

OPTIONAL EXTRAS

Two Weapons

If you find people are abusing their ability to use two weapons simultaneously, try saying that in order to use the rule whereby you keep track of each weapon's parries separately and make simultaneous strikes, a character needs a special skill ('Weapon Master', or something). If they don't have this they halve their WS for every parry they make regardless of which weapon they use, and may not make simultaneous attacks.

Weapon training

In Inquisitor characters are equally skilled with any weapon, using their basic stats to work out their efforts with any equipment they come across. This is fine, but should a bit more intrigue be required in this department, try this:

A character suffers a -20 penalty to hit (and parry if a close combat weapon) with any type of weapon they are unfamiliar with. This is assumed to be anything that they do not carry as part of their equipment. In addition, if it is a missile weapon the reload time of the weapon is doubled. If a character is skilled with (i.e. owns) another weapon from the same section of the weapons chart, this penalty is reduced to -10 and the normal reload value can be used. For example, if a character who owns a pistol picked up a handgun, he would only be at -10 to hit with it; although the penalty is usually -20, the character already knows the basic concepts of a black powder weapon's use and will be better able to muddle through than a character who has never shot anything more advanced than a sling!

In the case of weapons that have an extra effect on an automatic miss roll of 96-100 (i.e. morning stars and flails, and heavy weapons used in two hands), this penalty is applied to the automatic miss bracket – in other words, if a character using a flail doesn't know what he's doing, he'll hit himself on a roll of 76-100!

Before each game, reduce this penalty by D6 to represent the time between games a character has spent familiarising himself with the weapon. You can record the current penalty in brackets after the weapon's entry on your character sheet. Note that a character does not have to have used the weapon in the last game to benefit from this – he is assumed to practice with it between games. In the case of missile weapons, they can begin to use the weapon's real reload value once the penalty hits -10 or better.

For some characters it may be appropriate to their history that they are skilled with a number of weapons rather than just the ones they own; for example, a Questing Knight may carry only his trusty broadsword on the road with him, but will certainly have had tutelage in a number of other weapons. This should be taken into account when creating the character, and can be recorded on the Game Record or Abilities section of the character sheet.

Extremely strong characters

In these rules some weapons are far too light to parry against others, which is calculated using the relative weight of the weapons. However, this makes no provision for very strong characters, who are likely to be able to knock swords aside even when unarmed!

For this reason, a character has a 'basic' attack weight when unarmed of their Strength - 100. This means that a character needs a strength of at least 100 to have any sort of attack weight at all, so it won't often come up; but it does mean that should a creature of the calibre of a troll be required, with a Strength of around the 180-200 mark, you're not going to be able to parry their punches with your dagger... If the creature is armed as well, this is cumulative with the weight of their weapon, which means that a troll wielding a great hammer is looking at an attack weight of around 150, prohibiting even weapons like broadswords from making parries – entirely as it should be!

We also recommend that if you're using creatures of this kind of power, you put some sort of limit on how much of a damage bonus they can claim for their strength – about +1 per 10 points of weight their weapon has is about right, as it reflects the way that if used to hit someone that hard a light weapon will probably

shatter before it inflicts any more damage. The idea of a bow doing more damage when used to hit someone with that shoot them is a bit silly!

Large creatures and Reach

We suggest that where creatures are obviously far larger than the typical humanoid represented by the basic rules, their Reach is increased accordingly; about Reach 1 for creatures above 8' tall or so, and Reach 2 for creatures of 12' or higher (should you ever actually use one that big!). When the creature is armed, use their basic Reach or the Reach of their weapon, whichever is greater.

Penetrating shields

The main rules assume for the sake of saving headaches that shields will absorb all the damage caused by a blow if they successfully parry it. However, particularly strong blows may penetrate a shield and damage the wielder's arm. For this reason, if a blow is parried by a shield roll for damage anyway against the defender's shield arm, but counting triple the shield's normal armour value. Attacks parried by shields count their full damage value for the purposes of knockback, even though they've hit an arm.

Light injuries

Sometimes it can seem appropriate to let a character off from suffering any location injury from a hit. This is particularly the case with very large, tough creatures; it seems a bit bizarre that a tap in the groin for 1 damage point would send an ogre crumpling to the floor in pain, and location injury can make big creatures unrealistically easy to beat up. For this reason, try saying that a hit must inflict damage equal to more than half a character's base injury value in order to inflict location injury; if it inflicts less damage than this the damage is still added to the character's injury total, but no location injury effects apply.

The Winds of Magic

The main magic rules assume an equal and normal abundance of each Wind of Magic in a given location, for the sake of balance and simplicity. The reality of the situation, however, is that the various winds of magic are drawn to very different types of locations, and the strength of the Winds of Magic as a whole varies as much as the real, physical wind. An Amethyst wizard in a duel with a Jade wizard in the depths of a lakeside forest is likely to come off second best however powerful he is, for example, and one should endeavour to avoid attacking a Grey wizard in the middle of a thunderstorm. These rules allow you to include an element of this in your games. They are necessarily vague, but should be useful guidelines.

The 'abundance' of a certain Wind of Magic can be at one of five levels: either Scarce, Below Average, Normal, Above Average, or Abundant. Depending on which of these a Wind is (which the Gamesmaster should decide before the scenario begins), spells may use up more or less Willpower than normal to cast. The table below shows the effects of each level of Abundance:

Abundance	Effect
Scarce	Spells have an extra -20% difficulty modifier, and use up double the normal amount of Willpower when cast, and Resting recovers 1 less Willpower than normal. Dispel attempts against the Scarce magic are at +10%. However, miscasts are impossible.
Below Average	Spells have an extra -10% difficulty modifier, and use up +1 Willpower when cast.
Normal	The usual rules apply.
Above average	Spells use up one less Willpower than normal, and multiple spells cast in the same turn do not multiply the Willpower lost. Dispel attempts are at -10%.
Abundant	Spells use up half the normal amount of Willpower, multiple spells cast in the same turn do not multiply the Willpower lost, and dispel attempts against the Abundant magic are at -20%. Resting recovers one more Willpower than normal. However, if the caster chooses to reinforce his spell, he will miscast if any 1s are rolled, not just more 1s than 6s. If he Concentrates at least once beforehand, this does not apply.

In addition, the Gamesmaster may decide that the winds of magic in general are particularly weak or strong today, and provide specific bonuses as well as the above; maybe an extra +1 or -1 Willpower used or recovered for Resting, small difficulty modifiers, a free Reinforcing dice, and so on.

The next table shows how the conditions and surroundings will affect each type of magic. If more than one condition applies, average them out. For example, if a Jade wizard is in driving rain (Above Average) in the middle of winter (Below Average), these would cancel out and the abundance would be Normal.

Magic Type	Abundance	Conditions
Bright	Scarce	Frozen tundra, snow fields, especially cold winter days, thunderstorms
	Below Average	Winter, rain, very high humidity, fog
	Normal	Spring, autumn and summer with average weather conditions
	Above Average	Temples with loads of candles, warm summer days
	Abundant	Arid deserts, volcanoes etc.
Jade	Scarce	Deserts, frozen tundra, any area mostly devoid of life
	Below Average	Winter, cities, mountains (unless near a lake or pine forest)
	Normal	Open countryside, at sea
	Above Average	Summer, woodland, rivers, heavy rain, fog
	Abundant	Dense forests, lakeside woodland, Equinox and Solstice days
Celestial	Scarce	Underground
	Below Average	Daytime with heavy cloud cover
	Normal	Night time, clear days
	Above Average	Clear nights
	Abundant	Clear nights at high elevation, around the time of momentous events
Amethyst	Scarce	Deserts, frozen tundra
	Below Average	Open meadowland, vibrant cities with good sanitation facilities (!)
	Normal	Cities, forests, at sea
	Above Average	Battlefields, catacombs, large graveyards, particularly gloomy, depressing cities
	Abundant	Cities in the grip of a plague, battlefields after the battle!
Gold	Scarce	Deep forests, at sea
	Below Average	Open countryside lacking much bedrock, woodland
	Normal	Cities, open countryside
	Above Average	Mountains
	Abundant	Underground
Light	Scarce	Open countryside, at sea
	Below Average	Woodland
	Normal	Cities, mountains, very high elevation
	Above Average	Underground, around large and unusually dense objects such as huge monoliths
	Abundant	Light magic is never abundant.
Amber	Scarce	Large cities
	Below Average	Towns and cities
	Normal	Open meadowland, mountains, woodland, underground, deserts of any kind
	Above Average	Forests
	Abundant	Rainforest, dense and untamed forests, veldt, savannah
Grey	Scarce	Calm, cloudless days, underground
	Below Average	Calm, cloudless nights
	Normal	Normal weather conditions, night time
	Above Average	High winds, pitch black nights, very high elevation, fog
	Abundant	Thunderstorms, especially at night, very thick fog

Necromancy is a form of Amethyst magic; Generic magic can use any of the lores its user knows but is never Abundant; Petty magic is never affected and always counts as Normal.

You should only stray into Scarce or Abundant in the most extreme of the conditions listed; these are perhaps best used in set-piece scenarios (can the characters hold off the enemy until the brewing thunderstorm hits and the Grey Wizard accompanying them can start to do his thing? Or perhaps the necromancer they are pursuing flees into the catacombs below the city, necessitating a change of tactics...).

A bit about targeting spells

Although most spells state other characters as targets, there is no reason a bit of ingenuity shouldn't be employed by casting spells against other objects – that's part of the fun and character of Warhammer magic! For example, you might want to *Fireball* a barn to set light to it, use *The Howler Wind* to put out someone's signal fire etc. The effects of such things should be at the Gamesmaster's discretion, and ingenious use of spells should be rewarded. The only thing to be careful of is making sure that spells can't be used to 'cheat' on a scenario; for example, if your characters are trying to break someone out of a dungeon, you don't want a wizard just teleporting into his cell with a hacksaw.

Of course, if you're really clever you can come up with scenarios in which the *only* way to win is to come up with some devilishly cunning new use for a spell; for example, some characters need to get past a locked steel door with no key handy. Will the player work out that he can use his wizard's *Mace of Years* spell to age the lock so they can shatter it?

Another thing left out of the main rules is targeting multiple creatures with a single spell. This is both for the sake of simplicity and to stop wizards being ultimate hyper destruct-o-characters, but in certain scenarios it would be appropriate or even necessary to allow multiple targets. If this is the case, any spell can be cast at more than one target at the cost of +1 Willpower and -5% difficulty for the first extra target, +2 Willpower and another -5% difficulty for the second, +3 Willpower and yet another -5% difficulty for the third and so on. For example, a wizard could target a total of four characters with a magic missile – the initial target and three others – at a cost of an extra 6 Willpower used (1+2+3) and an extra -15% difficulty modifier.

There is no maximum number of extra targets – the only stipulation is that all the targets must be within at least 6 yards of one of the other targets, in a similar way to full auto shooting. Magic missiles that shoot a number of missiles, e.g. Piercing Bolts of Burning, may split their shots up among targets as above at no extra cost.