

Movement



Move

Move up to **MOV** yards. Implicit free move during a combat round.

Cost: 1 move action



Sprint

Move up to 5× **MOV** yards. Combat actions you perform this turn get +1 penalty 🎲. If you have **MOV** 8 or higher, firearms attacks against you get +1 penalty 🎲.

Cost: 1 move action, +1 penalty 🎲

Gain: 5× movement; firearms vs you get +1 penalty 🎲 (**MOV** 8+)



Take Cover

Move behind partial or full cover.

- **Partial:** firearms vs you get +1 penalty 🎲.
- **Full:** immunity to ranged attacks (until you move/lean out).

Cost: 1 move action

Gain: Ranged attacks against you gains +1 penalty 🎲 (partial) // Ranged immunity (full)



Perform Action

Use combat action for non-combat tasks (**first aid, lockpicking, climbing, ...**).

Cost: 1 combat action



Assist Action

Help another player with their action this turn (e.g., hand them equipment, give them a lift up during climbing, distract enemies). Grant them bonus 🎲 for their roll.

Cost: 1 combat action

Gain: +1 bonus 🎲 for assisted player



Hold Action

Skip your turn and describe what you are doing. May get +1 bonus 🎲 next turn if GM approves your tactical reasoning.

e.g.: hold to anticipate an attack may give you a +1 bonus 🎲 on dodge or fight back next turn

Cost: 1 turn

Gain: +1 bonus 🎲 next turn (GM approval)



Flee

Disengage and flee combat. Takes full round - enemies can still attack until your next turn. May trigger chase.

Cost: 1 turn