



Range	Melee	Close	Medium	Long	Extreme
m/yds	4m or <	10m or <	50m or <	51m or >*	> Listed Range
<b>Off. Mod</b>	<b>0</b>	<b>-2</b>	<b>-4</b>	<b>-6</b>	<b>-6 (+-1 **)</b>

\* Up to Listed range of Weapon.

\*\* Plus -1 for every full 50 m/yds past listed range.

Action	AV	DV	Effect
Attack	—	—	Strike, shoot, (kick at -1 penalty, +1d6 damage).
Block	—	—	Stop any one hand-to-hand attack. The Difficulty Value is the attacker's Agility + Combat Skill.
Dodge	—	+3	Add +3 to your DV for this Phase against all attacks; you may not attack this Phase.
Get Up	—	—	Stand up if you have been knocked down or thrown. You may also take one other action (other than Run or Sprint).
Grab	-2	-3	Grab something. Both grabber and grabbed are at -3 Defense Value
Move	—	—	Move up to half your Run stat, plus take one other action (except Run or Sprint).
Run	—	—	Move up to your full Run stat
Sprint	=0	½	Move up to your full Sprint stat
Other Action	—	—	Reloading, changing weapons, mounting up
Throw	—	—	-4 for unbalanced objects
Abort	—	—	Interrupt opponent's turn to take a defensive action
Aim	+1	—	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	—	2D6 killing attack. Must follow a Grab.
Disarm	—	—	Knock weapon from Opponent's Hand
Dive for Cover	—	—	Leap away from attack at +2 Diff per each m/yd
Draw & Attack	-3	—	Draw & fire in one Action at penalty
Haymaker	-3	½	Go all out! +3 dice damage to regular.
Move Through	-2	—	Move your full Run stat and HTH attack
Move By	-2	—	Move your full Run stat and HTH attack
Recover	—	½	Get Stun Hits back equal to CON score attacks; you may not attack this Phase.
Sweep/Trip	—	—	Opponent falls, at -2 DV next phase
Wait	—	—	Wait for chance to act or act later.

Roll 3D6	Location Hit	Effect (after armor)	Hit Modifier
3-5	head	double damage	-8
6	hands/forepaws *	x½ damage	-6
7-8	arms/forelimb *	x½ damage	-5
9	shoulders *	x1 damage	-5
10-11	chest	x1 damage	-3
12	stomach	x1½ damage	-7
13	vitals	x1½ damage	-8
14	thighs *	x1 damage	-4
15-16	legs/hind limb *	x½ damage	-6
17-18	feet/hind paws *	x½ damage	-8

\* if it isn't obvious, roll 1die: even = right, odd = left