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Warhammer fantasy combat rules

Warhammer Fantasy Roleplay (WFRP) battle rules for the 4th edition have a lot of stick for being overly complicated and crunchy. I think they're to some extent. Certainly there is a lot of extra complexity if you want to record. But in their hearts the rules are quite simple. I hope this blog post will make fighting the rules a little easier to understand. I'm going to present the simplest version of the rules - so don't expect all the ins and outs and options! If you start playing WFRP 4th I would recommend not including any rules as they can slow down and add complication while you learn the system. Initiative in Warhammer Fantasy Roleplay CombatMany Tabletop RPGs use Initiative to determine who goes when during combat. Warhammer Fantasy Roleplay 4th edition is no exception. They give you three choices on how to determine initiative. To avoid complication, the order of the initiative can be determined by simply ranking in order of Initiative attribute for each PC, NPC or Monster.Warhammer Fantasy Roleplay Melee CombatEach combatEach combateach participant in combat takes a turn based on their Initiative rank as above. The heart of the Warhammer Fantasy Roleplay combat system in 4th Edition is the Opposing Test. For Melee combat you roll against your opponents skill and whoever does better wins and brings damage. All tests on skill in WFRP 4e are created using a d100 with the aim of rolling lower than your skill. You compare the 10s dice with your skill to determine the number of success levels. So if your skill is 45 and you roll 21, that's a success level of +2. If you rolled 61 it would be -2, and if you rolled 46 that would be -0 (44 would be +0). In battle your opponent rolls and you each compare to your success levels. The one with a better level of success wins. Normally you attack using a Melee skill and defend your opponent using a Melee or Dodge skill. There are other possibilities - but they fall outside the scope of this guide. For example: Ulric rolls 21 against the Melee skill of 42. That's a success level of +2. The goblin he faced rolls 65 against her Melee skill of 33. A success level of -3.You then adds the success levels together - so that would be +5 in favor of Ulric. Ulric wins the fight and the damage inflicted is 5 plus Ulric's Strength Bonus, plus the Weapon's Damage. You then subtract the goblin's Toughness Bonus and Armour Points (if any). So in this case the calculation could be:+5 (Success Levels) +4 (Weapon damage) +3 (Ulric's Strength Bonus) -3 (Goblin's Toughness Bonus) Total = 9 wounds of damage! Continue setup! Today we take a look at some of Warhammer Roleplay's innovations in the combat system. Melee Attack rolls are an Opposing test in which both fighters roll their Melee Skills and who scores a higher level of success (SL) wins. If you win, you get a hit to score on the and get 1 Advantage in the process. If your opponent wins, they get +1 Advantage and your turn ends. Ranged AttacksRanged attacks are a baseline series test. If you miss, your turn is over. Hit LocationsWhere to Promise It's Grim and Perilous, Warhammer Fantasy Roleplaying has a Hit Location Chart. To speed up the game, just take the test result of your attack, turn the numbers over and consult the chart. So an attack role of 23, becomes a 32, and you consult the chart to see where the blow lands. Criticals and FumblesRolling doubles triggers Criticals and Fumbles, depending on whether the attack role was successful. This is one of those occasions where WHFRP goes into loving detail, if you are required to check on hit location, please consult one of the many, many detailed charts on the result of the Critical Hit. These range from a simple Dramatic injury that leaves an impressive scar, to such detailed results as Decapitated which is the entry as: Your head is completely cut off from your neck and rises through the air, landing 1,010 feet away in any direction (see Scatter). Your body collapses, dead instantly. AdvantageYy you've seen a few references to the Advantage rules above, but what's it about? Advantage represents the momentum of the fight, and is usually obtained by winning an Opposing test. You also gain further advantage by ambushing an opponent or surpassing them. Each level of Advantage bestows a +10% bonus on appropriate combat or psychology tests, but is also lost at the time you don't have a role, take any damage or when the fight ends. I have yet to try this out in playtest to see how it actually works, but a +10% bonus per stack certainly motivates the team to do their best to stack the odds in their favor. This kind of behavior is in line with the tone of the game, and I'm very glad it's present -Next up, we'll take a look at the mechanics of corruption! If you want to watch the game for yourself, drivethruRPG for \$29.99 Combat is an important part of the game – sooner or later your characters will have to fight to survive and their combat skills will make the difference between life and death. The following rules are designed so that you can quickly resolve the results of strokes and damage while determining where characters are hit and how badly they are hurt. The examples will help you to learn how to fight – it might be a good idea to fight off a few simple encounters before you play your first game. The Scene Of Battle[edit | edit source] When adventurers encounter enemies, the gamemaster must create an impromptu scene of battle. can be done on any small area of the table - a square meter of so is generally all that is needed. When the fighting takes place a room or building, you position walls, doors, windows, furniture, etc. There are several ways to achieve this and you choose each method that appeals to you. Paper plans: a piece of paper can be used as the scene of the battle and all relevant features can be drawn on it. Model landscape: The actual model landscape can be used, including walls, doors, and other items that are made of a map or whatever. Improvised landscape: Landscape can be improvised from map, books, or something at hand. Positioning and detection[editing | source editing] Once the scene of the battle is established, the gamemaster can position the fighters, using models to represent the different characters and creatures. It is not strictly necessary to have models for all, or even one, of the participants - pieces of paper or other makeshift counters will do. Models, however, look much better, especially when expertly painted and converted. Placing the pieces is always left to the GM - even the players' own characters must be placed as you indicate. Players will often be tempted to put their models in an advantageous situation that is incompatible with what they have said and done before – don't let them get away with it! You must also place the enemies of the players. If you're not sure where exactly to position antagonists, roll what appears to be a suitable dice to determine the distance between them. 4D6 yards is a reasonable distance to start a confrontation. In dark or underground environments, take into account the maximum visibility distances. See the overview chart below for more information. The positions of wandering creatures must be determined at random. Work out how many possible directions the creatures can come from and roll a matching dice. For example, in a corridor opponents can come from in front or behind the adventurers - roll a D6. 1, 2, or 3 indicates that the beings are approaching from the front; 4, 5, or 6 that they're approaching from behind. Outside, nominate a direction as twelve o'clock and roll a D12. The score indicates the position from which the creatures approach in terms of a dial. It is also important to take into account who can see what. If one side can sneak undetected towards the enemy, they will get the benefit of Surprise, whereas if neither side knows the other is there, the encounter could never happen! Much of this will depend on the circumstances - whether walls, trees or buildings get in the way, for example - and you will at least have to make your own decision. In the dark, at night or in unlit underground passages, Night Vision will play a major role. The following chart should be useful in such cases: Summary Chart of Night Vision Distances Basilisk 20 meters Jabberwock 20 yards Bat 15 yards Lizardman 30 yards Bat, Giant 20 yards Orc 10 yards Beetle, Beetle, 20 yards Orc, Black 10 yards Cat, Wild 20 yards Owl 50 yards Dragon 20 yards Owl, Giant 50 yards Dwarf 30 yards Pack Wolf 15 yards Eagle 20 yards Rat 10 yards Elemental As daylight Rat, Giant 20 yards Eleven - Wood 30 yards Rat, Rock 15 yards Eleven - Sea 20 yards Scorpion, Giant 10 yards Eleven - High 20 yards Skaven 30 yards Fimir 15 yards Snake 20 yards Fox 10 yards Snotling 10 yards Goblin 10 yards Spider , Giant 10 yards Gnome 30 yards Stoat 10 yards Halfling 20 yards Troglodyte 30 yards Hobhound 10 yards Undead As daylight Hydra 20 yards Wolf 15 yards More About Rounds[edit | edit source] The round is the basic unit of time used in combat, as in other situations it is important to track a lot of things that are happening all at once. During a round, a character can accomplish about what a real person could do in ten seconds. Of course, confusion, panic, and indecision all play a role, so don't expect a character to achieve very much during a round. Obviously, if an adventurer was fighting an Orc, in reality they orc and the character would move at the same time, swap blows at the same time, and do what they wanted to do all within the same short ten second space. However, for practical purposes we have to deal with every warrior in turn. The order within the round: During the ten second round, each character takes an individual turn. The character with the highest I has the first turn, followed by the character with the second highest, then the next highest and so on. Monsters, NPCs, mercenaries and all the characters, whether on the GM side or on the players' side, take their turn in strict rotation. Characters may choose to go later in the round than their I indicate, but can never go before. For example, they may want to see what someone else is doing before they commit to an action. I give the earliest time in the round when characters can act, but doesn't force them to act at that time. Where opponents have the same score as I score, their actions will take place at the same time. So, if two such characters were fighting and one killed the other, the 'dead' character would still be attacking. Actions[edit | resource editing] Once you've determined who goes first, the next thing is to find out who's doing what. Here's a list of basic options. There are plenty of other things that characters can (and will!) try to do in a round, and GMs should judge each case on its individual merits and decide whether the character will be able to perform a particular task in ten seconds or less, taking into account the circumstances at the moment. Players must have a free choice of action for their characters at all times, but you need to make sure the action is possible; no flying through 2-foot wide pipes, no arm wrestling with dragons, and no sudden references to skills, attributes, or other ideas that the character doesn't really really like Move: Motion rules are given in the Move section. If this brings characters into base-to-base contact with an enemy, they are engaged and are only allowed to follow the movement with the combat or flight combat options. Charge: Characters who are not yet engaged can start the fight by charging. To do this, characters within their M-score, in yards, must be of the target of the load. Therefore, a character with an M-score of 3 can charge from a maximum distance of 3 yards. After having moved, the character can then take a hit in the normal way. Charging characters receive a +10% modifier to WS scores for the first blow they strike in battle. Rocket: As long as characters have not yet fighting by hand, they can fire a missile weapon, such as a bow or crossbow, or throw a spear, axe, or other throw weapon. Normally, only one missile attack can be carried out during a round (there are exceptions - see the Missile Weapons Chart). Combat: In hand-to-hand battles, characters can strike as many blows as they have A. Magic: Most magical operations take an entire round to run. Take-up: Characters can take a weapon out of a sheath or pouch, or open a bag and take an item, such as a bottle of water or a handful of coins. Putting away such an item also counts as a take-up. The GM may optionally decide to allow immediate access, so that the action does not take time; this will speed up the game, but there are times when it may be more interesting to treat take-up as an action. For example, a large and unpleasant sample is lower on the lot and a character has an item in his backpack that will handle it. It can be buried at the bottom and take longer to find. The character rummages frantically through his backpack and in the meantime the monster approaches... Whether you allow this or not depends on what kind of game you want. If you want a fast-moving, exciting, but somewhat abstract game, it's best to allow direct use. If you want a more realistic but inevitably slower game, then you can rule that items not immediately on hand can only be recorded on a successful I test or that they find D6 rounds. Drop: Remember, each character has only so many hands and can't hold a torch and a weapon in the same hand. Putting away items, enveloping swords, or even changing hands, is equivalent to a take-up action. Often, players will want their characters to simply drop something they carry with them to get around this problem. This is acceptable, but a fallen item can suffer damage. Dropping an item takes no time and the character is free to perform another action. Fallen candles and torches 75% of the time out. Dropped lamps and lanterns go out 50% of the time. A lamp or lantern that does not go out has a 25% chance of catching fire, causing a pool of burning 2D4 foot in diameter, permanent for D4 rounds. This causes 2D4 W per round. Damage to other items may be left to the GM to determine under the circumstances. Initiative and Surprise[edit | edit source] In a meeting, it often happens that opponents are met suddenly, without prior warning of their presence. That's how robbers can erupt from behind. Sometimes adventurers can attack their own enemies in a similar way. This is called surprise. If characters or creatures are confronted by opponents they were previously unaware of, they will be surprised. Characters will be aware of opponents when they hear them, if they detect them by magical means, but not if they just think someone/thing might be there. Amazed characters and creatures can do absolutely nothing for a round, while their enemies have a 'free round' to act in. Often both parties will be surprised, nor expect the other to be present. In such a case, both sides stand and gawp for the equivalent of a round and then rounds go as normal. Ambush[edit | edit source] In an ambush, the adventurers or their enemies are hidden and automatically surprise. The sequence runs like this: Hidden characters/creatures reveal themselves - indicating the end of a round The ambushes have a free round Normal rounds continue to crack through doors [edit | edit source] When characters burst through a door in a room, they can surprise or anyone or anything in the room. This depends on several things: whether the occupants of the room have been alerted by sentries or alarms, how quiet the party has been in approaching the door, and so on. Obviously, if the party has spent the last fifteen minutes hammering the door down, everyone on the other side of it is unlikely to be surprised when it finally bursts through! You have to use your own judgment in these cases, but it's usually just a matter of common sense. Effective initiative (optional)[edit | source editing] In a single round of battles, characters and creatures create actions in descending order of I scores. However, there are modifiers to these (for charging, winning, etc.) that can vary on a round-by-round basis, so I change scores in terms of determining the order of actions. Equally clear, though, the basic I score for a creature doesn't change with these modifiers. The best way to look at this, which allows us to address other problems, is to use the term Effective Initiative (EI) to denote the temporary level of this attribute due to modifiers. Such as: The Warrior, with I 45, fights a Skaven warrior (I 40). In the first round he missed his blow, while the Skaven unk him for 1 W damage. The Skaven is now considered winning this battle (see below). This gives the Skaven a +10 modifier to me on the second round. We We say that, for the second round of the fight, the EI of the Skaven is 50 and Helmut's EI is 45. This makes a crucial difference, as the Skaven will now make a blow for Helmut. Using EI can combat the gamesmaster and players much smoother, as we will now see. 'Effective Initiative' Modifier[edit | edit source] Consider two creatures in battle. Neither has any advantage for charging or having surprise: one I have 55 and one I have 54. It is clear that there will be little difference between how quickly they should act and the optional EI modifier proposed here reflects this. Prior to each round of battle, however, after players have called their scheduled actions, the GM randomly determines which side in the fight has a slight edge, due to the variability of reaction times. This is determined by D6 and D10. If the D6 is 1-3, the PCs have an edge, as 4-6 their enemies do. The result of the D10 roll is added to the EI score on the side that has the slight edge. For example: Helmut (me (I 45) and his friends Skallier the Elven Ranger (I 63) and Ragnerek the Human Ranger (I 39) fight three more Skaven (I 40). At the beginning of the fight, the GM 1D6 = 2 rolls, showing that the PCs have an edge, and 1D10 = 7, so that each character +7 can add to EI this round. Now the EI's for the three adventurers are 52, 70 and 46 respectively, so that all three can trade for the Skaven. This can make an important difference, since Ragnerek is promoted in the striking order. This simple optional modifier increases the uncertainty of events, as far as beings go with reasonably well-matched basic I scores, while ensuring that creatures with significantly better I scores than their opponents will hold the advantage that should mean the greater difference. Multiple attacks[edit | resource editing] For this purpose, the EI system is very useful. Fights involving creatures with different numbers of multiple A can be tricky for the GM to handle. Should a creature with I 40 and 2 strike with both for a creature with I 35 and 5 A? This again seems implausible. The EI system offers a simple way out. The formula is simple. Divide the EGG of a creature at the beginning of the round (basic I, optional modifier, any modifier for winning, etc.) by the number A it can make. The blows then fall regularly during the round. For example: Serafin, an Elven Assassin with I 70, is confronted with an Ogre, with I 30. The Elf has 3 A, the Ogre has two. Using the optional I modifier, the GM determines that the Elf has an EI bonus of +2 this round, for a total EI of 72. The Elf's three A take place at 72, 48 and 24: the ogre's two answers on 30 and 15. So the order of A: Elf, Elf, Ogre, Elf, Ogre. Fractions equal to or greater than half are rounded upwards, fractions below half are rounded down (so with EI 70, A would take place at 70, 35 and 18). 18) is not too time consuming to use a system, because multiple A only applies to hand-to-hand combat and not rocket fire or magic, what's more, it is not difficult for a player to make this distribution of blows, because the maximum number A for PCs is 4, anyway (our Assassin is one short of this maximum). The GM can then go through actions for PCs and their opponents, just going through in order of descending EI as normal. The only difference is that second and third A, etc., will occur later in the list, with some samples and PCs entering the fight more than once. The effect of this system is to 'even out' multiple blows so that no one can inflict a large number of A due to high I before an opponent, even one with multiple A themselves, can attempt a strike. Actions in multiple A-series cannot be postponed; They'll just be lost. In the example above, if for some reason the Elves Assassin had not used his EI 72 A, he would have left with only two, which would occur at normal times - EI 48 and EI 24. Finally note that extreme differences in I will remain protected with this system. For example, our Elves Assassin will still land all three of his strokes before a Giant (I 20) can land one of its five. This is not unreasonable, because the difference in I is indeed very large and the reaction time of the creatures is so different that this

