



Guide to Basic Combat Actions

<i>Name of Action</i>	<i>Cost</i>	<i>Effect</i>
Ready	1 Action Point	Draw a weapon or make a missile ready, get up from the ground, get something out of your backpack or from your belt.
Move	1 Action Point	Move your Speed in meters in any direction. Move half your Speed in meters in rough terrain.
Run	2 Action Points	Move your Speed x 3 in meters in a more or less straight line. Move your Speed x 1 in meters in rough terrain.
Disengage	2 Action Points	Move your Speed in meters away from one or more opponents who are in close combat with you without provoking attacks of opportunity.
Aim	1 Action Point	Can be used immediately before an attack action and will grant a + 2 bonus on Speed (if ranged) or Brawl (if melee) for that attack action.
Use Skill	2 Action Points	Use a skill in combat if the GM allows it. <u>Note:</u> The "Arcane" Skill only costs 1 AP. The "Dodge" and "Parry" Skills cost zero AP.
Delay	1 Action Point	Skip your action for now. Declare at anytime during the rest of the combat turn that you want to act. To interrupt an enemy's action an "opposed" Speed check is necessary.
Cast Spell/Grant	Variable Action P.	Cast a Spell or Grant in combat. See the description of the Spell or Grant for the Action Point Cost.
Attack	1 Action Point	Make a single melee or ranged attack, following the normal procedures.
Charge	2 Action Points	Move up to your Speed x 2 in meters towards an enemy and attack him in melee. If you have moved at least 3 meters you receive a +5 on your Brawl and +2 on Impact for that attack.
Uproot	1 Action Point	A normal melee attack, but instead of dealing damage you send your enemy to the ground. He can get up with the "Ready" Action. Meanwhile all attacks on him have <u>combat advantage</u> .
Free Actions	0 Action Points	Speak a short sentence, drop something held in your hand, do other quick things.