

A Basic Primer on Dice Rolling and Combat in WHFRP

Dice rolling is fairly simple. There are only 9 primary stats (ranked 1-100) and their derivatives. Most of them are pretty straightforward.

Primary Stats

W	Wounds. Wounds represents how many times you can get hit before bad things start to happen to you. Including, but not limited to: death, dismemberment, and mild chafing.
WS	Weapon Skill. How good you are at melee fighting.
BS	Ballistic Skill. How good you are hitting things from a distance.
S	Strength. Self explanatory. Modifies how much damage you do in melee, how much you can lift, pull, etc.
T	Toughness. Contributes to your armor, also, how much abuse you can take before you stop being able to shrug it off to accomplish things.
Ag	Agility. A bastard combination of Dexterity and Initiative.
Int	Intelligence. Self explanatory.
WP	Willpower. Represents strength of will. Useful for magic and not going crazy when bad things happen.
Fel	Fellowship. How well you get along with people.
Per	Perception. How much you notice what is going on around you.

Derived Stats

H	Health. Your current Wounds. Shows how long you have until bad things happen to you.
SB	Strength Bonus. The amount of damage you do in melee combat.
TB	Toughness Bonus. The amount of damage subtracted when you get hit.
M	Move. The number of 2yrd hexes you can move with a half action.
Cha	Charisma? Charm? I don't even know anymore. The number of people you can affect at once with Fellowship based skills.
Mag	Magic. The maximum number of dice you may roll when casting a spell.
IP	Insanity Points. The number of times your poor widdle mind has got broken. More about that further down.
Fate	Fate Points. Your best friends in the whole wide world. Expendng fate points allows you to cheat death and other bad nasty situations. Regaining fate points will almost never happen, so once they're gone, they are gone.

Rolling

The vast majority of dice rolls will be percentile rolls (d100 or d%) compared against the stat. Rolling lower than or equal to the stat is a success, higher than is failure. A roll of 01 on any roll is a Very Good Thing that will cause the Best Possible Result. Rolling double-zod (100) on any roll is a Very Bad Thing. Try not to do that.

Rolls can also be Opposed, in cases such as Stealth vs. Perception, in which case whoever succeeds by the greater margin is the winner.

Extended rolls may be called for in cases where many people are working together over a period of time (searching a room, moving a large boulder, etc). In this case, the participating characters will need to accumulate a set number of successful rolls in the time allotted.

Skills

Skills are a (mostly) binary thing. You either know something or you don't. If you don't know a Basic Skill, you can still attempt it at half the associated stat. If you don't know an Advanced Skill, you can't even attempt it. If you happen to enter a career that would allow you to buy a skill you already have, you can purchase it again to receive a +10 bonus to rolls involving that skill. You can do this up to two times for a total of +20.

Experience

Experience is given out at the beginning of sessions for roleplaying and roleplaying only. 100 experience points buys you either 1 Primary Stat Advance in your current career, 1 Skill or Talent in your current career, or a Career Move.

A Basic Career not listed as a career exit can be moved into at any time after collecting the Trappings and spending 200xp.

An Advanced Career listed as an exit can be moved into once you have obtained all your current career's skills, talents, advances, and collected the Advanced Career's trappings, then spending 100xp. Note that you do not need to spend experience to gain a mastery bonus if you already have a skill. For example, if in Student you purchased Read/Write and are attempting to finish Scholar, you need not purchase it to a level of +10, simply having Read/Write +0 is sufficient.

Combat

Combat is straightforward. Actors proceed in order of Initiative, which is $1d10 + \text{Agi}$. Each character is allowed One (1) full action or Two (2) half-actions in a single round. Characters begin by describing what they are attempting to the GM, and the GM will call for the appropriate dice roll. Most everything that a character will want to do is listed under Actions on the character sheet and explained in greater detail in the Handout. If your chosen action is beyond the limits of the listed actions (or beyond the limits of sanity) the GM will make something up on the spot.

Only one "Attack" or "Cast" action can be taken each round.

Attackers roll the appropriate skill (either WS for melee and BS for ranged attacks) and the reverse of the die roll (37 becomes 73) determines the hit location. Hit location determines various other effects, such what armor reduces the damage and what happens on a Critical Hit. Attackers may receive bonuses or penalties to the roll given the circumstances. For example, attacking from behind a target allows a +20 on the attack roll. Players should endeavor to claim any bonuses possible because the GM will not keep track of every possible modifier in combat.

If that roll succeeds, attackers roll damage, which is a $d10 +$ the strength of the weapon. If that roll is higher than the target's Toughness Bonus plus any Armor Points on that location, the target either removes 1 Wound or takes a Critical Hit. The severity of the Critical Hit depends on the difference between the damage and defense.

If you take a Critical Hit, you must make a WP test or Flee!, moving directly away from danger each round and testing against WP until you succeed.

If you take a Critical Hit with a value of 6 or more, you gain an Insanity Point (see below).

Any time you roll a 10 for damage (on melee, range, and spell attacks), you cause "Multiple Wounds". This is also known as the "Kiss your ass goodbye" attack. If you roll a 10 on damage, cause a second attack. If you roll a 10 again, no need to keep rolling attack skill. Continue until you roll a number that's not a ten, and apply that many attacks.

Armor can be one of three types: light, medium, and heavy. The armor provides a bonus which is added to your

Toughness Bonus for the purpose of reducing incoming damage. You may have a maximum of 5 armor points on any location. Heavier armor protects more but also restricts movement and agility.

Some types of armor can be Layered -- worn over a suit of lighter armor. For example, on top of your gambeson you could wear a coat of chainmail, and over that a metal breastplate. Some types of armor can't be layered, but instead work as part of a set, granting additional armor as long as the whole suit is intact.

Characters will use various special skills and magic during combat. All characters are allowed one free Parry per round so long as they are holding something which may be used to parry. A Parry is a WS roll made to counter an attack. If the roll succeeds, the damage of the attack is reduced by $1d10$.

Insanity

The Warhammer world is a nasty, dangerous place and very often things will happen that will test the limits of your character's sanity. When you have gained 6 Insanity Points, you must immediately make a Willpower Test. If you pass, nothing happens and you must make the same test again each time you gain another Insanity Point. If you fail, your Insanity Points reset to 0 and you are afflicted with a disorder. Disorders may have various effects in certain situations, but are primarily roleplaying aids. And, since experience is gained for good roleplaying, roleplaying your character's disorder may gain you additional experience.

Insanity Points can be gained in the following ways:

Critical Hits: Each time you take Critical Hit with a value of 6 or more, you gain one insanity point.

Terror: Each time you fail a Terror test, you gain one Insanity Point. A Terror test is one that causes you to flee in terror, where a Fear test just makes you cower in fear.

Circumstance: At the GM's pleasure, each time you witness something particularly sanity-straining (staring into open portals into the realm of Chaos, being tortured, trapped in a pit filled with rats, witnessing a demon sucking the life out of someone else, etc.) you must pass a Willpower test or gain one or more Insanity Points, as determined by the GM.

Murder: If you end up killing a bunch of people, the GM will give you insanity points. The same goes for acting bloodthirsty or displaying signs of sadistic or sociopathic disorders.