult along cultural as well as geographical lines. Whilst most members of the cult regard this split as a difference of opinion between friends, there are extremists who take things further.



The Remans believe that when Myrmidia set out to form her empire, she was actively opposed by the inhabitants of Estalia and invaded their lands to bring the heretics to heel. As a consequence, they say, Estalia ought to be a vassal of Tilea, paying a hefty tithe in service and treasure. In order to see the Estalian influence in the cult reduced, members of this sect work to ensure that important cult positions are occupied only by Tileans, and they use politics, bribery, slander, treachery, and even murder to achieve their aims.

The Magrittans, for their part, hold almost the same views, though they think it was the Tileans that resisted Myrmidia, and Estalia that should benefit from their subjugation. They work to ensure that Estalians are placed in important cult positions.

In Tilea and Estalia the two groups are small, unloved, and effectively counter one another most of the time. However, an opportunity presents itself in the fertile ground of the Empire. The two sects have recently transferred much of their efforts northwards, seeking to win the priests in the Empire to their respective causes and to disgrace members of the opposing faction.

TEMPLES

Since the Great War Against Chaos, the worship of Myrmidia has spread throughout the Empire, to the extent that all Imperial cities and many towns have a temple to the goddess, particularly in the south. Smaller settlements may have shrines dedicated to her, often stone pillars painted gold and festooned with polished emblems that gleam in the sun. These are particularly common in border regions, where battles fought against marauders were won on account of the intervention of Myrmidian warrior-priests or Knights of the Blazing Sun.

Temples of Myrmidia often employ the architectural styles of Tilea and Estalia, with domed roofs covering rectangular halls. Crenelations ring the perimeter. The entrance is guarded by a barbican with hefty gates and a portcullis, often flanked by armoured statues of Myrmidia. Members of the Order of the Righteous Spear patrol the parapets, sworn to defend the temple to the death.

LORENZO DI MARCO, EAGLE OF THE NORTH

The chief priest of the Myrmidian cult in the Empire is known as the Eagle of the North. The current holder of this title is a Tilean named Lorenzo di Marco. He is currently based in Nuln and commands the Northern Regiment of the Order of the Eagle. This regiment is split into ten units — one for every province of the Empire and one for Kislev — each of which is commanded by a High Priest.

Di Marco has ambitious plans to increase converts within the Empire. It is his private view that the native gods of the North, in particular Ulric and Sigmar, have failed their people, and that their priesthood is more concerned with infighting than vanquishing the enemies of Mankind. He believes that Myrmidia holds the key to the Empire's salvation: should the Imperial armies adopt her strictures of honour and obedience, she will grant them final victory over their foes. His method of indoctrination is simple — fete the generals of the Emperor's court, and win them over to the faith by proving to them the effectiveness of Myrmidian battle strategies and might of arms. To this end, he urges the Knights of the Blazing Sun and Myrmidian warrior-priests to be present whenever war occurs in the Empire. A few generals have begun to lean towards the Myrmidian faith, following valiant victories where Myrmidian troops have been instrumental in holding the line against Orcs and Goblins, Chaos hordes, and the Undead. 'The Eagle' prays daily to his goddess that soon they will kneel before her.

Lorenzo is frustrated in his efforts to promote Myrmidian influence in the Empire as a result of the divisions in the cult. The Order of the Eagle swears fealty to a High Eagle from Tilea and abide by the precepts of the cult laid down by the *Bellona Myrmidia*. However, the Templars receive their orders from Magritta and abide by the precepts listed in the *Bellum Strategia*. Lorenzo's superiors therefore expect him to impose their values on the Knights of the Blazing Sun, which he knows they will resist.

The architecture is outlandish to Empire folk. In wealthy cities, the temple walls are constructed of white marble, imported from Tilea. However, most temples within the Empire are constructed of local materials — whitewashed timber or granite.

The centre of worship of Myrmidia is the training court, where adherents to the cult demonstrate their faith with exhibitions of prowess. To Myrmidia training is as pleasing as prayer, and the clash of arms and bark of orders is as sweet to her ears as choirs and sacred music.

The more circumspect aspects of the goddess are also embodied in her temples. Within their walls are compact but well-kept libraries and circular lecture halls within which the priests hold symposiums on warcraft. The lessons are open to anyone and, unlike the sermons in Sigmarite temples, they focus more on asking questions of the congregation than preaching. These halls are often decorated with friezes depicting the goddess and her associated heroes and shieldmaidens. These images frequently depict them bearing archaic arms and dressed in little more than scarves tied about their waists — a styling that folk in the Empire find rather scandalous.

PILGRIMAGE

A Myrmidian is expected at least once in their life to travel to the lands trod by their goddess' mortal feet, clad head to foot in white garments stained by their own blood. Pilgrimage routes from the Empire to the Archecclesiastium in Estalia or the Great Temple in Remas are popular among adherents to the cult, and these roads are protected by the Knights of the Blazing Sun, fulfilling their vows to protect the pilgrims. It is for this reason that the coffers of that Knightly Order overflow. Pilgrims returning from the southern lands, having been blessed by the high priests of the cult, and having kissed the relics of mortal Myrmidia, donate generously to the Order in thanks for their safekeeping.

SACRED RELICS

The veneration of holy weapons, armour, or standards once carried by the Myrmidian champions of yore is an important aspect of religious worship of the cult. Many temples feature at least one such magical item, preserved under lock and key in an ornate glass cabinet near the altar, before which supplicants kneel in prayer for Myrmidia's favour. The larger temples in the Empire house several such heirlooms, within treasuries below the temple. On occasion, the memory of the heroes associated with these artefacts is honoured by the act of lending the item as a boon to an honoured individual within the cult, to wield in war. Seeing such a precious relic used in battle excites great passion in the hearts of Myrmidians, and they fight all the harder to protect it from the enemy.

The Imperial custom of utilising the skulls of saintly men and women as relics is unpopular among Myrmidians. Their sense of respect for the dead finds this habit distasteful, typical of the savage ways of the folk of the North. The bones of heroes should be laid to rest, according to Myrmidian strictures, otherwise the souls of the faithful might not be admitted within the ranks of Myrmidia's heavenly host.

More formal worship is carried out in the central hall, where at certain times of day Myrmidian canticles echo among the statues of Myrmidia, her shieldmaidens, and revered heroes. Sermons are preached in the vernacular, though regular services are held in the Classical, Tilean, and Estalian tongue for southern expatriates. In the larger temples, annexes and smaller shrines lead off from the main hall, where individual supplicants can pray in peace.

As learning is of great importance, most temples house a small library of sacred texts, and the largest include a lecture hall, open to all, where priests give talks on ancient battles, Myrmidian mythology, and tactical battle-lore.

The other buildings are given over to the quarters of the priests and the barrack-rooms of the temple's defenders.





PRIEST OF MYRMIDIA

Human

You value honour, obedience and tactical martial prowess, in emulation of your patron goddess, Myrmidia.

Myrmidian Priests from the Order of the Righteous Spear and Order of Fury help organise cult meetings, spread its teachings, and lead its ceremonies. They are often sought as advisors by generals and mercenary commanders, particularly in Tilea and Estalia.

'A speedy and forceful transition to the assault — the shining spear of retribution — is what every effective defence ought to strive for.'

– Attributed to Allurian, -3325 IC

'Don't seek to tell a Longbeard how to do things. Tell him what to do and he'll prove his own best commander.'

– Berndt Lavaspear, -1778 IC

PRIEST OF MYRMIDIA ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+							+		+

CAREER PATH

✚ First Eagle – Silver 2

Skills: Cool, Dodge, Language (Battle), Leadership, Lore (Warfare), Lore (Theology), Melee (Basic), Melee (Polearm), Perception, Pray

Talents: Bless (Myrmidia), Combat Aware, Etiquette (Cultists), Read/Write,

Trappings: Myrmidian Holy Book, Leather Jerkin, Myrmidian Icon, White Robes, Spear

⚔ Warrior Priest – Silver 3

Skills: Charm, Entertain (Speeches), Heal, Intuition, Melee (Any), Ranged (Any)

Talents: Drilled, Inspiring, Invoke (Myrmidia), Shieldsman

Trappings: Breastplate & Helmet, Shield

☠ Priest Sergeant – Silver 4

Skills: Lore (Any), Melee (Any), Research, Trade (Weaponsmith or Armourer)

Talents: Bookish, Holy Visions, Pure Soul, Stout-hearted

Trappings: Full Plate Armour

🛡 Priest Captain – Silver 5

Skills: Animal Care, Ride (Horse)

Talents: Combat Master, Combat Reflexes, Fearless (Any), Warleader

Trappings: Religious Relic (Myrmidian)



MIRACLES OF MYRMIDIA

Below are several Myrmidian Miracles, which may be used in addition to those found in **WFRP** Chapter 7.

COMMAND THE LEGION

Range: See text

Target: Any ally

Duration: 1 Round

Myrmidia carries your orders across the battlefield. You may issue a command to any ally within line of sight. The command must be relevant to the accomplishment of an armed struggle or ongoing strategy. Any Leadership Tests you make as a result benefit from a +10 bonus.

DISMAY FOE

Range: You

Target: You

Duration: 1 Round

You embody Myrmidia in her most wrathful of aspects. Gain the *Terror 1* Creature Trait.

IN GOOD ORDER

Range: Self

Target: Allies within AoE (Willpower yards)

Duration: Willpower Bonus Rounds

Knowing that the situation is hopeless you pray that your forces do not suffer from a disastrous rout. While the miracle is in play any allies may break from combat without allowing the enemy to gain advantage or make free attacks (see *Fleeing* on **WFRP** page 165).

KNOW YOUR ENEMY

Range: Willpower Yards

Target: 1

Duration: Instant

You call on Myrmidia to inform you of a nearby enemy's strengths and weaknesses. The GM should allow you to check the profile, traits, skills and talents of the target.

ON DEADLY GROUND

Range: Self

Target: You

Duration: Allies within AoE (Willpower yards)

Knowing that victory cannot be secured unless your forces stand firm you call on Myrmidia to banish all thoughts of retreat from the minds of your allies. Whilst the miracle is in effect your allies do not receive Broken Conditions.

QUICK STRIKE

Range: You

Target: You

Duration: 3 Rounds

Infused with Myrmidia's power, you benefit from heightened reflexes and can anticipate your opponent's moves. At the start of every round whilst the Miracle is in effect, you may attempt a **Challenging (+0) Initiative** Test to gain an immediate free attack outside the normal turn sequence. This attack is resolved with whatever weapon you are carrying in your primary hand.

SHIELDMAIDEN'S DEVOTION

Range: 36 yds

Target: See text

Duration: 4 Rounds

Your chanted prayers fill the hearts of the faithful with the fearlessness of her bravest Shieldmaidens. All Myrmidians within range gain the *Fearless (Enemy)* Talent. This enemy may either be a particular individual, or a particular species.

SKILL OF COMBAT

Range: 24 yds

Target: See text

Duration: 4 Rounds

You embody in your allies the skill of Myrmidia. Whilst this Miracle is in effect, all allies in range benefit from a +10 bonus to their WS and BS.

VENGEFUL WRATH

Range: You

Target: You

Duration: 6 Rounds

You are filled with the righteous indignation of Myrmidia. Whilst this Miracle is in effect, you must charge and attack the nearest unrepentant enemy. You may reroll any Melee Skill rolls you make whilst the Miracle is in effect.



AN ALTERNATIVE APPROACH TO INJURY



This is an optional approach to Wounds, Critical Wounds, and death to those given in the core rulebook. If the GM and players prefer to use this system, it should replace the information given on **WFRP** pages 172–178.

The purpose of this alternative system is to reduce the complexity of the core system of tracking injuries and death, and to add tactical choices regarding where to land blows, or where to wear heavier armour.

UPDATES TO THE *BLEEDING* CONDITION

You are bleeding badly. Lose 1 Wound at the end of every Round, ignoring all modifiers. Additionally, suffer a penalty of –10 to any Tests to resist Festering Wounds, Minor Infection, or Blood Rot (**WFRP**, page 186). If you reach 0 Wounds, you no longer lose Wounds. At the end of each turn, make a **Challenging (+0) Endurance** Test or immediately gain the *Unconscious* Condition.

If unconscious and bleeding, at the end of Round you have a 10% chance of dying per *Bleeding* Condition you have. For example, if you had 3 *Bleeding* Conditions, you would die from blood loss on a roll of 0–30. If you roll a double, your wound clots a little and you lose 1 *Bleeding* Condition. You cannot regain consciousness until all *Bleeding* Conditions are removed (see Injury on **WFRP**, page 172).

A *Bleeding* Condition can be removed with a successful **Average (+20) Heal** Test, with each SL removing an extra *Bleeding* Condition, or with any spell or prayer that heals Wounds, with 1 *Bleeding* Condition removed per Wound healed. Also see the rules for Bandages on **WFRP**, page 309.

Once all *Bleeding* Conditions are removed, gain one *Fatigued* Condition.

WOUNDS, CRITICAL WOUNDS, AND DEATH

Wound loss represents minor cuts, bruises, and depleted reserves of energy. By comparison, Critical Wounds are much more severe, expressing serious injuries, broken bones, torn muscles, and lesions in flesh. Critical Wounds are debilitating and dangerous. Gain too many and you risk death.

WOUNDS

Wounds are lost by sustaining Damage. Each time you suffer a point of damage you lose 1 Wound. Usually your Toughness Bonus and Armour Points reduce the damage you suffer.

So if you were hit on the arm for 10 Damage and your Toughness Bonus was 3, and you had leather armour on your arm granting 1 Armour Point, you would suffer 6 Wounds ($10 - 3 - 1 = 6$).

CRITICAL WOUNDS

There are two ways to generate a Critical Wound. One is to inflict critical damage before your opponent is reduced to 0 Wounds. The other is to inflict any sort of Damage after your opponent has been reduced to 0 Wounds.

Inflicting a Critical Hit on an Opponent with Wounds

If during an attack a character rolls a double on the Melee or Ranged Test (or Weapon Skill or Ballistic Skill Test if you aren't using a Skill) and succeeds at the Test, then they have inflicted Critical Damage, even if their opponent has Wounds remaining.

Do not reverse your attack roll to find out the location of your strike as you would do for a normal hit. Instead, roll d100 again to work out where your hit landed. Then roll d100 again and refer to the relevant entry on the Critical Damage table for that location.

Inflicting a Critical Hit on an Opponent with 0 Wounds

If your opponent is reduced to 0 Wounds, you automatically inflict Critical Damage. When you come to resolve the entry on the Critical Damage table, add +10 to the result for every wound you inflicted beyond that needed to reduce the opponent to 0 wounds (or, if your opponent was already on 0 wounds, every wound you inflicted).

Additional Wound Loss from Critical Damage

Use the Wounds column on the Critical Damage table to determine additional Wounds lost as a result of Critical Damage. Work out this extra damage after calculating all other effects of normal and Critical Damage. Wounds caused in this way do not cause further rolls on the Critical Damage table. For example, an opponent reduced to 0 Wounds does not suffer further harm from these additional Wounds.

If a hit that does Critical Damage reduces an opponent below 0 Wounds, it does not result in a second roll on the table. In other words, each blow can only inflict a single Critical Wound.

Example: *Hugo Schmidt the Human Adventurer is locked in desperate combat with Ibrit Dungstrangler the vicious Night Goblin Chief.*

In the first round of combat, Ibrit slashes Hugo. Hugo attempts to parry, scoring 0 SL. Ibrit rolled a 24 on his Melee (Basic) Test, hitting Hugo in the right arm (24 reversed is 42, which is in the 25–44 range). Hugo wears a leather jacket providing him with 1 Armour Point on his arm and he has a Toughness Bonus of 3. Ibrit has a Strength Bonus of 3, +4 for using a Hand Weapon, and +1 for Success Levels (his roll of 24 compared to his Melee (Basic) of 35).

This means he inflicts 8 Damage reduced by Hugo's combined Toughness Bonus and Armour Points of 3. Hugo loses 5 Wounds, leaving him with 7 Wounds remaining.

In the following turn, Ibrit hits again, rolling a 11 on his Melee (Basic) Test. Hugo attempts to parry, scoring 1 SL. He causes Critical Damage because he rolled a double, so instead of reversing the numbers he rolls again to determine location. He rolls 34, striking Hugo in the right arm again. Ibrit inflicts 5 more Wounds and then rolls again to determine the effect of the Critical Damage. He scores a 96. Consulting the Critical Damage table, he determines that he has dislocated Hugo's right shoulder.

Hugo's good arm is useless until he can get medical attention and he is Stunned in the meantime. The dislocated shoulder also causes Hugo 4 Wounds, reducing him to -2 Wounds. Because this last damage was inflicted by a roll on the Critical Damage table it does not cause further Critical Damage. Hugo resets to 0 Wounds.

Being a vicious sort, Ibrit is not one to show an injured opponent clemency. He strikes again, rolling a 12 on his Melee (Basic) Test. This time he also causes Critical Damage as his blow will take Hugo below 0 Wounds. He rolls 26 to determine the location: the right arm again. Because of Advantage gained from Hugo's Stunned Condition and levels of success, Ibrit inflicts 11 Damage, which is reduced to 8 Wounds due to Hugo's Toughness Bonus and Armour Points.

This time Ibrit adds 80 to the number generated for the roll on the Critical Damage Table because he is inflicting 8 Wounds to an opponent on 0 Wounds. He rolls a 48. $48 + 80 = 128$. Hugo suffers a mangled hand in addition to his dislocated shoulder and things begin to look very bleak indeed for the intrepid adventurer.



PULLING YOUR BLOWS

The rules assume you wish to inflict all the Critical Damage you can. However, you might wish to subdue an opponent rather than kill them. In this case, you must declare that you are pulling your blow before you roll to hit your opponent, meaning that you are using the flat of your blade or a technique to avoid badly hurting your opponent. In such circumstances Wounds are still inflicted, but you only inflict Critical Damage if your opponent is reduced to 0 Wounds.

You may not pull blows with a weapon that causes *Ablaze* Conditions, missiles, or magic spells. The following Weapon Qualities are lost when pulling your blows: *Hack*, *Impact*, *Impale*, and *Penetrating*.

OPTIONS: SUDDEN DEATH

As the GM, you may not wish to track the details of injuries for all participants, and can instead simply determine if someone is dead or not using the Sudden Death rules. In this case, when a target reaches 0 Wounds, the GM can simply declare them dead or unconscious.

Sudden Death is useful for determining the fate of background NPCs such as brigands or low-tier cultists, but it should not be used to determine the fate of Player Characters and NPCs with the *Luck* Talent.

DEATH

Death can result directly from Critical Damage or if a Character succumbs to many injuries.

If a Character has the *Unconscious* Condition and 0 Wounds, then they total up the number of Critical Wounds (meaning total results from the Critical Damage Tables) they currently suffer. If this number is greater than their Toughness Bonus, they succumb to their injuries and perish at the end of the round unless they are healed of one or more Critical Wounds.

Furthermore, if you have the *Unconscious* Condition, any enemy with a suitable weapon may kill you if they can spend an Action to do so.

Trivial Injuries

Whilst Critical Damage always debilitates a Character, not all Critical Damage is serious enough to contribute to a Character's demise. Stubbing a toe is unpleasant, but not significantly damaging. Trivial injuries have a Wounds value of 'T' in the tables below. They do not cause extra Wounds to a Character, and they are not counted towards the number of Critical Wounds that count towards killing a Character.



HEAD CRITICAL WOUNDS

Roll	Description	Wounds	Additional Effects
01–03	<i>Dramatic Injury</i>	T	A prink to the cheek. Gain 1 <i>Bleeding</i> Condition. Once healed, the scar provides a bonus of +1 SL to appropriate social Tests. You can only gain this benefit once.
04–06	<i>Rattling Blow</i>	1	The blow floods your vision with flashing lights. Gain 1 <i>Stunned</i> Condition.
07–09	<i>Poked Eye</i>	1	The blow glances across your eye socket. Gain 1 <i>Blinded</i> Condition.
10–15	<i>Ear Bash</i>	1	Your ear is left ringing. Gain 1 <i>Deafened</i> Condition.
16–20	<i>Minor Cut</i>	1	The strike opens your cheek. Gain 1 <i>Bleeding</i> Condition.
21–25	<i>Black Eye</i>	2	A blow glances your eye. Gain 2 <i>Blinded</i> Conditions.
26–30	<i>Sliced Ear</i>	2	A blow cuts into your ear. Gain 2 <i>Deafened</i> and 1 <i>Bleeding</i> Condition.
31–35	<i>Struck Forehead</i>	2	A solid blow strikes your forehead. Gain 2 <i>Bleeding</i> Conditions and a <i>Blinded</i> Condition that cannot be removed until all <i>Bleeding</i> Conditions are removed.
36–40	<i>Fractured Jaw</i>	2	The blow fractures your jaw. Gain 2 <i>Stunned</i> Conditions. Suffer a Broken Bone (Minor) injury.
41–45	<i>Major Eye Wound</i>	3	A blow strikes your eye socket. Gain 1 <i>Bleeding</i> Condition. Also gain 1 <i>Blinded</i> Condition that cannot be removed until you receive Medical Attention.
46–50	<i>Major Ear Wound</i>	3	The blow damages your ear. Suffer a –20 penalty on all Tests relating to hearing. If you suffer this result again, your hearing is permanently lost.
51–55	<i>Broken Nose</i>	3	A solid blow to the nose. Gain 2 <i>Bleeding</i> Conditions. Make a Challenging (+0) Endurance Test or also gain a <i>Stunned</i> Condition.
56–60	<i>Broken Jaw</i>	3	The blow breaks your jaw. Gain 3 <i>Stunned</i> Conditions. Make a Challenging (+0) Endurance Test or gain an <i>Unconscious</i> Condition. Suffer a Broken Bone (Major) injury.
61–65	<i>Mangled Ear</i>	4	A blow tears your ear apart. Gain 3 <i>Deafened</i> and 2 <i>Bleeding</i> Conditions. Lose your ear — Amputation (Average) .
66–75	<i>Smashed Mouth</i>	4	The blow smashes out several teeth. Gain 2 <i>Bleeding</i> Conditions. Lose 1d10 teeth — Amputation (Easy) .
76–80	<i>Concussive Blow</i>	4	A solid thump to the skull. Take 1 <i>Deafened</i> , 2 <i>Bleeding</i> , and 1d10 <i>Stunned</i> Conditions. Gain a <i>Fatigued</i> Condition that lasts for 1d10 days.
81–85	<i>Devastated Eye</i>	5	A strike to your eye bursts it. Gain 3 <i>Blinded</i> , 2 <i>Bleeding</i> , and 1 <i>Stunned</i> Condition. Lose your eye — Amputation (Difficult) .
86–94	<i>Disfiguring Blow</i>	5	The blow destroys your eye and nose. Gain 3 <i>Bleeding</i> , 3 <i>Blinded</i> , and 2 <i>Stunned</i> Conditions. Lose your eye and nose — Amputation (Hard) .
95–99	<i>Mangled Jaw</i>	5	The blow shatters your jaw and destroys your tongue, sending teeth flying. Gain 4 <i>Bleeding</i> and 3 <i>Stunned</i> Conditions. Suffer a Broken Bone (Major) injury and lose your tongue and 1d10 teeth — Amputation (Hard) .
00 or more	<i>Shattered Skull</i>	Death	Your head is caved in and you collapse, instantly dead.

ARM CRITICAL WOUNDS

Roll	Description	Wounds	Additional Effects
01–10	<i>Jolted Wrist</i>	T	Drop any item held in that hand.
11–20	<i>Jarred Arm</i>	T	Drop anything held in that hand, which is useless for 1d10 – Toughness Bonus Rounds (minimum 1). For this time, treat the hand as lost (see Amputated Parts).
21–25	<i>Minor Cut</i>	1	Your upper arm is cut. Gain a <i>Bleeding</i> Condition.
26–40	<i>Sprain</i>	1	Suffer a Torn Muscle (Minor) injury.
41–45	<i>Torn Muscles</i>	1	The blow slams into your forearm. Gain a <i>Bleeding</i> Condition and a Torn Muscle (Minor) injury.
46–50	<i>Bleeding Hand</i>	1	Take 1 <i>Bleeding</i> Condition. While suffering from that <i>Bleeding</i> Condition, make an Average (+20) Dexterity Test before taking Actions involving items held in that hand. If you fail, you drop the item.
51–55	<i>Wrenched Arm</i>	2	Drop any item held in that hand. The arm is useless for 1d10 Rounds (see Amputated Parts).
56–60	<i>Gaping Wound</i>	2	Gain 2 <i>Bleeding</i> Conditions. Until you receive Surgery to stitch the cut, any Damage to the wounded arm inflicts an additional <i>Bleeding</i> Condition.
61–75	<i>Clean Break</i>	2	Drop whatever was held in that hand and gain a Broken Bone (Minor) injury. Pass a Difficult (–10) Endurance Test or gain a <i>Stunned</i> Condition.
76–80	<i>Ruptured Ligament</i>	2	Drop items held in that hand. Suffer a Torn Muscle (Major) injury.
81–85	<i>Deep Cut</i>	3	Gain 2 <i>Bleeding</i> Conditions. Gain 1 <i>Stunned</i> Condition and suffer a Torn Muscle (Minor) injury. Take a Hard (–20) Endurance Test or gain the <i>Unconscious</i> Condition.
86–90	<i>Crushed Elbow</i>	3	Drop whatever was held in that hand and gain a Broken Bone (Major) injury.
91–95	<i>Damaged Artery</i>	3	Gain 4 <i>Bleeding</i> Conditions.
96–109	<i>Dislocated Shoulder</i>	4	The arm counts as lost (see Amputated Part). Gain 1 <i>Stunned</i> Condition until you receive Medical Attention. After initial treatment an Extended Average (+20) Heal Test reaching 6 SL resets the arm. After which tests made using the arm suffer a –10 penalty for 1d10 days.
110–115	<i>Severed Finger</i>	4	You lose a finger — Amputation (Average) . Gain a <i>Bleeding</i> Condition.
116–120	<i>Cleft Hand</i>	4	Your hand is splayed. Lose 1 finger — Amputation (Difficult) . Gain 2 <i>Bleeding</i> and 1 <i>Stunned</i> Condition. For every succeeding Round in which you don't receive Medical Attention, lose another finger. If you lose all fingers, you lose the hand — Amputation (Difficult) .
121–125	<i>Mauled Bicep</i>	5	The blow rips bicep from bone. You drop anything held in that hand and suffers a Torn Muscle (Major) injury and 2 <i>Bleeding</i> and 1 <i>Stunned</i> Condition.
126–130	<i>Mangled Hand</i>	5	You lose your hand — Amputation (Hard) . Gain 2 <i>Bleeding</i> Conditions. Take a Hard (–20) Endurance Test or gain the <i>Stunned</i> and <i>Prone</i> Conditions.
131–135	<i>Sliced Tendons</i>	5	The blow leaves your arm useless — Amputation (Very Hard) . Gain 3 <i>Bleeding</i> and 1 <i>Stunned</i> Condition. Pass a Hard (–20) Endurance Test or gain the <i>Unconscious</i> Condition.
136 or more	<i>Brutal Dismemberment</i>	Death	Your arm is severed. You expire from shock and blood loss almost instantly.

BODY CRITICAL WOUNDS

Roll	Description	Wounds	Additional Effects
01–10	<i>Winded</i>	T	Gain a <i>Stunned</i> Condition. Make an Average (+20) Endurance Test, or gain the <i>Prone</i> Condition. Movement is halved for 1d10 Rounds as you get your breath back.
11–20	<i>'Tis But A Scratch!</i>	1	Gain 1 <i>Bleeding</i> Condition.
21–25	<i>Gut Blow</i>	1	Gain 1 <i>Stunned</i> Condition. Pass an Easy (+40) Endurance Test or vomit, gaining the <i>Prone</i> Condition.
26–30	<i>Low Blow!</i>	1	Make a Hard (-20) Endurance Test or gain 3 <i>Stunned</i> Conditions.
31–35	<i>Twisted Back</i>	1	Suffer a Torn Muscle (Minor) injury.
36–40	<i>Bruised Ribs</i>	2	All Agility-based Tests suffer a -10 penalty for 1d10 days.
41–45	<i>Wrenched Collar Bone</i>	2	Randomly select one arm. Drop whatever is held in that hand; the arm is useless for 1d10 Rounds (see Amputated Parts).
46–50	<i>Ragged Wound</i>	2	Take 2 <i>Bleeding</i> Conditions.
51–55	<i>Cracked Ribs</i>	2	The hit cracks one or more ribs. Gain a <i>Stunned</i> Condition. Gain a Broken Bone (Minor) injury.
56–60	<i>Gaping Wound</i>	3	Take 3 <i>Bleeding</i> Conditions. Until you receive Surgery , any Wounds you receive to the Body inflict an additional <i>Bleeding</i> Condition as the cut reopens.
61–65	<i>Painful Cut</i>	3	Gain 2 <i>Bleeding</i> Conditions and a <i>Stunned</i> Condition. Take a Hard (-20) Endurance Test or gain the <i>Unconscious</i> Condition as you black out from the pain. Unless you achieve 4+ SL, you also scream out in agony.
66–70	<i>Arterial Damage</i>	3	Gain 4 <i>Bleeding</i> Conditions. Until you receive Surgery , every time you receive Damage to the Body, gain 2 <i>Bleeding</i> Conditions.
71–75	<i>Pulled Back</i>	3	Your back turns to white pain as you pull a muscle. Suffer a Torn Muscle (Major) injury.
76–80	<i>Fractured Hip</i>	4	Gain a <i>Stunned</i> Condition. Take a Challenging (+0) Endurance Test or also gain the <i>Prone</i> Condition. Suffer a Broken Bone (Minor) injury.
81–85	<i>Major Chest Wound</i>	4	You take a significant wound to your chest, flensing skin from muscle and sinew. Take 4 <i>Bleeding</i> Conditions. Until you receive Surgery to stitch the wound together, any Wounds you receive to the Body also inflict 2 <i>Bleeding</i> Conditions as the tears reopen.
86–90	<i>Gut Wound</i>	4	Contract a Festering Wound (see Disease and Infection) and gain 2 <i>Bleeding</i> Conditions.
91–95	<i>Smashed Rib Cage</i>	5	Gain a <i>Stunned</i> Condition that can only be removed through Medical Attention. Suffer a Broken Bone (Major) injury.
96–110	<i>Broken Collar Bone</i>	5	Gain the <i>Unconscious</i> Condition until you receive Medical Attention. Suffer a Broken Bone (Major) injury.
111–115	<i>Internal Bleeding</i>	5	Gain a <i>Bleeding</i> Condition that can only be removed through Surgery . Contract Blood Rot (see Disease and Infection).
116 or more	<i>Torn Apart</i>	Death	You are hacked in two. The top half lands in a random direction, and all characters within 2 yards are showered in blood.

LEG CRITICAL WOUNDS

Roll	Description	Wounds	Additional Effects
01–10	<i>Stubbed Toe</i>	T	Pass an Average (+20) Endurance Test or suffer –10 on Agility Tests until the end of the next turn.
11–20	<i>Lost Footing</i>	T	Pass a Challenging (+0) Athletics Test or gain the <i>Prone</i> Condition.
21–25	<i>Twisted Ankle</i>	1	Agility Tests suffer a –10 penalty for 1d10 rounds.
26–40	<i>Minor Cut</i>	1	Gain 1 <i>Bleeding</i> Condition.
41–45	<i>Thigh Strike</i>	1	A blow slams into your upper thigh. Gain a <i>Bleeding</i> Condition and take an Average (+20) Endurance Test or gain the <i>Prone</i> Condition.
46–50	<i>Sprained Ankle</i>	1	Gain a Torn Muscle (Minor) injury.
51–55	<i>Twisted Knee</i>	2	You twist your knee too far. Agility Tests suffer a –20 penalty for 1d10 Rounds.
56–60	<i>Badly Cut Toe</i>	2	Gain 1 <i>Bleeding</i> Condition. After the encounter, make a Challenging (+0) Endurance Test. If you fail, lose 1 toe — Amputation (Average) .
61–65	<i>Bad Cut</i>	2	Gain 2 <i>Bleeding</i> Conditions. Pass a Challenging (+0) Endurance Test or gain the <i>Prone</i> Condition.
66–70	<i>Badly Twisted Knee</i>	2	Gain a Torn Muscle (Major) injury.
71–75	<i>Hacked Leg</i>	3	Gain 1 <i>Prone</i> and 2 <i>Bleeding</i> Conditions, and suffer a Broken Bone (Minor) injury.
76–80	<i>Torn Thigh</i>	3	Gain 3 <i>Bleeding</i> Conditions. Until you receive Surgery to stitch the cut, any associated Leg Damage you receive inflicts an additional <i>Bleeding</i> Condition.
81–85	<i>Ruptured Tendon</i>	3	Gain a <i>Prone</i> and <i>Stunned</i> Condition. Pass a Hard (–20) Endurance Test or gain the <i>Unconscious</i> Condition. Your leg is useless (see Amputated Parts). Suffer a Torn Muscle (Major) injury.
86–90	<i>Cracked Shin</i>	4	Gain a <i>Stunned</i> and <i>Prone</i> Condition. Further, suffer a Torn Muscle (Major) and Broken Bone (Minor) injury.
91–95	<i>Broken Knee</i>	4	You gain 1 <i>Bleeding</i> , 1 <i>Prone</i> , and 1 <i>Stunned</i> Condition, and a Broken Bone (Major) injury.
96–105	<i>Dislocated Knee</i>	4	Gain the <i>Prone</i> Condition. Pass a Hard (–20) Endurance Test, or gain the <i>Stunned</i> Condition, which is not removed until you receive Medical Attention. After this initial Medical Attention, an Extended Average (+20) Heal Test reaching 6 SL resets the knee. After this, Movement is halved and Tests made using the leg suffer a –10 penalty for 1d10 days.
106–115	<i>Crushed Foot</i>	4	Make an Average (+20) Endurance Test. If you fail, gain the <i>Prone</i> Condition and lose 1 toe, plus 1 additional toe for each SL below 0 — Amputation (Average) . Gain 2 <i>Bleeding</i> Conditions. If you don't receive Surgery within 1d10 days, you lose the foot.
116–120	<i>Severed Foot</i>	5	Your foot is severed — Amputation (Hard) . You gain 3 <i>Bleeding</i> , 2 <i>Stunned</i> , and 1 <i>Prone</i> Condition.
121–125	<i>Cut Tendon</i>	5	Your leg collapses. Gain 2 <i>Bleeding</i> , 2 <i>Stunned</i> , and 1 <i>Prone</i> Condition and your leg never works again — Amputation (Very Hard) .
126 or more	<i>Shattered Pelvis</i>	Death	The blow shatters your pelvis, severing a leg. You die instantly from traumatic shock.

And how about this lovely sealskin? This will keep you drier than dry, even up in the mountains. Genuine seal, of course, all the way from Marienburg, that's why it's so expensive. And, if you want the luxury of hot food for a lifestyle on the go, you'll be wanting this. No idea how it works, but Jem Hollyburr swears by it. And if sir would allow, how about a pair of these? Keeps you cool on a hot day, and warm on a cold one, and I can do them in blue, too.'

A SOLDIER'S BURDEN

Soldiers, especially experienced or more saavy veterans, carry far more equipment to war than a sharp blade and shiny armour. Long days of marching and fraught nights spent watching for raiders can be made far more bearable by the addition of a few vital tools and creature comforts.



Theodolite: A theodolite is a piece of technical equipment used for measuring angles over long distances and handy for surveying land. Anyone with *Trade (Cartographer)* can use one effectively.

Some are little more than loops of metal to look through and an adjustable angle. The new-fangled ones coming out of Tilea can be adjusted in three dimensions and incorporate precision angle measurements, vernier scales, and telescopic eyepieces. They come with adjustable tripods and require at least one round to set up.

Ostrich Feather: These large feathers from strange Arabyan birds are all the rage among courtiers and now the military. They come in all sorts of colours. One might think that a soldier with the brightest feather in their hat might be the most likely to get their head blown off, but soldiers treat this as a test of courage. Some traders try to pass off the feathers of any common or garden bird as genuine ostrich.

Compass: This rudimentary compass is a metal needle, balanced on a pin. Scholars debate the nature of the device. Some suspect it has an affinity for the very stuff of Chaos. Some suggest it may be attracted to a massive chunk of Warpstone somewhere in the Northern Wastes. But it is reliable and invaluable for navigation.

Bandoleer: A bandoleer is a leather belt that is worn diagonally, with a dozen or so small containers hanging from it, usually made of wood. These containers can be filled with a precise measure of blackpowder to make loading a handgun quicker and easier.

Slow Match: A slow match is a length of thin rope infused with flammable substances. It burns slowly and steadily, providing a ready spark for a matchlock weapon. It is sold by the yard, and burns at about a foot per hour.

Fuse: Fuse is similar to slow match but burns much more quickly, offering a way to detonate blackpowder from a distance. It is sold by the yard and burns at about one inch per second. Standard Quality fuse is likely to fail about 5% of the time over ten yards. Shoddy fuse must test every five yards.

Bow String: Made from hemp or similar twine, bow strings tend to break, especially at crucial moments. Carrying a couple of spares has got to be a good policy. Quality ones will break less.

Whetstone: Keeping your blades sharp is always good practice. It's up to the GM what happens if you don't. Sharpening services are common enough across the Empire and a knife sharpener will do the job for a couple of pennies per blade. If you want to do it yourself, however, it might be worth investing in a whetstone.

Sealskin: A sealskin overcoat will keep the most inclement weather out. The fishermen of the Sea of Claws swear by them. The further inland you get the less likely they are to be made of genuine sealskin, but other furry imitations in the same style do almost as good a job. They usually come with matching over-mittens which are great for keeping hands warm but make dextrous acts impossible. A good sealskin can give bonuses to resist cold exposure (see **WFRP** page 181).

Silk Underwear: Little luxuries help to relieve the stress and drudgery of military life. One such luxury, for the parade ground and on campaign, is the finest Cathayan silk underwear. It also reduces chafing.

EQUIPMENT

Item	Cost	Enc	Availability
Theodolite	6 GC	3	Exotic
Ostrich Feather	3/-	0	Rare
Compass	10/-	0	Scarce
Bandoleer	6/-	1	Common
Slow Match	2d / yard	1	Common
Fuse	3d / yard	1	Scarce
Bow String	4/-	0	Common
Whetstone	2/6	0	Common
Sealskin	30/-	1	Scarce
Silk Underwear	1GC	0	Scarce
Captain Braun's Multi-Stove	10/-	3	Scarce
Captain Braun's Insta-Boiler	6/-	2	Scarce

Captain Braun's Multi-Stove: An array of new-fangled equipment seems to emerge from the forges of Nuln every year. This heavy iron box, from the famous inventor Captain Braun, has several compartments within it to allow the cooking of different meals at once. It is even claimed that you can keep cooking on the move, though it does get a bit hot. The main advantages of this contraption are that it requires much less fuel to heat, it keeps its heat longer, and it considerably reduces the tell-tale signs of fire. Some cooks swear by the invention while some find it a waste of effort to cart around when an open fire might do just as well.

Captain Braun's Insta-Boiler: The Insta-Boiler looks like a tall cooking pot with a domed lid. It has a space at the bottom for the fire, with an enclosed, lidded chamber above that. It is claimed that it can cook stews and the like more quickly and at lower temperatures. Like the Multi-Stove, it can be used on the move (if you're very careful), it requires less fuel, and is harder to spot than an open fire.

WEAPON OPTIONS

The Core Rulebook provides all the weapons you need to begin adventuring, but some gaming groups may prefer to use the rules provided here to add more choice and granularity to an adventurer's armoury.

OPTIONAL QUALITIES

Some weapons have a markedly different effect depending on how they are wielded. A warhammer, for example, typically has a blunt head (allowing it to make use of the *Pummel* Quality) and an opposing pointed head (allowing it to make use of the *Penetrating* Quality). These two Qualities could not be used together, as the wielder is either trying to make use of one head or the other.

Such weapons list their Qualities in a particular way. Qualities that always apply to the weapon are listed first, with a choice of optional Qualities at the end. So, the Qualities for the warhammer are:

Unbalanced, Pummel or Penetrating

This means that the weapon is always *Unbalanced*, but that the wielder can choose to employ *Pummel* or *Penetrating*.

This choice must be made before any dice are rolled to determine the success of the attack. If for some reason the Player does not choose which Quality to use, the attack uses the first of the optional Qualities (*Pummel* in the case of the warhammer).

NEW QUALITIES AND FLAWS

Unbalanced: The weight of some weapons is concentrated at the head, making them inefficient for parrying. When this weapon is used to oppose an incoming attack, it suffers a -1 SL penalty to the attack.

Slash (XA): *Slash* weapons concentrate their cutting power in such a way as to open up gaping wounds. If you cause Critical Damage with the weapon, the target takes a *Bleeding* Condition in addition to any other effects of the critical hit. You may spend X Advantage to have your opponent suffer 1 additional *Bleeding* Condition.

Spread (Rating): Weapons with the Spread quality fire an expanding cloud of projectiles which may strike several targets. Depending on the range to the target, weapons with this quality behave somewhat differently.

Point Blank: The shot targets a single individual. Add (Rating) to the weapon's Damage.

Short Range to Long Range: The shot targets a single individual, and the next (Rating) closest visible creatures. No two targets may be more than (Rating) yards apart.

Extreme Range: As for Short to Long Range, but reduce the weapon's damage by (Rating) as well.

Trip: *Trip* weapons are designed to hook an opponent's leg or otherwise drive them from their feet. After hitting your opponent, you may spend 2 Advantage and make an opposed Strength/Athletics Test. If you win, your opponent gains the *Prone* Condition (if they are mounted, they suffer a 2-yard fall and then gain the *Prone* Condition). If you lose, nothing happens other than standard effects for losing an Opposed Test in combat.

THE SHIELD QUALITY

The Shield Quality has been adjusted to make it easier to use them in melee combat.

Shield (Rating): Any time you Oppose an attack you benefit from additional AP equal to the Shield Rating. If your weapon has a Shield Rating of 2 or higher you may also use your shield to Oppose incoming missile shots in your line of sight.

This means that you may use a melee weapon in your primary hand to oppose an opponent's melee attack at no penalty and gain the AP benefit of the shield in your secondary hand even though you did not specifically use the shield to oppose the attack.

***Example:** Uri is surprised by some Goblins who charge into close combat with him. He gains the Surprised Condition, so in the first round of combat his shield provides no benefit. In the next turn he is no longer surprised and his shield provides 2 AP on top of any armour he wears.*

Uri sees off the immediate threat, but a Goblin shoots at him from a range of 50 yds. Uri could not normally oppose this attack, but because he is equipped with a shield he may use that shield to oppose it. Because it is in his secondary hand he suffers a penalty of -20 (as per the Two-Weapon Fighting rules in WFRP page 163) or no penalty if he uses Melee (Parry) (see WFRP page 296) lastly because it has the Defensive Quality Uri benefits from +1 SL.



BASIC WEAPONS

Basic weapons are those that are wielded in one hand and require relatively little training to grasp the basic use of (though advocates of these weapons insist that there is a subtlety to their implementation, meaning they take a lifetime to master).

Axe: Much beloved of Dwarfs, the axe is not as agile in the hand as a sword but the heavy cleaving head can make a mess of armour and shields.

Ballock Knife: The short, slim blade of a ballock knife makes for a poor weapon, unless you have a heavily armoured opponent at your mercy.

Club: Clubs are as often found as they are crafted. The price listed indicates that a purchaser needs such a weapon in a hurry, though if a Character is in a wooded environment, they can source themselves a club by passing an Extended **Challenging (+0) Outdoor Survival** Test requiring a total of 7 SL.

Dagger: These blades are crafted specifically for fighting. A broken sword may be employed as a dagger but gains the *Dangerous Flaw* (WFRP, page 299) if it lacks an integral hilt.

Improvised Weapons: Hard and heavy items that are not intended to be used as a weapon may still serve in a desperate moment. This entry covers such items as chair legs, rocks, snooker cues, and bottles.

Knife: This entry covers short, sharp blades intended for purposes other than fighting, such as kitchen or hunting knives.

Mace: The typical mace is a metal shaft with a heavy head shaped in flanges or spiked protrusions. Whilst it is less wieldy than a sword it inflicts concussive blows.

BASIC WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Axe	10/-	1	Common	Average	+SB+4	Hack, Unbalanced
Ballock Knife	16/-	0	Scarce	Very Short	+SB+1	Impale*, Penetrating, Precise *
Club	4/-	0	Common	Average	+SB+4	Undamaging, Unbalanced
Dagger	16/-	0	Common	Very Short	+SB+2	—
Improvised Weapon	N/A	Varies	N/A	Varies	+SB+1	Undamaging, Unbalanced
Knife	8/-	0	Common	Very Short	+SB+1	Undamaging
Mace	15/-	1	Common	Average	+SB+4	Pummel, Unbalanced
Military Pick	15/-	1	Scarce	Average	+SB+4	Penetrating, Unbalanced
Scimitar	1 GC	1	Scarce	Short	+SB+4	Slash (1A)
Sword	1 GC	1	Common	Average	+SB+4	—
Warhammer	1 GC	1	Scarce	Average	+SB+4	Unbalanced, Pummel or Penetrating

* *Impale* and *Precise* Weapon Qualities only apply if the target is *Surprised* or *Prone*.

Military Pick: Crude picks are little more than a metal spike on the end of a stick, though better made weapons are fashioned from steel. They are not agile weapons but are well designed to crack armour.

Scimitar: Popular in the east of the Empire, Kislev and Araby, the scimitar has a curved blade which can inflict terrible cutting wounds. Its design does compromise the wielder's ability to lunge and thrust, meaning that even though scimitars are a similar length to straight swords they have a shorter reach.

Sword: The sword is the weapon by which all others are measured. A quality sword has a needle point tip for thrusting, a blade that is razor sharp to either side, and is balanced so that the weight is close to the hand, making it agile for attack and defence.

Warhammer: Warhammers come in several designs, but typically have a flat heavy head on one side for inflicting pummelling damage, and a spiked point on the other for penetrating armour.



SHIELDS

Whilst the use of Shields is covered by the Basic Weapon rules on **WFRP** page 294, there are differences in implementation requiring more discussion. Although they have their own section here, they are still used in conjunction with the Melee (Basic) Skill.

Pavise: The pavise is a large shield carried by crossbowmen to provide shelter on the battlefield as they reload. Roughly 4 feet tall and often painted with the unit's coat of arms, the crossbowman plants the pavise on the ground like a personal wall. At its most effective when deployed in a line with other crossbowmen, the pavise provides good cover when firing at opposing troops and defending against enemy sorties, the soldier wielding a spear or sword from behind the planted pavise.

The pavise can be used in two different ways.

It can be employed as a large shield. This is not a good way to use a pavise as it is heavy construction of wood and leather. In this case it affords all the Qualities of a large shield (*Shield 3, Defensive, Undamaging*), gains the *Slow* and *Tiring* Flaws. A pavise used in this way still has an Encumbrance of 4 and only does +SB+2 Damage.

It's intended use is to be set up as a piece of portable cover. It costs the wielder 2 Actions to set the pavise up. This direction could be depending on the compass (north, south, east, or west), relative to the wielder's body (left, right, front, or back) or from a particular landmark (*I set it up between me and the castle*).

Provided the wielder remains within 1 yard behind the pavise, it provides protection to the wielder from any missile attacks that come from the stated direction, granting the *Shield 5 Quality*. Should an opponent engage the wielder in melee, the pavise only provides protection if the attack is made from the stated direction, and only in the first turn of combat.

Example: *Braganza the Siege Specialist has worked his way up to the south of an enemy fortress. He sets up his pavise so that it faces the fortress. He gains the Shield 5 Quality to any attacks coming from the north, but he has no such protection to attacks coming from the south, west, or east. Should someone sally out of the fortress and charge towards Braganza, he could make use of the Shield 5 Quality for the first round of melee combat. If he is charged from the sides or rear, he cannot use the Shield 5 Quality.*



SHIELD TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Shield (Buckler)	18/2	0	Common	Personal	+SB+1	Shield 1, Defensive, Undamaging
Shield	2 GC	1	Common	Very Short	+SB+2	Shield 2, Defensive, Undamaging
Shield (Large)	3 GC	3	Common	Very Short	+SB+3	Shield 3, Defensive, Undamaging
Pavise	3 GC 15/-	4	Rare	N/A	+SB+2	Shield 5

CAVALRY WEAPONS

Cavalry weapons are traditionally used when mounted. Lances are specially designed to be employed from the back of a charging Horse (or Demigryph). Cavalry hammers and sabres tend to be wielded by mounted troops, but more as a matter of tradition than strict necessity.

Cavalry Hammer: Cavalry hammers are large, weighty weapons, favoured by the Knights of the White Wolf. On foot, they may be used with the Melee (Two-Handed) skill.

Lance and Demi-Lance: Lances resemble spears, but with a weighty grip designed to brace the weapon against the arm and chest of a charging knight. The demi-lance is similar, but shorter and lighter.

Sabre: The sabre is similar to the scimitar, but a little longer and straighter. It may be used on foot with Melee (Basic), though its *Slash (1A)* Quality becomes *Slash (2A)*. Skilled fencers can make good use of a Sabre — used with Melee (Fencing), the sabre retains its *Slash (1A)* Quality.

FENCING WEAPONS

Fencing weapons are much like basic weapons and may well be used as such by those who fail to grasp their nuances. Generally in order to use a fencing weapon the user must master a particular fighting technique that makes best use of the weapon's design.

Foil: The foil is a light sword with a blade like a thin sharpened spike. They are light in the hand with a balance at the hilt, but short of a dramatic lunge they tend to only inflict small prinking injuries.

Rapier: The rapier is a long thin sword. Like the foil it comes to a fine point for thrusting, but the sharp blade retains much of the cutting power of a traditional sword.

Smallsword: A light version of the foil. The smallsword is not considered a serious weapon and is more often employed in sporting contests or duels to first blood. Smallswords with blunt tips and blades are often used as sport weapons, gaining the *Undamaging* Flaw.

CAVALRY WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
CAVALRY						
^(2H) Cavalry Hammer	3GC	3	Scarce	Long	+SB+5	Pummel
Demi-Lance	1GC	2	Scarce	Long	SB+5*	Impact, Impale
Lance	1GC	3	Scarce	Very Long	+SB+6*	Impact, Impale
Sabre	2GC	1	Scarce	Average	SB+4	Slash (1A)

* Lances and Demi-Lances count as Improvised Weapons if used on a round where you have not charged.

FENCING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
FENCING						
Foil	5GC	1	Scarce	Average	+SB+3	Fast, Impale, Precise, Undamaging
Rapier	5GC	1	Scarce	Long	+SB+4	Fast, Impale
Smallsword	4GC	1	Scarce	Average	+SB+2	Fast, Impale, Precise

BRAWLING WEAPONS

Part of the appeal of Brawling Weapons is that many of them can be constructed from suitable items in a pinch or broken down into seemingly innocent components.

Spiked Gauntlet: A spiked gauntlet may be purchased as part of a set of plate armour for the arm. Add the price of the spiked gauntlet to that of the armour, but just use the Encumbrance of the armour itself; the spiked gauntlet does not involve significant additional weight or bulk.

Boat Hook: Hooks are used by stevedores to help with loading and securing cargoes, but they can make vicious weapons if wielded with intent.

Garrote: A garrote is a length of cord or wire intended to be slipped around the neck and drawn tight with the wielder's hands. A Character in a coaching inn or urban location could make a garrote by passing an extended

Challenging (+0) Trade (Chandler, Engineer, Tailor, or Tanner) Test requiring a total of 5 SL.

Knuckledusters: Brass knuckles can add considerable power to a fighter's strikes, but a set of knuckledusters could be improvised from textiles and tools. A Character in an urban location can make themselves knuckledusters by passing an extended **Challenging (+0) Trade (Carpenter, Engineer, Smith, Tailor or Tanner)** Test requiring a total of 10 SL.

Locked Gauntlet: A locked gauntlet is formed from plates of steel that encase the fist and can be held shut with a screw or catch. Whilst the gauntlet may be used as a Brawling Weapon it is more commonly employed as a method to ensure that the wielder does not drop a weapon held in the gauntleted hand. A locked gauntlet may be purchased as part of a set of plate armour for the arm. Add the price of the locked gauntlet to that of the armour. Use the Encumbrance of the armour itself; the locked gauntlet does not add significant weight.

If a Character equipped with a locked gauntlet would normally be forced to drop an item held in that hand, they do not drop it. Instead, they suffer a -20 penalty to any Tests made with that item, including Melee Tests, for however long the circumstances that would have caused them to drop it remain in effect (to a minimum of one turn). If something occurs during this time that would cause them to drop the item again, they drop it despite wearing a locked gauntlet.

***Example:** Jenna the Mercenary carries a sword in her right hand. She also has a locked gauntlet on her right hand, and before she enters combat she ensures the catch is secured. During a fight Jenna's opponent uses the Disarm Talent. This would normally cause Jenna to lose her sword but because of her Locked Gauntlet she keeps hold of it. She suffers a -20 penalty to Melee Tests for a turn, after which she regains her correct grip and fights as normal.*

BRAWLING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BRAWLING						
Spiked Gauntlet	2 GC	1	Scarce	Personal	+SB+3	Impale, Unbalanced
Boat Hook	6/-	0	Common	Short	+SB+4	Trip, Undamaging
^(2H) Garrote	1/-	0	Rare	Personal	+SB+2	Entangle, Slow, Unbalanced, Undamaging
Knuckledusters	2/6	0	Common	Personal	+SB+2	—
Locked Gauntlet	1 GC	1	Scarce	Personal	+SB+2	Undamaging
Unarmed	N/A	0	—	Personal	+SB+0	Undamaging
Sap	1/-	0	Rare	Personal	+SB+1	Pummel, Unbalanced, Undamaging

Later in the combat, Jenna suffers a critical hit, Clean Break, which would require her to drop anything held by that arm. Jenna still retains her weapon, but this time she suffers the -20 penalty to Melee Tests (as well as other penalties for the broken arm) until she receives medical attention. Whilst in this parlous state her opponent uses the Disarm Talent again, and finally forces Jenna to drop her sword.

Sap: A well-made Sap consists of a leather or textile sheath stuffed with sand, musket balls, iron rods or similar small heavy items. In desperation a sap could be constructed from suitable materials gathered from an urban environment. A Character in a tavern, shop, or urban location could make themselves a Sap by passing an **Extended Challenging (+0) Trade (Carpenter, Engineer, Smith, Tailor or Tanner) Test** requiring a total of 15 SL.

FLAIL WEAPONS

Flails are powerful weapons, but without specialist training a user can end up striking themselves as often as their opponents. Unskilled characters add the *Dangerous Weapon Flaw* to their flails, and lose any other Weapon Qualities the flail may have.

Grain Flail: The common adage that peasants can beat their ploughshares into weapons is overstated, but a grain flail in the right hands is dangerous. A grain flail consists of a wooden handle connected to a heavy stick, known as a swipple, by a length of chain.

Flail and Military Flail: Flails made for the battlefield incorporate metal swipples and reinforcements to the handle, enabling them to pack a heftier punch.

PARRYING WEAPONS

Any one-handed weapon with the *Defensive Quality* can be used with *Melee (Parry)*. When using *Melee (Parry)*, a weapon can Oppose an incoming attack without the normal -20 off-hand penalty (see **WFRP**, page 158).

Cloak: Some experts in fencing and parrying recommend keeping a cloak of heavy fabric handy. When bunched around the arm it can be used to distract opponents or divert their attacks. It can even be flung over an opponent in the hope that they will become lost in its folds. However, cloaks are not well suited for entangling attacks. When making a Test to see if an opponent becomes entangled in a cloak, the cloak has a Strength of 25.

FLAIL WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
FLAIL						
Grain Flail	10/-	1	Common	Average	+SB+3	Distract, Imprecise, Wrap
Flail	2GC	1	Scarce	Average	+SB+5	Distract, Wrap
^(2H) Military Flail	3GC	2	Rare	Long	+SB+6	Distract, Impact, Tiring, Wrap

PARRYING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
PARRYING						
Cloak	10/-	1	Common	Short	+SB+0	Entangle, Defensive, Undamaging
Main Gauche	1GC	0	Rare	Very Short	+SB+2	Defensive
Swordbreaker	1 GC 2/6	1	Scarce	Short	+SB+1	Defensive, Trap Blade
^(2H) Weighted Net	1GC 10/-	1	Rare	Short	+SB+0	Entangle, Defensive, Shield 1, Slow, Undamaging, Wrap

POLEARM WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
POLEARM						
^(2H) Ahlspiess	2 GC	2	Scarce	Very Long	+SB+3	Impale, Penetrating
^(2H) Bill	2 GC	3	Scarce	Long	+SB+4	Defensive, Hack or Trip
^(2H) Halberd	2 GC	3	Common	Long	+SB+4	Defensive, Hack or Impale
^(2H) Mancatcher	2 GC	3	Rare	Long	+SB+2	Defensive, Entangle
^(2H) Partizan/Glaive	2 GC	3	Scarce	Long	+SB+4	Defensive, Impale or Slash (2A)
^(2H) Pollaxe	2 GC	3	Scarce	Long	+SB+4	Defensive, Hack or Impale or Pummel
^(2H) Spear	15/–	2	Common	Very Long	+SB+4	Impale
^(2H) Pike	18/–	4	Rare	Massive	+SB+4	Impale
^(2H) Quarterstaff	3/–	2	Common	Long	+SB+4	Defensive, Pummel

Main Gauche: A main gauche is a specially designed dagger used in fencing. It is so called because it is typically wielded in the left hand by right-handed fighters to complement a fencing weapon used as a primary weapon. A fighter with no Melee (Parrying) Skill could still use a main gauche, though they would call it a dagger and it would lose the *Defensive* Quality.

Swordbreaker: These weapons are designed like long daggers or sturdy shortwords. Their blades are thicker than those of swords, and along one side several deep grooves are cut into the blade. This design greatly compromises the weapon's ability to cut, but enables a skilled user to catch an opponent's blade and hold it fast.

Weighted Net: A weighted net is cumbersome and clumsy, but capable of severely impeding an opponent's fighting ability when used in a timely fashion. When making a Test to see if an opponent becomes entangled in a weighted net, the net has a Strength of 55.

POLEARMS

Polearms are simply a weapon that consists, in part, of a pole. Many polearms are simple devices with an obvious application, though others have intricate heads that combine the attributes of several other weapons.

Ahlspiess: The ahlspiess mounts a long thin spike on a spear shaft, compromising its ability to inflict cutting wounds in order to better penetrate armour.

Bill: Derived from a farming tool the bill features a hooked blade that can be used to snag foes or chop them down.

Halberd: The archetypal weapon of the forces of the Empire, the halberd can be employed to similar effect as either a spear or an axe.

Mancatcher: The mancatcher is a strange polearm with a semi-circular head festooned with short spikes. The weapon may catch a person around the neck, forcing them to cease struggling for fear of further injury. It is not often seen in the Empire, though Skaven and Hobgoblins regularly employ them. Some Mancatchers come with spring-loaded mechanisms. These cost 4 GC but the wielder benefits from a bonus of +20 to any Strength Tests made to entangle someone with the weapon.

Partizan or Glaive: Partizans are spears with thick leaf-shaped blades, whilst glaives are polearms that mount a cleaving blade or sword blade as their head. They both act in the same way, sacrificing some of the reach of the spear to inflict heavier cutting blows.

Pollaxe: The pollaxe takes many forms, but the archetypal design features a head with a short spike on the top for thrusting, an axe head to one side for cutting, and a hammer head on the other side for pummelling.

Spear: Besides the club, the spear is probably the most ubiquitous weapon in the Old World. Almost all species and nations employ troops armed with spears, aside from the Dwarfs who tend to eschew polearms in general.

Pike: These very long heavy spears are not commonly employed outside of specially trained regiments. Tilean mercenaries are particularly famed for their mastery of pikes and pike formations.

Quarterstaff: Quarterstaves are straight lengths of wood about as tall as their wielder. They are as often found as they are crafted. The price listed indicates that a purchaser needs such a weapon in a hurry, though if a Character is in a wooded environment, they can source themselves a quarterstaff by passing an extended **Challenging (+0) Outdoor Survival** Test requiring a total of 20 SL.

TWO-HANDED WEAPONS

Two-Handed Weapons are cumbersome and rob the wielder of the chance to use a shield or off-hand weapon. They are devastating when they land a solid blow.

Bastard Sword: Also known as a hand-and-a-half sword, the bastard sword is longer and heavier than a typical blade, but shorter and lighter than a zweihander. A fighter with Melee (Basic) could use a bastard sword as a single-handed weapon, but it gains the *Tiring* and *Slow* Flaws.

Great Axe: Rarely used by the Empire, but often employed by Norse tribes as a counter to heavy armour.

Pick: Two-handed military picks are rarely seen, their use being superseded by various forms of polearm. Certain subterranean species are known to employ them.

Warhammer: The two-handed warhammer is a difficult weapon to master, but it is associated with the Dwarfs and the Sigmarite cult.

Zweihander and Flamberge Zweihander: The Empire's famous greatsword regiments are armed with massive steel blades, as long as many polearms. Certain master armourers go to even greater lengths in adding waves and serrated edges to their swords. These weapons are known as flamberge blades, and the wounds they inflict can be deeper as a result of their cutting power.

TWO-HANDED WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
TWO-HANDED						
^(2H) Bastard Sword	8GC	3	Scarce	Long	+SB+5	Damaging, Defensive
^(2H) Great Axe	4GC	3	Common	Long	+SB+6	Hack, Impact, Tiring
^(2H) Flamberge Zweihander	30GC	3	Exotic	Long	+SB+5	Damaging, Hack, Slash (2A)
^(2H) Pick	9/-	3	Common	Average	+SB+5	Damaging, Impale, Slow
^(2H) Warhammer	3GC	3	Common	Average	+SB+6	Damaging, Pummel, Slow
^(2H) Zweihander	10GC	3	Scarce	Long	+SB+5	Damaging, Hack

TRADITIONAL AMMUNITION TABLE

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BOW						
Arrow (12)	5/-	0	Common	As weapon	-	Impale
Barbed Arrow (12)	8/-	0	Scarce	As weapon	-	Impale, Slash (1A)
Bodkin Arrow (12)	8/-	0	Scarce	As weapon	-	Impale, Penetrating
Elf Arrow	6/-	0	Exotic	+50	+1	Accurate, Impale, Penetrating
Sharp Stick	N/A	0	Common	Half weapon	-2	Dangerous, Imprecise, Undamaging
CROSSBOW						
Bolt (12)	5/-	0	Common	As weapon	-	Impale
SLING						
Lead Bullet (12)	4d	0	Common	-10	+1	Pummel
Pebble	N/A	0	Common	-10	-2	Imprecise, Undamaging
Stone Bullet (12)	2d	0	Common	As weapon	-	Pummel

AMMUNITION

Ammunition for blackpowder weapons as dealt with on page 102. Over the years a great many different designs of arrowhead have been designed, but the most common variants are the barbed arrow, which inflicts nasty slicing wounds and causes additional injury if not carefully removed, and the bodkin arrow, which has a robust spiked point for punching through armour.

Sharp sticks and pebbles could be used to serve as ammunition by an archer or slinger who has run out of special ammunition. A Character in an appropriate location can source themselves a pebble suitable for a sling by passing an extended **Easy (+40) Outdoor Survival** Test or an extended **Challenging (+0) Perception** Test requiring a total of 5 SL.

A Character in a wooded location could source themselves a straight sharp stick by passing an extended **Challenging (+0) Outdoor Survival** Test requiring a total of 10 SL. However, they ought to beware as, lacking the attention of a trained fletcher, improvised arrows are prone to fumbling.



GUNPOWDER WEAPONS

Gunpowder, also known as blackpowder, was first introduced by the Dwarfs. Initially, its use was limited to blasting away particularly stubborn rocks encountered by Dwarf miners. It didn't take long for their engineers to realise gunpowder's other applications. Naturally, the same material which could send rock shards flying fast enough to injure or kill careless miners had use upon the battlefield, and they employed prototype cannons in war as early as the Battle of the Blackwater in -370 IC.

These weapons were unwieldy, however, and required a sizable crew to operate. Soon smaller versions appeared in the hands of individual Dwarf soldiers. Though these early devices were relatively simple affairs — little more than a miniature cannon — later versions became more sophisticated.

From the Dwarfs the technology spread to Humans, though this was a slow process as the Dwarfs guarded their technological secrets jealously. By the year 2000 IC, gunpowder weapons began to appear throughout the Old World, mainly via the close relationship between the Dwarfs and the people of the Empire, and from there the secret of black powder escaped into the wider world. Though Dwarf powder remains the best and most reliable available, cruder — yet effective — mixtures are produced and used in far greater quantities by the forces of the Empire and beyond. Despite the limitations and dangers of this new technology, its utility is undeniable.

Regiments of gunners have become indispensable to militaries across the Old World, and more than one Witch Hunter has claimed that its adoption has negated entirely the need for wizards in the military. Such individuals are typically challenged to a duel to compare the merits of gunpowder and magic, with the time and place chosen by the Celestial College to ensure a convenient rainstorm, and with it a favourable outcome.

REFINED DESIGNS

The first handgun was a simple weapon known as an arquebus. It was a triggerless weapon, requiring a user to manually touch a candle or match to a fuse or open pan of powder. A handful still remain in use among the regiments of the very poorest noble houses, but most experienced soldiers would much sooner carry a warped crossbow into battle.

Later designs made use of distinct firing mechanisms, and are variously known as matchlock, flintlock, and wheellock weapons. Matchlock weapons introduced the first trigger mechanisms, allowing a lit match to touch a small pan of powder. Though even more susceptible to the weather than later designs, these weapons were nevertheless a huge leap forward, and the first to be adopted en masse in the Empire. Wheellock and flintlock weapons are both quite similar, making use of a spark rather than a lit match or cord to fire. The result is a more reliable weapon, and both negated the need for soldiers to carry a lit match around stores of powder and shot.

FURTHER INNOVATIONS

Engineers love to tinker, and a great many variations of these basic principles exist. Combination weapons typically involve combining a gun and some other melee weapon, such as an axe or polearm. Engineers have created more complicated weapons, many of them self loading, but so far these have proved too impractical or difficult to maintain to see widespread adoption. A few have also experimented with smaller, more concealable weapons, sometimes disguised as canes or built directly into prosthetics. Most engineers, living in a somewhat abstract world of academic pursuit, have failed to realise that such weapons make perfect tools for assassins.

A handful of engineers have also turned to the past, taking inspiration from earlier, much larger designs such as the arquebus. The result has been various forms of hand mortars, designed to lob explosives or other large items great distances. Somehow, these have proven to be even more dangerous to the user than the already quite hazardous blackpowder weapons in common use.



POWDER AND SHOT

Black powder is the only form of propellant in common usage, though the Colleges of Magic have experimented with infusing magic into various substances in the hope of creating a more powerful and reliable explosive. Some whisper that the inspiration for this was derived from warpstone tainted powder found in certain tunnels beneath the Middle Mountains, though such rumours are rarely repeated. The Dwarfs manufacture a form of black powder that burns very reliably, and so allows for more consistent and precise shooting.

Powder is usually stored in a small pouch or horn and is poured down the muzzle of the weapon. Practised soldiers can do this directly and expect to get the correct measure of powder, though most first pour the powder into a measuring device which holds exactly enough for one shot.

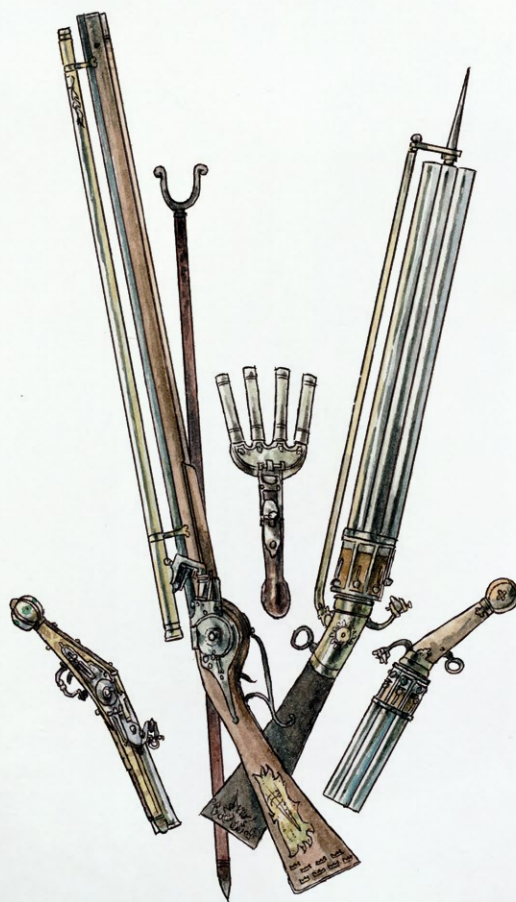
Most shot takes the form of lead balls of various grades and sizes, usually stored in small oiled bags to prevent corrosion that might foul the barrel of a gun. Some weapons have quite tight bores, such as the Hochland Long Rifle, and are designed for accurate fire. Most military blackpowder weapons have bores a good deal wider than the balls of shot they are designed to fire, sacrificing accuracy for more rapid reloading and firing.

Hunters prefer rifles, as there is typically time to reload in comfort and rapid firing is less essential than accuracy, especially considering the price of shot and ball. While some do bring rifles to war, their accuracy makes them an extreme danger to officers and others who would rather not be shot at (accurately); carrying a hunting rifle into battle is a sure way to find yourself hanged if captured.

LOADING A BLACKPOWDER WEAPON

Blackpowder weapons in the Empire are all loaded from the muzzle, with the powder, then the ball and a wad of cloth being placed inside the barrel of the weapon. These are then compacted into place with a ramrod designed for the purpose; most blackpowder weapons have a housing to hold this item when not in place. Priming powder, a very fine grained black powder, is then placed on the pan and into a small hole running inside the weapon. This is lit by the match, flint, or other firing mechanism, and in turn ignites the main charge of power that propels the ball forward.

There are some regional and regimental variations to these practices. Wadding material is used to ensure escaping gasses propel the ball forward with as much force as possible, and materials as varied as cotton, felt or paper are used. Wadding is typically added both before and after the ball to ensure accurate shooting, and some veteran soldiers carry a wadding die to cut consistently sized wads for better accuracy.



GUNPOWDER WEAPONS TABLE

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER*						
^(2H) Blunderbuss	2 GC	1	Scarce	20	+8	Dangerous, Reload 2
^(2H) Hochland Long Rifle	100 GC	3	Exotic	100	+9	Accurate, Precise, Reload 4
^(2H) Handgun	4 GC	2	Scarce	50	+9	Dangerous, Reload 3
Pistol	8 GC	0	Rare	20	+8	Pistol, Reload 1
^(2H) Matchlock Handgun	2 GC	2	Rare	50	+8	Dangerous, Reload 4
^(2H) Matchlock Blunderbuss	1 GC	1	Rare	20	+7	Spread 3, Dangerous, Reload 3
^(2H) Arquebus	5 GC	3	Exotic	40	+9	Dangerous, Imprecise, Reload 5
^(2H) Double-barrelled Handgun	7 GC	3	Exotic	50	+9	Dangerous, Repeater 2, Reload 4
Griffonsfoot Pistol	10 GC	1	Exotic	10	+7	Imprecise, Spread 5, Reload 6
^(2H) Gun Axe	8	1	Exotic	30	+9	Imprecise, Dangerous, Reload 4
^(2H) Gun Halberd	10	3	Exotic	30	+9	Imprecise, Dangerous, Reload 4
ENGINEERING*						
^(2H) Repeater Handgun	10 GC	3	Rare	30	+9	Dangerous, Reload 5, Repeater 4
Repeater Pistol	15 GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4
Pepperbox	12 GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4*
^(2H) Hand Mortar	50 GC	3	Exotic	30	+7	Dangerous, Imprecise, Reload 2
Cane Pistol	15 GC	1	Exotic	10	+8	Dangerous, Imprecise, Reload 6

BLACKPOWDER WEAPONS

Blunderbuss: An early form of firearm, the Blunderbuss features a wide bore that exchanges accuracy for ease of operation. It is typically loaded with powder, wadding, and many small projectiles to improve the chance of scoring a hit. It may be loaded with either Small Shot and Powder or Scrap and Powder.

Hochland Long Rifle: One of the legendary and incredibly precise weapons used by the hunters of Hochland, such rifles are incredibly prized. Often used to target enemy officers, such weapons are considered unsporting by many nobles and enemy soldiers caught with when they are summarily hanged.

Handgun: A simple two-handed firearm, typically using a wheellock or flintlock design. Thousands of these are employed by the Empire state troops.

Pistol: A smaller blackpowder weapon designed to be fired with one hand, these are often used in duels or by cavalry soldiers such as Outriders who require one hand to hold the reins of their mount. Wealthy individuals sometimes carry a brace pistols in lieu of reloading.

Matchlock Handgun: An earlier design of handgun, a few of these relics persist around the Empire, and can often be had quite cheaply. Before use, a user must spend one action to light the fuse on their weapon. A lit fuse will burn for quite a while unless doused by rain or wind.

BLACKPOWDER AMMUNITION

Ammunition	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER AND ENGINEERING						
Bullet and Powder (12)	3/3	0	Common	As weapon	+1	Impale, Penetrating
Paper Cartridge (12)	5/-	0	Scarce	As weapon	+1	Impale, Penetrating*
Aqshy-Infused Powder (12)	1 GC	0	Exotic	+10	+2	Impale, Penetrating
Precision Shot and Powder	3/-	0	Common	As weapon	+1	Impale, Penetrating, Precise
Improvised Shot and Powder	3d	0	Common	Half Weapon	-	
Small Shot and Powder (12)	3/3	0	Common	As Weapon	-	Spread +3
Scrap and Powder (12)	2/-	0	Common	Half Weapon	-1	Spread +3, Infected
Large Bullet and Powder (12)	1 GC	0	Scarce	As Weapon	+2	Impale, Impact, Penetrating
Bomb	3 GC	0	Rarce	As Weapon	+5	Blast 5, Dangerous, Impact
Incendiary	1 GC	0	Scarce	As Weapon	Special	Blast 4, Dangerous
Grapple	2 GC	1	Scarce	Half Weapon	+2	Penetrating, Reload +2

Matchlock Blunderbuss: An earlier design of Blunderbuss, this weapon has the same drawbacks as the Matchlock Handgun, above.

Arquebus: Little more than a scaled down cannon, the Arquebus is an ancient design indeed, often eschewing such innovations as sights, a trigger, or even a handle or grip. While early examples fired shot similar to or smaller than that used in modern blackpowder weapons, those surviving into current use in the Empire are typically larger bore weapons kept by nobles seeking to impress visitors. However, the sheer size of these relics renders them useful when the calibre of newer designs leaves something to be desired.

Double-barrelled Handgun: If one barrel is good, surely two is better? About as complex as a firearm can be while still being used by the common soldier, a double-barrelled handgun has two barrels and two triggers. Though heavy, most come with a device for reloading both barrels at once, allowing the user to fire more frequently.

Griffonsfoot Pistol: This weapon is best employed against a tight group of enemies. A single trigger discharges all six barrels, and reloading requires six shots and commensurate amount of powder.

Gun Axe: This weapon is much as one might imagine — a handgun combined with an axe. It may be used as either a Hand Weapon or a Handgun. However, if used as an axe while loaded, any critical fumble will discharge the weapon into the torso of the user.

Gun Halberd: Employing the same principles as the Gun Axe, this weapon functions both as a halberd and as a handgun, with the firearm's barrel built into the haft of the Halberd. If used as a halberd while loaded, any critical fumble will discharge the weapon into anyone unlucky enough to be standing directly behind the user.

ENGINEERING WEAPONS

Repeater Handgun: A Repeater Handgun uses a cunning method, often involving clockwork or other intricate mechanisms, to place fresh ammunition into a position to fire each time the weapon is discharged. Rarely are two such weapons identical, though rotating mechanisms are a common feature.

Repeater Pistol: Even more challenging to create than a Repeater Handgun due to their smaller size, Repeater Pistols otherwise share much in common with their larger cousins. Clockwork mechanisms are common, as are rotating chambers filled with ammunition. Minute adjustments are required constantly, and in the hands of an untrained user such weapons often misfire spectacularly.

Pepperbox: A simpler form of a Repeater Pistol, a Pepperbox is an arrangement of four preloaded barrels placed in front of a single firing mechanism. Each time the weapon is discharged, it must be rotated, cranked, or otherwise manually prepared to fire again. This takes very little time compared to reloading the weapon, but it does mean that the user must have a second hand free to operate it or it loses its Repeater trait.

Hand Mortar: Looking like a short, squat Blunderbuss, the Hand Mortar is a scaled down mortar designed to lob bombs and other large items in a desired direction. It is quite dangerous to use, as loading a little too much powder, or mistiming the fuse on a loaded bomb, will see the weapon explode quite spectacularly. Any fumble while reloading the weapon causes it to explode. However, the device does open up many opportunities for those willing to risk its use.

Cane Pistol: A small-bore pistol concealed in a walking stick or cane, this weapon is somewhat impractical, but very hard to spot. Those looking for concealed weapons must pass a **Hard (-20) Perception** Test to identify this as a weapon, or a **Very Hard (-30) Perception** Test if they are unfamiliar with blackpowder weapons.

BLACKPOWDER AMMUNITION

Bullet and Powder: Fired from most Pistols, Handguns and their variants, bullets come in a small oiled sack and are typically sold with enough powder to fire them under normal circumstances.

Paper Cartridge: These are pre prepared packages of shot, powder, and wadding, making reloading blackpowder weapons far easier. Tests made to reload a suitable weapon with this ammunition benefit from a +10 bonus.

Aqshy-Infused Powder: For the very brave or foolish, this powder is created from sand from the Nehekeran desert, infused with additional Aqshy by means known only to the Bright College in Altdorf. It is more explosive than normal powder but does wear down barrels far more quickly than its mundane counterpart. Any failed Test that includes either an 8 or 9 on either the 10s or units die counts as a Fumble when using this powder.



Precision Shot and Powder: Expertly prepared powder and carefully smoothed and rounded bullets can be combined to allow for more reliable, precise shots with any suitable Blackpowder weapon.

Improvised Shot and Powder: A smidge of powder, possibly damp, and whatever stone looks like it might fit down the barrel of a gun. The cost is for the powder only — you are expected to find your own stone.

Small Shot and Powder: Often used for hunting birds and other small, fast moving creatures, Small Shot is far smaller than the barrels of most weapons, and the user is expected to use a dozen or so for each load.

Scrap and Powder: Scrap is a catch-all term for old roofing nails, used horseshoe fragments, arrow heads, and other bits of sharp and pointy material scavenged from whatever pile or rust or slag can be found. Attacks made using this shot benefit from the *Infected Creature Trait* (WFRP, page 340).

Large Bullet and Powder: Technically a small cannonball, these shots are loaded into large bore weapons such as an Arquebus or Hand Mortar. Those firing such a device, or standing within 2 yards of the user, must make a **Challenging (+0) Endurance** Test or gain a *Deafened* Condition.

Bombs & Incendiary Ammunition: Often thrown, there have been many attempts to fling devices loaded with blackpowder, pitch, or tar further than can be achieved by hand. Such devices may be loaded into a Hand Mortar, and launched quite far indeed.

Such ammunition cannot be loaded very far in advance, as the ammunition's fuse must be lit before it can be loaded into the Hand Mortar. When loading, you must decide how many turns worth of fuse you have used for the ammunition.

One turn's worth of fuse means that it will explode at the end of the current turn, two turns worth means it goes off at the end of your next turn, and so on. The ammunition goes off at that time, regardless of whether you have fired the weapon or not. You should keep track of this, as the GM is not required to remind you until the moment has arrived.

Grapple: Proposed for the Imperial Navy for use in boarding actions or to foul the enemy's enemies rigging, Grapples consist of a heavily wadded hook designed to be fired from a Hand Mortar only, along with 20 or so yards of rope. This may be used to attach a rope to a distant point, or snare an escaping enemy, in which case it inflicts one *Entangled* Condition on a successful hit. Those considering using this device to make a stealthy entry should be reminded that it is extremely loud when fired.



MOUNTED COMBAT



The thunderous roar of a cavalry charge, the distant twang of a mounted archer's bowstring, or the unexpected report of a pistolier's firearm — mounted warriors play an important role in many of the armies of the Old World and beyond. While the life of an adventurer may make maintaining a mount difficult, it is often worth the effort. Though expensive, intimidating, tricky to coax over mountains, and impossible to drag down into echoing caverns, a single powerful charge can send lesser foes scattering, making it all worthwhile.

Every general knows that cavalry are a fearsome foe. A mounted soldier is mobile, fights from an elevated position, and brings the weight and sheer presence of their steed to battle. Off the battlefield, mounts can be of great utility as well, crossing many miles more than footsloggers can manage, and carrying a greater burden of baggages. Though rightly vaunted, the riverways of the Empire do not reach many of its settlements. 'A good mount melts the miles', as they say in Ostermark.

ANIMAL CARE

In the Old World, almost everyone has some knowledge of horses. *Ride* is a Basic Skill, so even Characters with no Advances in *Ride* can mount a horse and point it in the right direction.

Maintaining saddle and tack, foddering and grooming, and dressing a horse for work or battle, however, require the *Animal Care* Skill. Even a single Advance is enough to take care of a mount's basic needs. However, if the GM rules that circumstances are particularly onerous, such as on a long military campaign or far from easy access to good grazing, an **Average (+20)** or even **Challenging (+0) Animal Care** Test may be required each day.

Most professional armies make use of grooms, farriers, and squires to maintain their mounts, and a single person can easily care for a half dozen animals in adverse conditions, or a dozen if they have a well-stocked stable to hand. For each day any required care is neglected, a mount must make a **Challenging (+0) Toughness** Test. Failure indicates something has gone wrong — the mount may simply gain a *Fatigued* Condition for the first failure, but over time more significant problems develop. Disease outbreaks are common, as are damaged horseshoes and infestations of parasites, either of which may be passed on to their riders. Of course, the beast may also choose to simply escape such treatment.

EXPANDED MOUNTED COMBAT RULES

The rules for Mounted Combat can be found on **WFRP** page 163. The rules in this section are in addition to those and may suit an adventure or party where mounted combat makes a frequent appearance.

WHAT COUNTS AS A MOUNT?

A mount is an animal which has at least the *Trained (Mount)* Trait. Some intelligent creatures without this trait may allow themselves to be used as mounts, but they might have a hard time understanding where their rider wishes them to go.

Movement and Initiative

A mount possesses both a Move and an Action. Any rider may spend their Move to direct their mount's movement. For simplicity's sake, you can consider them to have the Movement Attribute of their mount while mounted. A rider may spend an Action to direct a mount's Action.

This may require a Test if the mount is untrained. Examples include spurring their mount onwards to have it take the Running action. A character with the *Roughrider* talent may direct a mount's Action without making a Test or taking an Action.

Attacking and Defending

Any melee attack from a rider on a target smaller than their mount gains a bonus of +20 to hit.

When rolling to hit a mounted character, you can choose whether to hit the rider or the mount. In melee, you suffer a penalty of -10 to your *Melee* Test if you target the rider of a mount larger than you are. You may ignore this penalty if you are on a similarly sized mount of your own, or if your weapon has a reach of Long or more.

When charging, you may use the Strength and Size rules of your mount for the purposes of calculating the Damage of your Melee attacks. When riding, you suffer a penalty of -20 to the *Dodge* Skill unless you have the *Trick Riding* Talent.

When riding a mount, you may only shoot a ranged weapon to the front if using a two-handed ranged weapon, or to the front or the side in which the weapon is held if using a one-handed ranged weapon. The *Trick Riding* Talent allows riders to ignore these restrictions, shooting in any direction they like.

Mount Actions

A mount trained for war that does not have the *Skittish* Trait (see **WFRP**, page 342) counts as another combatant, and may use its own Action to attack engaged targets.

Mounts without the *Trained (War)* Trait are far too preoccupied with the business of following their rider's orders to do much else without specific direction.

Who gets to decide where a mount directs their attacks depends on what Creature Traits the mount possesses. The GM ought to err on the side of generosity when deciding on where a Character's mount directs their attacks, but accidents do happen.

THE SKITTISH TRAIT

	<i>Skittish</i> Trait	No <i>Skittish</i> Trait
Trained (War) Trait	Attacks enemies as the rider sees fit, ignores <i>Skittish</i> for loud noises.	Attacks enemies as the rider sees fit.
No Trained (War) Trait	Attacks enemies as the GM sees fit and tends not to attack enemies unless attacked first.	Attacks enemies as the GM sees fit.

Mounts and Advantage

If a mount does not have the *Trained (War)* Trait it cannot benefit from Advantage.

If a mount has the *Trained (War)* Trait and the rider has at least one Advance in the appropriate *Ride* Skill, combine their Advantage pools. If either the rider or mount suffer any misfortune, such as being wounded, that would result in losing their Advantage, the Advantage pool is reduced by half instead.

Fear and Terror

While many mounts enjoy the ability to inflict Fear or Terror due to their size, most are just as susceptible to these effects. If a Mount gains any *Broken* Conditions (**WFRP**, page 168), they behave as expected, fleeing from enemies at speed. During their own turn, a rider may make a **Challenging (+0) Ride** Test to calm their mount. A success removes one *Broken* Condition from their mount, and one more *Broken* Condition for each +SL achieved. As for any other creature, a mount with a *Broken* Condition makes a **Cool** Test on their turn to attempt to remove the Condition. For more on mounts and Conditions, see **My Province for a Horse!** below.

TRAINING

A mount is a significant investment, and many are those who have been sold an ill-tempered beast unsuited for the task at hand. A **Challenging (+0) Animal Training** Test will inform you as to exactly what training an animal has received, and therefore what *Trained* Traits it has, or the lack thereof. The difficulty of this Test may increase if the mount has been drugged in some way, or is otherwise being influenced.

Those with this Skill may use the *Animal Training* Endeavour to teach a mount new Skills, granting it new *Trained* Traits.

The *Trained* Trait defines what skills a creature has been taught. As mentioned previously, most mounts require *Trained (Mount)* at a minimum, but the following Traits may be of benefit.

Trained (War)

Mounts trained for war gain +10 WS, and additionally may ignore the *Skittish* Trait for loud noises. This includes the din of battle or the crack of gunfire. Note that a *Skittish* mount without this Trait does not generally become *Broken* due to simply being shouted at by a lone thug. If the mount is to be ridden in combat with more than a few other cavalry riders, *Trained (War)* is all but essential.

Trained (Magic)

The mount is used to the unnatural ways of magic and may ignore the *Skittish* Trait for magic.

New Trait: Trained (Shock Cavalry)

This Trait may only be taken by an animal that already has the *Trained (War)* Trait. Most cavalry, even those trained to cope with the rigours of war, will not charge into the midst of a well-armed enemy in good order. Mounts with this Trait have been specially trained to ignore the peril and dash directly into massed enemies.

When making a Charge, riders of mounts with this Trait may move through smaller creatures to reach their target. Each creature the mount tramples in this way must make a **Challenging (+0) Dodge** Test or suffer 4 + the mount's Strength Bonus Damage.

Each creature that suffers damage in this way reduces the mount's remaining Movement by 2 yards. Creatures of the mount's size or larger stop the mount's progress. In either case, once the mount's Charge has ended, any enemy creature within melee range now counts as Engaged as normal, and the Charge is resolved as though one of those creatures was the target.

Smaller creatures ridden over in this way may choose to forgo their opportunity to dodge and instead make a single attack with a weapon they are holding against the mount or its rider if they have not already acted that Round. Unless this attack kills or disables the mount, the Charge continues.

ATTACKS ON QUADRUPEDS

Should you require it, you may use the following table to determine hit locations on a four-legged animal:

ATTACKS ON QUADRUPEDS	
Roll	Location
01–16	Head
17–56	Body
57–67	Front Left Leg
68–78	Front Right Leg
79–89	Back Left Leg
90–00	Back Right Leg



MY PROVINCE FOR A HORSE!

Many are the Knights who found themselves unhorsed and forced to muck about in the mud with the common soldiery. Given the advantages a mounted foe enjoys, it can be beneficial indeed to remove the steed from the equation. This may be done in the following ways.

FALLING FROM A MOUNT

In most cases, falling from a mount is treated as a 2-yard fall (**WFRP**, page 166), inflicting 1d10+6 Damage, reduced by the rider's Toughness Bonus, though not by Armour Points. If the mount's size is Large or greater, increase the height fallen by 1 yard for each size step.

The GM may allow the mount to make an **Average (+20) Initiative** Test to notice that their rider has fallen. What the creature does is up to the GM and should depend on the situation. Generally they will come to a stop a few minutes later — sooner if they spot a nice bit of grazing.

Conditions While Mounted

There are several considerations when dealing with Conditions while a Character is mounted, both for the rider and their mount.

Death, Unconsciousness and Prone

Killing your foe or their horse is one sure way to sever their relationship. Riders who are dead or suffer from an *Unconscious* or *Prone* Condition automatically fall from their mount unless using special equipment to prevent this. Equally, if a Mount becomes *Unconscious*, *Prone*, or dies, their rider is immediately thrown off and falls.

Surprise and Stun

Riders who become *Surprised* must make an **Easy (+40) Ride** Test or fall from their mount. Riders who become *Stunned* must make a **Challenging (+0) Ride** Test or fall.

Riders of mounts who become *Surprised* must make an **Easy (+40) Ride** Test to stay in the saddle, though only if their mount has the *Skittish* Trait.

Entangled

Becoming *Entangled* while riding a Mount has no special effect. However, if you are being restrained by an item which is anchored or which someone else is holding such as a lasso or whip, you may make a **Challenging (+0) Ride** Test. If you pass, you manage to grip on tightly to your mount. You may resolve the Opposed Strength Test as though your size was the same as your mount's (see **WFRP**, page 341 for the effects of this, but bigger is better when it comes to Opposing Strength Tests.)

If your mount becomes *Entangled* but you do not, they Oppose this as normal. However, if they are *Skittish*, you must make a **Challenging (+0) Ride** Test or be thrown off during their wild struggle.

EXOTIC MOUNTS

While horses are by far the most encountered mount, at least in the Old World, there are exceptions. Ogres ride Rhinox (see **Archives of the Empire II**, page 34), and even magnificent Dragons were said to be used as mounts by elite High Elf regiments. Within the Empire the most common and coveted exotic mount is the Demigryph. These beasts roam the deep forests of the Empire, and though they lack the flight of a true griffon, they are far more dangerous mounts than even the largest destrier. Those who ride them are known as Demigryph Knights.

DEMIGRYPH KNIGHTS

A Demigryph Knight is the epitome of Knightly Valour. Only the greatest knights of the Empire's foremost orders stand a chance of taming such a beast, and many lose life or limb in the attempt. Even those that succeed typically return scarred by the experience, but these scars are worn as marks of the greatest pride. A Demigryph is the finest mount a knight could hope to ride into battle, and deploying a sizable detachment of such knights is such a show of force that battles have ended in surrender before a single talon has had the chance to draw blood.

Those Knights that do achieve the feat of taming such a beast are respected by all, and those knightly orders that have historically fielded such knights are afforded an

additional measure of respect by their comrades in other orders. From time to time, whole companies of these warriors and their mounts are assembled for the Empire's many Knightly Orders. This is usually at the behest of the Emperor in times of great need, and as such even the Demigryph Knights of orders with historic rivalries have a bond of kinship and shared experience.

Acquiring a Demigryph

While even the finest horse may be had for a price, there are few recorded examples of a Demigryph being sold. The creatures are no common animal, and do not take well to any save those who first broke them. More than one who would attempt to purchase the honour of riding such a creature has fallen foul of their intended mount's talons, and the practice has never caught on. Demigryphs are found in the deep forests of the Empire, especially the Reikwald, and must be faced down and broken by a prospective rider. This is very often fatal, as Demigryphs are fierce fighters. However, they also possess a sense of honour that is brutal even by the measure of the best Imperial soldiery.

If they can be mounted and a rider stays atop a Demigryph for a day and a night, despite the beast's very best attempts to toss them off and rip them to shreds, the beast relents. These Demigryphs gain the *Trained (Broken)* Trait, though will only permit the one who broke them to ride them. Most Demigryphs are quick learners, if stubborn. Trained adult Demigryphs also have the traits *Trained (Mount, War, Magic, and Shock Cavalry)*.

Because of the difficulty involved in breaking them, there are relatively few Demigryph Knights in the Empire. Even the Knights Griffon still rely primarily on more conventional steeds. There are a few small Orders, such as the Knights of Taal's Fury and the Knights of the Vengeful Sun, whose entire brotherhoods can take to war upon these monstrous beasts.

Feed the Beast

Demigryphs cannot be fed on grass and grain. They require meat, and the fresher the better, and are expensive to maintain. Demigryphs denied the opportunity to hunt

their own game quickly become bored, and those who prefer their stablehands in one piece make it a point to allow them the opportunity to do so at least once a month.

Demigryphs require 2 Gold Crowns worth of fresh meat each week. Additionally, their saddle and tack is so rarely required that it must be custom made, and so costs double what a horse would require. However, the beast's fury and presence more than makes up for this exorbitant cost, and those Knightly Orders lucky enough to count a Demigryph Knight among their number pay the costs without much complaint.

Breeding

Though it may be possible to raise a Demigryph from an egg, as has been done with Griffons, it is far more difficult to retrieve a Demigryph egg as the parents never stray far from the nest, and those eggs retrieved have failed to hatch. Additionally, Demigryphs do not breed in captivity, despite the best efforts of experts in the Kreatur Hürde, as Altdorf's Demigryph pens are known. Indeed, it is difficult even to determine the sex of a Demigryph, and more than one overly curious individual has lost a limb in the attempt. Thus, all current Demigryph mounts in the Empire have been caught by their rider. No doubt wealthy individuals without the martial fortitude to claim their own would pay handsomely for a viable egg, however.

Demigryph Mount

The Demigryph detailed on **WFRP** page 318 is an immature example of its kind. A creature that has spent some time as the mount and experienced the realities of war has the following profile.

DEMIGRYPH MOUNT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	55	—	55	45	40	55	—	15	45	15	34

Traits: Armour (Rear Legs) 1, (Head, Body, and Forelegs) 3, Belligerent, Bestial, Night Vision, Size (Large), Stride, Trained (Broken, Mount, Shock Cavalry, War)

Combat Traits: Bite +9, Weapon (Talons) +9

Trappings: Barding (2 AP to Body, Head, Forelegs)

◆ HIRE ‘EM AND FIRE ‘EM ◆



Adventurers travel far and wide, and often find themselves in unfamiliar territory. Perhaps the locals refuse to speak to a stranger who does not include a prayer to Taal in every sentence. Perhaps they must traverse a dense forest or mountain range but lack the experience to do so. There is almost always someone they can turn to for help with the local people and geography, for a price.

FILLING IN THE GAPS

Such a guide could be an experienced ranger who knows the dangers and secret paths of the mountains, or they could be a city-born smooth-talker who knows where the best ale is brewed, or who to talk to regarding a kidnapped noble's son without landing the party in trouble with the city watch — or even more dangerous folk. These hirelings are invaluable when the party is new to the area and needs to work out where to go, who to talk to, and what to avoid.

HIRED GOONS

Adventurers often find themselves in over their heads. The pack of Beastmen they hunted turns out to be a whole herd, or a chance discovery makes an enemy of a fearsome cult of killers. At times like these, the hired mercenary is a lifesaver. Even if the party already possesses a skilled warrior or two, the addition of another swordarm can greatly increase everyone's tactical options, as well as their overall chances of survival.

A party of adventurers with a veteran soldier or two at their side can take on terrible threats and reap greater rewards. They can sleep soundly at night knowing that a hired bodyguard remains alert for threats.

Swords for hire can be found almost anywhere in the Old World. From lethal army veterans who can't get used to retirement, to back-alley thugs who simply enjoy cracking skulls for coin, there is always someone willing to exchange violence for money. Hired muscle is readily available and, depending on the standards one is willing to accept, quite affordable. A street thug might be happy with a silver shilling or two per day to watch the group's back and rough up anyone meaning them harm, whereas a respected squad of experienced Tilean mercenaries could easily demand several gold crowns a week for their protection, which can often be fearsome enough to make even a Skaven assassin reconsider (or at least find someone to blame for their failure).

The cynical adventurer is also aware that having someone else targeted by an eldritch blast of unholy magic is much more agreeable than being the target themselves. There is, alas, very little in the way of oversight and regulation of adventuring groups with a suspiciously high turnover in hired muscle.

HIRED BRAINS

Adventurers are often called many things, but they are rarely acknowledged as smart. There's nothing clever about wandering off into dark places and risking terrible death. When faced with mysteries of a cerebral nature, many otherwise talented adventurers are at a loss. Fortunately, the Empire has many fine minds looking for work.

Hiring someone with specialised knowledge is generally much more expensive than hiring someone for general labour. Becoming a learned scholar is an expensive undertaking, which gives those who graduate a very acute sense of their own value, and they charge appropriately high fees for their services.

Legal professionals, for example, charge what most adventurers would consider vast amounts of gold for anything more complicated than drafting a simple legal document, with professional translators and historians demanding not much less. Graduates of the Colleges of Magic are a frivolity affordable only for the aristocracy.

A more economical, although also less reliable, alternative is to hire a student. The universities of the Empire charge a great deal of money, and many students jump at the chance of help to pay their debts. The Colleges of Magic even encourage students to engage in 'freelance' work (closely monitored in case they fall prey to temptation, of course) to develop a better understanding of their skills and abilities. They are considerably less knowledgeable than their teachers or graduates, but very often they know enough to help the adventurers who hire them. When an apprentice wizard solves a magical cipher that protected a priceless treasure hoard, it matters not to the employer if their pronunciation of the ancient glyphs was a bit off.

FORTUNATELY, YOUR REPUTATION PRECEDES YOU

Religious fervour is a cornerstone of life in the Empire. The fearful and faithful alike flock to alleged prophets and merchants of doom, answering calls to take up arms and drive this or that evil from their communities. New omens, heroes, and villains are declared every day.

If the party has been particularly successful in persecuting the forces of darkness, it is very possible that some of the common folk see them as favoured by Sigmar or the other gods and swear fealty or service to them. This can be a very useful source of help; the zealous are often already inured to many of the horrors the adventurers must face, and their faith can be a powerful beacon for the group in dire situations.

More frugal adventurers might also note that fanatics are used to enduring hardship for little or no monetary gain. This makes them very *cheap* hired help, but are inclined to keep it to themselves lest said help denounce their faithless penny-pinching and turn on the party.

DISADVANTAGES

While hirelings are obviously extremely useful to any adventuring party, relying on hired help has its drawbacks. Aside from the fact that a rich group who pays hirelings to do all the work quickly becomes a *poor* group with a reputation for stealing the hard-won glory of the hirelings that took care of business, there are several pertinent disadvantages to be aware of.

We Can Afford It, but Can We Afford It?

Whether a hireling is carrying a noble's spare clothing or a mercenary warrior, the majority are doing so for one reason: payment. Even the lowest servant requires a few shillings a week to feed and clothe themselves and hiring particularly skilled people can cost several gold crowns or more a week.

If their wages are delayed or less than agreed, whether by unfortunate setback or deliberate penny-pinching, they are well within their rights to leave and find more reliable employers. If they feel particularly slighted by their employer's inability to pay on time, many servants feel justified in absconding with valuable items as compensation! It is therefore essential before hiring to ensure that the long-term costs can be covered.





For many adventurers, particularly those just starting out or who do not count a noble scion or wealthy trader among their number, this can make hirelings far too expensive an investment. In order to afford the services of a hireling for more than a week or two, such unfortunates must work hard or get a lucky break to amass enough coin or goods to barter. A sudden setback, such as paying for a physician to save the life of a party member, could wipe out the savings of new adventurers.

'Free to those who can afford it.

Very expensive for those who can't!'

— Vyvian Weisschnell, Second Cousin to Baron
Lundgren of Schlügelborscht, on hired help

LIABILITY AND RESPONSIBILITY

Employing a hireling is like any contract: the hireling agrees to do a particular task, and the employer agrees to pay them a certain amount for it, until the task is complete, the contract expires, or any number of possible circumstances are reached. This is seen as just and fair, and the foundation of good business across the Empire. But there is never a shortage of con artists and lowlifes attempting to find contractual loopholes to swindle the other party. Is there someone who can vouch for a

hireling's skills and character? Does the hireling have reason to doubt the party's promises of payment? A group of adventurers that does not honour their contracts quickly finds that hirelings demand payment in advance, if they agree to employment at all, and such a poor reputation will travel quickly through the business world, as merchants raise prices or demand collateral for the risk of doing business with such nefarious folk. Employees, rightly or wrongly, are often seen as an extension of the employer. What a hireling does, whether they are currently 'on the job', they do in the party's name. If a hireling spends their free time carousing and getting thrown out of pubs, or accusing the village priest of cheating at dice, for example, it will be the party employing them that must deal with the consequences.

Unfortunately, Your Reputation Precedes You

Hirelings are people too. They have beliefs, motives, and lines they won't cross. This can present a problem for adventurers with any sort of reputation. If the party's reputation is tarnished, there may be few people willing to work for them at all. In such cases the adventurers may find that the only help they can hire has a reputation as bad, or even worse, than theirs! Would you *really* trust Hrolf the Norscan Strangler to keep watch over you and your comrades while you sleep?

A good reputation comes with its own drawbacks. The party is more likely to attract decent, Sigmar-fearing folk, but what if the party must infiltrate a cult of the Dark Gods? A fanatical hireling would abhor the notion, while some would run straight for the local priest or witch hunter and have them all burned as heretics. In the Empire, very few bother with the distinction between pretending at heresy for a long-term noble cause and being a genuine heretic. Worse yet, heroism attracts enemies that hide in plain sight. What if the new porter the party just hired is part of a cult the group has antagonised? They may appear loyal and helpful on the surface for weeks or months, all the while gathering information on the party's weaknesses and movements to report back to their masters, manipulating evidence to set them up for a terrible crime, or simply waiting for the perfect moment to slit the party's throats as they sleep...

HIRELING PROFILES

Use these rules to flesh out a hireling NPC.

- ☠ Pick a profile relating to the sort of Hireling you are dealing with.
- ☠ Roll once on the Hireling Template table to see if a template should be applied to the Hireling. If so, apply it.
- ☠ Roll once on the Physical Quirks table.
- ☠ Roll once on the Work Ethic table.
- ☠ Roll once on the Personality Quirks table.

This process helps demonstrate that Hirelings are not simple tools to be employed without complication, but individuals with their own stories and habits.

Consider the circumstances through which the adventurers hired the Hireling and adjust the results as appropriate. A Lawyer approached in their office is unlikely to run off with their potential employers' money, but may be a con artist in other ways. The Characters may be able to hunt down a reliable Hireling through asking round about their skills and reputation. If the GM feels the Characters have suitably vetted their candidates, then some or all of the random elements might be removed from the process.



SEASONED MERCENARY – SILVER 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	46	41	36	41	36	31	31	31	41	36	15

Traits: Armour 3, Ranged (Crossbow) +9 (60), Weapon (Dagger) +5, Weapon (Sword) +7

Skills: Athletics 41, Charm 41, Climb 46, Consume Alcohol 46, Cool 54, Dodge 41, Endurance 51, Evaluate 34, Gamble 36, Gossip 41, Haggle 39, Language (Battle) 41, Leadership 41, Melee (Basic 61, Polearm 51), Play (Drum) 41, Ranged (Crossbow) 46, Outdoor Survival 36

Talents: Doomed, Drilled, Marksman, Very Strong, Sharp, Suave, Warrior Born

Trappings: Clothing, Sword, Dagger, Pouch, Uniform, Breastplate, Helmet, either a Halberd or a Crossbow and 10 Bolts

LOCAL SCOUT – SILVER 1

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	41	31	41	46	46	31	36	31	31	14

Traits: Armour 2, Ranged (Bow) +6 (50), Weapon (Dagger) +5, Weapon (Sword) +7

Skills: Animal Care 41, Athletics 51, Charm 36, Charm Animal 41, Climb 41, Cool 34, Endurance 51, Evaluate 39, Gossip 41, Haggle 34, Lore (Local) 46, Melee (Basic) 46, Navigation 41, Outdoor Survival 46, Perception 56, Ranged (Bow) 46, Ride (Horse) 51, Stealth (Rural) 51, Track 51

Talents: Doomed, Lightning Reflexes, Nose for Trouble, Orientation, Rover, Savvy, Sharp

Trappings: Cloak, Clothing, Dagger, Sword, Bow and 10 Arrows, Mail Shirt, Map, Pouch, Riding Horse with Saddle and Tack, Saddlebags with 2 weeks' Rations, Sling Bag containing Tinderbox and Blanket

LAWYER – SILVER 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	31	31	36	41	31	41	46	36	36	12

Traits: Weapon (Dagger) +5

Skills: Bribery 41, Charm 46, Consume Alcohol 46, Cool 39, Endurance 46, Evaluate 51, Gossip 46, Haggle 49, Intuition 46, Melee (Basic) 34, Language (Classical 56, Guilder 51), Lore (Law 56, Theology 56), Perception 51, Research 56, Secret Signs 49

Talents: Blather, Coolheaded, Doomed, Read/Write, Savvy, Suave

Trappings: Book (Law), Clothing, Court Robes, Dagger, Guild License, Magnifying Glass, Pouch, Sling Bag containing Writing Kit and 5 Pieces of Parchment

DOKTOR – SILVER 5

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	31	31	31	31	36	41	41	46	36	13

Traits: Weapon (Dagger) +5

Skills: Bribery 46, Charm 46, Cool 59, Drive 46, Endurance 41, Evaluate 44, Gossip 46, Haggle 44, Heal 51, Language (Guilder) 46, Lore (Anatomy 46, Medicine 46), Melee (Basic) 36, Perception 41, Sleight of Hand 51, Trade (Barber) 46

Talents: Doomed, Field Dressing, Read/Write, Resistance (Disease), Savvy, Suave, Surgery

Trappings: Bandages, Book (Medicine), Clothing, Dagger, Healing Draught, Guild License, Pouch, Sling Bag containing Trade Tools (Medicine), Writing Kit and 5 Pieces of Parchment

PORTER – SILVER 1

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	31	41	46	41	31	31	31	31	36	15

Traits: Armour 1, Weapon (Sword) +8

Skills: Athletics 41, Bribery 41, Charm 41, Climb 51, Consume Alcohol 56, Cool 34, Dodge 41, Endurance 56, Entertain (Storytelling) 36, Evaluate 34, Gamble 36, Gossip 46, Haggle 39, Intimidate 46, Melee (Basic) 56, Perception 46, Stealth 36, Swim 51

Talents: Doomed, Strong Back, Sturdy, Suave, Tenacious, Very Resilient, Very Strong

Trappings: Sword, Leather Gloves, Guild License, Leather Jerkin, Pipe and Tobacco, Porter's Cap, Cloak, Clothing, Dagger, Pouch, Sling Bag containing a Flask of Spirits

SCRIBE – SILVER 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	31	31	41	31	31	36	46	41	36	15

Traits: Weapon (Dagger) +5

Skills: Animal Care 51, Art (Writing) 41, Charm 41, Consume Alcohol 51, Cool 44, Entertain (Storytelling) 46, Evaluate 49, Gamble 56, Gossip 46, Haggle 49, Intuition 36, Language (GM's Choice 51, Classical 56), Lore (History 56, Law 51), Melee (Basic) 36, Perception 36, Research 56, Trade (Scribe) 41

Talents: Artistic, Bookish, Carouser, Doomed, Read/Write, Savvy, Suave

Trappings: Book, Clothing, Dagger, Pouch, Sling Bag containing Writing Kit and 5 Pieces of Parchment



HIRELING TEMPLATES

Hirelings vary from one another in terms of their abilities. Roll on the Templates table to find out if the Hireling has bonuses or penalties that modify their basic profile. Hirelings may not present their future employers with any expectations about being particularly skilled or infirm, though the GM may well give appropriate clues if Characters subject their Hirelings to interviews.

DI00 ROLL	TEMPLATE
00–25	The Hireling performs as expected, do not apply a template.
26–40	The Hireling has experience adventuring and knows how to look after themselves. Apply the Veteran of Adventures template.
41–55	The Hireling is regrettably infirm, feeble, or otherwise compromised, though they will not admit this to potential employers. Apply the Infirm template.
56–69	The Hireling has an unusual degree of wit to them. Apply the Bright Spark template.
70–85	The Hireling has a criminal past. Apply the Reformed Rogue template.
86–95	The Hireling has spent a significant time at sea. Apply the Old Salt template.
96–99	The Hireling is untested but has great potential. Apply the Diamond in the Rough template.

VETERAN OF ADVENTURES

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–	+5	–	+5	+5	+10	–	–	–	–	–

Skills: Cool +10, Dodge +10, Melee (Basic or Polearm) +10

Talents: Combat Reflexes

Trappings: Leather Armour, Hand Weapon or Spear, Shield

REFORMED ROGUE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–	+5	–	–	–	–	+10	+10	–	–	+5

Skills: Perception +10, Sleight of Hand +10, Stealth (Urban) +10

Talents: Criminal, Etiquette (Criminals)

Trappings: 10 yards of Rope, Set of Lockpicks, Mask

INFIRM

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–1	–10	–10	–5	–5	–10	–10	–10	–	–	–

Skills: Reduce all Skills by 10

OLD SALT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–	–	–	+10	+10	–	+10	–	–	–	–

Skills: Consume Alcohol +10, Row +10, Sail +10, Swim +10

BRIGHT SPARK

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–	–	–	–	–	+10	–	–	+10	+5	+5

Skills: Intuition +10, Lore (Local) +10, Perception +10

Trappings: Mail Armour, Hand Weapon

DIAMOND IN THE ROUGH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
–	+5	+5	+5	–	+5	+5	+5	–	+5	+5

Talents: Generate an additional 3 random starting Talents as if for a new Character.

PHYSICAL QUIRKS

Hirelings tend to have been about a bit and experienced some of the rougher aspects of life. Roll on the Physical Quirks table to see what marks life has left on the Hireling. Hireling suffer the penalties of any amputations as described on **WFRP** page 180.

D100	QUIRK
01-06	The Hireling looks unremarkable.
07-08	Missing a hand and wears a Hook (see WFRP page 308).
09-10	Missing the lower part of one of their legs and wears a False Leg (see WFRP page 308).
11-12	Missing an eye.
13	The Hireling is slowly developing a mutation. The change is slow and subtle, but in 1d10 months it will manifest properly.
14-19	Very short, stout, and hairy. Occasionally mistaken for a Dwarf.
20-25	Rather tall, lean, and possessed of mysterious airs and graces. Occasionally mistaken for an Elf.
26-29	Rather slobbery. Finds it hard to talk at length without spraying droplets of spit on those nearby.
30-32	High and grating tone of voice.
33-38	Striking good looks.
39-44	Smirks and sniggers all the time. Being told to be serious makes it worse.
45-55	The fact that this person withstood the ravages of a pox is evident by their skin.
56-60	Terrible body odour that seems to defy all attempts to mask or eradicate it.
61-65	Tall and hulking, though their apparent size does not mean they are necessarily strong and tough.
66-70	Missing more than half of their teeth, and their remaining teeth are rather discoloured and precarious.
71-75	Always looks and sounds furious despite their genuine mood.
76-79	Appears young despite being old, or elderly despite being young.
80-83	Tattoo of a magical sigil on their arm. Refuses to discuss how or why they got it.
84-89	Magnificent moustache, big bushy beard, or complex colourful hairdo.
90-94	Wears a lot of cheap jewellery.
95-99	Huge brown wen on their nose or cheek.
00	Bears an uncanny resemblance to someone the Characters know.

WORK ETHIC

Most Hirelings have a sensible attitude to work, realising that continued employment relies on their being able to foster a good reputation for reliable work, and remaining on good terms with their employers. That said, dealing with a few caveats and awkward practices is the risk a potential employer takes when arranging a contract with a Hireling. Roll on the Work Ethic table to see how the Hireling approaches their job.

D100	QUIRK
01-25	The Hireling gives an honest day's work for an honest day's pay.
26-30	Will only work locally; does not wish to travel anywhere.
31-36	If the employer sets an expectation that work will be ongoing but then stops using the hireling, the hireling will bitterly resent it and make efforts to slander the employer's reputation.
37-40	Ambitious and diligent. Always performs well and looks for opportunities to take on extra duties and develop themselves.
41-55	Resents being asked to work on Marktags and Festags. Demands double pay if expected to work on those days.
56-60	The Hireling is a con artist who demands money up front. Whether or not they are given money they won't be around when an actual job needs doing.
61-72	The Hireling has a somewhat inflated sense of their worth and demands 10% more than a Hireling of their sort usually charges.
73-85	The Hireling is a dreary jobsworth. Unless the employer passes a Hard (-20) Leadership Test when giving instructions the Hireling looks to cut corners at every opportunity.
86-89	Terrible bureaucrat and a stickler for process. Wants everything in writing before they will agree to undertake a job, even if they cannot read.
90-95	Feels that work, whilst important, is of lower priority than life experience, and may well abandon their duties if provided with a sufficient distraction.
96-00	As soon as the employer's eye is elsewhere they stop working.

PERSONALITY QUIRKS

Hirelings can be a little eccentric and difficult, though some of them are easy going and a pleasure to work with. Roll on the Personality Quirks table to get a measure of the Hireling's character.

DI00	QUIRK
01-09	The Hireling does not have any unusual habits and possesses a balanced personality.
10-13	Constantly seeking regard by taking credit for all successful ventures and blaming others for their failures.
14-19	Happy and lively on initial meeting, miserable and critical thereafter.
20-25	Compulsion to commit petty theft. If accused of a crime they immediately blame it on the nearest Halfling.
26-29	Pious religious beliefs; obeys the strictures of their preferred deity with more sanctimonious diligence than could be expected of a High Priest. Will not remain in the employ of someone who has values at odds with their religion.
30-32	No respect for personal space.
33-38	Never stops talking about Middenball. Guess who the Southside Slammers have signed up for next season. Only Wolfgardt Hoffstedder! What'll that do to their famous first four offensive formations, eh? Talk about adding some extra oomph! The Engineers' coach is going to be up late nights thinking how to counter that won't he? Middenball, Middenball, Middenball!
39-44	Obsessed with the history of warfare. Reads about conflicts and generals and battlefields whenever they get a chance. Knows the names for 16 different designs of halberd. Believes themselves to be a strategic genius. Is about as tactically minded as a turnip.
45-50	Family person. Misses their kids. Spends quiet moments gazing wistfully at a portrait of their spouse they keep in a silver locket.
51-55	Suffers from a Mental Corruption, see WFRP page 185.
56-60	Miserly. Does not care too much about receiving a good wage but cannot bear to part with any money they earn.
61-65	Very reliable unless they suffer from a Broken Condition for any reason. They deal with the trauma by taking up a Weirdroot habit they previously had under control.
66-70	Rather intellectually pretentious. Quotes Leonardo di Miragliano and Jacopo Tarradasch at every opportunity. Suggests adventuring to foreign lands not because they think there is money in it, but because they have heard wonderful things about the authentic local cuisine.
71-75	Loud opinions on a fashionable social issue about which they are passionate.
76-79	Carries a cheap lute that does not stay in tune. Whips it out for a 'sing-song' at any opportunity.
80-83	Pathological liar who is terrified of admitting any wrongdoing and looks down on everyone.
84-89	Incapable of taking a position of leadership, but obsessed with providing useless advice to those who do take positions of leadership.
90-86	Enthusiastic and creative with loads of ideas. Whilst their ideas are not always constructive some of them are, and they are pleased to see them taken up by their comrades with no desire for extra credit or reward.
87-92	Impious and proud of it. Does not respect the spiritual beliefs of others and subjects any talk of principles or values to cynical disdain.
93-96	Cheeky and mocking of everyone around them. Thinks people who are offended need to grow a thicker skin. However, they are possessed of very thin skin in their own turn, and find even gentle mockery of their own person to be out of line.
97-00	Unfazed by danger and hardship. Seen it all before and possesses the thousand-yard stare to prove it.

ARTILLERY AND DAMAGE TO STRUCTURES



Most WFRP scenarios do not favour the use of large military manoeuvres or devastating siege weapons. It is impractical to drag cannons into dungeons or carry out careful subterfuge against the hidden agents of Chaos when you are the only folk in town with a Helblaster Volley Gun. Major military encounters are difficult to describe in round-by-round detail, and we recommend that if the Characters are embroiled in a wider military confrontation, that the mass combat rules from **Archives of the Empire Volume 2** are used.

However, there may be times when the Characters are facing an emplacement guarded with fortification or artillery, or where they are in charge of such an emplacement themselves.

SAMPLE STRUCTURES

Structures in this context refer to anything that is too large and tough to be destroyed by extended Strength Tests as described in the **WFRP Core Rulebook**. Strength Tests are a good way to determine if a Character can break down a door or smash a chair to pieces. However, reinforced iron gates and castle walls are obviously designed to withstand more punishment than a few determined shoulder barges.

The rules for damaging structures are similar in many ways to those for damaging vehicles and boats. An overview of some archetypal vehicles and boats is given below. The rules for damaging structures could be used to determine damage to vehicles, but it would be better to use the rules from the **Enemy in Shadows Companion** (for damaging vehicles) and the **Death on the Reik Companion** (for damaging boats).

ENC and Encumbrance Limit

The ENC of structures refers to how many encumbrance points they apply when lifted. The Encumbrance Limit refers to how many encumbrance points the structure can bear before it is too cramped or structurally compromised. This limits the amount of artillery that can be placed on a structure. It is up to the GM to decide whether planned artillery placements are sensible. For example, a barge could potentially carry a great deal of artillery, but these would mostly be stowed in the hold and of no use in a battle.

Cover Penalty

We assume that when people are shooting from a defensive position, they are actively using it to provide cover, crouching behind the gunwales of a boat or ducking between battlements on a castle rampart. Unless targets on a structure have a *Surprised* Condition or are behaving in a way that would not grant them cover, then the Difficulty listed is the default that an assailant would suffer from when trying to shoot the Character. Other modifiers, such as range or size of target, would affect this Difficulty at the GM's discretion.



COMMON STRUCTURES TABLE

Structure	ENC	Encumbrance Limit	Toughness	Wounds	Cover Penalty
VEHICLES					
Cart	10	30	25	10	Challenging (+0)
Coach	100	80	45	50	Difficult (-10)
Light Wagon	30	30	50	35	Difficult (-10)
Medium Wagon	50	60	50	60	Hard (-20)
Heavy Wagon	75	80	50	95	Hard (-20)
RIVERBOATS					
Rowboat	25	60	35	10	Challenging (+0)
Typical Barge	100	300	45	60	Difficult (-10)
Patrol Boat	130	50	60	120	Hard (-20)
STRUCTURES					
Wattle Fence *	N/A	N/A	25	10	Challenging (+0)
Sturdy Wooden Door	5	N/A	50	10	N/A
Wooden Mantlet	5	N/A	50	15	Difficult (-10)
Timber Frame Wall*	N/A	30	40	20	
Earthwork *	N/A	60	50	30	Difficult (-10)
Dry Stone Wall *	N/A	30	60	20	Difficult (-10)
Stake Palisade *	N/A	60	50	30	Hard (-20)
Stone Wall *	N/A	100	60	50	Hard (-20)
Portcullis Gate *	N/A	N/A	70	20	N/A
Castle Wall *	N/A	150	65	100	Very Hard (-30)
Dwarf Fort Wall *	N/A	200	80	150	Very Hard (-30)

* The profile listed is for a 5 yard stretch of such a structure.

Carts: Small, two-wheeled vehicles such as donkey carts, chariots, and gigs. Passenger carts include a seat for up to two people, and those that carry goods have a single seat and an open bed for cargo.

Coaches: A coach is an enclosed, four-wheeled vehicle, drawn by 2–6 horses. Coaches are preferred by the wealthy for long-distance travel, and the Empire is home to several coaching companies that run regular services.

Wagons: Wagons are large, open vehicles built to carry any kind of cargo. Depending on size, they are drawn by two or more horses or oxen. There is a bench at the front

wide enough for three people, although they require only a single driver. Some wagons are even specially designed to mount weapons or provide a platform for troops to fight from and, at the GMs discretion, these war wagons may provide an improved cover penalty.

Rowboat: Rowboats refer to small vessels of up to 10 yards in length. Smaller Reikland fishing vessels or Marienburg canal boats are examples of such vessels.

Typical Barges: Barges on the Reik are typically about 20 yards in length, designed to carry large cargoes for their size and are powered by both sails and oars.

Patrol Boats: River Warden patrols use fast vessels powered by banks of oars for fast pursuit, or sails for more leisurely patrolling. They are around 25 yards in length and built to withstand a lot of punishment.

Wattle Fence: Wattle fences are woven from thin branches of willow. They are easy to make and durable if well made. However, they better suited for animal enclosure than fortification. They are still used for cover by those in a hurry or without better alternatives.

Sturdy Wooden Door: The doors typically attached to residential dwellings are destroyed utterly when hit by a serious weapon. However, these doors refer to the thick doors reinforced with bands of iron that are found in fortresses and other large buildings.

Wooden Mantlet: Mantlets are large, sturdy wooden boards fixed to props or wheeled trolleys, enabling them to be picked up and moved around with relative ease for their size. In battles and sieges, they make for mobile defences that can be moved forward to cover troops and equipment as they reposition or advance.

Timber Frame Wall: This wall is typical of many residences in the Old World. The wall is framed in solid timbers and filled in with materials such as brick, stone, or wattle and daub. These walls do not typically mount weaponry, but an Encumbrance Limit is shown to account for using a handy windowsill as a gunport.

Earthwork: Earthworks refer to banks of earth that have been piled up to serve as fortifications.

Dry Stone Wall: Dry stone walls cover stone structures made with rocks that are not shaped or fixed in place.

Stake Palisade: A palisade is constructed by erecting a fence of wooden stakes driven into the earth. Ramparts of earth are piled up behind the line of stakes and wooden walkways built over the ramparts.

Portcullis Gate: An iron gate that can be lowered down to protect the main entrances to a fortress.

Stone Wall: A stone wall refers to those walls that use fitted stones, mortar, or both to produce a permanent structure, more stable than a dry stone wall but not as thick as a castle wall. A fortified coaching inn would usually be surrounded by a stone wall.

Castle Wall: Castle walls tend to be made of two faces of close fitted, mortared stone between which is a cavity stuffed full of a mix of gravel, mortar, or oyster shells.

Dwarf Fort Wall: Dwarfs tend to build their fortress walls from massive blocks of stone, shaped to fit together seamlessly. They are as thick, if not thicker, than the walls of Human castles, but are solid stone throughout and far more durable. The walls of Human cities such as Altdorf, Ubersreik, and Marienburg are built and maintained by Dwarfs, at significant cost.

ATTACKS ON STRUCTURES

Given that structures cannot dodge or move, any melee attack made against a structure automatically hits. If the vehicle is moving, or a Character wishes to attack a specific, difficult-to-hit spot, count the attack as a called shot at -20. If the driver of a moving vehicle is attacked in melee, resolve this as an Opposed Melee Test, but the driver may use an appropriate Drive Skill if they wish.

Weapons such as swords and daggers are not designed to breach walls. A GM should determine the size of the structure being attacked and count its Toughness Bonus again for each size category larger it is than the attacker is. So an Enormous Stone Wall (TB of 6) attacked by an Average Human would count as having a Toughness Bonus of 18 (6 times 3). Siege weapons ignore these restrictions.

Structure Damage

Each structure has a Toughness score which modifies Damage taken, and a Damage score which shows how much Damage it can take. Note that walls are treated slightly differently in that the profile given only refers to a 5 yard stretch of wall, so even if this portion is damaged beyond repair much of the structure may remain intact.

Structures do not have Hit Locations, but if someone is shooting at a target that is taking cover within or behind the structure, and they miss, then the missile may hit the structure. To see if this occurs, determine how many levels of failure are involved in the miss.

LEVELS OF FAILURE	EFFECT
0 to -2	The shot misses the target, but strikes the structure and may damage it.
-3 or lower	The shot misses the target and has no effect on the structure.

Structure Critical Hits

Structures are much more difficult to critically damage than Characters. When a double is rolled, a structure risks taking a Critical Hit. However, Critical damage is only applied if the attack goes on to remove 25% of a structure's remaining Wounds. However, every hit after the structure's Damage score reaches 0 causes Critical Damage. Critical Damage impacts on structures in the same way as Critical Wounds affect a Character, and any circumstances that would lead to the death of a Character go on to cause a structure to take Collapse Critical Damage. The results of Critical Hits on a structure are as follows:

STRUCTURE CRITICAL DAMAGE

Roll	Description	Wounds	Additional Effects
01-35	<i>Chipped</i>	T	Randomly determine a single Character who is either on the structure or using it for cover. They are struck by flying debris and take Damage equal to the Toughness Bonus of the structure itself.
36-50	<i>Jolted</i>	1	Everyone on the structure reels from the impact. Any Characters on or within the structure must make an Easy (+40) Athletics Test or gain a <i>Surprised</i> Condition.
51-60	<i>Holed</i>	1	A small breach is opened in the structure. This impairs its ability to provide cover, so a structure that provided a Cover Penalty of Difficult (-10) would now only provide a Cover Penalty of Challenging (-0).
61-70	<i>Rocked</i>	2	Everyone on the structure reels from the impact. Any Characters on or within the structure must make an Average (+20) Athletics Test or gain the <i>Prone</i> Condition.
71-80	<i>Hail of Splinters</i>	2	All Characters who are either on the structure or using it for cover. They are struck by flying debris and take Damage equal to the Toughness Bonus of the structure itself.
81-90	<i>Partial Collapse</i>	3	A significant part of the structure tumbles away. Characters on or within the structure must pass a Challenging (+0) Athletics Test or fall as described in the WFRP Core Rulebook . The Encumbrance Limit of the structure is halved, and if any pieces of artillery (or other heavy equipment) now have more ENC than the structure has Encumbrance Limit, they fall off and are rendered useless until repaired.
91-95	<i>Breached</i>	3	A huge hole opens up in the structure. Characters on or within the structure are struck by flying debris and take Damage equal to the Toughness Bonus of the structure itself. The structure no longer provides cover to those on or within it.
96 or more	<i>Collapse</i>	Destroyed	The structure tumbles down. Characters using the structure for cover are struck by flying debris and take Damage equal to the Toughness Bonus of the structure itself. Characters on or within the structure must Test for falling, and then take Damage as if struck by a weapon with a Strength equal to the structure's remaining Wounds. Any pieces of artillery (or other heavy equipment) fall off the structure and are rendered useless until repaired.

Repairing Structures

Damage to structures can be repaired permanently on a successful **Average (+20) Trade (Carpentry)** Test (if the structure is mostly made from wood) or **Average (+20) Trade (Mason)** Test (if the structure is mostly made from stone). Each successful Test takes 1d10 hours of work and restores 1d10 Wounds to the structure.

Running repairs can be attempted in the heat of combat, though they usually involve hurriedly piling up rubble to fill a breach or hauling a fallen beam back into place. These require a successful extended **Very Hard (-30) Trade (Carpentry)** Test (if the structure is mostly made from wood) or **Very Hard (-30) Trade (Mason)** Test (if the structure is mostly made from stone). Each successful Test requires 20 SL to complete and restores 1d10 Wounds to the structure. Healing, such as would be applied to wounded Characters, has no effect on structures, but the GM may like to consider that creative uses of certain spells or Miracles may be of benefit.

SIEGE WEAPONS

Siege Weapons are a broad and varied class of weapon designed to attack formations of troops, or large static targets, rather than individual targets. They are all large and powerful, but so cumbersome and laborious in their operation that they are rarely employed outside the context of serious military actions. In small scale skirmishes they are of limited use, either being impossible to bring to bear, or being the last word in spectacular, but strikingly inefficient, overkill.

Siege Weapons follow principles developed for smaller weapons. Those with working knowledge of a crossbow can manage to load and fire ballistae, and cannons are no more intricate than handguns. However, most siege weapons do require a crew in order to shoot with acceptable accuracy or rate of fire.

As with hand held ranged weapons, it is not normally possible to operate a siege weapon without training in the relevant group. A person with Ranged (Crossbow) could not crew a cannon or a Helstorm Rocket Battery.

The operation of catapults is also sufficiently different to other ranged weapons that they can only be operated by crew members with Ranged (Catapult).

Those with Ranged (Engineering) can crew Blackpowder weapons with no penalty.

Ballistae are relatively simple to use. You can attempt a Ranged (Crossbow) Test using Ballistic Skill, but the weapon loses all Qualities whilst retaining its Flaws.

Note: Siege weapons must use special ammunition as detailed in the table below, despite being a Blackpowder weapon, a cannon may not fire bullets designed for a handgun, and a Ballista may not shoot crossbow bolts.

Ballistae: Ballistae are giant crossbows that fire iron-capped bolts that resemble fence posts. They can split a person like a chicken, or punch a nice, neat hole through solid wood.

Cannons: The largest cannons are restricted to fortresses or well prepared battlefield positions, but small and medium weapons can be mounted on boats or wagons. On battlefields, cannonballs inflict damage on ranks of troops by bouncing through them. Given that most combat situations in Warhammer Fantasy Roleplay will be smaller skirmishes, this is limited to the *Blast 2* Quality to represent damage to those nearby, but if targets are arranged in a line the GM should consider that the ball could conceivably hit multiple targets.

Catapults: Catapults are indirect-fire weapons that throw rocks, bombs, or incendiaries in a high arc, bringing them crashing down on the heads of the targets.

Mortars: A mortar is the blackpowder equivalent of a catapult, firing a heavy ball or a bomb in a high arc. On the battlefield, they are used mainly in sieges, throwing explosives over castle walls.

Swivel Guns: A swivel gun is like a blunderbuss, but larger. Because of its weight, it is normally mounted on a swivel or tripod.

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
CROSSBOW						
Ballista	30 GC	20	Scarce	150	+12	<i>Accurate, Reload 3, Crewed 2</i>
BLACKPOWDER						
Cannon (small)	40 GC	30	Scarce	100	+10	<i>Dangerous, Reload 4, Crewed 2</i>
Cannon (medium)	100 GC	50	Exotic	125	+14	<i>Dangerous, Reload 6, Crewed 3</i>
Cannon (large)	250 GC	75	Exotic	175	+16	<i>Dangerous, Reload 8, Crewed 4</i>
Mortar	50 GC	50	Exotic	150	—	<i>Reload 4, Crewed 3</i>
Swivel Gun	20 GC	5	Rare	30	+14	<i>Dangerous, Reload 4</i>
CATAPULT						
Catapult (small)	20 GC	25	Scarce	75	+10	<i>Imprecise, Reload 3, Crewed 2</i>
Catapult (medium)	40 GC	40	Scarce	100	+15	<i>Imprecise, Reload 3, Crewed 3</i>
Catapult (large)	60 GC	65	Scarce	175	+18	<i>Imprecise, Reload 4, Crewed 4</i>
ENGINEERING						
Volley Gun	10 GC	5	Exotic	50	+9	<i>Dangerous, Reload 4, Salvo 7</i>
Helblaster Volley Gun	500 GC	85	Exotic	100	+10	<i>Dangerous, Reload 4*, Salvo 9</i>
Helstorm Rocket Battery	500 GC	75	Exotic	185	+12	<i>Blast +5, Dangerous, Imprecise, Reload 6*, Salvo 9</i>

*Reloading a weapon with the *Salvo* Quality is a laborious process. The Reload number does not fully reload the weapon, but it increases the Salvo number by 1 each time it is achieved (so an empty Helstorm Rocket Battery would be *Salvo 0* and would require Reload 6 to reach *Salvo 1* and require 9 times Reload 6 before it was fully loaded to *Salvo 9*).

Volley Guns: The volley gun resembles a repeating handgun, with a complex circular crank and levers. There are normally seven barrels: one in the middle, with six more clustered around it in a hexagonal shape. While deadly to those in front of it, a volley gun can also be dangerous to an inexperienced user. Every time it is fired, the user must make an **Average (+20) Endurance** Test, suffering 1 Wound for each level of Failure as the weapon kicks violently against the shoulder. On an Astounding Failure, the user takes a Critical Hit to the shoulder: use the Arm Critical Wound Table, adjusting details as necessary to reflect a shoulder hit.

Volley guns take the same calibre bullets as a normal *Blackpowder* weapon, though 1 bullet and charge of powder is used for each shot in a salvo.

Helblaster Volley Gun: The Helblaster Volley Gun has nine separate barrels divided into three decks of three barrels fixed on a circular crank. As the crank is turned, a clever system of cams ignites each charge in turn, propelling a flurry of lethal projectiles from the gun.

The advantage of the Helblaster is that it can fire several shots at once in a devastating volley. A full volley will rip through the toughest regiments, causing immense casualties in the blink of an eye. A disadvantage is that it is inclined to jam or misfire, and once it has misfired it is almost always useless. The chances of being able to fire for a prolonged time are slim, as the weapon is quite likely to malfunction given the complexity of its firing mechanism.

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BALLISTA						
Bolt	4/–	0	Scarce	As weapon	—	Penetrating, Impale
CANNON						
Ball and Powder	8/–	1	Scarce	As weapon	—	<i>Blast +2, Impact</i>
Grapeshot and Powder	6/6	0	Exotic	Quarter weapon	–2	<i>Spread +5</i>
CATAPULT						
Animal Carcass	N/A	0	Common	Half weapon	Special*	<i>Blast +3 or Blast +20</i>
Incendiary	1 GC	0	Scarce	Half weapon	Special**	<i>Blast +4, Dangerous</i>
Stone	8/–	1	Common	As weapon	—	<i>Damaging, Impact</i>
MORTAR						
Bomb	3GC	0	Rare	As weapon	+12	<i>Blast +5, Dangerous, Impact</i>
Incendiary	1GC	0	Scarce	Half weapon	Special**	<i>Blast +4, Dangerous</i>
SWIVEL GUN						
Bullets and Powder for 1 shot	2/2	0	Common	As weapon	+1	<i>Impale, Penetrating, Spread +3</i>
Small Shot and Powder for 1 shot	2/2	0	Common	As weapon	—	<i>Spread +6</i>
VOLLEY GUN						
Bullet and Powder (12)	3/3	0	Common	As weapon	+1	<i>Impale, Penetrating</i>
HELBLASTER VOLLEY GUN						
Ball and Powder	8/–	1	Scarce	As weapon	—	<i>Blast +2, Impact</i>
HELSTORM ROCKET						
Rocket	5GC	1	Exotic	As weapon	—	—

*An Animal Carcass inflicts Damage +4 to everyone in the area of Blast 3. Furthermore every target within Blast 20 must pass an **Very Easy (+60) Endurance** Test or develop a Festering Wound (see **WFRP Core Rulebook**, page 187).

**An Incendiary gives every affected target SL+1 *Ablaze* Conditions.

Helstorm Rocket Battery: Master Engineer Herman Faulkstein invented this experimental weapon, inspired by a display of Cathayan fireworks in Altdorf. It consists of a wheeled artillery carriage with nine gunpowder-charged rockets affixed to a frame. The elevation can be adjusted to fire at targets on ground or air. It's not especially accurate and better suited to firing on large regiments than small parties on the ground.



NEW WEAPON QUALITIES OR FLAWS

Crewed

A weapon with the *Crewed* flaw is so large, heavy and complex that it benefits from being managed by a team rather than a single operator. This team all need to possess the relevant Ranged skill to crew the weapon. However, they may nominate one of their number to make the relevant Ranged Test to see how well the weapon performs when it is triggered.

Most weapons have a crew of 2, 3 or 4. Larger crews are often assembled, but extraneous crew members do not impact the efficiency of the weapon itself, though they may help move it or make up for casualties among the crew.

If a weapon requiring a crew is not fully crewed it is impaired as explained in the table below.

Crew	Crewed 2 Weapon	Crewed 3 Weapon	Crewed 4 Weapon
4	N/A	N/A	N/A
3	N/A	N/A	Double Reload Time
2	N/A	Double Reload Time	Gain Imprecise Flaw
1	Double Reload Time	Gain Imprecise Flaw	Gain Dangerous Flaw

Penalties from reduced crew are cumulative, so a *Crewed 4* weapon with a single crewman will suffer from double reload time, the *Imprecise* Flaw, and the *Dangerous* Flaw.

If a weapon gains a Flaw that it already possesses, impose a further penalty of -10 to any Ranged Tests made to shoot the weapon.

When reloading a weapon with the *Crewed* Flaw, one of the crew may assist with any Tests made to determine how long the reloading process takes.

If a weapon with the *Crewed* Flaw suffers a misfire, all members of the crew are affected.

Example 1: *There are two Ballistae set up on a castle rampart. The first is crewed by two individuals with the Ranged (Crossbow) Skill. The first has Ranged (Crossbow) 38 and the second has Ranged (Crossbow) 55, they nominate the crew member with Ranged (Crossbow) 55 to take the shots.*

The second is crewed by an individual with Ranged (Crossbow) 38 and a second with Ranged (Bow) 55. Because a Ballistae is a crossbow weapon, the Character with Ranged (Bow) does not count as a crewman. The weapon does not therefore have a full crew, and must double its reload time, and must shoot using the lower Ranged skill of 38.

Example 2: *Von Meinkop is trying to fire a Large Cannon without the assistance of any additional crew. Von Meinkop can use his impressive Ranged (Engineering) skill of 92 to fire the weapon. However, because he is the sole crew member of a Crewed 4 weapon, it doubles the reload time (from 8 to 16) and gains the Imprecise Flaw. The weapon ought to also gain the Dangerous Flaw, but it already has this Flaw. Von Meinkop's Ranged (Engineering) suffers from a penalty of -10 when shooting the cannon.*



Salvo

A weapon with the *Salvo* Quality has the potential to let off missiles either one at a time or in batches. The number of times the weapon can be fired is indicated by the Salvo number. Each time the weapon is fired reduce the Salvo number by 1. The weapon does not need to be reloaded until it reaches Salvo 0.

A Salvo weapon can be fired more than once in a turn, but each time the weapon is fired after the first firing, impose a cumulative penalty of -10 to the Ranged Skill used to shoot with the weapon.

If the weapon misfires at any point in the process, work out the effect of the misfire and then roll on the following table.

Example: The crew of a Helstorm Rocket Battery benefit from its Salvo 9 Quality. Potentially, they could fire the weapon nine times in a single turn. The first turn, they shoot the weapon four times. The first shot is resolved with the Ranged (Engineering) Skill of the nominated crew member. The second shot is resolved with a penalty of -10 to the Ranged (Engineering) Skill of the nominated crew member. The third is resolved with a penalty of -20, and the fourth with a penalty of -30.

The following turn, the crew fire the weapon five times. This is worked in the same way as the previous turn, but the fifth shot is resolved with a penalty of -40 to the Ranged (Engineering) Skill. The weapon is now empty and must be reloaded before being fired again.

SALVO ARTILLERY MISFIRE TABLE

D10 Roll	Effect
1-4	All crew suffer full Damage to their primary arm location using the units die as the effective SL for the hit. The artillery piece is destroyed.
5-7	All crew suffer full Damage to a randomly generated location using the units die as the effective SL for the hit. The artillery piece is destroyed.
8-9	For each remaining point of Salvo, all crew suffer full Damage to randomly generated locations using the units die as the effective SL for the hit. The artillery piece is destroyed.
10	For each remaining point of Salvo, a shot is fired in a random direction for a distance of D100 yards. Any Characters standing in between the machine and the points where shots land must make a Very Hard (-30) Dodge Test to avoid being struck by a missile.

◆ PURSUITS OF EXCELLENCE ◆



Pursuits can be exciting moments in roleplaying games. The rules in the **WFRP Core Rulebook** give plenty of advice for pursuits, but there are areas that require clarification, particularly where characters break from combat and a pursuit commences, or where many participants in a pursuit are at varying distances and running at different speeds.

BREAKING FROM COMBAT

Fighters can disengage without risk by spending Advantage, using the Dodge Skill, or turning their back and fleeing. This is described on page 165 of the **WFRP Core Rulebook**, but a summary of the rules is also given here.

Using Advantage: If you have more Advantage than your opponent, you can drop your Advantage to 0 and move away without penalty.

Using Dodge: By succeeding an opposed **Dodge/Melee** Test you gain +1 Advantage and can use your Move to go anywhere under the normal rules. If you fail the Test, each opponent gains +1 Advantage and you are pinned in place.

Fleeing: For your Move, you may turn and flee. Your opponent gains +1 Advantage and may attempt a free attack. The free attack is an unopposed **Melee** Test using whatever weapon is currently held. This attack also benefits from +20 to hit. If you are struck, your opponent gains +1 Advantage and you must pass a **Challenging (+0) Cool** Test or gain a *Broken* Condition and a further +1 *Broken* Condition per SL below 0. Once the free attack is resolved, you may move up to your Run Movement directly away from your opponent.

PURSUITS

Pursuits are described on page 166 of the **WFRP Core Rulebook**, but a summary of the rules is also provided here. The Quarry refers to those being chased, and the Pursuers refers to those who are trying to reach the quarry.

1: Determine Distance: The GM assigns a number to represent the size of the head start the Quarry has over the Pursuer, called the Distance. The Distance ranges from 0 (Quarry is caught) to 10 (Quarry escapes). 1 would mean the Quarry is almost in reach, 4 would represent a good head start, and 8 would mean Pursuers must work very hard to catch up.

2: Test: Everyone involved in the pursuit rolls a Test for their movement. This will be an **Athletics** Test for those on foot, **Ride** for those mounted on a horse or other riding animal, and **Drive** for those on a coach, chariot or other vehicle.

3: Update Distance: The lowest SL of the quarry and the highest SL of the Pursuer is compared. If the Quarry gets a better result than the Pursuer, the difference in SL is added to the Distance. If the Pursuer gets a better result than the Quarry, the difference in SL is subtracted from the Distance. If the results are equal, the Distance remains the same.

4: Determine Outcome: If the Distance falls to 0 or less, the Pursuer has caught the Quarry. The Quarry must either sacrifice their slowest member that Round to delay the Pursuers as the rest continue to flee, or any of them can volunteer to stop and confront their Pursuers. The Pursuers can then decide who stops to confront the Quarry they have caught, and who continues in pursuit. If the Distance reaches 10 or more, the Pursuers have lost their Quarry and the pursuit is over.

Movement Modifiers: If some of the Characters in the pursuit have a higher Movement, they gain a bonus SL equal to the difference in Movement. If a Character with Move 5 were chasing a Move 4 Character they would gain +1 SL on the Test.

COMPLEX PURSUITS

The existing rules work well for simple pursuits, and pursuits between an individual Quarry and an individual Pursuer, but they assume that the Quarry all move at the same speed, as do the Pursuers, and that faster Characters are unimpeded by slower comrades. When pursuits involve Characters with varying Movement rates, or when the performance of every individual involved in a pursuit counts, more detail may be required as to the progress of the pursuit.

More complex pursuits require a little bookkeeping by the GM, as each Character in the pursuit is treated as an individual, and the Distance is more dependent on circumstances.

1: Determine Distance: The GM assigns a number to represent the size of the head start the nearest member of the Quarry has over the closest Pursuer, called the Distance. Each point of Distance represents 10 yards.

ENVIRONMENT THE CHASE TAKES PLACE WITHIN	DISTANCE REQUIRED TO ESCAPE
Busy city streets, labyrinthine sewers, hedge maze	3
Craggy mountains, dense woodland, foggy fenland	5
Sleepy village, light woodland, swamp	7
Shrubby meadow, gently rolling hills, rocky beach	10
Featureless desert, grassy steppe, limestone pavement	13

The Distance ranges from 0 (Quarry is caught) to a number the GM feels is appropriate for the Quarry to escape given the environment. The busier the environment, the smaller the number the Quarry must reach to escape.

If the Quarry are in a tight group, they all count as being at the same Distance, but if any of them lead a Pursuer or another Character in the Quarry group by more than 16 yards, calculate their individual Distance from the Pursuers as appropriate.

The Pursuers can be treated as a group if they have the same Movement, or split into smaller groups according to their Movement or ability to pass Tests to pursue.

2: Test and Update Distance: In Initiative order, participants involved in the pursuit roll a Test for their Movement. This will be an **Average (+20) Athletics Test** for those on foot, **Average (+20) Ride Test** for those mounted on a horse or other riding animal, and **Average (+20) Drive Test** for those on a coach, chariot or other vehicle. Consult the following table to determine the results of the Test.

Characters with Movement Attributes of 3 or less suffer penalties to Athletics Tests for complex pursuits. Characters with Movement 3 must make **Challenging (+0) Athletics Tests**. Characters with Movement 2 must make **Hard (-20) Athletics Tests**. Characters with Movement 1 must make **Very Hard (-30) Athletics Tests**.



CHARACTER PROGRESS TABLE

SL	EFFECT
4 or more	The Character sprints forward the number of yards they can normally run (or ride or drive). Divide this number by 10, rounding down to a minimum of 1. This number +1 is the Distance they move this Round.
+0 to 3	The Character runs forward the number of yards they can normally run (or ride or drive). Divide this number by 10 in order to determine the Distance they move, rounding down to a minimum of 1.
-2 to -0	The Character is blocked, needs to navigate an object, or must watch their footing for some reason. They stumble forward the number of yards they can normally run (or ride or drive). Divide this number by 10, rounding down to a minimum of 1. This number -1 is the Distance they move this Round.
-3 to -4	The Character skids to a halt in order to avoid a stumble. They make no progress this Round.
-5 or less	The Character trips, falls from their horse, or suffers a similar calamity. Calculate if any falls cause damage as described in the WFRP Core Rulebook , page 166. The Character then suffers from the <i>Prone</i> Condition.

During this stage, if any Pursuer reduces the Distance to a member of the Quarry to 0 they can choose whether to charge into combat, or run past in the hope of catching a member of the Quarry further on.

3: Determine Outcome: Recalculate the Distance between the various Characters involved in the pursuit depending on their performance return to step 2.

IMPEDED MOVEMENT

During a Pursuit, a Character who receives the Prone or Entangled Condition, or otherwise losing the ability to move freely, loses their next opportunity to Test to increase their Distance, instead spending their time freeing themselves, potentially having to make a test to do so.



OBSTACLES

The GM may decide to throw some obstacles in the way of the Characters. Crates of wool, muddy puddles, closed gates, passing livestock and other hazards may complicate a pursuit, both for the Quarry and the Pursuers.

In order to involve an obstacle the GM must first decide what Distance the object is from the lead member of the Quarry, and whether or not it is easy to perceive. Characters who perceive an obstacle can decide to change course if the environment allows it, or tackle the obstacle in the hope that their Pursuers will find it tricky to navigate themselves.

The Obstacle then counts as one of the participants in the pursuit, but one that does not move.

Whenever the Distance between the obstacle and a participant in the pursuit reaches 0, the participant must either stop or tackle the obstacle.

The GM then has to decide what Tests should be made to navigate the obstacle, and the penalty for failing the Test. Some examples are provided in the table below. This table assumes participants are on foot, so the GM must think of alternative tests and consequences for mounted participants or those on vehicles.

Creating Obstacles

During their turn, a member of the Quarry can try to create an obstacle. They can take a Perception Test to spot something convenient in the environment, or drop a suitable trapping, such as something sharp or slippery. The difficulty of the Perception Test depends on the nature of the environment. In a desert the GM may rule that there are no suitable obstacles to be found, in a crowded market they should be everywhere.

If an obstacle is spotted the member of the Quarry should make a Challenging (+0) Athletics Test to deploy the obstacle. Success means the Quarry pulls or drops the obstacle in the path of the pursuers without losing speed. Failure may cost the Quarry movement, or even result in them becoming entangled in their own obstacle.

OBSTACLES TABLE

OBSTACLE	PERCEIVED	TEST TO NAVIGATE	CONSEQUENCES OF FAILED TEST
Large Log	Automatically	Average (+20) Athletics Test	The participant or their mount gains the <i>Prone</i> Condition.
Haystack	Automatically	Hard (-20) Climb Test	The Participant becomes mired in the hay, counting as <i>Entangled</i> against an opponent with a Strength of 2 D10+20.
Filthy Puddle	Average (+20) Perception Test	Average (+20) Athletics Test if perceived, Hard (-20) Athletics Test if not	The participant showers themselves in filthy water. They suffer from -2 SL to all Fellowship based Tests until they can get themselves clean.
Crates of Merchandise	Automatically	Challenging (+0) Athletics or Ride Test	The participant or their mount gains the <i>Prone</i> Condition. 2 D10 pieces of merchandise are broken.
Closed Gate	Automatically	Hard (-20) Climb Test	The participant is prevented from moving this Round but can try again next Round. However, on an Impressive Failure, they suffer a 2-yard fall.
Pothole	Challenging (+0) Perception Test	Easy (+40) Athletics Test if perceived, Hard (-20) Athletics Test if not	The participant suffers a Twisted Ankle Critical Injury.

OBSTACLE	PERCEIVED	TEST TO NAVIGATE	CONSEQUENCES OF FAILED TEST
Quicksand	Challenging (+0) Perception Test	Easy (+40) Athletics Test if perceived, Hard (-20) Athletics Test if not	The Participant becomes mired in the quicksand. They count as <i>Entangled</i> against an opponent with a Strength of D10+20. If they do not escape within 1 Round, they count as <i>Entangled</i> against an opponent with a Strength of 2 D10+20. This process continues for 6 Rounds, with the Strength of the Entanglement increasing by 1 D10 each Round. If the Character is still <i>Entangled</i> after 6 Rounds, they must make Challenging (+0) Cool Test to avoid further struggles. If they fail this Test, they must Test to see if they start to Drown.
Passing Goat Herd	Automatically	Hard (-20) Athletics Test	The participant takes a hit from Weapon (Horns) +6 as enraged goats buffet into the Character.
Bucket full of Fish Guts	Automatically	Easy (+40) Athletics Test	If a participant trips over the bucket, they gain the <i>Prone</i> Condition. However, they leave a large slick of fermenting fish guts behind them.
Slick of Fish Guts	Automatically	Hard (-20) Athletics Test	The participant tumbles over on the slippery guts. They gain the <i>Prone</i> Condition and suffer from -2 SL to all Fellowship based Tests until they can get themselves clean. If they have untreated wounds around the time of coming into contact with the slick, they must Test to see if the wounds become Festering Wounds.
Rotten Floorboards	Hard (-20) Perception Test	Average (+20) Athletics Test if perceived, Very Hard (-30) Athletics Test if not	The participant tumbles through the floorboards. They suffer from a fall of 3 yards.
Workman on Ladder	Automatically	Easy (+40) Athletics Test	If a participant trips over the ladder they gain the <i>Prone</i> Condition. The GM should make a Hard (-20) Athletics Test on behalf of the labourer. Should they fail, they suffer a fall of 1 D10 yards.
Unattended Cart	Automatically	Average (+20) Climb Test	The participant slides back down off the cart. They are stuck this Round, but can attempt to clear the obstacle again next Round.
Unattended Cart Full of Cabbages	Automatically	Challenging (+0) Climb Test	The participant slides back down off the cart, causing a torrent of cabbages to spill down after them. They must make an Average (+20) Initiative Test or gain the <i>Surprised</i> Condition. The Obstacle becomes two obstacles, an Unattended Cart and a Scattered Mound of Cabbages.
Scattered Mound of Cabbages	Automatically	Hard (-20) Athletics Test	The participant trips over on the cabbages. They suffer a fall as if from 1 yard and gain the <i>Prone</i> Condition.

EXHAUSTION

Participants in a pursuit are pushing themselves to the limit, either to escape their Pursuers or catch their Quarry. Fatigue may soon set in, compromising participants' ability to continue the chase.

Keep track of how many Rounds a pursuit takes. Every time a participant runs for a certain amount of turns in a row, they must make an Endurance Test to avoid exhaustion. The number of rounds is determined by the GM for each participant, and may consider being encumbered, driving a heavily laden vehicle, suffering

from illness or injury, and so on. However, in general participants on foot should Test every ten Rounds, participants on horseback Test every twenty Rounds, and participants driving a vehicle Test every thirty Rounds.

Participants (or their mounts or their draft animals) gain a *Fatigued* Condition every time they fail an Endurance Test. Animals want to slow to walking pace as soon as they receive a *Fatigued* Condition, but can be persuaded to keep running on a successful **Challenging (+0) Charm Animal** Test.

EXHAUSTION TABLE

ROUNDS	ON FOOT	MOUNTED	VEHICLE
10	Very Easy (+60) Endurance Test		
15	Easy (+40) Endurance Test	Very Easy (+60) Endurance Test on behalf of mount	
18	Average (+20) Endurance Test		Very Easy (+60) Endurance Test on behalf of draft animals
20	Challenging (+0) Endurance Test	Easy (+40) Endurance Test on behalf of mount	
21	Difficult (-10) Endurance Test		
22	Hard (-20) Endurance Test	Average (+20) Endurance Test on behalf of mount	Easy (+40) Endurance Test on behalf of draft animals
23	Very Hard (-30) Endurance Test		
24	Futile (-40) Endurance Test	Challenging (+0) Endurance Test on behalf of mount	
25	Impossible (-50) Endurance Test		Average (+20) Endurance Test on behalf of draft animals
26	Even More Impossible (-60) Endurance Test	Difficult (-10) Endurance Test on behalf of mount	

WHEN DOES BREAKING FROM COMBAT BECOME A PURSUIT?

What if a fighter breaks from combat but their opponent still wants to engage them? Under such circumstances the Character who broke from combat can elect to become the Quarry in a pursuit. Their head start depends on how they broke from combat.

SIMPLE VS COMPLEX PURSUITS

METHOD	SIMPLE PURSUITS	COMPLEX PURSUITS
Using Advantage	The Quarry begins with a head start of 1 Distance per Advantage they spent when disengaging. So if the Character had 3 Advantage when they decided to disengage, they gain a head start of 3.	The Quarry begins with a head start of 1 Distance. If they spent 3 or more Advantage when disengaging, their head start increases to 2.
Using Dodge	The Quarry begins with a head start of 1 Distance.	The Quarry begins with a head start of 1 Distance.
Fleeing	If the opponent takes an opportunity to make their free attack, the Quarry begins with a head start of 3. If the opponent forgoes their free attack they can race after the Quarry, and the Quarry starts with a head start of 1.	The Quarry must make an Athletics Test as described under the Test and Update Distance section of Complex Pursuits. The result of this Test determines their initial Distance. If their opponent took the opportunity to make a free attack, the Quarry can add +2 SL to their Athletics Test to determine initial Distance.

APPENDIX I: GROUP ADVANTAGE

Advantage represents the momentum gained during combat by defeating and stymying your opponents. Your gaming group might be interested in a system of Advantage which no longer automatically applies a bonus to your rolls but is instead a resource generated by teamwork and can be utilised at a key moment to achieve victory. The rules here include modifications to the way Advantage functions, is lost and gained, ways to spend it, and how you can change Talents and Creature Traits that interact with Advantage.

These general changes apply to the Advantage rules in this section:

- ☠ Advantage is no longer accumulated by individual players or NPCs. Instead, Advantage is gained and stored in the Ally Advantage Pool or the Adversary Advantage Pool.
- ☠ Whenever a Character generates Advantage, place it in the Ally Advantage Pool. Whenever a hostile or neutral NPC generates Advantage, place it in the Adversary Advantage Pool.
- ☠ Allied NPCs generate advantage for the Ally Advantage Pool.

GAINING ADVANTAGE

Advantage is gained through the following ways, which modify the rules on **WFRP** page 164.

Combatants gain Advantage each time they win an Opposed Test in combat, assess the battlefield using their Skills, or when their spirits are lifted. The following provides some examples of this, but is far from exhaustive. The GM is encouraged to hand out Advantage tokens as suits the circumstances.

- ☠ **Surprise:** Attacking Surprised enemies grants +1 Advantage. See **WFRP**, page 169.

- ☠ **Assess:** If you use one of your Skills to secure a tactical advantage, gain +2 Advantage. If your Test succeeds by 6 SL or more, gain +3 Advantage. See individual Skill descriptions in **Chapter 4: Skills and Talents** of the core rulebook for more details.
- ☠ **Victory:** Whenever you defeat an important NPC, gain +1 Advantage. Subduing a party nemesis may grant +2 Advantage at the GM's discretion.
- ☠ **Winning:** If you win an Opposed Test you initiated during combat, gain +1 Advantage.
- ☠ **Outmanoeuvre:** If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage. You can gain a maximum of 1 Advantage in this way, no matter how many opponents are wounded by your action.



BENEFITS OF ADVANTAGE

Advantage can be spent from the respective Advantage Pool for the following effects on a player or creature's turn. You do not need to consult with anyone before spending Advantage but courtesy is rarely a vice.

ADVANTAGE COST	ADVANTAGE SPEND	EFFECT
1 Advantage	Batter: When facing a more skilled opponent, sometimes brute force can succeed where other approaches fail.	Special Action: To Batter your opponent, perform an Opposed Strength Test with your Opponent (both you and your opponent Test your Strength Attribute). Whoever scores the highest SL wins. If you win the Test, your opponent gains the Prone condition and gains +1 Advantage. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. You do not gain the Advantage from winning an Opposed Test from winning this test.
1 Advantage	Trick: You take a moment to throw dirt in an opponent's eyes or set them alight with a splash of burning oil. This manoeuvre is risky, and few foes are fooled the same way more than once.	Special Action: To Trick your opponent, perform an Opposed Agility Test with your Opponent (both you and your opponent Test your Agility Attribute). Whoever scores the highest SL wins. If you win the Test, you gain +1 Advantage. If the GM feels the circumstances suit it, you can also force your opponent to gain your choice of the <i>Ablaze</i> , <i>Blinded</i> , or <i>Entangled</i> Condition. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. The GM may disallow any of these Conditions if you do not have a suitable item to hand or you have inflicted the same Condition on the opponent before. You do not gain the Advantage from winning an Opposed Test from winning this Test.
2 Advantage	Additional Effort: In desperate circumstances you can use the momentum you have gained to increase your chance of success.	Free Action: You gain a +10% bonus to any Test before you make it. You may spend extra Advantage to add an additional +10% bonus per Advantage spent. For example, you could spend 3 Advantage for a +20% bonus, or 4 Advantage for a +30% bonus. This Test never generates Advantage for the character performing it.
2 Advantage	Flee from Harm: You take advantage of a momentary lull or distraction to break from the fight.	Move: You may move away from your opponents without penalty. This replaces the Disengaging rules on WFRP, page 165.
4 Advantage	Additional Action: You take advantage of an opening to accomplish something remarkable.	Free Action: You perform an additional Action. This Action never generates Advantage for the character performing it. You may only spend Advantage to take an Additional Action once per turn.

Advantage can also be spent from the respective pool to activate Creature Traits as per pages 338–343 of the core rulebook.

LOSING ADVANTAGE

The GM should assess the conflict at the end of the Round. If one side has more combatants, their side is dominant and the other side suppressed. If the number of combatants is equal, decide by which side holds a tactical advantage, such as having higher ground or surrounding their opponents. Once decided, move 1 Advantage from the suppressed Advantage Pool to the dominant Advantage Pool. If there is no Advantage in the suppressed Advantage Pool, the dominant Advantage Pool gains 1 Advantage.

SEEDING THE ADVANTAGE POOLS

Many GMs will be satisfied with both Advantage pools beginning at zero and accumulating more points based on the combatants' actions. Optionally, you can represent initial tactical positioning and favourable situations by awarding some Advantage to either pool as combat begins. Awarding some Advantage for one side possessing the element of surprise is often less complicated than awarding the *Surprised* Condition to multiple opponents.

Only the highest modifier in each circumstance should be awarded. The Advantage is awarded to the pool of the side benefiting from that circumstance.

INITIAL ADVANTAGE

CIRCUMSTANCES	ADVANTAGE AWARDED
Manoeuvrability: One side possessing an advantage in movement such as being mounted or facing giant spiders in trees.	2
Outnumbering: A greater number of opponents, but less than twice that of their opponents..	1
Outnumbering: Outnumbered 2 to 1.	2
Outnumbering: Outnumbered 3 to 1.	3
Surprise: One side has achieved an unexpected assault.	2
Terrain: Light fortification/cover or holding. An advantageous position, such as a hill.	1
Terrain: Heavy cover or holding a key position such as a bridge.	2
Threat: A side possesses a dangerous threat such as a warfire thrower, Ogre, or Troll.	1
Threat: A side possesses a very dangerous threat, a match for several foes such as an organ gun, Manticore, or Griffon.	3
Threat: A side possesses an extremely dangerous threat, a match for a dozen lesser foes such as a Dragon or Greater Daemon.	5

Example: A party of five adventurers have snuck up on ten Goblins and their Shaman atop a Manticore. The Ally Advantage Pool gains 2 Advantage for the element of surprise. The Adversary Advantage Pool gains 2 Advantage for Outnumbering the adventurers 2 to 1 and 3 Advantage for the Manticore, for a total of 5 Advantage.

CHANGING TALENTS

Several Talents have been changed to fit these alternative Advantage rules. Refer to New and Updated Talents on page 140 to see how the following Talents are affected: *Beat Blade*, *Distract*, *Drilled*, *Gunner*, *Rapid Reload*, *Relentless*, *Reversal*, and *Shieldsman*.

CHANGING CREATURE TRAITS

The following Creature Trait has been changed to fit these alternative Advantage rules.

Unstable

The creature's corpus is maintained by foul magicks that are inherently unstable in the material realm. At the end of the round, the GM should randomly select one creature with the *Unstable* Trait. If the opposing Advantage Pool is higher than the creature's Advantage Pool, it loses Wounds equal to the difference. If this reduces it to 0 Wounds, the magicks holding it in place collapse and it 'dies'.





ALTERED ACTIONS IN COMBAT

You may take the following Actions in combat.

Assess: You use a Skill in some way to gain an advantage in combat; narrate how the Skill will apply to this situation and make a Dramatic Test. Your GM may apply a penalty or bonus to the roll if they feel the Skill is particularly appropriate or inappropriate. On a success, gain 2 Advantage. On a success with 6 or more SL, gain 3 Advantage.

Attack: This is a melee or ranged attack, resolved according to **WFRP**, page 158.

Defend: Choose an appropriate Skill or Characteristic to use defensively, such as Dodge or Agility. You gain +20 to defensive Tests using the Skill until the start of your next turn.

Special: This refers to actions from Skills or Talents such as grappling, intimidating someone, casting a spell, using the *Dual Wielder* Talent, or staunching a bleeding wound with bandages.

Sprint: On your turn, you can use your Action to sprint. This requires an **Average (+20) Athletics** Test, and the distance covered is in addition to your Move this round. You sprint your Run movement + SL in yards (see the Movement Table on **WFRP**, page 165 for your Run movement).

For example, a character with Move 4 who rolled -2 SL would sprint an additional 14 yards ($16 - 2 = 14$).

Charging now gives you a +10 bonus to the first Melee Test you initiate after completing your move.

APPENDIX II: WARRIOR ENDEAVOURS

Warrior Endeavours often operate under the principle of refining one's skill in the martial arts. Any Character may attempt these Endeavours but if they have never belonged to the Warrior Class, any Tests you take are one Difficulty Level harder. For example, a Difficult (–10) Test becomes Hard (–20).

FANMARIS'S PERFECT SHOT

Warriors

Any practitioner of ranged combat knows the value of the perfect shot at the ideal time. A well-placed arrow or bullet to the right target can end a battle as surely as a charge from a knightly order. The Character seeks to improve their skill at archery by consulting Allavandrel Fanmaris's training manual and practices making shots under distracting conditions and against demanding targets. After undertaking this Endeavour, attempt a **Difficult (–10) Ranged (Bow)** Test. If you succeed, once during the next adventure you may use the following benefit: After spending one Round in combat aiming at your opponent, you may declare you are making a Perfect Shot. Make a *Ranged* Test, with bonuses and penalties as normal, including the +20 for aiming. Your attack gains the additional effects below based on the total SL achieved on your *Ranged* Test. All effects are cumulative.

SL	EFFECT (CUMULATIVE)
+1	You may choose the hit location.
+2–3	Your weapon gains the <i>Penetrating</i> Quality (WFRP , page 298) for this attack. If it is already <i>Penetrating</i> , increase the Damage by 2.
+4–5	You deliver an automatic Critical Hit.
+6	Your weapon gains the <i>Damaging</i> Quality (WFRP , page 297) for this attack. If it is already <i>Damaging</i> , it gains <i>Impact</i> (WFRP , page 298).

You may enact the Endeavour multiple times if you wish.

THE LEITDORF DEFENCE Warriors

As every warrior is painfully aware, every style has its counter. A swordsman stymied by the long reach of a spear, or a zweihander being unable to connect with a nimble noble with a rapier. These are frustrating experiences that often lead a fighter to explore novel approaches such as driving crossguards into an opponent's face, head butts, or grasping their blade. Such tactics are innately risky but disorientating for an opponent expecting a more structured attack.

The truly brave will consult the pamphlet describing the Leitdorf Defence, purportedly written by Count Marius Leitdorf of Averland. Paradoxically, it describes a series of unusual offensive manoeuvres to counter orthodox defences. After using this technique, as you dress your wounds, you might resolve never to attempt such bravado again.

After undertaking this Endeavour, attempt a **Difficult (–10) Melee** Test. If you succeed, once during the next adventure you may use the following benefit: After one or more rounds being engaged with an opponent, you may declare you are using the Leitdorf Defence. Make an attack by performing an Opposed Melee Test with a –10 penalty.

Your opponent may not use their Talents or add their Skill Advances when defending against this attack. After resolving the attack, if you win the Test, suffer 1d10 Damage ignoring Armour. If your opponent wins the Test, they inflict a Critical Hit as the risky manoeuvre leaves you exposed and vulnerable.

ALCATINI METHOD

Warriors, must possess at least two ranks of the Drilled Talent

Every general goes to war with the army they have, rather than the one they want. But rabble from the streets or labourers from the fields are of little use on a battlefield without enough training to follow orders and make good on commands. The Alcatini Method uses a mixture of shouting, threats, speeches, alcohol, and bribery to rapidly forge a group of miscreants into something resembling a functioning unit. However, without regular practice, these lessons quickly fade.

After undertaking this Endeavour, attempt a **Difficult (-10) Leadership** Test. For each SL you score on this Test, you may give one character a single rank in the *Drilled* Talent (**WFRP**, page 136) for the duration of the next adventure. Characters who already possess the *Drilled* Talent may increase their *Drilled* rank by 1 to a maximum of the endeavouring Character's *Drilled* rank. Characters with the *Inspiring* Talent multiply the number of characters granted *Drilled* as in the table in the core rulebook (**WFRP**, page 139). For example, a character who achieved +3 SL on their Leadership Test and possesses 2 ranks in the *Inspiring* Talent could grant +1 rank of *Drilled* to up to 30 characters.

COUNT PUNCHAUSEN'S NARRATIVE AUCTION

Warriors

The advent of the printing press has brought pamphlets to the masses. While some focus on religious texts or denouncing their political opponents, there are always those looking for material that might appeal to a wider audience — gory tales from adventurers on the road are always in demand. Printed on the cheapest possible paper and illustrated with graphic woodcuts to appeal to the illiterate, these so-called pfennig dreadfuls are popular in many parts of the Empire. Warriors in search of a little coin and a splash of notoriety can seek to sell their tale to a printer.

After undertaking this Endeavour, attempt a **Difficult (-10) Charm** Test or a **Challenging (+0) Entertain (Storytelling)** Test. If you succeed, you receive 2d10 shillings and once during the next adventure you may reverse the dice on a *Charm* or *Entertain (Storytelling)* Test as one of the people listening has recently read, or had read to them, your tale.

THE QUARTERMASTER SHUFFLE

Warriors

The right piece of equipment is often the difference between success or failure, victory or defeat, life and death. Top-tier kit is often beyond the budget of a humble adventurer, but in the seedier parts of the Old World, a few coins and a quiet word to an old companion can reveal an opportunity to acquire whatever you desire. These jobs are invariably dangerous, and often fatal, but the prize may be worth the scars. To undertake this Endeavour choose a Trapping, apply any desired Qualities, and calculate its final cost, rounding up to the nearest Gold Crown. A limit of 20 GCs generally applies but the GM may waive this if they wish. Then attempt a **Challenging (+0) Gossip** Test to locate an old associate who knows a suitable job. If you succeed, you are furnished with the details of a job where you can acquire the requested item, either as payment or for the taking during the job itself.

The job is dangerous. Attempt a **Difficult (-10) Melee or Ranged** Test. If you succeed, you receive both the desired item and a Critical Wound to a random location with a -20 penalty on the critical severity. If you fail, you receive the item and a Critical Wound to a random location with a bonus to the critical severity equal to the item's cost in Gold Crowns. You may not use Critical Deflection to negate the Critical Wound but a Fate point could avoid certain consequences.

Consult the table below to generate the details of a random job.

JOB GENERATOR

To get the item roll on the Location table to find out where you need to go to, then the Objective Table to see what you have to do, and the personality Table to see who is employing you to take on the task.

LOCATION TABLE

1d100	Location
01-05	A sinister cottage at the edge of the woods.
06-10	A low rent abattoir.
11-15	An apiary filled with rather territorial bees.
16-20	A warehouse that stinks of blackpowder.
21-25	An Imperial signal tower.
26-30	A coaching inn with a surplus of pork products.
31-35	A large townhouse in the Stirland style with unusually thick curtains.
36-40	A military camp.
41-45	A fine stable with two aggressive stallions.
46-50	A stockyard with a pack of starving dogs.
51-55	A sewer equipped with some truly fearsome odors.
56-60	An office full of papers and oil lamps.
61-65	A clearing on a hill with a large standing stone.
66-70	A currently active fighting pit.
71-75	A cave, littered with cracked bones.
76-80	A graveyard with some recently disturbed plots.
81-85	A wizard's tower, the ground floor is covered in something unusual.
86-90	An abandoned temple to Verena.
91-95	A cellar used as a secret meeting place.
96-100	A dock, rotten in several places.

OBJECTIVE TABLE

1d100	Objective
01-05	A locked incredibly heavy chest.
06-10	Several bags of rare spices from Ind.
11-15	A sealed jar from Araby.
16-20	A gold plaque taken from the Southlands.
21-25	A sword broken in three pieces.
26-30	An exquisite obsidian necklace.
31-35	A kidnapped noble.
36-40	A satchel of warystone powder.
41-45	Deed to a property.
46-50	A package of apothecary draughts.

51-55	An imprisoned outlaw.
56-60	The ornate warhammer of a priest of Sigmar.
61-65	A forbidden tome.
66-70	A Dwarf firearm.
71-75	A crying missing child.
76-80	A skull apparently made from crystal.
81-85	A jade talisman, one finger long, inscribed with odd runes.
86-90	A piece of armour, once worn by a famous general.
91-95	A map detailing certain secrets.
96-100	A piece of Dwarf engineering.

PERSONALITY TABLE

1d100	Personality
01-05	A hopeless romantic.
06-10	An irate Dwarven engineer.
11-15	A dissolute noble.
16-20	A desperate Halfling chef.
21-25	A leader of a cult.
26-30	A senior watchman.
31-35	An Elven diplomat.
36-40	A paranoid ratcatcher.
41-45	A plaintive orphan.
46-50	An exiled noble.
51-55	A furious Trollslayer.
56-60	A prominent priest.
61-65	A Halfling investigator.
66-70	A hooded and masked Elf.
71-75	A nervous merchant.
76-80	An aggressive Witch Hunter.
81-85	An intimidating criminal.
86-90	A diminutive investigator.
91-95	A general with an army at their command.
96-100	An Imperial envoy.

APPENDIX III: NEW AND UPDATED TALENTS

Beat Blade

Max: Weapon Skill Bonus

Tests: Melee for a Beat Blade

You are trained to make sharp controlled blows to your opponent's weapon, creating an opening for an attack or simply impeding an incoming attack. For your Action, you can choose to Beat Blade before rolling. Perform a Melee Test; if successful, the opposing Advantage Pool loses -1 Advantage, and loses a further -1 if you score 6 SL. This Test is not Opposed. This Talent is of no use if your opponent has no weapon or has a larger Size than you.

Crew Commander

Max: Initiative bonus

Tests: Ranged Skill tests when firing a weapon with the *Crewed* Flaw

A Character with this talent is practised at managing crews of siege weapons and artillery pieces. The Character may make a **Challenging (+0) Leadership** Test to help a crew manning a weapon with the *Crewed* Quality within earshot. If the Character passes the Test, the crew members may then use the Character's Ranged Skill when shooting the weapon.

Distract

Max: Agility

Bonus Tests: Athletics to Distract

You are trained in simple movements to distract or startle your opponent, drawing eyes from your true intent. You may use your Move to perform a Distraction. This is resolved by an Opposed Athletics/Cool Test against your target. If you win, your opponent can generate no Advantage for their Pool until the end of the next Round.

Drilled

Max: Weapon Skill Bonus

Bonus Tests: Melee Tests when beside an ally with

Drilled

You have been trained to fight shoulder-to-shoulder with other soldiers. Characters with the Drilled Talent count as two combatants when determining Losing Advantage (page 137).

Flee!

Max: Agility Bonus

Tests: Athletics when fleeing or when the Quarry in a pursuit

When your life is on the line, you are capable of impressive bursts of speed. Your Movement Attribute counts as 1 higher when Fleeing or when you are the Quarry in a pursuit.

Gunner

Max: Dexterity Bonus

You can reload blackpowder weapons with practiced ease. You add SL equal to your level in *Gunner* to any Extended Test to reload a blackpowder weapon. Reloading a ranged weapon during combat also counts as an Assess action. You gain an extra +1 Advantage when making that Assess Test.

Rapid Reload

Max: Dexterity Bonus

You can reload ranged weapons with practiced ease. You add SL equal to your level in *Rapid Reload* to any Extended Test to reload a ranged weapon. Reloading a ranged weapon during combat also counts as an Assess action. You gain an extra +1 Advantage when making that Assess Test.

Relentless

Max: One

When you have your mind set on a target, there is nothing anyone can do to stop you reaching them. The advantage cost of the Flee from Harm action is reduced to 1.

Reversal

Max: Weapon Skill Bonus

Tests: Melee when defending

You are used to desperate combats, able to turn even the direst circumstances to your advantage. If you win an Opposed Melee Test, instead of gaining +1 Advantage, you may take 1 Advantage from the opposing Advantage Pool and add it to your own. If you do this, you do not cause any Damage, even if it is your Turn in the Round.

Roughrider

Max: Agility Bonus

Tests: Ride Tests when in combat

You are at home in the saddle in even the most difficult of circumstances, and know how to get the best out of your mount during conflict. Assuming you have the Ride skill, you can direct your mount to take an Action, not just a Move, without a Ride Test.

In addition, you treat your size as being the same as that of your mount for the purposes of resisting Fear and Terror caused solely by the size of your opponent, such is your confidence when mounted.

Example: Another person on a horse would not cause Fear, but a Daemon or an Undead creature would.

Shieldsman

Max: Strength Bonus

Tests: Any Test to defend with a shield

You are skilled at using your shield to manoeuvre others in combat so you can take advantage of a desperate situation. When using a Shield to defend, once per turn, you may spend 2 Advantage to either cause Damage when you are attacked as if it were your Action *or* to push your opponent 2 yards directly back from yourself and no longer count as engaged.

Strike to Injure

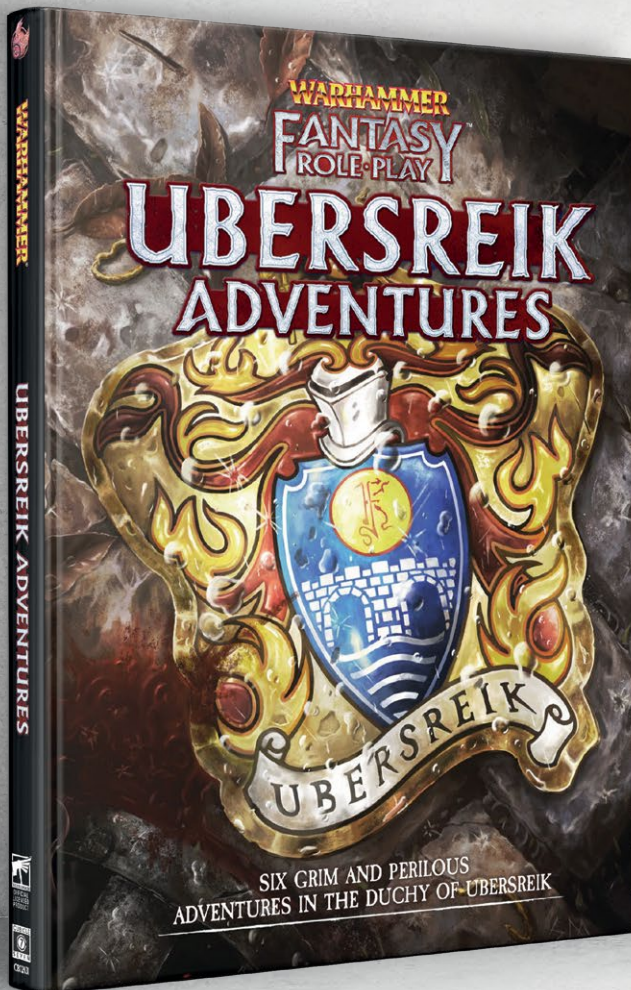
Max: 1

You are an expert in striking your enemies most vulnerable areas. When rolling on a Critical Damage table, make two rolls and choose which result you prefer.



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