

COMBAT MANEUVER SUMMARY

Maneuver	Combat Actions		
	Attack	Defense	Move
Aim	+2	Passive only	None
Autofire *			
<i>Burst Fire *</i>	+1	Normal	Normal
<i>Full Autofire *</i>	+3	Passive only	Normal
<i>Strafing *</i>	-2 Special	Passive only	Normal
Block	None	Special	Normal
Called Shot *			
<i>Vital Area *</i>	- Opponent's Defense	Normal	Normal
<i>Held Object</i>	- Object's Defense	Normal	Normal
<i>Shooting into Combat</i>	- Cover	Normal	Normal
<i>Shooting into a Vehicle **</i>	- Cover	Normal	Normal
<i>Specific Location *</i>	- Target Area / Size Modifier **	Normal	Normal
Cautious Attack	-4	+2	Normal
Charge	+2	Passive only	Normal; only prior to attack
<i>Shove</i>	+2	Passive only	Normal; only prior to attack
Disarm	-2	Normal	Normal
Dodge	None	Special	Normal
Grapple	Touch	Normal	Normal
Parry	None	Special	Normal
Ready Weapon	None	Normal	Normal
Reload Weapon	None	Normal	Normal
Run	None	Normal	2 x Normal
Sprint	None	Normal	4 x Normal
Stand Up	None	Normal	Normal
Throw	Touch	Normal	Normal
Total Attack	+2	Passive only	Normal
<i>Dual Wield</i>	-4 / -6	Passive only	Normal
<i>Flurry</i>	-4 each	Passive only	Normal
<i>Rapid Fire</i>	-4 each	Passive only	Normal
<i>Sweep</i>	-2 per target	Passive only	Normal
Total Defense	None	+4	Normal
Trip	Touch	Normal	Normal
Use Item	None	Normal	Normal
Use Skill	None	Normal	Normal

* May also be used in vehicular combat; see *SotSW* for differences from personal combat.

** Only used in vehicular combat.

(Vehicles only)	Combat Actions		
Maneuver	Attack	Defense	Move
Dive Bomb	+2 per turn	Passive only	Normal
Dogfight	Less successful opponents	Normal	Normal
Evasive Action	None	Special	Normal
Full Speed	None	Normal	2 x Normal
Jump	None	Passive only	Normal
Ram	None	Passive only	Normal; only prior to attack
<i>Sideswipe</i>	None	Passive only	Normal; only prior to attack
Stunts	None	Passive only	Normal