

WFRP2 Basic Actions

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

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| Aim | The character takes extra time to set up a melee or missile attacks, thus increasing the chance to hit. If the character's following action is a standard attack, he gains a +10% bonus to Weapon Skill (for the melee attacks) or Ballistic Skill (for ranged attacks). The aimed attack takes place last in the round, at the same time Swift Attacks are resolved. | Half |
| Cast | The character unleashes a magic spell. If the character spends an extra half action, the Casting Roll can be augmented with a Channeling Skill Test. See Chapter 7: Magic for more information. Casting can be an extended action. You cannot cast more than one spell per round. | Varies |
| Charge Attack | The character rushes up to an opponent and delivers a single attack. The opponent must be at least 4 yards (2 squares) away from the character but within the character's charge move (see Table 6-1: Combat Movement in Yards). The last 4 yards (2 squares) of the charge must be in a straight line, so the charger can build up speed and line up with the target. The charging character gains a +10% Weapon Skill bonus. | Full |
| Disengage | The character breaks off from melee combat and may move away (see Table 6-1: Combat Movement in Yards for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up). If trying to move away from one or more melee opponents without using the disengage action, each opponent gets a free attack against the character before he moves away. This is a bonus attack and is made in addition to any other attacks opponent's make during their turn. | Full |
| Move | The character can make a short move (see Table 6-1: Combat Movement in Yards for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up). | Half |
| Ready | The character can unsheathe a weapon, or pull an item out of a convenient pouch or pocket. The character also put away an item already in his hand at the same time. So, for example, a character could sheathe a sword and unsheathe a dagger at one action. A character can also use this action to take a flask or other container and drink a draught. | Half |
| Reload | The character can reload a missile weapon. See Chapter 5: Equipment for the time taken to reload different ranged weapons. Reload can be an extended action. | Varies |
| Stand/Mount | A character can get up if currently on the ground, or mount a riding animal like a horse or pony. | Half |
| Standard Attack | A character can make one melee or ranged attack. You can only make one melee or ranged attack per round, unless you use Swift Attack | Half |
| Swift Attack | The character can make a number of melee attacks equal to his Attacks Characteristic. The character must have Attacks 2 or better to take advantage of this action. If making a missile attack, a character can only use this action if the weapon can be reloaded as a free action or if the character has a loaded pistol weapon in each hand. In the latter case, the character can make a maximum of 2 attacks (one per weapon). | Full |
| Use a Skill | The character uses a skill, which usually involves making a Skill Test. See Chapter 4: Skills and Talents. This can be an extended action. | Varies |