

# Warhammer Fantasy Role-Play

## Special Hits

When you roll a double in combat, and succeed on your Test, you inflict a **Special Hit** on your opponent, regardless whether you win or lose the Test. Reverse the *special hit roll* to find out the Hit Location of a Special Hit.

# Special Hits

Roll	Dmg	Effects
01-10	0	Woosh! A near miss – no effect.
11-20	+1	Foe catches part of its anatomy on something (we recommend you play this for laughs).
21-30	+1	Foe out of balance and <b>retreats 2 yards</b> if possible. You don't count as Engaged.
31-40	+2	Your wild swing unnerves foe. It <b>loses Advantage</b> . If it didn't have Advantage it must retreat 2 yards. If it cannot, it falls prone. Either way, you don't count as Engaged.
41-45	+2	Foe stumbles, and <b>cannot move</b> during next action.
46-50	+2	Sharp blow to foe's equipment. One item close by the hit location is <b>dropped or broken</b> .
51-55	+3	Close call gives foe pause. It <b>cannot attack you</b> for its next action. You don't count as Engaged.
56-60	+3	In avoiding your blow, foe falls <b>prone</b> . You don't count as Engaged.
61-65	+3	Your blow makes foe <b>drop weapon</b> in your space. As long as you stand your ground, it cannot retrieve it without giving you a free Attack.
66	0	Something brings combat to a standstill! A deathly shriek, a flock of ominous crows cawing, or the earth rumbling. Immediately end the round, and then each side can flee or stand their ground. If and only if both sides stand their ground, roll for new initiative!
67-70	+7	Blow nearly skewers foe. Foe <b>cannot attack</b> next action.
71-75	+4	Opponent gains <b>deaf</b> condition (removed at end of next round)
76-80	+4	Opponent gains <b>blind</b> condition (removed at end of next round)
81-83	+4	You're filled with boldness — gain a bonus luck point!
84-86	+4	You're filled with confidence — gain a bonus resolve point!
87-90	+4	You're filled with energy — immediately perform a bonus action!
91-95	+5	Close call sends foe reeling. Foe <b>loses next action</b> . You don't count as Engaged.
96-00	all	Foe takes an immediate <b>Critical Hit</b> ! Roll 1d100 to determine and then set foe's Wounds to zero.