Warhammer Fantasy 4th Edition

Full Class, Career and Weapons and Armour Compendium

Table of Contents

1 WFRPG4e Classes & Careers **1**

2 WFRP4e Star Signs **6**

3 Weapons and Armour (Up in arms, page 90-) **7**

3.1 Melee Weapons 7

3.2 Ranged Weapons 8

3.3 Ammunition 9

3.4 Artillery 10

3.5 Artillery Ammunition 10

3.6 Armour 11

3.7 Ogre Specific (Archives of the Empire vol.2, page 29) 12

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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
	Townsman	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
	Witch Hunter	Hunt illegal witches plaguing the Empire by any means	60	-		-	-	-	-	-	Core Rule Book, page 92
Riverfolk (or Seafarer) "People who live and work on the rivers and waterways.	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
	Wrecker	Lure vessels into a watery doom and take their cargo	74	66-71	78	-	-	-	79	--	Core Rule Book, page 100
Seafarer (or Riverfolk) "Careers pursued by people who live around the coasts of the old world"	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 *Luck* Talent, -3 Willpower	43
46-50	The Two Bullocks	Gain 1 Level of the *Craftsman* Talent, -3 Intelligence	43
51-55	The Dancer	Gain 1 Level of the *Impassioned Zeal* Talent, -3 Initiative	43
56-60	The Drummer	Gain 1 Level of the *Carouser* 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 *Sixth Sense* Talent, -3 Initiative	44
71-75	The Broken Cart	Gain 1 Level of the *Resistance (Disease)* Talent, -3 Willpower	45
76-80	The Greased Goat	Gain 1 Level of the *Animal Affinity* Talent, -3 Toughness	45
81-85	Rhya's Cauldron	Gain 1 Level of the *Iron Will* Talent, -3 Agility	46
86-90	Cackefax The Cockerel	Gain 1 Level of the *Dealmaker* 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 *Sixth Sense* Talent	
		4-6: Gain the *Second Sight* Talent, -3 Strength	
		7-9: Gain the *Petty Magic* Talent, -3 Strength	
		10: Gain the *Witch* Talent	

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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	Varies	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
ENGENEERING*						
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 ENGENEERING						
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
ENGENEERING						
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

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