

### Combat Action Summary

Action	Type	Subtype	Description
Aim	Half/Full	Concentration	+10 (Half) or +20 (Full) to next Action, which must be attack. Reaction forfeits Aim
All Out Attack	Full	Attack, Melee	Melee attack with +30WS, but cannot Dodge or Parry until next turn. Cannot use Aim.
Brace Hvy Weapon	Half	Miscellaneous	Firing Heavy without bracing gives -30BS. Cannot move while braced, limited traverse
Called Shot	Full	Attack, Conc, Mel/Rng	Declare location, attack is at -20WS/BS.
Charge	Full	Attack, Melee, Move	Advance 'Charge Move' distance, last 4 meters must be straight. Single melee atk at +20WS
Defensive Stance	Full	Concentration, Melee	Make no attacks, but may make an additional reaction and all opponents suffer -20 to WS to atk.
Delay	Half	Miscellaneous	Make a Half Action at any point in the next round.
Disengage	Full	Movement	Break off from Melee, and make a Half Move. Opponents that were engaged do not get free atk
Evasion	React	Movement or Melee	Dodge or Parry to negate hit. Vs: Blast/Spray, ½ move to exit AoE. Vs auto: avoids 1 atk/DoS
Feint	Half	Melee	Make opposed WS test: If character wins, cannot evade next Melee Standard Attack this turn.
Focus Power	Varies	Varies	Use Psychic Power
Full Auto Burst	Half	Attack, Ranged	Make -10 BS test. 1 hit / DoS, up to RoF. Extra hits either original target or another within 2m.
Grapple	Half/Full	Attack, Melee	Page 245, asshole. It's not too bad though.
Guarded Action	Half	Concentration, Mel/Rng	-10 to all WS or BS tests this turn, but +10 to all evasion tests until start of next turn.
Jump/Leap	Full	Movement	Jump or Leap up to your limit.
Knock Down	Half	Attack, Melee	Opp.Strength Test (Moving first gives +10). Def wins by 2+ DoS: Attacker knocked Prone. Attacker wins: target knocked prone. Win by 2+ DoS: may do 1d5-3+SB Dmg, and one Fatigue.
Lightning Attack	Half	Attack, Melee, [Talent]	-10WS test, one hit per DoS, up to attackers WS Bonus.
Maneuver	Half	Melee, Movement	Opposed Weapon Skill test. Success makes opponent move 1 meter, attacker may follow.
Move	Half/Full	Movement	May move either number of meters equal to Ag Bonus (Half) or 2xAgi Bonus (Full)
Overwatch	Full	Attack, Concentration, Ranged	45-degree arc, choose Standard, Full, or Semi Auto as well as when you might attack. May fire upon that condition, and targets caught in the zone when firing make a Pinning Test. If the player makes any other Actions or Reactions (besides free) Overwatch is cancelled.
Ready	Half	Miscellaneous	Draw/stow weapon/object, or manipulate same. May be used twice in a turn for different actions.
Reload	Varies	Miscellaneous	Reload ranged weapon.
Run	Full	Movement	Move Run speed; attackers gain -20BS to hit, but +20 WS until characters next turn
Semi Auto Burst	Half	Attack, Ranged	Make BS test. 1 hit / 2 DoS, up to RoF. Extra hits either original target or another within 2m.
Stand/Mount	Half	Movement	Regain your feet, or mount/dismount a riding beast or vehicle.
Standard Attack	Half	Attack, Mel/Rng	Make one attack at +10 WS(Melee) or +10 BS (Ranged)
Stun	Full	Attack, Melee	Attack at -20 WS. On hit, (1d10+Strength Bonus) versus targets (Tough Bonus + head AP) Target is Stunned for number of rounds equal to difference and gains +1 Fatigue.
Suppressing Fire	Full	Attack, Ranged	45-degree arc, Full/Semi Auto. -20 BS test, random hit/2 DoS, Foes make a -20/-10 Pin Test.
Swift Attack	Half	Attack, Melee, [Talent]	WS test, one hit per 2 DoS, up to attackers WS Bonus.
Tactical Advance	Full	Concentration, Move	Move up to Full Move from cover to cover, benefit from the cover he was in before move.

Designed by Signal, 2013

### Combat Difficulty Summary

<b>Easy + 30</b>	Attacking Surprised or Unaware target
<b>Routine + 20</b>	Melee Attacks vs foe outnumbered 3-to-1 Attacking Stunned opponent
<b>Ordinary + 10</b>	Attacking Prone opponent in melee Attacking from higher ground Melee Attacks vs foe outnumbered 2-to-1
<b>Difficult - 10</b>	Any Test while Fatigued Shooting Prone target
<b>Hard - 20</b>	Shooting into Melee combat Making an Unarmed attack vs Armed foe Melee attacks in the darkness Shooting at target in fog/ mist/ shadow Using weapon untrained
<b>Very Hard - 30</b>	Attacking or Dodging in deep snow Firing Unbraced Heavy Weapon Shooting completely concealed target Shooting at a target in darkness

### Size Pg154

###	Miniscule
###	Puny
###	Weedy
0	Average
10	Hulking
20	Enormous
30	Massive
40	Immense
50	Monumental
60	Titanic

### Hit Locations

01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

### Range Mod

< 3m	+30
< ½x	+10
< 2x	0
< 3x	-10
< 4x	-30
> 4x	n/a

### Righteous Fury

10 on a dmg die
1d5 crit effect
Or 1 pt min dmg

### Weapon Qualities

<b>Accurate</b>	Aim Action adds an extra +10 to BS. Aimed single Shots gain +1d10 dmg/2 DoS (no Righteous Fury)
<b>Balanced</b>	+10 WS to Parry tests
<b>Blast</b>	Affects radius of (X)meters. (Damage rolled once)
<b>Convulsive</b>	Tough test (-X), Stun 1 rnd/DoF. If Dmg>SB, Prone
<b>Defensive</b>	+15 WS to Parry, but -10 WS to Attack
<b>Felling</b>	Reduce Unnatural Toughness value by (X)
<b>Flame</b>	If hit, Agility Test or be set on fire.
<b>Inaccurate</b>	No bonus gained from Aiming
<b>Maximal</b>	May fire Maximal: +10m Range, +2 Pen,+1d10 dmg gains Recharge, uses 3 shots. (If Blast, +2m rad)
<b>Melta</b>	Double Penetration at Short Range
<b>Power Field</b>	Parry foe's weapon, 75% destroy it
<b>Primitive</b>	Damage per die is capped
<b>Proven</b>	Damage per die is floored
<b>Recharge</b>	May only fire every other round
<b>Scatter</b>	at PointBlank, +1 hit/2DoS. Double AP at Long/Extr.
<b>Shocking</b>	if damaged, Tough Test or Stunned/DoF
<b>Smoke</b>	lasts 1d10+10 Rounds
<b>Spray</b>	30deg arc, Agility test or hit. No cover/called shots
<b>Tearing</b>	Roll extra damage die, drop lowest
<b>Unbalanced</b>	-10 if used to Parry
<b>Unwieldy</b>	Cannot be used to Parry

### Conditions

<b>Blood-Loss</b>	10% chance to die each round. Stabilize: Medicae -10, At -30 if actively moving or strenuous activity
<b>Diff. Terr.</b>	WS/Evasion Tests are -10 (-30 if very difficult)
<b>Fatigued</b>	-10 all tests. If Ftg>TB, unconscious for 10-TB min.
<b>Falling</b>	1d10+1 dmg/metre, not reduced by armor
<b>On Fire</b>	1D10 Dmg +1Fatigue/round (no armor), WP test to act May (Full): drop prone, -20 Agility test to extinguish.
<b>Helpless</b>	Roll damage twice and add rolls together.
<b>Jammed</b>	Can't fire. Clear: (Full), BS test. All ammo lost. Only ½ Action/turn,-20 all BS tests. Must take cover
<b>Pinned</b>	Or Flee. At end of turn, take a WP test to break Pin +30 to test if in cover, or have not been shot at this turn
<b>Prone</b>	-10 WS, -20 Evasion. Vs Prone: +10WS, -10BS
<b>Stunned</b>	No Actions or Reactions. Vs Stunned:+20 WS/BS

### Natural Healing

Fatigue<=TB	<b>Fatigued</b>
Remove 1/hour of rest, or all in 6.	
Dmg <= TB	<b>Lightly Damaged</b>
Heal 1/day. Bedrest: TB/day	
Dmg > TB	<b>Heavily Damaged</b>
Bedrest: 1/day.	
Dmg > Wnds	<b>Critically Damaged</b>
Bedrest: Toughness test/day for 1	
<b>First Aid:</b> Medicae test, 1/24 hours (if not under extended care)	
-10 if Heavy, or -10/pt of Critical	
Restore Int Bonus wounds	

### Weapon Jams

91 Unreliable
96 Normal
94 Full/Semi
00 Reliable
91 Overheat: Drop or 0-Pen hit to arm
Cools in 1 round
91 Grenade: 1d10
1-9 dud, 10 explodes
Spray Weapon: Jams if any damage die
rolls an unmodified 9

### Comrades

### Healthy / Wounded (can't Run) / Dead

Within 5m in Cohesion, cannot be targeted	Doubles hit them, PC may Evade
Ranged Volley	PC gets +5 to BS
Close Quarters	PC gets benefit of 2-to-1 (+10WS) even if not outnumbering
Take Cover (Full)	Hits must roll damage, and must exceed 3+Cover AP damage
Move	Move, Run, Disengage, Stand, Tactical Advance
Follow	Half, move same distance as PC, end within Cohesion.