

PLAYER ACTIONS/MANEUVERS

ACTIONS

Exchange Action for a Maneuver

A character may exchange their action for an additional maneuver during their turn. They may then perform any maneuver they would be able to perform normally, following all the rules that govern maneuvers. However, a character still may not perform more than two maneuvers during their turn, no matter how they gained access to them.

Activate an Ability

When a character spends an action to activate an ability/talent (even if spending the action does not require a check or any other activity on the character's part), they have used their action for his turn. They may not take a second action, unless they have a specific ability that would grant them a second action.

Activate a Force Power

Most Force powers require an action to use.

Perform a Skill Check

The most common actions that most characters take during their turn are actions that require a skill check to resolve. These are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Other actions may take minutes, hours or even days to perform.

Perform a Combat Check

A character makes a combat check (or Attack Action) when they use a combat skill to attack a target. When performing an attack, the difficulty is based on the distance from the target, the position of the attacker with its opponents, and the type of weapon being used:

ATTACKER	>	SKILL	↻	DIFFICULTY
Engaged	>	Brawl	↻	(◆◆)
	>	Melee		(◆◆)
	>	Ranged/Gunnery		(See below)
Short	>	All ranged	↻	(◆)
Medium	>	All ranged	↻	(◆◆)
Long	>	All ranged	↻	(◆◆◆)
Extreme	>	All ranged	↻	(◆◆◆◆)

- **Attacking an Engaged Target:** When attacking with a melee weapon against a target with ranged weapon, the attacker adds ■.
- **Using Ranged Weapons Against an Engaged Target:** When attacking a target which is engaged with another target, upgrade the difficulty of the check once. If the attack results in ☹, then the attack automatically affects the character engaged with the initial target.
- **Using Ranged Weapons Whilst Engaged:** When using Ranged (Light), increase difficulty by +◆. When using Ranged (Heavy), increase difficulty by +◆◆. It is impossible to use Gunnery whilst engaged.
- **Attacker or Defender Prone:** When a character attacks a prone target with Brawl or Melee that they are engaged with, gain ■. When a character attacks a prone target with a ranged weapon, the target gains a ■. If prone, the prone character gains a ■ to Brawl and Melee attacks but suffers no penalty for range attacks.
- **Attacking with Two Weapons:** Single handed weapons only. Make a 'combined' check using lowest Characteristic and Lowest Skill to generate the dice pool. If using same combat skill +◆, and if not +◆◆. If successful, a character may spend ☹☹ or ☹ to confirm a hit with the second weapon (similar to linked weapon quality).
- **Attacking Different Sized Targets:** Reduce the difficulty of the attack action check by one when attacking a target two or more silhouette larger. Similarly, when an attacker is attacking a target with silhouette two or more size categories smaller than itself, increase the difficulty of the attack action check by one.
- **Improvised Weapons:** When attacking with an improvised weapon, use the Melee skill to perform the attack. The check automatically generates ☹.

MANEUVERS

Aim

Add ■ to the character's next combat check, or ■■ if the character spends 2 maneuvers.

Assist

Add ■ to another character's next action.

Guarded Stance

A character can take a maneuver to assume a guarded stance, which contributes to their defense against melee attacks. A character who performs this maneuver adds ■ to any combat check they make until the end of their next turn. However, they also gain melee defense +1 until the end of their next turn.

Interact with the Environment

- **Moving a large item:** Flipping over a table, shoving a barrel into a pursuer's path, or hefting a crate requires a single maneuver.
- **Opening or closing a door:** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover:** Purposely moving into cover requires a maneuver and allows the character to gain ranged defense 1 (and some cover can grant a ranged defense higher than 1, if particularly sturdy).

Manage Gear

- **Draw, holster, ready, or load a weapon:** Drawing, holstering, loading, or preparing a weapon takes a maneuver.
- **Draw something from storage, or put it away:** Retrieving or stowing an item from or into a pouch, backpack, satchel, bandolier, or some other accessible container.

Mount or Dismount

Mounting or dismounting a domesticated animal requires a maneuver. Successfully mounting an untrained animal requires an **Average** (◆◆) Survival check (or more depending on the animal). Similarly, mounting a vehicle, sliding into a cockpit, or otherwise taking position to pilot a vehicle, man a gunnery station, or the like requires a maneuver as well.

Move

Moving between range bands:

Maneuvers x 1	>	Engaged	↻	Short
	>	Short	↻	Within Short
	>	Short	↻	Medium
Maneuvers x 2	>	Medium	↻	Long
	>	Long	↻	Extreme
Maneuvers x 3	>	Short	↻	Long
Maneuvers x 4	>	Engaged	↻	Long
Maneuvers x 5	>	Short	↻	Extreme
Maneuvers x 6	>	Engaged	↻	Extreme

Drop Prone or Stand from Prone

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add ■ to all melee attacks made against him.

Preparation

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfil a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as 'prepare'.



Success



Failure



Advantage



Threat



Triumph



Despair

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