

Personal Combat Minor Actions

Aim	May re-roll 1 d20 made on an attack before the start of their next turn
Draw Item	May pick up an item within reach, draw a weapon or other item on their person. Can be used immediately unless requires a task to use
Drop Prone	Immediately drop to the ground, making a smaller target. While prone, can re-roll any cover dice and increases difficulty of all ranged attacks against them from Medium range or further by 1. BUT Melee attacks and ranged attacks at Close range gain 2 bonus momentum and you can't try any movement related tasks. Can't stand and drop prone in same turn.
Interact	Character interacts with an object in the environment. Complex interactions may require a task
Movement	Move to any point within Medium range. Can't be taken with movement related tasks. Can't be done if 1 or more enemies within Reach.
Prepare	Prepare for a task. Some tasks require this is done before it can be attempted
Stand	If character is prone, can stand and lose all the benefits and disadvantages of being prone. Can't stand and go prone in the same turn.

1st minor action is free. Additional minor actions costs 1 momentum. Can't perform the same minor action twice in one turn

Personal Combat Tasks

Assist	Nominate a single ally they can communicate with. Declare how you'll give aid including attribute, discipline, and focus. During ally's task, character provides assistance
Create Advantage	TASK WITH DIFFICULTY 2. If successful, create an advantage.
Direct	Only available to one character in authority. Nominate another character, they immediately attempt a task assisted by the commanding officer.
Guard	TASK WITH DIFFICULTY 0. Character finds a defensible position or gets ready for attack. Success increases difficulty of attacks against character by +1. Can attempt to give benefit to an ally but increases difficulty by 1.
Pass	No task attempted. If no minor action taken, can act later in the round instead.
Ready	Declare waiting on specific situation before attempting task. Task MUST be attempted when situation occurs. When trigger occurs, interrupt turn to resolve the Ready task
Recover	DIFFICULTY 2, FITNESS <input type="checkbox"/> + COMMAND <input type="checkbox"/> task. (reduce difficulty by 1 if in cover) Character ducks behind cover. Success means gain 1 additional resistance for each effect rolled on Cover Dice and regain ability to Avoid an injury. May also regain 2 stress per momentum spent. (repeatable)
Sprint	DIFFICULTY 0 FITNESS <input type="checkbox"/> + SECURITY <input type="checkbox"/> TASK. Success means character moves to any zone within medium range and one additional zone per momentum spent. Can't attempt more than once per round. Can't attempt if minor action performed. Terrain or other factors may increase difficulty. Can succeed At Cost (Failure means basic success with automatic complication)
First Aid	DIFFICULTY 1 DARING <input type="checkbox"/> + MEDICINE <input type="checkbox"/> Stabilize a character within reach. Success means character won't die at end of scene but will stay incapacitated. May spend 2 momentum to get character back up immediately exactly as if spent determination to Avoid an Injury Healing injuries can't be done during combat. Requires DIFFICULTY 2 CONTROL <input type="checkbox"/> + MEDICINE <input type="checkbox"/> task. Can be more difficult based on other factors. Healing injury related complications is DIFFICULTY 2 CONTROL <input type="checkbox"/> + MEDICINE <input type="checkbox"/> additional complications removed with 2 momentum each (repeatable)

Can never attempt more than 2 tasks in a round.

Attack Tasks

	Difficulty	Attribute	Discipline	
Ranged Attack	2, +1 if enemy in reach	Control <input type="checkbox"/>	Security <input type="checkbox"/>	complication range +1 if other creatures within reach of target
Melee Attack	1, opposed	Daring <input type="checkbox"/>	Security <input type="checkbox"/>	if tied, most momentum generated wins
other melee options:	Disengage: Move safely away from opponent to any point in close range and out of reach			
	Grapple: Places "Grappled" complication on opponent. They can only attack back with +1 difficulty or Break Free (DIFFICULTY 2, FITNESS + SECURITY). Grappling character gains 1 bonus momentum on all attacks against the grappled character			
	Shove: Forces the opponent away. Target is moved out of Reach to another point in Close range. Roll normal unarmed strike Challenge Dice, but not for damage. Only to check for Knockdown effects.			
MUST DECLARE IF A LETHAL ATTACK BEFORE ROLL. LETHAL ATTACKS ADD 1 TO THE THREAT POOL				
Injuries occur when...	Suffers 5 or more damage from 1 attack or hazard, after reduction from resistance			
	Character is reduced to 0 stress by an attack			
	If character has 0 stress and another attack or hazard does damage			
May avoid an injury ONCE per scene (except after using Recover action)				
To avoid an injury:	spend 2 momentum or threat		Suffer a complication	
	Can always use Determination to get back in the fight. Still injured but able to continue. Additional injuries are lethal			