

Movement

Charge If you are not Engaged in combat already, you can use your Move to Charge. If you Charge, your Action must be a Melee Test to attack an opponent. If your opponent is at least your Move characteristic in yards away before you Charge, but within your Run range, you will also gain +10 to the Attack

Disengage I. Spend 2 advantage to move away from your opponents without penalty.
II. Use your Action to make an Opposed Dodge/Melee Test. If you succeed you can use your Move using the normal rules. If you fail you cannot move.

Flee If you flee, your opponent may attempt 1 free attack. The free attack is an unopposed Melee Test +20
If you are hit, your opponent gains +1 Advantage, and you must enact a Challenging (+0) Cool Test: if failed, gain a Broken Condition, and a further +1 Broken condition per SL below 0.
Once the free attack is concluded, you may move up to your Run Movement directly away from your opponent, assuming you still can

Sprint You can use your Action to sprint. This requires an Average (+20) Athletics Test, and you are able to cover additional distance. You move your Run distance and then you sprint your Run movement + SL in yards

Climb You move at half rate up or down ladders or other easily climbed surfaces. If you want to climb more quickly, spend your Action to make an Average (+20) Climb Test. You will Climb an extra Movement + SL yards.

Leap You can leap your Movement in feet without having to make a Test. If you want to jump farther, this takes an Average (+20) Athletics Test if you have a run up of at least your Movement in yards; if you do not, the Test is Challenging (+0). On a success, each SL adds an extra foot to the leap. If you succeeded with +0 SL, you manage an extra 6 inches with your jump

Fall You suffer 1d10 Damage + 3 Damage for every yard you fall. Any suffered Damage is reduced solely by your Toughness Bonus.

If you are purposefully falling you can attempt an Average (+20) Athletics Test to lessen the damage. If successful, you count as having fallen 1 less yard, plus an extra yard less per SL scored.

If more Wounds are suffered from a fall than your Toughness Bonus, you also gain the Prone Condition.

Moving During Combat

The Movement Table shows how many yards you can normally move in a single Turn, either Walking or Running, without having to make an Athletics Test to sprint.

Movement table

Movement	Walk (yards)	Run (yards)
0	0	0
1	2	4
2	4	8
3	6	12
4	8	16
5	10	20
6	12	24
7	14	28
8	16	32
9	18	36
10	20	40