

# DARK HERESY COMBAT ACTIONS

Action	Type	Description
<b>Attack Actions</b>		
All Out Attack	Full	+20 to WS, cannot Dodge or Parry.
Charge	Full	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Enemies -20 WS, you cannot attack.
Feint	Half	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Full Auto Burst	Full	+20 to BS, additional hit for every degree of success.
Grapple	Full	Make a Grapple attack (see page 197).
Guarded Attack	Full	-10 WS, +10 Parry and Dodges.
Knock-Down	Half	Try and knock an opponent to the ground (see page 190).
Multiple Attacks	Full	Use Swift Attack or Lightning Attack talents to make multiple attacks.
Overwatch	Varies	Shoot targets coming into a set kill zone, targets suffer -20 to Pinning Test (see page 190).
Semi-Auto Burst	Full	+10 to BS, additional hit for every two degrees of success.
Standard Attack	Half	Make one melee or ranged attack.
Stun	Full	Try and Stun an opponent.
Suppressing Fire	Full	Force opponents to take cover, -20 to BS (see page 191).
<b>Move Actions</b>		
Disengage	Full	Break off from melee and make Half move.
Manoeuvre	Half	Opposed WS Test, if you win move enemy 1 metre.
Move	Half/Full	Move up to your movement as a Half Action or twice your Movement as a Full Action.
Run	Full	Triple Movement, enemies -20 BS and +20 WS.
Stand/Mount	Half	Stand up or mount a riding animal.
Tactical Advance	Full	Move from cover to cover, gaining Benefit of cover throughout.
<b>Miscellaneous Actions</b>		
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
Delay	Half	Before your next turn take any Half Action.
Dodge	Reaction	Test Dodge to negate a hit.
Focus Power	Varies	Use a Psychic Power.
Jump/Leap	Full	Leap or Jump (see page 214).
Parry	Reaction	Test WS to negate a hit.
Ready	Half	Ready a weapon or item.
Reload	Varies	Reload a ranged weapon.
Use Skill	Varies	You may use a Skill.
<b>Mount and Vehicle Action</b>		
Trample	Full	Move up to Full Move or Speed. Opponents may spend Reaction for a Half Move or a Free Attack. Make a Drive, Pilot or Wrangling Test, on success you deal Damage equal to mounts Natural Attack or Vehicles Ram Attack.
<b>Vehicle Actions</b>		
Accelerate	Half/Full	Increase vehicles's Speed by one band or by two bands as a Full Action.
Attack	Half	Attack with vehicle or personal weapon, Vehicle Speed: Slow (+0), Cruising (-10), Fast (-20) or Very Fast (-30).
Avoid Obstacle	Half	Make Drive or Pilot Test to avoid obstacle.
Bootlegger Reverse	Full	Move forward half movement then turn between 90 to 180-degrees. Must succeed Hard (-20) Drive or Pilot test.
Decelerate	Half/Full	Decrease vehicles's Speed by one band or by two bands as a Full Action.
Evade	Half	Reduce Damage by AB on successful Drive or Pilot Test. +10 BS to hit the vehicle on failure of two degrees or more. Out of control on four degrees or more.
Hard Brake	Full	Make Drive or Pilot Test to reduce Speed up to four bands. Out of control on failure of two degrees or more.
Hit and Run	Full	Any creatures in the path makes Dodge or Free Attack. If a creature is hit make a Drive or Pilot test. On a success, you deal Damage based on vehicle's Size and Speed.
Manoeuvre	Varies	Manoeuvre not described by other Actions. Drive or Pilot Test against a Difficulty set by GM.
Push the Engines	Full	Make Drive or Pilot Test to increase Speed by three bands. Failure of two degrees or more decrease maximum Speed by one band. Failure of four or more blown engine - Speed reduced by one band per round.
Roll (Aircraft only)	Half	On a successful Pilot Test, you impose a -10 BS to hit the vehicle.
Turn	Special	Turns at higher Speeds may require a Drive or Pilot Test. Generally on a turn of more than 45-degree in a round.