

PLAYER ACTIONS/MANEUVERS

ACTIONS

EXCHANGE ACTION FOR A MANEUVER

A character may exchange their action for an additional maneuver during their turn. They may then perform any maneuver they are capable of performing normally, following all the rules that govern maneuvers. However, a character still may not perform more than two maneuvers during their turn, no matter how they gained access to them.

ACTIVATE AN ABILITY

When a character spends an action to activate an ability/talent (even if spending the action does not require a check or any other activity on the character's part), they expend their action for the turn. They may not take a second action, unless they have a specific ability that would grant them a second action.

PERFORM A SKILL CHECK

The most common actions that characters perform during their turn are actions that require a skill check to resolve. These are activities for which success is not guaranteed or for which the failure of the task is important to the ongoing story. Other actions may take minutes, hours or even days to perform.

PERFORM A COMBAT CHECK

A character makes a combat check (or Attack Action) when they use a combat skill to attack a target. When performing an attack, the difficulty is based on the distance from the target, the position of the attacker with its opponents, and the type of weapon being used:

ATTACKER	SKILL	DIFFICULTY
Engaged	Brawl	⤵ (◆◆)
	Melee	⤵ (◆◆)
	Ranged/Gunnery	⤵ (See below)
Short	Ranged/Gunnery	⤵ (◆)
Medium	Ranged/Gunnery	⤵ (◆◆)
Long	Ranged/Gunnery	⤵ (◆◆◆)
Extreme	Ranged/Gunnery	⤵ (◆◆◆◆)
Strategic	Ranged/Gunnery	⤵ (◆◆◆◆◆)

When performing a combat check, apply the following modifications when:

- **Attacking an Engaged Target:** When attacking with a melee weapon against a target with ranged weapon, the attacker adds ■.
- **Using Ranged Weapons Against Engaged Targets:** When attacking a target engaged with another target, upgrade the difficulty of the check once. If the attack results in ✖, the attack automatically affects the character engaged with the initial target.
- **Using Ranged Weapons Whilst Engaged:** When using Ranged (Light), increase difficulty by ◆; When using Ranged (Heavy), increase difficulty by ◆◆; It is impossible to use Gunnery whilst engaged.
- **The Attacker or Defender is Prone:** When a character attacks a prone target with Brawl or Melee that they are engaged with, gain ■. When a character attacks a prone target with a ranged weapon, the target gains a ■. If prone, the prone character gains a ■ to Brawl and Melee attacks but suffers no penalty for range attacks.
- **Attacking with Two Weapons:** Single handed weapons only. Make a 'combined' check using lowest Characteristic and Lowest Skill to generate dice pool. Modify difficulty as follows: If same skill: ◆. If different skill: ◆◆. If successful, may spend AA or ☉ to confirm a hit with the second weapon.
- **Attacking Different Sized Targets:** If target is two or more silhouette sizes larger, reduce the difficulty by ◆. If the target is two or more silhouette sizes smaller, increase the difficulty of the attack action check by ◆.
- **Using Improvised Weapons:** When attacking with an improvised weapon, such as a chair, metal pipe, or anything not classed as a weapon, use the Melee skill to perform the attack. The check automatically generates ☉.

MANEUVERS

AIM

Add ■ to the character's next combat check, or ■ if the character spends two consecutive maneuvers. Any damage taken that exceeds the character's soak also negates the benefit of aiming.

ASSIST

Add ■ to another character's next action. The number of PCs that are able to assist a character in this manner is determined by the GM.

GUARDED STANCE

Take a maneuver to assume a guarded stance. A character who performs this maneuver adds ■ to any combat check they make until the end of their next turn. However, they also gain Melee Defense 1 until the end of their next turn.

INTERACT WITH THE ENVIRONMENT

- **Moving a large item:** Flipping over a table, shoving a barrel into a pursuer's path, or hefting a crate requires a single maneuver.
- **Opening or closing a door:** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover:** Purposely moving into cover or out of cover requires a maneuver. Moving into cover allows the character to gain Ranged Defense 1 with some cover granting a Ranged Defense higher than 1, if particularly sturdy.

MANAGE GEAR

- **Draw, holster, ready, or load a weapon:** Drawing, holstering, loading, or preparing a weapon takes a maneuver.
- **Draw something from storage, or stowing it away:** Retrieving or stowing an item from or into a pouch, backpack, satchel, bandolier, or some other accessible container.

MOUNT OR DISMOUNT

Mounting or dismounting a domesticated animal requires a maneuver. Successfully mounting an untrained animal requires an **Average (◆◆) Riding or Survival check** (or more depending on the animal) constituting an action. Similarly, mounting a vehicle, sliding into a cockpit, taking a position to pilot a vehicle, or preparing a gunnery station for use also requires a maneuver.

MOVE

Moving between range bands. The following provides the number of maneuvers required to move from one range band to another.

MANEUVERS REQUIRED	START POINT	END POINT
One (1) Maneuver	Engaged	⤵ Short
	Short	⤵ Within Short
	Short	⤵ Medium
Two (2) Maneuvers	Medium	⤵ Long
	Long	⤵ Extreme
	Extreme	⤵ Strategic

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position requires a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against them, although they also must add ■ to all melee attacks made against them.

PREPARATION

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfil a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as 'prepare'.