



ERRATA & RULES FAQ

This document uses the following shorthand for book titles and products:

- + AT – *The Adventurer's Toolkit*
- + ToA – *Tome of Adventure*
- + ToB – *Tome of Blessings*
- + ToM – *Tome of Mysteries*
- + WFRP – *the Warhammer Fantasy Roleplay Rulebook*

WARHAMMER FANTASY ROLEPLAY CORE SET

Q: THE PACKAGING SLEEVE MENTIONS 154 ACTION CARDS, BUT I ONLY HAVE 152 ACTION CARDS. AM I MISSING ANY?

There are only 152 action cards in the core set. The component list on the back of the overwrap sleeve indicates 154 action cards, which is incorrect. The space for those 2 cards was used to create an additional party sheet so there are actually 5 party sheets in the core set rather than 4 as listed on the outer sleeve.

WFRP RULEBOOK, P. 30

Under the **poor** and **comfortable** entries for starting character wealth, the *light crossbow* listed should be *crossbow*.

WFRP RULEBOOK, P. 43

Under the *Other Opposed Check Modifiers* list in the **Opposed Check Difficulty** table, when the Opposition has a Relevant Skill, it should read: +1 misfortune die **per skill level**.

WFRP RULEBOOK, P. 60

The turn example indicates that **Accurate Shot** requires preparation. That is incorrect. Accurate Shot does not require preparation. However, assuming an additional manoeuvre were needed to perform the action, the rest of the example is accurate.

WFRP RULEBOOK, P. 74

The *Fast* item quality printed in the rulebook is incorrect. No recharge tokens are acquired if the action misses. The following is the correct description:

These weapons are generally easy to wield and agile. Attacks made with weapons with the fast quality gain:

- # Place one fewer recharge token on this action

WFRP RULEBOOK, P. 80

In the entry for **Trade Tools**, the sentence starting “Scarce trade tools include looms, spinning wheels, razors, smith’s tongs and hammers... (etc)” should instead read “*Rare* trade tools include looms, spinning wheels, razors, smith’s tongs and hammers... (etc)” There is no Scarce rarity level.

TOME OF ADVENTURE, CHAPTER SEVEN

Many of the bestiary entries feature a white fortune die next to some of the characteristics for creatures. These are added to dice pools based on that characteristic, just as they are for player characters, but are not added to the characteristic when determining the characteristic’s rating.

For example, an entry with a Strength listed as 5□ starts with five characteristic dice and one fortune die when creating a dice pool based on Strength, but has a Strength of 5 for all other purposes, such as when determining damage potential.

COMPONENTS & CARDS

INSANITY CARD: UNHINGED

There is a misprint on the Unhinged Insanity card: *Trait* should read *Enigma, Supernatural*.

TALENT CARD: ICY STARE

There is a misprint on the Icy Stare reputation talent. **Average (1d)** should read **Average (2d)**.

(NEW) TALENT CARD: AQSHY LORE OF FIRE ORDER CARD

This text on the card has been changed to read:

When you perform a Bright Order Spell action that deals damage, for each 1 additional power you spend you may increase the damage caused by that Spell action by 1.

A low rez and high rez PDF version of the corrected card is available on the WFRP Support Page.

(NEW) MELEE ATTACK ACTION CARD: DOUBLE STRIKE

The Double Strike action card has been revised to address its game imbalance with other melee cards. A low rez and high rez PDF version of the corrected card is available on the WFRP Support Page.

(NEW) RANGED ATTACK ACTION CARD: RAPID FIRE

The Rapid Fire action card has been revised to address its game imbalance with other melee cards. A low rez and high rez PDF version of the corrected card is available on the WFRP Support Page.

RULES CLARIFICATIONS

Following are answers to common questions and additional information to clarify several topics, listed alphabetically by topic. Players should keep in mind that *Warhammer Fantasy Roleplay* has been designed with a broad rules framework based on both consistency between different game functions and common sense.

The rules have been developed to empower GMs to easily modify, arbitrate, and manage the game within a set of simple guidelines, adjusting the game as he sees fit to deliver the best play experience for his group.

ACTIONS: BANES & BOONS

Banes and boons can still be triggered if the corresponding action fails. In some cases (particularly on attack action cards) the boon effect modifies a successful action. In this case, triggering those boon effects will serve no purpose, and players are advised to spend their boons on other effects, which can include generic or improvised effects if approved by the GM.

For example, a boon effect that triggers “+2 damage” on an attack action would have no effect if the action itself failed. However, a boon effect that triggered “You may perform a free manoeuvre” could still be triggered and resolved even on a failed action.

ACTIONS: DEFAULT CHALLENGE LEVEL

Unless indicated otherwise, the default challenge level for *Melee Attack* and *Ranged Attack* actions is Easy (1d). Unless indicated otherwise, the default difficulty for other actions, such as casting a spell or invoking a blessing, is Simple (0d). The GM is still the final arbiter of a task’s challenge level, and may adjust these to suit the story and the particular task at hand.

An action that is listed as “vs. Target Defence” is not an opposed check – it is based on the Easy (1d) default difficulty, similar to how *Melee Attack* and *Ranged Attack* actions are resolved. In addition to this default difficulty, the dice pool may be modified by the target’s Defence rating, as well as by the action’s difficulty modifier.

The dice pool for a check may be further influenced by the action’s difficulty modifier. An action that is opposed by a target’s characteristic uses the opposed check difficulty rules rather than the default challenge levels noted above.

All three highlighted sections affect this spell’s dice pool. So if this action is used against a target with a Defence rating of 1, the GM adds a total of **◆◆■** to the action’s dice pool.



ACTIONS: REACTIONS & IMMEDIATE USE

The *Reaction* trait itself confers no special meaning (see **GAME TERM: TRAIT** for more information on traits). However, some cards bearing the *Reaction* trait feature effects that can be used immediately in response to a triggering event of some sort. These special responses do not count as a character’s action. They are performed while a different character is being managed by the Active Player.

Any number of immediate use actions/responses can be activated when an appropriate triggering act occurs. For example, a PC could attempt to apply Dodge, Parry, and Block all against the same incoming melee attack.

ACTIONS: SUCCESS LINE SELECTION

A player may choose one success line from among all the lines his character is eligible for, based on the number of success symbols generated. For example, on an action with both a **♣** and a **♣♣♣** success line, the player may choose either success line to activate if his action pool generates at least three successes.

CAREER TRANSITIONS: LEAVING A “CASTING” CAREER

If a character chooses to leave a priest or wizard career, mechanically he does not lose the ability to invoke blessings or cast spells. However, he does lose access to the corresponding Faith or Order specialty card if his current career does not have the appropriate socket to hold the specialty card.

If the character has the proper skills acquired or trained, favour/power can still be generated and blessings/spells can still be performed – just without the benefit of the ability granted by the Faith/Order card.

From a setting standpoint, such a career transition is highly unusual. Leaving an established Empire Cult or the Colleges of Magic would meet with suspicion, questions, and possibly persecution. A wizard leaving the sanctioned and approved Colleges of Magic could well be branded a hedge wizard, sorcerer, or dangerous renegade and find himself targeted by zealous Witch Hunters.

CHARACTER CREATION: STARTING SKILLS & ABILITIES

While a PC's initial career has some influence during the character creation process, investments made during character creation do not count toward career completion.

However, skills trained during character creation do count towards the limit of one rank of skill training per character rank.

CHARACTER DEVELOPMENT: FIXED CAREER ADVANCES

The four fixed advances on the top of the Advancement Worksheet do not count “against” the available advancement options listed on the front of the career sheet.

This means that a career that does not have Wound Threshold listed on the advances section on the front of the sheet (such as the Student) still has access to +1 Wound Threshold via the fixed advance slot offering that benefit.

Likewise, a career like Roadwarden (with one wound threshold listed in the advances section on the front of the career sheet) could acquire two additional wound threshold advances during his career as a Roadwarden – one from the advances section on the front of the career sheet, one from the fixed career advances in the Advancement Worksheet.

CHARACTER DEVELOPMENT: COMPLETING A CAREER & DEDICATION

Once a PC has all ten advance lines filled/checked off on the General Career Advances portion of the Advancement Worksheet, the PC has effectively completed that career. He may then spend an advance to check off the Dedication Bonus box under Career Completion Advances, and receive the Dedication Bonus awards as detailed on WFRP page 37.

Note that the dedication bonus is an advance, just like any other career benefit – the character has simply “unlocked” access to that special advance by completing his current career, but he must still invest in its purchase, as he would to acquire any of the General Career Advances.

Once all ten advances have been crossed off on the General Career Advances, the career has nothing else to offer the character – any further development he wishes to pursue while in that career would be considered a non-career advance... it may be time to look for a new career that offers new opportunities for self-improvement.

CHARACTER DEVELOPMENT: CHARACTERISTIC UPGRADES

This entry includes several corrections to previous rules for characteristic upgrades.

IMPROVING PRIMARY CHARACTERISTICS FOR A CAREER

If a PC chooses to improve one of his career's primary characteristics, he must invest **Open Career Advances** toward the characteristic upgrade. For example, if a PC is in a career where Strength is a primary characteristic, and he chooses to increase his Strength 4 to Strength 5, he must invest a total of five **Open Career Advances**.

This cannot be a combination of fixed or open career advances – they must all be Open Career Advances.

Since there are only six Open Career Advance lines on the General Career Advances portion of the advancement worksheet, *a primary characteristic cannot be increased above 6.*

IMPROVING OTHER CHARACTERISTICS IN A CAREER

If a PC chooses to improve a characteristic that is not one of his current career's primary characteristics, he checks off boxes on one of the Non-Career Advance lines in the non-career section of the advancement worksheet.

Since increasing a characteristic that is not one of the current career's primary characteristics costs one additional advance, *a character can not increase a non-primary characteristic above 4.* If he wishes to improve that characteristic further, he will need to transition into a career where that is a primary characteristic.

CHARACTER DEVELOPMENT: NON-CAREER ADVANCES

The five boxes listed next to each Non-Career Advance and the two Non-Career Advance lines are intended as limits, but these can be easily adapted by GMs should they wish their players to purchase more than two non-career advances, or invest in advancements that require more than five advances to acquire.

ENGAGEMENTS: CLARIFICATIONS

For greater clarity, the Engage or Disengage Manoeuvre description on page 52 could read:

Engage or Disengage from an opponent. If a target is already within close range of a character *or engagement*, the character can perform a manoeuvre to engage that target. Once engaged with *one or more opponents*, a character must perform a manoeuvre to safely disengage, otherwise they may be attacked. Characters do not need to perform this manoeuvre to leave an engagement consisting only of friendly characters or allies.

EQUIPMENT: TYPICAL TRAPPINGS

Characters do not start out with equipment listed under that career's typical trappings. They are merely guidelines and suggestions to help the player visualise how the character fulfils the career. To acquire those trappings, the player may wish to invest enough creation points into Wealth to ensure he can afford the items listed.

GAME TERM: EQUILIBRIUM

Equilibrium is the state at which an arcane spell caster is currently holding power equal to his Willpower rating, or a divine character is currently holding favour equal to his Willpower. It is the default, natural “rest” state for arcane and divine characters.

When a character is above equilibrium, excess power or favour dissipates, in an attempt to return to equilibrium. See ToM page 34 for more information on wizards above equilibrium, and ToB page 33 for more information on priests above equilibrium.

When a character is below equilibrium, he slowly recovers power or favour, in an attempt to restore equilibrium. During a character’s End of Turn phase, if he is below equilibrium, he gains one power/favour. During a rally step, he also checks his current power/favour against equilibrium and may gain or lose power/favour as it attempts to restore equilibrium.

During story mode, it is assumed that a character automatically returns to equilibrium without issue unless specific story constraint prevents it. Likewise, when a character enters encounter mode, he is assumed to start the encounter at equilibrium.

GAME TERM: TRAIT

Traits in and of themselves do not “do” anything or have a specific, pre-defined meaning or definition. Traits are terms that other rules or effects can “look for” to allow different game elements to interact with each other.

For example, by itself the trait *Support* has no special meaning. However, some effects specifically look for and interact with the term *Support*. However, the **Fluster** action card has an ability that affects *Support* actions. If another card features the *Support* trait, it interacts with the effect generated by the **Fluster** action card.

ARE TRAITS RESTRICTIONS?

In and of themselves, no. An individual trait only becomes a restriction if another rule interacts with the trait and defines a restriction.

A trait is merely a design element that other design elements may interact with. The *Slayer* trait does not mean that only Slayers may access or use cards with that trait. However, there is a greater possibility of an interaction between traits associated with careers, action cards, or special abilities.

For example, the Troll Slayer career ability interacts with the *Slayer* trait on that career path, while the Wardancer’s (AT) special career ability works best with the *Ritual Dance* trait found on cards, as the *Ritual Dance* cards look for other cards with the *Ritual Dance* trait. However, by themselves, neither the *Slayer* nor *Ritual Dance* trait connotes any usage restriction.

If the GM chooses and feels it is more appropriate to the setting and his campaign, he is welcome to establish some guidelines or restrictions to use certain traits as requirements as he sees fit.

INITIATIVE: WHAT KIND OF CHECK?

When an initiative check is required, it is a Simple (0d) check. Combat encounters rely on Agility checks to determine the initiative order. Social encounters rely on Fellowship checks to determine the initiative order. Any effects that modify a character’s Agility or Fellowship can influence an initiative check.

INITIATIVE: WHAT STANCE?

Unless a PC has already adopted a stance narratively, or has triggered encounter mode by escalating the action and requiring an initiative check (in which case, as he acts, he’s had the opportunity to adjust his stance during the PC’s Beginning of Turn Phase), most PCs will perform their initiative check in a neutral stance.

NPCs are always considered to be in the default stance indicated in their stat block, and convert characteristic dice into stance dice as with any other check they perform.

If the GM agrees, any player may choose to convert one of their characteristic dice into a stance die for initiative checks, based on their PC’s dominant stance. See WFRP p. 31 for more information on dominant stance.

INITIATIVE: WHEN PARTICIPANTS DIE

Initiative tokens are not removed from the initiative track when a player character or NPC is defeated in combat. That token still occupies the same “spot” in the initiative order. The remaining participants of that type have more options for when they may choose to take their turn in the initiative order, though each participant is still restricted to being activated once per round.

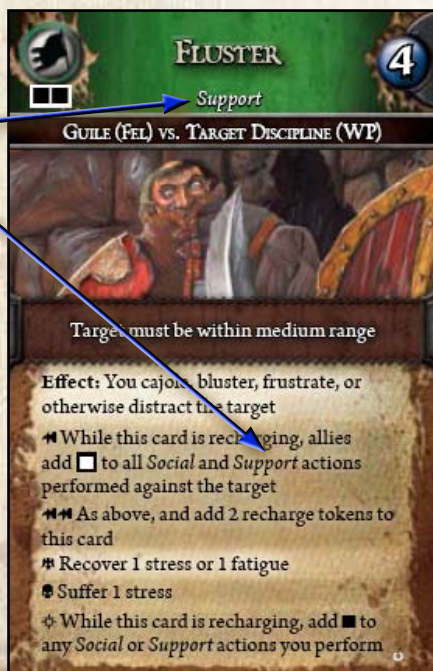
INSANITY: STRAINED RAMIFICATIONS

When a character is strained (the precarious state during which a PC is both distressed and fatigued at the same time), an insanity card is drawn each time the character suffers one or more fatigue or stress from the same source.

Then, a number of tracking tokens (equal to the amount of fatigue/stress that triggered the insanity) are placed on the just acquired insanity card. These tracking tokens will later be used to determine whether the temporary insanity becomes permanent after the encounter.

Example 1, while strained, a PC suffers 1 fatigue. One insanity card is drawn, and 1 tracking token is placed on it.

Examples of Traits



Example 2, while strained, a PC fails a Discipline check against a creature with Terror 2. This means the PC suffers two stress and two fatigue. One insanity card is drawn, and 4 tracking tokens are placed on it (2 stress + 2 fatigue generated by the triggering event).

Yes, suffering from fatigue and stress while strained is a very, very bad thing.

INSANITY: PREVENTING A PERMANENT INSANITY

When a PC attempts a Willpower check to determine whether or not a temporary insanity becomes a permanent insanity, it is a Simple (0d) check.

However, unlike standard or opposed checks, this Willpower check must generate a number of successes equal to or greater than the number of tokens on the insanity card to avoid the effects of permanent insanity, rather than just a single success.

MANOEUVRES: DISENGAGING

A character must perform a manoeuvre to disengage from an opponent or an engagement with one or more enemies. The “otherwise they may be attacked” portion of the description is flavour only, to illustrate why a manoeuvre is required.



The number of tracking tokens are referenced when trying to prevent a permanent insanity.

If the insanity is permanent, the severity rating is used when attempting recovery.

MANOEUVRES: MOVING THROUGH MULTIPLE RANGES

The cost (in manoeuvres) to move to a closer or farther range from a target depends on the current distance between the two targets or points of interest at the time that movement is attempted.

For example, moving the distance between the two farthest ranges in one turn (such as a PC who is Extreme range to a Goblin moving close enough to end his turn Engaged with the Goblin) would require seven manoeuvres:

- + Extreme to Long Range = 3 manoeuvres
- + Long Range to Medium Range = 2 manoeuvres
- + Medium Range to Close Range = 1 manoeuvre
- + Close Range to Engaged = 1 manoeuvre

To accomplish this amount of movement in one turn would result in suffering significant fatigue to perform extra manoeuvres and is probably impractical. However, not all the manoeuvres need to be performed on the same turn.

The higher manoeuvre costs to move between the farthest range bands are intended to make long and extreme ranges feel appropriately long and extreme. A character who wishes to reduce the range to a given point from one of these range bands is not obligated to perform all the required manoeuvres at once – he may spread them out across multiple turns (if deemed necessary, the players can use tracking tokens to indicate their progress).

Also, keep in mind that points of reference can move. For example, if an elf and a goblin begin at long range from each other and perform a manoeuvre to move towards each other, they would be within medium range of each other after they both have acted. Keep in mind that range is relative and can change on a turn-by-turn basis if the participants in the scene are moving.

Ultimately, the free-from and flexible nature of the ranges and movement manoeuvres encourage the GM and players to resolve movement and relative distances based on common sense and the needs of the story.

NPCs & ADVERSARIES: ADDITIONAL MANOEUVRES

NPCs and monsters can perform additional manoeuvres on their turns, like PCs can. For a PC, each additional manoeuvre would cost one fatigue. Since standard creatures do not accrue fatigue, instead they must suffer wounds if an effect would inflict/cost fatigue.

Performing an additional manoeuvre beyond the one free manoeuvre on a turn would therefore inflict one wound rather than one fatigue. A group of henchmen working together would only suffer one wound collectively.

PARTY SHEET: REFRESHING PARTY TALENTS

Talents attached to the party sheet that are exhausted need to have all tracking tokens removed before the talent is refreshed and available for use again.

To remove a token from an exhausted talent, party members must spend fortune points, as outlined on WFRP p. 21, “every character using the sheet has the opportunity to spend fortune points to help recharge an exhausted talent socketed to the party sheet.”

Alternatively, with the GM’s permission, the group may wish to allow one token to be removed from each exhausted talent card socketed to the party sheet during a rally step.

PRIESTS: MANAGING FAVOUR

To clarify the fact that priests naturally gain and lose favour over time, these rules apply to divine characters who invoke blessing.

EQUILIBRIUM

During a priest character’s End of Turn phase, if he currently has more favour than his equilibrium, he must either perform a manoeuvre to maintain this extra favour, or loses one favour. Conversely, if the priest is currently below his equilibrium, then he gains one favour during his End of Turn phase. See ToB p. 33 for more details.

EXCESS FAVOUR

A priest checks for and resolves excess favour, as outlined in ToB page 33, during his End of Turn Phase.

PRIESTS: INITIATE STARTING SKILLS & ABILITIES

Initiates do not begin play with the Piety or Invocation advanced skills. This is different than Apprentice Wizards, who do start with Channelling and Spellcraft already acquired. If an Initiate wishes to invoke blessings early on, he should invest creation points during character creation to acquire Invocation.

Initiates begin with the Curry Favour, Blessing of Health, Minor Blessing, and Minor Ward action cards during character creation. A PC moving into Initiate later in his career needs to acquire these separately.

RALLY STEP: TIMING

When an event trigger occurs that would signal the end of an act or the transition into a rally step, the GM must decide whether the rally step should begin immediately (as soon as the triggering effect occurs, possibly in the middle of a round) or at the end of a round after each participant in the encounter has had an opportunity to act. Both are valid.

RECHARGE: TIMING CLARIFICATION

Recharge tokens are placed on an action card immediately after it is successfully performed. Recharge tokens are then removed during the End of Turn Phase, at which point one recharge token is removed from each currently recharging card the character has.

This means that one of the recharge tokens placed on an action that was performed that round will be removed from that card during the End of Turn Phase. Since a number of different responses, manoeuvres, or events can occur between a successful action and the End of Turn Phase, placing recharging tokens immediately after performing the action reduces overlooking their application.

REST & RECOVERY: CLARIFICATION

When a Lightly Wounded character attempts a Resilience check to recover from wounds by resting (as shown on WFRP page 64), he only recovers wounds based on the number of boons generated.

When a Critically Wounded character attempts a Resilience check to recover from wounds from resting, he also only recovers normal wounds based on the number of boons generated, but he has the additional opportunity to convert a single critical wound (with a severity equal to or less than the number of successes generated) into a normal wound.

Successes only contribute to recovery of normal wounds if the character is benefitting from long-term care. It is a grim and perilous world, indeed.

SKILLS: ADVANCED SKILL CLARIFICATION

Accessing an advanced skill is a two-step process. A character cannot attempt an advanced skill until he *acquires* the skill. Acquiring an advanced skill is the first step in the process, at the cost of one

Skill Advance. Once an advanced skill has been acquired, a character can attempt checks based on that skill, just as if it were a basic skill on his list of basic skills.

Once an advanced skill has been acquired, the character now has the option to train the skill, as he would any of the basic skills available to him. Training the advanced skill would be the second step in the process, and costs one Skill Advance.

Acquiring an advanced skill does not count against the training limit imposed by character rank. This means a character can both acquire and train an advanced skill within the same character rank. However, the limit of *training* once per rank is still in effect.

SKILLS: EDUCATION ADVANCED SKILL

Once a character has acquired Education, he is considered literate, knowing the basics of the written language, for his native tongue. With each rank of training in Education, the character's literacy skills and grasp of the written word improve.

SPECIALISATION: CLARIFICATIONS

A character can acquire any number of specialisations for a particular skill, however each specialisation is unique. For example, a character could learn Swim, Climb, and Jump as specialisations of the Athletics skill, but he could not take Swim twice.

If more than one specialisation applies to a particular task, each relevant specialisation provides its bonus. For example, if the GM asks the player to make a single Athletics check while chasing an enemy across rugged terrain dotted with rocks and debris, the description of the scene may warrant allowing the character to apply both Running and Jumping specialisations if the GM agrees.

SPECIALISATION: ACTIVE DEFENCES

Several skills indicate specialisations most commonly associated with the Dodge, Parry, and Block active defences. These specialisations do not affect the use of the active defence cards.

However, if the GM asks the player to make a skill check based on dodging, parrying, or blocking something (such as in a case outside of a direct incoming attack directed against the character) the extra fortune die would be added to the dice pool.

These specialisations are noted in the skill descriptions because a particular specialisation may be a pre-requisite for certain action cards in the future.

STANCES: NEUTRAL STANCE CLARIFICATION

When a character is in a neutral stance, he does not gain the benefit of any stance-related dice. When performing an action while in a neutral stance, the character refers to the same side of the action card as his dominant stance, as determined on WFRP page 31.

It is assumed that characters in story mode are operating in a neutral stance, unless the GM agrees that there is a story-based or narrative reason that warrants a stance, in which case, the player should adjust his PC's stance meter as necessary.

It is assumed that characters begin encounter mode in a neutral stance, unless the GM agrees that there is a story-based or narrative reason that warrants a stance, in which case, the player should adjust his PC's stance meter as necessary.



This character's dominant stance is reckless, since he has more reckless stance pieces than conservative pieces. He would refer to the reckless side of action cards performed in a neutral stance.

TALENTS: CAREER BY CAREER

Talent slots do not accumulate career by career. They are based on the current career sheet. The current career helps showcase the characters abilities at that moment, while he still has a variety of different abilities he may be able to "pull forward" from previous experience, not all abilities are the same.

If a player wants his character to rely on talents from previously completed careers, he may wish to move into a new career that features similar talent slots, or to use a party sheet that has appropriate talent slots. In this regard, it can be helpful to plan at least one career in advance, and not to invest heavily in talents he won't be able to use in the future.

This is part of the flexibility of the career system. It allows players to develop their characters and invest in improvements based on what makes sense for them and how they see their character developing over time.

TALENTS: NON-STANDARD TALENTS

Some careers allow the player to socket a non-standard card into a talent socket and treat the card as a talent.

For example, Zealots can attach an Insanity card they are currently suffering from to their career sheet. This often allows the socketed card to benefit from a special effect or interact with another example. The Zealot career ability allows the player to exhaust the attached Insanity cards for a benefit – adding fortune dice to a check equal to the severity of the attached insanity.

When a non-standard card can be attached to a talent socket, the effects will generally be indicated on either the career sheet or the career special ability card.

As a further note, careers that can socket non-standard cards into a talent socket can acquire these cards during character creation or during character development in the same way other careers acquire talents.

For example, a Zealot could invest creation points or advances to acquire an Insanity card of his choice (which the Zealot can treat as a Talent card), even if he has not acquired one during play. However, unless the Insanity card is currently exhausted, the negative effects of the Insanity are in play, even if it is not currently socketed to an active Talent slot – the card functions as both a Talent and an Insanity card, and abides by the rules and effects of both.

WIZARDS: MANAGING POWER

To clarify the fact that wizards naturally gain and lose power over time, these rules apply to arcane spellcasters.

EQUILIBRIUM

During a wizard character's End of Turn phase, if he currently has more power than his equilibrium, he must either perform a manoeuvre to maintain this extra power, or loses one power. Conversely, if the wizard is currently below his equilibrium, then he gains one power during his End of Turn phase. See ToM p. 34 for more details.

EXCESS POWER

A wizard checks for and resolves excess power, as outlined in ToM page 34, during his End of Turn Phase.

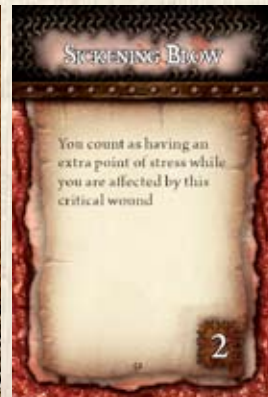
WOUNDS & DAMAGE: CLARIFICATIONS

Physical injuries in Warhammer Fantasy Roleplay are represented with wound cards. Normal wounds are the general cuts, abrasions, burns, and the effects of the harsh environment. Critical wounds are more severe, representing significant injuries and debilitations – a smashed knee, a vicious cut, a deafening blow to the head. Both normal wounds and critical wounds are represented by cards.

When a card from the wound deck is face down, so the red side with the blood spatter is showing, it represents a normal wound. When a card from the wound deck is face up, so the name and effect of a specific injury are showing, it is a critical wound. In both cases, a single card represents one wound – a critical wound is simply a more serious version of a normal wound.



Normal Wound



Critical Wound

DAMAGE & CRITICAL DAMAGE

Many attacks have the potential to inflict damage to the target. Damage is a representation of the potential wounds the target may suffer from. When an effect lists a result such as +1 damage, that modifies the attack's damage potential. Different sources of damage are cumulative. +1 damage from one effect and +2 damage from a second effect would have a final result of +3 damage.

When an effect lists a result such as critical damage or +1 critical damage, that does not modify the attack's damage potential – rather, it influences how many of the final wounds inflicted become critical wounds. Therefore, a result of +1 critical damage means “one additional wound among those inflicted becomes a critical wound” and is cumulative with any other critical effects.

STREAMLINING CRITICAL DAMAGE EFFECTS

An effect that states “inflicts critical damage” is mechanically identical to an effect that states “+1 critical damage.” Different sources of critical damage are cumulative, so effects/sources that say “inflicts critical damage” will stack with effects/sources that state “+1 critical damage.”

WOUNDS & DAMAGE: TRIGGERING CRITICAL EFFECTS

Triggering a weapon's critical rating effect with a Sigmar's Comet \curvearrowright result is not the same as triggering a weapon's critical effect with boons $\#$. Since different sources of critical damage are cumulative, this means a PC can use a Sigmar's Comet \curvearrowright result to trigger his weapon's critical rating, which “stacks” with using boons $\#$ used to trigger the same weapon's critical rating, which would also stack with any critical effects triggered from the action card used.

A weapon's critical effect can only be triggered one per attack using Sigmar's Comet \curvearrowright results. A weapon's critical rating can only be triggered once per attack using boons $\#$. Other sources of critical damage effects (such as an action card, talent, or magic effect) can each contribute their own critical damage results if the triggering requirements are satisfied.



Example: Kurgi the Troll Slayer uses his basic Melee Strike against a fearsome Wargor with his two-handed axe (Great Weapon DR 7 CR2). After accounting for all other factors, Kurgi ends up with $\curvearrowright\#$ $\#$ $\#$ $\#$ in his dice pool.

Kurgi activates the $\curvearrowright\#$ success line, allowing him to hit for +2 damage. With his \curvearrowright result, he can choose to inflict a critical with his Great Weapon. With the two $\#$ he can choose to perform a free manoeuvre (granted him by the card), trigger the Great Weapon's CR 2, or fuel any other effect that costs two or fewer boons. If he chooses to activate his Great Weapon's CR 2 with the $\#$ boons, it stacks with the critical effect triggered by the \curvearrowright result, meaning that two of the wounds inflicted would be critical wounds.

THE ADVENTURER'S TOOLKIT

CAREER ABILITY: PIT FIGHTER

The text on the card is correct; participants in the engagement do not need to be enemies. For example, having two allies and one enemy in the same engagement fulfils the requirements for the Pit Fighter's career ability.

CAREER ABILITY: WARDANCER

The Wardancer's career ability is subtle, and works best when combined with the *Ritual Dance* actions found in the Adventurer's Toolkit. Many of the *Ritual Dance* actions “build momentum” or have increased magnitude or effectiveness based on the number of other *Ritual Dance* cards the Wardancer has recharging, and which side of the card is showing.

(NEW) ITEM: GREATSWORD OF HOETH

Due to space limitations, we had to try and make as concise and simplified a rule as possible. If space were unlimited, the complete text to fulfill the intent of the Greatsword of Hoeth would read:

“When the Greatsword of Hoeth deals critical damage, reveal two normal wounds (among the total wounds inflicted) per critical inflicted. For each pair of revealed wounds, the player chooses one to keep face up as a critical wound, and turns the other face down to apply as a normal wound. If fewer wounds are inflicted than necessary to allow the player to reveal two normal wounds, the player draws one additional wound from the wound deck, chooses which of those two cards to apply as a critical wound, and shuffles the other card back into the wound deck.”

The intent is to allow the user of a Greatsword of Hoeth a degree of choice when inflicting critical wounds, not to further increase his already considerable damage output.

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(NEW) ITEM: GROMRIL ARMOUR

The player may see the critical wound card before deciding whether or not he wishes to convert the critical wound into a normal wound by using the Gromril Armour's special ability.

NEW TRAITS

The Adventurer's Toolkit introduces several new traits that interact with similar traits in a much more direct way than some of the traits found in the core set. However, *these traits are not restrictions unless a rule indicates otherwise.*

For example, while a Sword Master of Hoeth will likely gain the greatest benefit from cards with the *Way of the Sword* trait – and thematically they are best-suited for that career – action cards with the *Way of the Sword* trait are not mechanically restricted to only Sword Masters of Hoeth.

By contrast, the *Pet* trait is a restriction/requirement, as the rules presented in the Adventurer's Toolkit clearly define and establish guidelines for the *Pet* trait: action cards with the *Pet* trait require an active pet, such as the Small But Vicious Dog.

If the GM chooses and feels it is more appropriate to the setting and his campaign, he is welcome to establish some guidelines or restrictions to use certain traits as requirements as he sees fit.

THE GATHERING STORM

PAGE 45: MOURN'S COMPOSURE

In the Mourn's Composure sidebar on page 45, the third paragraph should end with "Afterward, reset the Composure token to the first space."

PAGE 57: CLUBBERS & NETTERS

The sidebar on page 57 describing Clubbers and Netters refers to actions that were removed from the bestiary to allow for more specialised actions. To simulate the effects of Clubbers and Netters, apply the following:

Clubbers: Melee attacks performed by a Clubber gain

- # The target suffers 1 fatigue
- # # The target suffers 1 fatigue
- # # The target is knocked prone

Netters: The net ranged attack by a Netter gains

- # The target suffers the Staggered condition for 3 rounds
- # The target suffers the Exposed condition for 3 rounds
- # The target is knocked prone

PAGE 74: PAGE REFERENCES

The page reference for Mourn's **Necromantic Power** ability should refer to page 44 (not 48). The page reference to Mourn's **Nemesis** ability should refer to page 45 (not 49).

(NEW) CHAPTER FOUR: HOW MANY PATROLS ARE THERE? IN SOME PLACES, IT SEEMS THERE ARE MULTIPLES PATROLS EACH WITH ONE SQUIG, IN OTHERS, A SINGLE PATROL. WHICH IS CORRECT?

There are several patrols roving the area, however, under most circumstances, the PCs would only encounter one of the patrols before the alarm is raised.

Gobbo Netter and Gobbo Clubber - rough description and then 'See special action on page 77' - which contains nothing at all about Clubbing actions or Netting actions - any solution?

GAME MASTER'S TOOLKIT

GM SCREEN: RALLY STEP SUMMARY

The Rally Step summary shown on the GM screen incorrectly states that actions with either the *Rally* trait or the *Support* trait can be performed during a Rally Step. Only actions with the *Rally* trait can be performed during a Rally Step.

FREQUENTLY ASKED QUESTIONS

IF I INCREASE MY TOUGHNESS AFTER CHARACTER CREATION, DOES MY WOUND THRESHOLD GO UP?

No. Toughness is only a factor when determining a character's starting wound threshold. After character creation, if a player wants his character to be able to withstand more wounds, he needs to invest in a Wound Threshold advance.

DO I NEED TO SPEND A MANOEUVRE TO ENGAGE A FRIENDLY CHARACTER?

If the friendly character is somewhere within close range and not currently engaged with an enemy, and your character is not part of another engagement, then you simply need to perform a **Movement** manoeuvre to **Move within Close Range**.

In the situation where two friendly characters are within medium range of each other, and neither of them is currently in an engagement, one of the characters could perform a **Movement** manoeuvre to **Change Range Increment** and move from medium range to close range, ending up at a spot within close range where the two characters would be considered engaged.

Essentially, changing your position requires a manoeuvre. Manoeuvres used to specifically engage or disengage are best interpreted as safely and securely moving into/out of close contact with a group of people or an enemy.

IF MY ALLY AND AN ENEMY ARE ENGAGED, AND I ENGAGE THE ENEMY, AM I ALSO ENGAGED WITH MY ALLY?

Yes. It's helpful to think of an engagement as a rugby scrum. Everyone in the engagement is theoretically adjacent to everyone else. The participants aren't standing statically – everyone is moving about, jostling around, jockeying for position, doing their best to protect themselves, etc.

In smaller scale encounters, this means a single engagement could reflect as few as two characters, upwards of a dozen or more. For larger encounters with even more participants, a GM may wish to break engagements into smaller clusters to better reflect where the focus of the participant's attention and actions are at a given time.

IS THERE ANY WAY TO PERMANENTLY INCREASE MY CHARACTER'S MAXIMUM FORTUNE POINT CAPACITY?

In general, no. Each character receives three fortune points at the beginning of each session, and three is the fortune point cap for a character. This applies unless a specific game rule creates an exception, such as an effect granted by a powerful magic item.

DO I TAKE A RECHARGE TOKEN OFF THE SAME TURN I PUT ONE ON AN ACTION?

Yes. For consistency, it's much simpler to provide a single phase during which players manage their recharge tokens. This ensures the step won't be overlooked or missed if the player performs other actions with his character on the turn, or if the recharge ratings of various actions and cards are influenced by delay icons, spells, or other effects that may modify or interact with recharge tokens – including those that might occur during another character's turn.

Putting this phase at the end of the player turn allows the current player to manage this part of his character while the next player begins his turn.

IS THERE A SPECIFIC MODIFIER FOR X? SUCH AS SHOOTING INTO MELEE WITH A RANGED WEAPON? OR FIGHTING FROM HIGHER GROUND? OR WIELDING A WEAPON IN YOUR OFF-HAND?

No, there is no specific, discrete list of fixed combat modifiers. Rather, the fortune and misfortune dice allow the GM and players to account for a wide range of possible effects easily. However, WFRP page 60 provides a list of advantages and disadvantages that may occur during encounters. It is not an exhaustive list – merely guidelines the GM may wish to use to help determine when to introduce fortune or misfortune to related actions and checks.

IS A SKILL CHECK ALSO A CHARACTERISTIC CHECK?

Yes. Each skill is associated with a particular characteristic. When that skill is tested during a check, the characteristic it is associated with forms the basis of the dice pool. Any effect that modifies or influences the characteristic will influence skill checks that are related to that characteristic, as well.

IF MY CHARACTER STARTS WITH AGILITY 2 (AND DOESN'T BEGIN PLAY WITH DODGE) BUT IT'S LATER RAISED TO AGILITY 3... DOES HE GET DODGE FOR FREE?

No. After character creation, if a player wants to acquire an action card for his character, he must invest one of his General Career Advances. The same applies to any card the character may not be eligible for during character creation (due to the card's prerequisites, for example) but later qualifies for – such as Block or Parry.

DO THINGS I SPEND CREATION POINTS ON DURING CHARACTER CREATION COUNT TOWARD COMPLETING MY STARTING CAREER?

No. Advances are only earned (and invested) after character creation. Creation points are used only during character creation, and only help determine what abilities or resources a character begins play with.

(NEW) DO NPC AND MONSTER GAIN A CR WHEN REPLACING THEIR DEFAULT ATTACK WITH A SPECIFIC WEAPON?

Yes. The overall threat and "critical value" of NPCs and monsters is accounted for in their selection of actions. If the default values for the entry's Damage, Defence, and Soak are replaced with normal equipment, then the GM should feel free to use all the related stats, including Critical Rating and any special rules or qualities that equipment as.

(NEW) CAN NPCs AND MONSTERS SPEND DICE FROM THEIR AGGRESSION BUDGET TO ADD FORTUNE POINTS TO INITIATIVE ROLLS?

Yes. If it is a physical encounter or combat, where initiative is determined by Agility, then NPCs/creatures can spend dice from their Aggression budget to augment an initiative roll.

If it is a social encounter or other encounter where Fellowship determines initiative, then the NPCs/creatures can spend dice from their Cunning budget to augment an initiative roll.

(NEW) CAN THE GM SPEND AN ENEMY'S AGGRESSION OR CUNNING BUDGET TO RESIST AN ATTACK OR ACTION WHICH IS NOT AN OPPOSED CHECK?

Yes, the GM can spend an NPC's Aggression and Cunning dice to make incoming attacks and actions more challenging, if the NPC in question is a direct target of the effect.



(NEW) HOW MANY ACTIONS DOES IT TAKE TO FIRE A BOW?

A longbow or shortbow can be drawn and fired within the space of a single action, often represented by the use of a single Ranged action card.

The **Manage Equipment** manoeuvre listed in the WFRP rulebook deals specifically with initially preparing the weapon for use:

- ✦ **Draw, sheathe, ready, or load a weapon.** This manoeuvre covers the basic manipulations of most weapons, such as drawing a sword from its scabbard, stringing and preparing a longbow, or pulling the lever on a crossbow and loading a new bolt. Some weapons have a special quality requiring a manoeuvre to ready it before it can be used in combat.

Is the bow ready for use at the beginning of the combat? If it's still on the PCs back, or unstrung, he'll need to use a manoeuvre to get his bow ready. If he already has the bow out, strung, and a quiver of arrows accessible and on-hand, he's set and ready for action.

The **Reload** quality for certain ranged weapons connotes the additional effort required to repeatedly use that item over the course of an extended encounter.

(NEW) DOES A WOOD ELF GAIN TO ALL COMBAT INITIATIVE CHECKS?

No. The wood elf's initiative bonus is based on his Nature Bond racial ability. All the bonuses listed under **Nature Bond** (gaining to initiative, Observation, and Stealth) are applied only when the wood elf is in woodland terrain.

(NEW) DOES A PC SUFFER FATIGUE FOR EACH EXERTION SYMBOL ROLLED, OR JUST ONE OVERALL?

Exertion and delay are binary results. They are either "triggered" or "not triggered" – there is no increasing magnitude.

For example, exertion is triggered if one or more exertion symbols are generated in the dice pool results. Regardless of whether there are 1 or 4 exertion symbols, the effect has been triggered and the character would suffer 1 stress or 1 fatigue.