

# WFRP2 Advanced Actions

Modified by Sebastian Korgaard, [www.faushlag.dk](http://www.faushlag.dk), 2007

<b>All Out Attack</b>	The character makes a furious attack, exposing himself to danger in order to land a forceful blow. The character's melee attack gains a +20% Weapon Skill bonus and the weapon is treated as having the Impact quality for determining damage. If the character is already using a weapon with the Impact quality, he just rolls an extra die for determining damage. Until his next turn, the character cannot parry or dodge.	<b>Full</b>
<b>Defensive Stance</b>	The character strikes no blows this round, preferring instead to concentrate on self-defence. Until his next turn, all melee attacks against the character suffer a -20% Weapon Skill penalty. Furthermore, if the character in Defensive Stance is hit by a critical, the effect of the Critical Hit is reduced by 2 (To a minimum of 1) on the tables on pages 134-135.	<b>Half</b>
<b>Delay</b>	The character waits and watches for an opportunity. When the delay action is used the character's turn ends immediately, but a half action is reserved for later use. Any time before his next turn, the character can take his half action. If two conflicting characters are both trying to use a delayed action simultaneously, make an Opposed Agility Test to see who acts first. If he prepared action is not taken before the character's next turn, it is lost.	<b>Half</b>
<b>Feint</b>	The character pretends to attack in one direction, deceiving his opponent and throwing off his defence. This is resolved as an Opposed Weapon Skill Test. If the character wins, his next attack cannot be either dodged or parried. If the character's next action is anything other than a standard attack, this bonus is lost.	<b>Half</b>
<b>Guarded Attack</b>	The character attacks carefully, making sure he is well defended from counter blows. He makes a melee attack with a -10% Weapon Skill penalty. Until his next turn, the character gains a +10% on any attempted parries and dodges.	<b>Full</b>
<b>Jump/Leap</b>	The character jumps down or leap across something. For details on jumping and leaping, see page 138.	<b>Full</b>
<b>Manoeuvre</b>	The character uses superior footwork and aggression to force his opponent to move 2 yards (1 square) in a direction nominated by the player. If desired the character can advance 2 yards (1 square) as well. Manoeuvre is resolved as an Opposed Weapon Skill Test. If successful the character's opponent is moved as described. The opponent cannot be forced into another character or terrain feature (wall, barrel, etc.).	<b>Half</b>
<b>Parrying Stance</b>	The character readies to parry an incoming blow. Any time before his next action turn, the character can try to parry one successful melee attack against him as long as he is aware of the attack. Parrying stance ends at the start of his next turn, regardless of whether he parried a blow. Should a character have a weapon in their left hand (this included shields and bucklers) he may parry once per round as a free action. See Dodge and Parry on page 129 for more detailed information on this.	<b>Half</b>
<b>Run</b>	The character runs at full speed (see Table 6-1: Combat Movement in Yards for distances). This makes the character harder to hit with missile weapons but easy prey for melee attacks because he isn't actively defending. Until the character's next turn, ranged attacks against him suffer a -20% Ballistic Skill penalty, but melee attacks gain a +20% Weapon Skill bonus. Characters cannot run in difficult terrain.	<b>Full</b>