

WFRP2 Two-Weapon Fighting

Modified by Sebastian Korgaard, www.faushlag.dk, 2007

When a character is wielding two weapons (shield is always considered a weapon), the character gets the following two choices in addition to the rules on page 129 of the Core Rule book.

1. Riposte: The character can choose to make a riposte, at the cost of the free parry gained from wielding two weapons. A riposte has to be declared right after the enemy has made/tried to perform a parry. The riposte is a surprise attack made with the offhand, when the opponents defences is focused elsewhere. Being an offhand attack, the riposter still gets the -20% to WS.

2. Extra Attack: The character spends a ½-action and sacrifices his free parry gained from wielding two weapons. The attack takes place in the first sub-round*.

*Sub-round; the rounds inside a Combat Round when Swift Attacks takes place too (In my gaming troupe we have put Swift Attacks into sub-rounds, running like ordinary rounds between normal rounds).