# Success & Failure

The success or failure of a particular action is influenced by a number of factors – skill and training, inherent ability, an opposing character, even the weather or environment can affect the outcome. All these factors can contribute dice to the dice pool. Once the pool has been assembled and all those factors taken into account, it is time for the mechanics to get involved to help resolve the task.

The dice pool is rolled, and the symbols on the dice evaluated and compared. A variety of outcomes are possible based on the combination of symbols appearing on the dice.

The two most important symbols influencing whether or not a task succeeds or fails are success ⚒ and challenge ✖ symbols. Each challenge symbol cancels one success symbol. If there is still at least one success symbol remaining in the pool results after taking into account the challenge symbols, the task succeeds. If there are no success symbols left in the pool results, the task fails.

Success & Failure Symbols

Success: Each success rolled counts toward accomplishing the task. If the net result of the check includes at least 1 success, the task succeeds.

Righteous Success: This counts as a success, and has a small plus sign next to the hammer icon for identification. In addition to its function as a success, the player rolls an additional die of the same type that generated the righteous success. Any results from the additional die are added to the results pool.

Challenge: Each challenge symbol cancels one success in the results pool. If there are more challenge symbols than success symbols, the task is too challenging for the character to resolve; the task automatically fails.

Blank: The blank sides of a die do not add any symbols to the task resolution. It neither aids nor hinders the task.

Fortune & Misfortune Symbols

Bane: Banes fuel negative side effects. They represent the flaws and imperfections with a task resolution. It is possible to succeed at a task and still trigger a bane effect. Banes and boons cancel each other out – if there are an equal number of both rolled, no bane or boon effects will be triggered.

Boon: Boons fuel beneficial side effects. They represent the advantages and perks that may arise during task resolution. It is possible to fail at a task and still trigger a boon effect. Banes and boons cancel each other out – if there are an equal number of both rolled, no bane or boon effects will be triggered.

Rare Outcome Symbols

Chaos Star: The Chaos Star has the potential to trigger serious negative side effects. A Chaos Star triggers effects denoted by a Chaos Star. If there are no eligible effects to trigger, the Chaos Star counts as a bane.

Delay: If at least one hourglass symbol appears in the results pool, the action causes a delay. During encounter mode, after the action is resolved, the GM has the option to either place two recharge counters on one of the rolling character's action cards, or move the topmost token for the delayed character on the initiative track down one space in initiative order. During story mode, the GM may determine the action takes longer to resolve than expected.

Exertion: The task was more taxing than expected. If at least one exertion symbol appears in the results pool, the character performing the check suffers 1 stress (if it was a mental task) or 1 fatigue (if it was a physical task).

Sigmar's Comet: Sigmar's Comet has the potential to trigger powerful positive side effects. The active player may choose to have a Sigmar's Comet result count as a success symbol or a boon symbol. Alternatively, a Sigmar's Comet can trigger an effect denoted by a Sigmar's Comet symbol.