

Weapon Qualities

Armor Pierce	Attacks ignore 1 Armor Point
Balanced	Avoid normal -20WS when wielding in off-hand
Breaker	After Parrying a sword (or similar), Opposed Str Test to snap opponent's blade. (becomes Imp. weapon)
Charge Impact	Impact quality applies when making a Charge Attack.
Defensive	+10WS to Parry.
Double Shot	Weapon attacks twice for a half action, 4 times as double attack. Separate attack rolls for each shot, may attack separate adjacent enemies with each attack.
Experimental	Weapon jams on roll of 96-98 (Trade [Gunsmith] to fix). Weapon explodes on roll of 99-00, Dam 8 hit.
Fast	Opponents parrying Fast weapons parry at -10WS. Gain +10WS on Feint.
Impact	On a successful hit, roll 2 dice for damage and pick the highest result.
Precise	+10 WS/BS to Called Shots
Pummeling	+10 Strength when using Strike to Stun
Reach	Attacks can only be made up to 1 hex away.
Sharpened	Threaten Ulric's Fury on a 9 or 10. Lasts until the first successful strike with additional damage.
Shrapnel	Targets in a line out to the max range make an Agi test or take damage. Roll attack for misfires/jams.
Slow	Opponents get +10WS to Parry attacks with a Slow weapon.
Snare	On successful hit, target makes Agi test or becomes Entangled. Entangled targets can make no actions except escaping the snare. As a Full Action he can burst the bonds (Str test) or wriggle free (Agi test). Attacks against snared character receive +20WS or BS.
Synergy	When wearing a full matched set of the armor, AP on all locations changes to the Synergy Value
Tiring	Impact Quality only applies for the first attack roll, whether or not it hits.
Unreliable	Weapon jams on roll of 96-99 (Trade [Gunsmith] to fix). Weapon explodes on roll of 00, Weapon Damage hit.

Damage and Healing

Light Wounds	You have not taken any Critical Hits. Without medical attention, you regain 1 Wound per day.
Heavy Wounds	You have taken at least 1 Critical Hit. These must be healed before you can regain Wounds. You may attempt to remove these with Heal tests, Potions, or Magic once per day.
Stunned	You cannot take any action and people attacking you gain +20 WS or BS.
Helpless	Attacks against you hit automatically and cause an extra 1d10 damage.

Money

1 gold crown = 20 silver shillings = 240 brass pennies, 1 silver shilling = 12 brass pennies

Experience

100exp buys you 1 Advance (+5 to a stat or +1 Wound up to current advance scheme),
1 Skill or Talent, +10 Skill Mastery (if you have a previously-purchased skill available in your current career)
Switch to a Career Exit (with completion of current Career and gathered requirements for new Career)
200xp buys you an exit to a non-exit Basic Career.

Fate and Fortune Points

Spend a Fate Point to avoid anything that makes the character completely unplayable (Death, Mutation, Limb Loss, etc)
Characters have a number of Fortune Points equal to their Fate Points each game session. Fortune Points may be spent to re-roll a failed test (except 100s), gain 1 extra parry or dodge, add 1 extra 1d10 to Initiative, or gain 1 extra half-action on a turn.
Fortune Points may (with GM approval) also be spent to make minor plot tweaks to help the character, usually bringing to life ideas that start with "Wouldn't it be cool if...?"

Gods of the Empire

	<i>Spheres of Influence</i>	<i>Worshippers</i>
Manann	God of the Seas, Tides, and Oceans	Fisherman, Sailors, Travelers
Morr	God of Death and Dreams	Bereaved, Dreamers, Amethyst Wizards
Myrmidia	Goddess of the Science of War	Soldiers, Strategists, Officers
Ranald	God of Thievery, Trickery, and Luck	Rogues, Gamblers, the Downtrodden
Rhya	Goddess of Fertility of the Earth and Love	Farmers, Jade Wizards, Peasants
Shallya	Goddess of Healing, Mercy, and Childbirth	The Poor, the Diseased, Women
Sigmar	Patron Deity of the Empire and Protection	Empire Folk, Nobility, the Army
Taal	God of Hunters, Nature, and the Wilds	Amber Wizards, Peasants, Woodsmen
Ulric	God of Battle, Wolves, and Winter	Warriors, Berserkers, Middenheimers
Verena	Goddess of Learning and Justice	Scribes, Celestial Wizards, Magistrates

Actions

Half Actions

Aim	Gain +10 WS or BS on a single attack made in the same turn.
Attack	Make one melee or ranged attack. You can only take one Attack or Cast action per round.
Delay	Delay your next half action until any time before the next turn.
Feint	Opposed WS Test, if you succeed your next attack in the same turn cannot be dodged or parried.
Maneuver	Opposed WS Test, if you succeed you force the enemy one hex in any direction. You can choose to move 1 hex with them in the same direction or remain where you are.
Move	Move up to your Move score in hexes.
Parry	Characters are allowed one free Parry per round, as long as they are holding a weapon. Make a WS test after a successful hit dealt by an adjacent foe whether or not you are the target. If you succeed, the damage against you is reduced by 1d10. May spend a half action to use out of Initiative order.
Ready	Draw or sheathe a weapon, ready a carried item for use.
Stand/Mount	Stand up or mount a riding animal.

Full Actions

Charge Attack	Charge up to your Move score (at least 2) straight at the target, +20 WS. Ignore Attack of Opportunity from target.
Disengage	Break combat without allowing free attacks against you, move up to your Move score.
Double Attack	Requires <i>Double Attack</i> talent. In melee, make two attacks against the same target, one with each hand. Offhand attacks suffer the normal -20WS penalty. Or two ranged attacks against the same target as long as your weapon has no reload.
Jump/Leap	You must run at least 2 hexes in a straight line. Make a Strength test. You leap a number of yards (halve to find the number of hexes) equal to your Move + Strength Bonus - the degrees of failure on the Strength test. Without the run-up, this distance is halved. May use Performer (Acrobat) instead of Strength.
Run	You move up to three times your Move score. Enemies attacking you this round gain +20WS or -20BS.

Variable/Special Actions

Cast	Casts a spell. You can only take one Cast or Attack action per round.
Reload	Reloads a ranged weapon.
Use Skill	You may use a skill. The time required is determined by the GM.
Dodge	Free Action, Requires <i>Dodge Blow</i> . Agi test to avoid 1 melee attack. Cannot Parry and Dodge same attack.
Disarm	Free Action, Requires <i>Disarm</i> . Instead of melee damage make Opposed Agi test, force opponent to drop weapon.
Channeling	Half Action, Requires <i>Channeling</i> . Test increase the casting roll of a spell cast that turn by your Magic.
Strike to Injure	Free Action, Requires <i>Strike to Injure</i> . Make Melee or Ranged Called Shot (-20), Injure instead of damage. Target makes Toughness test (+10 for each AP on location) or suffer a +1 Critical Hit. Does not cause a Flee! test.
Strike to Stun	Free Action, Requires <i>Strike to Stun</i> . Instead of melee or sling damage, make Strength test. Opponent must make Toughness test (+10 for each AP on head). If they fail, they are stunned for 1d5 rounds.
Grapple	Free Action. Make Charge or Standard Attack while unarmed. Instead of damage, opponent makes Agi test or becomes held. Both you and opponent cannot Parry/Dodge and melee attacks against you both are +20. Opponent may only try to break grapple with Opposed Strength Test. You may only maintain grapple or cause unarmed damage with Opposed Strength test. You may voluntarily end the grapple on any of your turns.
Opportunity	Free Action. Ready, Stand/Mount, Move, Run may trigger Opportunity if next to an enemy who is not Grappled, Snared, Stunned, Helpless, or Engaged in Melee. Roll WS, if successful, deal normal damage and the action fails.

Combat Difficulty

Very Easy +30	Attacking an unaware opponent.
Easy +20	Attacking a foe outnumbered 3 to 1. Attacking a stunned opponent. Attacking from behind.
Routine +10	Attacking a foe outnumbered 2 to 1. Attacking a foe who is knocked down. Flanking an opponent.
Average +0	Making a standard melee attack. Making a ranged attack at normal range.
Challenge -10	Attacking while knocked down. Attacking/Dodging in the mud or heavy rain. Shooting into light cover.
Hard -20	Attacking a specific hit location. Shooting at Long Range. Shooting into heavy cover or at someone engaged in melee. Dodging while knocked down.
Very Hard -30	Attacking/dodging in deep snow. Parry a giant's club. Shooting someone with only their head exposed. Hitting a very small target such as eye, hand, etc (Bypasses armor)