



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.

PERFORMING A MELEE ACTION

1. Pick a character within arm's reach.

2. Calculate the combatants' Melee scores.

To calculate your Melee Score, take your Melee stat, then add your Skill with your weapon and your weapon's reach (if you're Grappling, you must use Unarmed). Then, subtract your enemy's reach and subtract 1 for every enemy beyond the first who is fighting you. Being prone halves your Melee Score unless the person you're fighting is also prone.

3. Choose whether to **attack**, **grapple**, or **sneak-attack**.

ATTACK

Test against your Melee Score (see above) and roll a Melee Hit Location Dice.
If you don't have the dice, or it's a non-humanoid target that uses different hit locations, roll on their hit location table.
If you fail, the action is over. If you pass, reduce the defender's Melee Score by your margin of success and continue.
If you roll a stunning success and your opponent fails to stop your attack, pick the hit location on the target or, if the attack is successful, cause two injuries to the location you rolled on the Hit Location dice.

Defender picks response

Bravely back away

If the defender can pass a Reflex + Unarmed 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 the attacker.

If they fail, they must pass 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!

Fight back

The defender tests against their Melee Score (remember to take the attacker's margin of success as a penalty).

If the defender passes, they block the attack and the action is over.

If the defender fails the test, 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 they roll 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!

GRAPPLE

Restrain

You and your target test against your Melee Score, then apply one of the results below.

Attacker succeeds, 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.

All other results

No effect.

Knock down/tackle

You and your target test against your Melee Score, then apply one of the results below.

Attacker succeeds stunningly, defender fails

Defender goes prone.

Attacker succeeds, defender fails

Both characters go prone.

Both succeed

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

Both fail

No effect.

Sneak attack

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

Test against your Melee Score (but ignoring your opponent's Reach). 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 your Unarmed skill 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 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.