

COMBAT ACTIONS AND GROUP ADVANTAGE SUMMARY

Actions in Combat

- **ASSESS:** Use a Skill for tactical advantage: +2 Advantage. If Test succeeds by 6+ SL, gain +3.
- **ATTACK:** Melee or ranged attack (Core, p.158).
- **CHARGE:** If not Engaged in combat already, use your Move to Charge. Your Action must be a Melee Test to attack an opponent. If opponent is at least your Move yards away before you Charge, but within your Run, gain +10 to the first Melee Test.
- **DEFEND:** Gain +20 to defensive Tests using an appropriate Skill or Characteristic such as Dodge or Agility until the start of your next turn.
- **SPECIAL:** Actions from Skills or Talents like grappling, intimidating, casting a spell, using the Dual Wielder Talent, or staunching a bleeding wound.
- **SPRINT:** On Average (+20) Athletics Test, sprint your Run movement +SL yards in addition to Move.

Disengaging from Combat

- **SPEND 2 ADVANTAGE:** no penalty.
- **DODGE:** Win an opposed Dodge/Melee Test to gain +1 Advantage and use your Move to go anywhere per normal rules. If you fail, each opponent gains +1 Advantage and you are pinned in place.
- **TURN:** Your opponent gains +1 Advantage and may attempt a free, unopposed +20 Melee attack. If you are hit, your opponent gains +1 Advantage and you must pass a (+0) Cool Test or gain a Broken Condition, +1 Broken Condition per SL below 0. Once the free attack is resolved, you may move up to your Run directly away from your opponent.

Initial Advantage

Manoeuvrability: One side possessing an advantage in movement, e.g. mounted	2
Outnumbering: up to x2	1
Outnumbering: x2 up to x3	2
Outnumbering: x3 or more	3
Surprise	2
Terrain: Light fort, advantageous position	1
Terrain: Heavy cover, key position	2
Threat: Dangerous (Ogre, warfire)	1
Threat: V. Dangerous (Griffon, organ gun)	3
Threat: Extreme (Dragon, Greater Demon)	5

Gaining Advantage

- ✓ **SURPRISE:** Attacking Surprised enemies grants +1 Advantage. See WFRP, page 169.
- ✓ **ASSESS:** If you use one of your Skills to secure a tactical advantage, gain +2 Advantage. If Test succeeds by 6+ SL, gain +3 Advantage.
- ✓ **VICTORY:** Whenever you defeat an important NPC, gain +1 Advantage. Subduing a party nemesis may grant +2 Advantage.
- ✓ **WINNING:** If you win an Opposed Test you initiated during combat, gain +1 Advantage.
- ✓ **OUTMANOEUVRE:** If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage, to a max. of +1 Advantage.

Spending Advantage

1 Adv	BATTER: When facing a more skilled opponent, sometimes brute force can succeed where other approaches fail.	Perform an Opposed Strength Test with your opponent. Whoever scores the highest SL wins. If you win the Test, your opponent gains the Prone Condition and gains +1 Advantage. If you lose, your opponent gains +1 Advantage and your Action is over. This Test does not grant the Advantage from winning an Opposed Test.
1 Adv	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.	Perform an Opposed Agility Test with your Opponent. Whoever scores the highest SL wins. If you win the Test, you gain +1 Advantage. If the GM agrees, you can also force your opponent to gain your choice of the Ablaze, Blinded, or Entangled Condition. If you lose the Test, your opponent gains +1 Advantage and your Action is over. This Test does not grant the Advantage from winning an Opposed Test.
2 Adv	ADDITIONAL EFFORT: In desperate circumstances, use the momentum you have gained to increase your chance of success.	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, e.g. 3 Advantage for a +20% bonus, or 4 Advantage for a +30% bonus. This Test does not then generate Advantage for the character.
2 Adv	FLEE FROM HARM:	You may break from a fight without penalty.
4 Adv	ADDITIONAL ACTION: Use an opening to do something remarkable.	You perform an additional Action. This Action never generates Advantage for the character performing it. You may only do this once per turn.

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

Losing Advantage

At the end of the Round., assess which side is dominant and which suppressed. Move 1 Advantage from the suppressed Advantage Pool to the dominant Advantage Pool. If there is no Advantage in the suppressed Advantage Pool, the dominant Advantage Pool gains 1 Advantage.