

CRAFTING AND ITEM MANUFACTURE

A crafters natural ability = Dex+Int /20

Task Modifiers

Repairing an item - +25%

Lacking craft skill -50%

Additional levels of relevant craft skills + 10% per level

Difficulty of manufacture : level 1 +5%

: level 2 no modifier

: level 3 -10%

: level 4 -20%

: level 5 -30%

Time involved : Twice normal time needed +5%

: Routine time taken no modifier

: Rushed job -10%

Working conditions : Well suited work place with entire range of quality tools +5%

: Adequate tools and conditions no modifier

: Crude equipment -10%

: Improvised Conditions and limited tools -25%

QUALITY OF WORK PRODUCED

<u>01 or less</u>	<u>The attempt is ruined and the materials and time involved are wasted</u>
<u>02 – 15</u>	<u>The attempt is failed but 50% of materials can be salvaged</u>
<u>16 – 35</u>	<u>Poor =work is shoddy and of little value</u>
<u>36 – 45</u>	<u>Below Average = sufficient but disappointing + crude</u>
<u>46 – 65</u>	<u>Fair = worth its price</u>
<u>66 – 85</u>	<u>Good = a fine piece of work</u>
<u>86 – 95</u>	<u>Superior = work is of remarkable quality and will fetch a good price</u>
<u>96 – 105</u>	<u>Beautifully crafted = can fetch double the value</u>
<u>106 – 115</u>	<u>Master Piece = a work of art can fetch 5 times the normal price</u>
<u>116 – 120</u>	<u>Rare master piece = one of a kind can fetch 10 times normal value</u>

Example;

“Riddick” attempts to make a gunpowder weapon. He has metallurgy, powder weapons, carpentry lvl 2, smithing lvl 3 and engineering.

Riddick’s Int is 47 and Dex is 43 so natural ability is $47+43/20 = 4.5$ (round down to 4). In total Riddick has 5 trade skills conferring a +40%, also he has engineering so a further + 10%applies.He takes double the time required in well equipped workshop for a further + 10%.However the powder weapon is a level 5 task so a -30% is also applied. So in total Riddick has a +34% to his D100 roll. He rolls 58 and creates a superior quality weapon.

Armour and Weapons Build/Repair

<u>Weapons</u>	<u>Build</u>	<u>Build skills</u>	<u>Repair</u>	<u>Repair skill</u>
Clubs	1	Carpentry	N/A	N/A
Staff	1	Carpentry	N/A	N/A
Net	2	tailor	1	Tailor
Whip	2	Tanning	1	Tanning
Knife/dagger	1	Smithing	1	smithing
Buckler	2	Smithing	2	smithing
Spear	2	Smithing/carpentry	1	carpentry
Axes	3	Smithing/carpentry	1	carpentry
Maces	3	Smithing/carpentry	1	Carpentry
Flails	3	Smithing/carpentry	1	Smithing/carpentry
Lance	2	Carpentry	N/A	N/A
Halberd	3	Smithing/carpentry	1	Carpentry
Swords	3	Smithing/metallurgy	2	Smithing
Big swords	4		3	
Rapier/foil	5	Smithing/metallurgy/chemistry	4	Smithing/metallurgy
Sword breaker	2	Smithing	3	smithing
Sling	1	Tanning or tailoring	1	Tanning or tailor
Bolas	2	Tanning/carpentry	1	none
Javelin	3	Carpentry	N/A	N/A
Throwing	4	Smithing	3	smithing
Short bow	2	Bow craft/carpentry	1	Bow craft/carpentry
Bow	3	Bow craft/carpentry	2	Bow craft/carpentry
Long bow	4	Bow craft/carpentry/ID plants	2	Bow craft/carpentry
Elf bow	5	Bow craft/carpentry/ID plants	3	Bow craft/carpentry
Crossbow	4	Smithing/carpentry	2	Smithing/carpentry
Repeating crossbow	5	Smithing/carpentry/engineer	3	Smithing/carpentry
Crossbow pistol	5	Smithing/metallurgy	3	Smithing/metallurgy
Powder weapons	5	Smithing/metallurgy/powder weapons/carpentry	4	Engineer/SW powder
Bomb	4	Pottery/chemistry/SW bomb	N/A	N/A
incendiaries	3	SW incendiaries	N/A	N/A
lasso	1	lasso	1	lasso
Arrows/bolts	1	Bow craft	1	Bow craft
Armour				
Padded	2	Tailor	1	Tailor
Furs	2	Tailor	1	Tailor
Leather	3	Tanning/tailor	2	Tailor
Ring-mail	3	Smithing/tanning/tailor	2	tailor
Brigadine	2	Smithing/tailor	1	tailor
Scale-mail	3	Smithing/metallurgy	2	smithing
Splint-mail	4	Smithing/metallurgy/tanning/tailor	3	Smithing/tailor
Chain-mail	4	Smithing/metallurgy	3	smithing
Banded-mail	4	Smithing/metallurgy/tanning/tailor	3	Smithing/tailor
Plate	3	Smithing/metallurgy	2	smithing
Field plate	4	Smithing/metallurgy/chemistry	3	Smithing/metallurgy
Gothic plate	5	Smithing/metallurgy/chemistry	4	Smithing/metallurgy
Shields				
Hide	2	Carpentry/tanning	1	Tailor
Wooden	1	Carpentry	1	Carpentry
Rimmed wooden	2	Carpentry/smithing	1	Carpentry
Round Bronze	2	Smithing	1	Smithing
Round Steel	3	Smithing/metallurgy	2	Smithing
Wooden kite	3	Carpentry/smithing	2	Carpentry/smithing
Steel kite	4	Smithing/metallurgy	3	Smithing
tower	4	Smithing/metallurgy	3	smithing

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Build Quality Modifiers

<u>Task level</u>	<u>Poor quality</u>	<u>Below average</u>	<u>Beautifully crafted</u>	<u>masterpiece</u>	<u>Rare masterpiece</u>
Combat 1	+D6 enc, -D4 I, - D6 WS	+D6 enc, - D3 I	-D3 enc	-D3 enc, + D3 I	-D3 enc, + D3I, + or - D3to parry
Combat 2	+D6 enc, -D4 I, -D6 WS	+D6 enc, - D3 I	-D3 enc, + D3 I	- D4 enc, + D4 I	- D6 enc, + D6 I, + or - D3parry
Combat 3	+D10 enc, -D6 I, -D6 WS	+D6 enc, - D3 I	-D6 enc, + D3 I	- D6 enc, + D6 I, +or - D3 parry	- D10 enc, + D6 I,+ or - D3 parry, -1 AP
Combat 4	+D20 enc, -D6 I, - D6 WS	+D10 enc, -D4 I	-D8 enc, + D4 I	- D12 enc, + D6 I, + or - D3 parry	- D20 enc, + D8 I, -1 AP, + or - D6 parry
Combat 5	+D10 enc, - D10 I, -D10 WS	+D8 enc, -D6 I	-D3 enc, + D3 I	- D6 enc, + D6 I, + D3 WS	- D8 enc, + D8 I, + D6 WS
Armour 1	- 1/6 AP	+D6 enc	Restored	Restored	Restored
Armour 2	-1/6 AP	+D6 enc	- D3 enc	- D6 enc	+ 1/6 AP
Armour 3	- 1/6 AP	+ D6 enc	- D6 enc	+ 1/6 AP	+ 1/6 AP, - D10 enc
Armour 4	- 1/6 AP, + D4 enc	+ D8 enc	- D6 enc	+ 1/6 AP, - D6 enc	+ 2/6 AP
Armour 5	- 1/6 AP, + D10 enc	+ D10 enc	- D10 enc	+ 1/6 AP, - D10 enc	+ 2/6 AP, - D10 enc
Projectile 1	- D6 BS, - D4 short, - D8 long	- D4 short, - D8 long	+D2 short, + D4 long	+ D4 short, + D8 long	+ D6 short + D10 long
Projectile 2	- D6 BS, - D4 short, - D8 long	- D4 short, - D8 long	+D2 short, + D4 long	+ D4 short, + D8 long	+ D6 short, + D10 long
Projectile 3	- D6 BS, - D6 short, - D10 long	- D6 short, - D10 long	+D3 short, + D6 long	+ D6 short, + D10 long	-1 AP short, + D6 short, + D10 long
Projectile 4	- D6 BS, - D6 short, - D12 long	- D6 short, - D12 long	+D3 short, + D6 long	- 1 AP short, + D6 short, + D12 long	-1 AP, + D6 short, + D12 long
Projectile 5	- D6 BS, - D6 short, - D12 long	- D6 short, - D12 long	+D3 short, + D6 long	- 1 AP short, + D6 short, + D12 long	-1 AP, + D6 short, + D12 long
Arrow/bolts	- 5 BS	- 3 BS	+ 1 BS	+ 1BS	+ 1 BS
Shields 1	-1 T,+ D10 enc, - D6 parry	+ D8 enc, - D3 parry	+ D2 damage	+ D3 damage, + D3 parry	+1 T,+ D3 damage, + D3 parry
Shields 2	-1 T,+ D12 enc, - D6 parry	+ D10 enc, - D3 parry	+ D3 damage	+ D3 damage, + D3 parry	+1 T,+ D4 damage, + D4 parry
Shields 3	-1 T,+ D12 enc, - D6 parry	+ D10 enc, - D3 parry	+ D4 damage	+ D4 damage, + D3 parry	+1 T,+ D6 damage, + D6 parry
Shields 4	-1 T,+ D20 enc, - D6 parry	+ D12 enc, - D3 parry	+ D6 damage	+1 T, +D4 damage	+2 T, + D6 damage, + D3 parry

NOTE:

Small items such as gauntlets, gorgets, knives and thrown weapons should halve the modifiers on the above table. Also Repair work can damage an item but may only restore it to its original state.

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TRADE SKILLS

Trade skills describe the category of skills that can be learnt up to 5 times by the same character. These are as follows; Smithing, Brewing, Carpentry, Tailor, Art (specified field), Gem cutting, Boat building, Stone working, Leatherworking, Cooking, Follow trail, Pick lock, Pick pocket, Cobbling.

To learn trade skills requires a great deal of time spent performing the tasks. So bear this in mind;

Lvl 1.- Adequate	- 1 year	= no modifier
Lvl 2.- Competent	- 2 years	= +10%
Lvl 3.- Expert	- 3 years	= + 20%
Lvl 4.- Master	- 4 years	= +30%
Lvl 5.- Grand master	- 5 years	= + 40%

I.E. Ludwig the Lvl 4 blacksmith has been an artisan for at least 10 years. But bear mind that this is rare and most tradesfolk would only ever attain a level of 2 or 3, 4 being masters of their craft and 5 being genius.

SKILL CHANGES

Engineer = + 10% to relevant construction tests.

Armour Revised

The armour system as written in the WFRP bible is divided in to three categories; leather, chain-mail and plate. Both chain and plate are worth 1AP while leather is 0/1 AP. We take this to mean that when a character is wearing leather and is struck with an offending D6 roll of a 3 or below then the armour is effective and so reduces the strength of the blow by 1.

Under the new system leather is represented by 3/6. While brigandine for instance has a 5/6 value meaning that only a 6 roll on a D6 when hit will prevent the armour from giving protection.

Stipulations

Plate of any kind must be worn over either leather, chain, fur or padded armours. Out of these only chain confers a protection bonus.

Chain-mail and Scale-mail must be worn over padded armour, furs or thick clothing this because of how uncomfortable these styles of armour are.

If either of these rules are ignored then wound damage may be sustained through chafing and bruising over prolonged periods.

Kilts may be combined with leggings as long as no plate is worn. I.e.: chain mail legs (6/6) and ring mail kilt (2/6) = total leg protection 8/6

Gauntlets give extra protection to the arms.

Gorgetts give extra protection to the head.

Initiative is reduced by 5% for every arm or leg that is cover by plate and chain. Also -10% for knights helm due to vision restriction. So a knight in full armour would suffer a -30% I penalty.

Gauntlets

	Initiative	To Hit	Damage	Parry
Gauntlets	-	-10%	-2	-20%

Note:

Gauntlets require SW fist to be used as a weapon. Even then if a parry is attempted and failed then a +1S hit is sustained on the arm used.

Armour Descriptions

Padded armour

This is the simplest and cheapest type of armour. It is fashioned from layers of reinforced cloth. It tends to be hot and soon becomes foul with sweat, grime and various lice. Only the lowliest soldiers and militia rely on this souly for protection. Mostly it is worn beneath mail or plate for comfort and padding.

Furs/Thick hide

Dried and cured hides crudely stitched together offer a poor level of protection and suffers worst infestation that padded armour. This is popular with wildlings and folk north of the empire where protection from the elements is paramount.

Leather

This comprises of pieces of hardened leather that has been boiled in oil and shaped to create fitted plates. The joints are joined with more supple leather allowing greater freedom of movement. Often this type of armour is studded rather than sewn.

Ring-mail

Ring- mail is created by sewing metal rings onto a backing of leather armour. It is an early less effective version of chain-mail. Although it is cheap and easy to maintain in most conditions.

Brigadine

Brigadine is made be sewing small metal plates between layers of canvas or leather. It is stiff and provides inadequate protection on the joints where the metal plates must be spaced widely of left of entirely. This said it offers a fair level of protection, is easy to produce and cheap making it a popular choice among mercenaries and militia.

Splint-mail

This is created by fixing fashioned metal plate armour to a backing or leather and cloth. It is light and allows freedom of movement and is very popular in the tilean city states where large units of infantry are employed. It closely resembles the styles of armour worn by the ancient Greeks or the Romans.

Chain-mail

Is made from interlocking metal rings layered heavily over vital areas. Padding of some kind is always worn to prevent chafing and bruising. Even so with most of the weight carried on the shoulders it becomes uncomfortable over long periods. It is however very popular due to its high level of protection and ability to be worn beneath plate.

Banded-mail

This is made from shaped metal plates which are laced overlapping one another onto a backing of leather and chain. This armour is time consuming to don and heavy but the

weight is well distributed and little flexibility is sacrificed. It is rarely seen due to its high cost but can be associated with infantry elites and officers.

Plate

Plate armour is usually made from steel and fashioned into plates which are strapped to the vital areas of the wearer. It is cumbersome but offers a high level of protection when worn over chain.

Field plate

Is an interlocking suit of intricately fashioned steel alloy plates. The armour is almost always worn over chain and is luxuriantly expensive. It is popular over all of the old world worn by cavalry, foot knights and templars. Although it is cleverly balanced the weight can still be crippling during prolonged combat.

Gothic plate

This is the most impressive of all the armour types .it is usually owned by important members of the aristocracy and worn ceremonially or as a symbol of office. Few craftsmen possess the skill and knowledge to create such armour. These suits are often enamelled and intricately detailed in the heraldic signature of the house of the wearer.

Armour Types and Attributes

Type	Style	main loc.	arm	leg	Enc.	cost	Avail-ability	Dex.	Swim	Cold
<i>Padded</i>	coif	2/6			10	1gc	com			+5
	vest	2/6			20	3gc	com			+5
	jacket	2/6	2/6		25	4gc	com		-5	+5
	leggings	2/6			20	2gc	com		-5	+5
<i>Furs</i>	coif	2/6			10	1gc	rare			+10
	jerkin	2/6			25	2gc	averg			+10
	jacket	2/6	2/6		30	3gc	averg		-5	+10
	leggings	2/6			20	2gc	averg		-5	+10
<i>Leather</i>	coif	3/6			10	6gc	com			+5
	jerkin	3/6			40	12gc	com		-5	+5
	jacket	3/6	3/6		50	17gc	com		-10	+5
	leggings	3/6			30	10gc	com		-10	+5
	kilt	2/6			20	7gc	rare		-5	+5
	gloves	0/6			10	4gc	averg			+5
	<i>Ring-mail</i>	coif	4/6			15	10gc	averg		-5
jerkin		4/6			45	18gc	averg		-10	
jacket		4/6	3/6		60	25gc	averg		-15	+5
coat		4/6		2/6	70	28gc	averg		-20	+5
Armed coat		4/6	3/6	2/6	85	35gc	averg		-25	+5
leggings		4/6			35	14gc	rare		-10	+5
kilt		2/6			25	10gc	Vrare		-10	
gloves		1/6			10	6gc	rare	-5	-5	
<i>Brigadine</i>		coif	5/6			20	9gc	averg		-10
	vest	5/6			55	16gc	averg		-15	
	jacket	5/6	4/6		75	21gc	averg	-5	-25	-5
	coat	5/6		3/6	95	24gc	averg		-35	-5
	Armed coat	5/6	4/6	3/6	110	29gc	rare	-5	-40	-5
	kilt	3/6			40	8gc	rare		-20	
	gloves	1/6			15	5gc	rare	-5	-5	
	<i>Scale-mail</i>	coif	8/6			35	20gc	averg		-15
vest		8/6			70	60gc	averg		-25	-5
shirt		8/6	6/6		95	80gc	averg	-5	-35	-5
coat		8/6		4/6	120	90gc	averg	-5	-45	-10

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	Armed coat	8/6	6/6	4/6	135	105gc	<i>averg</i>	-10	-50	-10
	leggings	8/6			70	40gc	<i>rare</i>	-5	-30	-5
	kilt	4/6			55	30gc	<i>Vrare</i>	-5	-20	-5
	gauntlets	2/6			25	14gc	<i>rare</i>	-5	-10	-5
<i>Splint-mail</i>	helm	6/6			25	26gc	<i>Vrare</i>		-5	
	vest	6/6			50	84gc	<i>Vrare</i>		-10	
	grieves	3/6			25	27gc	<i>Vrare</i>		-5	
	kilt	3/6			20	36gc	<i>Vrare</i>		-5	
<i>Splint-mail</i>	Gauntlets	2/6			10	22gc	<i>Vrare</i>	-5	-5	
	vambrace	4/6			20	30gc	<i>Vrare</i>		-5	
<i>Chain-mail</i>	coif	6/6			30	25gc	<i>averg</i>		-10	-5
	vest	6/6			60	80gc	<i>averg</i>		-20	-5
	shirt	6/6	5/6		80	95gc	<i>averg</i>	-5	-30	-5
	coat	6/6		3/6	100	115gc	<i>averg</i>	-5	-40	-10
	Armed coat	6/6		3/6	120	130gc	<i>averg</i>	-10	-45	-10
	leggings	6/6			60	55gc	<i>rare</i>	-5	-25	-5
	kilt	3/6			45	40gc	<i>Vrare</i>	-5	-15	-5
	gloves	1/6			20	20gc	<i>rare</i>	-5	-10	-5
<i>Banded-mail</i>	helm	9/6			40	35gc	<i>Vrare</i>		-15	
	vest	9/6			80	100gc	<i>Vrare</i>		-25	
	jacket	9/6	7/6		110	150gc	<i>Vrare</i>	-5	-35	
	coat	9/6		5/6	140	140gc	<i>Vrare</i>	-10	-45	-5
	Armed coat	9/6	7/6	5/6	170	190gc	<i>Vrare</i>	-15	-55	-5
	leggings	9/6			60	70gc	<i>Vrare</i>	-10	-30	-5
	kilt	5/6			60	50gc	<i>Vrare</i>	-5	-20	
	gauntlets	2/6			25	35gc	<i>Vrare</i>	-5	-10	
<i>Plate</i>	Pot helm	6/6			30	2gc	<i>com</i>		-5	-5
	breast	6/6			75	75gc	<i>rare</i>		-5	-5
	back	6/6			75	50gc	<i>rare</i>		-5	-5
	Cuisse/greaves	6/6			60	70gc	<i>rare</i>	-5	-20	-5
	Vambrace	6/6			30	60gc	<i>rare</i>	-5	-20	-5
	gauntlets	1/6			10	30gc	<i>rare</i>	-5	-5	-5
	Knights helm	6/6			40	35gc	<i>rare</i>	-5	-20	-5
<i>Field Plate</i>	breast	8/6			80	100gc	<i>Vrare</i>		-5	-5
	back	8/6			80	75gc	<i>Vrare</i>		-5	-5
	Cuisse/greaves	8/6			65	105gc	<i>Vrare</i>	-10	-20	-5
	Vambrace	8/6			35	90gc	<i>Vrare</i>	-10	-20	-5
	gauntlets	1/6			15	45gc	<i>Vrare</i>	-5	-5	-5
	Knights helm	8/6			40	45gc	<i>Vrare</i>	-5	-20	-10
	gorget	1/6			10	15gc	<i>Vrare</i>		-5	

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<i>Gothic plate</i>	breast	10/6			85	200gc	VVr		-10	-5
	back	10/6			85	150gc	VVr		-10	-5
	Cuisse/ greaves	10/6			70	210gc	VVr	-10	-25	-5
	Vambrace	10/6			40	180gc	VVr	-10	-25	-5
	gauntlets	1/6			15	80gc	VVr	-5	-10	-5
	Knights helm/ gorget	10/6			45	70gc	VVr	-5	-25	-10
		1/6			15	30gc	VVr		-10	

Shields

1. Shields of any type when worn give a +1T bonus to the wielder as long as the attack is received from either the front or the side.
2. With the addition of so many shield types the +20% to parry is now variable – for individual parry modifier consult the shield profile chart. When a shield parry is successful then defender absorbs the full impact of the blow on the shield. To represent this work out the strength of the blow against the T value of the shield and remove any damage points sustained. When damage reaches zero the shield is useless – any further damage points are carried over to the wielder.
3. It is possible to take cover behind a shield while moving at standard rate by nominating to do so. This will modify incoming missile shots to the front and sides, represented by the missile cover profile of the shield.
4. The “shield smash” is a special attack available to anyone wielding a shield of any type. When attempting this a character uses the shields “to hit” modifier. The attack is a desperate move and will substitute all attacks for that round. Due to the improvised nature of the attack the blow strikes at -3 S. If a successful blow is made and no wound damage is done then the defending character must make a I + Dex/ 2 test or be off balance next round -10% WS. If damage is done then a failed I + Dex/2 test will mean the defender will be knocked from their feet.

Shields

Shield type	cost	enc	T	Damage	Missile cover	I	To hit	parry
Hide	3g	35	5	8	-15%	+5%	-5%	+25%
Wooden	1g	50	7	8	-10%		-10%	+15%
Rimmed Wooden	12g	65	8	15	-10%		-10%	+15%
Round bronze	22g	80	10	20	-10%		-10%	+20%
Round steel	30g	60	11	15	-10%		-10%	+20%
Wooden kite	18g	70	8	18	-15%	-5%	-10%	+20%

Steel kite	50g	80	13	15	-10%	-5%	-10%	+15%
tower	70g	110	8	20	-20%	-10%	-20%	+10%

COMBAT SEASONING

WOUND EFFECT CHART

The Wound Effect Chart is intended to add a little more spice to combat and replace the old time consuming fatigue rules. After all it is unrealistic to assume that Clem Shirelock at full health with 8 wounds can suffer 7 wounds in a single blow and suffer no ill effects until being critically hit and killed at some later date. The minor injuries table represents the openings and weaknesses that would become apparent in martial combat.

It is equally unrealistic to assume that armour last forever never needing to be maintained. In reality armour is made to cushion or deflect a blow and if a strike penetrates any armour it will leave a hole, tear or dent. This is represented in the Armour damage section of the chart. Regular maintenance of armour would not need a 3rd level smith and a nice clean workshop. This could be carried out in the field by someone with a little knowledge in crude conditions – not without risk obviously. These Repairs will involve using the new “construct” test and some applied modifiers to detailed soon.

To find out the effects of taking wound damage roll a D6 and add the number of wounds suffered then consult the table over the page.

Minor injury table

Head	Stunned and can only parry for D6 rounds and -10% I for D12 hours or until medical attention is received.
Arms	-10% WS for D3 days or until medical attention is received in the afflicted hand and pass a WP+CL divided by 2 or drop anything held in that hand
Body	Winded and can only parry for D6 rounds and -1 S for D3 days or until medical attention is received.
Legs	I + Dex divided by 2 to avoid falling over and -1 M for D3 days or until medical

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	attention is received.
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Note

When a critical hit is sustained then ignore any effect from wound damage. Armour damage however is still applicable.

WOUND EFFECT CHART

W + D 6	Blow	Wound Damage Effect	Armour Damage in hit location
2	Glancing	No effect	No effect
3	Glancing	No effect	No effect
4	Glancing	No effect	No effect
5	Solid	Any remaining attacks this round are lost	No effect
6	Solid	Any remaining attacks this round are lost	No effect
7	Hefty	May only dodge and parry for one round	-1/6 AP
8	Crushing	May only dodge and parry for one round and -10% I for D6 rounds	-1/6 AP
9	Wrenching	May only dodge and parry for one round and -10% I for D6 rounds	-1/6 AP
10	Cleaving	Pass T test or consult minor injury table and may only dodge and parry for one round and -10% I for D6 rounds	-2/6 AP
11	Sickening	Pass T test -10% or consult minor injury table and may only dodge and parry for one round and -10% I for D6 rounds	-2/6 AP
12	Devastating	Pass T test -20% or consult minor injury table and may only dodge and parry for one round and -10% I	-half all armour

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		for D6 rounds	
1 3 +	Awesome	Pass T test -30% or consult minor injury table and may only dodge and parry for one round and -10% I for D6 rounds	-armour is rendered useless .It is destroyed unless a 50% risk test is passed.

Combat Skills Revised

Parrying Weapons

Parrying weapons is a broad category and includes more variety than just the left hand dagger, sword breaker and buckler. Hand weapons are viable choices to use as parrying weapons if a character uses 2 hand weapons simultaneously. To represent this when a player has “parry” skill they should allocate the skill to one of the classic parry weapons or a normal hand weapon of choice as preferred. Obtaining the skill in this way would confer the “free parry” bonus.

Also bucklers have their +20% to parry reduced to a +10 WS roll. To give a buckler the same bonus as a shield is ridiculous a buckler would have less than a quarter the surface area of even the smallest shield. This is supposed to amend the previous unbalance of the buckler in play.

Off-hand Ruling

When using “parry” skill the weapon must be held in the off-hand and cannot be used in conjunction with a shield. There is no penalty incurred for parrying with the off-hand when a character has the skill. However there is a -10% modifier to strike with the off-hand.

Strike to injure

Strike to injure should represent the characters ability to “place” blows in combat. To show this characters with “strike to injure” can modify the "to hit" penalty by 10% when aiming a hand to hand blow toward a specific body location. In addition to this if a critical blow is dealt the character may + or – 1 from the critical table roll. These changes mean however that the old +or- 10% bonus from hand to hand hit location is disregarded.

This will not mean that when using “strike to stun” any bonus is given. Neither can mighty blow be used along with “strike to injure”. Combat skills may not be used in conjunction with one another.

Disarm

To disarm an opponent a player must roll under his current WS twice. The target may then test against I+Dex/2 to retain grip of the weapon .The initial WS roll is modified

by both weapons “parry” modifier .i.e. a dagger disarming a dagger -40% .The exception to this is shields where disarm skill is of no use.

A player with the skill may attempt to disarm when an opponent strikes at the cost of 1 attack in the same way as a parry. Although risky it can be rewarding as the attacker will be unable to parry the disarm attempt.

Dodge Blow

Dodge blow enables a player to avoid 1 hit in hand to hand combat per round if an I test is passed. This test is modified by reversing the I statistic of the attacking weapon. i.e. 2 handed +10%, dagger -10%.

Multiple Combats

When “Thadrim Trollbane” is ambushed by 3 black orcs in an old antechamber he can only face the first orc, The second charges into his side while the third rushes his back. Here Thadrim is at an obvious disadvantage. no matter who he fends off he leaves an opening for another opponent. to represent this the following should be applied.

Attacking to the side + 10% to hit.

Defending from the side - shields only count if worn on that side and only able to parry or strike with weapon held in that hand. Characters may dodge as normal.

Attacking to the rear +20% to hit.

Defending from the rear - No parry or dodge is possible because the victim is unable to see the blow coming. Although not prone a character is still very vulnerable when attacked in this way.

Using 2 weapons

When using two weapons a character gains a +10 to effective initiative as described in “Apocrypha Now”. This reflects the slight edge attained by being able to strike with either weapon. Any I modifier the weapons have are added and halved then applied. i.e. “Franco Bonelli” has a hand axe in one hand and a dagger +10I in the other. So in total Franco would have a + 15% to effective initiative.

A character using their “offhand” suffer a -10% WS unless they are ambidextrous.

Fighting creatures over 10ft tall

Creatures in this category are assumed to be able to “wrestle” without needing the skill and with a + 20% S modifier. This represents the sheer bulk and raw strength of such beasts.

Larger creatures like this due their strength and weight, have much more power in their blows making it difficult to parry the full weight of a swing.

When parrying these type of blows the weapon used to parry would be more effective if it had a bit of weight to it .A double handed axe would be preferable over a dagger say. To show this apply the following.

Parrying weapon type:

Shield – absorbs all damage

2 handed weapons – absorbs D10 damage

hand and a half weapons – absorbs D8 damage

hand weapons – absorbs D6 damage

Small weapons – absorbs D4 damage

NOTE; that this only applies when fighting creatures over 10ft tall.

By Phil Downing and Matt Jones