

Gunpowder Weapons Misfires

As covered in the **WFRP** rulebook (page 129), gunpowder weapons are subject to misfires. Due to the nature of the weapons, any natural roll of any double (i.e., 11, 44, 66, 99, 00) rolled when determining a hit under combat conditions indicates that a misfire has occurred.

The character experiencing a misfire must roll D100 and check the following table (which is an expanded version of that which appeared in **Apocrypha Now**, page 41) to see what happened.

Gunpowder Weapons Misfire Table	
D100	Result
01-19	Miss intended target, but hit nearest creature within 2 feet of target (if no creature plausible, then perhaps just grazes the target at ES-1)
20-29	Partial Burn, ES-1 , range is halved
30-39	Jarred Wrist, -10% BS next round
40-49	Charge fails to ignite, try to fire again next round
50-59	Charge fails to ignite, need to reload and try again
60-69	Strained Wrist, S -test or lose grip of weapon
70-79	Slow burn or hang fire. Priming goes off but nothing else seems to happen. However, the weapon will fire automatically in the following round, with potentially dangerous consequences. Anyone who is stupid enough to look down the barrel of a gun which has hung fire takes an automatic point-blank (ES+1) head shot
80-89	Flash in the Pan. The powder around the touch-hole ignites in a bright flash, but the gun does not go off. The gun must be reprimed before it can be fired again, this takes one round. The firer suffers a -10 penalty to his BS on the reprimed shot due to understandable degree of nervousness about what is to happen next...
90-95	Burn-round. The powder catches, but the shot is either insufficiently wadded or a little too small for the barrel. The net result is that the heat of the burning powder welds the shot into the barrel. The weapon is now useless, but has a 50% chance of exploding (S3 hit) if anyone tries to use it again.
96-00	Weapon Explodes. User takes a S4 hit (no armour adjustment due to damage primarily to hand) and weapon destroyed.

Additional Rules: More expensive Dwarf-made gunpowder weapons (e.g., pistol for 600 GCs, availability *Extremely Rare*) are less likely to have problems than Human-made firearms. Dwarf weapons only misfire on a roll of 96-00.

When using the gunpowder weapon for practice or show, misfires only occur on a roll of 96-00 for those with the appropriate Specialist Weapon skill, reflecting the time and care in loading the weapon when not performing under the stress of combat. This also applies to seconds loading weapons for duellists.

Point blank range in the **Apocrypha Now** article (page 38) defines point blank range as 3 yards or closer. Gunpowder weapons have a +1 modifier to **ES** when shot at a target at point-blank range. These weapons (except volley guns) also have a -1 modifier to **ES** when the target is at extreme range.