

MOVE

Over whole Combat Turn (spread over Action Phases in any way)

Walk: 10 meters OR Run: 25 meters (costs Free Action)

ACTIONS

1 Free AND 2 Simple/1 Complex

Only 1 Attack per Action Phase

FREE (can be out of turn)

Change Device Mode (w DNI)

Eject Clip (w DNI and Gun Wireless ON)

Run (-2 Atk/Skill except Charge, +2 Def)

Drop Prone

Speak/Text

COMPLEX

Attack: SB, LB, FA, Melee, Mounted Vehicle

Reload Weapon (other than **Insert Clip**)

Sprint Running + STR [Physical]

+2m/hit (+1m/hit for Dwarf, Troll)

SIMPLE

Attack: SS, SA, BF, FA, Thrown Weapon

Change Device Mode (w/out DNI)

Ready Weapon

Remove or Insert Clip

Quick Draw (Ready and Attack):

Weapon Skill + Reaction (3)

Take Aim – Pick one for next shot:

+1 Dice, +1 Limit, Get Vision Mag benefit,

Smartlink (Wireless ON): +1 Dice & +1 Limit

Take Cover (+2/+4 Defense)

Stand Up

Pick Up Object

EDGE

Push the Limit: Before or after roll, add Edge dice, reroll 6's (if used after roll, only reroll Edge dice), ignore limits

2nd Chance: Reroll all dice that weren't hits, can't negate glitch

Seize Initiative: Go 1st every initiative pass for 1 Turn if you have an action (your Initiative Score doesn't change). If multiple people Seize the Initiative: Break tie with Initiative Scores

Blitz: Roll 5d6 for Initiative

Close Call: Negate glitch or turn critical glitch into normal glitch

Dead Man's Trigger: If die/unconscious and have Initiative left (>0), make Body + Willpower (3) test (this Edge spent doesn't apply), if succeed: 1 action + 1 Free action (no movement)

Surprised!: Get defense tests while surprised

Permanently Burn 1 Edge...

Smackdown: Auto-succeed a test with 4 net hits

Not Dead Yet: Avoid certain death

ATTACK

'Other' Ranged

- +1/Take Aim (max. ½ WIL)
- 2 You are Running
- 3 You are in Melee

Weapon Skill

- + Agility
- + Gear Bonuses
- Recoil
- Wound
- Environment
- + Other

'Other' Melee

- +2 Charge (You are Running)
- 1 You are Prone
- +2 Superior Position
- +1 Friends in Melee
- +1 Target Prone
- +2 Touch Only

[Limit]: Weapon [Accuracy] OR Unarmed Combat [Physical]

DEFENSE

(No Limits)

2 Checks: Miss & Resist

1. Defense Test ('Miss'):

Reaction + Intuition – Firing Mode – Previous Attacks – Wound – Other

Optional:

Ranged or Melee (lasts whole Combat Turn)

Full Defense: -10 Initiative, +Willpower

Melee Only (1 attack only, apply [Physical] limit)

Dodge: -5 Initiative, +Gymnastics Skill

Block: -5 Initiative, +Unarmed Combat Skill

Parry: -5 Initiative, +Weapon Skill

Attack Hits: If Attacker's Hits > Defender's Hits

Hit or Miss: Add 1 to Attacks Defensed

'Other' Defense

- +2/+4 You are Running/Sprinting
- +2/+4 Partial/Good Cover
- 2 Prone & Attacker within 5 meters
- +4 Prone & Attacker 20+ meters away
- 3 You are in Melee defending
- Ranged Atk from outside Melee
- +/- 1 per Reach diff (Melee only)

2. Calculate Damage: Weapon Dam + Attacker's Net Hits

If Damage < (Armor – Attacker's AP) Damage is Stun

3. Damage Resistance Test ('Resist'):

Body + Armor – Attacker's AP

(Wound Modifiers don't apply)

Reduce Damage by Hits

If Damage is >[Physical] or 10+, knocked prone

Update Wound Modifiers

REA: _____

INT: _____

WIL: _____

BOD: _____

Armor: _____

DEVICES & AUGMENTATIONS

Change Linked Device (with DNI): Free Action
Change Linked Device (without DNI): Simple Action
Turn Wireless ON/OFF (with DNI): Free Action for 1 Device or All Devices
Turn Wireless ON/OFF (without DNI): Simple Action for 1 Device

AR

ALL DEVICES:
WIRELESS OFF

Device/Augmentation

Wireless Benefit

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

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ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

ACTIVE

WIRELESS
OFF

Attacks Defensed Since Last Action

-1 Defense per Attack

FULL DEFENSE

WIL: _____

Wound Modifiers

-1 to all rolls (incl Initiative) except Damage Resistance

TAKE AIM

+1
Attack

+1
Limit

Vision
Magnification

Ammo

Firing Mode	Action	Bullets	Defender
SS (Single Shot)	Simple	1	0
SA (Semi-Auto)	Simple	1	0
SB (Short Burst)	Complex	3	-2
BF (Burst Fire)	Simple	3	-2
LB (Long Burst)	Complex	6	-5
	Simple	6	-5
	Complex	10	-9
FA (Full-Auto)	Suppressive Fire (Complex*)	20	Duck

*No Recoil for this Firing Mode

Recoil

Recoil Compensation: _____

Wpn: _____ RC: _____

Wpn: _____ RC: _____

Wpn: _____ RC: _____

To clear this box: Don't fire for 1 Action Phase

EDGE _____

STUN DAMAGE

8 + WIL/2 (round up)

1	2	3 ⁻¹
4	5	6 ⁻¹
7	8	9 ⁻¹
10	11	12 ⁻¹
13	14	15 ⁻¹

PHYSICAL DAMAGE

8 + BOD/2 (round up)

1	2	3 ⁻¹
4	5	6 ⁻¹
7	8	9 ⁻¹
10	11	12 ⁻¹
13	14	15 ⁻¹
16	17	18 ⁻¹

INITIATIVE

50	40	30	20	10
49	39	29	19	9
48	38	28	18	8
47	37	27	17	7
46	36	26	16	6
45	35	25	15	5
44	34	24	14	4
43	33	23	13	3
42	32	22	12	2
41	31	21	11	1

OVERFLOW

BOD

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Attacks Defensed Since Last Action

-1 Defense per Attack

FULL DEFENSE

WIL: _____

Wound Modifiers

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OVERFLOW

BOD

1	2	3	4	5
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Sustained Spells

-2 to all rolls (incl Initiative)

Focus: _____

Counterspelling: _____

Refresh at start of each Turn (not each Action)

Advanced Boards

MOVE

Over whole Combat Turn (spread over Action Phases in any way)

Walk: up to Agility x 2

OR

Run: up to Agility x 4

ACTIONS

1 Free AND 2 Simple/1 Complex

Only 1 Attack per Action Phase

FREE (can be out of turn)

Change Device Mode (w DNI)

Eject Clip (w DNI and Gun Wireless ON)

Run (-2 Atk/Skill except Charge, +2 Def)

Drop Prone

Drop Object

Speak/Text

Call Shot

Multiple Attacks

COMPLEX

Attack: SB, LB, FA, Melee, Mounted Vehicle

Reload Weapon (other than **Insert Clip**)

Sprint Running + STR [Physical]

+2m/hit (+1m/hit for Dwarf, Troll)

Maintain Grapple (see *Subduing*)

Weave Past Enemies (see *Intercept*)

Administer First Aid (multiple turns)

SIMPLE

Attack: Bow, SS, SA, BF, FA, Thrown Weapon

Change Device Mode (w/out DNI)

Load Bow (knock arrow)

Ready Weapon

Quick Draw (Ready and Attack):

Weapon Skill + Reaction (3)

Take Aim – Pick one for next shot:

+1 Dice, +1 Limit, Get Vision Mag benefit,

Smartlink (Wireless ON): +1 Dice & +1 Limit

Take Cover (+2/+4 Def)

Stand Up

Pick Up Object

Observe in Detail

Remove Clip

Insert Clip

Observe in Detail

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- +1/Take Aim (max. ½ WIL)
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Weapon Skill

- + Agility
- + Gear Bonuses
- Recoil
- Wound
- Environment
- + Other

'Other' Melee

- +2 Charge (You are Running)
- 1 You are Prone
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[Limit]: Weapon [Accuracy] OR Unarmed Combat [Physical]

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Melee Only (1 attack only, apply [Physical] limit)

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FULL DEFENSE

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EDGE _____

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OVERFLOW

BOD

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Wound Modifiers

-1 to all rolls (incl Initiative) except Damage Resistance

Free Action Used

TAKE AIM

+1
Attack

+1
Limit

Vision
Magnification

Ammo

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Recoil

Recoil Compensation: _____

Wpn: _____ RC: _____

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To clear this box: Don't fire for 1 Action Phase

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-1 Defense per Attack

FULL DEFENSE
WIL: _____

EDGE _____

STUN DAMAGE

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7	8	9	-1
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+1 Attack

+1 Limit

Vision Magnification

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-2 to all rolls (incl Initiative)

Focus: _____

Counterspelling: _____

Refresh at start of each Turn (not each Action)