

DEFEND

+2 Parry; Character may take no other actions but may move

AIM

+2 Shooting / Throwing if the character doesn't move or take other actions

FINISHING MOVE

Instantly dispatch a helpless foe

FULL DEFENSE

Fighting roll +2; replaces Parry if higher; cannot move

IMPROVISED WEAPONS

-1 to attack and Parry, and...

Small Weapons: Range 3/6/12, Damage Str+d4, Min Str d4

Medium Weapons: Range 2/4/8, Damage Str+d6, Min Str d6

Large Weapons: Range 1/2/4, Damage Str+d8, Min Str d8

AUTOMATIC FIRE

Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil

THE DROP

+4 to attack and damage

CALLED SHOTS

Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6

COVER

Light -1; Medium -2; Heavy -4; Near Total -6

GANGING UP

+1 Fighting per additional adjacent attacker; maximum +4

AREA OF EFFECT ATTACKS

Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (x2 for Medium Range, x3 for Long Range)

GRAPPLING

Opposed Athletics roll to grapple. If attacker wins, foe is Entangled (Bound with a raise). A Bound or Entangled foe makes an opposed Strength roll as an action to break free.

A grappler makes an opposed Strength roll as an action to cause his Strength in damage to a Bound or Entangled foe.

ENTANGLED / BOUND

Entangled: The victim can't move and is Distracted.

Bound: The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

EXTREME RANGE

Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range) at a -8 penalty (-6 with a scope).

DISARM

-2 Attack; Defender makes Str roll vs. damage or drops weapon

DOUBLE TAP

+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst



TRICK

Describe action; Make opposed Agility, Strength, or related skill roll. If successful, foe is Vulnerable. Roll on Creative Combat Table with a raise.

PRONE

As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover

OFF-HAND ATTACKS

-2 to attack rolls with off hand

DISTRACTED & VULNERABLE

• **Distracted:** The character suffers -2 to all Trait rolls.

• **Vulnerable:** Actions and attacks against the target are made at +2. This doesn't stack with the Drop—use only the highest.

INNOCENT BYSTANDERS

Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target

PUSH

Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target):

• **Bash:** Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed.

• **Shield Bash:** As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield

• **Knock Prone:** The defender is knocked prone

TEST OF WILL

Describe action; Make opposed Smarts, Spirit, or related skill roll. If successful, foe is Distracted. Roll on Creative Combat Table with a raise.

RANGED ATTACKS IN CLOSE COMBAT

Attacker may use no weapon larger than a pistol; Target Number is defender's Parry

UNARMED DEFENDER

Armed attackers gain +2 Fighting versus this defender

WILD ATTACK

+2 Fighting, +2 Damage, -2 Parry until the attacker's next action

TWO WEAPONS

-2 attack; Additional -2 for off-hand if not Ambidextrous

WITHDRAWING FROM COMBAT

Non-Shaken adjacent foes get one free attack at retreating character

NONLETHAL DAMAGE

Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated

SUPPRESSIVE FIRE

With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit

