Combat

The galaxy is a dangerous place, especially for those who choose to leave behind the relative safety of established Imperial worlds and explore the unknown. Over the course of their travels, explorers aboard a Rogue Trader ship are bound to encounter all manner of people, aliens, and worse that would see them dead. Unless the explorers plan to spend their lives running away from their enemies, they will have to fight. As a result, combat can form a key component to a **Rogue Trader** game.

This section refers specifically to combat between a pair or small group of characters. Ship and vehicle combat is explained in **Chapter VIII: Starships & Vehicles**. Suggestions for resolving large-scale combats involving dozens, hundreds, or thousands of combatants are presented in **Chapter X: The Game Master**.

NARRATIVE TIME VS. STRUCTURED TIME

The passage of time is flexible in a game of Rogue Trader and subject to the GM's discretion based on the needs of the story and the choices the players make. Sometimes the GM only needs to convey a very loose sense of time, which is known as narrative time. In other situations, especially combats, more precise time keeping is necessary, and the GM should adopt what is known as structured time.

Narrative Time

Many situations in a game of **Rogue Trader** do not require precise time keeping. It is usually enough to know if a certain action takes a few minutes, or about an hour, or several weeks, or anything in between. Narrative time is most often used outside of combat and other situations where the precise order of actions is unimportant.

Structured Time

In contrast to the abstract approach of narrative time, structured time is important for resolving complex encounters, such as combat, when every second counts and the order in which things happen is crucial. Structured time is divided into Rounds, Turns, and Actions.

Rounds

A Round consists of every character participating in the encounter taking one Turn each. It assumed that characters act more or less simultaneously in an encounter, so a Round is approximately five seconds long, regardless of how many characters are involved.

Combat Abstractions

Combat in **Rogue Trader** is fast and furious, designed so games don't become bogged down with minutia. As such, the rules take certain licenses with reality and assumptions must be made about what is really going on during a fight. One such assumption is that nearly all combatants are at least somewhat concerned for their own safety and are constantly side-stepping, twisting, and ducking, to avoid attacks or assume more favourable combat positions. With this in mind, the default difficulty for all combat tests is Challenging (+0), unless a specific rule states otherwise.

Turns

Each character in an encounter gets one Turn each Round. During a character's Turn, he can perform one or more Actions. While characters' Turns overlap each other slightly, Turns are resolved in a specific order known as Initiative Order (see page 236).

Actions

A character can perform one or more Actions on his Turn. If a character is performing multiple Actions during his Turn, the order in which they are resolved may or may not matter. For example, a character could draw his pistol and then move a few metres, or he could move first and then draw his pistol, and either way the end result is the same. But, if the same character wants to shoot his pistol, he obviously needs to draw it first. Actions are described in detail on page 238.

COMBAT OVERVIEW

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order. When a new combat begins, follow these steps to determine what happens.

Step 1: Surprise

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats where nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

Step 2: Roll Initiative

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility characteristic). The result of the roll applies for all successive Rounds in the combat.

Step 3: Determine Initiative Order

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

Step 4: Combatants Take Turns

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the active character. During his Turn, the active character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the active character and takes his Turn, and so forth.

Step 5: Round Ends

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of "until the end of the Round" now end.

Step 6: Repeat Steps 4–5 as Needed

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch from narrative time to structured time is resolved.

Tactical Combat Maps (Optional)

During large combats, some players may want visual references to help keep track of enemy positions, as well as their own. The GM can accomplish this by sketching out simple overhead maps on paper. Many game stores also sell large game mats that you can draw on with wet-erase markers. These mats are usually pre-printed with squares grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large-scale maps with miniatures where a one inch square represents one square metre.

While tactical combat maps can be very useful, they are not necessary to play Rogue Trader. Many roleplayers prefer to use rich narrative descriptions to allow fellow players to simply imagine all the action. This requires players to keep a snapshot of the relative positions of all combatants in their heads, but it also allows for greater freedom in detailing the events of a combat.

SURPRISE

Surprise only affects the beginning of a new combat. It is up to the GM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgement call on the GM's part, based on the circumstances and the Actions of the various combatants leading up to the encounter. The GM should take the following into account when determining Surprise:

- Is anyone hiding? Successful use of the Concealment Skill before the combat may mean that some combatants are hidden. Extremely wary characters may oppose this with an Awareness Test.
- Is anyone sneaky? Successful use of the Silent Move Skill may have positioned some characters for an ambush. Again, wary opponents may oppose this with an Awareness Test.
- Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.
- Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the sermon of his confessor that he doesn't notice his attackers approaching.

Bearing all of this in mind, the GM must decide which combatants are Surprised. Whilst it's often the case that one entire side or the other is Surprised, there can be individual exceptions.

If no one is Surprised, proceed with the combat as normal.

A Surprised character loses his Turn in the first Round. He can do nothing except stand dumbfounded. Furthermore, a non-Surprised attacker receives a +30 bonus to Weapon Skill and Ballistic Skill Tests made to attack a Surprised target. After the Surprise Round completely resolves, all Surprised characters recover their wits and can act normally. All combatants then roll for Initiative and the combat proceeds normally.

Example

Castella and Ramirez are being followed by a group of unsavoury thugs. Rather than waiting for the situation to take a turn for worst, Castella and Ramirez decide to quickly plan an ambush. Turning the corner into a shadowy alley, Castella hides using her Concealment Skill. Ramirez remains visible, and when the thugs enter the alley, he attempts to create a distraction with a bit of roguish charm and fast-talk nonsense. The GM has Ramirez make a Blather Test, which is opposed by the thugs' Willpower scores. Ramirez wins the Opposed Test and the thugs are sufficiently distracted, allowing Castella to leap out of the shadows and strike. The GM rules that thugs are all Surprised, allowing both Castella and Rameriez to take any Combat Actions they wish for one Round. Additionally, any Weapon Skill and Ballistic Skill Tests they make to attack the thugs receive +30 bonuses. After the Surprise Round is resolved, everyone involved in the combat, including Rameriez and Castella, rolls for Initiative.

INITIATIVE

Initiative determines the order in which participants act during each Round. To determine Initiative, roll 1d10 and add the result to the character or NPC's Agility Bonus. The GM rolls the Initiative for any NPCs and creatures present. To keep things simpler, it is recommended that the GM make one Initiative roll for an entire group of similar enemies.

Example

Drake, Deavon, and Yolanda are three explorers who have just been attacked by a group of four gangers. The three players controlling Drake, Deavon, and Yolanda each determine their own Initiatives by rolling 1d10 and adding their explorer's Agility Bonus. Drake ends up with an Initiative of 8, Deavon also gets 8, and Yolanda gets 11. Since the four gangers all have similar Characteristics, the GM makes one Initiative roll for all of them and gets 9.

After each combatant (or group of combatants) has determined his Initiative, the GM makes a list and places them in order, from highest to lowest. This is known as the Initiative Order, which is the order the combatants act in each Round, until the combat is over.

If more than one character has the same Initiative, they act in order from the highest Agility to the lowest. If they also have the same Agility then each should roll a die, with the highest going first.

Example

Using the Initiative rolls in the above example, the GM ranks them in order from highest to lowest. Yolanda will act first with her Initiative of 11, followed by all of the gangers with their Initiative of 9. Drake and Deavon both ended up with 8 for Initiative, but Drake's Agility Bonus is higher, so he will act third, followed by Deavon who will act last.

Most combats last for multiple Rounds, but each combatant's Initiative is only determined once at the start of the combat. Once the Initiative Order has been established, it usually remains the same from Round to Round. If new combatants join in the middle of the fight, simply determine their Initiatives normally and insert them into the Initiative Order.

ACTIONS

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions. There are five types of Actions in **Rogue Trader**, and every action also has one or more subtypes.

Types of Actions

Every Action is categorised into one of the following types: Full Actions, Half Actions, Reactions, Free Actions, and Extended Actions.

Full Actions

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions. Grappling an opponent is an example of a Full Action.

Half Actions

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn. Readying a weapon or making a Standard Attack are both examples of Half Actions.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his Turn. Examples include making a Dodge Test or Parrying an attack.

Free Actions

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds. Examples of Free Actions include dropping an item or speaking a few words.

Extended Actions

Some Actions take more time than a single Round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended Action, or is interrupted, all progress towards completing the Extended Action is lost.

Example

Zaddion, an arch-militant, needs to reload his meltagun in the middle of a combat. A meltagun's reload time is two Full Actions. On his Turn, Zaddion shouts for his companions to cover him (a Free Action) and then declares Reload as his Full Action. On his following Turn, he finishes the reloading by spending another Full Action. If he had chosen to abandon his reloading efforts after the first Round, the Extended Action would have been aborted and he would need to start the whole process over again, if he still wanted to reload.

Action Subtypes

Into addition to its type, every Action is also categorised into one or more subtypes. Action subtypes don't do anything in of themselves, but they are used to clarify what a character is

Table 9-4: Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on your target with a –20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer –20 to WS.
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Movement	Test Dodge to negate a hit.
Feint	Half	Attack, Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every degree of success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	–10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try and knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win, move enemy 1 metre.
Move	Half/Full	Movement	Move up to your movement as a Half Action or twice your movement as a Full Action.
Multiple Attacks	Full	Attack, Melee or Ranged	Attack more than once in the same round—requires two weapons or a talent.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, –20 to BS.
Parry	Reaction	Defence, Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies –20 BS and +20 WS.
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two degrees of success.
Stand/Mount	Half	Movement	Stand up or mount a riding animal.
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, –20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, Miscellaneous	You may use a Skill.

and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make a charge attack (Full Action) or aim and shoot (two Half Actions). It's important to remember that a Round is only a few seconds long, so the character's Turn within that Round is but a few moments.

Any Action can be combined with talking, banter, battle cries and other short verbal expressions—these are considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult of an enemy is always reasonable, but recounting the intimate details of one's seven duels-to-the-death between swings of a power sword should probably count as something more than just a Free Action.

Most Actions are started and completed within the active character's same Turn. For example, a character does not begin a Charge on one Turn and finish it on a later Turn or a later Round; he performs the entire Charge (which is a Full Action) at once on his Turn. But, there are two broad exceptions. Reactions are always performed when it is not the reacting character's Turn, and Extended Actions always take more than one Round to complete.

Action Descriptions

These Actions provide players with a variety of options in combat.

Aim

Type: Half Action or Full Action **Subtype:** Concentration
The active character takes extra time to make a more precise attack. Aiming as a Half Action grants a +10 bonus to the character's next attack, while aiming as a Full Action grants a +20 bonus to the character's next attack. The next action the Aiming character performs must be an attack or the benefits of Aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks.

All Out Attack

Type: Full Action **Subtypes:** Attack, Melee
The character makes a furious melee attack at the expense of personal safety. He gains a +20 bonus to his next Weapon Skill Test, but he cannot Dodge or Parry until the start of his next Turn.

Brace Heavy Weapon

Type: Half Action **Subtype:** Miscellaneous
Heavy weapons must be braced before they can be fired accurately. Bracing a Heavy weapon can involve using a bipod or tripod, propping the weapon up on a windowsill or sandbags, or simply assuming a wide stance or kneeling. When a Heavy weapon is fired without being braced, the attacker suffers a –30 to his Ballistic Skill Test. Once a Heavy weapon has been braced, the firer cannot move without losing the benefits of bracing. However, the firer can still traverse his weapon 45 degrees or more depending on the type of bracing. Melee, Thrown, Pistol, and Basic weapons gain no special benefit from bracing.

Called Shot

Type: Full Action **Subtypes:** Attack, Concentration, Melee or Ranged
The active character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (e.g., Head, Body, Left Arm, Right Arm, Left Leg, or Right Leg) and makes a **Hard (–20) Weapon Skill Test** or a **Hard (–20) Ballistic Skill Test**. If he succeeds, he skips the Determine Hit Location step of the attack and instead hits the declared location.

Charge

Type: Full Action **Subtypes:** Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move (see **Table 9-31: Structured Time Movement**). The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

If the Charging character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See **Grappling**, page 246.

Defensive Stance

Type: Full Action **Subtype:** Concentration, Melee
The character makes no attacks and instead concentrates entirely on self-defence. Until the start of his next Turn, the character can make one additional Reaction, and all opponents suffer a –20 penalty to Weapon Skill Tests made to attack him.

Delay

Type: Half Action **Subtype:** Miscellaneous
Instead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn ends, but he reserves a delayed Half Action for later use. Any time before the start of his next Turn, the character can perform a delayed Half Action of his choice. If the delayed Half Action is not used before the start of the character's next turn, it is lost. If two or more characters both attempt to perform delayed Half Actions at the same time, they must make an **Opposed Agility Test** to see who acts first.

Example

It is Castella's Turn in the Initiative Order, and she wants to shoot the mutant that is currently Grappling her friend Ramirez. If Castella shoots now, she will suffer a –20 penalty to her Ballistic Skill Test for Shooting into Melee Combat. But, she thinks Ramirez has a good chance of breaking free of the mutant's Grapple on his Turn, so she chooses to Delay, which takes a Half Action and ends her Turn. Later in the same Round, it is Ramirez's Turn. He breaks free of the Grapple and moves away from the mutant, which is exactly the opportunity Castella was hoping for. Castella now performs her Delayed action, which must be a Half Action since that is all she has remaining, so she chooses Standard Attack and shoots the mutant.

Disengage

Type: Full Action **Subtype:** Movement
The character breaks off from melee combat and may take a Half Move. Opponents that were engaged with the character do not gain any free attacks. See the Fleeing sidebar for more details.

Dodge

Type: Reaction **Subtype:** Movement
Dodge is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making a **Dodge Test**. A character must be aware of the attack in order

Fleeing

Sometimes the best course of action in combat is to get away from danger by any means necessary. A character can voluntarily flee from an opponent or be forced to flee because of Fear, a Psychic Power, or some other effect. When a character flees under his own control, he may take any of the following actions: Disengage, Move, or Run. When a character flees against his will, he must perform the Run action. If a character is engaged in melee with one or more opponents and he flees without using the Disengage action, each of his opponents gets a free Standard Attack against the fleeing character. Such a free attack is made in addition to any other attacks the combatant receives during his Turn.

to make the test. If the test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Dodge Test fails, the attack connects and deals Damage normally. Dodge can be used to avoid both melee and ranged attacks.

Dodging Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully-automatic bursts are especially difficult to avoid.

When Dodging an area effect weapon (such as a flamer), a successful Dodge Test moves the character to the edge of the area of effect, as long as it is no further away than the character's Agility Bonus in metres. If the character would need to move further than this to avoid the attack then the Dodge Test automatically fails.

When Dodging Fully-Automatic or Semi-Automatic Bursts, each degree of success on the Dodge Test negates one additional hit.

Example

Confessor Varn, a missionary, has just finished beheading a heretic in the name of the Emperor when he is shot at by a brute with an autogun. The brute fires a Full Auto Burst and gets two degrees of success on his Ballistic Skill Test for a total of three hits on Confessor Varn. Being wise in the ways of the galaxy, Confessor Varn decides to use his Reaction to attempt to Dodge the attack. His Agility is 38 and he has Dodge trained, so he needs to roll 38 or less on his Dodge Test. He rolls a 15 and gets two degrees of success. He has avoided all hits from the Full Auto Burst and escaped all damage—a miracle!

Feint

Type: Half Action **Subtype:** Attack, Melee

The character attempts to use guile and combat training to trick his opponent into a mistake. The character and his target make an **Opposed Weapon Skill Test**. If the active character wins, his next melee attack against that same target cannot be Dodged or Parried. If the active character's next Action is anything other than a Standard Attack, the advantage of Feinting is lost.

Focus Power

Type: Half, Full, Free, or Extended Action (Varies by Power)
Subtype: Varies by Power

This Action is used to manifest Psychic Powers in combat. Every Psychic Power specifies an action type and one or more subtypes. For more information, see **Chapter VI: Psychic Powers**.

Full Auto Burst

Type: Full Action **Subtype:** Attack, Ranged

The character hurls a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. If the character has a pistol in each hand, both capable of fully automatic fire, he may fire both with this action (see **Two-Weapon Fighting**, page 246).

The attacker makes a **Ballistic Skill Test** with a +20 bonus. A dice result of 94 to 00 indicates the weapon has Jammed. If he succeeds, the attack scored a hit normally. Furthermore, each degree of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 9-5: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see **The Attack**, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test and instead suffers a –10% penalty.

Table 9-5: Multiple Hits

First Hit	Second Hit	Third Hit	Fourth Hit	Fifth Hit	Additional Hits
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Example

Grak fires a Full-Auto Burst with his heavy stubber (which he earlier Braced) at a vicious alien. The heavy stubber has a full-auto Rate of Fire of 10, so regardless of what else happens, Grak expends 10 rounds of ammo. Grak's Ballistic Skill is 45 +20 for firing a Full-Auto Burst for a modified total of 65. He rolls a 32 on his Ballistic Skill Test and succeeds with three degrees of success (65, 55, 45, 35). Grak scores one hit because he succeeded and three extra hits because of his three degrees of success. The first hit strikes the alien's left arm, which is determined by reversing his Ballistic Skill Test roll (32 becomes 23). Table 9-5: Multiple Hits is then consulted which indicates that the second hit also strikes the alien's arm, the third hit strikes its body, and the fourth strikes its head. Grak would then make four damage rolls, one for each hit.

If the weapon has the Scatter special quality and is fired with a Full-Auto Bust at Point Blank Range, any extra hits from Scatter and Full-Auto Burst are calculated separately and both applied.

Example

Quint fires a Full-Auto Burst with a rare xeno artefact weapon at a rogue psyker who is at Point Blank Range. The xeno artefact weapon has a full-auto Rate of Fire of 6 and has the Scatter special quality. Quint's Ballistic Skill is 38 +20 for firing a Full-Auto Burst, +30 for being at Point Blank Range, and –20 because he does not have training with the weapon for a modified total of 68. Quint rolls a 37 on his Ballistic Skill Test and succeeds with three degrees of success (58, 48, 38). He scores one hit on the rogue psyker because he succeeded and three extra hits thanks his three degrees of success. Furthermore, the Scatter special quality grants an extra hit for every two degrees of success when the weapon is fired at Point Blank Range, which means Quint scores another extra hit for a grand total of five hits. Things are not looking good for the rogue psyker!

Grapple

Type: Half or Full Action **Subtype:** Attack, Melee

This action is only used when a character is already engaged in a Grapple. See **Grappling**, page 246, for rules on starting a Grapple.

If the active character is controlling the Grapple, the first thing he must do on his Turn is declare Grapple as a Full Action in order to maintain the Grapple; if he does not declare Grapple as a Full Action, the Grapple immediately ends. After that, he can choose one of the following Controller Grapple Options:

Controller Grapple Options

- **Damage Opponent:** The controller of the Grapple can attempt to damage his opponent with brute force by making an **Opposed Strength Test** with the Grappled opponent. If the active character wins, he inflicts unarmed Damage (1d5–3+SB, Primitive) to his opponent's body location and one level of Fatigue. If the grappled opponent wins the Opposed Strength Test, no damage is dealt, but he is still grappled. This action can benefit from Assistance. There are certain Talents and Traits that may modify these numbers.
- **Throw Down Opponent:** The controller of the Grapple can attempt to wrestle his Grappled opponent to the ground by making an **Opposed Strength Test**. This test can benefit from Assistance. If the active character wins, the Grappled opponent becomes prone.
- **Push Opponent:** The controller of the Grapple can attempt to force his Grappled opponent to move. This is resolved with an **Opposed Strength Test**, which can benefit from Assistance. If the active character succeeds, he pushes his opponent one metre in a direction of his choice, plus one additional metre for each degree of success. This pushed distance cannot exceed the active character's Half Move distance. The active character must move with his Grappled opponent in order to maintain the Grapple, or he can choose to let go of his opponent, which ends the Grapple, but allows the active character to keep his ground.
- **Ready:** The controller of the Grapple can ready one of his own items. Or if the GM allows, he can use the Ready Action to grab an item belonging to his Grappled opponent.
- **Stand:** If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this action. He can also attempt to drag his Grappled opponent up with him by making an **Opposed Strength Test**. This test can benefit from Assistance. If the controller of the Grapple wins, both participants stand.
- **Use Item:** The controller of the Grapple can use a readied item.

Grappled Target Options

If the active character is the target of the Grapple the first thing he must do on his Turn is declare Grapple as a Half Action—this is part of the penalty for being Grappled. After that, he can choose one of the following Grappled Target Options:

- **Break Free:** The Grappled target can attempt to break free of the Grapple by making an **Opposed Strength Test** with the controller of the Grapple. This test can benefit from Assistance. If the active character wins, he breaks free and may perform any Half Action.
- **Slip Free:** The Grappled target can attempt to wriggle out of the Grapple by making a **Challenging (+0) Contortionist Skill Test**. If he succeeds, he slips free and may perform any Half Action.
- **Take Control:** The Grappled target can attempt to take control of the Grapple by making an Opposed Strength Test with his Grappling opponent. This test can benefit from Assistance. If the active character wins, he becomes the controller of the Grapple and his opponent becomes the Grappled target. The active character may then immediately perform one of the Controller Grapple Options, but he cannot take any other Half Actions.

Example

Brutis, a seneschal, is Grappling a mercenary named Eli atop an elevated platform. It is Brutis's Turn in the Initiative Order, and since he is in control of the Grapple, he decides to attempt to push Eli toward the edge of the platform. The GM calls for an Opposed Strength Test. Brutis has a Strength of 40 and rolls a 34—a success. Eli has a Strength of 37 and rolls a 68—a failure. Brutis wins the Opposed Test and pushes Eli one metre toward the edge of the platform. Brutis also moves with Eli because he wants to maintain control of the Grapple.

On Eli's Turn, he decides to attempt to take control of the Grapple by making an Opposed Strength Test with Brutis. Eli rolls a 22 and gets one degree of success, and Brutis rolls a 39 and gets a success. Eli wins the Opposed Test because he counted more degrees of success than Brutis. Eli is now in control of the Grapple and will have more options on his next Turn.

Size Differences

If one participating Grappler is larger than the other (see **Size**, page 249), the larger Grappler counts an extra degree of success per size category difference on all successful Opposed Tests performed within the Grapple.

Example

Brutis is being Grappled by an Ork freebooter. Both combatants have Strengths of 40, but the Ork's size is Hulking, which is one size category larger than Brutis's Average size. On his Turn, Brutis attempts to break free of the Grapple by making an Opposed Strength Test. Brutis rolls a 26 and gets one degree of success. The Ork rolls a 22 and also gets one degree of success, plus another for his size difference, for a total of two degrees of success, which is enough to win the Opposed Test. Brutis remains held fast by the Ork.

Guarded Attack

Type: Full Action **Subtype:** Attack, Concentration, Melee
The character performs a careful attack, making sure he remains well poised to defend himself. The character suffers a –10 penalty to his Weapon Skill Test, but he gains a +10 bonus to all Dodge and Parry Tests until the start of his next Turn.

Jump or Leap

Type: Full Action **Subtype:** Movement
The character can Jump vertically, or Leap horizontally. If the character is engaged in melee, each opponent he is engaged with can make a free Standard Attack against the character. See **Movement**, page 264, for details on Jumping and Leaping.

Status Conditions

During combat, a character in Rogue Trader can often end up in various states, usually not to his benefit! A brief overview of some common conditions includes:

Helpless (See page 248): Helpless characters can take no actions. A Helpless character is no longer Helpless at the GM's discretion (when a sleeping character wakes up, when a trapped character breaks free, etc.).

Stunned (See page 249): Stunned characters can take no actions. A Stunned Character is no longer Stunned after a set duration (usually one or two Rounds). Also, a Stunned Character can spend a Fate Point to no longer be Stunned.

Unaware (See page 249): Unaware characters can take no actions. An Unaware Character is no longer Unaware after he has been attacked (successfully or otherwise!).

Knock-Down

Type: Half Action **Subtype:** Attack, Melee
The attacker smashes his opponent in the hopes of knocking him off his feet. Make an **Opposed Strength Test**. If the attacker wins, the target is knocked prone and must use a Stand Action on his Turn to regain his feet. If the attacker succeeds by two or more degrees of success, the target also suffers 1d5–3+SB damage, with armour counting as double, and one level of Fatigue.

If the target wins the Opposed Strength Test, he keeps his footing. If the target wins by two or more degrees of success, the attacker is knocked prone instead.

If the attacker spent a Half Action to move before performing the Knock-Down attack, he gains a +10 bonus to the test.

Manoeuvre

Type: Half Action **Subtype:** Attack, Melee, Movement
By using superior footwork and aggression, the attacker can force his opponent to move one metre in any direction by succeeding at an **Opposed Weapon Skill Test**. If desired, the attacker can advance one metre as well. The opponent cannot be forced into another character or some other obstacle (such as wall).

Move

Type: Half or Full Action **Subtype:** Movement
The active character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance. If the Active character ends his movement adjacent to an opponent, he may engage that opponent in melee. If the active character moves away from an opponent with whom his in engaged, that opponent may make a free Standard Attack against the active character.

Multiple Attacks

Type: Full Action **Subtype:** Attack, Melee or Ranged
This action allows the active character to make more than one attack on his Turn, provided he has the Swift Attack or Lightning Attack Talent, or is wielding a weapon in his secondary hand. See **Two-Weapon Fighting**, page 246.

Overwatch

Type: Full Action **Subtype:** Attack, Concentration, Ranged
The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, which encompasses a 45 degree arch in the direction that active character is facing.

The active character then specifies either Full Auto Burst, Semi-Auto Burst, or Suppressing Fire, along with the conditions under which he will perform the chosen attack. At any time the specified conditions are met before the start of the character's next Turn, he can perform that attack. If this attack occurs at the same time as another character's



Action, the character with the higher Agility Bonus acts first. If both characters have the same Agility Bonus, they make an **Opposed Agility Test** to see who acts first.

Additionally, targets caught in the kill zone must make a **Hard (–20) Pinning Test** or become Pinned (see **Pinning** on page 248).

If a character on Overwatch performs any Actions or Reactions, such as Dodge, his Overwatch immediately ends. Note this does not include Free Actions, such as speech.

Parry

Type: Reaction **Subtype:** Defence, Melee

If the active character is wielding a melee weapon capable of parrying, he can attempt to thwart an incoming melee attack by making a **Challenging (+0) Weapon Skill Test**. If the test succeeds, the incoming attack is considered to have missed. If the test fails, the attack connects and damage is rolled normally. Parrying requires no special Skill or Talent, but Parry can only be used to negate a melee attack.

Ready

Type: Half Action **Subtype:** Miscellaneous

The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a Free Action). This Action can also be used to do things such as apply a medi-patch, inject stimm or some other kind of drug, coat a blade with poison, and so forth. Ready can be declared twice in the same Turn if it is used on two different weapons or items.

Reload

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous

The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. See **Chapter V: Armoury** for details. Note that any Reload Action that is spread across more than one Round is an Extended Action.

Run

Type: Full Action **Subtype:** Movement

The active character runs, covering a distance equal to his Run Movement (see **Table 9-31: Structured Time Movement**). This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next turn, ranged attack made against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks gain a +20 bonus to Weapon Skill Tests.

Semi-Auto Burst

Type: Full Action **Subtype:** Attack, Ranged

With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action. If the character has a pistol in each hand, both capable of semi-automatic fire, he may fire both with this action (see **Two-Weapon Fighting**, page 246).

The attacker makes a **Ballistic Skill Test** with a +10 bonus. A dice result of 94 to 00 indicates the weapon has Jammed (see **Weapon Jams**, page 249). If he succeeds, the attack scores a hit normally. Furthermore, every two degrees of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic rate of fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 9-5: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see **The Attack**, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test.

Example

Titus fires a Semi-Auto Burst with his lasgun at a mutant. The lasgun has a semi-auto Rate of Fire of 3, so regardless of what else happens, Titus expends three shots from his charge pack. Titus's Ballistic Skill is 42 +10 for firing a Semi-Auto Burst for a modified total of 52. He rolls a 23 on his Ballistic Skill Test and succeeds with two degrees of success (52, 42, 32). Titus scores one hit because he succeeded and one extra hit because of his two degrees of success. The first hit strikes the mutant's left arm, which is determined by reversing his Ballistic Skill Test roll (52 becomes 25). ***Table 9-5: Multiple Hits*** *is then consulted which indicates that the second hit also strikes the mutant's arm. Titus would then make two damage rolls, one for each hit.*

If the weapon has the Scatter special quality and is fired with a Semi-Auto Bust at Point Blank Range, any extra hits from Scatter and Semi-Auto Burst are calculated separately and both applied.

Example

Brutis fires a Semi-Auto Burst with his Crux Beam Gun at a pirate who is at Point Blank Range. Brutis's Ballistic Skill 46 +10 for firing a Semi-Auto Burst, and +30 for being at Point Blank Range, for a modified total of 86. Brutis rolls a 17 on his Ballistic Skill Test and succeeds with an amazing six degrees of success (76, 66, 56, 46, 36, 26). He scores one hit because he succeeded and two additional hits thanks to four of his extra degrees of success. Even though he rolled enough extra degrees of success for another hit, Brutis's Crux Beam Gun has a semi-automatic Rate of Fire of three, so he cannot score more than three hits with a Semi-Auto Burst no matter how well he shoots. However, the Crux Beam Gun also has the Scatter special quality, which grants an extra hit for every two degrees of success when fired at Point Blank Range. Brutis therefore scores three more extra hits for a total of six hits on the pirate, who is almost certainly reduced to a bloody mist.

Stand/Mount

Type: Half Action **Subtype:** Movement
If the active character is on the ground, he can stand. If he is already standing, he can mount a riding beast or a vehicle.

Standard Attack

Type: Half Action **Subtype:** Attack, Melee or Ranged
The active character makes either one melee attack by testing Weapon Skill, or one ranged attack by testing Ballistic Skill.

If the attacking character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See **Grappling**, page 246.

Stun

Type: Full Action **Subtype:** Attack, Melee
If the active character is unarmed or armed with a melee weapon, he can strike to Stun instead of attempting to land a killing blow. The attacker makes a **Hard (–20) Weapon Skill Test**. If the attack succeeds, roll 1d10 and add the attacker's Strength Bonus. The target then rolls 1d10 and adds his Toughness Bonus +1 per Armour Point protecting his head (if the attack is unarmed, or if the attacking weapon is Primitive, the Armour Points are doubled). If the attacker's roll is equal or higher, the target is stunned for a number of rounds equal to the difference between the rolls and gains one level of Fatigue.

Suppressing Fire

Type: Full Action **Subtype:** Attack, Ranged
The active character unleashes a devastating hail of firepower to force his opponents to take cover. This action requires a weapon capable of fully automatic fire (see **Rate of Fire,** page 114) When Suppressing Fire is declared, the active character establishes a kill zone (or uses one previously established, see **Overwatch**, page 241), which is any general area, such as a corridor or tree line, that encompasses a 45 degree arch in the direction the active character is facing. Then, the active character fires a fully automatic burst and expends the appropriate ammo.

All targets within the kill zone must a Hard (–20) Pinning Test or become **Pinned** (see page 248).

Additionally, the active character must make a Hard (–20) Ballistic Skill Test to determine if his wild spray of gunfire hits anyone, friend or foe, within the kill zone. A roll of 94–100 on the test indicates the weapon has Jammed (see **Weapon Jams**, page 249). If the Ballistic Skill Test succeeds, the GM assigns the hit to a random target within the kill zone. Furthermore, every two degrees of success scores an extra hit against another random victim. Use of the Suppressive Fire action does not affect the defensive benefits of armour or cover. The number of hits scored may not exceed the weapon's fully automatic Rate of Fire. Use **Table 9-5: Multiple Hits** to determine Hit Locations for f against the same target. The active character cannot choose to fail this Ballistic Skill Test.

Note that Suppressing Fire is a separate Full Action from Full Auto Burst and therefore does not benefit from +20 attack bonus Full Auto Burst provides.

Tactical Advance

Type: Full Action **Subtype:** Concentration, Movement
The active character moves from one position of cover to another position of cover. In so doing, he may cover a distance up to his Full Move. For the duration of the move, he is considered to benefit from the cover he left, even though he is moving in the open for a brief time.

Use a Skill

Type: Half, Full, or Extended Action (Varies by circumstance)
Subtypes: Concentration, Miscellaneous
The active character may use a Skill. This usually involves making a Skill Test. This can be an Extended Action, depending on the Skill and the circumstances.

Other Actions

If a player wants to do something not covered by the Actions described here, the GM should make a judgement about how long something might take and what type of Action it would be. Generally, most Actions should be resolved with some sort of test: Characteristic Test, Skill Test or Opposed Test. Keep in mind that a Round is only a few seconds long, which is a very limited amount of time to accomplish a task.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the GM should verify that the attack is even possible by checking the basic requirements for the attack.

Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target. See the **Spray and Pray** sidebar for additional information.

Assuming the attack is possible, follow these steps:

- Step One: Apply Modifiers to Attacker's Characteristic
- Step Two: Attacker Makes a test
- Step Three: Attacker Determine Hit Location
- Step Four: Attacker Determines Damage
- Step Five: Target Applies Damage

Step One: Apply Modifiers to Attacker's Characteristic

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. There are many instances where one or more factors make performing an attack easier or more difficult than normal. For example, using the Full Auto Burst attack action grants a +20 bonus to the attacker's Ballistic Skill Test.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate Characteristic.

The maximum total bonus that can be applied to a test is +60. Conversely, the maximum total penalty that can be applied to a test is –60.

When adjudicating difficulty, common sense should prevail. Regardless of the usual limits on test penalties, some actions are simply impossible.

Table 9-6: Hit Locations

Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm
31–70	Body
71–85	Right Leg
86–00	Left Leg

Example

Grak wants to use a Standard Attack action to shoot his laspistol at a ferocious creature that is trying to eat his friend Titus. Grak's Ballistic Skill is 45 and he is at short range, which grants him a +10 bonus. Grak spends a Half Action to Aim, granting him another +10 bonus. However, there is a lot of heavy mist in the area so Grak will suffer a –20 penalty for that, and his target, the creature, is engaged in melee with Titus, so Grak will also suffer –20 penalty for shooting into melee combat. After all bonuses and penalties have been combined, Grak will need to roll 25 or less on his Ballistic Skill Test to hit the creature (45 + 10 + 10 – 20 – 20 = 25).

Step Two: Attacker Makes a Test

After the modified Characteristic has been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. Both of these are resolved like any other test. If the roll is equal or less than the modified Characteristic, the attack hits (but see **Dodge and Parry Reactions**, below).

Example

Grak makes a Ballistic Skill Test by rolling percentile dice and gets 14, which is less than his modified Ballistic Skill of 25. His attack hits the ferocious creature.

Dodge and Parry Reactions

When a target is hit by an attack, it may have a chance to negate the hit with a Dodge (see page 238) or Parry (see page 242) reaction. If the Dodge or Parry attempt is successful, the attack is negated and no damage is dealt.

Example

After Grak's laspistol shot hits the ferocious creature, the GM rules that the creature will attempt to dodge the attack. The creature's Agility is 30, but it does not have the Dodge Skill trained, so it can only use half its Agility score of 15 for the Dodge Test. The GM rolls for the creature and gets a 57. The creature fails to dodge the attack.

Step Three: Attacker Determines Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Using the percentile dice result from the attacker's Weapon Skill or Ballistic Skill Test, reverse the order of the digits (e.g., a roll of 32 becomes 23, a roll of 20 becomes 02, and so on) and compare this number to **Table 9-6: Hit Locations**.

Spray and Pray

One of the basic requirements for making an attack is that the attacker needs to aware of his target. But why can't someone just blast away into the darkness in hopes of hitting whatever might be hiding there? This is possible of course, but it shouldn't be treated as a normal attack. Instead, the GM should simply decide the likely outcome of such an action, taking all appropriate factors into consideration. For example, if the GM knows there is a hulking xenos monstrosity lurking in the darkness, it makes sense that it would be hit by a random volley of gunfire shot in its general direction.

Example

Grak's Ballistic Skill Test to hit the ferocious creature resulted in a percentile dice roll of 14. He reverses these digits and gets 41. Consulting ***Table 9-6: Hit Locations****, he sees he as hit the creature's body.*

Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the damage dealt by his attack. Each weapon has a damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the damage total. For all attack rolls, count the degrees of success. The attacker may choose to replace the result on a single damage dice with the number of degrees of success from his attack roll. If the attack inflicts more than one dice of damage, the attacker may replace the result on one dice of his choice with the degrees of success from the attack roll.

If a natural 10 is rolled on any damage die, there is a chance of **Righteous Fury**.

Righteous Fury

When rolling damage after a successful attack, if any die rolled results in a natural 10, there is a chance the Emperor's favour is with the attacker. (This also includes a result of 10 when rolling 1d5 for damage.) This calls for a second attack roll that is identical, all modifiers included, to the original attack. If that second attack hits, the attacker may make an additional damage roll and add it to the damage total.

If the additional damage roll also results in a natural 10, the Emperor has indeed smiled upon the attacker and the attacker may make yet another damage roll and add it to the damage total. This process continues as long at least one damage die results in a natural 10.

Example

Grak has hit the ferocious creature with his laspistol and proceeds to make his damage roll. A laspistol deals 1d10+2 points of damage. Grak rolls 1d10 and gets a 10, a possible Righteous Fury! Grak then makes a second attack roll identical to his first, which is a Ballistic Skill Test using Grak's modified Ballistic Skill of 25. Grak makes a percentile roll and gets 22, which is a hit! Grak now makes a second damage roll of 1d10+2 and gets 4+2 for 6. Grak's damage total for this attack is 18 (10 + 2 + 4 + 2 = 18). The Emperor has truly smiled upon Grak this day.

Step Five: Target Applies Damage

From the damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the location hit by the attack. If this reduces the damage to zero or less, the target shrugs off the attack. Any remaining damage is recorded by the target as Damage. If the target's Damage equals or exceeds his Wounds, he notes any excess damage as Critical Damage and the GM consults the appropriate table based on the type of damage, the location hit, and the amount of Critical Damage accumulated. See **Critical Damage** on page 250 for more information.

Example

Grak's laspistol shot has struck the ferocious creature's body for 18 total damage. The GM notes the creature's Toughness Bonus is 3 and it does not have any Armour Points protecting its body. He subtracts three points from the total damage, leaving 15. The creature has only 12 Wounds, so it thuds to the ground dead.

UNARMED COMBAT

Not every fight in **Rogue Trader** requires bolters and power swords. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if you're a dirty scummer, teeth).

To make an unarmed attack, the attacker must be engaged in melee with his opponent. The attacker then makes a **Challenging (+0) Weapon Skill Test**, or if his opponent is armed with a weapon, a Hard (–20) Weapon Skill Test.

If the unarmed attack hits, it deals 1d5–3 Impact Damage, plus the character's Strength Bonus. Normal unarmed attacks are Primitive (see page 116). In addition, a successful hit that inflicts damage equal to or greater than the target's Toughness Bonus also inflicts one level of Fatigue.

During unarmed combat, if a 10 is rolled on a die for damage, the rules for Righteous Fury apply with 10s counting as 5s in terms of damage caused.

As with most melee attacks, an Unarmed attack can be Parried.

Grappling

Instead of inflicting damage with an unarmed attack, a character can attempt to Grapple his opponent. Attempting a Grapple is a melee attack that uses either a Charge Action or a Standard Attack Action. The attacker makes a Weapon Skill Test as normal. The target of the Grapple may use a Reaction, if able, to avoid the attack. If the attack is successful, the attacker and the target are Grappling, with the attacker controlling the Grapple. The controller of the Grapple can end it any time as a Free Action.

In a Grapple, all of the following apply:

- Participants in a Grapple cannot use Reactions.
- Participants in a Grapple are considered to be engaged in melee combat.
- Participants in a Grapple can only use the Grapple Action.
- As a Free Action, the controller of the Grapple can voluntarily end the Grapple on his Turn.
- Other attackers gain a +20 bonus to Weapon Skill Tests to hit any target engaged in a Grapple.

Only two characters can be engaged in the same Grapple, but up to two other characters can lend Assistance to each Grappler in certain situations. See the **Grapple Action** on page 240 for details.

TWO-WEAPON FIGHTING

Many warriors fight with a weapon in either hand. There are advantages and disadvantages to this style of fighting. While it offers some improved opportunities to make attacks, it reduces the chances of successfully striking a target. Unless the a two-weapon fighter has the Ambidextrous talent, it important to consider which hand is his primary hand and which is his secondary hand; players should have these details noted on their Explorers' character sheets.

The following apply when a character is fighting with two weapons:

- The character may use any melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack. Attacks made using the character's secondary hand suffer a –20 penalty to Weapon Skill or Ballistic Skill Tests.
- If the character has the Two-Weapon Wielder Talent, he may use the Multiple Attacks combat action to attack with both weapons, but each suffers a –20 penalty to the Weapon Skill or Ballistic Skill Test. If the character has the Ambidextrous Talent, these penalties drop to –10.
- If the character is wielding at least one melee weapon he may perform a Parry Reaction once each Round as normal with this weapon, though he still may not Parry more than once in a Round. This Weapon Skill Test is not an attack, and therefore it does not suffer the standard penalty for attacks made using a secondary hand.
- If a character with the Two-Weapon Wielder talent is armed with a melee weapon in one hand and a pistol in the other, he may attack with both whilst engaged in melee combat using the Multiple Attacks combat action. Resolve each attack separately by testing Weapon Skill for the melee weapon and Ballistic Skill for the pistol.
- When firing a ranged weapon with each hand, the character may fire each weapon on a different mode, for example, one on full automatic and one on semi-automatic. When firing a full automatic weapon in each hand, the character may only lay down one area of suppressive fire.
- The character may fire two weapons at different targets, though the targets must be within 10 metres of each other.

COMBAT CIRCUMSTANCES

Rogue Trader offers endless potential for gripping, dramatic, white-knuckle action. Combat is essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilisation-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous.

Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies. Explorers should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skilful use of tactics can often make the difference between life and death for an Explorer. The following circumstances are some of the most common ones encountered in combat. For situations not covered here, use these as a guide. Remember, the GM has the final say about the Difficulty of any particular test or the outcome of any unusual situation.

Cover

Cover is a vital part of surviving a firefight and a good Explorer knows that you go for your cover first and then draw your gun. There are no penalties to Ballistic Skill Tests made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the Explorer to decide which parts of his body he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the Damage against the Armour Points of the cover instead, with any excess being applied to the target as normal (see **Table 9-7: Cover Examples** for a guide to the Armour Points of different kinds of cover).

Table 9-7: Cover Examples

Cover Type	AP
Armour-glas, Generatoria pipes, thin metal	4
Flakboard, storage crate, sandbags, ice	8
Cogitator bank, stasis pod	12
Rockcrete, hatchway, thick iron, stone	16
Armaplas, bulkhead, Plasteel	32

Table 9-8: Combat Difficulty Summary

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Melee attacks against a foe who is outnumbered three to one or more. Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack.
Difficult	–10	Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target.
Hard	–20	Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent. Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	–30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a Minuscule target. Shooting a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.

Damaging Cover

Cover is not invulnerable. Attacks can damage or destroy the protection afforded by cover. Each successful hit against cover that deals any amount of damage in excess of the Armour Points it provides reduces the cover's Armour Points by 1.

Example

Titus has taken cover behind a small pile of sandbags while a gun servitor blasts at him with its twin autoguns. The gun servitor fires a Full Auto Burst and hits Titus three times for 8, 11, and 8 points of damage. Fortunately for Titus, all of the hits would have struck either his legs or body, so they are absorbed by the sandbags instead. The first hit is fully absorbed by the sandbags to no effect because they provide 8 Armour Points of protection. The second hit's damage is reduced by 8, leaving 3 points of excess damage, which reduces the sandbag's AP to 7. The third hit's damage is reduced by 7, leaving 1 point of excess damage, which further reduces the sandbag's AP to 6.

Darkness

Weapon Skill Tests made in darkness are regarded as Hard (–20), while Ballistic Skill Tests are regarded as Very Hard (–30). While a Character is concealed by darkness, Concealment Skill Tests are Routine (+20).

Difficult Terrain

Weapon Skill and Dodge Tests made whilst standing in difficult terrain, such as mud, are Difficult (–10). Tests made whilst standing in arduous terrain, such as deep snow or slick ice, are Very Hard (–30).

Engaged in Melee

If an attacking Character is adjacent to his target, both the Character and his target are considered to be engaged in melee.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target engaged in melee combat are Hard (–20). If one or more Characters engaged in the melee is Stunned, Helpless, or Unaware, this penalty is ignored.

Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistic Skill Tests made to hit targets at Extreme Range are Very Hard (–30).

Stray Shots (Optional Rule)

GMs keen on reinforcing the merciless nature of the 41st Millennium may rule that if a character shooting into a melee combat misses his target by a small margin (one degree of failure or less), the attack instead hits another target engaged in the same melee. The GM might also rule that anyone shooting into a melee combat with a Semi-Auto Burst or Full Auto Burst must allocate multiple hits to different targets engaged in the melee.

Fatigued

When a character is Fatigued all his tests, including any Weapon Skill and Ballistic Skill Tests, suffer a –10 penalty.

Fog, Mist, Shadow or Smoke

Ballistic Skill Tests made to attack targets concealed by fog, mist, shadow, or smoke are Hard (–20). While a character is concealed by fog, mist, or shadow, Concealment Skill Tests are Ordinary (+10).

Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponent two to one, their Weapon Skill Tests are Ordinary (+10). If a group of characters outnumber their opponent by three to one or more, their Weapon Skill Tests are Routine (+20).

Helpless Targets

Weapon Skill Tests made to hit a sleeping, unconscious or otherwise helpless target automatically succeed. When rolling damage against such a target, roll twice and add the results. If one die rolled results in 10, there is a chance of Righteous Fury as normal, but if two dice come up as 10, a Righteous Fury is automatic (no second attack roll necessary).

Higher Ground

Characters standing on higher ground, such as standing on a table, hill, or atop of a mound of dead comrades, have an advantage. Weapon Skill Tests made by these characters are Ordinary (+10).

Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Ballistic Skill Tests made to hit targets at Long Range are Difficult (–10).

Missing

Sometimes, when flinging a thrown weapon, it's important to know where the weapon lands should the attacker fail his Ballistic Skill Test. On a failed roll, the GM rolls 1d10 and consults the following Scatter Diagram. Roll 1d5 to determine the number of metres the weapon travels in the indicated direction.



Scattering in Zero Gravity

The consequences of throwing dangerous objects in a zero gravity environment can be both amusing and deadly. One way of determining exactly where that errant krak grenade floats after it bounces off the bulkhead is to roll twice on the scatter diagram, once for the X axis and once for the Y axis.

Pinning

Being shot at is a terrifying experience at the best of times, and even the most inexperienced Explorers know to keep their heads down when the bullets and bolt shells start flying. Pinning represents a character's survival instincts telling him to stay in cover. While he may want to charge headlong into a storm of bullets, he first needs to steel his nerves. When a character is on the receiving end of suppressive fire, even if the shot struck a Hit Location that is behind cover or the character suffers no damage, he must make a **Hard (–20) Pinning Test**. This is a Willpower Test. On a success, the character may act normally. On a failure, the character becomes Pinned.

Being Pinned

A Pinned character may only take Half Actions. Additionally, he suffers a –20 penalty to all Ballistic Skill Tests. If a Pinned character is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while doing so). If he is not in cover when Pinned he must use his next Turn to reach cover. If there is no cover nearby, he must move away from the attacker that Pinned him.

A character can test Willpower at the end of his Turn to escape Pinning, in which case he may act as normal on his next Turn. This test is Easy (+30) if the character is no longer under fire (i.e., no one tried to shoot him since his last Turn). A character engaged in melee combat automatically escapes Pinning. There are some special Talents, Skills and Psychic Powers that can also free a character from the effects of Pinning, as well as such things as combat drugs and terrifying commissars.

Point Blank Range

When a character makes a ranged attack against a target that is two metres away or closer, that target is at Point Blank Range. Ballistic Skill Tests made to attack a target at Point Blank Range are Easy (+30). This bonus does not apply when the attacker and the target are engaged in melee combat with each other. For weapons with a short range of less than 3 metres, point blank range is 1 metre less than the weapon's short range.

Prone

A character is considered Prone any time he lying on the ground. Weapon Skill Tests made to attack Prone targets are Ordinary (+10), but Ballistic Skill Tests made to hit Prone targets are Difficult (–10) unless the attacker is at Point Blank Range. A character who is Prone suffers a –10 penalty to Weapon Skill Tests and a –20 penalty to Dodge Tests.

Unless a character is engaged in a Grapple, he can drop Prone as a Free Action.

Short Range

Targets that are at a distance of less than half the Range of a character's weapon are at Short Range. Ballistic Skill Tests made to attack targets at Short Range are Ordinary (+10).

Size

Size is an important factor when shooting ranged weapons because it's usually easier to hit a larger target. All characters and creatures in **Rogue Trader** have a defined size category, and it should be relatively easy for the GM to assign appropriate size categories to objects as needed. Use **Table 9-9: Target Size Modifiers** for determining bonuses and penalties based on a target's size.

Table 9-9: Target Size Modifiers

Size	Modifier
Minuscule (autoquill, knife)	–30
Puny (bolt pistol, servo-skull)	–20
Scrawny (Gretchin, Human child)	–10
Average (Human, Eldar)	+0
Hulking (Ork Nob, combat servitor)	+10
Enormous (Sentinel Walker, Krootox)	+20
Massive (Battle Tank, greater daemon)	+30
Immense (Land Raider, Great Knarloc)	+40
Monumental (Squiggoth, Baneblade)	+50
Titanic (Reaver Battle Titan)	+60

Stunned Targets

Weapon Skill and Ballistic Skill Tests made to attack Stunned targets are Routine (+20).

Unaware Targets

When a character has no idea that he about to be attacked, he is considered an Unaware target. Usually, this happens at the beginning of a combat when one or more characters are Surprised (see page 235). Weapon Skill or Ballistic Skill Tests made to attack Unaware targets are Easy (+30).

Weapon Jams

So capricious is the whim of the 41st Millennium that many of the ranged weapons Explorers use will have an unfortunate tendency to malfunction, either through extreme age, maltreatment of their machine spirit, or just plain poor design. To represent these unfortunate occurrences, an unmodified result of 96 to 00, in addition to being an automatic miss, also indicates the weapon has jammed. A Jammed weapon cannot be fired until it is cleared. Clearing a Jam is a Full Action which requires a Ballistic Skill Test. If the test is successful then the Jam has been cleared, though the weapon needs to be reloaded and any ammo in it is lost. If the test is failed, the weapon is still Jammed, though the character can attempt to clear it again next Round.

Note: Some weapons, such as plasma guns, grenades and missiles, are particularly dangerous to use. For these weapons, refer to their descriptions and Weapon Special Qualities (see **Chapter V: Armoury**). Semi-automatic and fully automatic fire also increases the likelihood of Jamming. This is described within the Semi-Auto Burst, Full Auto Burst and Suppressing Fire Actions.

Weather and Unnatural Conditions

Weapon Skill and Ballistic Skill Tests made to attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm or knee-deep in waves of fungus, are considered Hard (–20).



Injury

A natural consequence of pushing one's luck in far reaches of the galaxy is getting hurt. Explorers can get into fights with an endless array of enemies, machinery can malfunction, pilots can fail to perform manoeuvres, and careless psykers can invite all manner of Warp horrors to show up and ruin everyone's day.

Common physical injuries to **Rogue Trader** characters are represented by Damage and Fatigue. Additionally, characters can also experience several types of Conditions and Special Damage such as fire, suffocation, being stunned, and the amputation of limbs. With all these different types of punishment waiting to befall characters, it's important to know how much physical abuse a character can take and a key measurement of this is how many Wounds he possesses.

WOUNDS

Wounds are a measurement of how much punishment a character can take before suffering debilitating effects and ultimately, death. Every character in Rogue Trader has specified number of Wounds. A character can often increase his Wounds by spending experience points. Wounds do not normally deplete. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

DAMAGE

Damage is physical trauma dealt to a character. Characters can suffer Damage a number ways including being shot by a boltgun, lacerated by daemon claws, falling into a lava-filled crevasse, exposure to the hard vacuum of space, and so forth.

When a character suffers Damage, record the amount on his character sheet. That Damage remains with the character until it is removed over time by natural healing, or the character receives medical attention (see page 262). Damage is cumulative; each time a character suffers Damage, the amount is added to any previous Damage he had.

Each time a character is dealt Damage, there may be an opportunity for him to reduce it before it is applied to his total. By default, a character reduces incoming Damage by an amount equal to his Toughness Bonus. Armour can also help further reduce Damage. If the source of the Damage struck a body location protected by armour, the incoming Damage is reduced by an amount equal to the Armour Points provided by the armour. It is important to note that some sources of Damage ignore armour and/or Toughness; such cases are always detailed in the description of the Damage source.

As long as a character's total Damage is equal to or less than his Wounds, his body still functions normally. If a character's Damage ever exceeds his Wounds, he begins to take Critical Damage.

Example

Titus has eight Wounds and a Toughness Bonus of three. He is also wearing light carapace armour that provides five Armour Points of protection to his arms, body, and legs. He is shot by a stub revolver that deals 11 points of Damage to his body. His armour reduces the Damage by five, and his Toughness Bonus reduces it by another three, leaving three points of Damage. Titus's player records three Damage on his character sheet.

Later, Titus is nicked by a chainsword that deals seven points of Damage to his head. Titus reduces the incoming Damage by three, thanks to his Toughness Bonus, but his since he wasn't wearing a helmet, that's as much reduction has he's going to get. Titus therefore suffers four Damage, which is recorded on his character sheet by adding it to his previous Damage. Titus has now suffered a total of seven Damage, which is one less than his eight Wounds. Another hit would likely inflict Critical Damage!

Damage Types

All Damage is divided up into five types: Energy (lasers, fire, plasma), Explosive (grenades, bolt rounds), Impact (clubs, bullets, falling), and Rending (swords, claws). If a source of Damage does not specify a type, treat it as Impact. Damage Type is usually only important for determining Critical Effects resulting from Critical Damage.

Critical Damage

Whenever a character's total Damage exceeds his Wounds, he begins to take Critical Damage. Each time a character suffers Critical Damage, he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effect Table based on the affected body location (Arm, Body, Head, or Leg) and the type of Damage (Energy, Explosive, Impact, or Rending).

As with normal Damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention (see page 262). Each Critical Effect also has its own duration (including permanent). If a Critically Damaged character suffers more Damage, the amount is added to his existing Critical Damage and a new set of Critical Effects are applied based on his total Critical Damage (assuming he is still alive).

Sudden Death Critical Damage (Optional Rule)

To speed up combat involving a large number of enemies, the GM can adopt Sudden Death Critical Damage instead of detailing every Critical Effect. With this method, all minor foes, minions, nameless goons, and so forth simply die as soon as they take any amount of Critical Damage. Sudden Death Critical Damage should not be used for Explorers or important villains—they deserve to savour every gory detail offered by the full array of Critical Effects.

Table 9-10: Effects of Zero Characteristic Scores

Characteristic	Effect
0 Weapon Skill	The character may not make tests based on this Characteristic.
0 Ballistic Skill	The character may not make tests based on this Characteristic.
0 Strength	The character collapses into unconsciousness.
0 Toughness	The character dies.
0 Agility	The character is paralysed, helpless, and can take no Actions.
0 Intelligence	The character slips into a dreamless coma and is treated as helpless.
0 Perception	The character is bereft of his senses and suffers a –30 penalty to all Tests (except Toughness) until he recovers.
0 Willpower	The character collapse into a nightmare filled sleep. When he awakens, he gains 1 Insanity Point.
0 Fellowship	The character withdraws into a catatonic state. He may not speak or make Tests based on this Characteristic.

Example
Titus is hit by a boltgun shell to his right arm. After accounting for his Toughness Bonus and armour, Titus suffers 10 points of Explosive damage. Since he only has eight Wounds, he suffers two points of Critical Damage to his right arm. The GM consults the Critical Damage 2 line of ***Table 9-22: Explosive Critical Effects—Arm*** *which says that Titus's arm has been fractured, forcing him to drop anything he was holding, and Titus suffers two levels of Fatigue.*

In a later combat round, Titus is hit by a lasgun blast to his left leg. After accounting for his Toughness Bonus and armour, he suffers three points of Energy damage. Since Titus has now suffered five total points of Critical Damage. the GM consults the Critical Damage 5 line of ***Table 9-16: Energy Critical Effects—Leg*** *and determines that Titus has suffered a horrific burn that imposes one level of Fatigue (for three levels of Fatigue total) and reduces Titus to half speed for 2d10 Rounds.*

Removing Damage

Characters automatically remove Damage (both ordinary and Critical Damage) over time through natural healing. Medical attention and some psychic powers can also remove Damage. Regardless of the method however, the rate of Damage removal depends on several factors and is fully explained in Healing, page 262.

Fatigue

Not all injuries in **Rogue Trader** are lethal. Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, Grappling, some Critical Effects, and other Actions that push them beyond safe limits.

Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Toughness Bonus and still function, albeit with some side-effects. Should a character take a number of levels of Fatigue in excess of his Toughness Bonus, he collapses, unconscious for 10–TB minutes; after the character awakens, his levels of Fatigue revert to a number equal to his Toughness Bonus.

Characters suffering from any level of Fatigue suffer a –10 penalty to all Tests.

Example

Grak has a Toughness Bonus of four. He suffers one level of Fatigue that imposes a –10 penalty to all of his tests. Grak can continue to take additional levels of Fatigue until he has four total levels of Fatigue. These additional levels of Fatigue do not impose any further penalties beyond the –10 to all tests. But, when Grak suffers a fifth level of Fatigue, he collapses unconscious for six minutes (10 – 4 (Grak's Toughness Bonus) = 6). After six minutes of unconsciousness, he'll awake and have four levels of Fatigue.

Removing Fatigue

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness) that includes no combat, no Psychic Powers, and no other strenuous activity, removes one level of Fatigue. Eight consecutive hours of rest remove all levels of Fatigue.

Characteristic Damage

Some Psychic Powers, poisons, diseases and other hazards circumvent a character's Wounds and deal Damage directly to a Characteristic. Characteristic Damage cannot reduce a Characteristic below zero. Characteristic Damage may also affect the corresponding Characteristic Bonus. **Table 9-10: Effects of Zero Characteristic Scores** summarises what happens when a particular Characteristic is reduced to zero.

Removing Characteristic Damage

Unless otherwise specified, Characteristic Damage is never permanent. A character automatically recovers one point of Characteristic Damage each hour, regardless of his activity level. The GM may allow certain types of medical attention to remove Characteristic Damage at a faster rate.

Table 9-11: Energy Critical Effects - Arm

Critical Damage	Critical Effect
1	A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at –30 for 1 Round.
2	The attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the character takes 1 level of Fatigue.
3	The attack burns the target's arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.
4	The shock of the attack makes the target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d10 Rounds.
5	The arm suffers superficial burns inflicting no small amount of pain on the target. The target's WS and BS are halved (round down) for 1 Round and the target takes 1d5 levels of Fatigue.
6	The attack wreathes the arm in flame, scorching clothing and armour, and temporarily fusing together the target's fingers. The target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in the target's arm, causing it to shatter. The target's arm is broken and until it is repaired the target counts as only having one arm. The target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.
8	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target takes 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one arm.
9	Fire consumes the target's arm, burning the flesh to a crisp right down to the bone. The target must make an immediate Toughness Test or die from shock. If he survives, however, the target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The target now only has one arm.
10+	The attack reduces the arm to a cloud of ash and sends the target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.

Table 9-12: Energy Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals a breath from his lungs. The target can take only a Half Action on his next Turn.
2	The blast punches the air from the target's body, inflicting 1 level of Fatigue upon him.
3	The attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the target Stunned for 1 Round.
4	The energy ripples all over the character, scorching his body and inflicting 1d10 levels of Fatigue.
5	The fury of the attack forces the target to the ground, helplessly covering his face and keening in agony. The target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage). The target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.
6	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire (see Special Damage on page 210).
7	The intense power of the energy attack cooks the target's organs, burning his lungs and heart with intense heat. The target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).
8	As the attack washes over the target, his skin turns black and peels off while body fat seeps out of his clothing and armour. The target is Stunned for 2d10 Rounds and the attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the target's Fellowship characteristic.
9	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
10+	As above, except in addition, if the target is carrying any ammunition, there is a 50% chance it explodes. Unless they can make a successful Dodge Test, all creatures within 1d5 metres take 1d10+5 Explosive Damage. If the target carried any grenades or missiles, one round after the Damage was dealt they detonate where the target's body lies with the normal effects.

Table 9-13: Energy Critical Effects - Head

Critical Damage	Critical Effect
1	A grazing blow to the head frazzles the target's senses, imposing a –10 penalty to all Tests (except Toughness) for 1 Round.
2	The blast of energy dazzles the target, leaving him blinded for 1 Round.
3	The attack cooks off the target's ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.
4	The energy attack burns away all of the hairs on the target's head as well as leaving him reeling from the injury. The attack deals 2 levels of Fatigue and the target is blinded for 1d5 Rounds.
5	A blast of energy envelopes the target's head, burning his face and hair, and causing him to scream like a stuck Grox. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.
6	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for the next 1d10 hours and permanently reduces his Fellowship characteristic by 1d10 points. The target also takes 1d5 levels of Fatigue.
7	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. The target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the target's new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.
8	The target's head is destroyed in a convocation of fiery death. He does not survive.
9	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The target is no more.
10+	As above, except the target's entire body catches fire and runs off headless 2d10 metres in a random direction (use the Scatter Diagram on page 248). Anything flammable it passes, including characters, must make an Agility Test or catch fire (see Special Damage, page 260).

Table 9-14: Energy Critical Effects - Leg

Critical Damage	Critical Effect
1	A blow to the leg leaves the target gasping for air. The target gains 1 level of Fatigue.
2	A grazing strike against the leg slows the target for a bit. The target halves all movement for 1 Round.
3	The blast breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.
4	A solid blow to the leg sends electric currents of agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	The target's leg endures horrific burn Damage, fusing clothing and armour with flesh and bone. The target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.
6	The attack burns the target's foot, charring the flesh and emitting a foul aroma. The target must successfully Test Toughness or lose the foot. On a success, the target's movement rates are halved until he receives medical attention. In addition, the target takes 2 levels of Fatigue.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the target counts as having lost the leg. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d5 levels of Fatigue. The target now only has one leg.
8	Energy sears through the bone, causing the leg to be severed. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one leg.
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. The target make a **Challenging (+0) Toughness Test** or die from shock. The leg is utterly lost.
10+	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonising seconds

Table 9-15: Explosive Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack throws the limb backwards, painfully jerking it away from the body, inflicting 1 level of Fatigue.
2	The attack sends a fracture through the limb. The target drops anything held in the hand and takes 2 levels of Fatigue.
3	The explosion takes 1d5 fingers from the target's hand. The target takes 3 levels of Fatigue and anything carried in the hand is destroyed. If this is an explosive, it goes off. Messy.
4	The blast causes the target to howl in agony. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and the limb is useless until medical attention is received.
5	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle alike. He must immediately Test Toughness or lose the hand. Even on a success, the hand is useless until medical attention is received. The target takes 1d5 levels of Fatigue.
6	The explosive attack shatters the bone and mangles the flesh turning the target's arm into a red ruin, inflicting 1d5 levels of Fatigue. The target's arm is broken and, until repaired, the target counts as having only one arm. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	In a violent hail of flesh, the arm is blown apart. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d10 levels of Fatigue, and suffers Blood Loss. He now only has one arm.
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, where he dies in a pool of his own blood and organs.
9	With a mighty bang the arm is blasted from the target's body, killing the target instantly in a rain of blood droplets. In addition, if the target was carrying a weapon with a power source in his hand (such as a power sword or chainsword) then it explodes, dealing 1d10+5 Impact Damage to anyone within two metres.
10+	As above, except if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres (this is in addition to Damage caused by exploding power weapons noted above). If the target is carrying any grenades or missiles, these too detonate on his person.

Table 9-16: Explosive Critical Effects - Body

Critical Damage	Critical Effect
1	The target is blown backwards 1d5 metres and takes 1 level of Fatigue per metre travelled. He is Prone when he lands.
2	The target is blown backwards 1d10 metres, taking 1 level of Fatigue per metre travelled. If he strikes a solid object, he takes 1d5 additional levels of Fatigue.
3	The explosion destroys whatever armour protected the body. If the target wore none, the target is blown backwards 1d10 metres, as above but the target takes 2 levels of Fatigue for every metre travelled.
4	The explosion sends the target sprawling to the ground. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and must spend a Full Action to regain his feet.
5	Concussion from the explosion knocks the target to the ground and tenderises his innards. The target falls down Stunned for 1 Round and takes 1d10 levels of Fatigue.
6	Chunks of the target's flesh are ripped free by the force of the attack leaving large, weeping wounds. The target is Stunned for 1 Round, takes 1d10 levels of Fatigue and is now suffering Blood Loss.
7	The explosive force of the attack ruptures the target's flesh and scrambles his nervous system, knocking him to the ground. The target falls down, is Stunned for 1d10 Rounds and takes 1d10 levels of Fatigue. In addition, he now suffers Blood Loss and can only take Half Actions for the next 1d10 hours as he tries to regain control of his body.
8	The target's chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing him instantly.
9	Pieces of the target's body fly in all directions as he is torn into bloody gobbets by the attack. In addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.
10+	As above, except anyone within 1d10 metres of the target is drenched in gore and must make a **Challenging (+0) Agility Test** or suffer a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round as blood fouls their sight.

Table 9-17: Explosive Critical Effects - Head

Critical Damage	Critical Effect
1	The explosion leaves the target confused. He can take only a Half Action on his next Turn and takes 1 level of Fatigue.
2	The flash and noise leaves the target blind and deaf for 1 Round. The target takes 2 levels of Fatigue.
3	The detonation leaves the target's face a bloody ruin from scores of small cuts. The target takes 2 levels of Fatigue.
4	The force of the burst knocks the target to the ground and Stuns him for 1 Round. The target takes 2 levels of Fatigue.
5	The explosion flays the flesh from the target's face and bursts his eardrums with its force. The target is Stunned for 1d10 Rounds and is permanently deafened. The target takes 1d5 levels of Fatigue and can only take Half Actions for 1d5 hours. Finally, the target's Fellowship drops by 1d10 due to hideous scarring.
6	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing the target. In addition, if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to any creatures within 1d5 metres. If the target was carrying grenades or missiles, these too explode on the target's person.
8	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make a **Challenging (+0) Agility Test** or fall prone.
9	The target ceases to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except…
10+	As above, except such is the unspeakably appalling manner in which the target was killed, that any of the target's allies who are within two metres of where the target stood, must make an immediate **Challenging (+0) Willpower Test** or spend their next Turn fleeing from the attacker.

Table 9-18: Explosive Critical Effects - Leg

Critical Damage	Critical Effect
1	A glancing blast sends the character backwards one metre.
2	The force of the explosion takes the target's feet out from under him. He lands Prone and takes 1 level of Fatigue.
3	The concussion cracks the target's leg, leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	The explosion sends the target spinning through the air. The target travels 1d5 metres away from the explosion and takes 1 level of Fatigue per metre travelled. It takes the target a Full Action to regain his feet and he halves all movement for 1d10 Rounds.
5	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot, inflicting 1d5 levels of Fatigue. On a success, the target takes 1d5 levels of Fatigue and halves his movement until he receives medical attention.
6	The concussive force of the blast shatters the target's leg bones and splits apart his flesh, inflicting 1d10 levels of Fatigue. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	The explosion reduces the target's leg into a hunk of smoking meat. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a successful Test, the target is still Stunned for 1d10 Rounds, takes 1d10 levels of Fatigue and suffers Blood Loss. He now has only one leg.
8	The blast tears the leg from the body in a geyser of gore, sending him crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9	The leg explodes in an eruption of blood, killing the target immediately and sending tiny fragments of bone, clothing, and armour hurtling off in all directions. Anyone within two metres of the target takes 1d10+2 Impact Damage.
10+	As above, except in addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.

Table 9-19: Impact Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack numbs the target's limb causing him to drop anything held in that hand.
2	The strike leaves a deep bruise. The target takes 1 level of Fatigue.
3	The impact inflicts crushing pain and the target takes 1 level of Fatigue and drops whatever was held in that hand.
4	The impact leaves the target reeling from pain. The target is Stunned for 1 Round. The limb is useless for 1d5 Rounds and the target takes 1 level of Fatigue.
5	Muscle and bone take a pounding as the attack rips into the arm. The target's Weapon Skill and Ballistic Skill are both halved (round down) for 1d10 Rounds. In addition, the target takes 1 level of Fatigue and must make an Agility Test or drop anything held in that hand.
6	The attack pulverises the target's hand, crushing and breaking 1d5 fingers (for the purposes of this Critical, a thumb counts a finger). The target takes 1 level of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. The arm is broken and, until repaired, the target counts as having only one arm and takes 2 levels of Fatigue.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is still Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and is suffers from Blood Loss. He now only has one arm.
9	In a rain of blood, gore and meat, the target's arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armour fragments fly about like shrapnel. Anyone within 2 metres of the target suffers 1d5–3 Impact Damage to a random location (see Table 9-8: Hit Locations).

Table 9-20: Impact Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The impact punches the air from the target's body, inflicting 1 level of Fatigue.
3	The attack breaks a rib and inflicts 2 levels of Fatigue. The target is also Stunned for 1 Round.
4	The blow batters the target, shattering ribs. The target takes 1d5 levels of Fatigue and is Stunned for 1 Round.
5	A solid blow to the chest winds the target and he momentary doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
6	The attack knocks the target sprawling on the ground. The target flies 1d5 metres away from the attacker and falls prone (if the target strikes a wall of other solid object, he stops). The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
7	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention (a successful Medicae Test sets the ribs) or continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the character instantly. The target takes 1d5 levels of Fatigue.
8	The force of the attack ruptures several of the target's organs and knocks him down, gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of Fatigue.
9	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except the target is thrown 1d10 metres away from the attack. Anyone in the target's path must make a **Challenging (+0) Agility Test** or be Knocked Down.

Table 9-21: Impact Critical Effects - Head

Critical Damage	Critical Effect
1	The impact fills the target's head with a terrible ringing noise. The target must make a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue.
2	The attack causes the target to see stars. The target takes 1 level of Fatigue and suffers a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round.
3	The target's nose explodes in a torrent of blood, blinding him for 1 Round and dealing 2 levels of Fatigue.
4	The concussive strike staggers the target, dealing 1d5 levels of Fatigue.
5	The force of the blow sends the target reeling in pain. The target is Stunned for 1 Round.
6	The target's head is snapped back by the attack leaving him staggering around trying to control mind-numbing pain. The target is Stunned for 1d5 Rounds and takes 2 levels of Fatigue.
7	The attack slams into the target's head, fracturing his skull and opening a long tear in his scalp. The target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.
8	Blood pours from the target's noise, mouth, ears and eyes as the attack pulverises his brain. He does not survive the experience.
9	The target's head bursts like an overripe fruit and sprays blood, bone and brains in all directions. Anyone within 4 metres of the target must make an Agility Test or suffer a –10 penalty to their WS and BS on their next Turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through the target and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

Table 9-22: Impact Critical Effects - Leg

Critical Damage	Critical Effect
1	A light blow to the leg leaves the target gasping for air. The target takes 1 level of Fatigue.
2	A grazing strike against the leg slows the target. The target halves all movement for 1 Round and takes 1 level of Fatigue.
3	The blow breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	A solid blow to the leg sends lightning agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	A powerful impact causes micro fractures in the target's bones, inflicting considerable agony. The target's Agility is reduced by –20 for 1d10 Rounds and he takes 1d5 levels of Fatigue.
6	Several of the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Toughness Test or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes 2 levels of Fatigue.
7	With a nasty crunch, the leg is broken and the target is knocked down mewling in pain. The target falls to the ground with a broken leg and, until it is repaired, he counts as only having one leg. The target takes 2 levels of Fatigue.
8	The force of the attack rips the lower half of the leg away in a stream of blood. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and suffers Blood Loss. He now only has one leg.
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, he falls to ground and dies in a spreading pool of gore.
10+	As above, but such is the agony of the target's death that his piteous screams drowns out all conversation within 2d10 metres for the rest of the Round.

Table 9-23: Rending Critical Effects - Arm

Critical Damage	Critical Effect
1	The slashing attack tears anything free that was held in this arm.
2	Deep cuts cause the target to drop whatever was held and inflicts 1 level of Fatigue.
3	The shredding attack sends the target screaming in pain. He takes 2 levels of Fatigue and drops whatever was held in that hand.
4	The attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The target falls prone from the agony and takes 2 levels of Fatigue. The limb is useless for 1d10 Rounds.
5	A bloody and very painful looking furrow is opened up in the target's arm. The target takes 1d5 levels of Fatigue and vomits all over the place in agony. He drops whatever was held and the limb is useless until medical attention is received. The target also suffers Blood Loss.
6	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off). The target takes 3 levels of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	The attack rips apart skin, muscle, bone and sinew with ease, turning the target's arm into a dangling ruin and inflicting 1d5 levels of Fatigue. The arm is broken and, until repaired, the target counts as having only one arm. In addition, numerous veins have been severed and the target is now suffering from Blood Loss.
8	With an assortment of unnatural, wet ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is Stunned for 1d10 Turns and suffers Blood Loss. He also takes 1d10 levels of Fatigue and now has only one arm.
9	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing the target instantly.
10+	As above. However, as the arm falls to the ground its fingers spasm uncontrollably, pumping the trigger of any held weapon. If the target was carrying a ranged weapon there is a 5% chance that a single randomly determined target within 2d10 metres will be hit by these shots, in which case resolve a single hit from the target's weapon as normal.

Table 9-24: Rending Critical Effects - Body

Critical Damage	Critical Effect
1	If the target is not wearing armour on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing armour, there is no effect. Phew!
2	The attack Damages the target's armour, reducing its Armour Points by 1. In addition, the target takes 1 level of Fatigue. If not armoured, the target is also Stunned for 1 Round.
3	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is Stunned for 1 Round and takes 2 levels of Fatigue.
4	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must succeed on an Agility Test or fall Prone. The target takes 1d5 levels of Fatigue.
5	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of Fatigue.
6	The mighty attack takes a sizeable chunk out of the target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The target is Prone and takes 1d10 levels of Fatigue.
7	The attack cuts open the target's abdomen. The target can either choose to use one arm to hold his guts in (until a medic can bind them in place with a successful Medicae Test), or fight on regardless and risk a 20% chance each turn that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage. In either case, the target takes 1d5 levels of Fatigue and is now suffering Blood Loss.
8	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. The target must make a **Challenging (+0) Toughness Test** or die. If he passes, he permanently loses 1d10 from his Toughness, takes 1d10 levels of Fatigue, and now suffers Blood Loss.
9	The powerful blow cleaves the target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The target is now quite dead.
10+	As above, except that the area and the target are awash with gore. For the rest of the fight, anyone moving within four metres of the target's corpse must make make a **Challenging (+0) Agility Test** or fall prone.

Table 9-25: Rending Critical Effects - Head

Critical Damage	Critical Effect
1	The attack tears skin from the target's face dealing 1 level of Fatigue. If the target is wearing a helmet, there is no effect.
2	The attack slices open the target's scalp which immediately begins to bleed profusely. Due to blood pouring into the target's eyes, he suffers a –10 penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The target takes 1 level of Fatigue.
3	The attack tears the target's helmet from his head. If wearing no helmet, the target loses an ear instead and inflicts 2 levels of Fatigue.
4	The attack scoops out one of the target's eyes, inflicting 1d5 levels of Fatigue and leaving the target Stunned for 1 Round.
5	The attack opens up the target's face, leaving him Stunned for 1d5 Rounds and inflicting 1d5 levels of Fatigue. If the target is wearing a helmet, the helmet comes off.
6	As the blow rips violently across the target's face—it takes with it an important feature. Roll 1d10 to see what the target has lost. 1–3: Eye (see Permanent Effects on page 201), 4–7: Nose (permanently halve Fellowship), 8–10: Ear (permanently reduce Fellowship by 1d10; the wound can always be hidden with hair.) In addition, the target is now suffering Blood Loss and takes 1d5 levels of Fatigue.
7	In a splatter of skin and teeth, the attack removes most of the target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the target is suffering from Blood Loss and takes 1d10 levels of Fatigue.
8	The blow slices into the side of the target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.
9	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 metres away with a soggy thud. The target is instantly slain.
10+	As above, except the target's neck spews blood in a torrent, drenching all those nearby and forcing them to make a **Challenging (+0) Agility Test**. Anyone who fails the Test, suffers a –10 penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes or fouls his visor.

Table 9-26: Rending Critical Effects - Leg

Critical Damage	Critical Effect
1	The attack knocks the limb backwards, painfully jerking it away from the body. The target takes 1 level of Fatigue.
2	The target's kneecap splits open. He must make a **Challenging (+0) Agility Test** or fall prone. Regardless, he takes 1 level of Fatigue.
3	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of Fatigue and suffers Blood Loss.
4	The attack rips the kneecap free from the target's leg, causing it to collapse out from under him. The target moves at half speed until medical attention is received. In addition, he takes 2 levels of Fatigue.
5	In a spray of blood, the target's leg is opened up, exposing bone, sinew and muscle. The target takes 1d5 levels of Fatigue and halves his movement for 1d10 hours.
6	The blow slices a couple of centimetres off the end of the target's foot. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot. On a success, movement is halved until he receives medical attention. In either case, the target takes 1d5 levels of Fatigue.
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the level of maiming is such that the target is now suffering from Blood Loss. He also takes 1d10 levels of Fatigue.
8	In a single bloody hack the leg is lopped off the target, spurting its vital fluids across the ground. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 Rounds, takes 1d10 Fatigue and suffers Blood Loss. He now has only one leg.
9	With a meaty chop, the leg comes away at the hip. The target pitches to the ground howling in agony, before dying moments later.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the target this Turn must make a **Challenging (+0) Agility Test** or fall over.

Conditions and Special Damage

Common injuries are far from the only forms of bodily harm facing those who dare to venture into the unknown. Explorers may find themselves set on fire, suffering from massive loss of blood, broken bones, or facing a permanent amputation. All of these, and more, are collectively known as Conditions and Special Damage.

Amputated Limbs

A character that loses body parts (except for his head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the Medicae Skill must be found to adequately treat the stump to ensure that it heals well. If no medic is available, there is only a 20% chance that the stump will heal over. If it does not, the amputee dies a horrible death from infection after 1d10 days. Whether or not it heals naturally or a medic treats it, the character does not start removing Damage for 1d10+2 days. Assuming the character survives all of the above, he'll also have to cope with the disagreeable side-effects of the lost limb, which are explained below.

Lost Hand

The character suffers a –20 penalty on all Skill and Characteristic Tests that rely on the use of two hands and he cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, he must cope with the customary –20 penalty to Weapon Skill Tests made to attack with weapons using his secondary hand. For every 100 xp he spends, he can reduce this penalty by 10.

If a character loses both hands, he should either secure at least one replacement or get someone to sharpen his teeth.

Lost Arm

As with a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is just as bad, plus it's a bit difficult to reach those hard-to-clean spots. Once again, either look into replacement limbs or consider rolling up a new character.

Lost Eye

Losing one eye permanently reduces a character's Ballistic Skill by –10. In addition, he suffers a –20 penalty to all Skill and Characteristics Tests that rely on sight. Should a character have the misfortune to lose both eyes, he becomes blinded (see below).

Lost Foot

The character permanently reduces all his movement by half (round up) and suffers a –20 penalty to all movement Actions as well as Skill and Characteristic Tests that rely on mobility, such as Shadowing. Losing both feet makes it hard to walk. Perhaps the ship's Engineseer has some spare wheels lying around...

Lost Leg

Treat this as a lost foot, but the character cannot use the Dodge Skill. Losing both legs renders the character half the person he was, but the good news is he also becomes half the target for his enemies.

Blinded

A blind character automatically fails all tests based on vision and automatically fails all Ballistic Skill Tests. He also suffers a –30 penalty to Weapon Skill Tests and most other tests that ordinarily benefit from vision. Needless to say, most Explorers find blindness very inconvenient, but any member of the Inquisition will tell them they don't need their eyes to see the truth.

Blood Loss

Blood Loss is a Critical Effect that can result from Critical Damage. Characters suffering from Blood Loss have a 10% chance of dying each Round unless treated in some way. If the suffering character is conscious, he may attempt a **Difficult (–10) Medicae Test** each Round to staunch the bleeding. If the character is also trying simultaneously engage in strenuous activity, such as running away from whatever caused the Blood Loss, attempts to staunch the bleeding instead requires a **Very Hard (–30) Medicae Test**. If the suffering character is not conscious, or doesn't fancy his chances, another character may attempt the test.

Deafened

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has his disability repaired, he automatically fails any Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating with his fellow Explorers, the GM is free to decide what effects a deaf character will have on the game.

Fire

A character suffers Damage from fire each Round he is exposed to it. At the beginning of each Round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame special quality or suffers certain Toxic Critical Effects), he must make a **Challenging (+0) Agility Test** or catch on fire.

Once a character is on fire, he suffers 1d10 Damage (with no reduction from armour) and takes 1 level of Fatigue each Round until the fire is extinguished. All Damage from fire is treated as Energy Damage for the purpose of determining Critical Effects—if the location is not otherwise specified,

use the body location. While on fire, a character must make a **Challenging (+0) Willpower Test** at the beginning of each of his Turns in order to be able to take Actions normally; otherwise, he may only run around and scream, which counts as a Full Action. A character that is on fire may try to extinguish the flames himself by dropping prone and making a **Hard (–20) Agility Test**, which counts as a Full Action. The GM can make this test easier or harder depending on environmental conditions and whether the blazing character is able to receive any help from nearby allies.

Falling

Characters can fall off things for all manner of reasons, though the results are usually the same. To work out Damage from falling, simply roll 1d10 and add +1 per metre the character fell. Use **Table 9-8: Hit Locations** to determine which part of the body hits the ground first. Armour offers no protection against falls. Damage from falling is treated as Impact Damage for the purposes of determining Critical Effects. The GM may adjust the damage depending on the type of surface landed upon as well abnormal gravity conditions, and so forth.

Stunned

In addition to Damage and Fatigue, characters may also become Stunned. A character can become Stunned due to the effects of some Psychic Powers, Critical Damage, or the Takedown talent. Weapon Skill and Ballistic Skill Tests to hit Stunned characters are considered Routine (+20). In addition, Stunned characters cannot take Actions or Reactions such as Dodge. A Stunned character is not helpless or unaware.

Suffocation

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is actively trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Toughness Bonus. If a character is instead engaged in strenuous activity (combat, swimming, and so forth) he may hold his breath for a number of Rounds equal to twice his Toughness Bonus.

While holding his breath, a character must make a **Challenging (+0) Toughness Test** each minute (if conserving oxygen) or each Round (if engaged in strenuous activity). If he fails, he suffers one level of Fatigue. Remember, any amount of Fatigue imposes a –10 penalty to all Tests, and if a character ever has a number of levels of Fatigue in excess of his Toughness Bonus, he immediately falls unconscious for 10–TB minutes. If the character has not gained a fresh source of oxygen by the end of the allotted time he automatically falls unconscious regardless of his levels of Fatigue.

If a character is both unconscious and deprived of a fresh source of oxygen, he suffers 1d10 Damage each Round until he dies. Armour and Toughness cannot reduce this damage.

Unconsciousness

Unconsciousness is usually a temporary state that typically results from excessive levels of Fatigue or Critical Damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it, but if no other duration is given, unconsciousness lasts for 10–TB minutes.

An unconscious character is completely unaware of his surroundings and cannot take any actions. He is also treated as a helpless target (see page 248).

If a character falls into unconsciousness due to excessive levels of Fatigue, he recovers some of that Fatigue when he awakens. See Fatigue, page 251.

Useless Limbs

Certain Critical Effects indicate a risk of permanently losing the use of a limb unless the affected character succeeds at a **Challenging (+0) Toughness Test**. Should a character with the Medicae Skill be present and assisting the injured character, the victim gains a +20 bonus to such a test. Even if the test is successful, the limb must be held in a sling for 1d5+1 weeks and is useless during this time.

Should the Toughness Test fail, the limb must be removed, requiring a character with the Medicae Skill to succeed at a **Difficult (–10) Medicae Test**. Should this fail, the limb still comes off, but the surgery inflicts 1d10 Damage to the limb—almost always Critical Damage. Should the amputee live, the limb comes off, but he suffers Blood Loss and must be treated for it. Once this has been dealt with, the Chirurgeon must treat the wound as if it were an amputated limb (see above).

Vacuum

There is nothing good about being exposed to vacuum. There are two main ways this unfortunate event could occur: a character can be suddenly thrust into an airless, pressureless environment (such as being expelled from an airlock), or they can be slowly affected (such as being trapped on a star ship as its atmosphere is vented into space).

If suddenly exposed to vacuum, a character may survive unharmed for a number of Rounds equal to his Toughness Bonus. Unless he has an oxygen source, he will also begin to suffer from the effects of suffocation. At the end of each Round after this, he suffers 1d10+3 Explosive Damage from depressurisation. If he is in the vacuum of space, at the end of each Round make a **Challenging (+0) Toughness Test**. A failure indicates he also suffers 1d10 Energy Damage from the extreme cold. In both cases, any armour worn does not reduce the Damage incurred.

If a character dies in space, it takes five Rounds for his corpse to freeze. If a frozen corpse suffers any Damage, it shatters into thousands of blood-red ice shards. There is precious little, except perhaps a Daemonic pact, which can bring a character back from such a fate.

If a character is trapped in a gradually worsening atmosphere, he may survive unharmed for a number of Rounds equal to twice his Toughness Bonus. At the end of this time, he will begin to

experience suffocation and will also begin to feel the effects of depressurisation. From that point onwards, at the end of each Round he must make a Toughness Test with a cumulative –10 penalty. Success indicates that he only suffers 1d5 Explosive Damage. Failure means that he suffers 1d10 Explosive Damage. In both cases armour cannot reduce the Damage incurred.

HEALING

A character will inevitably suffer Damage during his explorations of the galaxy. As a character accumulates Damage, he progresses through three different states: Lightly Damaged, Heavily Damaged, and Critically Damaged. Characters naturally recover from Damage at a slow rate that varies depending on the character's Damage state. Rest, medical attention, and a few psychic powers can speed up Damage recovery.

Lightly Damaged

A character is considered Lightly Damaged if he has taken Damage equal to or less than twice his Toughness Bonus. A Lightly Damaged character removes 1 Damage per day through natural healing. If a Lightly Damaged character devotes an entire day to bed rest, he removes an amount of Damage equal to his Toughness Bonus.

Example

Grak has a 4 Toughness Bonus. After a tussle with a pair of hive world thugs, Grak has suffered 5 Damage. This is amount of Damage is less than twice Grak's Toughness Bonus of eight, so Grak is only Lightly Damaged. He will naturally heal 1 Damage per day, but if he devotes an entire day to rest and recovery, he can remove 4 Damage.



Heavily Damaged

A character is Heavily Damaged whenever he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged character removes 1 Damage per week though natural healing. If a Heavily Damaged character devotes an entire week to complete rest, he removes an amount of Damage equal to his Toughness Bonus. Once a Heavily Damaged character's Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged.

Example

After a tough fight with a Bloodletter, Grak has suffered 12 Damage, which is more than twice his Toughness Bonus of four. Grak is now Heavily Damaged and decides to spend an entire week in sickbay. At the end of that week, he removes 4 Damage because his Toughness Bonus is four. Because he now has 8 Damage (twice his Toughness Bonus) he is now only Lightly Damaged.

Critically Damaged

A character is Critically Damaged whenever he has taken Damage in excess of his Wounds. Critical Damage does not heal on its own—it requires medical attention. With rest and medical attention, a character removes 1 point of Critical Damage per week. After all Critical Damage has been removed, a character becomes Heavily Damaged instead.

Example

After a gruelling battle with a mob of Ork priates, Grak has suffered three points of Critical Damage. Fortunately, his comrades managed to return him sickbay where he spends three weeks resting under the constant supervision of ship's Chirurgeon. At the end of these weeks, Grak has removed all three points of Critical Damage and is now only Heavily Damaged.

Medical Attention

Medical attention is any Action taken to treat injuries. Such efforts can range from the application of healing drugs, to a successful Medicae Test, or even using Psychic Powers. Medical attention can provide immediate recovery or can speed the process of natural healing. For additional information, see the Medicae Skill on page 83.

Cybernetic and Bionic Replacements

It is possible to restore lost limbs with bionic replacements; in fact, sometimes a character may prefer to lop off a perfectly good arm or leg to gain the benefits of having a cybernetic replacement. The rules for both removing and attaching cybernetic, bionic, and bio-enhanced limbs, implants and weapons are detailed fully in Chapter 5: Armoury.