

Movement Actions

Disengage (Full Action)

You break off from melee combat and may move up to your Half Move rate. Opponents you were engaged with do not gain customary free attacks. See **Fleeing** for details.

Fleeing

When fleeing under your own control, you can take any of the following actions: Disengage, Move or Run. When fleeing against your will, you must take the Run action. If you move away from a melee without using the Disengage action, each opponent in combat with you gets a free attack. This is an extra attack in addition to any other attacks they make during their turn.

Jump/Leap (Full Action)

You can jump up or down, or leap across something. See **p.214**.

Move (Half or Full Action)

If you spend a Half Action to move, you move up to your Walk (1/2 Action) rate in metres. If you spend a Full Action to move, you move up to your Walk (Full Action) rate in metres. Whenever you end your movement adjacent to an opponent, you are considered engaged in combat.

Run (Full Action)

You can spend a Full Action to run, you run up to your Run move in metres. Until your next turn, ranged attacks made against you take a -20 penalty to Ballistic Skill tests, but melee attacks gain a +20 bonus to Weapon Skill tests.

Stand/Mount (Half Action)

You can get up off the ground or mount a creature or vehicle as a Half Action.

Tactical Advance (Full Action)

You can move your Move (Full Action) rate provided that you move from a position of cover and end your movement in a position of cover. During your move, you are considered to benefit from cover.

Miscellaneous Actions

Delay (Half Action)

When you use the Delay action, your turn ends immediately. At any time before your next turn, you can use your reserved Half Action. If you try to do something at the same time as another character that used a Delay action, you must make an Opposed Agility test to see who acts first.

Dodge (Reaction)

Once a hit is scored but before damage is rolled you may make a Dodge test. If you have the Dodge skill, this is tested at your base Agility, otherwise it is half that. If you fail the test, roll for damage as normal.

Dodging Semi/Full-Auto and Area Affect Attacks.

A successful Dodge test will move the character to the edge of the area of effect, as long as it is no further away than their Agility Bonus in metres. Otherwise the test fails.

When dodging Semi or Full-Automatic fire, each degree of success negates an additional hit.

Focus Power (Varies)

You can use this action to manifest Psychic Powers in combat. How long this takes is dependant on the power. You roll a number of dice and add a bonus dependant on your Psy Rating. Then compare the total to the Psychic Threshold (PT). If this number equals or exceeds the PT, the power has manifested. Otherwise, it has failed.

Ready

You can draw a weapon or ready an object. You can also put an item away that you are currently holding in the same action. You can also use this action to apply a medi-patch, inject stim etc. You may use this action twice in one turn if you are preparing two different items.

Reload (Varies)

See Missile Weapons section of the character sheet for the time to reload weapons. Reload can be an Extended action.