Execution Shot	*Judgement*	Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Pistol or handgun equipped, engaged with target	
Special: You may add ♦ to your dice pool. If you do, you may make perform the **Melee Strike** *Basic* action immediately after resolving this action			
You hit for normal damage		Add 1 recharge token to this card	
Your target's Soak Value is reduced by 1 until the end of the round			

Execution Shot	*Judgement*	Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Pistol or handgun equipped, engaged with target	
Special: You may add ♦ to your dice pool. If you do, you may make perform the **Melee Strike** *Basic* action immediately after resolving this action			
You hit for normal damage You hit for +2 damage		Add 1 recharge token to this card and suffer 1 stress	
Your target's soak value is reduced by 2 until the end of the round			

Extreme Shot		Recharge: 0	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged from target. If you perform the prepare manoeuvre before taking this action, remove ■ from your dice pool	
Special: You may attack a target up to one range increment beyond the usual maximum range of your weapon			
You hit for normal damage		Your target may perform a manoeuvre after this action is resolved	
+1 damage +2 damage			

Extreme Shot		Recharge: 0	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged from target. If you perform the prepare manoeuvre before taking this action, exchange one ♦ for one ■ in your dice pool	
Special: You may attack a target up to one range increment beyond the usual maximum range of your weapon			
You hit for normal damage		Your target may perform a manoeuvre after this action is resolved	
+1 damage +2 damage			
+1 critical, +2 damage			

Flight of the Phoenix	*Way of the Sword*	Recharge: 2	Difficulty: ■
Ballistic Skill (St) vs. Target Defence		Sword or greatsword equipped, target within close range	
Special: You throw your sword at the target! This attack uses Strength instead of Agility both for the check and to determine damage dealt. Don't forget to retrieve your sword			
You hit the target for normal damage		-1 damage	
Perform a free manoeuvre after this action is completed			

Flight of the Phoenix	*Way of the Sword*	Recharge: 2	Difficulty: ■
Ballistic Skill (St) vs. Target Defence		Sword or greatsword equipped, target within close range	
Special: You throw your sword at the target! This attack uses Strength instead of Agility both for the check and to determine damage dealt. Don't forget to retrieve your sword			
You hit the target for normal damage You hit the target for +3 damage		-1 damage	
Perform a free manoeuvre after this action is completed			

Immobilising Shot	*Ongoing*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Piercing ranged weapon such as bow, crossbow, or javelin equipped. Target within close range	
Effect: You pin your target to the ground or wall. While this card is recharging, he may not move. The target may spend an action to remove a recharge token from this card			
You hit the target for -2 damage You hit the target for normal damage		Remove 1 recharge token from this card	
Add 1 recharge token to this card			

Immobilising Shot	*Ongoing*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Piercing ranged weapon such as bow, crossbow, or javelin equipped. Target within close range	
Effect: You pin your target to the ground or wall. While this card is recharging, he may not move. The target may spend an action to remove a recharge token from this card			
You hit the target for -2 damage You hit the target for normal damage		Remove 1 recharge token from this card	
Add 1 recharge token to this card		Suffer 1 stress and 1 fatigue	
You hit and immobilize a second target			

Knockback Shot		Recharge: 3	Difficulty: ♦
Ballistic Skill (Ag) vs. Target Resilience (To)		Ranged weapon equipped, target within close range	
You hit the target for -2 damage. The target moves back one range increment, either from engaged to close range, or from close range to medium range As above, and the target does not receive a free manoeuvre on his next turn		-1 damage	
The target suffers 1 fatigue			
You may choose where the target moves			

Knockback Shot		Recharge: 3	Difficulty: ♦
Ballistic Skill (Ag) vs. Target Resilience (To)		Ranged weapon equipped, close range	
You hit the target for -2 damage. The target moves back one range increment, either from engaged to close range, or from close range to medium range		-1 damage	
The target suffers 1 fatigue			
You may choose where the target moves			

Powerful Throw		Recharge: 1	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Throwing weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 fatigue before this action. Reduce the difficulty modifier by ■ and add 1 additional recharge token to this card per fatigue			
You hit, and may add either your Strength or your Agility to your weapon's damage rating to determine damage dealt As above, +2 damage per fatigue suffered to reduce difficulty		Suffer 1 stress	
Reduce the target's soak value by the amount of fatigue suffered to reduce difficulty			

Powerful Throw		Recharge: 1	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Throwing weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 fatigue before this action. Reduce the difficulty modifier by ■ and add 1 additional recharge token to this card per fatigue			
You hit for normal damage, +1 damage per fatigue suffered to reduce difficulty You hit for normal damage, +2 damage per fatigue suffered to reduce difficulty		Suffer 1 stress	
+1 damage per fatigue suffered to reduce difficulty			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
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		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
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		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Rapid Fire		Recharge: 2	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Bow or repeating ranged weapon equipped, disengaged from target	
Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may do this only once and only if you still meet the requirements for the attack			
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range who is not engaged with you may engage you	
Perform a free manoeuvre after this action is completed			

Rapid Fire		Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Bow or repeating ranged weapon equipped, disengaged from target	
Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may fire up to three times, as long as you still meet the requirements for the attack and as long as you continue to hit, but you must add another ♦ to your dice pool each time you perform this action			
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range who is not engaged with you may engage you	
Perform a free manoeuvre after this action is completed		Suffer 1 fatigue	