



# WARHAMMER FANTASY ROLEPLAY ERRATA

Thanks to members of the Black Industries forums, in particular  
Karl-Henrik Malmquist, for helping us compile this errata.

Errata Version: 10.

## Warhammer Fantasy Roleplay Errata

### Core Rule Book

**Page 37:** Add the contortionist talent to the list of talents an Entertainer can choose from.

**Page 80:** Pistoliers are noted as having the Strike Mighty Blow Talent. They should have the Mighty Shot Talent instead.

**Page 97:** Armoured Caster should apply to those using Chaos Lores as it does to those using Divine Lores.

**Page 98:** Grungni should not be amongst the list of gods who bestow spells.

**Page 101:** The strong minded talent mentions automatically gaining disorders. Ignore this as automatic disorders were dropped in play testing.

If you are using Encumbrance values with a character who has the sturdy talent ignore the Encumbrance values of the armour worn, though the -10% Agility modifier still applies.

**Page 105:** When fighting on foot make it harder (increase the difficulty) for characters to use weapons in the cavalry group - demilances are Challenging (-10% to WS) while lances are Hard (-20% to WS).

**Page 106:** To clarify, here is an up to date description of the Snare quality.

**Snare Quality:** A weapon with this quality is designed to entangle enemies. On a successful hit, the target is trapped unless he succeeds on an Agility Test. If this test is failed, the target is restricted to free actions or actions that enable his escape, of which there are two. The target may attempt to break the bonds by making a Strength Test or wriggle free by making an Agility Test. These tests are Full Actions. If another character assists the entangled character (also a Full Action), the Difficulty improves to Routine (+10%).

For as long as the character remains entangled, attacks gain a +20% bonus to Weapon Skill or Ballistic Skill Tests as appropriate to the attack.

**Page 108:** To clarify, here are some more detailed and updated descriptions of the Blunderbuss and Whip weapons.

**Blunderbuss:** A blunderbuss is a larger version of the firearm (see page 109). You can load it with nails, broken glass, small rocks, or just about anything else on hand, though shot is preferred. A blunderbuss requires two hands to wield.

Since a blunderbuss does not require a Ballistic Skill Test to fire, anyone can shoot this weapon; however, those who do not have the Specialist Weapon Group (Gunpowder) Talent must spend 6 Full Actions to reload it. In addition, the blunderbuss has the unreliable quality, so even though you do not make a Ballistic Skill Test to fire the weapon, you do roll percentile dice to see if the weapon suffers a mishap.

*Cost 70 GC\*; Enc 50; Group Gunpowder; Damage 3; Range 32/—; Reload 3 Full/6 Full; Qualities Shrapnel, Unreliable; Available Scarce*

\*Assuming you are using the post-SoC setting, otherwise this should be ~40 GC.

**Whip:** A whip is a thick leather or rope cord that when used in combat deals negligible damage. Instead, it is quite useful for entangling your foes. When you begin combat with a whip readied, you roll two 10-sided dice and take the better result.

*Cost 2 GC\*; Enc 15; Group Entangling; Damage SB-4; Range 6/—; Reload Half; Qualities Snare; Availability Average*

\*Assuming you are using the post-SoC setting, otherwise this should be 1 GC.

**Page 116:** A saddlebag can carry up to 250 points of encumbrance.

**Page 117:** The Illumination chart is incorrect in regard to spotting distances. Here are the correct values:

<b>Match:</b>	12 (6)
<b>Candle:</b>	26 (13)
<b>Lamp:</b>	26 (13)
<b>Torch, Untreated:</b>	50 (25)
<b>Torch, Treated:</b>	56 (28)
<b>Lantern:</b>	70 (35)
<b>Camp Fire:</b>	70 (35)
<b>Night Vision:</b>	-

**Page 117:** Enc values for the waterskin and the keg should be reversed - 30 for the waterskin and 100 for the keg.

**Page 127:** Defensive stance is listed as a half action. It is a full action.

**Page 130:** A flail needs two hands to wield, and so should not be listed by the two weapon fighting rules.

**Page 149:** Skywalk is special in that it lasts for the length of time it takes to complete the Full Action Cast Action.

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So: you move as part of the casting action, much like the way you get a touch attack as part of casting a touch spell. Once your Full Action is over the spell is no longer in effect, and if you are still in mid-air you will fall to the ground (you can't chain castings to skywalk longer distances without touching the ground in between).

**Page 161:** Change the last sentence of the Word of Pain description to: *Those affected take a Damage 8 hit that ignores armour, but not Toughness Bonus, and they must succeed on a Will Power Test or become helpless for 1 round.*

**Page 163:** The duration of the spell "Sign of the Raven" lasts a number of rounds equal to your magic characteristic.

**Page 167:** The current wording of the "Battle Fury" spell is a relic from an earlier version of the rules, before swift attack became a separate action. The text should read: "Whilst battle fury is in effect, you must charge the nearest enemy in melee combat, all attacks must be all out attacks, charge attacks or swift attacks, and you may not flee or retreat."

**Page 169:** Every time a magic item does not specify a test difficulty in order to identify it using Academic Knowledge then the difficulty is Average (+0%).

### Ashes of Middenheim

**Page 39:** "Characters with tunnel fighter as a current or past career ignore these penalties, as they have been specially trained to operate efficiently in confined spaces". You should read shieldbreaker for tunnel fighter. Note that sewer jacks are also trained to fight in such conditions.

**Page 53:** Matthias Hoffer should be noted as having blue eyes rather than dark eyes. He has the menacing talent (rather than "scary") and you should ignore his rain of blows talent. He also should have the talent to use his demilance.

**Page 53:** Jakob Bauer should have SB4 and TB5. He has the menacing talent (rather than "scary").

**Page 54:** Ulrich Fischer should have SB5 and TB4.

**Page 85:** The Brothers of the Axe are noted as having the rain of blows talent. This talent was replaced with the Swift Attack action during play testing.

### Realms of Sorcery

**Page 131:** Warlocks should have access to the skill Speak Arcane Language (Magick or Daemonic).

**Page 147:** When casting Curtain of Flame place the template anywhere within 12 Yards (6 Squares) of the caster.

**Page 151:** Polish, Clean and Gleam is a touch spell.

**Page 155:** The duration of Tree-Dwellers Step is equal to one hour per point of the user's Magic Characteristic.

**Page 157:** The duration of Illuminate the Edifice is one hour per point of your Magic Characteristic.

**Page 166:** Take No Heed lasts a number of minutes equal to the caster's Magic Characteristic.

**Page 179:** It is stated that you will be able to find rules "to make Chaos Manifestations a bit more likely in Chaos-infested places and times". These rules were not included and are as follows:

### Chaos Dice

Chaos Dice can be used to reflect the uncertain nature of casting a spell or ritual in an area rich with the forces of Chaos. The GM specifies a number of extra dice (usually one, but as many as four) added to the Casting Roll. These dice do not add to the Casting Roll, but do count for the purpose of Tzeentch's Curse. If you use Hedge Magic, Chaos Dice are in addition to the extra die ordinarily rolled by Hedge Wizards.

**Page 189:** The familiar advance scheme should specify that +1 attack is available as an advance.

**Page 190:** Two profiles are given here for a snake familiar. The second profile is actually for a rat familiar.

**Page 193:** In paragraph 1 of Using Potions it states that the table uses the potion's age in seasons. Yet further down, on the same page, it also states that the Age is the batch's age in months since brewing. "Age" is the batch's age in seasons since brewing.

**Page 198:** Some of the creation difficulties have incorrect values shown for the modifiers of the relevant tests to make potions. The textual values are correct:

**Hair Tonic:** replace plus with minus for ingredient difficulty.

**Lucidity Tonic:** replace plus with minus for both

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difficulties.

**Nectar of Beauty:** replace plus with minus for both difficulties.

**Potion of Pain Denied:** replace plus with minus for creation difficulty.

**Slimming Liquor:** replace plus with minus for creation difficulty.

**Page 207:** Sword of Justice, Powers. It states that the sword is "inscribed with a permanent Rune of Grudges and a permanent Rune of Iron." Replace these powers with the following sentence:

**Powers:** The Sword of Justice is inscribed with a permanent Rune of Grudges and a permanent Rune of Fury.

**Page 219:** A Brutal Finish should earn a party between 300 and 500 experience points each.

### The Old World Bestiary

**Page 80:** Add Speak Arcane Language (Daemoniac or Magick) to the list of skills for an Apprentice Shaman.

**Page 92:** Add Specialist Weapon Group (Two-handed) to the list of talents possessed by Dragon Ogres.

**Page 104:** Savage Orcs should not have any armour points.

**Page 118:** Change the SB and TB both to 4 for a Child of Ulric.

### Sigmar's Heirs

**Page 75:** Details of Zundap are missing from the Gazetteer for Ostland. The missing data is:

**Settlement:** ZUNDAP

**Size:** V

**Ruler:** Baron Klemens Gauss

**Population:** 0

**Wealth:** 0

**Source:** -

**Garrison/Militia:** -

**Notes:** Sacked in 2522. Population of 82 missing.

**Page 83:** Grissenwald is a town in Wissenland. The table on page 83 is in error and Grissenwald's stat line should fall under the Wissenland table on page 97.

**Page 91:** Information in the Gazetteer on Talabecland is a bit confusing compared to information in the quick data section. Helmut Feuerbach is the real elector of the province, the gazetteer has von Krieglitz as a misprint. Talabheim is a chartered free city but is more

closely tied to its province than Altdorf or Nuln. The situation has been exacerbated due to the elector count going missing and the countess seeking to become the elector for the whole province (making the situation like that of Boris Todbringer and Middenheim/Middenland). Kusel is the provincial capital, but is second to Talabheim in terms of wealth, power and fame.

**Page 107:** Look to page 103, rather than page 130, for descriptions of the town's merchant families.

### The Old World Armoury

**Page 20:** Ithilmar Full Mail should have an Encumbrance of 150 (60 for the Ithilmar Sleeved Mail Coat plus 10 for the Ithilmar Mail Coif plus 80 for Full Leather).

**Page 24:** To clarify armour damage: If the total reduced (by both AP and TB) Damage equals 7 or more, the armour is at risk of being damaged.

**Page 32:** No cost is given for unrimmed shields. 5s would be appropriate for these weapons.

**Page 36:** Add the Impact quality to the White Wolf Hammer.

**Page 37:** A Best Great Axe should deal SB+1 Damage and gain the Tiring Quality.

**Page 40:** The special rule for Shields has disappeared. Refer to page 111 in WFRP for the special rule, which states that ranged attacks take a -10% penalty against targets with readied shields.

The Balanced Quality is missing from the Qualities in the table on this page. It should be included - see the **Core Rule Book** for the correct table.

**Pages 45 and 47:** Bombs should not have the Shrapnel Quality.

**Page 47:** The Blunderbuss, Hochland Long Rifle and Jezzail should be noted as being weapons that require two hands to wield.

Also the Blunderbuss is shown as having a range of 16/-. This should be 32/-.

**Page 69:** The Very Hard test mentioned in the text for Cure Alls is in error, it should just be Challenging.

Antitoxins are listed on Table 6-3 on page 70, but description is missing from the text on page 69.

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The antitoxin kit is the same as that described on page 123 of the core rule book.

**Page 70:** Kiss of the Courtier and Liquid Courage draughts should both cost 5gc.

**Page 72:** Mad Cap Poison adds +10% to your Strength rather than +1 (this will feed in to the affected character's Strength Bonus for the duration of the poison's effect).

**Page 79:** Swim should be listed as a skill for cats.

**Page 85:** On the open seas, a ship has a Movement Characteristic of 10, but while navigating rivers, the Movement Characteristic falls to 5.

**Page 91:** The note at the bottom of table 8-5 refers to the rent/year column.

**Page 99:** The Common Specialist toughness score should be 31%.

**Page 103:** Look to page 97 for the Adaptation sidebar, not page 100.

### Karak Azgal

**Page 22:** Saturday is mentioned a couple of times in this chapter. This should read Holiday instead. Tuesday also gets a mention, this should be replaced with Levyday/Aubentag.

**Page 30:** The challenging test here is given a +10% modifier, it should be -10%.

**Page 39:** Ignore footnote 1 ("Treat as shaman...") it does not refer to anything in the table.

### Plundered Vaults

**Page 52:** Johann Schmidt is based in room J, not room F as the text states.

**Page 53:** The cultists are based in room H, not room B as the text states.

### Knights of the Grail

**Page 97:** Grail Pilgrim career was left out of Table 7-2: Bretonnian Starting Careers. When rolling on this table, a roll of "29" results in Grail Pilgrim and a result of "30" results in Herrimault.

**Page 101:** Add Wall Warden to the list of Yeoman career entries.

**Page 108:** The Grail Virtue of Audacity is a bit too powerful, replace the text with the following:

**Description:** Whenever you are engaged in melee with one or more opponents, you increase your Toughness Bonus Characteristic by +4. The bonus applies to melee attacks made by opponents engaged with you. This bonus lasts until you successfully test Weapon Skill and inflict at least 1 Wound against any adjacent foe or if, at any time, you choose not to make a melee attack while so engaged. After the bonus is expended, you cannot use the Grail Virtue of Audacity for the duration of the encounter.

### Barony of the Damned

**Page 69:** The Lost Town is mentioned and that Heloise is around in the south-eastern part of it near the Lance of Light (the old lighthouse). But the Lance of Light is in the south-west of the city not even near the Lost Town. Furthermore the catacombs where she found the circlet are in the north-west...

Secondly, on page 70 it is said the bloodied LeBeau fled the catacombs north of the docks and lost the circlet so Heloise could pick it up.

Lost Town is nowhere near the Lance of Light. Cursed Bretonnians, always getting their directions jumbled. The Lost Town, as shown on page 14, lives in the Northeastern section of the city.

The proper text should read...

"Adventurers who make the Gossip Test can make another **Challenging (-10%) Gossip Test** to hear about a cache of treasure found in the northwest part of this district and that thieves flock to the area in the hope of being one of the first to find the treasure and survive."

**Page 70:** To be added to Heloise's profile:

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	2

**Page 82:** (Use normal Ghoul statistics as described on page @@) should read: (Use normal Ghoul statistics as described on page 80).

**Page 83:** Withergrasp the Ghoul should have BS 0%.

**Page 84:** (Use statistics on page @@) should read: (Use statistics on page 80).

**Page 86:** (See page @@) should read: (See

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page 80).

**Page 92:** (See page @@) should read: (See page 83).

### Children of the Horned Rat

**Pages 35-36:** Some of the calendar dates are incorrect. 2520, 2521 should both shift up one to 2521 and 2522 respectively.

**Page 72:** We didn't include Weeping Blades in the Tools of War. Should you wish to use them we suggest that they should deal SB damage, have the Defensive Quality, and counts as if permanently treated with Black Lotus Poison (WFRP 122). Using these weapons effectively requires Specialist Weapon (Weeping Blades).

**Page 74:** For clarity, the Ratling Gun does indeed function as a blunderbuss (note that this errata further clarifies how the blunderbuss works). One squeeze of the trigger fires a barrage of Warpstone bullets filling the area, just as a blunderbuss would. Thus it fires once and must be reloaded. As an optional rule, the reload time can be reduced to 5 full actions if the person wielding the weapon passes an Academic Knowledge (Engineering) Test.

**Page 76:** Information on Warp-blades is incomplete. Replace the second paragraph with:

Warp-blades can also be used by Warlock Engineers to cast the Warp Lightning spell. The weapon's have a Magic Characteristic of 2, enabling the Warlock Engineer to "cast" the spell from the weapon. When using this function, the Warlock Engineer rolls 2 casting dice and if he gets an 11 or higher, the spell takes effect. Each use of this function consumes two Warpstone tokens.

**Page 85:** It should be noted that the skills, talents and stat bonuses that a Skaven can gain from the use of a Clan Skryre technological device last for D10 rounds.

**Page 96:** The Packmaster Career should have Specialist Weapon Group (Two-handed) added to the list of Talents.

**Page 97:** Natural Weapons should not be a Talent available to Slaves.

**Page 98:** Add Plague Deacon to the career entries for Censer Bearer.

Remove the erroneous Warlock Master and Master Assassin from the career exits for Clan Chieftains.

Add Plague Monk to the career entries for Clawleaders.

**Page 99:** Natural Weapons should not be a Talent available to Gutter Runners. They should have the Art of Silent Death talent instead.

Add Clawleader (Eshin only) to career entries for Gutter Runners. Add Clan Chieftain to and Remove Clawleader from career exits for Gutter Runners.

**Page 101:** Plague Deacons should have Dark Magic added to the career's talents

Plague Priests should be eligible for a +2 Magic Characteristic advance. Trade (Brewing) should be added to the skills a Plague Priest can take.

**Page 104:** Regarding Fleshmoulding, references to the Surgery Skill should be to the Surgery Talent and references to Surgery Tests should instead be to Heal Tests.

**Appendix:** Some sample Skaven were promised in the book but we couldn't fit them in. They can be found on the web at the following address: <http://www.blackindustries.com/pdf/articles/skaven-characters.pdf>

**Optional Rule:** A rule we dropped from the manuscript because of lethality is how being struck by Warpstone ammunition causes mutation, though some of us still really like the idea of having to contend with a Warpstone bullet lodged under the flesh. If you'd like to experiment with this horrific side-effect, add the following special rule to all Skaven gunpowder weapons.

**Warpstone Ammunition:** Those who lose at least 1 Wound from an attack made with a Skaven gunpowder weapon are exposed to this deadly, mutating substance. After 1d5 days, the subject must succeed on a Toughness Test or gain a mutation (roll on a Chaos Mutation table that you have—*WFRP*, *OWB*, or *Tome of Corruption*). Each week thereafter, the character must make another Toughness Test or gain another mutation. The offending substance can be removed by a character with the Surgery Talent and who succeeds on a Challenging (–10%) Heal Test. Such a test does not restore any Wounds.

### Terror in Talabheim

**Page 9:** In the Horned Hunter's Trappings replace Great Weapon (Two-handed Axe) with Hand Weapon (Axe).

### A Note on Experience Awards

We advise rewarding all PCs who survive the

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adventure 500 XP and grant a bonus 100–300 XP for good roleplaying.

### Tome of Corruption

**Page 59:** The example Chaos Spawn's Strength and Toughness should be as follows: Strength 19 (SB 1) and Toughness 15 (TB 1). He reduced these characteristics when he became a spawn.

**Page 100:** The text for Bovigors should read:

#### Bovigors

Bovigors are those Gors who have cattle horns on their head and may have the entire head of a bull or ox. Bovigors are highly competitive and see themselves as superior to all other Gors. Most have little use for thinking, preferring instead to use their mighty strength to solve problems.

All Gors begin play with Animalistic Legs, Bestial Appearance, and Horns. Bovigors also gain Hulking Brute.

**Pages 100-103:** Beastmen starting characters should only generate a fellowship score of 20+2d10.

**Page 103:** Bray-Shamans should have the Dark Magic Talent.

**Page 106:** The profile for a Warhound should read:

Primary Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	34%	38%	47%	18%	34%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	7	0	0	0

**Page 131:** The description for jungle should read:  
**Jungle**

A lush, dense jungle, complete with vines, twisting trees, and thick undergrowth appears out of place among the frigid wastes. The temperature is sweltering and humid, and snakes, insects, and dangerous jungle fauna claim this place as their own.

**Page 148:** Ulfwerenar should not be a career exit for Reavers. People are born Ulfwerenar or become them as a result of mutation, it isn't a career. See the sidebar on page 146 for more information on Ulfwerenar.

Seers do not get Public Speaking as a Skill, but as a Talent.

**Page 171:** Note that the advances for Daemon princes are in addition to any the character has gained through careers. So if a character with S 30 had taken a +20% advance for being a Slaver, and had gone up to S 50. If he then became a Daemon Prince he would take another +20 advance and go up to S 70.

**Page 172:** The text for the Gift Face of Nurgle should read:

#### Face of Nurgle

A swarm of flies descends on your face, eating away at the skin and laying their eggs in the loosened flesh. When they depart, they leave behind a mass of wriggling maggots. After a few days, your head swells and develops a greenish cast. Your eyes become distended and shallow, and from your mouth hangs a long cankerous tongue that drips a vile green mucous. Gain the Terrifying Talent. Future instances of any Face Gift instead apply to a member of your retinue.

**Page 181:** The throwing range of a Death Head of Nurgle should be 24 yards.

**Pages 184 and 187:** The ranges for the Weapon Properties Chill Blast and Fiery Blast should be 24 yards.

**Page 212:** The spell Eyes of Clarity does not specify a duration. It lasts 1 hour per point of caster's Mag characteristic.

**Page 215:** The Lore of Nurgle spell list, there is a blank space, to the right of Stench of Nurgle. The missing spell is Plague Wind.

**Page 218:** The spells Mindfire and Slave of Chaos both have a range of 48 yards.

#### A Note on Soulstealers

Tome of Corruption makes a reference to this Daemon. Find the rules and background for it at: <http://www.blackindustries.com/pdf/articles/chaos-monsters.pdf>

#### A Note on Talents for Daemons

Some Daemons are noted as having the "Will of Iron" Talent. This is described on page 78 of the Old World Bestiary. It basically makes them immune to fear, terror, the Intimidate Skill and the Unsettling Talent.

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### The WFRP Companion

**Page 24:** The River Warden should have the Swim skill.

**Page 26:** The Reikaak should be noted as having a Movement score of 4.

**Page 57:** The table on this page should include the following info:

Quality	Chance of Infection
Poor	30%
Common	20%
Good	10%
Best	0%

**Page 119:** The final sentence of the Triton description got chopped off by the bottom of the page. Here's how the sentence should read:

*"That the Druchii have taken those teachings and twisted them for their own dark ends angers him above all else."*

- NENYLL, SEA ELF

### Night's Dark Masters

**NOTE:** In places it mentions the Bloodgift from the Old World Bestiary called Master of the Black Arts, this ability is the same as Mastery of Flesh.

**Page 73:** Gashnag and Urzen should both have a Magic Characteristic of 1.

**Page 115:** Info on this page regarding disease and poison is in error. Vampires as with any undead are immune to poison and disease.

**Page 119:** There is a new lesser spell called Shadowblood. The Duration is Instant. The Range is 12 yards (6 squares).