

HOUSE RULES FOR WFRP 2nd EDITION – 27 February 2009

Warhammer Fantasy Roleplay Rulebook

Untrained Basic Skill Use [p.89]

If you don't have a basic skill, you can attempt to use your natural aptitude in lieu of formal training. Roll a Skill Test as normal, but with additional –10% penalty.

Spear [p. 111]

Spear has fast quality only if used two-handed.

Armour [p. 111]

Advanced Armour option is in-play.

Strike to stun [p. 101]

Character may declare that they are going for stun before they strike a blow. They should be aware, however, that unless they have the *Strike to Stun* talent, the chances of successfully stun opponent are minimal. First, the character must make *targeted blow* to the head. Next, damage is calculated as normal. Note that the victim will not lose any Wound points, unless the result of the damage roll is a natural 10. In this case, Ulric's fury rule is applied, but only additional damage is subtracted from the victim's Wounds score which represents the possibility of accidental hitting someone too hard! The modified result of the first 1d10 roll (i.e. plus SB minus TB and any Head Armour points) is then multiplied by 3 to give a percentage chance of inflicting stun. If the attacking character has the *Strike to Stun* talent, this chance increased by +20%. Weapons with *Pummelling* quality adds further 10%. The number of minutes for which a stunned character will remain unconscious is determined by rolling a number of d10. The number of dice to be rolled is equal to 10 minus the victim's TB.

If Stun attack is successfully parried, and Ulric's Fury takes place, then real damage reduced first.

Swift attack [p. 127]

Declining Accuracy option (WFRP, p. 130) is in-play. Swift attack action cannot be used for *targeted blows* and *sharpshooting*.

Initiative [p. 125]

Initiative roll is open ended (i.e. if roll result is 10, the player can roll an additional 1d10 and add the result to the Initiative total, and so on, until result of a 1d10 roll is lower than 10.

Disengage [p. 127]

The character breaks off from melee and may move away at running speed (see **Table 6-1: Combat Movement in Yards** for distances). If character's opponent (or opponents) is winning, than character should make Agility Test or receive one free standard attack in his back from each opponent. That attack cannot be parried

or dodged. The character considered *running* until next action.

Chase (Full Round Action) [New Rule]

If someone is *running* (for example, as result of his disengage action) your character can attempt to chase him. You can move with your running speed (see **Table 6-1: Combat Movement in Yards** for distances). If you catch up with him, you can make a standard attack (armed or unarmed) with bonus +30% that cannot be parried or dodged. Your character can choose to grapple opponent instead, which are resolved normally. Your character is considered *running* until your next action.

Parry [p. 129]

Parry adsorbs 1d10 points of damage. If shield used for parry, SB of defender is added to this roll.

Combat Movement [p. 129]

Table 6–1 should read as follow:

Table 6–1: Combat Movement in Yards			
Move	Standard	Charge	Run
1	4	8	8+2d10
2	8	16	16+3d10
3	12	24	32+3d10
4	16	32	48+3d10
5	20	40	64+3d10
6	24	48	80+3d10
7	28	56	96+3d10
8	32	64	112+3d10
9	36	72	128+3d10
10	40	80	144+3d10

Shooting at a Group [New Rule]

When firing at a group if the firer does not specify an individual target within it, the attacker gains a +5% bonus to BS for each additional creature in the group above one. Thus, if the group is of three creatures the firer gets a +10% bonus to BS, if of four it is +15%, and so on. This bonus, however, cannot improve BS for more than 30%.

Shooting into melee [p. 130]

Firing into hand-to-hand combat is obviously possible, but the character may have problems hitting his intended target. The chance of such a mistake occurring is 5% per additional creature within the group fighting. The GM determines randomly which creature is hit in such cases.

Moreover, firer gets additional a –10% penalty (up to maximum –30%), for each creature between him and intended target.

Targeted blows and Sharpshooting [p. 131]

If the melee attacker specifies a body location which he is specifically attempting to hit, there is a penalty to the BS test as appropriate:

Targeted Attacks	
Location	Modifier
Head	-20%
Arm	-20%
Legs	-10%

The attacker must specify which arm he is trying to hit. It is not possible to specify arms without choosing, for the area between them is comprised of the upper body, and the arms together cannot be taken as a single area for targeting.

If the targeted blow misses by 5% it still hit some other body part:

Intended target				
Location	Head	Right Arm	Left Arm	Legs
Head	—	01-20	01-20	—
Right Arm	01-20	—	—	01-20
Left Arm	21-40	—	—	21-40
Body	41-00	21-80	21-80	41-00
Right Leg	—	81-00	—	—
Left Leg	—	—	81-00	—

Firers also may try to fire at specific parts of a target by using the same rules, but this may only be attempted only at short range.

Targeted blow and sharpshooting cannot be combined with *Swift Attack*.

Fortune points [p. 135]

Fortune points are renewed each game session, not each in-game day.