



MINISTRY OF EXTRAMUNDANE AFFAIRS

SUMMARY OF ACTIONS

During your turn, you can perform two of the actions listed below. You can perform the same action twice, and can perform your actions in any order. The turn's actions can be combined with speech; whatever you can say in five seconds is fair game.

Movement actions	Description	Max. distance
Move	Walking, jogging or even running; can be reduced in difficult terrain like dense woodland. Cannot be used to move into or out of arm's reach of enemies.	12'/4m
Sprint	Treat difficult ground as hazardous. You cannot sprint for consecutive actions more than your Physique and must pass a Physique test to sprint again after resting for an action. Cannot be used to move into or out of arm's reach of enemies.	18'/6m
Charge	Use a normal move action to get into arm's reach, then execute a Fight action.	
Crawl	Prone characters only.	3'/1m
Change stance	Change from prone to standing, or vice versa.	
Climb	Optionally: climb double the distance and test your Physique. If failed, you fall.	3'/1m

Shooting Actions	Description
Shoot	Declare target; targets tests Reflexes to jump into adjacent cover and if successful confers -2 to hit. Take a Ranged test for each shot on your weapon's profile. Roll on target's injury table for each hit and resolve effects. If a target is hit but has no table, remove from play.
Aim	Aim at any enemy in sight. If your next action is a standard shooting action directed at them, you have a +2 bonus to your Ranged stat.
Reload	Your weapon's rules will specify the number of actions required to reload it.
Suppressive fire	Perform two shooting actions. All shots miss on anything but a 1. Not possible with weapons that require a <i>reload</i> action after each shot.

RANGED PENALTIES FOR TERRAIN

Note that if a target is pinned or hiding behind cover, they may be completely obscured and therefore cannot be shot at directly.

Waist-high foliage Solid fence 1	Boxes/crates Moraine field 2	Sparse woodland Stone wall 3	Dense woodland Ruins/buildings 4	Fortress walls Earthworks 6
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Melee Actions	Description
Fight	See the melee section for details on how to attack, grapple and sneak attack other characters.
Break away	Take a Melee/Reflex test at -1M/R for each heroic character in arm's reach. If passed, you break free of the combat in a direction of your choosing, ending up just out of arm's reach of your assailants. Alternatively, if prone in a melee, a successful Break Away allows you to stand up.

Arcane Actions	Description
Cast	Cast a spell as described in the Magic section. In short: take a Sorcery test. The spell's description will tell you what penalties to your Sorcery are applicable. If you fail dreadfully, you must roll on the miscast table.

Other Actions	Description
Interact/skill test	GM's discretion – may take multiple actions (see “tasks” in the Tests and Tasks section). May require a stat test. May be possible for other characters to assist.
Concentrate	Declare which upcoming Stat test you are concentrating on, then spend an action to reduce any penalties on that test by 1. Alternatively, concentrate for 2 actions to reduce the penalty by 3. This bonus is lost if your next action is something other than concentrating or taking the test, or if you are hit or otherwise forced to physically react to an attack.



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MELEE ACTIONS

Pick a character within arm's reach and decide whether to **attack**, **restrain/tackle**, or **sneak attack**.

Attack

1. Attacker and Defender both test their Melee Stat using the modifiers to the right. Whichever character passes by the most has struck the other.

- **Both characters fail:** If neither character passes their Melee test, the action is over and has no further effect; the characters either failed to commit to the attack, or the blows they landed were of no consequence.
- **Stunning successes:** if the player who got the best margin of success rolled a stunning success, they can choose which location they strike *or* cause two hits to the location they roll.
- **Ties:** if both characters pass by the same amount, they have struck each other simultaneously – a worryingly frequent occurrence in close combat! Proceed to step 2 as if both characters are the loser.
- **Non-combat option: Bravely Back Away!** If the Defender prefers, they can use choose to try and back off. If they do so, they can use either their Melee *or* their Reflexes. If they win the subsequent roll-off, then instead of striking the Attacker, they instead move directly away from them until they are no longer within arm's reach. Remember, when a character is not within arm's reach of any enemies, they are free to move as they please.

2. The loser must pass a Physique + Strength Training test to avoid . If they pass, the blow has no effect.

- **Weapons:** don't forget that most melee weapons make this test harder (or even impossible) to pass!

3. The victor rolls on the target's injury chart. Resolve the injury as described on the chart. If the loser doesn't have a hit location chart, the victor simply narrates what they do to them.

Melee Stat Modifiers

Skill

If you have Skill points in the weapon you're holding (or indeed some points in unarmed combat) don't forget to add it to your Melee Stat! Likewise if you're backing away, you could add (for example) Unarmed or Combat Awareness.

Reach

If you are using a weapon with Reach when none of your opponents are, you gain +2 to your Melee stat, and they suffer -2 to theirs.

Prone

If you are prone, your Melee Stat and any positive modifiers to it are added together and then halved.

Outnumbered

Reduce your Melee Stat by 1 for each enemy beyond the first within arm's reach, to a maximum of -5.

Restrain

You and your target take a Melee test using the modifiers above, then apply one of the results below. You must be unarmed.

You succeed, defender fails

If you have rope or handcuffs ready, the defender's wrists are now bound. If you don't, then neither you or the defender can act until either a) you let go, or b) they pass a Physique check, modified by the difference between your Physique stats (don't forget to include any relevant Skill bonuses!).

You fail, defender succeeds

You are hit by the defender's weapon. Take a Physique test to avoid injury!

You both succeed, and/or all other results

No effect.

Knock down/tackle

You and your target take a Melee test using the modifiers above, then apply one of the results below. You must be unarmed.

You succeed stunningly, defender fails

Defender goes prone.

You succeed, defender fails

Both characters go prone.

Both succeed

Both characters go prone unless the defender passes a Physique check.

You fail/dreadfully

No effect/you go prone.

Sneak attack

Only possible if the target is unaware of you. See page 36 for guidance on stealth.

Take a Melee test. If you fail, your target is now aware of you. If you pass, note the amount by which you succeeded and choose to either knock them out or assassinate them:

Knockout

Note you must use Unarmed or a blunt weapon for this to work.

The target takes a Physique test modified by your margin of success. If they fail, they are unconscious for D10 turns.

Assassinate

The target takes a Physique test reduced by your margin of success *and then* your weapon's Physique Modifier to avoid injury. If the target is injured, you may cause 2 levels of injury to a location of your choice.