# Warhammer Fantasy Roleplay Combat Cheat Sheet

by Halfhan via cheatography.com/90150/cs/20461/

## Combat Order

Each character takes one or more actions per round.

1. Roll initiative: Agility + 1d10.

2. Determine order: Rank the scores from highest to lowest.

3. Take turns: Each combatant takes a turn.

a. Roll to hit: less or equal to WS for melee, BS for ranged attacks.

b. Determine hit location: reverse the attack roll and check the hit location chart.

c. Roll for damage: 1d10 + weapon damage

d. Reduce damage: subtract the TB and AP from the opponent.

e. Subtract wounds: subtract any remaining damage from wounds.

4. Round Ends: repeat steps 4 and 5 as needed.

Note: Surprised combatants skip their turn on the first round.

## Dodge and Parry

Parry: WS test. If succesfull, no damage is taken. Free action if a weapon is ready in secondary hand or action Parrying Stance was taken.

Dodge Blow: Ag test before damage roll. If succesfull, attack misses.

Note: Only one parry or dodge attempt per round.
A character can't attempt to parry and dodge the same attack.
Ranged attacks can't be dodged or parried.

## Unarmed Combat

Unarmed attacks inflict SB -4 damage.

Grapple with Charge or Standard attack. After hit, opponent must fail an S test to be grappled.

## Unarmed Combat (cont)

Grappled character can break the grapple with a full action and by winning an opposed S Test. Grappler may take a full action to maintain the grapple and inflict unarmed damage, if he wins an opposed S Test in his turn.

Note: APs count double against unarmed attacks.
By grapple attempt, involved characters can't dodge or parry. External melee attacks gain +20% WS against them.

## Hit Locations

| Roll | Location |
|---|---|
| 01-15 | Head |
| 16-35 | Right Arm |
| 36-55 | Left Arm |
| 56-80 | Torso |
| 81-90 | Right Leg |
| 91-00 | Left Leg |

## Ulric's Furry

When a character rolls a 10 on their damage die, roll to hit again. If the second roll is succesful, roll damage again, adding it to the total. Continue rolling until the die comes up under 10.

## Ranged Combat

Must have line of sight to target.
Can not dodge or parry ranged attacks, but -10% BS to hit a shielded target.
Can't make ranged attacks while in melee unless a pistol or hand crossbow is used.

Note: Use Difficulty modifiers
Long Range: -20% BS.
Extreme Range: Can fire up to long rangex2, but must first aim at -30% BS.
Shooting into melee: -20% BS.

## Note on Actions

No more than one Attack or Cast may be taken per turn.

Per turn, one character can perform one Full Action, two Half Actions or a number of Free Actions. Extended Actions may require multiple rounds, if interrupted, they must be restarted.

## Actions

| | | |
|---|---|---|
| Aim | +10% to Standard attack. | Half Action |
| Cast | If half an action is spend before, caster may make a Channeling Test. | Extended Action |
| Ready | Ready an item or weapon. | Half Action |
| All out Attack | +20% WS but cannot dodge or parry (active round). Melee only. | Full Action |
| Charge Attack | Move Mx2 in squares (last 2 squares must be in a straight line) and attack with +10% WS | Full Action |
| Guarded Attack | -10% WS and +10% to dodge and parry (active round) | Full Action |
| Standard Attack | Single melee or ranged attack | Half Action |
| Swift Attack | All possible attacks (according to A) | Full Action |
| Reload | Reload a weapon, loading time varies. | Extended Action |
| Delay | Turn ends immedi-atly. Half an action is reserved for use any time before your next turn. | Half Action |



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| Actions (cont) | | |
|---|---|---|
| Feint | Opposed WS test. If succesful followed Standard attack can't be dodged or parried. | Half Action |
| Manoeuver | Opposed WS test. If succesful foe moves 1 square in the chosen direction. You can advance 1 square as well. | Half Action |
| Disengage | Make a normal move without being subject of a free attack | Full Action |
| Leap/Jump | Leaping across a distance or jumping down. | Full Action |
| Move | Normal move (M in squares). Terrain can reduce movement. | Half Action |
| Mount/-Stand | Mount a horse or stand from a prone position. | Half Action |
| Run | Move in Mx3 in squares. Attaicks against you gain: -20% BS, +20% WS. | Full Action |
| Use a Skill | Required time varies by Skill. | Extended Action |



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