

WARHAMMER FANTASY ROLE-PLAY, 2nd EDITION ~ RULES OF PLAY

Playing the Game

Making Tests: For most Tests, roll percentage dice (2d10 read as 10s and 1s) to determine success. Difficulty modifiers may be assigned by the GM. *Taking your time* and *working together* on some tasks may improve your chances of success.

Fate and Fortune Points: Fortune points equal **twice** your Fate Points, renewing each morning –these do not stack from morning-to-morning–, and may be used to accomplish the following...

- ▶ ...at any time to re-roll one failed Test, even an Extended Test,
- ▶ ...to gain an extra parry or dodge in a round, more than once for the round, which is normally forbidden,
- ▶ ...to gain an extra d10 on Initiative, and
- ▶ ...to gain 4 additional APs during their turn.

Damage and Healing

Lightly Wounded – When there are more than 3 Wounds remaining on a location. Without medical attention, the character recovers **1 wound per day**, with attention, up to **1d10 per day**.

Heavily Wounded – 0 to 3 Wounds remaining on any location. Without medical attention the character recovers **1 wound per week**, with Surgery or a poultice, up to **1 per day**.

Critically Wounded – Damage beyond the maximum wounds for a location, the further effect(s) of which are rolled on the appropriate critical chart, and may lead to the character's death.

Weaponry Quality Definitions and Money

Weapon Special Quality definitions are shown here...

- ▶ **Armour Piercing** – Ignore 1 point of your target's armor,
- ▶ **Balanced** – You don't suffer the normal 20% off-hand penalty if you're using **this** weapon in your off-hand,
- ▶ **Defensive** – You gain +10% bonus when parrying,
- ▶ **Experimental** – On an attack roll of 96-98, this weapon jams and must be repaired; on an attack roll of 99-00, this weapon explodes, inflicting base 8 damage,
- ▶ **Fast** – Your opponent suffers a -10% penalty when trying to parry or dodge this weapon,
- ▶ **Impact** – Roll 2d10 for damage, using the highest roll to determine damage, but not both dice,
- ▶ **Precise** – If you roll a Critical hit, the damage increases by 1,
- ▶ **Pummeling** – You have a +10% Strength bonus when combined with your Strike to Stun Talent,

Experience Points: The GM gives you points each game session to build your character with, tracked as Current and Total XP (experience points). Current XP is what you have available, in 100-point increments, for improvements. Total XP is the sum of all the experience your character has accrued during their life in the game. Upgrade your character through purchases using the following guidelines (each costs 100 XP unless otherwise stated)...

- ▶ ...gain +5% on available Primary Characteristics (10s / Percent),
- ▶ ...gain +1 on available Secondary Characteristics (1s),
- ▶ ...gain an available **new** skill or talent,
- ▶ ...gain +10% Skill Mastery to any available improvable skill,
- ▶ ...gain an Extra Spell (mages), Rune, or Master Rune (Rune Masters) Talent; the GM determines how long it will take to learn the spell or rune, and then the new spell is available once these are accomplished,
- ▶ ...enter a **new** exit career available to your character from the exits listed for their current career. NOTE: Certain special or racial careers (such as the Estalian Diestro, Kislevite Kossar, Noble, and Norse Berserker) may only be entered under special circumstances, subject to class and racial restrictions,
- ▶ ...enter a **new BASIC career** not available to your character from the exits listed for their current career, though the cost is now 200 XP.

▶ **Shrapnel** – Characters within two (2) yards of the shotgun blast path of travel for this weapon must save vs Agility or be hit.

▶ **Slow** – Your opponent gains a +10% bonus when attempting to parry or dodge this weapon,

▶ **Snare** – A successful hit (attacker) and failed Agility test (defender) traps this character. A successful Strength test (to break the bonds) or Agility test, is necessary to get loose of the snare; Full Actions. Snared characters are easier to hit; +20% WS or BS to hit them,

▶ **Special** – Look to the weapon or item for its' rules,

▶ **Tiring** – Impact quality only good for the first hit with weapon,

▶ **Unreliable** – See Experimental, though the failure numbers are 96-99 and 00, instead.

Money:

1 GC (gold crown) = 20 SS (silver shillings) = 240 BP (brass pennies)
OR 1 SS (silver shilling) = 12 BP (brass pennies)

Magic (for Mage characters only)

Follow this procedure for casting spells...

1) **(Optional) Channeling** – A successful Channeling test grants a bonus equal to your Magic Characteristic to your Casting roll, as you pull Chaos energy from the Aether to make your spell stronger.

2) **(Optional) Ingredients:** You may also use ingredients, by spell, to strengthen spellcasting, by adding the bonus of the component to your Casting roll. Ingredients of +3 are 75% likely to be used up by the magic, disappearing. +2 Ingredients are 50% likely, and +1 ingredients have a 25% chance.

3) **(Optional: GM Discretion) The Winds of Magic:** The magic strength of an area changes every 1d10 minutes, based on the location type, granting a bonus or penalty to various colors of magic.

4) **(Required) Casting the Spell:** Roll a number of d10s, your choice up to your current Magic Characteristic to cast a spell, adding any of the chosen boni listed above to the roll. A successful test grants the effect of the spell from its description; however, doubles, triples, and quadruples on the dice, even if the total is successful, may bring unwanted manifestations of Chaos.

Mounted Combat

Ride Skill: ...is used more often for mounted combat than normal riding, such as 1) getting your mount into combat, 2) when both mount and rider attack (only possible if the mount has Attacks / Action Points), 3) resisting gunpowder weapon discharges and other extremely loud noises, 4) keeping your mount from bolting when wounded, and 5) critical hits on the rider and / or mount.

Bonuses and Penalties: -20% Dodge, Ballistic Skill, and use of Great Weapons to-hit while mounted. +10% Weapon Skill if rider has SWG (Cavalry) vs man-size, or smaller, targets; this bonus is negated if both rider and mount attack in the same round. More boni based on Combat Action options, are listed on the following page...

Combat Rounds, Initiative, Attacks, and Damage

Combat Round: A 4 to 10 second period in which combat and non-combat actions are accomplished, through the expenditure of Action Points, to overcome obstacles and complete tasks.

Initiative: ...proceeds by order of Agility among all Characters involved in a combat. The GM determines any tie-breakers, though a tied PC and NPC, the PC acts first. *Surprised* Characters may not act for the entire first round of combat. Players losing Fear / Terror tests lose their ability to act IAW the rules on page RB 198.

Making an Attack

- 1) Each Player determines... what they will do with their Character, in accordance with the Action Point chart, below:** When your turn comes to play, spend your Action Points and make your Actions. For each action...
- 2) Roll To-Hit or Succeed:** Players roll percent dice against the appropriate Characteristic (ie - Weapon or Ballistic Skill), with any modifiers for skills or talents the Character possesses, or applied by the GM. If the dice roll is successful...
- 3) Determine Hit Location and / or Effect:** If a skill test is successful, the GM determines the appropriate effect; return to 1. For hitting in combat, use the reverse number of the to-hit roll, or

whatever method the GM decides to use, to determine hit location, as listed on the "paper doll" on your character sheet, and then...

- 4) Roll Damage:** Roll 1d10, rolling again on a 10, adding the character's weapon damage bonus, skill, talent, and / or GM applied modifiers, then...
- 5) Adjust Damage for the Targets Armor and Talents:** Damage to the target of the attack is normally reduced by their Toughness Bonus, their armor value according to location, and any magical or talent-based bonuses to their defense. Any remaining is...
- 6) Recorded as Damage:** Locations with four (4) or more remaining wounds are *Lightly Wounded*. If 3, 2, 1, or 0 wounds remain, you are *Heavily Wounded*. Each point of damage beyond maximum Hit Points causes a *Critical Wound*, perhaps even killing the character; see 1edWFRP page 122 for effects. See **Playing the Game... Damage and Healing** on page 1 of this sheet for healing information. After this...

Finishing the Combat: Actions are performed for each Character in Initiative order until all Action Points for a round are expended, then all Players wash, rinse, and repeat this sequence... until the combat is resolved.

Combat Actions

My version of Warhammer FRP has special actions you can take that are only somewhat related to the main book's version of them, and they are used to give your character an advantage. These are listed in the following chart...

Action Points(APs): Each character has a certain number of APs, with a minimum of 7 APs; **Melee (MAP)** is $\lceil \{WS+Ag\}/10 \rceil +5/Att$, **Ballistic (BAP)** is $\lceil \{BS+Ag\}/10 \rceil +5/Att$, and for Mages, **Arcane (AAP)** is $\lceil \{Int+WP\}/10 \rceil +1/Magic\ Point$. This new system allows for greater freedom and fails to penalize mages as much as the standard WFRP 2

Rules do. Each action listed below has an AP cost, followed by a name for the action, its advantage and disadvantage; both the advantage and disadvantage apply for the chosen action once the points are spent, to the same time in the next round or until another action negates it. Characters will always be able to perform *at least one* of these actions each turn, and certain actions -such as spellcasting- can be carried through to subsequent rounds, using APs from the present round to complete an action in the next; these are managed on a case-by-case basis.

ACTION	APs	ADVANTAGE	DISADVANTAGE
GENERAL ACTIONS			
Delay Action	6	Higher initiative may delay until chosen better time in round	Another character may act against them in their delayed state
Improved Initiative	5	+3 per increment purchased, allows one add'l. action if remaining APs too low	None
Move / Disengage	4	Able to travel up to Move/ Disengage distance in feet	Opponents are +5% to-hit the moving character
Parry / Dodge	4	Parry or Dodge, per rules; no limit	None
Ready	3	Pull out an ingredient, item, arrow, potion, etc.; per object	Using the item costs another 3 APs, unless otherwise specified here
Reload	4, 8, 14	Reload costs based on Action type -½, Full, or 2 Rounds. Rapid Reload cuts AP cost in half, rounded up	None
Standard Attack	4	Make a normal attack	None
Store	4	Put away an ingredient, potion, arrow, item, weapon, etc.; per object	Dropping an item is a free action; finding it again is not
MELEE COMBAT~SPECIAL			
Aggressive Attack	7	+10% WS, +1 Dmg	-20% Parry/ Dodge
Attack to Knockdown	5	Dmg = Penalty to Opponent Str Test to remain standing	-10% WS to-hit
Avoid Shield	4	Opposed WS Tests, if attacker higher, target shield doesn't count	If target higher, attacker -10% Parry/ Dodge
Called Shot	6	Hit where intended	-20% WS to-hit
Defensive Stance	6	+20% Parry/ Dodge	-10% all other rolls
Feint / Fake	6	Opposed WS Tests, if attacker higher, rolls 2d10, takes highest for damage	-10% Parry/ Dodge
Maneuver	5	Opposed WS Tests, if attacker higher, move target 1d4 yds any direction	If target higher, they take no damage for this round
Mounted Charge	4 / 7	+10% WS to-hit (+ SWG (Cavalry)) for Rider; base 3 (not Strength) damage from mount	Must be on a mount; cost is 4 for the Rider plus the attack cost, 7 for the mount; must be 4 yards or more away
Pass-by-Attack (mounted or not)	4 / 7	Normal mounted bonus' and penalties; +1 damage, +2 if attacker defeats target by 20%+	Mounted pass-by cost is 4 for the Rider plus the attack cost, 7 for the mount; on-foot pass-by is only 7; opponent is +10% WS to-hit
Trample Attack	4 / 7	Defender Agl -10%, or knocked down. If knocked down, damage is (SB + Strike Mighty Blow + Impact Weapon Quality)	Must be on a mount; cost is 4 for the Rider and 7 for the mount; mount WS to-hit. No bonus to-hit or damage for prone target
MISSILE COMBAT~SPECIFIC			
Aimed Shot	7	Hit where intended	-20% BS to-hit
Mounted Aimed Shot	7	Hit where intended	Successful Ride test -10%; BS -10% (+ riding BS penalty if Ride test fails)
SPELLCASTING~SPECIAL			
Channeling	5	Successful roll grants Magic Char as point bonus to casting	None
Spellcasting	*	Success grants effect; * = AP Cost is 7 per Full and 4 per Half Action, and may be built over several rounds. Each 5 add'l. AP spent grants Magic Characteristic bonus to Casting Roll.	If hit or disturbed, GM penalty applies to WP Test to maintain concentration; doubles, triples, or quadruples bring Tzeentch's Curse, pg. RoS 179.