

Aim (S3/DV-1)

+1 die for next attack per tick spent aiming. Can be interrupted.

Attack (varies based on weapon used)**Coordinate Assault (S5/DV-2)**

Roll (Cha+Com). Each success allows two people to coordinate their attacks. The attackers must act on the same tick and the target of their attack suffers a DV penalty equal to the number of attackers (or successes on roll, whichever is less).

Dash (S3/DV-2)

Run flat out at up to (Dex+6) yards. Epic Dex adds (auto successes*2) yards. Other actions can be performed at -2 dice.

Guard (S3/DV-0)

Interruptable holding action. No benefit.

Inactive (S5/DV=0)

Unconscious or paralyzed.

Miscellaneous (S5/DV varies)

Drawing weapon, standing up, hiding, etc

Move (S0/DV-0)

Normal move. Can be used every tick.

Autofire

Short burst, +1 attack die. Long burst, +2 attack dice. Can be used in a multi attack.

Crippling Attack [Hero, pg 198]

+2 difficulty. If damage is enough to kill, you may inflict a disabling wound instead.

Disarming

+2 Melee or +4 Ranged difficulty. If successful, weapon is sent 1ft away for each success. If 5+ successes, you choose the direction the weapon falls.

Fierce Blow

+1 difficulty, -1 DV. Base damage of the attack is increased to +3B (+2L/A).

Flat of the Blade

Inflict bashing damage with a lethal weapon. +1 difficulty, -2 damage.

Pulling a Blow

+1 difficulty. Reduce damage, min. 1.

Sweep

Knock an opponent down.

Zorro [Hero, pg 200]

+2 difficulty. No damage but special effect