

ACTION/REACTION QUICK REFERENCE

BASIC ACTIONS

STRIKE: Discard; No Move; Melee Attack at -0

CHARGE & STRIKE: Discard; Move x2 (Restricted); Melee Attack at -0

SHOOT: Discard; No Move; Ranged Attack at -0

MOVE & SHOOT: Discard; Move x1 (Unrestricted); Ranged Attack at -2

DOUBLE-TIME: Discard; Move x2 (Unrestricted); Continuous Movement Option

SPRINT: Discard; Move x3 (Restricted); Continuous Movement Option; Extreme Strain

LEAP: Discard; Move = Leap Meters x1 (No Turns); Free Strike Action (as Charge & Strike)

RUNNING LEAP: Discard; Move = Run Meters x1 + Leap Meters x2 (No Turns); Free Strike Action (as Charge & Strike); Extreme Strain

RAM: Discard; Move x3 (Restricted); Gain "Defenseless" Condition until end of Action; Minimum Move after Ram (half remaining Movement); Continuous Movement Option; Extreme Strain

FORFEIT: Discard; No Move or Action

INSTANT ACTION: Discard; Move x1 (Unrestricted) or Move x2 (Restricted); Task Attempt at -4

TASK ATTEMPT: Discard; No Move; Task Attempt at -2 (-0 if subject to "Concentration" Condition)

SPECIAL ACTIONS

AIM: Discard; Move /2 (Unrestricted); Gain "Defenseless" Condition and Place "Aim" Counter

CONCENTRATE: Discard; Move x1 (Unrestricted); Gain "Concentration" Condition

GUARD: Discard; Move x1 (Unrestricted); Gain "Guard" Condition until End of Round

LOCKSTEP: Discard; No Move; Gain "Lockstep" Condition until End of Round

RECOVER FROM STUN: Discard; No Move; Remove "Stun" Condition

COMMAND: Discard; Move x1 (Unrestricted); Issue Command

TRICK: Discard; No Move; Attempt Trick

LEADERSHIP ACTIONS

COORDINATE: Free (but must have Ready Token); No Move; Direct "Coordinated Fire" or "Mob"

RALLY: Discard; Move x1 (Unrestrained); Attempt to Remove Fear/Panic

REACTIONS:

ABORT: Free; No Move; Remove “Defenseless” or “Concentration” Condition; Perform Anytime, except *after* Attack roll

WATCH YOUR BACK: Free; No Move; Change Facing; Perform only when an opponent moves from within character’s front 180-degree arc to outside character’s front 180-degree arc

FACE THE FOE: Discard; No Move; Change Facing; Perform only when character is the target of a “Charge & Strike” or “Move & Shoot” Action—and *before* the Strike or Shoot attack is performed.

ACTIVE DEFENSE: Discard or Free; No Move; Perform after an attacker's Attack Total equals or exceeds character's Passive Defense; Attempt Block or Dodge

ATTACK A MOVING CHARACTER (AMC): Discard; Change Facing up to Sixty Degrees then Move up to Two Meters (No Turns), Perform when an opponent is actively moving; Ranged Attack at -2 or Melee Attack at -0 against Moving Opponent.

PREEMPTIVE ATTACK: Discard; No Move; Change Facing up to Sixty Degrees; Perform immediately before a designated opponent performs the Action he has declared (but after any associated move); Requires Quickness Contest

SIDESTEP: Discard; Move up to Two Meters in any Direction; Maintain Original Facing; Perform while any other character is actively moving or when subject to an explosive or AOE effect

DIVE: Discard; Move up to Two Meters or Leap Meters x1 (whichever is greater); Athletics at DF 10 or Become Prone; Perform while any other character is actively moving or when subject to an explosive or AOE effect

DESPERATION DIVE: Discard or Free; Perception at DF 10 to perform Free “Sidestep” or “Dive”; Perform immediately after any character resolves an explosive attack or AOE attack or when subject to a Ram or Trample; If “Dive,” automatically become Prone

SPECIAL REACTION: Discard; No Move; See “Special Reaction Spells”

LEADERSHIP REACTIONS

MAINTAIN ORDER: Discard; No Move; Gain “Maintain Order” Condition until end of Combat Round; Perform in response to Intimidation, Taunt, or any event that requires members of force to resist Fear or Panic

FULL-TURN ACTIONS (Generate No Ready/Motivation Tokens)

REST: No Move; Gain “Defenseless” Condition until end of Combat Round; If still “Defenseless” at end of round (after all Ready Tokens are spent), Will Power attempt at DF 10 to remove “Winded” Condition

POWER STRIKE: No Move; Gain “Defenseless” Condition until end of Combat Round; If still “Defenseless” at end of round (after all Ready Tokens are spent), perform free Strike Action at +1 DC; Cannot Change Facing