

WARHAMMER FANTASY ROLE-PLAY

UP IN ARMS

A GRIM AND PERILOUS GUIDE FOR KNIGHTS,
MERCENARIES, AND SOLDIERS OF ALL STRIPES

CREDITS

● **Design and Writing:** Dave Allen, Eoin Burke, Pádraig Murphy, Ciarán O'Brien, Dylan Owen, Clive Oldfield, Anthony Ragan, Simon Wileman

● **Illustration:** Mauro Alocci, Benoît Blary, Alessandro Boer, Domenico Cava, Álvaro Jiménez Hernández, Dániel Kovács, Antonio De Luca, Yugin Maffioli, Sam Manley, Andrea Tentori Montalto, JG O'Donoghue, Scott Purdy

● **Cover:** Sam Manley

● **Layout:** Mary Lillis

● **Editors:** Lynne M. Meyer, Christopher Walz

● **Proofreaders:** Eoin Burke, Lynne M. Meyer

● **Cubicle 7 Business Support:** Tracey Bourke, Elaine Connolly, Jennifer Crispin, Andrena Hogan, Donna King, Kieran Murphy, and Cian Whelan

● **Cubicle 7 Creative Team:** Dave Allen, Emmet Byrne, David F Chapman, Walt Ciechanowski, Tim Cox, Zak Dale-Clutterbuck, Runesael Flynn, Dániel Kovács, Tim Huckelbery, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, and Christopher Walz

● **Creative Director:** Emmet Byrne

● **Publisher:** Dominic McDowall

Special thanks to the Games Workshop Team

Published by: Cubicle 7 Entertainment Ltd, Unit 6, Block 3,

City North Business Campus, Co. Meath, Ireland. Printed in China.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.



Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2022. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Last Edited: 22 March 2022

CONTENTS

UP IN ARMS

An introduction to Up in Arms, your guide to Warriors of the Old World.

Introduction	4
On the Boil.....	5

SOLDIERS OF ALL STRIPES

Military life in the Empire, the experiences of Soldiers, and new military Careers.

Armies of the Empire.....	6
Uniforms and Equipment.....	8
Everyday Life	8
On Campaign.....	9
New Careers.....	9

KNIGHTS OF THE EMPIRE

A guide to the Knightly Orders of the Old World, their culture, and new Knightly Careers.

A Knight's Trappings	29
Careers.....	31
Freelance.....	31
Knights of the Blazing Sun	32
Knights of the White Wolf	34
Knights Panther	36

DOGS OF WAR

A guide to Mercenaries, their role in warfare in the Old World, and new Mercenary Careers.

Mercenaries.....	40
Land Of Mercenaries	41
Origins	42
The Role of Mercenaries	42
Careers.....	44

TILEA AND TILEAN CHARACTERS

A guide to lands of Tilea, a timeline of its storied history, and rules for creating Tilean Characters.

Tilea, the Land and her People.....	50
Tilean Mercenaries In The Empire.....	55
Creating Tilean Characters	55
Tilea Timeline.....	57

THE CULT OF MYRMIDIA

An introduction to Myrmidia, the goddess of Strategy and Warfare, her followers and faith.

The Faith in War	61
The Cult in the Empire	65
Figures important to the Cult	66
Beliefs.....	68
Strictures of the Cult.....	70
Relations with other Cults.....	71
Worshippers	72
Initiation.....	73
Minor Orders of Myrmidia	75
Zealots of Myrmidia.....	75
Temples	76
Sacred Relics.....	77
Priest of Myrmidia	78
Miracles of Myrmidia.....	79

AN ALTERNATIVE APPROACH TO INJURY

Updated rules for Critical Wounds and Injuries.

Wounds, Critical Wounds, and Death.....	80
Wounds	80
Death.....	82
Critical Wound Tables	83

THE QUARTERMASTER'S STORE

New Equipment and Weapons to outfit the soldier with enough coin to afford it.

A Soldier's Burden.....	87
New Qualities and Flaws	89
The Shield Quality	90
Basic Weapons.....	90
Shields	92
Cavalry Weapons.....	93
Fencing Weapons	93
Brawling Weapons.....	94
Flail Weapons.....	95
Parrying Weapons	95
Polearms	96
Two-Handed Weapons	97
Ammunition.....	98
Gunpowder Weapons	99
Blackpowder Weapons	101
Blackpowder Ammunition	102
Engineering Weapons	103

MOUNTED COMBAT

Updated and clarified rules for fighting from horseback — or atop more exotic beasts.

Animal Care.....	105
Expanded Mounted Combat Rules.....	105
Training.....	106
My Province for a Horse!	107
Exotic Mounts.....	107

HIRE 'EM — FIRE 'EM

A guide to Hirelings, their use in games, and tables for generating unique NPCs.

Hired Goons	110
Hired Brains.....	110
Hireling Profiles	113

ARTILLERY AND DAMAGE TO STRUCTURES

New Siege Weapons and updated rules for damage to structures.

Sample Structures.....	118
Attacks on Structures	120
Siege Weapons	122
New Weapon Qualities or Flaws.....	125

PURSUIITS OF EXCELLENCE

More detailed rules for Pursuits.

Breaking from Combat.....	127
Pursuits.....	127
Complex Pursuits	128
Obstacles	130

AI: GROUP ADVANTAGE

Group Advantage	133
-----------------------	-----

AII: WARRIOR ENDEAVOURS

Warrior Endeavours	137
--------------------------	-----

AIII: NEW AND UPDATED TALENTS

New and Updated Talents	140
-------------------------------	-----

Index.....	142
------------	-----



♦ INTRODUCTION ♦



UP IN ARMS

The Warrior Class contains some of the most iconic careers in Warhammer Fantasy Roleplay. This is as book intended for GMs and players of Warrior Characters. The book contains information on what it is like to be a common soldier of the Imperial State Troops, or a mercenary, willing to fight for whatever province can afford their fees. An examination of the Empire's many orders of Knighthood provides comprehensive information on the nation's elite cavalry.

A lengthy article on the Cult of Myrmidia, with more attention lavished on the goddess than before. Her links with characters past and present is explained. How did she inspire Leonardo di Miragliano? Did she show Ennio Mordini how to cheat death? How have her cult incorporated the tactical advice of outsiders to the cult, such as the High Elf Allurian or Berndt Lavaspear?

For the first time a detailed history of Tilea considers the development of the Myrmidian cult alongside varied legends regarding the foundations of that land. A gazeteer and timeline of Tilea helps introduce this sunny southern realm, and the many regiments of mercenaries raised there.

ON THE BOIL

The second section of the book consists of alterative and expanded rules with a focus on combat and the Warrior Class. These rules fall into two categories.

New or expanded rules are given for Advantage, Pursuits, Critical Injuries, Weapons, Damaging Structures and Mounted Combat. These rules sections are intended to stand in for the relevant rules in the WFRP Core Rulebook.

Additional rules are given for Endeavours, and Class Talents. These are intended to be options that GMs can add to the existing rules if they see fit.

In all cases these rules should only be implemented if the GM agrees to their use.

At the end of the book is a summary of Talents that require rethinking in the light of other rule changes. For example the *Flee!* Talent will have more utility using the new Pursuit rules than it does in the WFRP Core Rulebook, and the *Crew Commander* Talent is entirely new to the Artillerist Career. Rather than scatter these Talents throughout the book they are compiled in their own appendix.



SOLDIERS OF ALL STRIPES



*Uri and Hans they were chattin'
about their new company captain.*

*Though she's aristocratic
she's no knowledge of tactic,
but an honourable sort, they agreed.
Now Uri and Hans push up weeds.*

—Popular nursery rhyme

For all the pageantry, chivalry, and glorious tales of battle, when it comes down to it, wars are won by the rank and file, the footslogger. Of all the stories of dashing cavalry, noble charges, and swift manoeuvres, battles usually hinge on the humble infantryman refusing to give, standing staunchly in the blood and guts of their fellows, dying for another's cause, on the orders of their betters.

ARMIES OF THE EMPIRE

The foot soldier makes up the bulk of Imperial forces. Without the nobility of knightly orders, the flamboyance of the pistolier, and the hard science of the artillery, the infantry are usually recruited from the lower rungs of society. For peasants the army might be their only chance to leave their local area, for a desperate street thug their only course away from a life of crime, for a respectable farmer a genuine chance to see the world.

Standard regiments — halberdiers, handgunners, sword, pike, and spear — usually recruit those without talent for anything else. These troops can be trained quickly, especially in emergencies, and can replace casualties without upheaval. More exclusive regiments, such as archers and Greatswords, might already possess their specialist equipment and abilities when recruited.

