

“A Fistful of Misprints” from White Dwarf 92 August 1987

Errata for Warhammer Fantasy RolePlay
Compiled by Jim Bamba, Graeme Davis and Phil Gallagher

Warhammer Fantasy Roleplay, as we're sure you've noticed, is a very big book. There are lots of words in it. There are also quite a few numbers, tables, and other technical bits and pieces. Not all of these are absolutely right. On that fateful day back in September when the Beast (aka WFRP) was finally off to the printers, we thought we'd spotted most of the typos, misprints, inconsistencies and general screw-ups. And we had. But we hadn't spotted all of them.

However, we were lucky enough to have you, the gaming public, out there to tell us when we'd got things wrong. Letters came flooding in, and from those letters, and the things we've spotted while writing the Enemy Within campaign series, we have compiled the following errata.

Now we don't claim to have spotted every little thing. In a work the size of WFRP there are many, many places for bugs to hide, and no doubt more will come to light. But we hope we've sorted out the most serious problems here - certainly we've covered everything that people have written in to us about. So -red pens (to note changes in the margin) at the ready, and off we

p15: Dwarfs: add under Psychology:

Subject to animosity against Elves

p19: Outrider Advance scheme: add + 1 S.

p24: Druid: add at end of te':tt:

Only Humans may become Druids.

p28: Herbalist: add 'Physician's Student' under Career Exits (also on p346)

p29: Initiate: delete + 10 mt, add + 10 Fel.

p32: Outlaw: add following as first line of teat:

Outlaws are people who are

p43: Wizard's Apprentice:

Change Magic Points to 2D4 and 1D4. Add + 10 Int and +10 WP to advance scheme.

p45: Skill list: 105 should be Sense Magical Alarm, renumber the rest accordingly.

p51: Fleet Footed: delete last sentence, add 'They add 1 to their M score.

p53: Manufacture Drugs: change Cure Illness to Cure Disease.

p56: Insert between Seduction and Set Irap:

Sense Magical Alarm: Characters with this skill are able to sense when an object or area is protected by the Petty Magic Spell Magic Alarm. A successful **Int** test is necessary to sense the alarm, and the character must be within 2 yards of the protected area to detect the spell. Note that this skill does not permit characters to disarm the Magic Alarm.

p59: Clem’s character sheet: Running rate should be 64 yards.

p75: Parties & Groups: delete the numbers at the end.

p75: Armour & Encumbrance: change 'Toughness x 10' to '(Strength + Toughness) x 100'.

p81: Manufacturing Poisons: replace the paragraph 'Find Materials' as follows:

Find Materials - Ingredients for poisons are generally rare and difficult to find, and you may decide that characters may only obtain them at certain places (for example, where it is stated in a published adventure that ingredients for poisons are available). Alternatively, they might be purchased from a suitable source, such as an NPC Pharmacist or Alchemist - in this event, most poisons will require D4 + 1 ingredients, which are all Rare, each costing 3D10 Shillings per dose. Note that openly buying ingredients for poisons is likely to arouse suspicion.

p83: Gaining Insanity Points:

Critical Hits: change 'is forced to roll on the Critical Hits Table' to 'takes a Critical Hit'.

Terror: change 'D6' to '1'.

p97: Druidic Priest: add at end 'Only Humans may become Druidic Priests'.

p98: Freelance: change +2 I to +20.

p106: Torturer: replace 'Specialist Weapon - Whip' with 'Specialist Weapon - Flail Weapons'.

p118: Combat Procedure: swap stages 2 and 3.

p118: Parrying: amend paragraph 3 to read:

Weapons suitable for parrying are:

One- and two-handed swords, maces and axes, shields, spears, staves, flails (with handle);

All parrying weapons - bucklers, sword-breakers, left-hand daggers, etc.

p120: Weapons: add after Fist Weapon:

Whip: The whip is a dangerous weapon in the hands of a skilled character, and arguably even more dangerous in the hands of an unskilled character. While It does not cause a great amount of damage, it can entangle a target on a successful hit. Only a single creature may be hit, and the target must make a successful Initiative test or become entangled. Entangled creatures count as prone targets for further hits, and may not attack, although they may attempt a *Dexterity* test each round in order to free themselves. Range is 5 yards.

p120: Weapon Modifiers: amend table to read:

Weapon	Initiative	to Hit	Damage	Parry
Hand Weapon				
Knife/Dagger	+10	-	-2	-20
Spear*	+10	+20	+10"	~ - -
Improvised Weapon	-10	-	-2	+ 10
BastardSword	-10	-	+1	-
2-Handed Weapon	-10	-	+ 2	-
Halberd*	+10	-20	-10	I0I0~ +2 -

Quarter-Staff	-	-	-1	-
Flail	-	-10	+1	-10
2-Handed Flail	-20	-20	+3	-10
Rapier	+20	-	-1	-
Buckler	-	-	-2	+20
Left-hand Dagger	-	-	-2	-10
Sword-Breaker	-	-	-2	-10
Lance"~*	+20	+10	+2	-20
Net	-	-10	-	-10
Fist Weapon	-	-10	-1	-
Whip	-	-10	-2	-20

p121: Body Areas & Armour:

Insert at end of paragraph 3: 'At the GM's option, a character may suffer a -10 penalty to I when doing so.'
 Add after paragraph 5: 'A character can wear plate arm bracers over a sleeved mail shirt or coat, or over mail arm bracers - which gives two armour points on the legs. At the GM's option, a character may suffer a -10 penalty to I when doing so.'

~ Missile Weapon Chart: add between Crossbow and Sling:

Crossbow Pistol 16 32 50 1 1 round to load, 1 round to fire

p136: Learning Spells: replace second sentence of first paragraph with:

Characters whose first career is Wizard's Apprentice start the game with 2 Petty Magic spells; characters who enter this career later gain only one.

p138: Penalties: change last paragraph to read:

Every time a character's advance scheme calls for the acquisition of a disability (or in the case of Demonologists or Evil or Chaotic Wizards, whenever the character rises a level), the GM should roll D100 and consult the appropriate column of the table below. Full descriptions of each disability are given after the table.

p142: Wizard: shift level 1 advance scheme 1 column to the right. Delete 'D6 magic items' from trappings.

p156: Fire Ball: last paragraph, delete 'dodge the blast', replace with 'reduce the effects of the blast'.

p158: Animate Sword: WS should be 57

p165: Dispel Greater Demon and Demonic Por'a(: swap titles.

p171: Summon Swarm and Summon Elemental Horde: swap titles.

p178: Summon Skeleton Major Hero: WS is 55, align rest of profile accordingly.

p213: Wounds conversion table: last line but one should read:
 10 59 57-62 (56+D6).

p217: Elf: Dex should be 43.

p220: Giant: Amend second sentence of second paragraph of Special Rules to read:

p221: Drunken Giants forced to retreat in combat will fall over unless they make a successful Initiative test.

p221: Halfling: change first sentence of Pphysique to read 'Halflings vary between three and four feet in height.'
 Dex should be 43.

p221: Hobgoblin: I should be 30.

p222: Lizardmen: I should be 30.

p225: Orc, half-castes: change first sentence of Psychological Traits to read: 'Half-orcs are subject to animosity towards all other humanoid.'

p232: Bear: switch the profiles as follows: Giant Bat to Bear, Normal Bat to Giant Bat, Bear to Normal Bat.

p233: Bloodsedge: Ld, Int, Cl are all 0. WP is 20.

p235: Doppelganger: insert before Psychological Traits:
Alignment Evil.

p244: Small Animal: Raven has S 1.

p250: Skeleton: paragraph 1, amend 'Human' to 'humanoid'.

p251: Vampire: last paragraph, col. 1,-line 5 should read 'Magic Point's to assume a solid form, although it'

p251: Zombie: paragraph 1, amend 'Human' to 'humanoid'.

p252: Zombie: I" should be 18.

p252: Ghost: T should be 3.

p258: Viydagg: insert 'CI 89' between Int and WP scores on profile.

p274: River Brienne: change '1200 miles' to '600 miles'.

p274: River Grismarie: change '1200 miles' to '600 miles'.

p274: River Morceaux: change '50 miles' to '25 miles'.

p276: Gisoreux: change '150 miles' to '75 miles'.

p278: Urskoy: change '2,000 miles' to '1,000 miles'.

p283: The Reik: change '1,500 miles' to '750 miles'.

p291: Modes of Transport: maximum capacity of a cargo boat is 45,000 encumbrance points, not 4,500.

p292: Secret & Arcane Languages: add after paragraph 1:

Guilder: used by members of trade and craft Guilds, only in Guild rituals or when a Guild member wishes to introduce himself or herself to another member of the same Guild. The language varies from Guild to Guild, and is frequently a mixture of Classical (see above) and jargon pertaining to the trade or craft.

p295: Armour: add the following:

Leather Jerkin 12GCs 40 Common
Leather Coif 6GCs 10 Common

p295: Weapons: Delete 'Composite Bow'. Add the following:

Crossbow Pistol 10 GCs 25 Rare
Javelin 25A 30 Avei'age
Normal Bow 11 GCs 80 Common

Dart 2GCs 10 Scarce

p295: Travel Costs: add '(per day)' after 'Coach'.

p308, 311, 314, 316: The North arrows on the maps are actually pointing west.

p311: Map 2: The exit from area 13 leads to Map 4, not Map 3.

p316: Map 4: The exit from area 18 leads to Map 2, not Map 3.

p319: Bianca's character sheet: Running rate is 64 yards.

p320: Bianca's Character Sheet: Delete +10 Id from advance scheme.

p321: Jodri's character sheet: Running rate is 48 yards. p323 Mellory's character sheet: Running rate is 64 yards.

p325: Soho's character sheet: Running rate is 48 yards. p326 Soho's character sheet: advance scheme should include +10 Fel.

p349: Physician's Student: add 'Herbalist' under Career Entries.

p356: Druidic Priest: Level 2 skills: change 'Cure Illness' to 'Cure Disease'.

- Jim Bamba, Graeme Davis and Phil Gallagher