Dodge 2

Basic, Active Defence

No Check

Agility 3+, not encumbered

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Coordination trained, add an additional ■ to the action's dice pool

Parry 2

Basic, Active Defence

No Check

Strength 3+, melee weapon equipped

Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool

Block 2

Basic, Active Defence

No Check

Toughness 3+, shield equipped

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Resilience trained, add an additional ■ to the action's dice pool

Melee Strike 0

Basic

Weapon Skill (St) vs Target Defence

Melee weapon, engaged with target

You hit the target for normal damage

You hit the target for +2 damage

Perform a manoeuvre for free

Your target may disengage from you for free

Perform a Stunt 0

Basic

Varies based on stunt attempted

GM discretion

Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card

Perform the action as intended

You perform the action incredibly well, and may perform a free manoeuvre

If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress

If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress

Ranged Shot 0

Basic

Ballistic Skill (Ag) vs Target Defence

Ranged weapon, not engaged with an enemy

You hit the target for normal damage

You hit the target for +2 damage

Perform a manoeuvre for free

One opponent within close range of you who is not engaged with an opponent may engage you

Assess the Situation 0

Basic, Defence

Intuition (Int)

None

Special: Add ♦ to this action's dice pool if you are engaged with an enemy

Recover 1 fatigue and 1 stress. Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you

Remove 1 recharge token from one of your cards

The GM may add 1 recharge token to one of your cards

Warhammer Fantasy Roleplay

Basic Action Card Reference

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Guarded Position 0

Basic, Defence

Discipline (WP)

None

Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

An engaged ally may remove one recharge token from any of his currently recharging cards

Suffer 1 stress