

WARHAMMER FRP 4E

Combat Mechanics

Combat Sequence		Condition		Game Effects	
Attack		Conditions	Ablaze	Effect	(1d10-TB-AP) wounds per round, 1 Wound minimum, each round
<ul style="list-style-type: none"> - Define your target - Define Melee vs Ranged - Apply modifiers to your Skill - Roll the attack - SL = (Net Skill - Roll)/10 <- Drop Fractions 				Recovery	Athletics test, SL to reduce
Defend			Bleeding	Effect	1 wound per round per level, -10 to resist infection
<ul style="list-style-type: none"> - Choose your defense (Parry, Block, Dodge) - Apply modifiers to your Skill - Roll the defense - SL = (Net Skill - Roll)/10 <- Drop Fractions 				Recovery	Heal test, Magic Healing, Doubles each round Clots 1, Fatigued
Determine Success			Blinded	Effect	-10 Sight per level, -10 Defense per level
<ul style="list-style-type: none"> - Net SL = Attacker SL - Defender SL - Net SL > or = 0, Attack has succeeded, proceed to Damage - Net SL < 0, Attack has failed, proceed to Fumble 				Recovery	1 level auto-reduced every 2 rounds
Damage			Broken	Effect	-10/lvl on all tests, except to run away, run away from fear
<ul style="list-style-type: none"> - Damage = Damage Rating + Net SL - Reverse the dice to determine hit location: <ul style="list-style-type: none"> - 01-09 - Head - 10-24 - Non-Dominant Arm (Left) - 25-44 - Dominant Arm (Right) - 45-79 - Body - 80-89 - Left Leg - 90-00 - Right Leg - Reduce Damage by Toughness plus Armor Rating - Reduce Damage by Shield Rating (ONCE per round) - Apply Net Damage, if reduced to 0 Wounds, proceed to Criticals 				Recovery	Cool Test if unengaged, 1 level auto-reduced every rnd if safe, Fatigued
Criticals			Deafened	Effect	-10 Hearing per level, -10 Defense when Flanked
<ul style="list-style-type: none"> - Any Roll with Doubles which Succeeds is a Critical - Other conditions may generate a Critical - If the Defender has Armor Rating in the location, 1 point can be sacrificed (damaged) to cancel the Critical. Armor is reduced until repaired. Armor at 0 is ineffective - If the Defender has a Shield, the Shield can be sacrificed to cancel the Critical. Shields are unusable until repaired - Roll on the appropriate Critical table for effects 				Recovery	1 level auto-reduced every 2 rounds
Fumbles			Entangled	Effect	No movement, -10 per level on any actions requiring movement
<ul style="list-style-type: none"> - Any Roll with Doubles which is a Failure is a Fumble - Roll on the Oops Table 				Recovery	Opposed Strength check against the source
Spell Casting			Fatigued	Effect	-10 per level on all Tests
<ul style="list-style-type: none"> - Roll Language (Magick) to cast, SL target is the spell CN - Channeling uses an Extended Channeling Test, reducing the spell CN to a minimum of 0 - A spellcaster may always Defend against a cast spell 				Recovery	Full Rest, Partial Rest (-1), Magic
		Poisoned	Effect	1 wound per round per level, -10 per level on all Tests, Varies	
			Recovery	Heal Test, Free Endurance Test, Fatigued	
		Prone	Effect	Crawl 50% or Stand Up, -20 Movement Tests	
			Recovery	Stand Up as move	
		Stunned	Effect	No actions except 50% move (walk), -10 per level on all Tests	
			Recovery	Free Endurance Test, Fatigued	
		Surprised	Effect	No actions or moves, no Defenses	
			Recovery	Automatic at the end of the round or after a single attack	
		Unconscious	Effect	No actions or moves, unaware, auto-death in melee	
			Recovery	Healing or Recovery, Fatigued and Prone	
		Defenses and Criticals Parry Weapon Skill The Melee attack is fully deflected (no damage) Shield Block Melee Basic The Melee or Ranged attack is fully deflected (no damage) Dodge Dodge Skill The Melee or Ranged attack is fully deflected (no damage)			
		Defenses and Fumbles Parry Weapon Skill Unbalanced, Parry no longer available until the end of your next activation Shield Block Melee Basic Off Guard, Shield Block no longer available until the end of your next activation Dodge Dodge Skill Timing is off, +1 SL to the Attacker for all attacks until the end of your next activation			
		Misfires Blackpowder, Engineering, or Explosive - Any Fumble which is also Even causes a Misfire - take full Damage to your Primary Arm, with an SL equal to the units die, weapon is destroyed			