

CLOSE COMBAT HIT LOCATIONS

When hitting in CC, one finds that the Right Leg is impossible to hit, due to the +20 modifier to the location table.

To correct this, whenever your location roll registers a hit to the left leg (after the +20 modification), treat it as a general 'Legs' hit and roll a D6 to determine which leg is actually affected: 1-3 means the left leg has been hit, 4-6 means that the right leg has been hit.

For multi-limbed creatures, roll a dice that accurately reflects the total number of legs available. For instance, if striking a creature with 10 legs in close combat, roll a D10 to determine the target leg.

DAEMONIC WEAPONS

While the campaign assumes that the player will determine, using the point system, most aspects of his warband, if he procures a Daemon Weapon, he will find that the powers and abilities granted him by the weapon in question are as variable as the daemons who are trapped within them.

With this in mind, the player will 'buy' a basic daemon blade at a points cost based upon the daemon that inhabits the weapon and may buy enhancements for the weapon based on its type, but all Daemonic Properties are rolled randomly using the chart below.

(Weapon Format)

Bound Daemon Type (Points Value)

Base Wp: Starting Wp for weapon.

Properties: Number of initial properties.

Enhancements: Improvements that may be purchased for weapon.

Daemonic Beast (21)

Base Wp: 55

Properties: 1

Enhancements: Wp 60 (+1 pt.)

Servant/ Lesser Daemon (30)

Base Wp: 80

Properties: 2

Enhancements: Wp 85 (+1 pt.), Wp 90 (+2)

Daemon Prince/ Greater Daemon (70)

Base Wp: 100

Properties: 4

Enhancements: Wp (+1pt/ 5Wp up to 120 max), Extra Property (+10, up to max of 6)

DAEMONIC PROPERTIES TABLE (D20)

1. Bound
2. Breathe
3. Brain Leech
4. Corrupter
5. Daemonbane
6. Deathlust
7. Deflection
8. Enfeeble
9. Entrance
10. Fiery Blast
11. Flight
12. Gnawing
13. Lashing
14. Magic Absorption
15. Magical force
16. Mind Stealer
17. Resurrection
18. Screaming
19. Warpflame
20. Vampyre