

QUICK REFERENCE GUIDE

ACTIONS

Combat Action	Make an attack, use a Skill.	p.178
Movement	Move up to your Speed in metres.	p.180
Simple Action	Reload a gun, draw a sword, kick open a door, look around.	p.179
Free Action	Roll Determination, shout a warning.	p.179
Reflexive Action	React to something.	p.179

ADVANCED ACTIONS

Full-Round Action	Sacrifice all your Actions and Movement to Charge, Sprint, or use Full Defence.	p.179
Multi-Action	Declare all Actions you want to take. +2 DN to all Tests for every Action you take.	p.178
Multi-Attack	+2 Defence of every target for each attack beyond the first. Roll damage once and apply it to all targets hit.	p.187

ATTACKS

Melee Attack	Weapon Skill (I) Test against target's Defence. Strength + weapon damage for total damage.	p.183
Ranged Attack	Ballistic Skill (A) Test against target's Defence. Check Range for modifiers.	p.184
Interaction Attack	Roll a Skill against target's Skill or Resolve. If you succeed, they are Vulnerable or Hindered.	p.190

MOVEMENT

Run	Use Simple Action and Movement. Move double your Speed in metres.	p.180
Sprint	Full-Round Action. Move triple your Speed in metres.	p.180
Crawl	Simple Action to go Prone. Move at half Speed.	p.180
Cover	+1 Defence if less than half of you is covered. +2 Defence if more than half of you is covered.	p.181

DAMAGE & DEFENCE

Determination	Roll your Determination. Every Icon converts 1 Wound to 1 Shock.	p.196
Dying	You are Prone, and can only Crawl, Fall Back, or take a basic Combat Action. Whenever you would take any number of Wounds, you take a Traumatic Injury instead.	p.193
Full Defence	Full Round Action. Roll your Initiative dice pool; every Icon increases your Defence by +1 until end of your next Turn.	p.187
Wounded	If you have any Wounds, +1 DN to all Tests.	p.193
Wounds	If an attack does more damage than your Resilience, you suffer the difference in Wounds. If you suffer more Wounds than your Max Wounds, you are Dying.	p.193

MELEE OPTIONS

All-Out Attack	+2 bonus dice to all melee attacks. -2 Defence until the start of your next Turn.	p.188
Charge	Full-Round Action to Run and make a melee attack with +1 bonus dice to the attack Test.	p.188
Fall Back	Combat Action to stop an enemy using a Reflexive Attack.	p.188
Grapple	Opposed Strength Test with an Engaged target. If you succeed, they are Restrained.	p.188
Pistols in Melee	Target gains +2 Defence.	p.184
Unarmed	Strength + 1 ED damage.	p.183

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RANGED OPTIONS

Short Range	+ 1 bonus dice to ranged attack Tests.	p.184
Long Range	Target gains +2 Defence.	p.184
Aim	+ 1 bonus dice to ranged attack Tests. You can't move.	p.189
Brace	Ignore the Heavy weapon penalty. You can't move.	p.189
Called Shot	+ 1 ED for every + 1 you add to target's Defence.	p.186
Disarming Shot	Target makes a Strength Test, DN = half the damage from your ranged attack Test. If they fail, they drop their weapon.	p.187
Firing into Melee	If you roll a Complication, shot hits a random unintended target.	p.185
Grenades & AOE	DN 3 Ballistic Skill Test to hit a point in range. All targets in Blast are hit.	p.185
Reloading	Use a Simple Action and spend 1 Ammo to Reload your weapon.	p.184
Salvo Options	Improve ranged attack Tests. Weapon must be Reloaded after use.	p.185
Scattering	If an AOE Ballistic Skill Test fails, roll 1d6 x2 for distance and 1d6 for direction.	p.186
Shoot through Cover	Add Cover bonus to target's Resilience.	p.189
Pinning Attack	Roll Ballistic Skill against target's Resolve to inflict <i>Pinned</i> . Weapon must be Reloaded after use.	p.189

SITUATIONS

Difficult Terrain	Your Speed is halved.	p.181
Dodging AOE	Use Full Round Defence to raise your Resilience; you lose your next Turn.	p.186
Engaged	Within range of an enemy's melee weapon.	p.184
Seize the Initiative	Spend 1 Glory to act before the GM.	p.177
Surprise Attacks	If the target doesn't know you're there, +2 bonus dice to the attack Test and + 2 ED.	p.182
Reflexive Attack	If an enemy leaves Engagement without Fall Back, use Reflexive Action to attack.	p.179

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