

What is this?

This is an attempt for me to hack together a system to scratch a particular itch that I have. To explain, I'm quite a big *OD&D* fan. I love the history and the almost *promethean* nature of the original game. I love how the system almost disappears in play. One of the more interesting aspects of it is *Chainmail* and the modern push (it's my understanding that it was never played this way originally) to incorporate and use it in-game. The push that follows a completely different mindset and would let tables smoothly transition from tense duels, battling fantastic foes, and battles with hundreds of participants all using unified systems.

I tried one such OD&D/Chainmail combo and very much enjoyed it. I immediately wanted to apply the concept to another game that has its roots in wargaming: *Warhammer Fantasy Battles*! WFRP is all well and good (and it will always have a place in my heart and shelf), but aspects of the game always left me wanting. The magic system was always a tad wonky, the combat could be whiffs for days, and the rules are a bit dense for my liking. Even the new game, with excellent art, atmosphere, and rules is a bit much for me. It's good for a "piss and shit" type game where you're ok with the system hating the players, but I wanted to capture some of the outrageous and truly exaggerated scale of *Warhammer Fantasy Battles*.

So, much like OD&D emerging from Chainmail's concepts and mechanics, I'm taking WFB and making it my mechanical base. From there I'm adding some bits on characters, progression, adjudicating rolls, and a small variety of the more "lite" OSR rules/mechanics that I think can go big (*for example, Into the Odd has rules on enterprises which are just a paragraph but can cover anything from cults to business to guilds and more*).

Fortunately, *Mordheim* exists, as does WFB 1e. *Mordheim* in particular is a scaled down and more individual focused take on WFB's mechanics. I think that it's a good final piece for my "RPG based on warhammer using only d6 scaling combat" puzzle.

The setting of *Mordheim* makes for an interesting testbed and proof-of-concept with groups of adventures exploring a hostile environment, gaining treasure, followers, and contending in conflicts of escalating scale and stakes.

The non-focused version of this will be *HammerHack*, but for now it'll be called *The City of the Damned*.



As we trod that well beaten path into the City of the Damned, we passed them hanging from the crosses to which they had been nailed in long procession by the roadside. We walked then that avenue of broken corpses whose eyes yet followed us, whose beads turned as they addressed us thus in thin, dead words, 'Turn back... turn back... turn back' - Mordheim, 1999

CITY OF THE DAMNED

*This is an attempt to write a Warhammer Fantasy RPG in the vein of **Original D&D** (OD&D). Just as OD&D has its roots in **Chainmail** and wargaming, this will have its roots in **Warhammer Fantasy Battles** (WFB) and **Mordheim**. That is, this will be an old school RPG that uses only d6s and offers multiple scaling systems to adjudicate conflict.*

"The basic system is that from WFB..." - Me, probably

Elements of a Character

In the City of the Damned characters have different abilities, some being better at certain actions than they are others. This is represented by *Characteristics* and *Skills*. Don't worry about skills, those come with experience. For now, consider characteristics.

Each character is defined by 9 characteristics, each rated between 0 and 10. The higher the score, the better the character is in that regard. 3 is average.

Move (M): How far a character can move under normal circumstances in combat. Each point of Move is about 10 'paces' (about ~1 meters each).

Weapon Skill (WS): How skilled a character is with weapons, or how determined and vicious a creature is. The higher the score, the easier it is to strike and defend yourself in close combat.

Ballistics Skill (BS): How accurate the character is with ranged weapons. The higher the score, the easier it is to hit with shooting attacks.

Strength (S): How strong a character is. The stronger a character is, the harder they can hit and can more easily injure opponents.

Toughness (T): How resistant the character is to pain. The tougher a character is, the better they can withstand blows.

Wounds (W): How much damage a character can take before it is slain or incapacitated.

Initiative (I): How fast a character can react. The faster a character is, the quicker they can attack in close combat.

Attacks (A): How many times a creature attacks during close combat.

Leadership (Ld): How courageous, determined, and self-controlled a character is.

Some characters may have a 0 for certain characteristics which means they have no ability in that field whatsoever. If a character has a BS of 0 then they cannot use ranged weapons. If they have WS of 0 then they cannot defend themselves in close combat, and any blows automatically hit.

As characters survive they will get better and their characteristics may increase to reflect this. Of course they are just as likely to be maimed or slain.

Who Are You?

Characters start with the *Fresh Meat* profile:

'Fresh Meat' Profile								
M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Skills: None | **Trappings:** None | **Special:** None

Consult the *Who Are You* table to find your starting equipment and any other notable info about your character. As well as individual trappings, a warband always has enough lanterns, camping equipment, and rations.

Companions

For small groups of players, each player may create one or more companions. They start with the *Fresh Meat* profile and a Hand Weapon.

Descend Into Darkness

It is a time of strife and civil war in the Empire. The City of the Damned is a cursed ruin, it is all that remains after a comet struck it. But the comet brought potent wyrdstone whose power is coveted by many.

What manner of wretch come to the City of the Damned? What manner do not? To the ragged encampments that lie around the City come folk from every state in the Empire. Their reasons are their own, but most come to make their fortune. **Roll 2d6 to find out what sort of poor soul you are¹.**

2d6	Who are you?
2	Dwarf Troll Slayer — Here to indulge in a deathwish.
3	Ogre Bodyguard — Notoriously unbothered by your line of work.
4	Robber Knight — Disillusioned with ideas of nobility or chivalry.
5	Zealot — Religion is your last refuge, vengeance your final act.
6	Youngblood — Inexperienced but eager to win your spurs in the ruins.
7	Mercenary Warrior — A dog of war, here to win your fortune.
8	Marksman — Once a hunter, now you stalk the ruins for targets.
9	Halfling Scout — Selling your services as a crack shot and mean cook.
10	Arabian Merchant — Seeker of treasure and collector of the arcane.
11	Warlock — Risking persecution to wield the power of magic.
12	Elf Ranger — Disinterested and fey, your motivations your own.

¹ If this works out, it should be simple enough to extend this to many types of adventure in the Old World: Norscan raiders, the traditional scum of the Empire, saurus skaven-hunters, etc. There's enough WFB, WFRP, and your own content to go around!

2 — Dwarf Troll Slayer

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	10

Skills: *Slayer Cult, Consume Alcohol, Lore (Trolls)* | **Trappings:** *Array of axes, Flask of spirits, Shame, Tattoos* | **Special:** *Ancestral Grudge, Resolute, Unbreakable, Deathblow, Slayer, Slayer Axes*

- **Ancestral Grudge:** You have **Hatred** (Orcs & Goblins) OR **Hatred** (Skaven).
- **Resolute:** +1 Strength the turn you charge into combat.
- **Unbreakable:** You are immune to Psychology (except your Grudge).
- **Deathblow:** When taken out of action, you may make a single Deathblow attack against any enemy in close combat with you.
- **Slayer:** You ignore penalties to Strength and always Wound a To Wound roll of 4+, unless you would need a lower result.
- **Slayer Axes:** You're armed with a variety of axes. At the start of each combat, you must choose either a great axe (great weapon) or a pair of axes (additional hand weapon).

3 — Ogre Bodyguard

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	3	3	2	7

Skills: *Consume Alcohol* | **Trappings:** *Leather jerkin (Light Armour), Great weapon OR Additional hand weapons* | **Special:** *Fear*

4 — Robber Knight

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	4	1	7

Skills: *Intimidate* | **Trappings:** *Heavy armour, shield, lance, and sword (Hand Weapon), Warhorse* | **Special:** *None*

5 — Zealot

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Skills: *Pray, Lore (Sigmar)* | **Trappings:** *Dagger (Hand Weapon), Memories of what you've lost* | **Special:** *None*

6 — Youngblood

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Skills: *None* | **Trappings:** *Hand Weapon, Light Armour, Trinket from home* | **Special:** *None*

7 — Mercenary Warrior

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Skills: *Battle Tongue* | **Trappings:** *Hand weapon and shield OR Great weapon OR Halberd, Light Armour* | **Special:** *None*

8 — Marksman

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Skills: *Battle Tongue* | **Trappings:** *Bow OR Pistol, Hand weapon* | **Special:** *None*

9 — Halfling Scout

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	4	1	8

Skills: *Cook, Consume Alcohol* | **Trappings:** *Bow, Dagger (Hand Weapon), Cooking pot* | **Special:** *None*

10 — Arabyan Merchant

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	7

Skills: *Haggle, Pawnbroker, Marketeer* | **Trappings:** *Scimitar (Hand weapon)* | **Special:** *None*

11 — Warlock

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Skills: *Lore (Arcane), Herbs* | **Trappings:** *Staff (Hand weapon)* | **Special:** *Wizard*

- **Wizard:** You are a Level 1 Wizard and know two random spells from the Lesser Magic list.

12 — Elf Ranger

M	WS	BS	S	T	W	I	A	Ld
5	4	5	3	3	1	5	1	8

Skills: *Outdoor Survival, Perception, Scout* | **Trappings:** *Asrai longbow, Two hand weapons* | **Special:** *Always Strike First, Forest Stalker, Hawk-eyed Archer, Skirmisher*

- **Asrai Longbow** — **Range:** 30", **Strength:** 3, **Special Rules:** *Armour Piercing (-1)*
- **Always Strikes First:** Regardless of Initiative, you strike first.
- **Forest Stalker:** You never take Dangerous Terrain tests in the forest. In the forest, reroll To Wound rolls of 1 in close combat.
- **Hawk-eyed Archer:** Before you make a shooting attack, decide whether it is a **fast shot** or an **aimed shot**. If the former, your weapon has the Multiple Shots (2)² rule for the attack. If the latter, then armour saves cannot be taken against Wounds caused by the attack.
- **Skirmisher:** Shooting attacks against you get a -1 To Hit penalty.

² **Multiple Shots (X):** You may fire once without penalty or up to X times with a -1 To Hit penalty at the target.

Equipment

Life and death in the City is often decided by the quantity and quality of the gear of those who venture in. Roll 2d6 compared to the *Rarity*. If greater than or equal, it's available. If an item doesn't have a *Rarity*, it is common and widely available.

1 Gold Crown (gc) = 20 Silver Shillings (s) = 240 Brass Pennies (p).

Melee Weapons

Hand Weapon*: Swords, axes, clubs, and maces are all hand weapons, along with more esoteric weapons like punch daggers, brass knuckles, and fighting claws. Most natural weapons like claws, teeth, or horns are also hand weapons. **Range**: Combat, **Strength**: As user, **Cost**: 3s.

***Note: Additional Hand Weapon** — **Strength**: As user, **Special Rules**: Extra Attack.

Great Weapon: Especially large and heavy weapons wielded with both hands. Includes great hammers, great axes, two-handed swords, and suchlike. A blow from a great weapon can cut a foe in half and break apart armour. **Range**: Combat, **Strength**: +2, **Special Rules**: Requires Two Hands, Always Strikes Last, **Cost**: 15s.

Flail: A cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains stamina quickly, but is incredibly destructive on the charge, its impact smashing shields and splintering bone. **Range**: Combat, **Strength**: +2 in the first round, **Special Rules**: Requires Two Hands, **Cost**: 15s.

Morning Star: A single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail, it is a tiring weapon so its advantage lies with the initial blow. **Range**: Combat, **Strength**: +1 in the first round, **Cost**: 15s.

Halberd: A heavy bladed weapon mounted on a sturdy shaft. The steel blade has a point like a spear as well as a heavy cutting edge like an axe. It is held in both hands and used to chop as well as thrust. **Range**: Combat, **Strength**: +1, **Special Rules**: Requires Two Hands, **Cost**: 10s.

Spear (Foot): Long shafts of wood with a sharp metal tip. Because braced spearmen can fight in an additional rank, spears are ideal defensive weapons for infantry. **Range**: Combat, **Strength**: As user, **Special Rules**: Fights in Extra Ranks, **Cost**: 10s.

Spear (Mounted): Riders armed with spears ride down footmen, spitting them as they gallop into their ranks. **Range**: Combat, **Strength**: +1 while chagrin, **Special Rules**: Only used in the round during a charge, **Cost**: 10s, Common.

Lance: A heavier, longer version of the spear, which cannot be used by those on foot. **Range**: Combat, **Strength**: +2 while charging, **Special Rules**: Only used in the round during a charge, **Cost**: 15s, Rare 8.

Missile Weapons

Shortbow: Small, short-ranged bows that are favoured by Goblins. Some cavalry also carry a shortbow because it is easier to shoot from horseback. **Range**: 18", **Strength**: 3, **Cost**: 5s.

Bow: Used extensively in warfare. It is a compact, long-ranged weapon that is cheap to make and easy to maintain. **Range**: 24", **Strength**: 3, **Cost**: 10s.

Longbow: A dangerous weapon – a skilled archer can hit an enemy from a great distance with punishing force. **Range**: 30", **Strength**: 3, **Cost**: 10s.

Crossbow: Consists of a short, strong bow stave mounted on a wooden or metal stock. It takes a long time to load and wind a crossbow, but each shot has tremendous range and power. **Range**: 18", **Strength**: 3, **Special Rules**: Move or Fire, **Cost**: 25s.

Pistol*: A small, simple blackpower weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed. **Range**: 12", **Strength**: 4, **Special Rules**: Armour Piercing (-1), Quick to Fire (no move penalty), **Cost**: 15s, Rare 8.

***Note**: Acts as an **Additional Hand Weapon** in close combat.

Handgun: A simple firearm, rare and expensive. **Range**: 24", **Strength**: 4, **Special Rules**: Armour Piercing (-1), Move or Fire, **Cost**: 35s, Rare 8.

Armour

Light Armour: Encompasses a wide variety of materials from hardened leather tunics to chain shirts forged from steel. It doesn't offer complete protection against arrows or swords, but it's better than nothing at all. **Armour Save**: 6+, **Cost**: 20s.

Heavy Armour: Typically made from metal links and is called chain mail. Forging chain mail is a laborious and time-consuming process but it provides excellent protection for those who can afford it. There are other types of heavy armour as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders. **Armour Save**: 5+, **Cost**: 50s.

Plate Armour: The greatest and most honoured warriors of the Empire got to battle wearing sturdy suits of Dwarf-forged plate mail. **Armour Save**: 4+, **Cost**: 150s, Rare 11.

Shield: There are two types of shields common to the warriors of the City: the first is made of wood, occasionally reinforced with metal plates. Metal shields are heavy and cumbersome, but last much longer and can take a battering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner. **Armour Save**: +1 bonus, **Special Rules**: Grants a 6+ ward save (a 'parry'³) in close combat when used with a hand weapon, **Cost**: 5s.

Barding: Characters riding mounts with barding are better protected, but the mount is slowed by the extra weight. **Armour Save**: +1 bonus, **Special Rules**: -1 Move penalty on mount, **Cost**: 80s, Rare 11.

Misc. Equipment

Rope & Hook: Useful for navigating ruins, 5s.

Torch: Illuminates and drives off beasts, 1p.

Lantern: Good for seeing in the gloom, 10s.

Healing Herbs: Restores all Wounds, 27s, Rare 8.

³ The 'parry' save only works in close combat. It can't be used against attacks from the rear or flanks. Impact and Stomp hits can't be parried (too big!).

Horse: M8 WS0 BS0 S3 T3 W1 I3 A0 Ld 5, 40s, Rare 8.

Warhorse: M8 WS3 BS0 S3 T3 W1 I3 A1 Ld 5, 80s, Rare 11.

War Dog: M6 WS4 BS0 S4 T3 W1 I4 A1 Ld 5, 32s, Rare 10.

Core Rules

Almost everything is based on rolling a d6 or 2d6 and rolling against a certain target. The rules will specify the target. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+

E.g. Adalbert has a Weapon Skill of 3. To strike a foe of equal skill in close combat, he would need to roll a 4+ (a 4 or higher) on a d6.

Characteristic Tests

Not every situation or action is covered by the rules. Whenever possible, a character's actions should be resolved by the player simply describing what the character does.

E.g. Hilde wants to go hunting. She briefly describes herself setting snares and shooting wild game. Since there's no risk, there is no roll and the GM tells her she returns that evening with enough dinner for everyone.

However, if the action is risky and difficult to resolve through description, the GM may call for a *Characteristic Test*. Certain effects or actions might call for a test as well. Such a test can be against any *Characteristic*. To make a *Characteristic Test*, roll a d6 and compare the result to the relevant stat. **If the result is equal to or lower**, the test is passed. If the result is higher than the stat, the GM describes how things go wrong. Players should do everything they can to make a risky situation less so.

If the risk of an action is reduced due to the character's skills, preparation, or situational factors, the GM may grant *+1 or more* to the roll. If factors increase the risk, the GM may impose a *-1 or less* to the roll. If several advantages apply to the character's action, the action is usually no longer risky. If several penalties apply, the action is usually impossible.

E.g. The GM tells the players that the cliff face is extremely dangerous. An Initiative test with a -1 is needed to avoid falling. Good gear might provide a +1 bonus.

When taking a *Characteristic Test*, a natural 6 is always a failure and a natural 1 always succeeds, regardless of other modifiers. **If a character has a Stat of 0, they automatically fail any tests of that Stat.**

E.g. Hanz must take a Toughness Test to resist the Chaos Sorcerer's foul spell! He has T3 and rolls a d6 getting a 4. Since that is over his Toughness, he fails! His flesh begins to boil and bubble. This won't be pretty...

Leadership Tests

Sometimes characters will have to draw upon their courage to face disheartening circumstances or keep nasty interactions civil. To take a *Leadership Test*, roll 2d6 and compare the result to the character's *Leadership*. If the result is equal to or less, the test is passed. If it is greater, the test is failed. Failure usually involves fleeing or surrendering. A natural roll of 2 is always a pass, regardless of any modifiers. If fighting as a *unit*, characters always use the highest *Leadership* — warriors naturally look to the most steadfast of their number for guidance.

E.g. The rowdy lot of troops that Hanz hired is wavering as the ambusher's arrows thin their numbers. The troops are within 2" of each other and are treated as a unit.

He has a Leadership of 7 and rolls 2d6 getting a 4! With a few shouts and some colorful curses, he keeps the troops steady.

Saves

Saves give characters a chance to avoid being harmed with strikes. Most characters have saves based off of their armour. For any successful *Wounds*, *Armour Saves* are taken by rolling a d6 and trying to roll equal to or higher than the save value.

Armour Saves suffer modifiers based on enemy *Strength*. For each point of *Strength* higher than 3, *Armour Saves* suffer a -1 modifier. No armour can have a save better than 1+ and a result of 1 is always a failure.

E.g. Hilde is wearing Heavy Armour, which gives her an armour save of 4+, and a S3 mutant has just hit her and Wounded her with a crude spear. She rolls her armour save, getting a 6! At the last second, her breastplate turns aside the blow.

Some characters are protected by magic or are tough by nature. They have a *Ward Save*, which can protect them from almost any type of damage. *Ward Saves* are never modified. If a character has both an *Armour Save* and a *Ward Save*, they may take the *Ward Save* if their armour fails them.

E.g. Otto von Hexen is wielding a magical talisman which gives them a 4+ ward save! A magical blast that ignores armour hits Otto, but the magical protection could still turn it aside. They hold it aloft and roll...

Wounds & Injury

Characters deduct *Wounds* from their total. When a PC is reduced to 0, roll to determine the extent of their injuries. Roll a d6 and consult the *Injury Table* for the wound that reduced them to 0. If a PC suffers several wounds in one attack, roll for each and apply the highest. If a character is reduced to 0 *Wounds*, any attacks still allocated to the character are not resolved. NPCs are generally slain at 0 *Wounds*. The GM should note exceptions.

For each *flesh wound* on the injured character, a +1 is added to the injury roll. If the character is being injured by a missile attack and there is cover within 1", a -1 is added to the injury roll.

Injury Table (d6)

1-3: Flesh Wound. Painful and debilitating but they're still on their feet.

4-6: Out of Action. They've been badly hurt and fall to the ground unconscious.

Flesh Wound: Characters who suffer a *flesh wound* are restored to 1 *Wound*. Characters with one or more *Flesh Wounds* suffer penalties for each. If a character suffers three *flesh wounds*, they are taken *out of action*.

- -1 To Hit on missile attacks
- -1 To Hit in close combat

Out of Action: If a character is *out of action*, it's unknown whether they're alive or dead. When they are treated or recovered after a conflict, they should roll on the *Serious Injury Table* to determine their fate.

Expeditions

What do characters do? Characters often take **Expeditions**, which is really any undertaking with a notable goal. It could be an investigation, an exploration into a mysterious place, dealing with a powerful threat, or chasing great legends.

A successful expedition is simply one that returns with something to show for it. It could be a lost magical artifact, a terrible secret, or just a good story.

E.g. The PCs are marshalling their resources to prepare an excursion into the tunnels underneath the City. If they return with tales of the horrors there, wyrdstone treasure, or an oath to a vampire lurking in the depths, they'll have had a successful Expedition.

Advancement & Rank⁴

When a character completes the noted requirements, they advance in *Rank*. Each time they advance a *Rank*, they are entitled to make two *Advance Rolls*.

To make an *Advance Roll*, roll 2d6 and consult the chart below.

2d6	Result
2-5	New Skill: Gain a skill relevant to your previous expedition. Wizards may randomly learn a new spell rather than a skill.
6	Characteristic Increase: Roll 1d6: 1-2: +1 Strength; 3-4: +1 Attack; 5-6: +1 Wound
7	Characteristic Increase: Choose either +1WS or +1BS.
8	Characteristic Increase: Roll 1d6: 1-3: +1 Initiative; 4-6: +1 Leadership
9	Characteristic Increase: Roll 1d6: 1-2: +1 Initiative; 3-4: +1 Toughness; 5-6: +1 Wound
10-12	New Skill: Gain a skill relevant to your previous expedition. Wizards may randomly learn a new spell rather than a skill.

As they advance in *Rank*, characters may be treated differently by the people they encounter.

Novice (N): You are ready to go on an expedition.

Professional (P): You have survived at least one expedition.

Expert (E): You have survived at least three dangerous expeditions since reaching *Professional Level*.

Veteran (V): You have survived at least five expeditions since reaching *Expert Level*, and have taken on an *Apprentice*.

Master (M): You have an *Apprentice* of at least *Expert Level*, and have survived a dangerous expedition with them since reaching *Veteran Level*.

Beyond: Even upon reaching *Master Level*, a character may have greater ambitions. This could be a desire for a legacy, immortality, or questionable cosmic transcendence.

Skills & Special Rules

Skills are gained during character creation and by advancing in *Rank*. Skills are just terms that describe something a character knows how to do. There are no specific rules for using them. In general, PCs with skills can do the thing the skill describes.

E.g. Hilde has the 'Hunting' skill. Unless somehow notably difficult, she should be able to track game, set snares, prepare pelts, and grab tonight's dinner.

Apprentices

Characters may take on *Apprentices*, lower ranked followers that accompany them on their *Expeditions* and other endeavors. Characters may only have one *Apprentice*. Like PCs, they can advance in *Rank* and are subject to the *Injury* rules rather than being slain outright at 0 *Wounds*.

Enterprises & Warbands (WIP)

Between expeditions characters can try their hand at business, or muster a military force.

Enterprises and *Warbands* both cost x gc to establish. *Warbands* demand a further xd6 gc in upkeep each month, or else they revolt.

Income: New enterprises generate 1d6 gc of *Income* each month. They also face a *Threat* that will cause 1d6 gc in *Losses* unless dealt with. If an *Enterprise* cannot pay its debts, it collapses.

Growth: If an *Enterprise* ends a month with *Profit*, its income goes up by an additional d6, to a maximum of 5d6. However, these extra dice also apply to losses from *Threats*.

⁴ Human PCs may not advance beyond M4 WS6 BS6 S4 T4 W3 I6 A4 Ld9

Magic (WIP)

When the Movement phase is completed, it's time for Wizards to unleash their powerful sorceries. This magic is dangerous, for it originates from Chaos. During these times, sorcery is illegal and punishable by death and the City finds itself home to many magic users who roam the ruins.

Wizards

Characters that can cast spells are collectively known as Wizards (though they may be known as other terms). Wizards have a level from 1 to 4, each more powerful and learned than the last.

Wizards are assumed to know dozens of different spells, or even hundreds, from complicated time-consuming rituals to party tricks, charms and minor alchemies. However, when it comes to a battle only a limited selection of magic is of any value.

E.g. Otto has a Wizard Level of 1 He knows 2 Lesser Magic spells and a couple minor charms. Thranril is a High Elf mage with a Wizard Level of 4! He has more magic in his little finger than Otto has in their entire body and has centuries of arcane mastery to call upon.

Casting Spells

The bitter fighting in the City and its depths usually sees weaker magics used. These are arcane rituals and spells that, while potent, pale in comparison to the more potent lores of magic.

Lores of Magic

Lore of Lesser Magic

Lore Attribute:

1. Fires of U'Zhul (Signature) 58.7% success on 2d6
2. Flight of Zimmeran 58.7% success on 2d6
3. Dread of Aramar 58.7% success on 2d6
4. Silver Arrows of Arha 58.7% success on 2d6
5. Luck of Shemtek 72.22% success on 2d6
6. Sword of Rezhebel 41.67% success on 2d6

Conflict

There are two scales of conflict: *Skirmish* and *Battle*. Switch to one when it looks like someone might get hurt. The basic system is that from *WFB 8e*.

Skirmish

Most conflicts will be resolved with *Skirmish*. Use it when there are less than ~25 or so combatants. When a *Skirmish* begins, both sides should roll a d6 for initiative if it isn't obvious who goes first. Highest goes first, reroll ties. Turns then alternate between sides and are a *minute* long.

To keep track of who is doing what, each turn is split up into 4 phases:

1. **Movement** - Characters can move.
2. **Magic** - Wizards may cast spells.
3. **Shooting** - Characters with weapons may fire them.
4. **Close Combat** - Characters in close combat may fight.

Movement

During *Movement*, characters may declare *Charges* or move up to their Move score in any direction. Charges must be declared first before normal movement. Characters can *Run to move* at double speed but forfeit the ability to shoot that turn. Characters in *Close Combat*, may not move or charge.

E.g. Hanz has a Move of 4. He can move up to 4" during his side's turn. He could run 8" if he didn't want to charge or shoot this turn.

Charge!: Declare your charge, pick your target⁵ and roll 2d6 + Move. If the result is greater than or equal to the distance to the enemy, the charge is a success and battle is joined! If the result is less, the charge is failed and you move forward a distance equal to the lowest of the 2d6 rolled. Characters fleeing or already in close combat can't charge.

When a character is charged they can *hold*, *stand & shoot*, or *flee*.

1. **Hold**: Stand fast to meet the foe.
2. **Stand & Shoot**: If the distance to the foe is greater than the foe's move and you have a ranged weapon at the ready, you may make a single shooting attack with a -1 to hit. Then *Hold*.
3. **Flee**: Turn tail and roll 2d6. Move that far in the opposite direction. You are now *fleeing*.

E.g. A raging Gor is charging Hilde. Since she is more than 4" away from the Gor's M4 and has a bow, she can Hold & Shoot. She rolls with a -1 modifier.

E.g. A minotaur is charging Hanz. He wisely decides to flee. He rolls 2d6 and moves 5" in the opposite direction. Hopefully he's fast enough...

Falling: If a character should fall, they take 1d3 hits at Strength equal to every 10' fallen. No armour saves.

E.g. Hanz just got thrown off a rooftop ledge. He fails his test and falls 2" down to the alley below! He rolls and takes 3 hits at Strength 2. Ouch!

⁵ It's possible to charge more than one opponent! If you could fight more than one character after a charge, you can charge them both. Might be a bad idea fighting two foes at once though!

Magic

During *Magic*, wizards can harness the Winds of Magic and cast spells. They cast spells as detailed in the *Rules of Magic* section. For the purposes of spells which target *units*, all opponents within 2" of each other are considered to be a single unit and can all be affected by spells which target units.

Shooting

During *Shooting*, characters that didn't run may shoot at targets in range and in view. Unless stated otherwise, characters may only make 1 shooting attack per turn. Roll To Hit and To Wound for each attack. Hit characters may roll Armor and Ward Saves.

To Hit, a character must roll equal to or higher than (7-BS) on a d6⁶.

BS	1	2	3	4	5	6	7	8	9	10
d6+	6	5	4	3	2	1	0	-1	-2	-3

Certain situations might modify the roll as well:

- **Target in Light Cover**: -1 To Hit
- **Target in Hard Cover**: -2 To Hit
- **Moving and Shooting**: -1 To Hit
- **Multiple Shots**: -1 To Hit
- **Firing at Long Range** (> 1/2 weapon range): -1 To Hit

For each hit To Wound, a character must roll, comparing the *Strength* of the attacker to the *Toughness* of the defender. If the *Strength* is the same as the *Toughness*, a 4+ is needed to wound. If it's one point higher, a 3+ is needed. If it's higher stills a 2+ is needed. Conversely, if the *Strength* is one point lower, a 5+ is needed, and if it's lower still a 6 is needed. 1s always fail.

Close Combat

During *Close Combat*, characters who have closed the distance to their enemy may fight. All characters in close combat fight, regardless of whose turn it is. A character can fight against enemies to their side, front, or rear. They are constantly moving, dodging, and weaving as they struggle to slay their foe during the *turn*.

If more than one opponent is in close contact, characters can choose which to attack or divide them as they wish if they have multiple attacks.

Characters roll To Hit and To Wound for each attack, characters with the highest Initiative going first. Characters with the same initiative hit at the same time. Equally matched characters hit an enemy on a 4+, but if the attacker's *Weapon Skill* is greater than that of their opponent, they will hit on a 3+. If *Weapon Skill* is more than double that of the attacker, a 5+ hits.

Flee: Characters can try to break off and retreat from close combat. They may retreat 2d6" away from the melee (3d6" if Move > 6). Their opponents each inflict 1 hit on the retreating character, worked out normally.

⁶ If a character has a 7+ to hit their ranged attack, they can still hit. 7 hits on a 6 followed by a 4+, 8 hits on a 6 followed by 5+, 9 hits on two 6s, and 10+ impossible.

Serious Injury Table (d66)

11-15	Dead — <i>You're dead. Your suffering has ended.</i>
16-21	Multiple Injuries — <i>You're not dead but have suffered a lot of wounds. Roll 1d6 times on this table, reroll any Dead or Multiple Injuries results.</i>
22	Leg Wound — <i>Your leg is broken. Your Move is reduced by -1.</i>
23	Arm Wound — <i>Roll 1d6: 1: Severe wound. The arm needs amputated. 2-6: Light wound. The arm is useless for a week.</i>
24	Madness — <i>Roll 1d6: On a 1-3, you have Stupidity; on 4-6 you have Frenzy from now on.</i>
25	Smashed Leg — <i>Roll 1d6: 1: You may not run anymore. 2-6: You can't run for a week. Either way, you can still charge.</i>
26	Chest Wound — <i>You've been badly wounded in the chest. You'll recover but will be weakened by the injury. Your Toughness is reduced by -1.</i>
31	Blinded in One Eye — <i>You survive but lose sight in one eye. Reduce your Ballistics Skill by -1. If both eyes are lost, you're blind.</i>
32	Old Battle Wound — <i>You survive but your wound will hamper your ability to fight. Roll 1d6 before any conflict, on a 1 your Weapon Skill has a -1 penalty for the duration.</i>
33	Nervous Condition — <i>Your nervous system has been damaged. Reduce your initiative by -1.</i>
34	Hand Injury — <i>Your hand is badly injured. Your Weapon Skill is reduced by -1.</i>
35	Deep Wound — <i>You've suffered a serious wound and need 1d3 weeks to recover. You can't do anything while recovering.</i>
36-54	Full Recovery — <i>You've been knocked unconscious, or suffer some other light wound from which you'll make a full recovery.</i>
55	Bitter Enmity — <i>You'll make a full physical recovery but you're psychologically scarred by your experience. From now on you have Hatred towards the following on a 1d6:</i> • 1-3: The individual who caused you the injury. • 4: The leader of the group that caused the injury. • 5: The entire group of the individual who caused the injury. • 6: The entire species of those responsible.
56-62	Hardened — <i>You survive and become injured to the horrors of the Old World. You're now immune to Fear.</i>
63	Horrible Scars — <i>You are truly a veteran of the Old World now. You cause Fear.</i>
64-66	Survives Against the Odds — <i>Somehow you survive and are stronger for it. Gain +1 Wound.</i>

Morale in Skirmish

Enemies and allies make Leadership Tests when combat turns against them. The GM may check for morale when:

1. *Their side takes their first death.*
2. *They suffer 50% losses.*
3. *Some other particularly frightening or spectacular effect.*

Leaders in Skirmish

Allied characters within 60' of a character leading them may use that character's *Leadership* when taking *Leadership Tests*.

Mounts in Skirmish

A character and their mount are treated as one character in all respects. Should the character be taken *out of action* they are both considered as such. If a mounted PC is taken out of action, their mount is injured/killed on 1-2 on a d6.

Mounted characters use the rider's *Leadership* and the rider's *Toughness* and *Wounds* when attacked. Mounted characters gain a +1 *armour save* bonus.

Dismounting takes place during the *Movement* phase. The rider loses half their movement and may not charge or run.

Psychology (WIP)

There are several special rules we refer to as *Psychology*.

Fear: Some creatures are so large or disturbing that they provoke an irrational fear in the foe. At the start of each Close Combat round, a character that is in close combat with a character that causes *Fear* must take a *Leadership Test*. If they fail then they cower from the horror before them — they have their *Weapon Skill* reduced to 1 for that round.

Characters that cause *Fear* are immune to *Fear*.

Terror: There are creatures so large and horrifying, or so unholy and terrible, that their mere appearance can cause the bravest to turn tail. Characters that cause *Terror* also cause *Fear*. Fear-causing characters treat *Terror* as *Fear*, with *Terror*-causing characters being immune to both.

Run for your lives! When charged by a *Terror*-causing character, the target must pass a *Leadership Test*. If they fail, they must flee!

Frenzy: Lacking self-preservation and fighting fury grant an Extra Attack and Immune to *Psychology*.

Hatred: Against a hated foe, all misses are re-rolled in the first round of combat.

Stupidity:

Bestiary

Giant Spider

M	WS	BS	S	T	W	I	A	Ld
5	3	0	5	4	4	1	2	10

A common household pest mutated into a monster of titanic proportions.

- **Fearsome Beast:** The Gigantic Spider causes Fear.
- **Chitinous Hide:** Provides an 4+ armour save.
- **Poisonous Bite:** Natural 6s To Hit wound automatically.

Mercenary: *Fresh Meat* stats, Hand weapon, 25s up front, 5s per day.

Youngbloods: *Fresh Meat* stats (-1 WS, BS, Ld), 15s up front, 1s per day.

River Troll

M	WS	BS	S	T	W	I	A	Ld
6	3	1	5	4	3	1	3	4

Slimy creatures that reek of rotten fish who ambush prey near swamps or ponds. Their noxious bile can melt through armour, flesh, and bone.

- **Fear:** River Trolls cause *Fear*.
- **Regeneration:** 4+ save to ignore inflicted Wounds.
- **Stupidity:** River Trolls are subject to *Stupidity*.
- **Stench & Slime:** Enemies suffer a -1 To Hit in close combat.
- **Water Strider:** Ignore Dangerous Terrain in rivers or marshes.
- **Troll Vomit:** Exchange attacks for one Strength 5 Vomit Attack that hits automatically and ignores armour saves.

Mercenary (Human)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Humans who sell their swords and live for coin and plunder.

- Hand Weapon

Quick Reference

SHOOTING TO HIT ROLL										
BS	1	2	3	4	5	6	7	8	9	10
D6 Roll Needed	6	5	4	3	2	1	0	-1	-2	-3

Certain situations might modify the roll as well:

- **Target in Light Cover:** -1 To Hit
- **Target in Hard Cover:** -2 To Hit
- **Moving and Shooting:** -1 To Hit
- **Multiple Shots:** -1 To Hit
- **Firing at Long Range** (> ½ weapon range): -1 To Hit

CLOSE COMBAT TO HIT ROLL	
Attacker Weapon Skill VS Target Weapon Skill	D6 Roll Required
Is the Strength more than one higher than the Toughness?	2+
Is the Strength one higher than the Toughness?	3+
Is the Strength equal to the Toughness?	4+
Is the Strength one lower than the Toughness?	5+
Is the Strength more than one lower than the Toughness?	6+

If the roll is less than the required number, the attack misses. A roll of 1 always misses, while a roll of 6 always hits.

TO WOUND ROLL	
Attacker Strength VS Target Toughness	D6 Roll Required
Is the Strength more than one higher than the Toughness?	2+
Is the Strength one higher than the Toughness?	3+
Is the Strength equal to the Toughness?	4+
Is the Strength one lower than the Toughness?	5+
Is the Strength more than one lower than the Toughness?	6+

If the roll is less than the required number, the attack fails. A roll of 1 always fails, regardless of modifiers.

ATTACKER STRENGTH ARMOUR SAVE MODIFIERS							
Strength	4	5	6	7	8	9	10
Save Modifier	-1	-2	-3	-4	-5	-6	-7

Acknowledgements

This is not an individual work. This is a conglomeration of many things. For official work, **Warhammer Fantasy Battles 7e and 8e** and **Warhammer Fantasy Roleplay 1e** were huge influences and the main reason I put this together.

Maze Rats created by [Ben Milton](#) (CC by 4.0) helped form the basic shell for the RPG bits.

Moldhammer by [Rattlemayne](#). It's great just great, go get it.

Inspired by Arnold K's **GLOG**, I mainly drew from [Skerple's](#) delightful GLOG hack: **Many Rats on Sticks** (CC BY-NC-SA).

[Into the Odd](#) by Chris McDowall for injury mechanics. Really it doesn't get any better for simple, clean, and tight rules to pilfer. [Scars](#).

From [Homebrew Homunculus](#) some reassuring posts on static damage [here](#) and [here](#).

[Gundobad Games](#) for the excellent posts on streamlining domain play and combat.

[Psionic Blast From The Past](#) for their inspiring take on a modern OD&D/Chainmail game, and how wargame-like combat needn't be clunky.

Many other rules and ideas that I took from over the years have no doubt snuck their way in, but can't remember or credit them appropriately.

GLOG's Design Philosophy

Low Power Level. Even legendary heroes aren't immune to death. Wounds will almost never go over 3 for PCs.

Accessible for new players. They should be able to make a character in 10 minutes, then learn the rules as they play. Characters are gear and any special notes bolted onto a standard chassis.

Simple. Consolidate ruthlessly. Turn two rolls into one, turn one roll into none. Turn tables into formulas, turn formulas into static numbers.

Fast to play. Prioritize flexibility over comprehensiveness, rulings over rules, simplicity over realism.

Old or WIP Rules

Old Wounds

Characters deduct Wounds from their total. When a PC is reduced to 0, they must roll a d6 and consult the *Injury Table* for the wound that reduced them to 0 and every wound received after that. If a PC suffers several wounds at once, roll for each and apply the highest. NPCs are generally slain at 0 Wounds. The GM should note exceptions.

Injury Table (d6)

1-2: Knocked down.
The force of the blow knocks them down.

3-4: Stunned. They fall to the ground where they lie wounded and barely conscious.

5-6: Out of action.
They've been badly hurt and fall to the ground unconscious.

Knocked Down: If a character is *knocked down*, they've slipped, taken a jarring blow, or have thrown themselves down to avoid injury. They may crawl 20' during the Movement phase, but can't fight, shoot, or cast spells. If they are in close contact with an enemy, they can't crawl away unless the enemy is in close combat with another opponent.

Stunned: A character that is *stunned* is badly injured or temporarily knocked out. They may do nothing at all and become *knocked out* at the start of their next turn. If attacked, they are automatically taken *out of action* if attacked.

Out of Action: If a character is *out of action*, it's unknown whether they're alive or dead. When they are treated or recovered after a conflict, they should roll on the *Serious Injury Table* to determine their fate.

Mordheim Skills: