Tests

Simple Tests

To perform a Simple Test, you roll d100 and compare the result rolled to the Skill or Characteristic best suited to the action you are attempting. If you roll lower or equal the Test is a success, if you roll higher the Test is a failure.

Some Talents can improve a Test's chances of success.

Automatic Failure and Success

96-00 is counted as an automatic failure.

01-05 is counted as an automatic success.

Dramatic Tests

These are used to check how well you succeed or how badly you fail a Test. This is often important during combat in **Opposed Tests**. Roll a d100 like usual and compare it to the Skill or Characteristic required then count the **Success Levels (SL)**.

If the result is lower or equal, take the result of the tens die as your SL. If you passed with a 36 you'd score +3 SL.

If the result is higher, get the difference between the 10s number of the roll and your Skill or Characteristic. If you failed with a 78 on a skill of 43 That'd be 4-7 = -3 SL.

Opposed Tests

Opposed Tests are handled like Dramatic Tests, but both parties make a Test. The party with the highest SL wins the Test. If both participants score the same SL, the party with the higher tested Skill or Characteristic wins.

Extended Tests

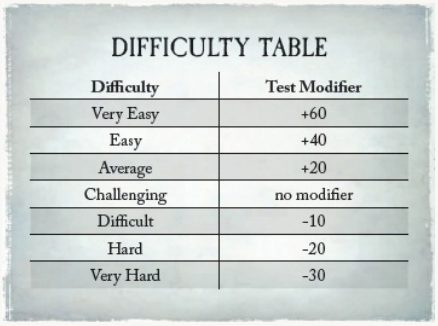
Sometimes something time-consuming requires a specific number of SL. These are handled the same way as Dramatic Tests, but the SL scored from multiple rolls are added together until you reach the target. If it falls below 0, you can start again from scratch. A result of 0 SL adds +1 SL or -1 SL based on the result.

Assistance

Tests (cont)

It is possible to assist another character on roles. With the GM's permission a Character can assist another before the Test is taken. Each character rolls for the Test, the highest result is the leader of the Test, the others add +1 SL if they succeeded, for any critical fails (fails with a double like 99) the negative result is subtracted from the total.

Difficulty Table



DIFFICULTY TABLE

Difficulty	Test Modifier
Very Easy	+60
Easy	+40
Average	+20
Challenging	no modifier
Difficult	-10
Hard	-20
Very Hard	-30

Combat

Initiative

Each character rolls 1d10 and adds it to their Agility Bonus + Initiative Bonus.

Timing

During each Round of combat, each combatant has a Turn to perform an Action and a Move.

Action

In combat, your Action is used to do something. Whether that's swing a sword at a Mutant, jump from rooftop to rooftop, or take a moment to gauge the situation, that's up to you. Your Action is only limited by your imagination, the physical constraints of the fight location and the capabilities of your Character.

Describe what you want your Character to do. The GM will then tell you if you need to make a Test to succeed at your planned Action. The results will then be narrated by you and the GM, ending your Action.

Free Action

Combat (cont)

Some things you'll want your Character to do won't count as your Action for the round - such as shouting a warning, drawing your weapon, or drinking a potion. It's the GM's decision on what takes up your Action, and what you can do in a Round.

Move

Each square on the combat map is 2 yards. You can move up to your Walk or Run in yards (so divide by two for squares) per Turn.

Charging

Together with a Melee Test, if your opponent is at least your Move characteristic in yards away before you Charge, but within Run range. Gives +10 to hit.

Attacking

1. Roll to hit.

Melee: Opposed Melee Test

Ranged: Ranged Test

2. Determine Hit Location: reverse the hit roll.

3. Determine Damage = Weapon Damage + SL

4. Apply Damage = Damage - (Toughness Bonus (TB) + Armour Points on location (AP))

Engaged

Whenever you attack an opponent, or are attacked, in melee combat, you count as Engaged with that opponent.

Criticals and Fumbles

Any successful Test that also rolls a double causes a Critical. any failed combat Test that also rolls a double is a Fumble. Roll on the **Oops! Table**

Ranged Combat

Ranged attacks cannot be opposed with Melee Skills unless you have a large enough shield or if they are at Point Blank range where it is also allowed to Dodge. You cannot make a ranged attack whilst Engaged, unless you are armed with a ranged weapon with the Pistol Quality.

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Cheatography

WFRP 4e Combat Cheat Sheet

by richardjanssen98 via cheatography.com/212163/cs/46083/

Combat (cont)

If you use your Ranged Skill when you are Engaged with your target, the target may Oppose your attack with any Melee Skill.

Useful bonuses

Shooting into a group: 3-6 (+20), 7-12 (+40), 13+ (+60), any successful hits are randomised, if this modifier causes a hit when it would've otherwise failed you succeed with +0SL.

Outnumbering an opponent 2-1 (+20), 3-1 (+40).

Grappling

Instead of inflicting damage with an unarmed attack, you can attempt to Grapple and immobilise your opponent. If you win the Opposed Test, you and your opponent are Grappling and your opponent gains the Entangled Condition. If you begin your turn Grappling, you may break the Grapple if you have a higher Advantage and you do not count as Engaged for your Move. Otherwise make Opposed Strength Test, if you win you may choose:

- Deal SB + SL Damage using the Strength roll to determine Hit Location. Ignore Armour Points.
- Either give your opponent an Entangled Condition or remove an Entangled Condition from yourself, plus lose an extra one for each SL by which you win.

Those outside a Grapple gain +20 to hit the grapplers with the lowest Advantage and a +10 to hit the grappler with the highest Advantage.

Oops! Table

Advantage in Combat

Advantage is gained in two pools, an Ally Advantage Pool and an Adversary Advantage Pool.

Gaining Advantage

Surprise: Attacking surprised enemies grants +1 Advantage

Assess: If you use one of your Skills to secure a tactical advantage, gain +2 Advantage. If your Test succeeds by 6 SL or more, gain +3 Advantage.

Victory: Whenever you defeat an important NPC +1 Advantage, A party nemesis grants +2 Advantage (GM's discretion)

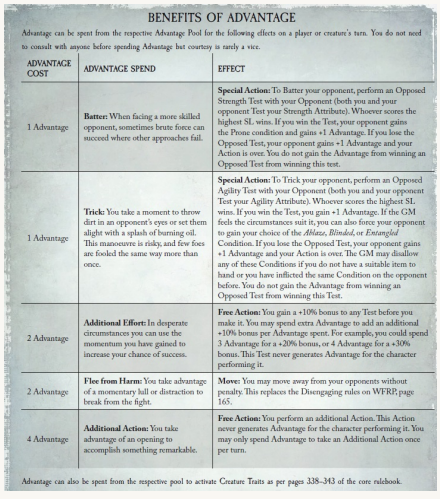
Winning: Winning an Opposed Test grants +1 Advantage.

Outmanoeuvre: If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage. Only 1 Advantage maximum no matter how many Opponents are wounded.

Losing Advantage

At the end of each Round the side with more combatants or if the number of combatants is equal the one with a tactical advantage takes 1 Advantage from the opponent's Pool or if it's empty gains 1.

Benefits of Advantage



BENEFITS OF ADVANTAGE

Advantage can be spent from the respective Advantage Pool for the following effects on a player or creature's turn. You do not need to consult with anyone before spending Advantage but courtesy is rarely a vice.

ADVANTAGE COST	ADVANTAGE SPEND	EFFECT
1 Advantage	**Batter:** When facing a more skilled opponent, sometimes brute force can succeed where other approaches fail.	**Special Action:** To Batter your opponent, perform an Opposed Strength Test with your Opponent (both you and your opponent Test your Strength Attribute). Whoever scores the highest SL wins. If you win the Test, your opponent gains the Prone condition and gains +1 Advantage. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. You do not gain the Advantage from winning an Opposed Test from winning this test.
1 Advantage	**Trick:** You take a moment to throw dirt in an opponent's eyes or set them alight with a splash of burning oil. This manoeuvre is risky, and few foes are fooled the same way more than once.	**Special Action:** To Trick your opponent, perform an Opposed Agility Test with your Opponent (both you and your opponent Test your Agility Attribute). Whoever scores the highest SL wins. If you win the Test, you gain +1 Advantage. If the GM feels the circumstances suit it, you can also force your opponent to gain your choice of the *Ablaze*, *Blinded*, or *Entangled* Condition. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is over. The GM may disallow any of these Conditions if you do not have a suitable item to hand or you have inflicted the same Condition on the opponent before. You do not gain the Advantage from winning an Opposed Test from winning this Test.
2 Advantage	**Additional Effort:** In desperate circumstances you can use the momentum you have gained to increase your chance of success.	**Free Action:** You gain a +10% bonus to any Test before you make it. You may spend extra Advantage to add an additional +10% bonus per Advantage spent. For example, you could spend 3 Advantage for a +20% bonus, or 4 Advantage for a +30% bonus. This Test never generates Advantage for the character performing it.
2 Advantage	**Flee from Harm:** You take advantage of a momentary lull or distraction to break from the fight.	**Move:** You may move away from your opponents without penalty. This replaces the Disengaging rules on WFRP, page 165.
4 Advantage	**Additional Action:** You take advantage of an opening to accomplish something remarkable.	**Free Action:** You perform an additional Action. This Action never generates Advantage for the character performing it. You may only spend Advantage to take an Additional Action once per turn.

Advantage can also be spent from the respective pool to activate Creature Traits as per pages 338–343 of the core rulebook.

Initial Advantage

OOPS! TABLE

Roll	Result
01–20	You catch a part of your anatomy (we recommend you play this for laughs) — lose 1 Wound, ignoring Toughness Bonus or Armour Points.
21–40	Your melee weapon jars badly, or ranged weapon malfunctions or slightly breaks – your weapon suffers 1 Damage. Next round, you will act last regardless of Initiative order, Talents, or special rules as you recover (see page 156).
41–60	Your manoeuvre was misjudged, leaving you out of position, or you lose grip of a ranged weapon. Next round, your Action suffers a penalty of –10.
61–70	You stumble badly, finding it hard to right yourself. Lose your next Move.
71–80	You mishandle your weapon, or you drop your ammunition. Miss your next Action.
81–90	You overextend yourself or stumble and twist your ankle. Suffer a *Torn Muscle (Minor)* injury (see page 179). This counts as a Critical Wound.
91–00	You completely mess up, hitting 1 random ally in range using your rolled units die to determine the SL of the hit. If that's not possible, you somehow hit yourself in the face and gain a *Stunned* Condition (see page 169).

INITIAL ADVANTAGE

CIRCUMSTANCES	ADVANTAGE AWARDED
Manoeuvrability: One side possessing an advantage in movement such as being mounted or facing giant spiders in trees.	2
Outnumbering: A greater number of opponents, but less than twice that of their opponents..	1
Outnumbering: Outnumbered 2 to 1.	2
Outnumbering: Outnumbered 3 to 1.	3
Surprise: One side has achieved an unexpected assault.	2
Terrain: Light fortification/cover or holding. An advantageous position, such as a hill.	1
Terrain: Heavy cover or holding a key position such as a bridge.	2
Threat: A side possesses a dangerous threat such as a warpfire thrower, Ogre, or Troll.	1
Threat: A side possesses a very dangerous threat, a match for several foes such as an organ gun, Manticore, or Griffon.	3
Threat: A side possesses an extremely dangerous threat, a match for a dozen lesser foes such as a Dragon or Greater Daemon.	5

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