

COMBAT ACTIONS

INITIATIVE ACTIONS	TYPE	EFFECT
Delay	Free	You may voluntarily reduce your initiative by up to 10 + your initiative bonus, at which time you must act or lose your turn.
Ready	Full	Choose an action and a trigger that will prompt it; if it doesn't happen, you lose your turn.
Regroup	Half	+5 to your initiative total.
ATTACK ACTIONS	TYPE	EFFECT
Standard Action	None	None; uses 1 shot.
Autofire	Full	Fire a number of 3-shot volleys up to one-third the ammo in your firearm and make an attack with a -1 penalty per volley; if you hit, one volley hits the target; for every 4 over the target's Defense, another volley hits; uses 3 shots per volley.
Burst (narrow)	Half	-3 attack; +2 damage; uses 3 shots.
Burst (wide)	Half	+1 attack; uses 3 shots.
Coup de grace	Full	Helpless target must make a Fortitude save (DC 10 + damage done) or die.
Cover fire	Full	Offer +4 dodge bonus to Defense of a single ally against enemies within your line of sight for one round; uses 5 shots.
Disarm	Half	Make an opposed attack roll; if you win, your target is disarmed.
Feint	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target may not add his Dexterity modifier to Defense when you attack him next.
Grapple	Half	Special (see Spycraft Espionage Handbook, page 172).
Refresh	Full	If you are the target of no attacks this round, you may spend one action die at the end of the round to recover the result in vitality points, or 2 wounds.
Strafe attack	Full	Target a number of adjacent squares up to half the ammo in your firearm and make an attack with a -2 penalty per square beyond the first; all targets hit suffers the same damage; uses 2 shots per targeted square.
Strike object	Half	Special (see Spycraft Espionage Handbook, page 168).
Suppressive fire	Full	One target within your line of sight suffers a -4 penalty to attack and skill rolls for 1 round; uses 5 shots.
Taunt	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target must attack you with his next action.
Threaten	Half	Special (see Fixer/Pointman Class Guide, page 42).
Trick	Half	Special (see Fixer/Pointman Class Guide, page 42).
Trip	Half	Make a melee touch attack; if you hit, make a Strength check opposed by Strength or Dexterity; if you succeed, your target is prone.
MOVEMENT ACTIONS	TYPE	EFFECT
Standard move	Half	Move your Speed in feet.
Charge	Full	+2 attack, -2 Defense for 1 round.
Crouching	Half	Move 10 feet, receive -1 movement penalty to all ranged attacks against you.
High crawl	Half	Move 5 feet, may still take standard 5-ft. bonus step; ranged attacks suffer a -3 movement penalty, melee attacks gain a +3 movement bonus.
Low crawl	Free	Considered to be prone but may still take 5-ft. bonus step; no other movement allowed.
Run	Full	Move 4x your Speed in feet.
Total defense	Full	+4 dodge bonus to Defense for 1 round.
Withdraw	Full	Move 2x your Speed in feet away from combat.
OTHER ACTIONS	TYPE	EFFECT
Aim ranged weapon	Half	+1 bonus to next attack.
Brace firearm	Half	+2 bonus to next attack.

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