

NOTE : terms in “quotes” are my terms, not standard SW terms! Page numbers are from the 2011 SWD.
^S = is or needs a Skill to use; ^E = is or needs an Edge to use; “regular” action refers to any non-Free action

Combat Actions (in general)

Per round : one “regular” Action and any number of Free Actions; movement and Actions can intermix in any way, but no movement within parts of a single Action (Rapid Attack, Frenzy, etc.)

If Shaken : attempt to recover from Shaken and any number of Free actions; “regular” Action(s) on a Success

The attempt to recover from Shaken can only happen at the start of your action (as per [here](#)[2015])

You can never do the exact same action (even Free actions) twice in one round (except “Attack w/2 hands”)

You can never do multiple actions with the same hand twice in one round (as per [here](#)[2014])

You can do multiple different actions, but all actions have a cumulative –2 for every action after the first

Two-Fisted does not negate non-Attack MAP’s, but can be used with any “Attack” Action (below)

Specific Actions

Free actions (p.66) : Speaking, Dropping prone, Dropping items, Reloading bows, Change automatic weapon settings (p.72), Maintain a Power (p.103), Movement (see next)

Move actions (p.65) : Move, Crawl (2”,=prone), Crouched (half), Fly, Stand up (2”), Difficult (*2), Swim (p.27)

“Actions” (p.70-76) : Aim (no 2nd action, no move), Defend (no 2nd action), Finishing Move, Full Defense (no move), Grappling* (opposed Fighting), Intimidate^S (opposed Spirit), Jump 1-3” (p.65), Push (incl. Prone; opposed Strength), Ready weapons/items (p.66), Reloading (p.49), Running (p.66), Taunt^S (opposed Smarts), Trait roll, Tricks (opposed Agility or Smarts), use a Power (p.103), use a Skill, Attack (see next)

*A grappled defender trying to break free cannot take a 2nd Action without a Raise

“Attacks” (p.70-76) : Breaking Things, Disarm, Fighting, Throwing, Touch Attack, Shooting (see next)

Shooting can be :

Action	Result (all get 1 Wild Die)	Weapon type
Single shot (p.67)	1 die	Any but Full-Auto w/out “Auto”
Double-barrel (p.50)	2 dice; –2 to hit from recoil	Double-barrel; same or different targets
Double-tap (p.72)	1 die; +1 hit, +1 damage; uses 2 bullets	Semi-auto or Auto; same target
Three Round Burst (↑)	1 die; +2 hit, +2 damage; uses 3 bullets	“3RB”; same target
Automatic Fire (p.71)	≤ ROF dice; –2 attack; uses dice*ROF bullets	Full-auto; different targets; <i>Rock and Roll</i> ^E negates –2 to attack

Always only 1 Wild Die per action; if there are N dice plus one Wild, use the best N rolls

“Attack Maneuvers” determine the number of, and penalties to, “Attacks” :

Maneuver	1 st action	Penalty	2 nd action	Penalty	Notes
Two Weapons	die + Wild Die	–2 MAP ¹	die + Wild Die	–2 MAP ¹ , –2 off ²	Different targets
Rapid Attack (–2 to Parry)	≤ 3(F) or 6(S) dice + Wild die	–4	Not allowed		Different targets Limited Attack Actions
Frenzy ³ (Edge)	2 dice + Wild Die	–2 or 0 ^{Imp}	Allowed ⁴	–2 or 0 ^{Imp}	Different targets
Sweep (Edge)	die + Wild Die	–2 or 0 ^{Imp}	Allowed ⁴	–2 or 0 ^{Imp}	ALL adjacent targets

1 = negated by *Two-Fisted*^E

2 = negated by *Ambidextrous*^E

3 = Frenzy can be used with any Attack that makes a Fighting roll

4 = 2nd action cannot be a Frenzy or Sweep

Note that if a subsequent action in Frenzy or Sweep is an off-hand Attack, the –2 MAP may apply to the Frenzy or Sweep, depending on Edges.

Hold (p.65) : wait and act or interrupt (opposed Agility) whenever; can only be taken when un-Shaken; you do not have to declare what you're going to do or what the trigger is; you cannot take Free actions and then Hold (as per [here](#)[2013]), but do have to maintain Powers before going on Hold (as per [here](#)[2013])

“**Reactions**” (you roll because someone else did something on their turn)

Even while Shaken : Diving for Cover (p.70), Opposed roll to avoid an effect (Agility roll for Burst, etc.)

Not while Shaken : Withdraw attack (p.76), *First Strike*^E attack (p.35), *Counterattack*^E attack (p.35)

Modifiers (* = applies to Ranged weapons & Powers with a Range of [X/Y/Z])

*Called Shots **and Target Size** (p.71) : limb -2 & ignores armor, head/vitals -4 & +4 damage, small -4, tiny -6

*Cover (p.67) : light -1, medium -2, heavy -4, near total cover -6

*Crouching (p.65) : -1 to ranged attacks

The Drop (p.72) : +4 to attack and damage if target is unaware, unarmed, or helpless

Ganging Up (helpers **CAN** be Shaken) : +1 to Fighting attack per extra adjacent person, up to +4

*Illumination **and Visibility** (p.67) : dim (twilight, full moon) -1, dark (starlight) -2, pitch dark -4 = **Invisible**

Nonlethal Damage : -1 to Fighting if using inappropriate weapon; Incapacitation = unconscious for d6 hours

Off-hand : -2 to any attack roll if using your off-hand

“**One-handed**” : -4 for using a two-handed weapon with one hand (including automatic guns)

*Prone (p.75) : -2 to Ranged, but attacks within 3” ignore this; in melee Fighting and Parry are -2; 2” to stand

*Range category (X/Y/Z) (p.67) : Short 0, Medium -2, Long -4

Unarmed Defender (p.76) = nothing in hands : +2 to Fighting (natural weapons and *Martial Artist*^E don't count)

*Unstable Platform (p.76) : -2 to Shooting (also to Throwing and Ranged Powers, as per [here](#)[2013])

Wild Attack (p.76) : +2 to Fighting, +2 damage, but -2 to Parry until next action

Can be used with Frenzy, Sweep, Two Weapons, Rapid Attack; Parry penalties are cumulative

“**Situations**” (generally too complicated to summarize briefly)

Area Effect Attacks (p.70)

Firing Blind (p.67, any gun)

Firing Into Melee (p.73) = Innocent Bystanders (p.73) : on a **miss**, a 1 on the Shooting or Throwing die means a random adjacent character is hit (if appropriate); on a 1 or 2 for full-auto or a shotgun

Improvised Weapons (p.73) : at least -1 to Fighting or Throwing, and Parry (and see description for damages)

Mounted Combat (p.73-74)

Obstacles = **shooting thru Cover** (p.75)

Ranged Weapons in Close Combat (p.75) : only pistol-sized against adjacent foes, and the TN is their Parry

Suppressive Fire (p.71, full-auto only)

Full-Auto, Semi-Auto, and Auto Shooting Weapons

1. A weapon with **RoF of 1 and no other notes** can fire Single Shot **only**.

2. A weapon with **RoF of 1 and the Semi-Auto mode** can fire Single Shot **and** Double-Tap.

3. A weapon with a **RoF of 2+ and no other notes** can fire in Full-Auto mode **only**.

4. A weapon with a **RoF of 2+ and the Auto note** can fire in Full-Auto mode, Single Shot, **and** Double-Tap.

5. In addition to the above, a weapon with the **3RB note** can fire Three-Round-Bursts.

Disclaimer : Please note that I am not forcing combat actions into these categories, these categories already exist! The book defines Free actions and Move actions. “Attacks” are all the non-opposed Fighting/Shooting/ Throwing rolls. The Shooting attacks are the ones that only use Shooting rolls. There's just a few actions that you take when someone else does something to you, which I labeled “reactions” – no other actions are like those. “Modifiers” only apply a bonus or penalty to a Fighting/Shooting/Throwing roll. All these categories of actions naturally exist.

I'm not saying it's perfect – Grappling and Push could arguably be “Attacks”, since they do damage. But when I was first confronted with the massive number of “combat actions” spread all thru the book, I needed something to make sense of it all. If this helps you, great! If it offends your sensibilities, ignore it!