

Parry Rule

A Closer Look

I propose this alternative way to working out parries. It's quite simple, and seems to work well in testing (so far):

Roll to see if the attacker successfully hits the model as normal. If the defender is entitled to a parry, he rolls a d6. Add the attackers WS to his highest attack roll, and the defenders WS to his die roll. If the defenders total exceeds the attackers, a single attack is parried; if the attackers total is higher, then he still hits the target regardless of the parry attempt. The defender cannot attempt to parry an attack that is double his own Strength, with the exception of pistols used in Hand-to-Hand.

This method properly rewards high WS troops for using a sword or buckler (moreso for sword & shield or sword offhand and other weapon mainhand, and much moreso for sword & buckler). While it decreases the chance of a low-WS vs. high-WS parry (especially with multiple attacks), this is intended.

The clause about parrying pistols should have been in the parry rule to begin with, IMO; as it is more about knocking the gun a bit to the side, the non-muscle driven power of pistols don't deserve any sort of protection against parrying (especially if the unfortunate defender somehow ended up with Strength 2). Conveniently, this allows a standard human to attempt to parry a Warplock Pistol enhanced by Superior Blackpowder (which, due to this oversight, is normally against the rules).

Bucklers function exactly as given in the rule book (or by whatever optional playtest rules you are using [A,B,C]). Better yet, the Dwarf Master of Blades skill works exactly as written (and becomes meaner, IMO); I'm not sure about the Pirate skill (Cutlass Master?), though; I don't have the rules for them.

