

## — NATURAL DAMAGE —

Spiky clubs and razor-sharp swords are not the only way to die in the Warhammer World. The Old World has everyday hazards as well, such as fire, suffocation, and disease. These are collectively known as natural damage and they are dealt with in this section. Poison, which could also be considered natural damage, is detailed in **Chapter 5: Equipment**.

### FIRE

Characters take damage each round if exposed to fire. Generally speaking, fires range from Damage 1 (a small campfire) to Damage 10 (a raging inferno). The GM should determine the damage based on the fire's size and ferocity. If a character is exposed to the same fire source for two or more consecutive rounds, he must make an Agility Test each round or catch on fire. Once blazing, a character loses 1d10 Wounds (with no reduction for armour or Toughness Bonus) each round until the fire is extinguished.

### SUFFOCATION

There are many ways to suffocate. Drowning is the most common, but the inhalation of smoke and certain gasses also does the trick. When in danger of asphyxiation, a character must make a Toughness Test once per minute, with a cumulative -10% penalty for each previous test. The third Toughness Test, for instance, would suffer a -20% penalty. A character falls unconscious once he has failed two tests. If not rescued within two more minutes, the character suffocates and dies.

### DISEASE

Plague and pestilence are facts of life in the Empire. The common folk suffer yearly outbreaks and epidemics of many types. Some choose to trust to Shallya to heal their ills, whilst others prefer to place their faith in doctors and quackery. Whatever the case, the old, the young, the unwashed and the unlucky are frequent victims of disease.

When exposed to a disease, a character must make a successful Toughness Test or contract it. The disease lasts for a set number of days, modified by the results of a second Toughness Test. Each degree of success shortens the duration by one day, while each degree of failure lengthens it by one day. Once every three days, a character with the Heal Skill can attempt to aid the character as well. A successful test shortens the duration by one day. When the duration drops to 0, the character recovers from the disease.

### DISEASE FORMAT

**Name:** Self-explanatory.

**Description:** How foul is the disease exactly.

**Duration:** The average number of days the affliction lasts.

**Effects:** Victims suffer these penalties whilst diseased.

### THE BLOODY FLUX

**Description:** The Flux is a common term for any illness that causes the sufferer to void large amounts of matter from their person in a short time. Privy doors flap when the Flux comes to town. The Bloody Flux is a particularly unpleasant strain, often believed to be a punishment from the Gods to the impious. The cures for it are certainly foul, including the inhalation of

sulphurous fumes, feeding up with blood sausage, "stopping" with cork and wax or greasing with linnen and pork fat.

**Duration:** 3 days.

**Effects:** Severe dehydration causes the character to suffer a -10% penalty to the Characteristics on his Main Profile.

### THE GALLOPING TROTS

**Description:** This vigorous, smelly, and messy affliction is quite common amongst those who pay little care to the cooking and cleanliness of their food. Known in Altdorf as "Rumsters Revenge" after the cheap and dubious "meat" pies sold by Halfling merchants for a penny each, many hungry visitors to the capitol end up "spending a penny twice". Rest, clean water and plenty of privy rags are the only cure.

**Duration:** 5 days

**Effects:** The wracking intestinal pain causes the character to suffer a -20% penalty to the Characteristics on his Main Profile.

### THE GREEN POX

**Description:** This horrid disease is the ravager of many a face. It first manifests cold-like symptoms of sneezes and shivering, but soon shows its true colours. The victim is usually bed-ridden by the time the first boils begin to swell. Over the course of ten or so days, the victim becomes studded with large, penny-sized sores that weep green-coloured pus. A high fever rages, and a distinctive smell arises from the sufferer's body.

Should they survive the pox, the victim will be covered with large greenish-grey scars about the face, throat and shoulders. The Green Pox can recur at any point in the victim's life from then on, increasing the density and brightness of the pox marks each time. Only heavy make-up can disguise the distinctive marks.

**Duration:** 14 days.

**Effects:** Each day the character has the Green Pox he must make a Toughness Test or lose 5% from every Characteristic on his Main Profile. If Toughness is reduced to 0 or less, the character dies. If the victim survives, he must make a Toughness Test or suffer a permanent -10% penalty to Fellowship Tests reliant on physical appearance or good looks.

### KRUTS

**Description:** Legend has it that Dwarf herdsman brought down this itching, crepuscular rash from the mountains. Maddening, painful and embarrassing, this sickness tends to gather about the thighs, groin and torso. Transmitted by touch, this highly infectious rash is quite a social stigma. Sometimes associated with goats, and other livestock, folk medicine recommends shaving the afflicted area and painting it with turpentine.

**Duration:** 5 days.

**Effects:** The constant irritation causes the character to suffer a -10% penalty to his Agility and Fellowship. During combat he must make a successful Will Power Test each round at the beginning of his turn or spend a half action itching and scratching.

### NEGLISH ROT

**Description:** This insidious disease is rightly the most feared of all the Empire's ills. Whilst most sicknesses destroy the body, this

loathsome rot eats away at the very soul of its victim. Sufferers exhibit boils, fever and violent fluxes as the rot withers their frame to leprous proportions. Most end their lives before the final stages of the disease, for the disturbing changes it wreaks upon ones frame are enough to shatter one's sanity. Many whisper that this illness is the work of the Fly Lord, casting his net to snare souls to his service. Only the mightiest of Shallyan healing magic can cure Neiglish Rot. For most victims, it is a death sentence.

**Duration:** 30 days.

**Effects:** Each day a character has the Neiglish Rot he must make a Toughness Test or lose 5% from every Characteristic on his Main Profile. If Toughness is reduced to 0 or less, the character dies. At the end of each week the character has the disease, roll on **Table 11-1: Chaos Mutations** on page 229.

### SCURVY MADNESS

**Description:** This dangerous disease causes painful swellings upon the lips, tongue and gums. When these burst—usually whilst sneezing—foul tasting and infectious pus sprays out, sometimes up to five feet away. A high fever induces hallucinations and a terrible thirst in the victim, who must be doused in water and kept cool at all costs. People in the grip of the madness have gone on violent rampages, made shocking admissions and caused dangerous scandals. Folk cures include strapping sufferers to a stout board and forcing either grog with vinegar and limejuice or a live frog down their gullet.

**Duration:** 7 days.

**Effects:** The sufferer becomes so debilitated that all the Characteristics on his Main Profile are halved (rounded up). If trying to do anything but recuperate, the character must make a successful Will Power Test or the GM will decide what he does instead. Considering that victims suffer from severe hallucinations, this could be nearly anything.

### STENCHFOOT FEVER

**Description:** This foul disease is a common Halfling affliction that has escaped from the Moot to plague the Empire. Views conflict on how it is caught. Some claim merely sharing a seat with one of the "wee folk" is enough to get you infected. Unfortunates who suffer from the fever are afflicted with sweats and shakes, sickness and a foul, meaty stink arising from their feet. The accepted method of dealing with this sickness is to fight fire with fire—rubbing the afflicted feet with meat, dung and the like to "drive out" the sickness.

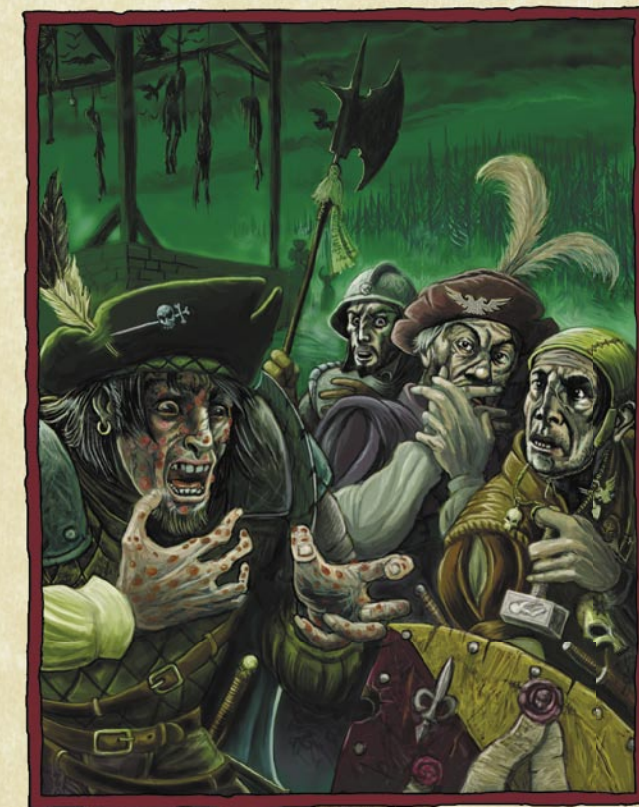
**Duration:** 4 days.

## — MOVEMENT —

Movement has already been covered during combat and other situations where time is broken into 10 second rounds. Movement during narrative time, plus rules for jumping and falling, leaping, and flying, follow. Swimming and climbing are covered in **Chapter 4: Skills and Talents** under the skills Swim and Scale Sheer Surface respectively.

### NARRATIVE MOVEMENT

The vast majority of movement occurs as part of the story or narrative and it can be handled speedily. It isn't necessary to make a journey as tedious for the players as it is for their characters. The GM can simply say things like, "After a gruelling eight hour hike, you finally arrive in



**Effects:** The illness causes a -20% penalty to all the Characteristics on the character's Main Profile. The sufferer and anyone within 4 yards also suffers a -10% on Perception Tests involving sense of smell, since the odour of the character's feet is so unbelievably foul.

### WEEVIL COUGH

**Description:** Tiny mites that live in hay, wheat and flour stores cause this hacking cough. Spending too much time around infested areas will produce a thick, phlegmy cough, shortness of breath and a distinctive throaty rattle to the voice. Quacks often claim inhaling the vapours of various concoctions—many of them highly addictive—can cure it.

**Duration:** 3 days.

**Effects:** Coughing causes the character to suffer a -10% penalty to the Characteristics on his Main Profile and reduces Movement by 2.

Nuln feeling hungry and dispirited." Some GMs prefer to play such things fast and loose ("It takes you about a week."). Others prefer more realism and like to spin out a story. For the benefit of the latter, there are two movement charts, **Tables 6-8 and 6-9**.

**Table 6-8: Local Movement in Yards Per Minute** is for travel in a limited area, such as a city, village, or valley. **Table 6-9: Overland Movement in Miles Per Hour** is for long-term travel, such as that between two cities. Both tables are based on the Movement Characteristic and have two columns, hampered and standard.

- **Hampered Movement:** Use this column when moving cautiously or through difficult terrain such as woods, marshes, or hills. This column is also appropriate for military formations on the march.