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1 WFRPG4E CLASSES & CAREERS

X = Optional career if you roll the career above the X

Class	Careers	Short Description	Reikland	Norscan	Dwarf	Halfling	Ogre	High Elf	Wood elf	Gnome	Book
Academics “Learned people who use their education to make a living. Generally, the only ones that can read and write.”	Apothecary	Skilled chemist that sells medicine and potions	1	-	1	1	-	1-2	-	1	Core Rule Book, page 53
	--Mundane Alchemist	Combine science and magic, specialist in matter	X	-	X	X	-	-	-	-	Winds of Magic, page 38
	Butcher (Ogre)	An Ogre Priest or “Wizard”	-	-	-	-	1	-	-	-	Up in Arms, page 37
	Engineer	Creator of machines and constructions	2	-	2-4	2	-	-	-	-	Core Rule Book, page 54
	--Artillerist	Maintain & Fire artillery, and use black powder	X		X	X	-	-	-	-	Up In Arms, page 18
	Lawyer	Navigate the treacherous legal systems	3	-	5-6	3-4	-	3-6	-	2	Core Rule Book, page 55
	Nun	Devoted to a deity with sworn vows of service	4-5	1-2	-	-	-	-	-	-	Core Rule Book, page 56
	Physician	Practise the art of medicine and saving lives	6	-	7	5-6	-	7-8	-	3-4	Core Rule Book, page 57
	Priest	Spiritual guide to the masses and speaker for his God	7-11	-	-	-	-	-	-	5	Core Rule Book, page 58
	--Priest of Handrich	Pursue profit in a transcendental way	X	-	-	-	-	-	-	-	Archives of the Empire Volume 3, page 46
	--Priest of Solkan	Restore order to a hopelessly corrupted world	X	-	-	-	-	-	-	-	Archives of the Empire Volume 3, page 55
	--Priestess of Rhya	Vessel of the Earth’s Mothers wishes and blessings	X	-	-	-	-	-	-	-	Archives of the Empire Volume 3, page 72
	Scholar	Dedicated to knowledge and the discovery of it	12-13	3-4	8-9	7-8	-	9-12	1	6-7	Core Rule Book, page 59
	--Cartographer	Hired to survey and map far flung locations	X	-	X	X	-	X	X	-	Up In Arms, page 22
	Wizard	Certified wielder of dangerous magics	14	-	-	-	-	13-16	2-5	8-14	Core Rule Book, page 60
	--Alchemist (Gold)	Wielder of the Gold wind and member of the gold order	X	-	-	-	-	-	-	-	Winds of Magic, page 68
	--Astromancer (Celestia)	Bend the elements to your will and manipulate fate itself	X	-	-	-	-	-	-	-	Winds of Magic, page 90
	--Druid (Jade)	Manipulate the natural world trough magic	X	-	-	-	-	-	-	-	Winds of Magic, page 80
	--Hierophant (Light)	Member of the rare mage order of light magic	X	-	-	-	-	-	-	-	Winds of Magic, page 56
	--Pyromancer (Bright)	Bring magical firepower to the battlefield	X	-	-	-	-	-	-	-	Winds of Magic, page 128
	--Shadowmancer (Grey)	Secretive and deceitful, Combine wizardry and spying	X	-	-	-	-	-	-	-	Winds of Magic, page 104
	--Shaman (Amber)	Drawn to the wild places and its great beasts	X	-	-	-	-	-	-	-	Winds of Magic, page 140
	--Spiriter (Amethyst)	Feared and respected, very familiar with death	X	-	-	-	-	-	-	-	Winds of Magic, page 116

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	--Magister Vigilant	Hunter of rogue wizards	X	-	-	-	-	-	-	-	Winds of Magic, page 40
Burghers “The Middle class. Generally law-abiding townsfolk who live and work in the many towns of the world”	Agitator	Charismatic champion of a cause	15	5-6	10-11	9-10	-	-	-	15	Core Rule Book, page 61
	Artisan	Craftsman, creating products for sale and commission	16-17	7-10	12-17	11-15	2	17-19	6-10	16-17	Core Rule Book, page 62
	Beggar	Get by through persuasion and street-smart charm	18-19	11-12	18	16-19	3-4	-	-	18	Core Rule Book, page 63
	Investigator	Perceptive and suspicious, probe deep and find answers	20	-	19-20	20-21	-	20-21	-	19	Core Rule Book, page 64
	Merchant	Buy low and sell high, make money	21	13	21-24	22-25	-	22-26	--	20-21	Core Rule Book, page 65
	Rat Catcher	Spare civilians from being overrun by vermin	22-23	14-15	25	26-28	5	-	-	22	Core Rule Book, page 66
	Townsmen	The hardworking glue that holds urban society together	24-26	-	26-31	29-31	-	27-28	-	23-28	Core Rule Book, page 67
	Watchman	Maintain the peace, keep the rabble in line	27	-	32-34	32-33	6-11	29	-	29	Core Rule Book, page 6
Courtiers “Those who rule or provide special services to those who rule”	Advisor	Provide advice and guidance for employer	28	16-18	35-36	34	-	30-31	11-14	30	Core Rule Book, page 69
	Artist	Transcend life and uplift the soul through your art	29	19	37	35-36	-	32	15-18	31	Core Rule Book, page 70
	Duellist	Fight for matters of honour and long traditions of justice	30	-	38	-	-	33-34	-	-	Core Rule Book, page 71
	Envoy	Negotiate favourable pacts and treaties	31	-	39-40	37	-	35-37	19-25	32	Core Rule Book, page 72
	Noble	Stand proudly from the common rabble	32	20	41	-	-	38-40	26-31	33	Core Rule Book, page 73
	Servant	Perform tasks in support of the good of your employer	33-35	21-27	42	38-43	12	-	-	34-35	Core Rule Book, page 74
	Spy	Eyes and ears of others. Expose secrets and spread lies	36	-	43	44	-	41-43	32-35	36-40	Core Rule Book, page 75
	Warden	Overseer of another’s territory, maintain and protect	37	-	44-45	45-46	-	44-45	-	41-42	Core Rule Book, page 76
Peasants “The lower class. People who live and work in the farms, villages, and countryside”	Bailiff	Trusted official administering lands for local rulers	38	-	46-47	47	13	-	-	43	Core Rule Book, page 77
	Hedge Witch	Communal guide using ancient magic	39	-		-	-	-	-	-	Core Rule Book, page 78
	Herbalist	Skilled botanist who creates cures for many ailments	40	28-30		48-50	-	46-47	36-42	44	Core Rule Book, page 79
	Hunter	Makes a living off the fur and flesh of wild creatures	41-42	31-34	48-49	51-52	14-20	48-50	43-52	45-46	Core Rule Book, page 80
	Miner	Backbreaking work in the darkest depths of the world	43	-	50-54	53	21-22	-	-	47-54	Core Rule Book, page 81
	Mystic	divining the future, or convincing others you can	44	35-37		-		-	53-57	-	Core Rule Book, page 82
	--Scryer	Read the past trough contact with a person, item, or place	X	-		-	-	-		-	Winds of Magic, page 42
	Scout	Guide others through the dangerous wilds	45	38-40	55	54	-	51-56	58-68	55-58	Core Rule Book, page 83
	Villager	Working the countryside to feed civilisation	46-50	41-46	56	55-57	-	-	-	59-62	Core Rule Book, page 84
	Rhinox Herder	An Ogre herder of a type of massive beast	-	-	-	-	23-25	-	-	-	Archives of the Empire Volume 2, page 36
Rangers	Bounty Hunter	Pursue your quarry for justice, or for money	51	-	57-60	58	26-28	57-59	69-70	63	Core Rule Book, page 85

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“Roving folk who make a living on the open roads, travelling far beyond their hometowns and villages.”	--Ghost Strider	Hunter of all the threats to the natural world	-	-			-	-	-	X	Archives of the Empire Volume 1, page 88
	Coachman	Deliver passengers safely by coach despite daily dangers	52	-	61	59-60	-	-	-	-	Core Rule Book, page 86
	Entertainer	Distract people from the harsh realities of life	53-54	47-48	62-63	61-62	29-31	60-61	71-75	64-68	Core Rule Book, page 87
	Flagellant	Zealot to Sigmar	55-56	-		-	-	-	-	-	Core Rule Book, page 88
	--Wolfkin	Zealot to Ulric	X	-		-	-	-	-	-	Middenheim, page 154
	Messenger	Nothing stops you delivering messages in time	57	49	64-65	63-64	-	62	76-77	69	Core Rule Book, page 89
	--Karak Ranger	Dwarf underground Ranger		-	X	-	-	-	-	-	Archives of the Empire Volume 1, page 90
	Pedlar	Wander the Empire selling your wares where you will	58	50-52	66-67	65-66	32-38	-	-	70-75	Core Rule Book, page 90
	--Camp Follower	Accompanies armies on campaigns for various reasons	X	-	X	67	-	63	78	-	Up In Arms, page 20
	Road Warden	Tour the highways of the empire enforcing the law	59	-		68	-	-	-	-	Core Rule Book, page 91
	--Fieldwarden	Brave halfling that patrols the boarders of the Moot	-	-		X	-	-	-	-	Archives of the Empire Volume 1, page 89
Riverfolk (or Seafarer) “People who live and work on the rivers and waterways.	Witch Hunter	Hunt illegal witches plaguing the Empire by any means	60	-		-	-	-	-	-	Core Rule Book, page 92
	Boatman	Transport Goods, People, and the latest news over water	61-62	-	68-69	69	-	64	-	76	Core Rule Book, page 93
	Huffer	Pilot ships and boats through the waters of the old world	63	53-58	70	70	-	-	-	-	Core Rule Book, page 94
	Riverwarden	Patrol the riverways in pursuit of lawbreakers etc.	64-65	-		71	-	-	-	-	Core Rule Book, page 95
	Riverwoman	Worker that stands in the heart of the river traffic	66-68	-	71-72	72-74	-	-	-	77-80	Core Rule Book, page 96
	Seaman	Ocean called adventurer	69-70	59-65	73	75	39	65-79	-	--	Core Rule Book, page 97
	Smuggler	Smuggle cargo, avoid taxes. Secure maximum profit	71	-	74-75	76-79	-	80	-	81-83	Core Rule Book, page 98
	Stevedore	Loads Cargo, but rules the docklands	72-73	-	76-77	80-82	40-42	-	-	-	Core Rule Book, page 99
Seafarer (or Riverfolk) “Careers pursued by people who live around the coasts of the old world”	Wrecker	Lure vessels into a watery doom and take their cargo	74	66-71	78	-	-	-	79	--	Core Rule Book, page 100
	Beachcomber	Beach scavenger	61-62	53-54		69-72	-	-	-	-	Sea of Claws, page 64
	Chantyman	Coordinate a ship’s crew, activity and moral	63	-	68-69	-	-	64	-	-	Sea of Claws, page 66
	Huffer	Guides Ships	64-65	55-58	70	73-76	-	65	-	-	Sea of Claws, page 68
	Officer	Ship Commander	66-68	-	71-72	-	-	66-67	-	-	Sea of Claws, page 70
	Sailor	Ship worker	69-70	59-65	73	77	39-42	68-78	-	-	Sea of Claws, page 72
	Sailor Priest of Manann	Bring the will of Manann and try to avoid his wrath	71	-		-	-	-		-	Sea of Claws, page 74
	Ship's Gunner	Expert at maintaining and firing ship guns	72-73	-	74-76	78-82	-	80	-	-	Sea of Claws, page 76
	Wrecker	Lure vessels to a watery doom and take cargo	74	66-71	77-78	-	-	-	79	-	Sea of Claws, page 78

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Rogue “Mostly towns and city folk that make a living with what is considered illegal”	Bawd	Make a living selling illicit goods in seedier side of town	75-76	-		83-85	-	81-82	-	84-85	Core Rule Book, page 101
	Charlatan	Separate fools from their money	77	72-73		86	-	83-84	-	86-90	Core Rule Book, page 102
	Fence	Buy and sell anything legal or illegal	78	-	79	87	-	-	-	91	Core Rule Book, page 103
	Grave Robber	Brave the threat of necromancy, stealing from the dead	79	-	80-81	88	43-46	-	-	-	Core Rule Book, page 104
	Outlaw	Prey upon travellers, exploit the vulnerable	80-83	74-76	82	89	47-55	85-86	80-85	92	Core Rule Book, page 105
	Racketeer	Part of an organised criminal gang	84	-		90	56-60	-	-	93-94	Core Rule Book, page 106
	Thief	Steal from others to line your own pockets	85-86	77-80	83	91-93	-	-	-	95-97	Core Rule Book, page 107
	Witch	Strive to master magic without an official licence	87	81-83	-	-	-	87	-	-	Core Rule Book, page 108
	Owler (Land Smuggler)	Specialises in moving goods while avoiding taxes	88	-	84	94	-	88	-	X	Salzenmund, page 141
Warrior “Relying on their physical prowess, these people are trained fighters, although not necessary military”.	Cavalryman	Mounted combatant	89-90	83-85		-	-	89-92	86-90	-	Core Rule Book, page 109
	--Light Cavalry	Cavalry man that relies on speed	X	-		-	-	X	-	-	Up In Arms, page 44
	Guard	Your job is simple: Keep the undesirables out	91-92	-	85-87	95-96	61-67	93-94	91-92	98	Core Rule Book, page 110
	-Beadle	Specialised Guard of institutions	X	-	X	X	-		-	-	Winds of Magic, page 36
	--Ironbreaker	Warrior Specialised in underground combat	-	-	X	-	-		-	-	The Horned Rat Companion, page 81
	Knight	Heavy cavalry part of an knightly order	93	-	-	-	-	95	93-94	-	Core Rule Book, page 111
	--Freelance	A knight without a knightly order	X	-	-	-	-		-	-	Up In Arms, page 31
	--Knight of the Blazing Sun	Knight of the Goddess Myrmidia	X	-	-	-	-		-	-	Up In Arms, page 32
	--Knight of the White Wolf	Knight of the God Ulric	X	-	-	-	-		-	-	Up In Arms, page 34
	--Knight Panther	Defenders of the Empire from chaos	X	-	-	-	-		-	-	Up In Arms, page 36
	Pit Fighter	Fight for money, for glory, and for entertainment	94	86-89	88-90	97	68-79	96-97	95-96	-	Core Rule Book, page 112
	Protagonist	A strong-arm for hire. Fight and maybe even kill for coin	95	90-92	91-93	-	80-84	98	-	-	Core Rule Book, page 113
	Slayer	Shamed Dwarf who seeks a worthy death	-	-	94-97	-	-	-	-	-	Core Rule Book, page 114
	Soldier	Drilled and disciplined, ready to go to war	96-99	93-100	98-100	98-100	85-91	99-100	97-100	99	Core Rule Book, page 115
	--Archer	Bring finesse and accuracy to the battlefield	X	-	-	X	-	X	x	-	Up In Arms, page 10
	--Greatsword	Greatest of The Empires Foot soldiers	X	-	-	-	-	-	-	-	Up In Arms, page 12
	--Halberdier	Stalwart infantry not to be trifled with	X	-	X	X	-	-	-	-	Up In Arms, page 14
	--Handgunner	Bring death from long range with black powder	X	-	X	X	-	-	-	-	Up In Arms, page 16

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	--Pikeman	Soldier specialised with Pikes	X	-	-	-	-	-	-	-	Up In Arms, page 48
	--Siege Specialist	Specialises in attacking or defending castles	X	-	X	-	-	X	-	-	Up In Arms, page 46
	--Badger Rider	A Halfling warrior specialised in riding badgers	-	-	-	X	-	-	-	-	Archives of the Empire Volume 1, page 91
	--Ironbreaker	Warrior/Guard specialised in Underground Combat	-	-	X	-	-	-	-	-	The Horned Rat Companion, page 81
	Warrior Priest	Bring divinity to the thick of battle	100	-	-	-	-	-	-	100	Core Rule Book, page 116
	--Priest of Myrmidia	Warrior priest of the Goddess Myrmidia	X	-	-	-	-	-	-	-	Up In Arms, page 78
	Maneater	Ogre wandering warrior and hired soldier	-	-	-	-	92-100	-	-	-	Archives of the Empire Volume 2, page 35

Extra/Special /Optional			Reikland	Norsca	Dwarf	Halfling	Ogre	High Elf	Wood Elf	Gnome	
-	Priest of Stromfel	Pirate Priest	X	X	-	-	-	-	-	-	Sea of Claws, page 90
-	Cult Magus of Tzeentch	Manipulative mage and wielder of foul sorcery	X	X	-	-	-	-	-	-	Enemy In Shadows Companion, page 77
-	Warrior of Tzeentch	Warrior bound to the Changer	X	X	-	-	-	-	-	-	Death on The Reik Companion, 101
Familiar	Combat Familiar Career	Magically created Armoured bodyguard	-	-	-	-	-	-	-	-	Winds of Magic, Page 188
Familiar	Spell Familiar Career	Animated spellcasting puppet	-	-	-	-	-	-	-	-	Winds of Magic, Page 188
Familiar	Power Familiar Career	Gifted animal connected to a spellcaster through supernatural means	-	-	-	-	-	-	-	-	Archives if the empire III, Page 82

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2 WFRP4E STAR SIGNS

[Archives of The Empire Volume II, page 38](#)

1d100	Star Sign	Effect	Page
1-5	Wymund the Anchorite	+2 Fellowship, +2 Initiative, -3 Intelligence	40
6-10	The Big Cross	+2 Strength, +2 Willpower, -3 Initiative	40
11-15	The Limner’s Line	+2 Ballistic Skill, +2 Agility, -3 Initiative	41
16-20	Gnuthus The Ox	+2 Toughness, +2 Willpower, -3 Intelligence	41
21-25	Dragomas the Drake	+2 Willpower, +2 Fellowship, -3 Dexterity	41
25-30	The Gloaming	+2 Intelligence, +2 Initiative, -3 Willpower	42
31-35	Grugni’s Baldric	+2 Weapon skill, 2 Willpower, -3 Fellowship	42
36-40	Mammit The Wise	+2 Initiative, +2 Intelligence, -3 Fellowship	42
41-45	Mummit The Fool	Gain 1 Level of the <i>Luck</i> Talent, -3 Willpower	43
46-50	The Two Bullocks	Gain 1 Level of the <i>Craftsman</i> Talent, -3 Intelligence	43
51-55	The Dancer	Gain 1 Level of the <i>Impassioned Zeal</i> Talent, -3 Initiative	43
56-60	The Drummer	Gain 1 Level of the <i>Carouser</i> Talent, -3 Willpower	44
61-65	The Piper	+2 Fellowship, +2 Dexterity, -3 Weapon Skill	44
66-70	Vobist The Faint	Gain 1 Level of the <i>Sixth Sense</i> Talent, -3 Initiative	44
71-75	The Broken Cart	Gain 1 Level of the <i>Resistance (Disease)</i> Talent, -3 Willpower	45
76-80	The Greased Goat	Gain 1 Level of the <i>Animal Affinity</i> Talent, -3 Toughness	45
81-85	Rhya’s Cauldron	Gain 1 Level of the <i>Iron Will</i> Talent, -3 Agility	46
86-90	Cackefax The Cockerel	Gain 1 Level of the <i>Dealmaker</i> Talent, -3 Fellowship	46
91-95	The Bonesaw	+2 Intelligence, +2 Fellowship, -3 Weapon Skill	46
96-100	The Witchling Star	Roll 1d10	47
		1-3: Gain the <i>Sixth Sense</i> Talent	
		4-6: Gain the <i>Second Sight</i> Talent, -3 Strength	
		7-9: Gain the <i>Petty Magic</i> Talent, -3 Strength	
		10: Gain the <i>Witch</i> Talent	

3 WEAPONS AND ARMOUR (UP IN ARMS, PAGE 90-)

- GC=Gold Crown
- /- = Silver Shillings
- -/- = Ss/D
- Slash (XA) = If you cause Critical Damage with the weapon, the target takes a *Bleeding* Condition in addition to any other effect of the critical hit. You may spend X Advantage to have your opponent suffer 1 Additional *Bleeding* Condition

3.1 Melee Weapons

Weapon	Price	Enc.	Availability	Reach	Damage	Qualities and Flaw	
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	
Hand Weapon	1GC	1	Common	Average	+SB+4	—	
Improvised weapon	N/A	Varie s	N/A	Varies	+SB+1	Undamaging, Unbalanced	
Dagger	16/-	0	Common	Very Short	+SB+2	-	
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	1GC	1	Scarce	Short	+SB+4	Slash (1A)	
Sword	1GC	1	Common	Average	+SB+4	-	
Warhammer	1GC	1	Scarce	Average	+SB+4	Unbalanced, Pummel or Penetrating	
Shields							
Shield (Buckle)		18/2	0	Common	Personal	+SB+1	Shield 1, Defensive, Undamaging
Shield		2GC	1	Common	Very Short	+SB+2	Shield 2, Defensive, Undamaging
Shield (Large)		3GC	3	Common	Very Short	+SB+3	Shield 3, Defensive, Undamaging
Pavise		3GC 15/-	4	Rare	N/A	+SB+2	Shield 5
Cavalry							
Cavalry Hammer		3GC	3	Scarce	Long	+SB+5	Pummel
Demi-Lance		1GC	2	Scarce	Long	SB+5*	Impact, Impale
Lance		1GC	3	Rare	Very Long	+SB+6*	Impact, Impale, Tiring
Sabre		2GC	1	Scarce	Average	SB+4	Slash (1A)
Fencing							
Foil		5GC	1	Scarce	Medium	+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							
Spiked Gauntlet		2GC	1	Scarce	Personal	+SB+3	Impale, Unbalanced
Boat Hook		6/-	0	Common	Short	+SB+4	Trip, Undamaging
Garrot		1/-	0	Rare	Personal	+SB+2	Entangle, Slow, Unbalanced, Undamaging
Knuckleduster		2/6	0	Common	Personal	+SB+2	—
Locked Gauntlet		1GC	1	Scarce	Personal	+SB+2	Undamaging
Unarmed		N/A	0	—	Personal	+SB+0	Undamaging

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Sap	1/-	0	Rare	Personal	+SB+1	Pummel, Unbalanced, Undamaging
Flail						
Grain Flail	10/–	?	Common	Average	+SB+3	Distract, Imprecise, Wrap
Flai	2GC	1	Scarce	Average	+SB+5	Distract, Wrap
Military Flail	3GC	?	Rare	Long	+SB+6	Distract, Impact, Tiring, Wrap
Parry						
Cloak	10/-	1	Common	Short	+SB+0	Entangle, Defensive, Undamaging
Main Gauche	1GC	0	Rare	Very Short	+SB+2	Defensive
Swordbreaker	1GC 2/6	1	Scarce	Short	+SB+1	Defensive, Trip Blade
Weighted Net	1Gc 10/-	1	Rare	Short	+SB+0	Entangle, Defensive, Shield 1, Slow, Undamaging, Wrap
Polearm						
Ahlspiess	2GC	2	Scarce	Very Long	+SB+3	Impale, Penetrating
Bill	2GC	3	Scarce	Long	+SB+4	Defensive, Hack or Trip
Halberd	2GC	3	Common	Very Long	+SB+4	Defensive, Hack, Impale
Mancatcher	2GC	3	Rare	Long	+SB+2	Defensive, Entangle
Partizan/Glaive	2GC	3	Scarce	Long	+SB+4	Defensive, Impale or Slash (2A)
Poleaxe	2GC	3	Scarce	Long	+SB+4	Defensive, Hack or Impale or Pummel
Spear	15/–	2	Common	Long	+SB+4	Impale
Pike	18/–	4	Rare	Massive	+SB+4	Impale
Quarter Staff	3/–	2	Common	Long	+SB+4	Defensive, Pummel
Two-Handed						
Bastard Sword	8GC	3	Scarce	Long	+SB+5	Damaging, Defensive
Great Axe	4GC	3	Scarce	Long	+SB+6	Hack, Impact, Tiring
Flamberg Zweihander	30GC	3	Exotic	Long	+SB+5	Damaging, Hack, Slash (2A)
Pick	9/–	3	Common	Average	+SB+5	Damaging, Impale
Warhammer	3GC	3	Common	Average	+SB+6	Damaging, Pummel
Zweihander	10GC	3	Scarce	Long	+SB+5	Damaging, Hack

3.2 Ranged Weapons

Weapon	Price	Enc.	Availability	Range	Damage	Qualities and Flaw
BLACKPOWDER*						
Blunderbuss*	2GC	1	Scarce	20	+8	Blast
Hoachland Long Rifle*	100GC	3	Exotic	100	+9	Accurate, Precise, Reload 4
Handgun*	4GC	2	Scarce	50	+9	Dangerous, Reload 3
Pistol*	8GC	0	Rare	20	+8	Pistol, Reload 1
Matchlock Handgun	2GC	2	Rare	50	+8	Dangerous, Reload 4
Matchlock Blunderbus	1Gc	1	Rare	20	+7	Spread 3, Dangerous, Reload 3
Arquebus	5Gc	3	Exotic	40	+9	Dangerous, Imprecise, Reload 5
Double-Barrelled Handgun	7GC	3	Exotic	50	+9	Dangerous, Repeater 2, Reload 4
Griffonsfoot Pistol	10GC	1	Exotic	10	+7	Imprecise, Spread 5, Reload 6
Gun Axe	8	1	Exotic	30	+9	Imprecise, Dangerous, Reload 4

Does not include Lustria

Gun Halberd	10	3	Exotic	30	+9	Imprecise, Dangerous, Reload 4
BOW						
Elf Bow	4GC	2	Common	50	+SB+3	–
Longbow	5GC	3	Scarce	100	+SB+4	Damaging
Bow	4GC	2	Common	50	+SB+3	–
Shortbow	3GC	1	Common	20	+SB+2	–
CROSSBOW						
Crossbow Pistol	6GC	0	Scarce	10	+7	Pistol
Heavy Crossbow	7GC	3	Rare	100	+9	Damaging, Reload 2
Crossbow	5GC	2	Common	60	+9	Reload 1
ENGINEERING*						
Repeating Handgun*	10GC	3	Rare	30	+9	Dangerous, Reload 5, Repeater 4
Repeater Pistol	15GC	1	Rare	10	+8	Dangerous, Repeater, Reload 4, Repeater 4
Pepperbox	12GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4*
Hand Mortar	50GC	3	Exotic	30	+7	Dangerous, Imprecise, Reload 2
Cane Pistol	15GC	1	Exotic	10	+8	Dangerous, Imprecise, Reload 6
ENTANGELING**						
Lasso	6/–	0	Common	SBx2	–	Entangle
Whip	5/–	0	Common	6	+SB+2	Entangle
EXPLOSIVES						
Bomb	3GC	0	Rare	SB	+12	Blast 5, Dangerous, Impact
Incendiary	1GC	0	Scarce	SB	Special***	Blast 4, Dangerous
Sling						
Sling	1/–	0	Common	60	+6	–
Staff Sling	4/–	2	Scarce	100	+7	–
THROWING						
Bolas	10/–	0	Rare	SB×3	+SB	Entangle
Dart	2/–	0	Scarce	SB×2	+SB+1	Impale
Javelin	10/6	1	Scarce	SB×3	+SB+3	Impale
Rock	–	0	Common	SB×3	+SB+0	–
Throwing Axe	1GC	1	Common	SB×2	+SB+3	Hack
Throwing Knife	18/–	0	Common	SB×2	+SB+2	–

* All Blackpowder weapons and engineering weapons have the black powder and damaging qualities

** Entangling weapons have no range bands, just the listed range

*** An Incendiary gives every affected target 1+SL Ablaze Conditions

3.3 Ammunition

Weapon	Price	Enc.	Availability	Range	Damage	Qualities and Flaw
BLACKPOWDER AND ENGINEERING						
Bullett and Powder (12)	3/3	0	Common	As Weapon	+1	Impale, Penetration
Paper Cartridge ()12	5/-	0	Scarce	As Weapon	+1	Impale, Penetration*
Aqshy-Infused Powder (12)	1GC	0	Exotic	+10	+2	Impale, Penetration
Precision shot and powder	3/-	0	Common	As Weapon	+1	Impale, Penetration, Precise

Does not include Lustria

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)	1GC	0	Scarce	As Weapon	+2	Impale, Impact, Penetration
Bomb	3GC	0	Rare	As Weapon	+5	Blast 5, Dangerous, Impact
Incendiary	1GC	0	Scarce	As Weapon	Special	Blast 4, Dangerous
Grapple	2GC	1	Scarce	Half Weapon	+2	Penetration, Reload +2
BOW						
Arrow (12)	5/-	0	Common	As Weapon	-	Impale
Barbed Arrow (12)	8/-	0	Scarce	As Weapon	-	Impale, Slash (1A)
Bidkin 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
Stone Bullet (12)	2d	0	Common	As Weapon	-	Pummel

3.4 Artillery

Weapon	Price	Enc.	Availability	Range	Damage	Qualities and Flaw
CROSSBOW						
Ballista	30GC	20	Scarce	150	+12	Accurate, Reload 3, Crewed 2
BLACKPOWDER						
Cannon (Small)	40GC	30	Exotic	100	+10	Dangerous, Reload 4, Crewed 2
Cannon (Medium)	100GC	50	Exotic	125	+14	Dangerous, Reload 4, Crewed 3
Cannon (Large)	250GC	75	Exotic	175	+16	Dangerous, Reload 4, Crewed 4
Mortar	50GC	50	Exotic	150	-	Reload 3, Crewed 3
Swivel Gun	20GC	5	Rare	30	+14	Dangerous, Reload 4
CATAPULT						
Catapult (Small)	20GC	25	Scarce	75	+10	Imprecise, Reload 3, Crewed 2
Catapult (Medium)	40GC	40	Scarce	100	+15	Imprecise, Reload 3, Crewed3
Catapult (Large)	60GC	65	Scarce	175	+18	Imprecise, Reload 3, Crewed4
ENGINEERING						
Volley Gun	10GC	5	Exotic	50	+9	Dangerous, Reload 4, Salvo 7
Hellblast Volley Gun	500GC	85	Exotic	100	+10	Dangerous, Reload 4*, Salvo 9
Hellstorm Rocket Battery	500GC	75	Exotic	185	+12	Blast +5, Dangerous Imprecise, Reload 6, Salvo 9

3.5 Artillery Ammunition

Weapon	Price	Enc.	Availability	Range	Damage	Qualities and Flaw
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Does not include Lustria

BALLISTA						
Bolt	4/-	0	Scarce	As Weapon	-	Penetrating
CANNON						
Ball and Powder	8/-	1	Scarce	As Weapon	-	Blast +2, Impact
Grapeshot and Powder	6/6	0	Exotic	Quarter Weapon	-2	Spread +5
CATAPULT						
Animal Carcass	N/A	0	Common	Half Weapon	Special*	Blast +3, or Blast +20
Incendiary	1GC	0	Scarce	Half Weapon	Special**	Blast +4, Dangerous
Stone	8/-	1	Common	As Weapon	-	Damaging, Impact
MORTAR						
Bomb	3GC	0	Rare	As Weapon	+12	Blast +5, Dangerous, Impact
Incendiary	1GC	0	Scarce	Half Weapon	Special**	Blast +4, Dangerous
SWIVEL GUN						
Bullet and Powder for 1 shot	2/2	0	Common	As Weapon	+1	Impale, Penetrating, Spread +3
Small Shot and Powder for 1 shot	2/2	0	Common	As Weapon	-	Spread +6
VOLLEY GUN						
Bullet and powder (12)	3/3	0	Common	As Weapon	+1	Impale, Penetrating
HELLBLAST VOLLEY GUN						
Ball and Powder	8/-	1	Scarce	As Weapon	-	Blast +2, Impact
HELLSTORM ROCKET						
Rocket	5GC	1	Exotic	As Weapon	-	-

3.6 Armour

Armour	Price	Enc.	Availability	Penalty	Location	Aps	Qualities and Flaw
Soft Leather*							
Leather Jack	12/-	1	Common	-	Arms, Body	1	-
Leather Jerkin	10/-	1	Common	-	Body	1	-
Leather Leggings	14/-	1	Common	-	Legs	1	-
Leather Skullcap	8/-	0	Common	-	Head	1	Partial
Boiled Leather							
Breastplate	18/-	2	Scarce	-	Body	2	Weakpoints
Mail**							
Mail Chausses	2GC	3	Scarce	-	Legs	2	Flexible
Mail Coat	3GC	3	Common	-	Arms, Body	2	Flexible
Mail Coif	1GC	2	Scarce	-10% Perception	Head	2	Flexible, Partial
Mail Shirt	2GC	2	Scarce	-	Body	2	Flexible
Plate**							
Breastplate	10GC	3	Scarce	-	Body	2	Impenetrable, Weakpoints
Open Helm	2GC	1	Common	-10% Perception	Head	2	Partial

Does not include Lustria

Bracers	8GC	3	Rare	-	Arms	2	Impenetrable, Weakpoints
Plate Leggings	10GC	3	Rare	-10 Stealth	Legs	2	Impenetrable, Weakpoints
Helm	3GC	2	Rare	-20% Perception	Head	2	Impenetrable, Weakpoints

*Soft Leather can be worn without penalty under any other armour

**Wearing any Mail or Plate confers a Penalty of -10 Stealth each

3.7 Ogre Specific (Archives of the Empire vol.2, page 29)

Weapon	Price	Enc.	Availability	Reach/Range	Damage	Qualities and Flaw
Melee (Basic)						
Ogre Club	1GC	2	Common	Average	SB+4	Special **
Ironfist	4GC	2	Scarce	Short	SB+3	Shield 1, Defensive
Melee (Two-Handed)						
Big Ogre Club	5GC	6	Common	Long	SB+6	Damaging, Special**

Weapon	Price	Enc	Availability*	Range	Damage	Qualities & Flaws
Ranged (Throwing)						
Great Throwing Spear	6/-	2	Scarce	Sbx3	SB+4	Impale
Ranged (Blackpowder)						
Leadbelcher Gun	14GC	8	Exotic	50	+10	Dangerous, Reload 5
Ogre Pistol	9GC	3	Exotic	20	+8	Pistol, Reload 1
Ranged (Entangle)						
Harpoon La	8GC	5	Exotic	20	+10	Entangle, Reload 2
Chain Trap	1GC	2	Scarce	SBx2	+7	Entangle

Weapon	Price	Enc	Availability*	Range	Damage	Qualities & Flaws
Blackpowder Ammunition						
Ledbelcher Shot (12)	4/-	0	Scarce	Half Weapon	-	Blast 3
Ledbelcher Ball (1)	1 GC	0	Scarce	As Weapon	+4	Penetrating, Impale
Entangle Ammunition						
Harpoon	5/-	0	Exotic	As Weapon	-	Impale

Armour	Price	Enc.	Availability	Penalty	APs	Location	
Plate							
Ogre Gutplate	20GC	4	Rare	-	Body	3	Impenetrable

*Ogre Weapons and Armour are more and less rare depending on the place of purchase

Does not include Lustria