INCOMING FEED......

Run

Running uses a Free Action and inflicts Running movement modifiers. Running is considered to be any movement over the character's Walking Rate (see *Movement,* p. 138).

Speak/Text Phrase

Speaking one phrase or sentence of verbal communication is a Free Action. If the character wants to speak more, each additional phrase/sentence requires a Free Action. The gamemaster should be careful to control excessive, unrealistic conversations within the span of a Combat Turn (about 3 seconds.) Some gamemasters and players may, however, prefer elaborate communication.

Characters who are equipped to send text messages through a neural connection with their commlink may also send short messages as a Free Action.

SIMPLE ACTIONS

A Simple Action is one step more complicated than a Free Action and requires a bit more concentration to attempt. Only a few Simple Actions, however, require a Success Test to accomplish. Simple Actions can only be taken on a character's Action Phase.

During his Action Phase, a character may take up to two Simple Actions *or* one Complex Action. An extra Free Action may be taken in place of a Simple Action (so the character would get two Free Actions and one Simple ction, or three Free Actions, instead of one Free and two Simple Actions).

Change Gun Mode

A character holding a ready firearm can change its firing mode via a Simple Action. If the weapon is a properly linked smartgun, it takes only a Free Action to change the mode. See *Firearms,* p. 142, and *Smartgun Systems,* p. 311. This includes changing a shotgun's choke if the gun does not have a smartgun link. See *Shotguns,* P. 144.

Fire Weapon

A character may fire a ready firearm in single-shot, semi-automatic, or burst-fire mode via a Simple Action. (See *Firearms,* p. 142**.**) If a character has one weapon in each hand, he may fire once with each weapon by expending one Simple Action (see *Attacker Using a Second Firearm,* p. 141). Note that single-shot weapons may be fired only once per Action Phase. Likewise, only one long burst may be fired in each Action Phase.

Insert Clip

A character may insert a fresh clip into a ready firearm by taking a Simple Action, but only if he has first removed the previous clip. See the Simple Action of Remove Clip, below, and also *Reloading Firearms,* p. 312.

Observe in Detail

A character may make a detailed observation by taking a Simple Action. This allows a Perception Test (see *Using Perception,* p. 117).

COMBAT