

Warhammer Fantasy Roleplay

2nd Edition Houserules

Chapter II – Character Creation

The Free Advance (p.20): Consider allowing 3 free advances if you wish to start with more competent characters.

Chapter III – Careers

Career Exit Options (p.29): You can switch to a Basic Career listed as a Career Exit for 100xp *without* completing the current Career as well as to any Basic Career not listed as a Career Exit for 200xp. To switch to an Advanced Career Exit you must complete the relevant Basic Career.

Chapter IV – Skills & Talents

Basic and Advanced Skills (p.89): If you do not possess a Basic skill, the test is one difficulty level harder than usual, but your Characteristic is *not* halved.

Degrees of Success (p.89): Instead, for a successful roll use the tens digit of the roll to determine the degree of success. Degree of failure can be calculated as tens digit of the unsuccessful roll minus the tens digit of the target. For example, with a WS of 45, a roll of 37 gives a DoS of 3, while a roll of 69 gives a DoF of 2.

Opposed Skill Tests (p.89): If both succeed or fail, find the difference between the two parties' degrees of success or failure to determine the overall degree of success/failure for the acting character.

Table 4-1: Test Difficulty (p.89): Instead, use the following:

DIFFICULTY	METHOD
EASY	Roll 3d10 and choose the best two in any order, e.g. with a skill of 30% and a roll of 4, 6 and 2, you'd have a result of 26 (success).
ROUTINE	Roll 2d10 and arrange in the best order, e.g. with a skill of 30% and a roll of 2, 6 you'd have a result of 26 (success).
CHALLENGING	Roll 2d10 with each die assigned to tens or digits prior to rolling.
HARD	Roll 2d10 and arrange in the worst order, e.g. with a skill of 30% and a roll of 2, 6 you'd have a result of 62 (failure).
VERY HARD	Roll 3d10 and choose the best two in any order, e.g. with a skill of 30% and a roll of 4, 6 and 2, you'd have a result of 64 (failure).

Talents – Lightning Parry (p.99): Lightning parry now gives you a free parry action when making swift attacks. It does not require the character to forego an attack in order to parry.

Talents – Street Fighting (p.101): Instead of the Weapon Skill test and damage bonus, unarmed attacks deal damage as if they were low lethality weapons.

Chapter V – Equipment

Weapon Quality – Defensive (p.106): Parrying using one of these weapons is a **Routine** test rather than a **Challenging** one. Note that this has no effect when the weapon is being used as part of two-weapon fighting, since this already conveys the same advantage.

Weapon Quality – Experimental (p.106): Instead of jamming on a 96-98, these weapons jam on any double that is not a successful test (e.g. with a Ballistic Skills of 50, any roll of 55, 66, 77, etc.) and explode on a 99 or 00 result.

Weapon Quality – Fast (p.106): Replaced with a +10% bonus to feint actions.

Weapon Quality – Precise (p.106): No longer used.

Weapon Quality – Slow (p.106): No longer used.

Weapon Quality – Unreliable (p.106): Instead of jamming on a 96-98, these weapons jam on any double that is not a successful test (e.g. with a Ballistic Skills of 50, any roll of 55, 66, 77, etc.) and explode on a 00 result.

Weapon Quality – Long (new rule): This quality allows the wielder to use the ‘keep at bay’ action.

Weapon Quality – Unpredictable (new rule): All attempts to parry a weapon with this quality are one difficulty level harder.

Damage (p.107): Damage is calculated based on the size and lethality of the weapon, with the wielding character’s Strength Bonus and degree of success in the attack added to damage.

WEAPON LETHALITY	DAMAGE + SB & DEGREE OF SUCCESS
UNARMED	Roll 3d10 and keep the lowest result
LOW (DAGGERS, ETC.)	Roll 2d10 and keep the lowest result
AVERAGE (HAND WEAPONS)	Roll 1d10
HIGH (IMPACT WEAPON QUALITY)	Roll 2d10 and keep the highest result (no change from Core)

Table 5-4: Melee Weapons (p.108):

- Demilances are removed, treat as a lance instead.
- Flails and Morningstars are treated identically and gain the weapon quality unpredictable.
- Lance and Spear weapons lose the fast quality but gain the new weapon quality long.
- Quarterstaves, as weapons with the defensive quality, parry at **Routine** difficulty. They also gain the ‘Long’ quality.
- Shields (not bucklers) used successfully to parry roll 2d10 and choose the higher result to reduce from damage about to be received. In addition, they may attempt to parry non-gunpowder ranged attacks as a **Challenging** Weapon Skill test. This replaces the existing special rules for shields in the Core rules.

Table 5-5: Missile Weapons (p.108):

- Firearms are Rare availability, not Very Rare, if they are matchlocks.
- Whips lose the fast quality but gain the unpredictable weapon quality.

Chapter VI – Combat, Damage & Movement

There are some fundamental changes to combat:

To attack an opponent:

- Melee – this is a **Routine** Weapon Skill test for the attacker.
- Ranged – this is a **Challenging** Ballistic Skill test for the attacker, unopposed by the defender.
- Parrying – this is an opposed **Challenging** Weapons Skill test, unless the character also has a weapon in their off-hand, in which case this is a **Routine** test.

The attacker's degree of success adds to damage.

Initiative (p.125): Roll 1d10 and add to the **tens digit** of the character's Agility Characteristic.

Basic Actions – Standard Attack (p.127): If you possess an Attacks Characteristic of 2 or higher you can keep attacking up to the limit of Attacks as long as each attack successfully hits. The second and subsequent attacks are at a penalty to Weapon Skill, as per the Optional: Swift Attack Variants box on p.130. For example, if you have Attacks 2 and miss with your first attack, the second is lost for the round. If you hit with the first, you could make a second attack at -10% Weapon Skill. If you also used the aim half action this bonus applies to the first attack only.

Basic Actions – Swift Attack (p.127): As in Core book, except that a character using this attack does not get a free parry unless they possess the Lightning Parry talent, and there is no cumulative penalty for attacks after the first as there is if you make multiple attacks using a standard attack.

Advanced Actions – Feint (p.128): Character can use higher of Weapon Skill or Agility. If the feinting character is successful, the degree of success is added to any damage inflicted in the follow up attack, either in the same round or in the round immediately following. As usual, the opponent may not attempt to parry or dodge the subsequent attack.

In addition, the feint can instead be used to negate an opponent's keep at bay action. This replaces the normal advantages for successfully feinting.

Advanced Actions – Parrying Stance (p.128): This action is no longer used and all characters get one free parry per round *unless* they are making a swift attack and do not possess the Lightning Parry talent.

Advanced Actions - Keep at Bay (new rule, free action): If your character possesses a weapon with the 'Long' weapon quality and is facing opponent wielding a weapon lacking this quality, acts before your opponent and makes a successful attack against an opponent, in addition to inflicting the normal benefits of the attack your character may keep his or her opponent from closing into melee combat. If your opponent succeeds in a feint action, he or she can choose to negate this advantage instead of taking the usual benefits of a successful feint.

Dodge and Parry (p.129):

Every character can now make one free parry per round regardless of whether they are wielding a weapon in their off-hand. Wielding a second weapon in the off-hand does make parrying a **Routine** rather than **Challenging** test, however. As per the Core rules, a character may attempt to parry or dodge a single attack, not both.

DEFENCE	PROCEDURE	EFFECT IF SUCCESSFUL
PARRY	Challenging Weapon Skill test* (once per round only)	Damage reduced by 1d10 + degree of success.
DODGE	Challenging Dodge Blow skill test (once per round only).	If the skill test is successful the blow is evaded completely.

*This is a **Routine** test if parrying with a second weapon held in the character's off-hand.

Shields are special Defensive weapons, and will block the higher of 2d10 with a successful parry. In addition, they may attempt to parry any non-firearm ranged attack as a **Challenging** Weapon Skill test.

Two Weapon Fighting (pp.129-130): The character does not get a free parry action each round (since now everyone does) but does reduce the difficulty to parry from **Challenging** to **Routine**.

Ranged Attacks (p.130): Firing with the secondary hand, at long range or into melee are all **Hard** Ballistic Skill tests. Attacks at extreme range must be aimed and even then are still **Very Hard** Ballistic Skill tests.

Table 6-2: Combat Difficulty (p.131): Use the corresponding difficult level mechanics from the revised Table 4-1 instead. An unaware opponent is hit automatically as if a helpless target (p.133).