

Melee Weapons

Name	Cost	Enc	Damage	Group	Qualities	Availability	Examples
Axe	6gc	45	SB	Ordinary	Impact, Unwieldy	Common	Bearded Axe
Bardiche	20gc	100	SB+1	Two-Handed	Two-Handed, Impact, Special	Scarce	Berdysh
Braystaff	-	60	SB	Two-Handed	Two-Handed, Defensive, Impact, Slow	-	-
Buckler	2gc	10	SB-2	Parrying	Balanced, Defensive (2), Pummeling	Average	Adarga, Targe
Climbing Claws	2wt/ 10gc	10	SB-1	Ordinary	Special	Scarce	Rat Claws, Climbing Spikes
Comet-Flail	20gc	95	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Fast, Impact, Special	Rare	-
Dagger	1gc	10	SB-1	Ordinary	Balanced, Puncturing	Common	Dirk, Stiletto
Eastern Longsword	50 gc	50	SB	Ordinary	Balanced, Defensive, Fast	Very Rare	Katana, Changdao
Eastern Longsword (2H)	-	-	SB	Two-Handed	Two-Handed, Armor Piercing, Defensive, Fast, Precise	Very Rare	-
Elven Spear	-	50	SB	Ordinary	Fast, Armor Piercing	Very Rare	-
Elven Spear (2H)	-	50	SB	Two-Handed	Two-Handed, Fast, Precise, Armor Piercing	-	-
Elven Spear (Mounted)	-	50	SB+1	Cavalry	Fast, Armor Piercing, Charge	-	-
Elven Spear (Mounted 2H)	-	50	SB+1	Cavalry	Two-Handed, Fast, Precise, Armor Piercing, Charge	-	-
Flail	15gc	95	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Fast, Impact	Scarce	-
Foil	18gc	40	SB-1	Fencing	Fast, Precise	Rare	-
Gauntlet	1gc	1	SB-1	Ordinary	Pummeling	Common	Cestus, Knuckles
Great Axe	24gc	200	SB+2	Two-Handed	Two-Handed, Slow, Impact	Average	-
Great Mace	18gc	300	SB+2	Two-Handed	Two-Handed, Slow, Pummeling (2)	Scarce	Warhammer

Great Pick	25gc	200	SB+2	Two-Handed	Two-Handed, Slow, Armor Piercing (2)	Scarce	Mattock
Great Sword	35gc	280	SB+2	Two-Handed	Two-Handed, Slow, Defensive	Average	Claymore
Great Sword (Half-Sword)	-	-	SB	Two-Handed	Two-Handed, Armor Piercing, Precise	-	-
Great Sword (Mordschlag)	-	-	SB	Two-Handed	Two-Handed, Armor Piercing, Pummeling	-	-
Improvised (Heavy)	-	300	SB+2	Two-Handed	Two-Handed, Slow, Tiring, Unwieldy	-	Door, Boulder, Wagon Wheel
Improvised (Medium)	-	200	SB+1	Two-Handed	Two-Handed, Slow, Unwieldy	-	Scythe, Pitchfork, Shovel, Crowbar
Improvised (Standard)	-	80	SB	Ordinary	Unwieldy	-	Frying Pan, Chair Leg, Sickle
Improvised (Small)	-	20	SB-1	Ordinary	-	-	Brick, Pistol, Tongs, Spade
Khopesh	10gc	50	SB+1	Ordinary	Slow	Rare	-
Lance	4gc	100	SB+2	Cavalry	Impact, Fast, Heavy Charge	Rare	-
Lance (2H)	-	-	SB+2	Cavalry	Impact, Fast, Heavy Charge	-	-
Mace	7gc	70	SB	Ordinary	Pummeling	Common	Hammer, Club
Main Gauche	4gc	15	SB-2	Parrying	Balanced, Defensive, Puncturing	Scarce	-
Man Catcher	7wt/ 35gc	170	SB	Two-Handed	Two-Handed, Snare	Scarce	Sasumata, Things-Catcher
Military Pick	9gc	65	SB	Ordinary	Armor Piercing	Scarce	Crowbill
Morningstar	15gc	60	SB+1	Flail	Impact, Tiring, Unwieldy, Fast	Scarce	Nunchaku
Horns/Tusks	-	-	SB+1	Ordinary	Charge, Impact	-	-
Natural Weapons (Strong)	-	-	SB	Ordinary	-	-	Claws, Carnivore Teeth, Large Tail, Crushing Mass
Natural Weapons (Weak)	-	-	SB-1	Ordinary	-	-	Talons, Horns, Herbivore Teeth, Beak, Tusks
Pike	20gc	200	SB	Two-Handed	Fast, Special	Average	-

Plague Censer	10wt	85	SB+2	Flail	Two-Handed, Tiring, Unwieldy, Fast, Impact, Special	Rare	-
Polearm (Swing)	15gc	175	SB+1	Two-Handed	Two-Handed, Impact	Common	Halberd, Bill, Glaive, Voulge
Polearm (Stab)	-	-	SB+1	Two-Handed	Two-Handed, Fast, Precise	-	-
Polished Shield	20gc	50	SB-1	Ordinary	Defensive, Pummeling, Special	Scarce	-
Quarterstaff	3s	50	SB	Ordinary	Two-Handed, Defensive, Pummeling	Plentiful	-
Punch Dagger	1wt/ 5gc	15	SB-1	Ordinary	Balanced, Defensive	Average	Pata, Katar, Ironfist, Ulu
Rapier	18gc	40	SB	Fencing	Fast	Scarce	-
Shield	10gc	50	SB-1	Ordinary	Defensive, Pummeling, Special	Common	-
Spear	10gc	50	SB	Ordinary	Fast	Common	-
Spear (2H)	-	-	SB	Two-Handed	Two-Handed, Fast, Precise	-	-
Spear (Mounted)	-	-	SB+1	Cavalry	Fast, Charge, Impact	-	-
Spear (Mounted 2H)	-	-	SB+1	Cavalry	Two-Handed, Fast, Precise, Impact	-	-
Sword	14gc	50	SB	Ordinary	Defensive	Common	Cutlass, Tulwar
Sword-Breaker	5gc	40	SB-2	Parrying	Balanced, Special	Scarce	-
Tail Weapon	2wt	5	SB-1	Ordinary	Fast, Special	Common	-
Unarmed	-	-	SB-2	Ordinary	-	-	-

Missile Weapons

Name	Cost	Enc	Damage	Group	Qualities	Range	Reload	Availability
Blowgun	2wt/ 2gc	10	2	Blowgun	-	12/24	Half	Very Rare

Blunderbuss	7gc	50	3	Gunpowder	Two-Handed, Armor Piercing, Shrapnel, Unreliable	24/-	3 Full	Average
Bola	7s	20	1	Entangling	Snare	6/12	Half	Scarce
Bomb/Grenade	8gc	20	6	Explosive	Unreliable, Special	4/20	Full	Rare
Bow	10gc	80	3	Ordinary	Two-Handed	24/48	Half	Common
Crossbow	25gc	120	4	Crossbow	Two-Handed	30/60	Full	Average
Crossbow-Pistol	35gc	25	4	Crossbow	-	15/30	Full	Rare
Duck-Foot	50gc	30	4	Experimental	Unstable, Impact, Special	15/-	4 Full	Rare
Elven Bow	70gc	75	3	Longbow	Two-Handed, Armor Piercing, Precise	30/60	Half	Very Rare
Firearm	30gc	60	4	Gunpowder	Two-Handed, Impact, Unreliable	24/48	2 Full	Scarce
Hand Mortar	30gc	60	6	Explosive	Two-Handed, Special (Bomb)	15/30	4 Full	Rare
Improvised (Heavy)	-	70	SB+1	Throwing	Two-Handed, Unwieldy	6/-	Full	-
Improvised (Medium)	-	40	SB	Throwing	Unwieldy	8/-	Half	-
Improvised (Light)	-	10	SB-1	Throwing	Unwieldy	6/12	Half	-
Incendiary	5gc	20	4	Explosive	Special	4/20	Full	Scarce
Javelin	25s	30	SB	Throwing	-	12/24	Half	Average
Jezail	45gc	60	4	Gunpowder	Two-Handed, Impact, Unreliable	36/72	2 Full	Very Rare
Lasso	1gc	10	-	Entangling	Two-Handed, Snare	6/-	Half	Plentiful
Long Rifle	60gc	70	4	Experimental	Two-Handed, Unreliable, Impact, Precise	48/96	2 Full	Very Rare
Longbow	15gc	90	3	Longbow	Two-Handed	30/60	Half	Average
Net	3gc	60	-	Entangling	Snare	3/6	Full	Plentiful
Pistol	20gc	25	4	Gunpowder	Impact, Unreliable	12/24	2 Full	Scarce
Poisoned Wind Globe	6wt	5	-	Throwing	Special	4/20	Full	Scarce
Ratling Gun	30wt	10	4	Engineer	Armor Piercing, Unstable, Shrapnel	18/36	10 Full	Very Rare
Repeater Crossbow	50gc	150	3	Crossbow	Two-Handed, Armor Piercing, Magazine (10)	24/48	1 Full	Very Rare
Repeater Crossbow-Pistol	60gc	35	3	Crossbow	Magazine (5)	12/24	1 Full	Very Rare

Repeater Handgun	45gc	120	4	Experimental	Impact, Unreliable, Magazine (6)	24/48	2 Full	Rare
Repeater Pistol	40gc	30	4	Experimental	Impact, Unreliable, Magazine (6)	12/24	2 Full	Rare
Short Bow	7gc	75	3	Ordinary	Two-Handed	18/36	Half	Common
Sling	4gc	10	3	Sling	Armor Piercing	18/36	Half	Common
Smoke Bomb	3wt/ 15gc	5	-	Throwing	Special	6/12	Full	Scarce
Staff Sling	10gc	50	4	Sling	Two-Handed, Armor Piercing	24/48	Full	Rare
Swivel Gun (Round Shot)	75gc	200	6	Gunpowder	Two-Handed, Impact, Unstable	36/72	3 Full	Very Rare
Swivel Gun (Grapeshot)	-	-	5	Gunpowder	Two-Handed, Armor Piercing, Shrapnel, Unstable	24/-	4 Full	Very Rare
Throwing Axes	5gc	40	SB+1	Throwing	-	8/-	Half	Average
Throwing Daggers	3gc	10	SB	Throwing	-	6/12	Half	Common
Warpfire Thrower	39wt	10	5	Engineer	Unstable, Special	-	10 Full	Very Rare
Warplock Jezzail (Warpstone)	12wt	60	6	Experimental	Two-Handed, Unstable, Armor Piercing	36/72	3 Full	Rare
Warplock Jezzail (Gunpowder)	-	-	4	Gunpowder	Two-Handed, Unreliable, Armor Piercing	30/60	3 Full	-
Warplock Pistol (Warpstone)	10wt	25	4	Experimental	Unstable, Armor Piercing	15/30	2 Full	Rare
Warplock Pistol (Gunpowder)	-	-	3	Gunpowder	Unreliable, Armor Piercing	9/18	2 Full	-
Warpmusket (Warpstone)	10wt	60	5	Experimental	Two-Handed, Unstable, Armor Piercing	24/48	2 Full	Rare
Warpmusket (Gunpowder)	-	-	3	Gunpowder	Two-Handed, Unreliable, Armor Piercing	18/36	2 Full	-
Whip	2gc	40	SB-2	Entangling	Fast, Snare	6/-	Half	Average

Ammunition

Name	Cost	Encumbrance	Availability
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Arrows (5)	1s	10	Common
Bolts (5)	2s	10	Average
Bomb (1)	8gc	20	Rare
Darts (5)	10s	5	Very Rare
Firearm Shot (10)	4s	5	Scarce
Gunpowder (per shot/per quarter Swivel gun shot)	3p	0.5	Scarce
Swivel gun Shot (5)	8s	10	Scarce
Warpstone Shot (10)	1/5 wt	10	Very Rare
Warpdust (per shot)	1/30 wt	1	Very Rare

Armor

Name	Body-Parts	Traits	AP	Enc	Availability	Cost (gp)	Layer Code	Examples
Under-layer								
Padded Coif	Head	-	1	5	Common	3	A	-
Arming Doublet	Body, Arms	-	1	30	Common	12	A	-
Padded Jerkin	Body	-	1	20	Common	6	A	-
Padded Jack	Body, Arms, Legs	-	1	45	Common	22	A	Gambeson
Arming Hose	Legs	-	1	15	Average	10	A	-
Hide Armor	Body, Arms, Legs	Hindering, Restrictive	2	80	Scarce	30	A, B, C, D, E, F	-
Over-layer								
Helm	Head	-	1	10	Average	10	B	Morion, Kettle Hat
Helm w/ Face Protection	Head	Impairing	2	20	Scarce	25	B	Houndskull, Great Helm
Bevor	Head	-	1	10	Scarce	15	C	Gorget
Full Helm	Head	Impairing	4	30	Rare	50	B, C	Armet, Closehelmet
Breastplate	Body	-	1	25	Scarce	35	B	-
Back plate	Body	-	1	25	Scarce	35	C	-

Full Cuirass	Body	Hindering	4	115	Rare	130	B, C	-
Brigandine	Body	-	2	60	Average	60	B, C	Coat of Plates
Fur/Scale Mantle	Head, Body	Cloak	2	25	Average	15	E	-
Gauntlets	Arms	-	1	5	Average	20	B	Mitten
Vambraces	Arms	Restrictive	1	10	Scarce	30	C	-
Rerebraces	Arms	Restrictive	1	10	Rare	30	D	-
Pauldrons	Arms	-	1	5	Average	15	E	Spaulder, Munnions
Sabatons	Legs	Hindering	1	25	Scarce	35	B	-
Greaves	Legs	-	1	20	Average	10	C	Schynbauld
Cuisses	Legs	-	1	25	Rare	35	D	-
Tassets	Legs	Hindering	1	15	Average	10	E	Faulds, Tonlet
Mail Coif	Head	-	1	15	Average	10	D	Aventail, Pixane
Hauberk	Body, Arms	Restrictive	1	70	Average	90	B, C, D/F	-
Plated Mail	Body	-	2	260	Scarce	150	B, C, D	Scale/Lamellar Hauberk
Byrnie	Body	-	1	50	Average	60	F	-
Chausses	Legs	Hindering	1	40	Scarce	30	F	Mail Skirt
Ithilmar Coif	Head	-	1	10	-	-	D	-
Ithilmar Hauberk	Body, Arms	-	1	45	-	-	B, C, D/F	-
Ithilmar Scale-mail	Body	-	2	175	-	-	B, C, D	-
Ithilmar Byrnie	Body	Hindering	1	35	-	-	F	-
Ithilmar Chausses	Legs	Hindering	1	25	-	-	F	Ithilmar Skirt
Mounts								
Under-layer								
Caparison	Head, Body	-	1	130	Scarce	50	A	-
Over-layer								

Mail Barding	Head, Body	Restrictive	1	230	Rare	110	B	-
Scale Barding	Head, Body	Restrictive	2	855	Very Rare	185	B, C, D	Lamellar/Plated Mail
Ithilmar Barding	Head, Body	-	1	155	-	-	B	-
Ithilmar Scale Barding	Head, Body	-	2	605	-	-	B, C, D	-
Crieniére	Head	Restrictive	2	120	Very Rare	150	C	-
Chanfron	Head	-	2	100	Rare	100	D	-
Croupiere	Body	Hindering	2	180	Very Rare	100	C	-
Peytral	Body	Hindering	2	180	Very Rare	150	D	-
Leg Guards	Legs	Hindering	2	100	Very Rare	150	A	-

Traits

Armor Piercing	Attacks from Armor Piercing weapons ignore 1 Armor Point.
Balanced	When wielding a Balanced weapon in your secondary hand, you don't suffer the normal -20% penalty to your Weapon Skill.
Charge	This weapon profile can only be used on the turn that the character charges.
Cloak	The AP bonus from this Armor only applies against ranged attacks that the target is aware of.
Defensive	You gain a +10% bonus on parry attempts while wielding a Defensive weapon.
Fast	Enemies suffer a -10% penalty when trying to parry or dodge a Fast weapon.
Heavy Charge	When used on a turn that the user didn't charge, this weapon's damage is SB and it has the Unwieldy and Slow traits.
Hindering	Armor with this trait cause a -1 penalty to Movement. Multiple instances of this rule do not stack. Ignore if using the rules for encumbrance.
Impact	If you hit with an Impact weapon, you may roll two d10 for damage and pick the higher result.
Impairing	Full Helms and Helms with Face Protections cause a -10% penalty to all perception tests while worn. If the helm has a visor, it can be flipped up. When flipped up, the character no longer suffers a penalty to perception but reduces the AP value on their head by 1.
Magazine	Weapons with this trait have a number in brackets next to the Magazine Trait. This indicates how many shots the weapon can hold. The weapon can fire these many shots without needing to reload and despite not having Reloading be a free action, it can be used to make Swift Attacks. When the weapon gets reloaded, it restores one shot to its magazine rather than being fully loaded.
Precise	When using a Precise weapon, the Critical Value of any Critical Hits is increased by 1.

Pummeling	You gain a +10% bonus to your Strength when using the Strike to Stun talent.
Restrictive	Armor with this trait causes a -10% penalty to Agility. Multiple instances of this rule do not stack.
Shrapnel	Firing a Shrapnel weapon does not require a Ballistic Skill Test to hit. Simply measure out a line as long as the weapon's maximum range, 2 yards (1 square) wide. Anyone caught in this area must make a successful Agility Test or suffer the weapon's damage.
Slow	Enemies gain a +10% bonus when trying to parry or dodge a Slow weapon.
Snare	A weapon with this quality is designed to entangle enemies. On a successful hit, the target is trapped unless he succeeds on an Agility Test. If this test is failed, the target is restricted to free actions or actions that enable his escape, of which there are two. The target may attempt to break the bonds by making a Strength Test or wriggle free by making an Agility Test. These tests are Full Actions. If another character assists the entangled character (also a Full Action), the Difficulty improves to Routine. For as long as the character remains entangled, attacks gain a +20% bonus to WS or BS as appropriate to the attack.
Special	See weapon description for additional special rules.
Tiring	After the first round of melee, this weapons damage is reduced to SB.
Two-Handed	This weapon requires two hands to wield effectively. If ever wielded one-handed, it gains the Unwieldy, Slow and Tiring traits if a melee weapon and the Unwieldy trait if it is a ranged weapon. If it is a ranged weapon, it also automatically counts as firing at long range. If it already has these traits, does not roll To Hit, cannot be fired at long range or possesses a one-handed profile, the profile can never be used one-handed.
Unreliable	On an attack roll of 96-99, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 00, the weapon explodes, inflicting its normal damage on the wielder and destroying itself in the process.
Unstable	On an attack roll of 93-97, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 98-00, the weapon explodes, inflicting a Damage 8 hit on the wielder and destroying itself in the process.
Unwieldy	Attacks made with this weapon suffer a -10% To Hit penalty.
Puncturing	This weapon ignores all armor if the foe is grappled, prone or unaware. It can be used when grappling an opponent.

Rule Changes

Armor Limit (Optional): Maximum limits on armor could be removed, resulting in a maximum of 7 AP on all body parts without magical improvement. It is HIGHLY recommended that the rules for encumbrance are used. Reaching this value without exceeding maximum

encumbrance requires both a very strong character and many armor pieces being Best Quality which is unlikely unless the GM is extremely generous. If this option is used, Chaos Armor grants AP6 to all body parts instead of 5 and has an encumbrance value of 375 instead of 250.

Armor Weight Classes: AP values of 1 are Light Armor, AP values of 2-3 are Medium Armor and AP values of 4 or higher are Heavy. For the purposes of career trappings, a wearer must reach the armor weight corresponding to their vanilla equipment. For example, if an advanced career lists one of its trappings as Medium Armor (Sleeved Mail Shirt, Mail Coif, and Full Leather Armor), then they must instead have at least 2 AP on their head, body and arms and 1 AP on their legs.

Art of Silent Death: A character with this talent counts as wearing Gauntlets when making Unarmed attacks. If they are wearing Gauntlets then successful attacks deal SB damage and have the Pummeling (2) trait (replacing the first instance of Pummeling). If wearing Climbing Claws then successful attacks deal SB damage and have the Pummeling trait.

Chaos Armor - Chaos Armor has the following properties:

- Chaos Armor is a full suit of armor covering all body parts. It grants an AP value of 5 to those body parts and fills all Layer Codes but still allows the wearer to wear Fur/Scale Mantles.
- Chaos Armor cannot be removed upon being worn. Since it fuses with the wearer, the wearer subtracts 1 from the value of all Critical Hits made against themselves.
- The full set has an encumbrance value of 250.
- No version of Chaos Armor has the Restrictive or Hindering rules. Its helmet still has the Impairing trait, lacking a visor.
- Chaos Armor does not cause penalties to casting of any sort.
- Every week, the wearer must take a Willpower test. If failed, they are compelled to journey to the Chaos Wastes unless they have already made such a pilgrimage.
- If using the rules for armor damage, Chaos Armor does not suffer damage. It automatically repairs itself.

Gromril: Melee weapons made of Gromril deal one additional damage in the first round of combat and cost 4 times as much. Gromril Plate Armor grants +1 AP to the point it protects if all the Layer Codes that it can cover are covered with Gromril armor. This can take the AP value of a Body Part above the limit of 5 AP. Gromril plate components also have double the Encumbrance value.

Ithilmar: Melee weapons made of Ithilmar lose the Slow trait if they have it. If they don't have the Slow trait, they gain the Fast trait.

Layer Codes: Each piece of armor has 1 or more layer codes associated with it. Two pieces of armor with the same layer code cannot be worn on the same body part.

Master Rune of the Adamant: The wearer of a suit of armor engraved with the Master Rune of the adamant grants the wearer a Toughness Bonus of 10. It does not affect the toughness stat of the wearer.

Runic Magic: Armor runes are applied to the whole suit of armor worn (the rule of form still applies), except for the underlayer. If any pieces are missing or a non-underlayer component is added, the rune doesn't have any effect. In addition, the following runes may be applied multiple times with the effects stacking (the rule of three and the rule of mastery still apply):

- Rune of Cleaving
- Rune of Fire
- Rune of Fortitude
- Rune of Fury
- Rune of Iron
- Rune of Luck
- Rune of Speed
- Rune of Striking
- Rune of Warding

Sturdy: This talent instead allows the wearer to ignore the Hindering trait of any piece of armor if not using the rules for encumbrance.

Trait Stacking: If there is a set of brackets with a number next to the trait, then the trait takes effect multiple times.

Reasons for Changes

Armor Variety: Pure leather armor is a myth, cloth was instead used and quite effectively for a long time. Plate Armor had a variety of parts as well, this new system better represents historical armor and the armor worn by Games Workshop models. The homebrew that this was based on had Mail and all forms of plate be mutually exclusive. This is also inaccurate as mail and plate were used in combination for a decent period though the Mail was phased out more and more as plate articulation became more advanced. Nonetheless, though full plate wasn't combined with full mail due to weight constraints, in a world filled with giant monsters, large beasts and large humanoids, some people would surely decide that the weight is worth the increased protection so I've given that option to players and GMs. An incredibly strong character with many parts of their armor being well-crafted armor would be needed to do this without exceeding the encumbrance limits.

Gromril and Ithilmar: I've doubled the encumbrance values for these armors since the book says that armor made of these are always Best Quality which I'm assuming has been factored into the given encumbrance values. This allows for Ithilmar and Gromril armor of

inferior quality such as being cobbled together from other suits, shoddily refitted for someone else or unearthed after being left to rust for centuries. Feel free to correct me.

Gunpowder Weapons: Gunpowder weapons are prohibitively expensive, for example, a Firearm costs 12 times as much as a Crossbow despite both being equipment of the core of entire armies. I've dropped the cost of firearms to a 10th of the vanilla cost and reduced the rarity to most of them. Not enough so that they are more common than crossbows but slightly costlier and less available to represent the higher technology base required. Since Repeater Crossbows are a staple of the Dark Elves and Cathay (if you ever decide to go there) I have halved the cost of those. Lastly I see no reason that Long Rifles or Repeater weapons would be more dangerous than their conventional counterparts. I have replaced Experimental with the more generic Unstable rule, to represent weapons that are dangerous to use but might not even be experimental weapons.

Rune Magic: The armor runes system seems to only consider the simplest versions of the armor rules where the only sets are Full Leather, Full Mail, Full Ithilmar Mail, Full Gromril Plate and Full Plate. For example, RAW, one could apply the Master Rune of the Adamant to all the plate and mail components of their armor to gain absurd toughness or other overpowered combinations. Making it that a rune must be applied to the entire suit and only works if the entire suit is together will prevent this major problem. I've also made it that certain runes can be stacked multiple times since that has always been possible on the tabletop.

Skaven Equipment: The Skaven have many unique equipment that they can use but several things such as Things-Catchers, Rat Claws and Smoke Bombs can feasibly be made by other species, probably even more effectively than Skaven-built versions. The pattern appears to be that 1wt is of similar cost to 5gc so that's what I have done.

Weapon Ranges and Damage: This is to more closely approximate the tabletop. 1 square of range roughly corresponds to 1" of range and many throwing weapons are incredibly weak even though they should, by all logic, hit as hard or harder than arrows due to a heavier mass, this being offset by having half or less the range of such weapons. In many cases, the harder hits due to using a two-handed weapon are represented by Impact instead of a Strength bonus. By replacing this trait with an increase to damage, the weapons should still regularly deal the same damage, just less affected by the whims of the ~~dark~~ dice gods.

Weapon Variety: All weapons described in the Old-World armory have been added here, including differentiating the various forms that hand weapons and great weapons can take. In addition, Improvised weapons have gained variety. Hitting someone with a broken door, boulder or equally large implement should be very different from hitting someone with a glass bottle. However, all Improvised Weapons have been given traits that make them far poorer as weapons than a dedicated instrument of killing in roughly the same mass class.