

Combat Actions

INITIATIVE ACTIONS	TYPE	EFFECT
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> Ready 	Full	Choose an action and a trigger that will prompt it; if it doesn't happen, you lose your turn.
<ul style="list-style-type: none"> Regroup 	Half	+5 to your initiative total.
AT TACK ACTIONS	TYPE	EFFECT
<ul style="list-style-type: none"> Standard attack 	Half	None; uses 1 shot.
<ul style="list-style-type: none"> Autofire 	Full	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.
<ul style="list-style-type: none"> Burst (narrow) 	Half	-3 attack; +2 damage; uses 3 shots.
<ul style="list-style-type: none"> Burst (wide) 	Half	+1 attack; uses 3 shots.
<ul style="list-style-type: none"> Coup de grace 	Full	Helpless target must make a Fortitude save (DC 10 + damage done) or die.
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> Disarm 	Half	Make an opposed attack roll; if you win, your target is disarmed.
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> Grapple 	Half	Special (see <i>Spycraft Espionage Handbook</i> , page 172).
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> Strike object 	Half	Special (see <i>Spycraft Espionage Handbook</i> , page 168).
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> Standard move 	Half	Move your Speed in feet.
<ul style="list-style-type: none"> Charge 	Full	+2 attack, -2 Defense for 1 round.
<ul style="list-style-type: none"> Run 	Full	Move 4x your Speed in feet.
<ul style="list-style-type: none"> Total defense 	Full	+4 dodge bonus to Defense for 1 round.
<ul style="list-style-type: none"> Withdraw 	Full	Move 2x your Speed in feet away from combat.
OTHER ACTIONS	TYPE	EFFECT
<ul style="list-style-type: none"> Aim ranged weapon 	Half	+1 bonus to next attack.
<ul style="list-style-type: none"> Brace firearm 	Half	+2 bonus to next attack.