



Moslac

Brousha

Shull River

Zenres

Uitrolle

Brasou

River Trebleca

Somjek

Barah Varr

Varenka Hills

Ritterstein

Old Silk R...

Edge Mountains

Death Pass

SWORDCRAFT  
PLAYER HANDBOOK

# SWORDCRAFT PLAYER HANDBOOK

Version 1.2



## Table of Contents

	<i>Page</i>
<b>Credits</b>	<b>2</b>
<b>Introduction</b>	<b>3</b>
<b>Combat</b>	<b>4</b>
<b>Hit Points (HP), Injury &amp; Death</b>	<b>6</b>
<b>Armour</b>	<b>7</b>
<b>Armour Menu</b>	<b>8</b>
<b>Helmets Table</b>	<b>12</b>
<b>Shields</b>	<b>13</b>
<b>Epic Creatures</b>	<b>13</b>
<b>Siege weapons</b>	<b>13</b>
<b>Healing/Armour Repair</b>	<b>14</b>
<b>Magic - What you need to know</b>	<b>15</b>

# **Swordcraft Ltd**

## **Credits**

**Contributing Authors:** Jeff Krins, Andrew Peterson, John Willis-Sullivan

**Production:** Jeff Krins

**Graphic Design and Layout:** Michael Vanseleve

**Special Thanks:** Members of the Warband Leader Advisory Committee, Members of the Chapter Organisers Group, and our Executive: Jeff Krins, Nelson Gallardo, Phill Krins, Andrew Peterson, John Willis-Sullivan, Madeleine Colvin, Heather Clark, Jessica Lloyd, Steven Curry

Copyright 2020

### Legal Notice:

Swordcraft Ltd is not affiliated in any way with Games Workshop Ltd and references to Warhammer Fantasy, Warhammer Fantasy Roleplay, WHFRP and the Old World setting used throughout this document and other Swordcraft material is completely unofficial.

Images used are with the permission of their copyright owners.

*Swordcraft takes you to the Old World, the Grim World of Perilous Adventure that is Warhammer Fantasy Roleplay. We aim to create the “grimdark Warhammer” setting, drawing on the fatalistic, medieval and renaissance elements of Warhammer Fantasy Roleplay.*

*Play the role you want to play, whether armour clad knight, hard bitten state trooper, fanatical witch hunter, grim warrior priest, cunning rat-catcher, mighty wizard or shifty rogue. How well you can pull it off is up to you.*

*All you need is a sense of fairplay, wonder, fun, and to make an attempt to contribute to our shared Warhammer Fantasy world.*

## **1. Introduction**

- 1.1. We are a Live Action Roleplay (LARP) and battle game that lets you play the role that you want to play in our shared world. You are limited only by your imagination and what you can convincingly portray.
- 1.2. Play fairly so that others can have fun too.
- 1.3. No real aggression will be tolerated.
- 1.4. During play and at our events, always comply with directions from Swordcraft officials.
- 1.5. If a field official (marshal) calls “Code Red” (emergency), immediately stop play and kneel down until directed what to do by the marshal. Do not resume play until the marshal calls “Lay on”.
- 1.6. Always comply with the spirit and letter of this Handbook, our Rules and our Code of Conduct.

- 1.7. In addition to breaches of our Code of Conduct, Swordcraft reserves the right to ban anyone from our games, events and community who break the law or acts in a socially inappropriate way on and off the field. We won't tolerate behavior which is criminal, bullying, sexually harassing, unlawfully discriminatory, defamatory or down right insulting whether it involves players, officials, office bearers or third parties.
- 1.8. If you feel that you have been subjected to conduct in breach of our Code of Conduct, please contact the head marshal on duty, one of our Conduct Officers, a member of our Executive, or email us at [info@swordcraft.com.au](mailto:info@swordcraft.com.au). We take all such complaints seriously.



## 2. Combat

- 2.1. You may only hit another player during combat with the approved striking surface of a sufficiently padded larp safe melee or missile weapon. No other bodily contact is permitted without their consent.
- 2.2. All hits must be pulled (relaxed prior to impact).
- 2.3. Thrusting is only permitted with sufficiently padded thrust safe daggers, swords, polearms and spears. The longer the weapon the greater the padding required.
- 2.3A Two handed polearms and spears must have a raised mark 50cm from the butt and the wielder's hands must remain on either side of the mark when thrusting. Polearms and spears must also not be used to push an opponent.
- 2.4. Weapons over 185cm can only be used in 2 hands.



- 2.5. Melee and missile weapons do:
  - 2.5.1. 1 HP damage to the limbs
  - 2.5.2. 3 HP damage to the torso, on a good hit.
- 2.6. A good hit is any hit (other than to head, neck, groin, hands or feet) that the target believes would cause a serious or mortal wound if it were caused by a real weapon used with real force to an unarmoured person.
- 2.7. Melee Weapon construction:
  - 2.7.1. Any foam melee weapon designed for LARP which is in good repair may be used. The following also apply:
    - 2.7.1.1. Core is constructed of:
      - 2.7.1.1.1. For weapons other than polearms: clean breaking fiberglass or carbon fibre
      - 2.7.1.1.2. For polearms: clean breaking fiberglass, carbon fibre, wood, rattan or bamboo
    - 2.7.1.2. Cutting/bludgeoning surface: the core cannot be felt when the surface is depressed 10mm under reasonable finger pressure.
    - 2.7.1.3. Thrusting surface: the core cannot be felt when the surface is depressed or bent 1% of weapon length under finger pressure.

- 2.7.1.4. For melee weapons the max length does not exceed:
  - 2.7.1.4.1. thrust only polearms i.e. spears 300cm
  - 2.7.1.4.2. other polearms 215cm
  - 2.7.1.4.3. great weapons 185cm
  - 2.7.1.4.4. all other weapons 120cm
  - 2.7.1.4.5. dual wielding - offhand weapon 85cm

2.8. Permitted missile weapons

- 2.8.1. Bows and IDV arrows or equivalent (draw strength 28lbs @ 28 inches)
- 2.8.2. Crossbows and IDV bolts or equivalent (draw strength 28lbs @ 16 inches)
- 2.8.3. Blackpowder style bandguns, band crossbows and band wands. Band missiles must be constructed of rubber tubing rings, lack any sharp or hard materials and when relaxed must be at least  $\frac{1}{3}$  the distance between the trigger catch and the front anchor point.



### 3. Hit Points (HP), Injury & Death

- 3.1. You have a base of 2 HP. If you lose all of your HP you are dead/incapacitated.
- 3.2. If you die/incapacitated, you must fall down, go on one knee, or leave the battle. You must also reverse your weapon and hold it above your head.
- 3.3. Healing and respawning is available to restore lost HP.
- 3.4. Bonus HP
  - 3.4.1. You are the one proudly bearing and holding your Warband's Banner aloft +1 HP (1 banner per warband; approved banner at least 2.4m tall)
  - 3.4.2. You are your Warband's musician playing as your warband marches into battle +1 HP (1 musician per warband; rousing battlefield instrument appropriate to your warband and the Warhammer Fantasy setting)
  - 3.4.3. *Species (see Swordcraft's Non-human Warhammer Fantasy costuming requirements)*
    - 3.4.3.1. Goblin (goblin mask) in greenskin warband +1 HP
    - 3.4.3.2. Orc (orc mask) in greenskin warband +2 HP
    - 3.4.3.3. Orc warboss (orc mask, bulky physique) leading greenskin warband +3 HP
    - 3.4.3.4. Skaven (skaven mask) in Skaven warband +1 HP
    - 3.4.3.5. Elf (elf ears) in elf warband +1 HP

- 3.4.3.6. Dwarf (waist length beard, bulky physique) in dwarf or Empire warband +1 HP
- 3.4.3.7. Dwarf troll slayer (waist length beard, bulky physique, tattoos, mohawk) in dwarf or Empire warband+5 HP (cannot wear armour or helmet and disdain carrying banners or being musicians)
- 3.4.3.8. Others as approved by Swordcraft



## 4. **Armour**

- 4.1. Armour adds to your HP. To calculate your HP from armour use the Armour Menu on the next page or the abstract system at 4.2A.
- 4.2. You can only claim points for one piece of armour for a location even if you have multiple pieces of armour on the location - just choose the best one. Locations are:
  - 4.2.1. Torso
  - 4.2.2. Arms
  - 4.2.3. Legs

*e.g. If you are wearing a mail shirt with long sleeves it counts as Torso and Arm armour so you have +3 HP. If you add plate vambraces, (+1) they would not add any further HP as you already have armour from your mail shirt on your arms.*

*If you put a breastplate (+2) over your mail shirt you could claim the breastplate as your Torso armour plus claim the mail sleeves (+1) on their own as your Arm armour for +3 HP*



## ***Armour Menu***

Remember! You only get HP from one piece of armour on your Torso, one on your Arms and one on your Legs so pick the best one worn. No adding up different pieces on the same location. i.e. the only way to get more than +1 for Arms or Legs is to wear full plate on your Arms or Legs

<b>Pieces of Armour (*)</b>	<b>Locations covered (Torso, Arms, Legs)</b>	<b>+HP</b>
Padded armour jacket Light Leather coat or jacket Warhammer Fantasy Style Costume	All (regardless of actual coverage) <i>i.e. you cannot claim any other armour other than head armour</i>	1
Plate - full suit	All (Plate cuirass/brigandine/lamellar vest; Full plate arms - Plate armour from shoulders to wrists; Full plate legs - Plate armour from hips to ankles; Mail may be used as substitute for smaller areas)	10
Plate & mail/Mail/Heavy Leather - full suit	All (Full Torso; Arms from shoulders to wrists; Legs from hips to ankles)	6
Plate cuirass/brigandine/lamellar vest	Torso (includes full front and back)	4
Plate breastplate	Torso (includes full front)  With Heavy Leather back	2  3
Plate demi-cuirass	Torso (includes front and back)	2
Plate demi-breastplate	Torso (includes front)	1

Plate breastplate or demi-cuirass with mail shirt - Mail shirt, short sleeved - Mail shirt, long sleeved - Mail shirt, long	Torso (includes front and back) plus Arms or Legs depending on type of mail shirt (see below)	3 4 5
Steel boned corset	Torso (includes front and back)	1
Mail shirt, long	All (Mail from shoulders to wrists; Mail from hips to knees)	4
Mail shirt, long sleeved	Torso Arms (Mail from shoulders to wrists)	3
Mail shirt, short sleeved	Torso	2
Heavy Leather cuirass	Torso (includes full front and back)	2
Heavy Leather breastplate	Torso (includes full front)	1
Heavy Leather demi-cuirass	Torso (includes front and back)	1
Heavy Leather kidney belt or corset	Torso	1
Full plate arms (pair)	Arms (Plate armour from shoulders to wrists; mail may be used as substitute for smaller areas)	3
Single full plate arm and single full plate leg	Arms and Legs (One Full plate arm; One Full plate leg - see above)	3
Single high quality imitation full plate arm and single full plate leg	Arms and Legs (One Full plate arm; One Full plate leg - see above)	1
Plate pauldrons (pair)	Arms	1
Plate elbows (pair)	Arms	1

Plate vambraces (pair) (gauntlets that cover most of forearm)	Arms	1
Plate vambraces and pauldrons (pair)	Arms	1
Mail sleeves from mail shirt on their own (pair)	Arms	1
Heavy Leather pauldrons (pair)	Arms	1
Heavy Leather elbows (pair)	Arms	1
Heavy Leather vambraces (pair) (gauntlets that cover most of forearm)	Arms	1
Heavy Leather pauldrons and vambraces (pair)	Arms	1
Plate jack chains (pair)	Arms	1
Full plate legs (pair)	Legs (Plate armour from hips to ankles; mail may be used as substitute for smaller areas)	3
Plate greaves (pair)	Legs	1
Plate upper legs (pair)	Legs	1
Plate knees (pair)	Legs	1
Heavy Leather greaves (pair)	Legs	1
Heavy Leather upper legs (pair)	Legs	1
Heavy Leather knees (pair)	Legs	1
Mail chausses (pair)	Legs	1
Mail skirt	Legs (hips and upper legs)	1

4.2A For those who prefer to count abstract armour HP :

4.2A.1. Torso

Plate - front +2HP

Plate - back +2HP

Plate - ½ front +1HP

Plate - ½ back +1HP

Flexible metal/Heavy leather - front +1HP

Flexible metal/Heavy leather - back +1HP

Flexible metal/Heavy leather - ½ front and ½ back +1HP

4.2A.2 Arms (pair)

Plate/Flexible metal/Heavy leather  
- At least ½ limb +1HP

Full plate (plate armour from shoulders to wrists)\* +3 HP

4.2A.3 Legs (pair)

Plate/Flexible metal/Heavy leather  
- At least ½ limb +1HP

Full plate (plate armour from hips to ankles)\* +3 HP

4.2A.4 Other

Single Full plate arm and single full plate leg +3

Single high quality imitation full plate arm and single full plate leg +1

\* *Note: Full plate arms or legs:* Mail may be used as substitute for smaller areas

4.3. Armour definitions

\* The menu is not exhaustive. If you have a piece of armour which is equivalent in materials and coverage to an item in the menu, it will provide the same number of HP

\* You can always treat combinations of plate & mail/heavy leather as mail/heavy leather in the table to qualify as a piece of mail/heavy leather

\*Plate means large, contiguous or overlapping metal plate armour including lamellar or brigandine

\*High quality imitation plate armour counts as mail/heavy leather (e.g. Arthammer, Wrymwick or equivalent).

\*Mail means flexible metal armour

\*Heavy leather means leather armour 3mm or greater thick; all other leather armour is "Light leather"

\* Padded means: Gambeson or regional equivalent

\* Warhammer Fantasy style costume means: high quality Warhammer Fantasy Roleplay costume appropriate to your warband and homeland, or in the case of wizard/magic user, appropriate to your casting type. Applicable to both humans and non-humans.

4.4. Helmets and Head protection (select 1 only)

### ***Helmets Table***

<b>Type</b>	<b>Description</b>	<b>+ HP</b>
Light headgear (metal or heavy leather)	Mail coif  Throat armour <i>eg bevor, gorget, mail mantel</i>  Light helmet: helmet covering crown <i>eg secret helm, Norman, kettle helmet, spangenhelm</i>	1
Medium helm (metal)	Helmet covering crown, sides and back of head to below the ears  <i>e.g. morion, burgonet, vendal with oculars, barbuto, open bascinet, sallet without bevor, full helm with visor open</i>  Light helmet covering crown with bevor or aventail	2
Full helm (metal)	Helmet covering crown, sides and back of head to jawline plus rigid face guard: rigid face guard must protect entire face from being touched by a 22mm diameter dowel <i>e.g. close helm or armet, sallet with and bevor, vendal helm with oculars and aventail, bascinet with visor, crusader helm</i>	3

## 5. Shields

- 5.1. You may use 1 indestructible shield (the shield must be held to count and no other item can be used in the same hand at the time).
- 5.2. A shield blocks hits from ordinary melee and missile weapons.
- 5.3. Shields do not block hits from monsters or siege missiles.
- 5.4. Shield sizes and construction:
  - 5.4.1. Edges must be sufficiently padded.
  - 5.4.2. Round shield: max diameter 70cm
  - 5.4.3. Any other shape: max length 90cm max width 60cm

## 6. Epic Creatures

- 6.1A Epic Creatures are huge creatures that rightfully strike terror on the battlefield.
- 6.1. Epic creatures kill you if they hit you anywhere, including on your weapons, shield, clothing or equipment with their weapon, jaws or claws (but see below).
- 6.2. If you hit an epic creature with a melee weapon or arrow on the marked chest or frontal area you do 1 damage to it. It ignores all other hits.
- 6.3. A Great Weapon (2 handed swords, axes, war hammers and maces between 120-185cm) used in 2 hands can be used to parry an epic creature's attacks.

- 6.4. Epic creatures do 1 damage to other epic creatures and siege weapons.
- 6.5. All epic creatures will have a back banner to show they are an epic creature. Only epic creatures are permitted to use back banners.
- 6.6. Epic creature costuming must be of high quality, clearly show they are an epic creature and be approved by Swordcraft Ltd before use. The actual costume needs to be themed to Warhammer Fantasy and approved by Swordcraft Ltd, have a minimum height of 2.13m and occupy at least 2m<sup>3</sup>, with features such as stilts for height and/or large costume elements for bulk.

## 7. Siege weapons

- 7.1. A siege weapon missile kills you if it hits you anywhere including on your weapons, clothing and equipment.
- 7.2. Siege weapon missiles kill summoned monsters and do 1 damage to epic creatures and other siege weapons.
- 7.3. Only siege weapons constructed and approved by Swordcraft Ltd may be used.



## 8. Healing/Armour Repair

- 8.1. Healing and respawning restore you to your full HP.
- 8.2. In order to be a Healer, you need appropriate healing props for your healing type. This is an opportunity to really play your role (see examples below).
- 8.3. As a healer you don't get the full benefit of your armour (reduce total armour and helmet/head protection HP by 50%, round up) due to your weakened constitution, load of equipment, disdain for personal safety etc.
- 8.4. To perform healing/armour repair, you act out treating your patient, for at least 30 seconds, in a manner appropriate to your healing type and the Warhammer Fantasy Roleplay setting, using your props. The patient may either be lying down or take a knee). You can heal yourself if you have at least 1 HP left.
- 8.5. Guide to Warhammer Fantasy Roleplay healers (this is not an exhaustive list but gives you an indication of minimum costuming and props):
  - 8.5.1. Armourer/blacksmith - leather apron, cart, anvil and blacksmith's tools, brazier
  - 8.5.2. Herbalist - peasant's garb, bag of herbs, cat or other pet
  - 8.5.3. Barber-surgeon - apron, saws, scissors, pliers, surgeon's sewing kit
  - 8.5.4. Plague doktor - black robes, plague doktor's mask, cane
  - 8.5.5. Physician - robes, satchel with medical tomes, elixirs, and jars of leeches
  - 8.5.6. Witch/Hedge wizard - robes, staff, dead animals, bad smell
  - 8.5.7. Priestess of Shallya etc - clerical robes, staff, prayer book, amulet appropriate to religion
  - 8.5.8. Jade wizard - green robes, staff
  - 8.5.9. Sigmarite Warrior priest - 2 handed hammer, twin-tailed comet amulet, prayer book, plate armour or robes, bare head



## 9. Magic - What you need to know

- 9.1. Magic for wizards and other magic users is covered in the separate Magic Rules. As a non-magic user, all you need to know is the following.
- 9.2. You can recognise a wizard or other magic user from their 2 handed staff or large 2 handed Warhammer and costume appropriate to the colour of their Wind of Magic or other source.
- 9.3. A wizard/magic user doesn't get the full benefit of their armour (reduce total armour and helmet/head protection HP by 50%, round up) due to their weakened constitution, intense concentration etc.
- 9.4. Wizards/magic users simulate magic by summoning monsters, casting spells/blessings, and working enchantments.
- 9.5. Summoned monsters:
  - 9.5.1. Are a monster, spirit or daemon costumed and themed to the caster's wind or deity.
  - 9.5.2. Cause damage like any other player but only take damage from their designated target's melee weapons or other players' great weapons (2 handed swords, axes, war hammers and maces between 120-185cm used in 2 hands).
  - 9.5.3. Summoned monsters have 12HP and may use any normal melee weapon other than a spear. They may also dual wield two weapons of up to 1m long each.
  - 9.5.4. There is always the risk that a summoned monster will turn on the summoner and the summoner's allies.
- 9.6. Spells/blessings
  - 9.6.1. A wizard /magic user casts a spell/blessing on you by:
    - 9.6.1.1. preparing their spell/blessing with a ritual;
    - 9.6.1.2. recording the spell on a scroll;
    - 9.6.1.3. tearing up scroll when ready to cast it (their staff is now "live" and the next combat hit they make with it to a person will discharge the spell); and then;
    - 9.6.1.4. striking you in combat with their staff (ignoring armour and not causing damage) and saying "Veritas".
    - 9.6.1.5. duration of spell/blessing is equal to ritual length (30 sec for battle games).
    - 9.6.1.6. if the wizard does not use a spell scroll by dawn the next day, it expires.
  - 9.6.2. You must then freeze and do what the wizard/magic user instructs you to do (it will be a command from the list of official spells) for the multiple of 30 seconds the wizard/magic user tells you.

*Note: You always have the option to take a death rather than following the command.*
  - 9.6.3. For the duration of the spell (from when you heard "Veritas"), you cannot attack the wizard/magic user and they cannot attack you. Both you and the wizard/magic user can be struck in combat by anyone else.
  - 9.6.4. Sample spells:

Ritual to create: ritual appropriate to wizard's wind or priest's deity (30sec for battle games, can be longer for other situations).

- 9.6.4.1. Effect: Immobilize person.  
Command: “Veritas, you cannot move your feet as they become [wording appropriate to caster’s wind or deity e.g. entangled in vines, wrapped in iron, frozen in ice, insubstantial, wreathed in agonising fire, etc] for [specify duration].
- 9.6.4.2. Effect: Immobilize weapon  
Command: “Veritas, your primary weapon becomes immobilised as it [wording appropriate to caster’s wind or deity e.g. becomes red hot/icy cold, becomes alive and writhes out of your hands, turns to lead, becomes insubstantial etc] for [specify duration].
- 9.6.4.3. Effect: Magic missile  
Command: “Veritas, you are pushed back step by step as you are struck repeatedly by [wording appropriate to caster’s wind or deity e.g. tongues of flame, ice storm, bone chilling mist, a ghostly warrior, swarm of insects/bats etc] for [specify duration].
- 9.6.4.4. Effect: Veil  
Command: “Veritas, you will not see, hear or otherwise sense me as I draw a veil around me of [wording appropriate to caster’s wind or deity e.g. mist, smoke, light, heat shimmer, darkness, etc] for [specify duration].



## 9.7. Enchantment

- 9.7.1. Enchantments work like spells/blessings but instead of harming you, they provide you with some benefit.
- 9.7.2. An enchantment ritual must take place in a ritual circle. You need to take part in the entire enchantment ritual to be able to have an enchantment cast on you.
- 9.7.3. The duration of an enchantment is equal to the duration of the ritual to create it.
- 9.7.4. If you have an enchantment cast on you, the wizard/magic user invokes the enchantment by writing “veritas” followed by the effect of the enchantment on a scroll and giving it to you.
- 9.7.5. You can only be the subject of one enchantment at a time. Immediately lose any previous enchantment scroll when a new one is cast on you.
- 9.7.6. To activate the enchantment you tear up the scroll. Its duration then starts to run.
- 9.7.7. If the enchantment is not activated by dawn the next day, it expires.
- 9.7.8. Sample Enchantments

Ritual to create: ritual appropriate to wizard’s wind or priest’s deity (30sec for battle games, can be longer for other situations).

Duration of effect: same as ritual length.

- 9.7.8.1. Effect: Protected from next spell  
Command: “Veritas, I protect you from the next spell cast on you with this shield of [wording appropriate to caster’s wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].
- 9.7.8.2. Effect: Protected from next melee hit  
Command: “Veritas, I protect you from the next melee hit on you with this shield of [wording appropriate to caster’s wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].
- 9.7.8.3. Effect: Protected from next arrow or bullet hit  
Command: “Veritas, I protect you from the next arrow or bullet hit on you with this shield of [wording appropriate to caster’s wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].
- 9.7.8.4. Effect: Protected from next monster hit  
Command: “Veritas, I protect you from the next hit by a monster with this shield of [wording appropriate to caster’s wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].



*The Board and founders (left to right): Phill Krins, Nelson Gallardo (Treasurer), and Jeff Krins (President)*

## **Change log**

- 2.3 *Daggers and polearms added to thrust allowable weapons.*
- 2.3A *Polearms and spears must also have a raised mark 50cm from the butt and the wielder's hands must remain on either side of the mark when thrusting.*  
  
*“Pool cueing is not prohibited and spears must not be used to push the target*
- 4.2 *Breastplate HP corrected in example*
- 4.2A *New clause showing how to calculate armour HP from zones as alternative to armour menu*
- 4.3 *High quality imitation plate (e.g. Arthammer, Wyrmwick or equivalent) counts as mail/heavy leather*
- 5.1 *Shields only count if held*
- 6 *Large monsters renamed Epic Creatures and are able to instantly kill on a hit. Summoned monsters no longer count as epic creatures, do normal damage, and have own rules (see Magic rules).*
- 6.1A *General Epic Creature description*
- 6.5 *Epic creature must have a back banner to show they are an Epic Creature*
- 6.6 *Epic creature size and costume requirements and must be approved by Swordcraft*
- 7.3 *Siege weapons must be approved by Swordcraft before use*
- 8.4 *Healing requires healer to act out treating their patient in a manner appropriate to their healing type and the Warhammer Fantasy Roleplay setting. Patient must be lying down or on their knee.*
- 9.2 *Spell casters can use either a 2 handed staff or a large 2 handed warhammer to cast spells*
- 9.5 *Summoned monsters now do normal damage. Summoned monsters have 12 HP and only take damage from their designated target's melee weapons or other players' great weapons.*