

COMBAT REFERENCE SHEET

When Combat begins, we zoom into the action. Every Character receives a Turn to do something every Round, using dice to determine who gets hurt, and who doesn't. You will need to read the **Tests Reference Sheet** to understand these rules.

INITIATIVE

To determine the Turn order, combatants compare their **Initiative** Characteristics, and act from highest to lowest. Any ties are broken by comparing the **Agility** Characteristic.

Example: *The Characters are caught in the midst of a riot, so it's time to determine who goes first. From highest to lowest, it's: Amris (I 56), Molrella (I 43), Gunnar (I 34), Salundra (I 32, **Ag** 33), Ferdinand (I 32, **Ag** 31), the Brawling Horde (I 30), then Else (I 29) last. **Note:** any Characters with a Surprised Condition cannot act for the first Round of combat.*

TURNS AND ROUNDS

You have a Move and an Action on your Turn. These can be taken in any order — it's presumed you are probably doing both at the same time, and you are encouraged to describe them as one combined manoeuvre. Once every Character has taken a Turn, a new Round begins, and everyone has an opportunity to take another Turn, starting with the Character with the highest Initiative again.

Move

A Move involves Walking, Charging into Combat, or Running. The GM decides how far you can move on your Turn. As a loose guide, you can move **M**×2 yards when walking and your **M**×4 yards when Charging and Running.

Action

An Action involves figuring out what to do, and then testing a Skill to see if it's successful. The most common Action in Combat is trying to hit someone with a weapon using **WS** for Melee or **BS** for Ranged, but any Skill can be tested on your Turn.

Example: *Else would like to escape the crowded brawl as soon as possible, so the GM tells her Player to attempt a **Simple Dodge Test** for her Action.*

FIGHTING

When you want to attack an opponent, you perform a **Weapon Skill (WS)** Test (for melee attacks), or **Ballistic Skill (BS)** Test (for ranged attacks) for your Action. Melee attacks are always Opposed Tests, unless the defender has the *Unconscious* or *Surprised* Condition. The defender uses their **WS** or Dodge Skill to oppose the attack. If the Attacker scores more SL than the defender, it's a successful hit. Ranged attacks are Dramatic but unopposed, and hit if the Character passes the **BS** Test.

If an attacker hits, reverse the attack roll (e.g.: a roll of '25' becomes a '52') to determine where on the body the hit landed: 01–09

Head, 10–24 Left Arm, 25–44 Right Arm, 45–79 Body, 80–89 Left Leg, or 90–00 Right Leg. The Hit Location is used to see if there is any armour protecting the area.

The attack deals an amount of Damage equal to the Test's SL + the Weapon's Damage + the attacker's Strength Bonus (for melee attacks). This Damage is reduced by the defender's Toughness Bonus + the Armour Points on that area of the body. Any excess is subtracted from their Wounds. See the **Injury Reference Sheet** for more on how to handle Wounds, and what happens when Wounds fall to 0!

Example: *Molrella shoots her sling at an Entertainer for her Action, so attempts a **Dramatic Ballistic Skill Test**. She rolls 13 against her **BS** of 39. Because it is a ranged attack, the Entertainer cannot defend, so this is not an Opposed Test. Molrella scored +2 SL, and her Sling has +6 Damage, which equals a total of 8 Damage. Molrella reverses the Test roll of 13 for Hit Location, scoring a 31 — right arm! The Entertainer has no Armour on the Right Arm, and Toughness Bonus 3, so loses 5 Wounds (8 – 3 = 5). The Entertainer started with 12 Wounds, but now only has 7 Wounds remaining!*

ADVANTAGE

Combat has a momentum to it, with success bringing greater feats of glory. In WFRP this is called Advantage, with each Advantage token giving the roller a +10 bonus to all combat Actions. +1 Advantage is gained for each of the following:

- Attacking an opponent with the Surprised Condition.
- Spending your Move Charging headlong into combat.
- Defeating an important NPC.
- Winning an Opposed Test during combat.
- Causing Damage to an opponent without making an Opposed Test.

Characters lose all accrued Advantage if they lose any Opposed Tests or take a Wound.

Example: *Having dodged free of the Riot, Salundra Charges a Jungfreud Agitator harassing Molli for her Move, gaining +1 Advantage. She then uses her Action to attack with her blade, so attempts an **Opposed WS Test**. She rolls 30 against her **WS** of 59 (49 + 10 (from the Advantage) = 59), thus scores +2 SL. The Agitator defends, rolling 91 against his **WS** of 30, thus –6 SL! So, Salundra wins the Opposed Test with +8 SL. Her Sword has +4 Damage, and she has a Strength Bonus of 3, so she has caused 15 Damage (8 + 4 + 3 = 15)! She reverses her Test roll of 30 to determine Hit Location, which is 03 — a head hit. The Agitator has 0 Armour there. So, the blow deals 15 – Armour 0 – Toughness Bonus 3 = 12 Wounds. The Agitator only has 12 Wounds, so it is defeated. Salundra's player describes the blade whacking off the Agitator's head, knocking him out cold with a single blow. Triumphant, Salundra gains +1 Advantage for winning an Opposed Test. As she now has 2 Advantage, next Round she will gain a bonus of +20 for her Action.*

INJURY REFERENCE SHEET

In games of **WFRP** it is very likely you will be hurt. The following explains the different ways of taking Damage, and how to deal with each.

WOUNDS

Every Character has a number of Wounds. Loss of these represents cuts, bruises, and abrasions.

Wounds are lost whenever you take Damage. Damage is most commonly caused by Combat (refer to the **Combat Reference Sheet** for more on that). Each point of Damage you suffer causes you to lose 1 Wound. So, if you suffer 5 points of Damage, you lose 5 Wounds. Often, especially in combat, your Toughness Bonus and Armour Points can reduce any Damage you suffer.

If you fall to 0 Wounds, you gain the *Prone* Condition (explained on the **Conditions Reference Sheet**), which you cannot remove until you return to at least 1 Wound. Worse, if you stay at 0 Wounds for more than Toughness Bonus Rounds, the *Prone* Condition becomes an *Unconscious* Condition and you pass out. If you would ever be reduced to negative Wounds, you take a **Critical Wound** instead.

Regaining Wounds

To recover your Wounds, you need rest or medical attention. You can attempt an **Average (+20) Endurance** Test after a good sleep once a day, and may heal Wounds equal to the SL + your Toughness Bonus. A Character can also perform a **Challenging (+0) Heal** Test to heal a further

SL + Intelligence Bonus Wounds, although each Wound loss can only be treated once per day. You can never have more Wounds than your initial Wound total.

CRITICAL WOUNDS

Some blows are so terrible they cause Critical Wounds. These occur in the following circumstances:

- If you are reduced to negative Wounds, suffer a Critical Wound instead and set your Wounds to 0.
- If an opponent rolls a Critical Hit (a double under their **WS**; ie: 11, 22, and 33 for a **WS** of 35). Further, you also suffer extra Wounds as detailed in the Crit. Column of the **Critical Wound Table**.

When a Critical Wound is suffered, roll 1d100 and consult the **Critical Wound Table** to determine what Critical Wound you suffer and its Effects. If you suffered a Critical Hit, you also suffer the Crit. Column as Damage that is not modified by Toughness Bonus or Armour Points (so, you lose that many extra Wounds). This extra Wound Loss will not lower you below 0 Wounds, so cannot trigger a second Critical Wound.

If a Character ever suffers more Critical Wounds than their Toughness Bonus whilst having the *Unconscious* Condition, they die. For minor characters, dropping to 0 Wounds results in death or unconsciousness, as determined by the GM.

CRITICAL WOUND TABLE

Roll	Name	Crit.	Effects.
01–10	Gash	1	Gain 1 <i>Bleeding</i> Condition.
11–20	Gut Blow	1	Gain 1 <i>Stunned</i> Condition.
21–30	Low Blow!	1	Gain 1 <i>Stunned</i> Condition. Pass a Hard (-20) Endurance Test or gain another 2 <i>Stunned</i> Condition.
31–40	Winded	2	Gain 2 <i>Stunned</i> Conditions. Pass an Average (+20) Endurance Test, or gain the <i>Prone</i> Condition. Movement is halved for 1d10 Rounds as you get your breath back.
41–50	Bruised	2	All Agility-based Tests suffer a -10 penalty for 1d10 days.
51–60	Torn Flesh	2	Gain 2 <i>Bleeding</i> Conditions.
61–65	Cracked Bone	3	Gain a <i>Stunned</i> Condition. All Tests suffer a -10 penalty until you receive a successful Heal Test.
66–70	Gaping Wound	3	Gain 3 <i>Bleeding</i> Conditions. Any Wounds you receive to the affected Hit Location will inflict an additional <i>Bleeding</i> Condition for the next week as the cut reopens.
71–75	Painful Cut	3	Gain 2 <i>Bleeding</i> Conditions and a <i>Stunned</i> Condition. Pass a Hard (-20) Endurance Test or gain the <i>Unconscious</i> Condition as you blackout from the pain.
76–80	Fractured Bone	4	Gain a <i>Stunned</i> Condition. Take a Challenging (+0) Endurance Test or also gain the <i>Prone</i> Condition. All Tests suffer a -10 penalty for the next 4 weeks.
81–85	Flensed Muscle	4	4 <i>Bleeding</i> Conditions. Any Wounds you receive to the affected Hit Location will also inflict 2 <i>Bleeding</i> Conditions as the tears reopen for the next 4 weeks.
86–90	Crippling Wound	4	Gain a <i>Prone</i> Condition that can only be removed with a successful Challenging (+0) Heal Test. All Tests suffer a -20 penalty until you receive this medical treatment and spend at least a week resting.
91–95	Shattered Bone	5	Gain a <i>Stunned</i> Condition that can only be removed with a successful Challenging (+0) Heal Test. All Tests suffer a -20 penalty until you receive this medical attention, and spend at least a week resting.
96–99	Ruined	5	Gain the <i>Unconscious</i> Condition that can only be removed with a successful Challenging (+0) Heal Test. The affected Hit Location is useless until you spend a month on bed rest.
00	Torn Apart	Dead	You are hacked in two. Your top half lands 1d10 feet in a random direction and all nearby Characters are showered in blood.