

Combat Summary

Initiative is Determined by I > Ag > Opposed Ag Test

1. Determine Surprise: Effect can be removed with Resolve.

2. Round Begins: *At the start of the Round* effects happen.

3. Characters Take Turns: One Move and One Action.

4. Round Ends: *At the end of the Round* effects happen.

5. Repeat Steps 2–5 As Required:

BENEFITS OF ADVANTAGE

Advantage can be spent from the respective Advantage Pool for the following effects on a player or creature's turn. You do not need to consult with anyone before spending Advantage but courtesy is rarely a vice.

1 Advantage

Batter: **Special Action:** To Batter your opponent, perform an Opposed Strength Test with your Opponent (both you and your opponent Test your Strength Attribute). Whoever scores the highest SL wins. If you win the Test, your opponent gains the Prone condition and gains +1 Advantage. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. You do not gain the Advantage from winning an Opposed Test from winning this test.

BENEFITS OF ADVANTAGE (cont)

Trick: You take a moment to throw dirt in an opponent's eyes or set them alight with a splash of burning oil. This manoeuvre is risky, and few foes are fooled the same way more than once.

Special Action: To Trick your opponent, perform an Opposed Agility Test with your Opponent (both you and your opponent Test your Agility Attribute). Whoever scores the highest SL wins. If you win the Test, you gain +1 Advantage. If the GM feels the circumstances suit it, you can also force your opponent to gain your choice of the Ablaze, Blinded, or Entangled Condition. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. The GM may disallow any of these Conditions if you do not have a suitable item to hand or you have inflicted the same Condition on the opponent before. You do not gain the Advantage from winning an Opposed Test from winning this Test

2 Advantage

BENEFITS OF ADVANTAGE (cont)

Additional Effort: In desperate circumstances you can use the momentum you have gained to increase your chance of success.

Free Action: You gain a +10% bonus to any Test before you make it. You may spend extra Advantage to add an additional +10% bonus per Advantage spent. For example, you could spend 3 Advantage for a +20% bonus, or 4 Advantage for a +30% bonus. This Test never generates Advantage for the character performing it.

Flee from Harm: You take advantage of a momentary lull or distraction to break from the fight.

Move: You may move away from your opponents without penalty. This replaces the Disengaging rules on WFRP, page 165.

4 Advantage

Additional Action: You take advantage of an opening to accomplish something remarkable.

Free Action: You perform an additional Action. This Action never generates Advantage for the character performing it. You may only spend Advantage to take an Additional Action once per turn.

Advantage can also be spent from the respective pool to activate Creature Traits as per pages 338–343 of the core rulebook.



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Group Advantage

Whenever a Character generates Advantage, place it in the Ally Advantage Pool. Whenever a hostile or neutral NPC generates Advantage, place it in the Adversary Advantage Pool. Allied NPCs generate advantage for the Ally Advantage Pool

Combatants gain Advantage each time they win an Opposed Test in combat, assess the battlefield using their Skills, or when their spirits are lifted. The following provides some examples of this, but is far from exhaustive. The GM is encouraged to hand out Advantage tokens as suits the circumstances:

Surprise: Attacking Surprised enemies grants +1 Advantage.

Assess: If you use one of your Skills to secure a tactical advantage, gain +2 Advantage. If your Test succeeds by 6 SL or more, gain +3 Advantage.

Victory: Whenever you defeat an important NPC, gain +1 Advantage. Subduing a party nemesis may grant +2 Advantage at the GM's discretion.

Winning: If you win an Opposed Test you initiated during combat, gain +1 Advantage.

Outmanoeuvre: If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage. You can gain a maximum of 1 Advantage in this way, no matter how many opponents are wounded by your action.

Losing Advantage

Actions

Assess: You use a Skill in some way to gain an advantage in combat; narrate how the Skill will apply to this situation and make a Dramatic Test. Your GM may apply a penalty or bonus to the roll if they feel the Skill is particularly appropriate or inappropriate. On a success, gain 2 Advantage. On a success with 6 or more SL, gain 3 Advantage.

Attack: Attacking another creature with a melee or ranged attack.

Defend: Choose an appropriate Skill or Characteristic to use defensively, such as Dodge or Agility. You gain +20 to defensive Tests using the Skill until the start of your next turn.

Special: This refers to actions from Skills or Talents such as grappling, intimidating someone, casting a spell, using the Dual Wielder Talent, or staunching a bleeding wound with bandages.

Sprint: On your turn, you can use your Action to sprint. This requires an Average (+20) Athletics Test, and the distance covered is in addition to your Move this round. You sprint your Run movement + SL in yards.

For example, a character with Move 4 who rolled -2 SL would sprint an additional 14 yards ($16 - 2 = 14$).

Charging now gives you a +10 bonus to the first Melee Test you initiate after completing your move.

Attack

1: Roll to Hit Test to hit your opponent with your weapon. This Test is Opposed in melee.

2: Determine Hit Location If you successfully hit, find out where — reverse the roll to hit and compare this number to the Hit Locations table.

01–09	Head
10–24	Left Arm (or Secondary Arm)
25–44	Right Arm (or Primary Arm)
45–79	Body
80–89	Left Leg
90–00	Right Leg

3: Determine Damage Damage = Weapon Damage + SL

4: Apply Damage Wounds Suffered = Damage – opponent's (Toughness Bonus + Armour Points)

Engaged: Whenever you attack an opponent, or are attacked, in melee combat, you count as Engaged. This means you are tussling with each other in a fight, and others rules (due to Talents, Spells, etc.) for being Engaged might apply. If you don't attack each other for a full Round, you are no longer Engaged.

Criticals and Fumbles

Criticals

Any successful Melee or Ranged Test that also rolls a double causes a Critical. This means you have dealt a significant blow, and it even happens when you are the defender in an opposed Test.

If you score a Critical, your opponent receives an immediate Critical Wound as your weapon strikes true. Beyond that, SL is calculated as normal, as is who wins any Opposed Tests.

Fumbles

The GM should assess the conflict at the end of the Round. If one side has more combatants, their side is dominant and the other side suppressed. If the number of combatants is equal, decide by which side holds a tactical advantage, such as having higher ground or surrounding their opponents. Once decided, move 1 Advantage from the suppressed Advantage Pool to the dominant Advantage Pool. If there is no Advantage in the suppressed Advantage Pool, the dominant Advantage Pool gains 1 Advantage.



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Criticals and Fumbles (cont)

01– You catch a part of your anatomy —
20 lose 1 Wound, ignoring Toughness Bonus or Armour Points.

21– Your melee weapon jars badly, or
40 ranged weapon malfunctions or slightly breaks – your weapon suffers 1 Damage. Next round, you will act last regardless of Initiative order, Talents, or special rules as you recover.

41– Your manoeuvre was misjudged,
60 leaving you out of position, or you lose grip of a ranged weapon. Next round, your Action suffers a penalty of –10.

61– You stumble badly, finding it hard to
70 right yourself. Lose your next Move.

71– You mishandle your weapon, or you
80 drop your ammunition. Miss your next Action.

81– You overextend yourself or stumble
90 and twist your ankle. Suffer a Torn Muscle (Minor) injury. This counts as a Critical Wound.

91– You completely mess up, hitting 1
00 random ally in range using your rolled units die to determine the SL of the hit. If that's not possible, you somehow hit yourself in the face and gain a Stunned Condition.

Misfires! If you are using a Blackpowder, Engineering, or Explosive weapon, and roll a Fumble that is also an even number — 00, 88, and so on — your weapon Misfires, exploding in your hand. You take full Damage to your Primary Arm location using the units die as an effective SL for the hit, and your weapon is destroyed.

Suprise

If one side is planning an attack, they can attempt to harness the element of surprise by:

Hiding: Make a successful Stealth Test in appropriate cover. Characters may oppose this with a Perception Test if they are wary, or if the GM is feeling generous.

Sneaky Tactics: Attack from behind, in the dark, through heavy fog, or from above! The GM may allow a Perception Test to spot the incoming attackers if appropriate

Distractions: Loud bangs, milling crowds and an especially engaging sermon are just some of the distractions that could harbour a surprise attack!

Unprepared Defenders: If the enemy are particularly unwary, the attackers automatically surprise their victims.

Something Else: Other sneaky and ingenious plans concocted by cunning players — the GM has the final call on the possibility of surprise.

If there is a chance the ambushers will be spotted, the GM will typically call for Opposed Stealth vs Perception Test, usually with the character with the worst Stealth opposing all potential spotters. If the ambusher wins, each defeated character gains the Surprised Condition.

If anyone is surprised, they can use a Resolve point to remove the Surprised Condition.