

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Enter/exit vehicle	Vehicle	-
Start engine	Vehicle	-

FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	
Push	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim	Ranged weapon	-
Seek cover	Cover in same zone	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use item	Varies	Varies