Actions	
Aim	Next turn, increase your weapon range by one step. Hit a target location without penalty. Benefit of **Aim** is lost after firing or moving. Cannot be combined with **Rapid Fire** or **Burst Fire**
Attack	Make a Test to try to hit with a melee or ranged weapon, see page 211.
Charge	Move as far as your speed allows and make a melee attack with advantage. Cannot be used on a target in your Zone. You have disadvantage on Melee and Reflexes Tests to defend yourself until the start of your next turn.
Defend (ally)	Protect an ally. Choose an ally in Immediate Range. Any attacks targeting that ally target you instead.
Defend (zone)	Impede entry to your zone from one other zone, if feasible. Any creature attempting to enter must use an Action to make an Athletics (Might) Test versus your Athletics (might). If you have a shield or an ally takes the **Defend** action to help, you have Advantage. If the creature succeeds, your are pushed aside and the creature can enter the Zone. While defending, enemies in the adjacent zone may make melee attacks against you.
Disengage	Carefully back away from a target you are Engaged with. Use a **Disengage** action to avoid a Reaction attack from an enemy you are Engaged with. You move beyond Immediate Range and are no longer Engaged.
Dodge	Spend your turn avoiding harm. Gain advantage on the next Melee or Reflexes (Dodge) Test you make to defend yourself. Also, you may make Reflexes (Dodge) tests to avoid ranged attacks from enemies you're aware of without spending your Reaction.
Flee	Spend your Action and Move to escape the battle. Decrease Superiority by one. Alternatively, the group can **Retreat**
Grapple	Athletics (Might) or Melee (Brawling) Test, opposed by target's Athletics (might), Melee (Brawling), or Reflexes (dodge). If successful, the target is Restrained (Minor). The target can use their action to repat the opposed test to try to escape. If you suffer a Wound, or perform an action other than continuing Grapple, target may use Reaction to try to break the Grapple without disadvantage.
Grapple (continued)	Size affects grapple. If a character is one size larger than the other, it has advantage on the grapple Test. If one character is two sizes larger than the other, it has Advantage and the smaller character has Disadvantage. If your character tries to grapple a target 2 sizes larger, they can only grapple a single limb or body part. **Arms or tail** - Target has disadvantage on attacks using that limb. **Legs** - Target's speed is reduced one step

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Actions (cont)	
Help	Grant an ally advantage on their next test. See page 189.
Hide	Make a Stealth test, use the environment to conceal your presence. Record your Success Level for this test. Anyone trying to find you must make an Awareness Test with a greater Success Level. The zone you are in must have a feature you can use to hide your movements such as *Cover* or *Obscured* traits. Your speed becomes slow. You can move within your zone but must use the **Run** action to reach an adjacent zone. Hidden character cannot be target by an attack unless located. Using an action that reveals your location takes away your Hidden status (e.g. using a Loud weapon). Every successful attack made while hidden counts as a Critical Hit.
Improvise	Do something not described here. Discuss with GM to see if possible.
Manifest	**Manifest** a psychic power. See page 158.
Overwatch	Prepare your character to act when a specific trigger happens. Declare the trigger, and declare the Action you will take when it happens. If the trigger doesn't happen this turn, you may take a different action, acting last in Initiative Order.
Reload	When a ranged weapon is out of ammunition, a Reload Action must be used to refill it before it can be fired again.
Retreat	End your turn and prepare to retreat to safety with your party. At the start of each Ally's turn, they will be asked if they Retreat. If they agree, they join preparation for escape. Either escape the combat and jump ahead in time to safety, or if opponents may pursue. You may apply Superiority to Tests to escape your pursuers. If anyone in your group chooses to remain instead of Retreat, you can all either abandon that party member or abandon the retreat. Combat Superiority is reduced by 2.
Run	Move to an adjacent zone. When combined with move, your character can move to 2 zones away.
Search	Examine your surroundings, look for an object, et cetera. Test Awareness (sight) with difficulty set by GM. You may also use **Search** to detect disturbances in the immaterium or sense hidden danger. Awareness (Psyniscience) or Intuition (Surroundings), respectively.
Seize the Initiative	Do not act this turn. Go to top of Initiative order next turn.
Shove	Attempt to push an enemy within immediate Range of you away. Take an Athletics (might) test opposed by target's Athletics (might) or Dodge (reflexes). If you succeed, the target is pushed a number of metres away equal to difference in Succcess Level. If you succeed by 3 or more SL, you can choose to shove them into an adjacent Zone (or off a ledge, if possible).

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Actions (cont)

Take Cover	In a zone with the *Cover* Trait, use the **Take Cover** Action to gain its benefit. Versus ranged: Light COver +2 Armour, Medium Cover +4 Armour, Heavy Cover +6 Armour. Cover can be bypassed by using Target Location action. See page 204.
Target Location	Choose to target a particular hit location. Make a melee or ranged attack with disadvantage. On success, deal damage to the chose location. If the target is in Cover, use this action to ignore bonus Armour from Cover.
Use Object or Feature	Take an action to interact with a time-consuming or complex object such as a Zone Feature.

Movement

You can move before or after taking an action. **Move** into a zone adjacent to your current zone. You can also use **Move** to *take cover*. If you move away from an opponent you are engaged with, the opponent can make a Reaction. If the movement requires a Test due to difficulty, an action must be spent as well.

Your Turn

Characters can **Move** and take one **Action** on their turn. Free actions (opening a door, drawing a weapon, moving with in a zone) do not use an action.
Reactions take place on someone else's turn. You make make one **Reaction** per round unless otherwise specified. Examples: attempt to dodge a ranged attack, *Deny the Witch*

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