Aiming – every turn spent aiming grants a +2 bonus, to a maximum of +4. You have only your Passive defense roll while aiming. If you take damage, you lose your aiming bonus.

Autofire – while firing an automatic weapon your character may make either a burst fire, full autofire, or strafing attack

- **Burst Fire** – fire three bullets and gain a +1 bonus to your attack against a single target
- **Full Autofire** – fire twenty bullets and gain a +3 bonus to your attack against a single target
- **Strafing** – you attack multiple targets with a full autofire attack. For every five-foot distance between targets, suffer a -2 penalty to the attack.

When making a full autofire or strafing attack, you have only Passive Defense.

Block – instead of making an attack, you may attempt to block all incoming Brawl attacks against you for the round. Make an opposed Brawl test against all incoming attacks. If you roll more successes the blow is blocked and does no damage. Melee attacks may be blocked at a -2 penalty.

Called Shot – take a called shot of one of the following types

- **Vital Area** – take a shot with a penalty equal to your opponent’s full Defense rating. Successes automatically damage the target. If your modified dice pool is 0 or less you automatically miss.
- **Held Object** – take a shot with a penalty equal to the object’s Size rating. If someone is trying to prevent it from being struck use the person’s base Defense rating, or the object’s Size rating, whichever is greater. Any successes in excess of the Defense roll do damage as usual

Shooting into Combat – to shoot around a friend and hit an opponent, take a called shot with a penalty equal to the target’s cover.

Specific Location – If you want to hit a specific location, refer to the following chart

<table>
<thead>
<tr>
<th>Target Area</th>
<th>Attack Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Torso</td>
<td>-1</td>
</tr>
<tr>
<td>Limb</td>
<td>-2</td>
</tr>
<tr>
<td>Hand</td>
<td>-4</td>
</tr>
<tr>
<td>Head</td>
<td>-4</td>
</tr>
<tr>
<td>Eye</td>
<td>-8</td>
</tr>
</tbody>
</table>

The result of being hit in a specific location is determined by the Gamemaster.

Cautious Attack – Take a -4 penalty to your attack roll, and gain a +2 bonus on your Defense rolls.

Charge – gain a +2 bonus to your attack and may move up to half normal move before making the attack. You may only roll your Passive Defense.

Shove: Make a Touch Attack against your opponent. If you score more successes than your opponent’s Strength, opponent pushed back 5 feet for each extra success.

Disarm – make an opposed Melee or Brawl roll against your opponent at -2. Opponent receives a +2 bonus if holding weapon in both hands. If you roll more successes than your opponent you knock the weapon 5 feet for each extra success or, if attempting to steal the weapon with a Brawl attack, you now have the weapon.

Dodge – instead of making an attack a character may attempt to dodge all ranged attacks made against him/her during the round. If attacked roll an opposed Athletics (or Acrobatics) check against opponent’s ranged attack roll. If you score more successes, the attack is dodged.

Grapple – attempt to immobilize an opponent without harming him/her. Make a Brawl Touch Attack with a penalty equal to the Size rating of the opponent. If you make more successes than the target’s Strength score, target is grappled, may not attack, and must make an opposed Strength roll to free him/herself. If you roll more successes than twice your opponent’s Strength, he/she is pinned and gets only Passive defense.
**Parry** – instead of attacking, you attempt to parry all incoming melee attacks against you. Make an opposed Parry check against any Melee attack. If you score more successes the attack is successfully parried and does no damage. If your character parries a Brawl attack, extra successes count as damage to the attacker.

**Ready Weapon** – character draws a weapon and readies it for combat.

**Reload Weapon** – reload a firearm or similar ranged weapon. It takes one action to replace a clip or magazine. If reloading a weapon with a cylinder or internal magazine, the character may reload a number of rounds equal to Dexterity as a single action

**Run** – instead of making an attack, the character may double his/her Move rating to determine how far he/she moves in a round.

**Sprint** – instead of making an attack, the character may quadruple his/her Move rating to determine how far he/she moves in a round. He/she may keep this up for a number of rounds equal to Body. After that the character will take one non-lethal wound per round of sprinting. After the character stops sprinting he/she must rest for a number of turns equal to Body rating before he/she can sprint again.

**Stand up** – a prone character gets up. Standing up requires you to give up your attack for the round.

**Throw** – character attempts to throw another character to the ground. Make a Brawl Touch attack against your opponent with a penalty equal to the size rating of your opponent. If you roll more damage than your opponent’s Strength rating, you have thrown your opponent 5 feet for each extra success. If the character strikes an object and cannot move further he/she takes one point of damage for each 5 feet he/she still needs to move.

**Total Attack** – Gain a +2 on your attack, but you can only use your Passive Defense this round. Special forms of Total Attack include

- **Dual Wield** – character may make two attacks using a weapon in each hand. These may be two ranged attacks, two melee attacks, or one of each. You may attack different targets. You lose the normal attack bonus, and suffer a -4 penalty to the weapon in your primary hand, and -6 penalty to the weapon in your off hand.

- **Flurry** – character attacks twice using melee or bare hands. You give up the normal attack bonus, and take a -4 penalty on each attack.

- **Rapid fire** – character attacks twice with a ranged weapon capable of more than one attack per round. You give up the normal attack bonus, and take a -4 penalty on each attack.

**Total Defense** – character gives up all attacks for the round and gains +4 Defense against all attacks for the round.

**Touch Attack** – when making a Touch attack against an opponent, that opponent does not get his Passive Defense, only Active Defense (Dexterity)

**Trip** – you attempt to knock down an opponent. Make a Brawl Touch attack with a -2 penalty if the opponent has four or more legs. If you do more damage than your opponent’s Strength rating, your opponent is knocked prone.

**Use Item** – instead of making an attack, the character can operate a simple piece of machinery

**Use Skill** – instead of making an attack, the character may use a skill, such as Diplomacy or Medicine.