

WEAPON & ARMOUR TRAITS

Aetheric: *Aetheric* equipment requires aether-gold.

Blast: *Blast* weapons damage all creatures in a Zone. The Damage dealt is listed in parentheses.

Cleave: Each result of 6 deals 1 Damage to all other enemies within Close Range.

Close: No penalty to Accuracy at Close Range

Crushing: *Crushing* weapons are solid and blunt.

Defensive: Your Defence increases one step.

Ineffective: The target's Armour is doubled. Additionally, you can only deal Minor Wounds.

Loud: Attacks with *Loud* weapons alert everyone within Long Range. Armour with the *Loud* Trait gives Disadvantage on Body (Stealth) Tests.

Penetrating: Ignores 1 point of Armour.

Piercing: *Piercing* weapons have a sharp point.

Range: Can be used to make ranged attacks using Body (Ballistic Skill). The weapon's range is listed in parentheses.

Reach: Can be used to attack any target in your Zone without needing to move.

Reload: Requires an Action to reload.

Rend: Can destroy nonmagical armour. Each result of 6 on your attack roll removes 1 point of Armour. The armour is destroyed after the attack, so the target gets its usual Armour bonus when determining Damage.

Restraining: Inflicts the *Restrained* Condition. Unless otherwise stated, a creature can use an Action on its turn to free itself from its bindings.

Sigmarite: Not affected by spells and effects that could transmute or break it.

Slashing: *Slashing* weapons are sharp and bladed.

Spread: Any creature within Close Range of the target takes half Damage. If they have a higher Defence than the target of the attack, they can make DN 4:1 Body (Reflexes) Test opposed by your attack roll to avoid taking Damage.

Subtle: *Subtle* equipment is easily concealed.

Thrown: *Thrown* weapons can be used to make a ranged attack. The range is listed in parentheses.

Two-handed: Requires two hands to wield

CONDITIONS

BLINDED

- A *Blinded* creature cannot see.
- The Difficulty of Mind (Awareness) Tests that rely on sight are increased by 2. Opposed Mind (Awareness) Tests are made at Greater Disadvantage.
- Melee, Accuracy, and Defence decrease one step.

CHARMED

- Cannot attack the source of the charm, or target it with abilities or spells that would affect it negatively.
- The charmer has Advantage in social interactions with the Charmed target, and the target has Disadvantage.

DEAFENED

- A *Deafened* creature cannot hear.
- The dice pool for any Tests a *Deafened* creature makes that require hearing is reduced by 1.

FRIGHTENED

- While the source of a *Frightened* creature's fear is in line of sight, they roll one less die for all Tests. The creature can not willingly move closer to the source of its fear.

INCAPACITATED

- Can't Move, take Actions, or spend Mettle.
- Can't defend themselves. The DN to hit an *Incapacitated* creature is always 2.

POISONED

- Creature's dice pool is reduced by 1 for all Tests.

PRONE

- Can only move by crawling, the creature uses use their Move to stand up to end the Condition.
- Melee and Accuracy are decreased one step.
- A creature attacking a *Prone* target from Close Range increases their Melee or Accuracy one step.
- A creature attacking a *Prone* target from outside Close Range decreases their Accuracy one step per Zone.

RESTRAINED

- A *Restrained* creature cannot move.
- Melee, Accuracy, and Defence decrease one step.

STUNNED

- Can take either an Action or Move, but not both.
- The creature can't spend Mettle to take additional Actions.
- The creature's Speed becomes Slow (see page 140).
- The *Stunned* creature's Defence decreases one step.

UNCONSCIOUS

- The creature immediately drops anything they are holding, falls *Prone*, and is *Incapacitated*. Can't move or speak, and is unaware of their surroundings.

THE FLOW OF BATTLE

Surprise: If you have surprise, you can take a single Action. You can not use Mettle to take additional Actions, but you can spend Mettle for Talents or other abilities as part of your Action. You can not spend Mettle to double your Training or Focus. Once the surprise round is over, combat follows the Initiative order as usual.

Determine Initiative: Combatants act in order of Initiative, from highest to lowest. If Initiative is tied, players act first.

Your Turn: On your turn, you can Move and take an Action. You can use Mettle to take additional Actions.

Free Action: Some things don't require an Action, such as drawing a weapon, reloading most guns, opening a door, drinking an elixir, or moving within Short Range.

ENVIRONMENTAL TRAITS

Cover (Partial): Defence increases one step when targeted by ranged attacks. Creatures hiding in the Zone have Advantage on Opposed Tests to be spotted.

Cover (Total): Defence increases two steps when targeted by ranged attacks. Creatures hiding in a Zone have Greater Advantage on Opposed Tests to be spotted.

Difficult Terrain: Beginning your turn in *Difficult Terrain* reduces your Speed one step, to a minimum of Slow. Moving into *Difficult Terrain* uses any remaining movement you have. You must use the Run Action to move further. The Difficulty of Body (Reflexes) Test increases by 1.

Hazard (Minor): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 1 Damage.

Hazard (Major): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 3 Damage.

Hazard (Deadly): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 5 Damage.

Interactive Objects: Interactive objects are anything a creature can interact with, such as doors, levers, or torches. They provide colour to the scene but may also affect the environment.

Obscured (Lightly): The Difficulty of Mind (Awareness) Tests that rely on sight are increased by 1, and opposed Mind (Awareness) Tests are made at Disadvantage. Any creature making an Opposed Test to see a creature in the Zone has Disadvantage on the Test.

Obscured (Heavily): Creatures are *Blinded*.

THE LADDER

Total	Rating	Total	Rating
5–6	Good	11–12	Extraordinary
3–4	Average	9–10	Superb
1–2	Poor	7–8	Great

USING SOULFIRE

Maximise Successes: You can spend 1 Soulfire before making a Test to give yourself the maximum successes possible. Each die in your pool is considered a 6.

Reroll Dice: You can spend 1 Soulfire after rolling to reroll as many dice as you like.

Regain Mettle: You can spend 1 Soulfire to immediately regain all spent Mettle.

Recover Toughness: As an Action, you can spend 1 Soulfire to recover all Toughness.

Cheat Death: As an Action, choose a Mortally Wounded ally within Close Range, including yourself, and spend 1 Soulfire. The ally is no longer Mortally Wounded and recovers half their total Toughness, but retains any Wounds they have suffered.

MAKING AN ATTACK

- Using The Ladder, determine the DN for the attack by comparing your Melee or Accuracy to the target's Defence.
- If you are making a melee attack, make a Body (Weapon Skill) Test. If you are making a ranged attack, make a Body (Ballistic Skill) Test.
- Add the weapon Damage plus all of your successes together to determine the Damage of the attack.
- Subtract the target's Armour from the Damage. The target suffers any remaining Damage.

Attacks While Hidden: When you attack an enemy who is unaware of your presence, their Defence is considered Poor. After you attack (revealing yourself), the opponent's Defence returns to normal.

ATTACK DN ↑ OR ↓ VS ↓

Two or more steps higher	DN: 2
One step higher	DN: 3
Equal	DN: 4
One step lower	DN: 5
Two or more steps lower	DN: 6

USING METTLE

Take an Extra Action: You can spend a Mettle to take an additional Action.

Use a Talent or Miracle: A number of Talents and Miracles have a Mettle cost you must spend in order to use that Talent.

Double Your Training: In combat, you can spend a point of Mettle to double the dice gained from Training before making a Test.

Double Your Focus: In combat, you can spend a point of Mettle to double the bonus gained from Focus after making a Test.

You recover 1 Mettle on your turn

DEALING DAMAGE

- The attack or effect deals Damage.
- The target reduces their Toughness by the total Damage minus their Armour.
- If an attack reduces Toughness to 0, remaining Damage is dealt as Wounds.
- While at 0 Toughness, any further Damage is dealt as Wounds.
- If there is no more space to note Wounds, the target is Mortally Wounded.

WOUNDS

Minor Wound: If your Toughness is 0 and you suffer 1 Damage, you take a Minor Wound. This fills one space on the track.

Serious Wound: If your Toughness is 0 and you suffer 2–4 Damage, you take a Serious Wound. A Serious Wound fills two spaces on the Wound Track.

Deadly Wound: If your Toughness is 0 and you suffer 5 or more Damage, you take a Deadly Wound. A Deadly Wound fills three spaces on the Wound Track.

ACTIONS IN COMBAT

Attack: You make an attack with your weapon.

Charge: +1d6 for the attack. Defence is reduced one step until your next turn.

Called Shot: The target's Defence increases determined by the hit location.

- Head:** Defence increases two steps. If the attack deals Damage, the target is *Stunned* until the end of its next turn.
- Arms:** Defence increases one step. If the attack deals Damage, the target drops an item they are carrying.
- Legs:** Defence increases one step. If the attack deals Damage, the target is *Prone*.

Defend: Choose an ally within Close Range. Until the start of your next turn, attacks or spells that target the ally target you instead. You can also Defend a Zone. A creature trying to enter the Zone must use an Action to make a Body (Might or Reflexes) Test opposed by your Body (Might). If you are wielding a shield, you have Advantage on this Test.

Dodge: Until the start of your next turn, your Defence increases by one step and you add 1d6 to your dice pool for Body (Reflex) Tests.

Flee: You flee the battle. You are removed from the Initiative and Doom increases by 1.

Grapple: Make a Body (Might) Test, resisted by the target's Body (Might or Reflexes). If you succeed, the target is *Restrained*.

OTHER MOVEMENT

Being Prone and Standing Up: Falling *Prone* is a Free Action. Standing from *Prone* requires a Move.

Climbing, Crawling, Swimming, and Squeezing: Your speed is reduced one step, to a minimum of Slow.

Falling: A creature suffers 1 Damage per 10 feet fallen and is knocked *Prone*.

Flying: Normal movement rules apply when flying, but use a Speed determined by the mode of flight.

Jumping: You can make a standing vertical leap up to a number of feet equal to your Body. You can make a standing long jump a number of feet equal to your Body × 2. These are doubled with a short run up.

Mounts: A willing creature of one size larger than you and with the appropriate anatomy can serve as a mount. See page 141 for more details.

MORTALLY WOUNDED & DEATH TESTS

When you become Mortally Wounded:

- Fill in any remaining Wounds.
- Mark the Mortally Wounded checkbox on your character sheet.
- You gain the *Stunned* Condition.
- At the beginning of your next turn, you must make a Death Test.

Death Test: You make a Death Test at the start of your turn using your highest Attribute. The Complexity is determined by the severity of the Wound that caused you to become Mortally Wounded. If you suffer Damage while Mortally Wounded, the Complexity

LAST STAND

- You are no longer *Stunned* and remove any other Conditions you may have.
- Your Mettle refills to its maximum.
- You are immune to all Damage, including environmental effects and hazards.
- Your Melee and Accuracy increase one step.
- Your Damage (including from spells and Miracles) ignores Armour.

SPEED

Normal: Free Action to move anywhere within your Zone, and you can use your Move to move to an adjacent Zone.

Fast: Free Action to move anywhere within your Zone, and you can use your Move to move up to two Zones away.

Slow: Requires a Move to move anywhere within your Zone. To move to an adjacent Zone you must use the Run Action.

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RESTING

Take a Breather: When you Take a Breather you spend ten minutes resting. Your Toughness returns to its maximum.

Rest: A Rest lasts for 8 hours. At the end of a Rest, your Toughness returns to its maximum and your Wounds heal slightly. You clear one space on the Wound Track.

RANGE

Close Range is anything within arms reach.

Short Range is anything within your Zone. Moving to Short Range is a Free Action.

Medium Range is anything in your Zone or an adjacent Zone. Moving to Medium Range requires a Move.

Long Range is a location or target up to two Zones away. To move to a point within Long Range, you must use your Move and take an additional Action to Run.

Extreme Range is anything outside Long Range, and is three or more Zones away.

SIZE

Tiny: Up to 2 feet tall or long. No effect.

Small: Up to 4 feet tall or long. No effect.

Medium: Up to 8 feet tall or long. No effect.

Large: Up to 15 feet tall or long. No effect.

Enormous: Up to 30 feet tall or long. The creature occupies an entire Zone. Enemies can not end their turn in the same Zone as the creature unless mounted on it or climbing atop it. Enormous creatures can make melee attacks into adjacent Zones, and creatures in adjacent Zones can make melee attacks against the Enormous creature.

Monstrous: Over 30 feet tall or long. As Enormous, but occupies two or more Zones.

DIFFICULTY BY DICE POOL

DN	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
3:1	Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
4:1	Average	Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
5:1	Hard	Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
6:1	V. Hard	Hard	Average	Average	Average	Easy	Easy	Easy	V. Easy	V. Easy
3:2	–	Average	Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
4:2	–	Hard	Average	Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
5:2	–	V. Hard	Hard	Average	Average	Easy	Easy	V. Easy	V. Easy	V. Easy
6:2	–	V. Hard	V. Hard	V. Hard	V. Hard	Hard	Hard	Hard	Average	Average
3:3	–	–	Hard	Average	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy	V. Easy
4:3	–	–	V. Hard	Hard	Average	Easy	V. Easy	V. Easy	V. Easy	V. Easy
5:3	–	–	V. Hard	V. Hard	Hard	Hard	Average	Average	Easy	V. Easy
6:3	–	–	V. Hard	V. Hard	V. Hard	V. Hard	V. Hard	V. Hard	Hard	Hard
3:4	–	–	–	V. Hard	Average	Easy	V. Easy	V. Easy	V. Easy	V. Easy
4:4	–	–	–	V. Hard	V. Hard	Hard	Average	Easy	Easy	V. Easy
5:4	–	–	–	V. Hard	V. Hard	V. Hard	V. Hard	Hard	Hard	Average
6:4	–	–	–	V. Hard	V. Hard	V. Hard	V. Hard	V. Hard	V. Hard	V. Hard

COMMON SKILL COMBINATIONS

Arcana (Mind)	Guile (Mind)
Athletics (Body)	Intimidation (Soul)
Awareness (Mind)	Intuition (Mind)
Ballistic Skill (Body)	Lore (Mind)
Beast Handling (Soul)	Medicine (Mind)
Channelling (Mind)	Might (Body)
Crafting (Mind)	Nature (Mind)
Determination (Soul)	Reflexes (Body)
Devotion (Soul)	Stealth (Body)
Dexterity (Body)	Survival (Mind)
Entertain (Soul)	Theology (Mind)
Fortitude (Body)	Weapon Skill (Body)

ADVANTAGE & DISADVANTAGE

Sometimes during an Opposed Test one side may have a benefit or hindrance that the other doesn't. Such scenarios are called having Advantage or Disadvantage. If a character has Advantage in an Opposed Test, the Difficulty for the Test is reduced by 1 to DN 3:1. If a character has Disadvantage, the Difficulty is increased by 1 to DN 5:1.

Extreme circumstances may increase or decrease the Difficulty by 2, but this is rare. This is known as Greater Advantage and Greater Disadvantage.

AQUA GHYRANIS

100 drops = 10 phials = 1 sphere

1 drop of Aqua Ghyranis restores 1 Toughness; a phial of Aqua Ghyranis restores 10 Toughness and removes one Condition; and a sphere of Aqua Ghyranis restores all Toughness, removes all Conditions, and reduces the severity of a Wound.

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CUBICLE 7 SEVEN

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