

ACTIONS

Aim: +4 TN and +2 DAM for next Shoot Action this Activation. May not be used with Burst (X) or Projected weapons, or when performing Indirect Fire. Bonuses apply only to Primary Target for Cloud and Explosive weapons.

Brace: Ignore Recoil (X) and gain Suppressive for next Shoot Action this Activation.

Charge: Move up to MV Rating via shortest direct path toward nearest Enemy in Clear or Obstructed LOS. If successfully Engaged, make a free Strike Action at +2 TN.

Climb: Move up to ½ MV Rating up or down a vertical surface in base-to-base contact.

Move: Move up to MV Rating.

Rally: Remove a Pinned Counter from the Unit.

Reload: Remove a Reload Counter from one of the Unit's Weapons.

Shoot: Perform a ranged attack. May not be performed if Engaged with an Enemy Unit. (+/- Range Mods; +/- DEF Mods; -2 Light Obstruction; -4 Heavy Obstruction; -5 if Engaged with Friendlies)

Strike: Perform a melee attack. (+/- CC Mods; +/- DEF Mods; +1 each Friendly)

REACTIONS

Only one Unit in Reactive Force may React per Enemy Unit Action. Reacting Unit may perform only one Reaction. May not be used by Units with Reaction or Pinned Counters. Reactive Player chooses order Reactions occur.

Ambush: If not Engaged, or Engaged only with Pinned Enemies, receive a Reaction and Activation Counter to interrupt visible Enemy Unit movement and perform a Shoot or Charge Action. If target survives, it may complete its Action. If target was Charging, it may shift Charge target to the ambushing Unit.

Counterattack: After completion of an Enemy Shoot or Strike Action that targeted or affected this Unit, receive a Reaction Counter to perform a Shoot or Strike Action targeting only the Enemy Unit. Shoot Test is permissible only if Unit is not Engaged, or Engaged only with Pinned Enemies.

Dive for Cover: After an Enemy Unit declares a Shoot Action, all targeted Units that are not Engaged, or Engaged only with Pinned Enemies, may receive a Reaction Counter and gain +2 AR for any Armor Tests resulting from that Shoot Action.

Parting Blow: In response to an Engaged Enemy Unit's Movement, a Unit may receive a Reaction Counter to perform a single Strike Action targeting that Enemy Unit. If Enemy Unit survives, it may continue its Movement as normal.