

<div>◆Melee Strike0 Basic</div> <p>Weapon Skill (St) vs Target Defence</p> <p>Melee weapon, engaged with target</p> <p>✦ 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</p>	<div>◆Ranged Shot0 Basic</div> <p>Ballistic Skill (Ag) vs Target Defence</p> <p>Ranged weapon, not engaged with an enemy</p> <p>✦ 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</p>	<div>Asses the Situation0 Basic,Defence</div> <p>Intuition (Int)</p> <p>None</p> <p>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 <i>Melee Attack</i> or <i>Ranged Attack</i> actions targeting you. ✦✦ Remove 1 recharge token from one of your cards ☠☠ The GM may add 1 recharge token to one of your cards</p>
<div>Parry2 Basic,Active Defence</div> <p>No Check</p> <p>Strength 3+, melee weapon equipped</p> <p>Effect: After you have been declared the target of <i>Melee Attack</i>, 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.</p>	<div>Dodge2 Basic,Active Defence</div> <p>No Check</p> <p>Agility 3+, not encumbered</p> <p>Effect: After you have been declared the target of a <i>Melee</i> or <i>Ranged Attack</i> or a <i>Spell</i> or <i>Blessing</i> 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</p>	<div>Block2 Basic,Active Defence</div> <p>No Check</p> <p>Toughness 3+, shield equipped</p> <p>Effect: After you have been declared the target of a <i>Melee</i> or <i>Ranged Attack</i>, 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</p>

<div>Asses the Situation <i>Basic, Defence</i></div> <div>0</div> <div>Intuition (Int)</div> <div>None</div> <div>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 <i>Melee Attack</i> or <i>Ranged Attack</i> actions targeting you. ♠♠ Remove 1 recharge token from one of your cards ♠♠ The GM may add 1 recharge token to one of your cards</div>	<div>♦ Ranged Shot <i>Basic</i></div> <div>0</div> <div>Ballistic Skill (Ag) vs Target Defence</div> <div>Ranged weapon, not engaged with an enemy</div> <div>♠ 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</div>	<div>♦ Melee Strike <i>Basic</i></div> <div>0</div> <div>Weapon Skill (St) vs Target Defence</div> <div>Melee weapon, engaged with target</div> <div>♠ 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</div>
<div>Block <i>Basic, Active Defence</i></div> <div>2</div> <div>No Check</div> <div>Toughness 3+, shield equipped</div> <div>Effect: After you have been declared the target of a <i>Melee</i> or <i>Ranged Attack</i>, 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</div>	<div>Dodge <i>Basic, Active Defence</i></div> <div>2</div> <div>No Check</div> <div>Agility 3+, not encumbered</div> <div>Effect: After you have been declared the target of a <i>Melee</i> or <i>Ranged Attack</i> or a <i>Spell</i> or <i>Blessing</i> 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</div>	<div>Parry <i>Basic, Active Defence</i></div> <div>2</div> <div>No Check</div> <div>Strength 3+, melee weapon equipped</div> <div>Effect: After you have been declared the target of <i>Melee Attack</i>, 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.</div>