

Normal Action Summary

Action	Actions	Effect
Actions		
Aim	½	+10 WS/BS if next action is Standard Attack
All out Attack	1	Max 1 Attack, +20 WS no Dodge/Parry
Cast	X	Cast en spell – normally ½ - 1½ action
Charge	1	Run 4+ Meter and 1 attack, +10 WS
Disengage	1	Avoid free attacks. Move x 2 yards
Dodge	0	Requires Dodge Blow skill, max 1 dodge per round
Move	½	Movement x 2 in yards
Parrying Stance	½	Access to 1 Parry until next round
Parry	0	Requires offhand / Parrying Stance, max 1 Parry per round
Ready	½	Ready weapon or item OR recover from Disarm (see Misc.)
Reload	X	Bow: ½ Crossbow: 1 Crossbow Pistol: 1
Standard Attack	½	Max 1 attack
Swift Attack	1	Use all your attacks, nothing else

Stats:

WS	BS	S	T	Agl	WP	Int	Fel
To Hit	To Hit	Str	Con	Dex	Will	Int	Cha
Melee	Ranged	Push	Fort.	Initiative	Morale	Perception	Charm
A	W	SB	TB	M	Mag	IP	FP
Attacks pr.round	Wounds Hitpoints	S/10 Dmg	T/10 Soak	Move x2/x4/x6	Magic dice	Insanity Points	Hero Points

Combat Summary

- Initiative : Agl + d10
- Decide actions – Players have 1 full action or 2 half actions
- Max 1 attack unless Swift Attack is used
- Roll WS (d100 < WS = success)
- Opponent may Parry or Dodge but only 1 of the two on a single attack
Parry: WS test, need offhand weapon/buckler or Parrying Stance.
Dodge: Agl test, requires Dodge Blow skill
- SB + d10 damage (plus weapon damage if applicable)
- A natural 10 indicated Fury. Roll WS again. Success adds d10 Damage (Misc. Fury)
- Opponent deducts damage by TB and Armor. Rest is lost in wounds
- Wounds under 0 is a Critical Hit (page 133)
Alternative: Sudden Death: d10+wounds beyond 0
- 1-6: No effect
- 7+: Death

Misc.

Difficulty	Very Easy	Easy	Routine	Average	Challenging	Hard	Very Hard
	+30	+20	+10	-	-10	-20	-30
Range	Up to Short / up to Long : BS / -20 BS, over Long = Extreme: -30 BS						
Shoot into Melee	Gives -20 BS to hit (house rule:) Missing due to the -20, hits a random individual in the group. Roll who is hit, including nearby allies						
Flee	Disengage Action first to avoid all opponents getting 1 free attack.						
Time	1 round = 10 sec, 6 rounds = 1 minute, 60 rounds = 10 min						
Armor	Per Armor point: -1 to Casting Roll (house rule:) and -5 Agl						
Heavy Armor	Heavy Armor gives -1 Movement						
Combat	Situational to-hit bonuses						
- Helpless	Auto-hit, +d10 damage (SB+2d10)						
- Stunned/Flank	+20 WS (Stunned opponent) / +30 WS (Unaware Opponent)						
- Knocked down	+10 WS (Knocked Down opponent)						
- Called Shots	(house rule:)-10 WS / -20 WS for an "extremity" (hand, head, foot)						
- Strike to Stun	After attack, before damage. Attacker rolls S check → opponent rolls T check +10 per head armor. Success: stun for d10 rounds.						
- Fury	+d10 damage, continues until something else than 10 is rolled. Melee / Ranged / Spell : WS / BS / WP after natural 10 on damage dice.						
- Disarm	Disarm Talent. Success attack → opposed Agl test, no damage.						
- Offhand	No extra attacks, offhand weapon: -20 WS on use						
Protective Circle	Magic, 1 min + channel test to make. 1 dice reroll on next spell						
Interrupt Spells	Spells over 1 round cast time: If caster is damaged, roll Channeling test or lose the current spell being cast						

Weapon Craftsmanship:

Quality	Cost	Effect
Best	x10	+5 WS or +5 BS, -10% encumbrance
Good	x3	-10% encumbrance
Normal	x1	None
Poor	x½	-5 WS or -5 BS, -10 if Poor ammo is used w/ Poor weapon

Magic Items compared D&D 3.5

Bonus	Guideline
Damage	Approximately 1:1. Qualities are great for special magical weapons without making them into phat loot
MainProf. Stat	Approximately 1:5. Bonus of 5 is nice, 10 powerful, 20 is extreme.
Attacks	+1 attack is extreme. Not recommendable.
Armor	Like toughness in combat. +2 armor equals +20 Toughness which equals 400 experience points. Phat loot
Wounds/Move	See Damage
Casting Rolls	See Damage. Alternatively, limit the bonus to a single spell.
Magic	Extra Magic dice : +1 is powerful, +2 is phat loot
Skill bonus	Recommendable for magic items. +5 nice but not game breaking, +10 is very good, +20 very impressive, +30 is phat loot
Talents	1 talent is good, 5 is phat loot. Approx. 1:2 ratio compared to Feats.
Identify	Non-existent. Academic Knowledge (GM decides sub type) is used. (house rule:) Alternatively: Use Channeling test
Alignments:	There is no such thing in the Warhammer universe
Phat Loot	Very powerful item which should only be introduced if the GM has a specific plan with it

Complete Actions Summary

Action	Actions	Effect
Basic Actions		
Aim	½	+10 WS/BS if next action is Standard Attack
Cast	X	Cast en spell – normally ½ - 1½ action.
Channeling	½	Channeling test gives +1 to next casting roll per Mag
Charge	1	Run 4+ Meter and 1 attack, +10 WS
Disengage	1	Avoid free attacks. Move x 2 yards
Dodge	0	Requires Dodge Blow skill, max 1 dodge per round
Move	½	Movement x 2 in yards
Ready	½	Ready weapon or item OR recover from Disarm (see Misc.)
Reload	X	Bow: ½ Crossbow: 1 Crossbow Pistol: 1
Stand/Mount	½	Stand up or mount a horse
Standard Attack	½	Max 1 attack
Swift Attack	1	Use all your attacks, nothing else
Advanced Actions		
All out Attack	1	Max 1 Attack, +20 WS no Dodge/Parry
Defensive Stance	1	May not attack but opponents get -20WS to hit you
Delay	½	Delay your action to further into the round
Feint	½	Opposed WS test, if attacker wins, opponent may not dodge or parry. Next action must be a Standard attack
Guarded Attack	1	Max 1 attack -10 WS, +10 to Dodge and Parry
Jump	1	Agl test per 3 yards or Fall → Yards + d10dmg
Leap	1	Max M+SB yards. S check → -1 yard per fail degree
Maneuver	½	Opposed WS → maneuver opponent up to 2 yards
Parrying Stance	½	Access to 1 Parry until next round
Parry	0	Requires offhand / Parrying Stance, max 1 Parry per round.
Run	1	Movement x 6 in yards, nothing else

Weapons Summary

Weapon	Specialist	Dmg	Qualities
Melee Weapons (incl. Buckler og Shield)			
Buckler	Parrying	SB-4	Balanced, Defensive, Pummeling
Dagger	- none -	SB-3	- none -
Flail	Flail	SB+1	Impact, Tiring
Foil	Fencing	SB-2	Fast, Precise
Knuckle-duster	- none -	SB-3	Pummeling
Halberd	Two-Handed	SB	Special
Hand Weapon	- none -	SB	- none -
Improvised	- none -	SB-4	- none -
Lance	Cavalry	SB+1	Fast, Impact, Tiring
- Demilance	Cavalry	SB	Fast, Impact, Tiring
Main Gauche	Parrying	SB-3	Balanced, Defensive
Morning Star	Flail	SB	Impact, Tiring
Quarter Staff	- none -	SB-2	Defensive, Pummeling
Rapier	Fencing	SB-1	Fast
Shield	- none -	SB-2	Defensive, Special
Spear	- none -	SB	Fast
Sword-breaker	Parrying	SB-3	Balanced, Special
Two-Handed	Two-Handed	SB	Impact, Slow
Unarmed	- none -	SB-4	Special
- Halberd	May count as either Spear or Two Handed Weapon		
- Shield	-1 to Casting Rolls, Opponents: -10 BS to you		
- Sword Breaker	May break dagger/foil/main gauche/rapier/sword		
- Unarmed	Success parry followed by success opposed Str test		
Weapon	Specialist	Range	Dmg Reload Qualities
Ranged Weapons (Incl. Whip and Net)			
Bola	Entangling	8/16	1 ½ Snare
Bow, Short	- none -	16/32	3 ½ - none -
Bow, Normal	- none -	24/48	3 ½ - none -
Bow, Long	Longbow	30/60	3 ½ Armor Piercing
Bow, Elf	Longbow	36/72	3 ½ Armor Piercing
Crossbow	- none -	30/60	4 1 - none -
Crossbow Pistol	Crossbow	8/16	2 1 - none -
Crossbow, Repeat.	Crossbow	16/32	2 0 Special
Improvised	- none -	6/-	SB-4 ½ - none -
Javelin	- none -	8/16	SB-1 ½ - none -
Lasso	Entangling	8/-	N/A ½ Snare
Net	Entangling	4/8	N/A 1 Snare
Sling	Sling	16/32	3 ½ - none -
Sling, Staff	Sling	24/48	4 1 - none -
Spear	- none -	8/-	SB ½ - none -
Throwing Dagger	Throwing	6/12	SB-3 ½ - none -
Whip	Entangling	6/-	SB-4 ½ Fast, Snare
- Range	Short/Long = BS / BS-20, over long = extreme: -30 BS		
- Crossbow, Repeater	10 shots, 4 rounds to reload clip		
- Whip	Use BS to hit instead of WS		

Weapons Quality Summary:

Quality	Effect
Armor Piercing	Ignore 1 AP
Balanced:	No -20 WS for offhand use
Defensive	+10 to Parry
Fast	-10 to Parry/Dodge to opponent
Impact	Roll 2d10 damage and pick the highest
Magical	Counts as Magical (not a real quality but added for convenience)
Precise	+1 to Critical Hit/Sudden Death rating
Pummeling	+10 to Strike to Stun : Strength test
Slow	+10 to Parry/Dodge to the opponent
Snare	Agl or trapped. Full action and S or Agl test to break free. +20 to hit against entangled characters
Tiring	Impact only works in the first combat round

