

LEGION

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Editorial

Another month, another Legion. This issue's highlight is an interview with David Chart, author of *Knights of the Grail* and *Spires of Altdorf*. This is in support of the Bretonnian mini-theme in issue 28 of *Warpstone*, due out soon. Elsewhere you will find cast-offs (*The Hinge Factor*), Bees (*The Bee Keeper*) including a new monster among other bits, and *The Long Shot*, which looks at Archery in first edition WFRP. This was scheduled to be printed in *Warpstone*, but as many readers no longer play WFRP1 we decided to print it here. Nevertheless, I recommend WFRP2 players check it out as there are plenty of good ideas there. In a similar vein is *The Vengeful Marksman*. Finally, there are rules for pulling out arrows and bolts.

JFF

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Editors: The usual suspects.

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An Interview with David Chart

David Chart has long been associated with the *Ars Magica* RPG. He wrote part two of the *Paths of the Damned* campaign, *Spires of Altdorf*, and the Bretonnia Sourcebook, *Knights of the Grail*. We caught up with David as part of our look at Bretonnia in *Warpstone* 28. Many thanks to David for his taking part.

Could you give us some background about yourself?

I was born, raised, and went to university in England. I started role-playing when I was twelve, but didn't start writing professionally until I was at university. I studied philosophy of science, which has proved less useful in earning a living than writing RPGs. About five years ago, I moved to Japan, where I currently live in the Tokyo sprawl along with about 30 million other people.

How did you come to write for WFRP? Were you a fan of the game?

Yes, I was a fan of the game right back to when Games Workshop were still thinking about calling it WARP. I sent the *White Dwarf* articles back when I was a teenager, and still have the encouraging rejection letter I got back about one of them. I had another go at writing for the game while it was at Hogshead, and got as far as James Wallis buying me breakfast. He was still looking at my proposal when GW pulled the licence.

So, when Games Workshop commissioned Green Ronin to develop a second edition, I expressed my interest. It's a bit ironic that, by the time I got to write for the game, I was living in Japan and working through an American company.

What was your proposal to Hogshead?

An adventure, set in one of the Reikland towns, in which the Lawful witch-hunters of Solkan were as much of a potential threat as the (entirely genuine) group of Chaos cultists. I seem to remember that there was a ritual connected to Ranald involved as a possible way to prevent catastrophe; it

was some years ago now. Since a central part of the concept is no longer part of the official background, I don't think it will ever see the light of day.

When you first started to write *Knights of the Grail* how aware were you of the WFRP 1e material or the fan material? Did you appreciate the controversy among WFRP fans that had accompanied changes to the Bretonnian background over the years? Why do you think the subject of Bretonnia evokes such a passionate response in many WFRP fans?

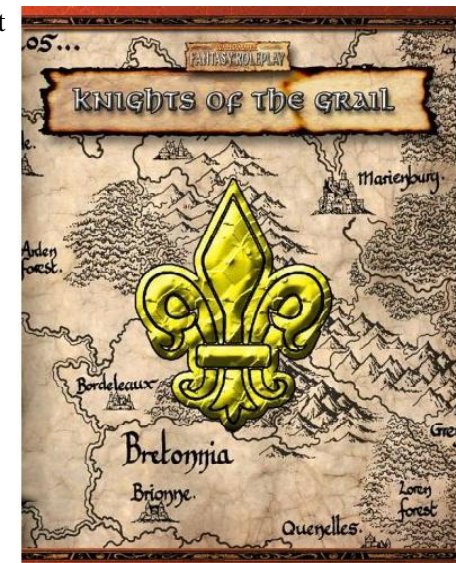
I was aware of the 1e material, naturally, but not really aware of the fan material. I had rather missed the controversy, but it was immediately obvious that Bretonnia had changed quite a bit from what I remembered. I'm not surprised it was controversial.

As for why it evokes such a passionate response, doesn't everything? I think WFRP fans are a naturally passionate group, used to keeping the game alive through prolonged periods of corporate neglect, so they tend to react strongly. Since Bretonnia was, essentially, completely re-imagined between 1e and 2e, even more so than Karl-Franz, it's hardly surprising that it got a particularly vigorous reaction.

Another element is that it's very different from the Empire, but I'll come back to that in the question on WFRP feel.

Did you like the new Bretonnia (i.e. Arthurian version) when you first read it?

Yes.



How closely did you work with the writers of the WFB Bretonnia books, if at all?

Not at all. I had the book and some extra design notes, but that was it.

Was there anything you wished was included in *Knights of the Grail* that was missed out, for space reasons or otherwise? Looking back is there anything you would have done differently?

I would have liked to include Grail Maidens as a career path; I'm sure we could have done something with their lack of autonomy to make them viable.

The main thing I'd do differently is the adventure; that seems to have not been a hit with the fan base.

What would you do differently with the *Knights of the Grail* scenario?

I'm not sure. The feedback on problems was not very specific, so I don't know which bits need the most work. I think I would change the presentation of the latter part, though, to make it clear that the player characters really do solve the problems, and that the NPCs (the Faceless and the Grail Maiden) are background colour.

What is your favorite part of *Knights of the Grail*?

I quite like the disclaimer in the front. This is actually a very difficult question; I like (almost) the whole book. I think I most enjoyed creating a social structure designed to ensure that the corruption and suffering was almost all hidden behind a pretty facade. I really wouldn't like to live in Bretonnia, even without the ravaging hordes of Chaos, but I think it has a lot of potential for adventures driven by the social structure.

How do you define the 'Warhammer feel' you were trying to evoke with Bretonnian?

It's a bit difficult to define, beyond "grim world of perilous adventure". The "Warhammer feel" that I had from my earlier experience of the game was (a) Germanic and (b) Early Modern. Since Bretonnia was supposed to be (a) French and (b) High Medieval, I had to dig a bit deeper. As I mentioned above, I think this is part of the reason why the Bretonnian revision provokes such strong feelings; I suspect I'm not the only one who closely associated the early modern Holy Roman Empire with the "WFRP feel".

Chaos has to be there, of course, but Bretonnia is a bit further from the Chaos Wastes, so it should be more subtle. Another enduring aspect of

WFRP is "the enemy within"; the hidden corruption in a society. Thus, hidden corruption, or at least corruption that is not immediately obvious, is an important feature of Bretonnia.

Why no grotty slums in Bretonnian cities (apart from Mousillon)?

They're all grotty slums. They just look pretty. That is one of the fundamental ideas about Bretonnia: it looks pretty, but once you poke behind the surface, things are a lot less pleasant. And, of course, it leaves space for Mousillon to look different.

Whose idea was leaving the secret of the Lady deliberately vague (some GMs want to be told this stuff rather than invent it)? Did you know the secret?

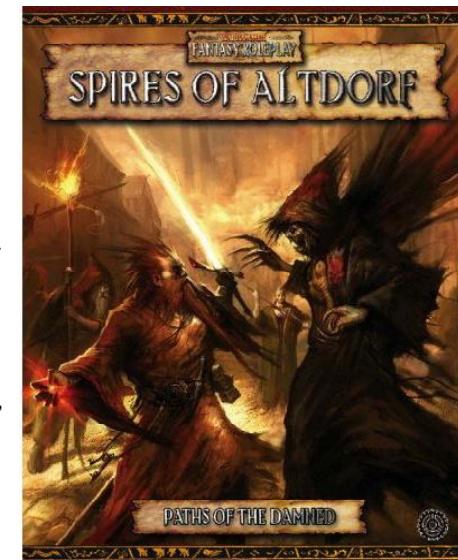
I was told not to say much about the elves of Athel Loren, because that would be a different book. Obviously, it's rather difficult to talk much about the secret of the Lady without going into details about the wood elves, so it was left deliberately vague. But I did know the secret; it is explicit that the fey are elves, after all.

How is this different to the work you did with *Spires of Altdorf*?

Spires was an adventure, so it was very different. There, it was a case of trying to capture the feel of the city for people playing through the story line.

How much did your previous work with *Ars Magica* influence your WFRP work? Did your background in studying the medieval period provide inspiration for the Bretonnia background?

My medieval knowledge definitely provided inspiration for the Bretonnia background. Quite a lot of the concepts are taken from the middle ages, and just exaggerated a bit to make them more Warhammer. *Ars Magica* had less direct influence, because it's a very different style of game.



If you were to develop Bretonnia further, how would you do so?

I'd develop peasant and town life in more detail. Knights of the Grail has a bit of an emphasis on knights, which is appropriate for this book, but there is at least as much potential for Warhammer-esque adventures among the lower classes. The most oppressed peasants could see Chaos as offering a better life, the least oppressed would have the freedom to set up blasphemous cults, and wealthy merchants, deprived of any chance of legitimate political power, would be even more prone to the blandishments of Chaos than those in the Empire. What's more, the restrictions on peasants provide further complications that can make the stories more interesting.

What other areas of the Warhammer World would you personally like to develop?

I'd like to do the Elves. Not the Dark Elves so much, and not really even the Elves of Ulthuan; the Elves of Athel Loren and Laureorn are the ones that most interest me. So far, I've pitched this to every developer the game has had (well, it was only a *White Dwarf* article for Games Workshop). Green Ronin even said yes. And then, of course, things changed.

What is next for you?

In WFRP terms, I'm currently working on a book for Fantasy Flight Games. It's a multi-author book, and I'm doing less than a tenth of it, but I don't think I can say any more than that at the moment. So far the process is going well, so I hope I'll be able to work for them more in the future.

In broader terms, I'll be continuing developing *Ars Magica*, and I'm working on my own RPG. At the moment, however, that's mainly a collection of mechanic ideas that don't quite seem to work, so it may be a little longer in development than I'd ideally like. Outside roleplaying, I've written a novel, and experimented with internet-based distribution (www.davidchart.com/Novels/IceYearning/). In the nature of experiments, this hasn't been a great success, but it hasn't been such a failure that I've written the idea off entirely. I may well try again, with modifications.

The Bee Keeper

by Robin Low

In the south of the Empire live an old man and his wife. The couple keep themselves to themselves on their small farm, which is found just a short way from the main road to town. They keep goats and chickens, selling milk and cheese and eggs at the market every fortnight when they trundle and rattle into town on their horse-drawn cart. They also keep bees, which make honey, dark and sweet, the most delicious for miles around.

In the field behind the farmhouse a dozen hives buzz throughout the summer months, with bees flying hither and yon seeking flowers and pollen. Most people think it must be something in the local flowers that give the honey its unique flavour. The old man and his wife know the truth, of course. They know that the secret ingredient is blood.

Many years past when the old man was young his farm was failing. In his despair he went into the forest to take his own life. Beneath an ancient tree, above him a buzzing bees' nest, he cut his wrists, unaware the tree had once been a place of sacrifice to Khorne. The Blood God smelt the blood and examined the mind of the man and appeared to him. Masquerading as a fertility deity, Khorne offered the man success in return for blood. The man accepted instantly and Khorne told him to take the bees and build hives for them. In return for blood, to be fed to the bees, Khorne would ensure the farmer would always have food on his table.

Initially, the farmer fed the bees with his own blood and after he married, his wife became part of the ritual. But as the number of hives increased, more blood was needed and before many years had passed, it became necessary to kill. One year a child went missing, but mainly it was travellers whom nobody missed. One or maybe two a summer was enough. Over the years, bodies have steadily accumulated in the earth beneath the hives.

Of course, one day either the farmer or his wife will die and it will be that much harder to kill and conceal the bodies. Both may die on a particularly cold winter's night and the hives get taken over by someone ignorant of the

blood ritual needed to feed the bees. Either way, come one summer, the bees of Khorne will not get their blood, and then they will swarm.

BEE SWARM

Bees are just one of many types of small creatures that gather to form swarms. Individual bees are not normally especially dangerous, but a group numbering in the hundreds if not thousands can be particularly hazardous. Bee swarms are difficult to fight using normal weapons, and require fire or magic to destroy, although smoke will make them sleepy and less aggressive. Avoidance is the best strategy, although buildings cannot always be sealed tightly enough to keep them out.

WS	BS	S	T	Ag	Int	WP	Fel
33	0	10	10	40	5	89	0
A	W	SB	TB	M	Mag	IP	FP
3	15	1	1	7	0	0	0

Skills: None

Talents: Fearless, Flier, Frightening, Hoverer, Natural Weapons

Special Rules:

- ◆ Immune to Normal Weapons: Swords, clubs and other normal weapons have no effect on bee swarms. Fire or magic is required to kill them. Smoke either drives them away or makes them sleepy and less aggressive, reducing their Attack Characteristic to 1, Agility to 10% and their Move to 1.
- ◆ Ignore Armour: Members of a bee swarm can get through the chinks in armour or take advantage of any exposed area of skin, so armour offers no protection from their successful attacks.
- ◆ Non-lethal: Bee swarms never make critical hits. (However, the Bees of Khorne described above can be an exception at the GM's discretion.)

Armour: None

Armour Points: None

Weapons: Sting (cannot be dodged or parried)

Bee Keeping as a Career

Anyone wishing a career as a Bee Keeper should simply use the Peasant career, making sure to choose Animal Care, Swim (jumping into the nearest river or pond to avoid a swarm is common for apprentices keepers) and Trade (Farmer) over the other options. Animal Care covers use of smoke to make the bees sleepy, spotting signs of diseases that afflict bees and dealing with both wild and farmed hives. Animal Care should also cover dealing with other farm animals - bee keeping is seasonal and usually part of a broader farming life. Animal Training is not appropriate for bees, but can still be taken if the Bee Keeper deals with other farm animals.

Bee-keeping is relatively common in many parts of the Old World. It is practiced on a large scale on farms with scores of hives spread across large meadows, but since bees can fly, an individual with appropriate knowledge can also have a single hive on a small plot. Unsurprisingly, the hives of the Moot have a strong reputation.

There are three useful commodities produced by bees: honey, beeswax and imperial jelly. Honey is the main sweetener used in cooking throughout the Old World, and so is particularly important. Beeswax is used in the furniture and building trades for polishing chairs, chests and tables, floors, wood panelling and banisters. Imperial jelly is a curious product of the Queen Bee. Produced in small amounts, the nobility and wealthy merchants pay highly for its alleged ability to maintain their youthfulness and longevity.

The Hinge Factor

A Twist of Fate by John Foody

"It's the moment it all goes wrong."

Alfred von Hinge

The following are early thoughts on an article that never really developed.

It has happened to me more than once. Just as the players uncover the dastardly plot, they sigh and say, somewhat tongue in cheek, that it is up to them to save the world again. Of course they are right. They have been placed at the opportune moment to save the city or uncover the chaos cult. Of all the secret temples, at the time of the every-five-centuries lunar eclipse, the PCs just happen to be there. The PCs have been given those ever-so-handy Fate Points by the gods so they fight Chaos and become legends. They are just pawns on the gods' cosmic chessboard.

I have no real problem with any of that. However, a book I read recently helped me see things from a slightly different angle. This was *The Hinge Factor* by Erik Durchmied. The book looked at a number of battles throughout history and discussed the factors that contributed to how they were won or lost. Durchmied called the turning point of the battle, the moment when it all could have turned out differently, *The Hinge Factor*. Take for example *The Battle of Waterloo*. The author claimed *The Hinge Factor* here was the fact that none of the surviving French cavalry who charged the English artillery carried hammers and spikes which would have enabled them to disable the English guns. Those who had them had all been shot. Thus the battle was lost for want of few nails. It was an interesting way of looking at

these battles, although I did not feel Durchmied made the most of his own premise.

Still, the central premise of a Hinge Factor, this moment when everything hangs in the balance, struck a chord. After all it is this moment that PCs are forever drawn to. On their decisions hang the fates of thousands or the course of history. Do they run at the climatic confrontation or do they stay to fight until victory or death? Scenarios where Fate Points are gained place the PCs in a situation where their actions have great impact, usually beyond the immediate. Some of this goes back to *A Noble Failure* (*Warpstone 20*), where I argued that PC failure should have wide ranging implications.

The idea of a Hinge Factor is just theory and will not make a difference to how you play or GM. Still, it is the idea that the characters have arrived at a pivotal point in time. The GM will have some idea in advance of where the Hinge Factor will occur. Only the PCs can decide which way history swings. Every decision made creates history, but in a Warhammer campaign it is the PCs who really decide how it will turn out. Their actions should echo in time. The gods may have guided them to this point in time, allowing them to survive with Fate Points but even they cannot tell if they will strike the fateful blow or arrive at the ceremony minutes too late because they spent too long searching the corpses of the guards. In the end fate is in their hands.

*For want of a nail the shoe was lost.
For want of a shoe the horse was lost.
For want of a horse the rider was lost.
For want of a rider the battle was lost.
For want of a battle the kingdom was lost.
And all for the want of a horseshoe nail.*

The Long Shot

Archery in WFRP First Edition by Vidar Edland

One complaint of many WFRP1 players is the seeming ineffectualness of missile weapons. This article aims to improve their usefulness and efficiency (including a number of optional rules) and also expands on the background and place of the bow in the Old World.

A Brief History of Missile Weapons

When the bow first appeared among human tribes of hunter/gatherers scattered throughout the Old World, the Elves were already advanced in the art of bow making. Over the years different human tribes copied or traded the secret of bow making from the Elves, as well as developing their own techniques and styles. The first human bows were crude, made from a single piece of flexible wood with a cord fastened to both ends. As the art of bow-making advanced, the bows became stronger and more complex. Bows that are made from more than one piece (composite bows) or from different materials including bone, horn, metal and different types of wood are generally sturdier and more powerful. Composite bows, however, are harder to produce, more difficult to maintain and far more expensive. Therefore the composite bow has never seen widespread use in the Old World. For the sake of simplicity, all bows of Good or greater quality are considered to be composite bows.

Longbows were invented by Bretonnian bow-makers; they maximise the power of the bow by increasing the length of the bow stave. It is, however, heavier to pull than a normal bow, and lifelong users often experience malformations of the right-hand fingers and the left underarm. Although the longbow is more powerful than ordinary bows, its great length does not allow for the archer to move while firing the weapon. It also requires space and cannot be used effectively in confined or cramped conditions. Again, it is far more expensive to produce and maintain than ordinary bows, and much harder to use (hence the skill Specialist Weapon - Longbow).

The finest of all bows are Elf bows, considered by the Elves to be pieces of art as well as tools of war and hunting. Only trained craftsmen can create such excellent weapons, and owning an Elf bow is seen as a great honour. To achieve maximum power from a bow, the Elves invented the double-convex shaped Elf bow where the bow grip sits much closer to the bowstring while the

rest of the bow curves away from the bowstring to maximise the pull.

The crossbow was first invented in Cathay for use against heavy armour, but has since spread west, where it has become a popular weapon amongst soldiers and hunters. A crossbow consists of a bow mounted crosswise on a stock or tiller, which contains a cocking and trigger mechanism that releases the bowstring. Crossbows are constructed with various kinds of material, but are mostly of wood and metal. Heavy Crossbows are made from steel (weighing up to 350 Enc.) and are used primarily in sieges and from horseback (being too heavy for most troops). Ordinary crossbows can also be loaded while mounted if the archer uses a Goat's Foot lever to pull (or jack) the bowstring back onto the cock. Heavy Crossbows must be loaded with the use of a windlass, cranequin or similar loading device for pulling back the bowstring. (Cranequins can be used while on horseback.)

The crossbow has many advantages compared to the bow. It is more powerful and easier to use by untrained people. It also needs less space for use, and therefore is an ideal weapon for the Dwarfs who see most of their combat in cramped tunnels and enclosed spaces. However it is more expensive to produce and harder to maintain. The crossbow is also quite vulnerable to water damage and is much slower to operate. (It is impossible to move while loading most crossbows, for example.)

Like the crossbow, gunpowder weapons have seen an increase in popularity after being introduced to the Old World from Cathay. They were first brought to the Old World by Dwarf traders, and were subsequently developed by their engineers. However, most Dwarfs abandoned firearms in favour of the crossbow. In time the secret of gunpowder weapons spread and today no nation has embraced the technology of gunpowder weapons like the Empire.

Firearms have similar advantages and disadvantages over bows as crossbows. Unlike crossbows, however, firearms are harder for untrained people to use and require heavy maintenance. Firearms are also often blinding in dark environments and deafening in cramped locations, which is why most Dwarves have abandoned them.

The use of Missile Weapons in the Old World

Brettonnia has the highest proportion of archers in its armies of any human nation. Units armed with normal bows or longbows support their heavy cavalry. In addition, the Bretonnian army also deploys a large number of catapults and other stone throwing war machines. Gunpowder weapons are seldom seen in Brettonnia, as the traditionalistic Bretonnians are slow to embrace new technology, especially something so unstable and expensive. Crossbows are also rare, regarded as hunting weapons and prohibited as weapons of war in some regions.

The Empire enjoys showing off their advanced technology and nowhere else are gunpowder weapons as frequently seen as in the Imperial armies. Still, firearms are in no way replacing ordinary bows and crossbows, mainly because of their high cost and unreliability.

Missile weapons are less frequent in Kislev as its armies consist mainly of a large number of untrained peasant militia-infantry led by the mounted aristocracy. Still, Kislev is feared for its Ungol light horse-archers, who are famous for their skill at firing bows from horseback.

In Norsca the normal bow is frequently used, while some kings and jarls import crossbows. There have been few technological advances, and weapons such as firearms are largely unheard of. The kings and jarls have relied more on short-term imports of new technology. In addition the constant fights against Rises (trolls, giants and ogres) and Jotnes (creatures and warriors of Chaos) have hindered the Norsemen in developing their own advanced technology.

Tilean armies do not employ archers as often as others, preferring to use infantry supported by heavy war machines such as catapults. When archery units are employed, crossbows are the most common weapons. They seldom employ gunpowder weapons, save for cannons on ships. Tilean engineers have recently invented a safety mechanism for their crossbows allowing the weapon to be kept cocked without the danger of accidentally releasing the bowstring (reducing the loading/firing time of the first bolt to 1 round). All Tilean crossbows of Good or greater quality are fitted with the safety mechanism.

The armies of the Estalian kingdoms use a variety of archery units. Firearms are common as kings constantly strive to outshine neighbouring kingdoms with new and expensive military equipment.

Dwarfs have made the crossbow a favoured weapon, although a few clans prefer firearms. Being stubborn and traditionalistic they rely heavily on tried and proven weapons and seldom risk using new and unfamiliar designs. Dwarven weapon engineers are currently experimenting with crossbows fitted with barrels to increase range and accuracy. So far there has been no big breakthrough, but the engineers are making good progress and it is believed that an efficient prototype "barrel crossbow" will be invented soon (BS - see below - is increased to +10, and long and extreme range is increased by 10%).

Dwarfs have also developed a special technique for pulling the trigger of their crossbows (or firearms) halfway in, thereby slightly reducing the fire-time. More importantly this technique sharpens the concentration of the archer and keeps him focused on the weapon and possible targets, thereby reducing the reaction time between spotting a target and firing. Therefore all Dwarfs who have a readied crossbow (or firearm) at the start of the round receive a +10 bonus to I when determining the order of play.

Wood Elves rely heavily on bows as they are skilled archers used to archery in thick forests. They therefore receive no penalty when using bows in such environments. Sea Elves also frequently employ missile weapons; short bows and crossbows are amongst their favourites. Repeater crossbows are also common on their ships, while nearly unheard of elsewhere (except in Cathay and among Dark Elves). Sea Elves also employ bolt-thrower war machines and harpoons. Most of their larger ships are also equipped with cannons.

Dark Elves mirror the Sea Elves in their missile weapon habits, although the Repeater crossbow is even more common. The Dark Elves are known to dip bolts into some secret poison with similar effects to spider venom.

Among the Halflings the sling is the preferred missile weapon, although some use short bows. Some crafty Halfling adventurers have invented an "extended grip hand" enabling them able to use normal bows. Similar devices are used by Halfling Targeteers, who also have to stand on a rock or crate to fire their longbows during archery tournaments.

Araby has had a strong influence on the weapons technology in the Old World. The crossbow reached Araby earlier than the Old World, but it has not become as popular as in the northern continent. Arabians prefer a short but powerful composite bow. The Arabians are expert bow makers and most Arabian bows are of at least Good quality.

Archery Tournaments

A popular sport in the Old World is the archery tournament. These range from local town games to national competitions. People come from far and wide to test their skills or just watch as others match their abilities. There are prizes for the best archers and if the prize is large enough the tournament might draw the attention of wandering masters - the targeteers.

These tournaments are most often held at local festivals as part of the attraction offered by the city or town. Privately sponsored tournaments also occur, but it is then often a closed affair where only invited guests (and archers) can watch. However, open privately sponsored tournaments also occur as a means for the sponsor to show off or gain support and popularity.

Most tournaments are held on the fields outside the city or town shortly after the crops has been harvested. Some large cities (like Middenheim and Nuln) have special arenas where tournaments and other sports events are held; these therefore host competitions almost all year round.

Most targeteers care less for the reward than for the sport and glory. Many enjoy free lodging in local inns happy just to have a "celebrity" living under their roof, and rarely have problems getting people to buy them meals as long as they entertain with stories of great achievements and exciting competitions. There is, however, always a prize to be won by attending a tournament, although it varies from competition to competition. Sometimes the winner only gets a free meal in the company of the local nobility or aristocracy, while at other times the prize may be considerable. Prizes are more often gifts than money, and a tournament winner is often rewarded with locally produced goods which for some reason the craftsman was unable to sell.

Some tournaments also require the contestants and/or the audience to pay a fee to enter the contest or watch from the stage. This fee is often rather small, but enough to keep the worst of the commoners out. More often the tournament is free but a donation to the poor is expected to be made by the contestants and the richer members of the audience. Tournaments generally allow just about anyone to enter the contest (as long as they look at least a little respectable) if they agree to the local customs and rules.

The most famous of all Old World archery tournaments is held once every five years in Gisoreux. This contest allows for only thirty contestants, and the selection often goes on for weeks prior to the actual tournament as hordes of

archers flock to the games. The tournament lasts for three days, accompanied by numerous side-shows and other sporting events (including a jousting contest). On the final day only five contestants remain. The second and third prize is a reward of respectively three hundred and one hundred and fifty Gold Crowns. First prize is five hundred Gold Crowns and various gifts donated by the nobility and other rich citizens (handing over the prizes can take hours as the various donors are praised for their generosity). Tournament rules also state that a targeteer who has won the contest twice in a row or three times in total shall also be awarded with the titles of nobility. This, however, has not happened yet in the 80 year history of the tournament. There is speculation that some noble families have actively sought to sabotage candidates for ennoblement.

The last competition ended in disaster as the second place winner, a young noble from Tilea, was discovered to have cheated. He had paid the range-master (the person responsible for keeping the circular targets at the same and correct range) to paint his bulls-eye slightly larger. This was not detectable from the position of the archers, nor from the stage. When the crime was discovered the crowds lynched the young noble and hung his body from a nearby tree. This episode almost ended in a war between Bretonnia and Tilea, but in the end the King of Bretonnia accepted paying a stiff penalty as compensation to the noble family.

The rules of the game: Most tournaments have similar rules. Each competitor fires five arrows at a circular target with five target zones. The tourney master decides the weapon to be used and the range to the target. The points value of the different target zones might vary from tournament to tournament, but the following points values are often used: 2, 4, 6, 8, and 12 for the bull's-eye. Each competitor takes turns to fire one arrow until every competitor has fired all five arrows. Each archer makes a BS test with a -10 penalty for a small target. Characters with the Marksmanship skill get a +10 bonus to BS as normal.

To see which target zone the character hits, they roll against their BS using the Marksmanship and Accurate Firing skills if held, as well as the Aiming rules. If the character rolls under 10 or passes his BS score by 30 (or rolls a double under their BS) they hit the bull's-eye for 12 points. Passing by 20 points scores 8 points; 10 points scores 6 points, up to 10 points scores 4 points and missing by up to 10 scores 2 points for hitting the outer ring.

Revised Missile Weapon Chart

Ballistic Skill Modifier: This represents the stability and balance of the weapon, and how easy or difficult it is to use (just like the To Hit modifier for Melee Weapons). It is used as a modifier to the BS roll. The characteristics of some weapons have been altered, as has the ES of all the weapons.

Effective Strength: The ES of most weapons has been increased slightly. Also the missile weapons now have a varying ES depending on the range to the target. The number after the slash (/) represents the weapons ES at that range band.

Improvised Missiles: These are split into two groups: Small (bottles, hand sized rocks, etc.) and Large (head sized stones, chairs, etc.), with different characteristics. These are only guidelines, and GMs should adjust them as they see fit.

Weapon	BS	Short/ES	Long/ES	Extreme/ES	Load/Fire time
Short Bow	+0	16 / 4	32 / 3	150 / 3	1 round
Normal Bow	+0	24 / 4	48 / 3	250 / 3	1 round
Long Bow	+0	32 / 4	64 / 4	300 / 3	1 round, must remain stationary to fire
Elf Bow	+0	32 / 5	64 / 4	300 / 4	1 round
Crossbow	+5	32 / 5	64 / 4	300 / 4	1 round to load, 1 round to fire
Heavy Crossbow	+5	40 / 8	80 / 7	400 / 7	3 rounds to load, 1 round to fire
Repeating Crossbow ¹	+5	32 / 2	-	100 / 1	Fire 2 shots each round, magazine holds 10 bolts, 8 rounds to refill. Bolts are usually poisoned.
Sling	+0	24 / 3	36 / 2	150 / 2	1 round
Staff Sling	-10	24 / 3	36 / 2	200 / 2	1 round to load, 1 round to fire
Javelin	+5	8 / C	16 / C	50 / C	1 round
Spear	-5	4 / C	8 / C	25 / C	1 round
Dart ¹	+0	4 / 0	8 / 0	20 / 0	1 round
Throwing Knife	-10	4 / C -2 ⁴	8 / C -3 ⁴	20 / C -4 ⁴	1 round
Throwing Star	+10	2 / C -3 ⁴	7 / C -4 ⁴	15 / C -5 ⁴	1 round, fire twice if a ready supply has been prepared.
Throwing Axe	-10	4 / C	8 / C -1 ⁴	20 / C -2 ⁴	1 round
Blowpipe ¹	+0	12	24	50	1 round
Lasso ²	-10	8	16	30	1 round to throw, 2 rounds to re-coil
Bolas ³	-10	12	24	50	1 round
Improvised					
-Small	-10 to +0	2 / C -2 ⁴	6 / C -3 ⁴	10 / C -4 ⁴	1 round
-Large	-10 to +0	2 / C	6 / C -1 ⁴	10 / C -2 ⁴	1 round to pick up and 1 round to throw

¹ Roll 1D4 instead of 1D6 (ES 0).

² Entangle as whip, although head hits cause suffocation damage that can be calculated by using the rules for drowning. For arm hits test against Dex instead of T to see if the target drops any handheld objects. The test is modified by a penalty equal to the attacker's Strength times 5.

³ Entangle as whip. If the Bolas hits the target's legs, roll damage (ES 0) and apply this as normal, and then multiply the damage by 5. The target must now make an I test with this penalty or fall over. For arm hits test against Dex instead of T (again modified by a damage roll times 5) to see if the target drops any handheld objects.

⁴ ES is never reduced below 0. The ES might vary for large improvised missiles.

Special Arrows

Apart from ordinary arrows and bolts there are a number of missiles made for specific uses. Note that although all the headings describe arrows they also apply to crossbow bolts (except for Light arrows which can only be effectively fired from a longbow).

Flammable arrows: A small cylinder of paper, light wood, dried leaves or other flammable material is fastened around the stick and filled with gunpowder or other flammable or explosive material. Flammable arrows do additional fire damage to the target if it hits (pg. 80 WFRP1). It takes one full round to ignite a missile, and such missiles cannot be rapidly fired.

Light arrows: By using lighter than normal arrows, archers can maximise the range potential of their longbows (only). Their Extreme Range increased by 50% (to 450 yards), but ES is reduced by 1 for all range bands.

Signalling arrows: These arrows have holes drilled into their arrowheads which make a whistling sound as they fly through the air. The sound is quite high-pitched (and doesn't carry far); the arrows are therefore used to signal to friendly troops on the battle field. Goblins have also been known to flee in panic as they hear the whistling of Signalling arrows, believing them to be angry spirits or forest demons. (Extreme Range reduced by 10%.)

Bleeder arrows: These horrible missiles are outlawed almost everywhere in the Old World, except for the Border Princes and the Dwarf kingdoms. (Bleeder bolts for crossbows made from thin sheets of metal are favoured by many Dwarf clans.) Bleeder arrows are hollow, and once imbedded into the target's flesh (by inflicting more wounds than the target has T) continue to drain the victim as the blood pumps out through the hollow stick. Those hit by a Bleeder arrow (which is imbedded in their body) must make a T test every round or lose a Wound as a result of bleeding. (Critical results caused by this should be rolled on the Sudden Death Critical Chart.) Once the arrow has been removed (requiring the Heal Wound skill) the victim must still test against T or lose 1 Wound per round, but once the T test is succeeded the wound stops bleeding. Bleeder arrows have their Extreme Range reduced by 10%, their ES reduced by 1, and their BS reduced by 5%.

Armour-piercing arrows: Armour-piercing arrows are designed to punch through thick and strong surfaces (such as armour and shields). When hitting a protected hit location roll 2D6 for damage and keep the highest die when calculating actual damage caused to the target. Armour-piercing arrows have their ES reduced by 2 for all range bands.

Line-cutter arrows: These special arrows are used for cutting ropes and lines. They are rarely used, but can sometimes prove very useful. The arrowhead on line-cutter arrows extend outwards from the stick in a Y shape

designed to catch lines and ropes. The inside edges of the arrowhead are sharp so as to cut ropes and lines. These arrows have their ES reduced by 3 for all range bands, and their Extreme Range is halved. The archer, however, suffers no "small target" penalty when firing at ropes or lines, etc. Rope and lines have from 1 to 6 wound points and 1 to 4 points of T, depending on the type and quality of the rope or line (ordinary rope has W 3 and T 3).

Explosive Arrows: Arrows and or bolts can be fitted with a small cylinder filled with gunpowder or other explosive material. Exploding arrows must either be fired into a fire of some kind or may be fitted with a fuse that is lit before firing. These arrows and bolts have the BS reduced by -5% and Extreme Range reduced by 25%. They have an 85% chance of detonating, and then do S6 points of explosive damage with a blast radius of 1 yard.

The fuse can be cut to various lengths corresponding to the three missile weapon ranges. It is, however, quite difficult to calculate how long the fuse should be, and there is a percentage chance that an exploding arrow detonates prematurely: Short Range 10%; Medium Range 20%; Extreme Range 40%. On a roll of 96-100, the missile fails to detonate the round it is fired and in the following round the target may try to remove the missile before it explodes by making a Dex test.

Making an exploding arrow requires an Int test, and characters must also have both Chemistry and Specialist Weapon - Bomb skills, as well as having access to gunpowder. To manufacture gunpowder requires the Chemistry skill (also see Warpstone issue 12 page 39).

Three new skills

Accurate Fire: Characters with this skill who hit a target may modify the location number by 10%. This can be plus or minus - allowing the character to go for specific areas in preference to others. Thus, a location number of 82 (right leg) could be modified to 72 (body) or 92 (left leg).

Rapid Fire: Characters with this skill can shoot twice in a combat round (or once per round for crossbows, etc.). The first shot is fired at normal I, and a penalty of -10 to BS. The second shot is fired at half the normal I and with a -20 penalty to BS. The character must fire at the same target, or suffers a further -10 penalty to BS on both shots for changing target. This skill is learned separately for each group of weapons. Artillery, Firearms, Long Bows and Repeater Crossbows cannot be rapidly fired. A character may not rapidly fire at targets at extreme range nor use the skills Accurate Fire or Markmanship with this skill.

Fletching: Fletching is the skill of crafting bows, bowstrings and arrows. It requires a Construction test and the level of success determines the quality of the weapon. (The effects of quality of arrows and bolts should be ignored or determined by the GM.) If the test succeeds by 20 or more the weapon becomes of good quality. If the test succeeds by 40 or more the weapon becomes masterly crafted and will be of best quality. If the test fails the weapon is of poor quality and has a chance of breaking equal to the number by which the test was failed each time it is fired.

The above skills should be added to the following careers:

Basic Careers	Accurate Fire	Rapid Fire	Fletching
Bounty Hunter	20%	10%	No
Entertainer (Knife Thrower)	75%	25%	No
Gamekeeper / Poacher	50%	25%	50%
Herdsmen	25%	No	No
Hunter	50%	25%	50%
Roadwarden	20%	No	No
Trapper	25%	No	50%

Advanced Careers	Accurate Fire	Rapid Fire	Fletching
Assassin	Yes	No	No
Duellist	Yes	No	No
Harpooner	Yes	No	No
Outlaw Chief	Yes	Yes	Yes
Targeteer	Yes	Yes	Yes
Witch Hunter	Yes	No	No

Unskilled Combatant

A character trying to use a specialist weapon without knowing the appropriate skill suffers a -30 penalty to BS (or WS in the case of melee weapons) for that weapon, with a minimum skill of 10.

Accurate Aiming

Each additional round a character spends aiming and concentrating she receives a +5 bonus to BS when firing. The archer may aim for no more than one round if the target is running, two rounds if the target is moving but not running, and three rounds if the target is stationary.

Snap Shooting

A character who wishes to fire a hail of missiles at a target may do so by not taking the time to properly aim at the target. The archer may then fire twice as fast as normal with half the normal chance to hit. Snap shooting may be combined with the Rapid Fire skill (allowing the archer four shots per round with a bow), but the chance to hit will be greatly reduced: Halve the bowman's BS before applying the Rapid Fire modifiers (minimum chance to hit is 1%).

"The bow is the weapon of equality. It is the only way a hundred peasants can stand against a hundred knights. They might not win, but at three hundred yards they can at least fire a few times before they break."

Lord Albeheim

Weapons and Quality

When buying weapons and equipment, adventurers have the option to buy items of higher or lower quality than the standard. Poor Quality weapons cost half the normal price, Good Quality weapons cost three times the normal price, while Best Quality weapons cost ten times the normal price (just as for clothing per page 293 in WFRP1). The weapon's quality represents how sturdy and balanced the weapon is as well as how nice it looks. Use the table below as a guide to how quality affects the weapon. Note that Best Quality weapons have some hefty bonuses as these weapons are master-crafted pieces of art which cost ten times the normal price - if a character wants to spend 160 GC on a crossbow, she deserves to get something good

Quality Level	BS	Extreme Range (missile weapons)	Parry (melee weapons)	Firearms Misfire (firearms only)	Cost
Poor Quality	-5	- 20%	-10	Misfire on all doubles and BS rolls missed by 30+	Divided by 2
Normal Quality	+0	+0	+0	Misfire on doubles (11, 22, 33, 44, 55, 66, 77, 88, 99, 00)	x 1
Good Quality	+5	+10%	+10	Misfire only on doubles when the BS roll misses	x 3
Best Quality	+10	+50%	+20	Misfire only on even doubles when missing (66, 88, etc.)	X 10

Unusual Weapons Chart

Weapon	BS	Point Blank/ES	Short/ES	Long/ES	Extreme Load/Fire time /ES
Skaven Warplock weapons ¹					
-Jezzail	+10	20/6	36/5	72/4	350/4 1 round to fire, 1 round to load, move or fire
-Pistol	+0	3/6	8/5	16/4	50/3 1 round to fire, 1 round to load
Skaven Poison Wind Globes ²	+0	-	2	6	10 1 round
Skaven Warpfire Thrower ³	+10	-	12/5	-	- 1 round, move or fire
Ogre Crossbow ⁴	+0	-	32 / 6	64 / 5	300 / 4 1 round to fire one or two bolts, 2 rounds to load

¹ These weapons fire slugs fashioned from lead and warpstone, and causes one point of taint to the target for every wound suffered. See Warpstone issue 11 for more information on the corrupting effects of warpstone. Also note that the Warplock Jezzail cause 2D6 Wounds with a Strength of 5. A crew of two is needed to operate a Warplock Jezzail efficiently (unless the firer remains stationary and has a weapon rest); a lone gunman suffers -10 to BS.

² When the globe lands it breaks and releases a cloud of poisonous warp gas covering an area of 5 yards (which disperses within 1D6 rounds, less if windy). Anyone caught in the gas must make a T test each round until the gas disperses (+20 for Skaven). If the test is successful the creature becomes Drowsy. If the test fails the creature is Paralysed. If the creature remains in the cloud and fails a second T test it will die. Wearing a cloth over one's face (or holding one's breathe before the globe brakes) does not give the character much protection (+10) as the gas also works though the skin. A creature caught in the poisonous warp cloud gains 1D6 points of taint (1D10 if the T test was failed).

³ The Skaven Warpfire Thrower launches a cone-shaped burst of fire, 12 yards long and 4 yards wide at its widest point. All targets within this area are hit automatically for 2D6 Wounds with a Strength of 5 (flammable targets take additional damage as per page 80 in WFRP1). A crew of two is needed to operate a Warpfire Thrower (one to fire and one to carry the warpfire fuel barrels) unless the firer remains stationary. Anyone suffering wounds from a Warpfire Thrower must make a Ld test or flee the area.

⁴ This is an Over/Under Crossbow capable of firing 2 bolts per round (either both at the same target and at the same initiative, with a -10 penalty to BS, or at separate targets as per the Rapid Fire skill). It can hold up to 2 bolts, and it takes 2 rounds to reload (one round per bolt). This weapon is taken from "Your Money and Your Life" by Spencer Wallace, in Warpstone 6.

Skaven Poison Wind Globe Misfire Table

If the thrower fails the BS test and rolls a double (55, 66, 77, etc.) a misfire occurs. Use the standard misfire table for bombs on page 129 in WFRP1 to see what happens.

Skaven Warpfire Thrower Misfire Table

If the firer fails the BS test and rolls a double (55, 66, 77, etc.) a misfire occurs. Roll 1D100 on the table below to see what happens.

- 01 - 30 The fuel does not ignite. No damage done to the weapon.
- 31 - 50 The warpfire thrower isn't fed enough fuel for an efficient burst of fire. Halve all ranges and damage caused this round.
- 51 - 60 Out of fuel!
- 61 - 70 The warpfire thrower is fed too much fuel causing an unstable outburst of fire. Multiply all ranges by 1.5 and roll an additional 1D6 for damage. There is a 50% chance that the firer is also hit (suffering normal damage). If the firer is hit there is a 25% chance that the fuel barrel carrier is also hit (suffering normal damage) in which case the fuel barrel will catch fire 75% of the time (see below).
- 71 - 80 The fuel barrels catch fire and will explode in 1D6 rounds.
- 81 - 90 The warpfire thrower's nozzle blocks and squirts burning fuel over its crew. Work out the effect as if the crew had been hit by the warpfire thrower.
- 91 - 00 The warpfire thrower explodes in a lurid mushroom cloud of flame. The blast reaches out 10 yards in all directions causing damage as normal to everyone caught in the blast.

ARCHER

Archers are the bow-men and crossbow-men of the battle field. Whereas the infantry plunge themselves into enemy ranks, killing by the sword, the archers fire deadly hails of missiles at the enemy from great distances. Archers are employed to weaken enemy regiments and take out war machines. Archers may be mercenaries or national or provincial soldiers fighting for a country or lord, and just like their infantry counterparts the archer's life is often short and brutal. Many turn to adventuring in hope of starting a better and more profitable life.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20			+2	+10					+10		

Skills

Accurate Fire
 Secret Language - Battle Tongue
 50% chance of Fletching
 20% chance of Excellent Vision
 10% chance of Rapid Fire - Bow or Crossbow

Trappings

Bow or crossbow and ammunition
 Mail shirt
 Shield

Entry From

Marine
 Mercenary
 Militiaman
 Soldier

Career Exits

Archer Sergeant
 Artillerist
 Gunner
 Mercenary
 Mercenary Sergeant
 Outlaw
 Targeteer

Social Class

Archer C 3D6

ARCHERY SERGEANT

The archer sergeant leads a unit of archers on the battle field. They are the ones who make on-the-spot tactical decisions and selects targets. The archer sergeant takes orders from a captain who might give specific orders concerning targets and other strategies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+30		+1	+4	+20	+1	+10	+10	+10	+10	+10	+10

Skills

Accurate Fire
 Fletching
 Consume Alcohol
 Gamble
 Rapid Fire - Bows or Crossbow
 Secret Language - Battle Tongue

Trappings

Bow or Crossbow with ammunition
 Hand Weapon
 Helmet
 Mail Shirt
 Shield

Social Class

C(F) 5D4

Entry From

Archer
 Artillerist
 Gunner
 Outlaw Chief
 Scout
 Targeteer

Career Exits

Artillerist
 Bounty Hunter
 Gunner
 Mercenary Sergeant
 Outlaw Chief
 Protagonist
 Targeteer

Regiment of Renown

The Vengeful Marksmen

Among the archery regiments of the Empire few are as famous and widely known as the Vengeful Marksmen. They are a brutal and tough mercenary band with a reputation as exceptional archers and loyal subjects of those who pay, but also as merciless killers who are not above slaying women and children. Often hired to do dirty jobs (such as destroying border villages) for nobles and army captains who do not want to smear their own reputation. Stefan Feiler, an ex-Watch Sergeant and ex-member of the Order of the Shield leads the Vengeful Marksmen. They travel in search of work, and they will hire-out their skills to anyone who pays. They have agents in all the major cities of the Empire as well as many cities in Kislev and Bretonnia. They are often found in the Border Princes, fighting for the princes and lords there. Their standard is a broken spear (symbolising Feiler's fall from the Order of the Shield and the Church of Myrmidia).

Stefan Feiler grew up in the town of Bögenhafen. His father was a Watch Sergeant and Stefan enlisted early in the town Watch. He was introduced into the mysteries of Myrmidia through his father and became a faithful follower. In his late teens he was assigned as a squire to a Myrmidian Templar from Altdorf. After a few years Stefan was initiated into the Order, and upon finishing the basics of priesthood he joined the Order of the Shield at nineteen. Three years later he returned to Bögenhafen as a hero (at least to his family). He re-enlisted into the watch and was offered his father's position as Sergeant when his father died a year later. Stefan settled down and married the daughter of a local freeholder farmer and petty merchant. His father-in-law died only months later in a farming accident and Stefan inherited the entire estate. He donated the merchant business to the local temple of Myrmidia and moved to the farm.

The next summer came a call to arms from his previous Templar-master in Altdorf as a large Chaos warband had been spotted in the Reikwald Forest. Stefan prepared to go to Altdorf to perform his duty as a Templar of Myrmidia, but the day before he planned to leave an outlaw band started harassing the farms and estates around Bögenhafen. He decided to stay and protect his family and drove off the outlaws with his unit of watchmen. He thereby disobeyed a direct order from a military superior and was banned from

the order for life. Worse still, his entire family was killed when outlaws attacked his farm while Stefan and his men were out in the woods chasing down what they believed to be the remainder of the band. Stefan lost everything: his home, his family and his place in the Order. Feeling he had nothing left in Bögenhafen, Stefan formed a small mercenary unit consisting of local watchmen and militia (many who had also lost their homes and families) and set out into the world on a campaign for righteousness. Stefan formed this unit of archers (the Vengeful Marksmen) with the vow to "fight for righteousness wherever it may be needed!" As time passed the noble code was forgotten and the unit deteriorated, becoming a brutal and savage mercenary band.

Adventure Idea: The PCs travel to the Border Princes to locate Stefan Feiler and his Vengeful Marksmen, perhaps hired by one of Feiler's agents. Alternatively, the adventurers may have been sent by Feiler's relatives with the news that his uncle has discovered clues that one of Feiler's sisters might still be alive. The Marksmen must track down the outlaws and rescue Feiler's sister, who has by now grown up and has been married to one of the outlaws (becoming accustomed to their ways).

Whatever their motivations for finding the Vengeful Marksmen, after a long and hazardous journey they finally reach their destination. Here the PCs must seek audience with several local princes and lords to ask if they know where the Vengeful Marksmen currently reside. They soon discover that Feiler has hired himself and the band to the most notorious and malicious prince in the area, a mad ruler who recently discovered several very profitable silver mines and decided to use the money to hire men to conquer the neighbouring princedoms. Tobias von Remas (a follower of Kháine), or The Mad Prince as he is referred to by his enemies, has already conquered several smaller villages and farms, sending all those who did not agree to serve him to work in the silver mines. The adventurers must try to raise enough money to overbid the Mad Prince and then hire Feiler and his men to fight for them. The Mad Prince will obviously be angered by this and will try to capture or kill the adventurers (at every crossroad in his principality there hang cages with the skeletal remains of those who tried to oppose him).

BITE ON THIS!

Rules for Pulling out Arrows and Bolts by Carsten Schwartz

Ever so often it happens that an unfortunate adventurer is hit by an arrow or crossbow bolt. In most cases the arrow gets stuck and has to be pulled out. Pulling out an arrow has some risk of damaging or disabling the victim for a period of time. If the worst happens, a broken arrow gets stuck in the wound and the unlucky PC has to get medical attention to remove it. By introducing effects like these, arrows will be more harmful than they normally are in WFRP.

It is only necessary to pull an arrow or bolts if the damage exceeds AP for the location where the missile hit the PC.

Once a PC is hit by an arrow or crossbow bolt make a Test to pull the arrow out. The Test will be based on $(S+Ag+WP)/3$. This number reflects the ability to pull the arrow out of a wounded character. The PC or NPC pulling the arrow out must be nimble fingered, calm and have the strength needed to pull the arrow out. This score can be modified in the following ways:

+10 if damage done by the arrow was less than the victim's TB + total APs.

+10 if the missile is a crossbow bolt since these are harder to break.

+10 if the character pulling it out is in or has been in a career in which bow and arrow are normal trappings.

+10% if the character pulling it out is of elven origin.

If the Test is failed the arrow or bolt breaks and the victim must have it removed by a physician or surgeon. If the Test is failed by more than three degrees, the pulling does 1D10 Wounds. Whether the Test is successful or not, the victim has to pass a WP test or fall unconscious for D3 hours, as he faints from the pain.

Example: The Pit Fighter Obert Oberfranz is hit by a goblin arrow in the leg during an ambush. He and his fellow PCs beat off the goblins. After the ambush, Obert asks the Cleric of Shallaya Brunhilde Herbfinder to pull out the arrow. Brunhilde has a S of 30, an Ag of 34 and a Fel of 46. This gives her player a basic Test value of 36 to roll under. Since Obert received 5 points of damage, his TB is 5 and his AP total on the leg is 1, the modifier is +10 which leaves Brunhilde with a Test score of 46. Brunhilde rolls a D100 and the score is 37. Brunhilde successfully pulls out the arrow.

