



MINISTRY OF EXTRAMUNDANE AFFAIRS

## SUMMARY OF ACTIONS

*It is assumed that any one of the actions below can be combined with speech; whatever you can say in five seconds is fair game.*

MOVEMENT ACTIONS	DESCRIPTION	MAX. DISTANCE
Move	Walking, jogging or even running; can be reduced in difficult terrain like dense woodland.	12'/4m
Sprint	Treat difficult ground as hazardous. You cannot sprint for consecutive actions more than your Physique and must pass a Physique test to sprint again after resting for an action.	18'/6m
Charge	Use a normal move action to get into arm's reach, then execute a Fight action.	
Crawl	Prone characters only.	3'/1m
Change stance	Change from prone to standing, or vice versa.	
Climb	Optionally: climb double the distance and test your Physique. If failed, you fall.	3'/1m

SHOOTING ACTIONS	DESCRIPTION
Shoot	Declare target; targets tests Reflexes to jump into adjacent cover and if successful confers -2 to hit. Take a Ranged test for each shot on your weapon's profile. Roll on target's injury table for each hit and resolve effects. If a target is hit but has no table, remove from play.
Aim	Aim at any enemy in sight. If your next action is a standard shooting action directed at them, you have a +2 bonus to your Ranged stat.
Reload	The number of actions it takes to reload your weapon is listed on its stat line.
Suppressive fire	Perform two shooting actions. Both shots miss on anything but a 1. Not possible with single-shot weapons.

### RANGED PENALTIES FOR TERRAIN

Note that if a target is pinned or hiding behind cover, they may be completely obscured and therefore cannot be shot at directly.

Waist-high foliage  
Solid fence  
1

Boxes/crates  
Moraine field  
2

Sparse woodland  
Stone wall  
3

Dense woodland  
Ruins/buildings  
4

Fortress walls  
Earthworks  
6

MELEE ACTIONS	DESCRIPTION
Fight	See overleaf on how to attack, restrain, knock down, tackle, knockout or assassinate someone.
Break away	Take a Melee/Reflex test at -1M/R for each heroic character in arm's reach. If passed, you break free of the combat in a direction of your choosing, ending up just out of arm's reach of your assailants. Alternatively, if prone in a melee, a successful Break Away allows you to stand up.

ARCANE ACTIONS	DESCRIPTION
Cast	Cast a spell (refer to the magic section for details).
Concentrate	Stackable to a number of actions equal to your Sorcery. Declare which spell you intend to cast/dispel, and temporarily increase your Sorcery stat by 2 when you cast/dispel it. The bonus is lost if your next action is something other than concentrating or casting.
Dispel	If your character has the <i>dispel</i> ability, you may attempt to dispel any one sustained spell currently in play within medium range. Take a Sorcery test with a difficulty equal to the casting value of the spell. If passed, the spell ends immediately.
Disrupt	If your character has the <i>disrupt</i> ability, choose an enemy within medium range who is currently concentrating. Both characters test their Sorcery. If the disruptor passes and the enemy fails, their accrued concentration bonus is lost. If both characters pass, the enemy loses one action's worth of concentration. If the disruptor fails and the enemy passes, the disruptor suffers -1S during their next activation.

OTHER ACTIONS	DESCRIPTION
Interact/skill test	GM's discretion – may take multiple actions (see “tasks” in the Tests and Tasks section). May require a stat test. May be possible for other characters to assist.



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# MELEE ACTIONS

Pick a character within arm's reach and decide whether to **attack**, **restrain**, **knock down/tackle** or **sneak attack**.

## Attack

The attacker (you) signal your intent to strike  
*(Probably by readying your weapon and looking terribly vicious.)*

The defender chooses whether to fight back or bravely back away

Defender fights back

## Defender bravely backs away

If the defender can pass a Reflex test, **and** there is still empty space behind them, they move back and avoid the attack completely. They are no longer within arm's reach of you.

If they fail, you take a Melee test and roll a Melee Hit Location.\* If you succeed, the defender must pass a Physique + Strength Training test to avoid injury to that location. Remember that some melee weapons confer penalties to this test!

1: Attacker calculates Melee score.

- Take your **Melee stat**, then add your **Skill** with your weapon and your weapon's **Reach**.
- Then, subtract your **enemy's Reach** and subtract 1 for every enemy beyond the first within arm's reach.
- Being **prone** halves your Melee score unless the person you're attacking is also prone.

2: Attacker tests against their Melee score and rolls a melee hit location.\*

- **Failure:** your character failed to commit to the blow; action over.
- **Success:** calculate your margin of success (i.e. your Melee score minus your dice roll) and proceed to step 3.
- **Stunning success:** proceed to step 3. Additionally, you cause two injuries to the location you rolled, **or** choose which location you hit.
- **Dreadful Failure:** if the Defender can pass a Melee test, they counter-attack! The attacker must pass a Physique + Strength Training test to avoid injury.

3: Defender calculates Melee score.

- As with step 1, with the attacker's margin of success counting as an additional penalty.

4: Defender tests against Melee score.

- If the Defender passes, they block the attack and the action is over.
- If the Defender fails, they must take a Physique + Strength Training test to avoid injury to the location rolled by the attacker. Remember that some melee weapons confer penalties to this test!
- If the Defender rolls a stunning success, they have counter-attacked. They roll a Hit Location dice\* and the attacker must pass a Physique + Strength Training test to avoid injury!

\*Hit location dice aren't needed if the target doesn't have an injury table; just narrate the consequences. If you still want to roll it just for flavour, go ahead!

**I've been injured!** If you suffer an injury, tick off the injury box on your injury table and resolve the effects for that injury. If bleeding out, refer to 'Injuries' in the main rulebook.

**Don't forget your Skill bonus.** If taking a Stat test, you can add any one relevant Skill. E.G. when backing away, you might use Unarmed or Combat Awareness. Likewise, Physique tests to avoid injury can be buffed by the Strength Training skill.

## Restrain

You and your target take a Melee test, then apply one of the results below. You must be unarmed. If the defender has a melee weapon, its Reach is a bonus to their Melee stat and a penalty to yours.

### You succeed, defender fails

If you have rope or handcuffs ready, the defender's wrists are now bound. If you don't, then neither you or the defender can act until either a) you let go, or b) they pass a Physique check, modified by the difference between your Physique stats (don't forget to include any relevant Skill bonuses!).

### You fail dreadfully, defender succeeds

You are hit by the defender's weapon. Take a Physique test to avoid injury!

### All other results

No effect.

## Knock down/tackle

You and your target take a Melee test, then apply one of the results below. You must be unarmed. If the defender has a melee weapon, its Reach is a bonus to their Melee stat and a penalty to yours.

### You succeed stunningly, defender fails

Defender goes prone.

### You succeed, defender fails

Both characters go prone.

### Both succeed

Both characters go prone unless the defender passes a Physique check.

### You fail/dreadfully

No effect/you go prone.

## Sneak attack

Only possible if the target is unaware of you. See page 36 for guidance on stealth.

Take a Melee test. If you fail, your target is now aware of you. If you pass, note the amount by which you succeeded and choose to either knock them out or assassinate them:

### Knockout

Note you must use Unarmed or a blunt weapon for this to work.

The target takes a Physique test modified by your margin of success. If they fail, they are unconscious for D10 turns.

### Assassinate

The target takes a Physique test reduced by your margin of success **and then** your weapon's Physique Modifier to avoid injury. If the target is injured, you may cause 2 levels of injury to a location of your choice.