

Iron Kingdoms RPG Quick Reference		<u>Modifiers/Conditions</u>	
<u>Common Skill Use</u>		<ul style="list-style-type: none"> • Aiming Bonus: A character that forfeits their movement gains +2 to ranged attack rolls during their activation phase. • Back Strike: +2 bonus on the attack roll of any melee, ranged, or magic attack • Cloud effect: Grants concealment • Elevated Attacks: Ignore characters when drawing LOS that are lower than the attacker unless they are within 1" of the target. Ignore intervening characters within 1" of the target if the character has an equal or smaller-sized based than the attacker. • Elevated Target: +2 DEF against ranged and magic attack rolls • Engaged Attacker: -4 penalty on ranged attack rolls • Firing from Horseback: -2 penalty to ranged and magic attack rolls • Free Strike: +2 bonus to the melee attack roll, boosted damage • Knocked Down/Stationary: <ul style="list-style-type: none"> • Melee attacks automatically hit • DEF is reduced to 5 • Does not engage other characters in melee • Cannot attack, move, perform actions, make attacks, cast spells, or be used to channel and does not have a melee range • Can be ignored for targeting purposes (knocked down only) • Must forfeit movement or action to stand up (knocked down only) • Knockout Strike: -1 penalty to the attack roll (unarmed melee attack) • Prone: <ul style="list-style-type: none"> • +2 DEF against range and magic attacks • +4 ARM against blast damage • Melee attacks made by prone characters against characters that are not prone suffer -2 to the attack roll • Melee attacks made against a prone character made by a character that is not prone gain +2 on the attack roll • Prone characters may not run or charge, may move up to half SPD in inches when making a full advance • Cannot become knocked down • Must forfeit movement or action to stand up • Taking Cover: <ul style="list-style-type: none"> • Solid cover: +2 DEF against melee attacks, +4 DEF against ranged and magic attacks • Concealment: +2 DEF against ranged and magic attacks • Target in melee: Ranged or magic attack rolls suffer a -4 penalty, the attack misses, it may hit a nearby character instead 	
Target Number	Task Difficulty		
No roll, automatic success	Simple		
10-12	Moderate		
13-15	Complex		
16+	Difficult		
No roll, automatic failure	Impossible		
<u>Turn Structure</u>			
Maintenance Phase 1. Resolve Continuous Effects (expiration, then effects) 2. Other effects that occur during the Maintenance Phase Control Phase 1. Upkeep spells 2. Other effects that occur during the Control Phase Activation Phase <ul style="list-style-type: none"> • The character can move and act. A character can make actions before or after movement, but they cannot interrupt movement to take an action. • Movement <ul style="list-style-type: none"> • Full Advance: move SPD in inches • Run: move 2x SPD, may make one quick action (no spells) • Charge: move SPD+3 in a straight line towards target character, damage roll of first attack is automatically boosted if character moved at least 3", may not charge if SPD is reduced • Actions <ul style="list-style-type: none"> • Perform two quick actions • Attack and perform one quick action • Perform a full action 			
<u>Quick Actions</u>			
<ul style="list-style-type: none"> • Draw a weapon or item (including ammunition) • Stow a weapon or item • Reload a ranged weapon • Pull a pin on a grenade • Cast a spell • Activate a runeplate • Use a steamjack drive • Use a skill or ability that requires a quick action • Take cover or go prone • Other fast, simple action at the Game Master's discretion 			
<u>Grapple</u>		<u>Feat Points</u>	
<ul style="list-style-type: none"> • Requires an unarmed melee attack • May restrain both arms or only one in order to make more melee attacks • Grappling character can release the grapple at any time • During their turn, a character can break the grapple instead of attacking with a contested STR + Unarmed Combat roll. If the attacker is maintaining the grapple 1-handed, the target gains +2 to the roll. Ties go to the grappler. Additional attack actions may be used to break the grapple. • When grappling/being grappled <ul style="list-style-type: none"> • Suffer -5 DEF • Attacks made against characters not involved in the grapple suffer a -3 penalty to hit. • Cannot advance or be pushed • Grapple broken by: <ul style="list-style-type: none"> • An effect causes either character to be moved, placed, knocked down, incorporeal, stationary, incapacitated 		<ul style="list-style-type: none"> • Awarded: critical hit, incapacitating/destroying a character, appropriate roleplaying, heroic action • Boost Non-Attack Skill Roll: requires at least one level of the skill used) • Heroic Dodge: suffer only half damage from an attack, rounded up • Make a Quick Action: during the Activation Phase • Parry: immunity to free strikes during the character's turn • Relentless Charge: while charging, the character may charge through terrain without penalty • Reroll Failed Attack, Skill, or Willpower Roll: may make multiple attempts as long as the character has feat points to spend • Run and Gun: move up to 2x a character's SPD in inches • Shake Continuous Effects: cause a continuous effect to immediately expire • Shake Knockdown: A character can shake knockdown to immediately stand up at the start of their turn. • Shake Stationary: cause the stationary status effect to expire • Sprint: If a character incapacitated or destroyed one or more enemy characters with a melee attack, at the end of their turn, they can make a full advance. • Two-Fisted: attack with a weapon in each hand without penalty • Walk it Off: during a characters turn, regain d3+1 vitality (must not be incapacitated) 	