

Combat Actions Summary

H	Aim 1/2	Next attack WS+10 or BS+10 if no other actions between
F	Aim F	Next attack WS+20 or BS+20 if no other actions between
F	All Out Attack	WS+20, No Dodge/Parry
F	Charge	Move minimum 4m, +10 WS
F	Defense Stance	Opponent WS -20, make no attacks
H	Delay	Hold a half-action for later, lost at next action ; may interrupt with Ag vs OppAg
F	Disengage	HA move out of melee, no free hack at you
—	Drop Weapon	Drop a weapon as a free action
H	Feint	Opposed WS; if made, immediate next Melee can not be dodged nor parried
F	Grapple - Start	WS to grab. +20 WS to be hit while involved
F	Grapple - Charge Start	Move minimum 4m, WS+10 to grab
F	Grapple - Damage	S vs OppS, do 1d5-3+SB & 1 Fatigue
F	Grapple - Break	S vs OppS, may reverse or break grapple
F	Guarded Attack	Attack @ WS-10, Parry @ WS+10, Dodge @ Ag+10
F	Jump/Leap	Jump or Leap
H	Knock-Down	S vs OppS. Opp falls, SL2+ does SB-4 Hits & 1FL, Fail by -2SL, you fall.
F	Knock-Down Charge	Move minimum 4m, Knockdown @ S+10
H	Manoeuvre	WS vs OppWS; on success, opp moves 1m your choice, you may follow 1m
H	Move 1/2	AgB m
F	Move Full	2x AgB m
F	Multiple Attacks - Talent	Swift Attack or Lightning Attack - See Talent
F	Multiple Attacks - 2 Wp	Attack with weapon in each hand. Two Weapon Weilder Talent: -20 Each Ambidexterous & Two Weapon Weilder: -10 each
F	Overwatch	Set 45° kill zone with full auto weapon, may fire prior to next turn; Pinning WP-20 for targets
H	Ready	Put away weapon and ready another, or draw and apply weapon treatment
V	Reload Weapon	Reload Weapon. If weapon Rld >1F, requires # consecutive full actions.
F	Run	4x AgB m, OppWS+20, OppBS-20
H	Stand/Mount/Kneel/Drop	Change posture, mount beast/Vehicle
F	Shoot Full Auto	BS+20, Jam 94+, +1 hit per Success Level
F	Shoot Semi-Auto	BS+10, Jam 94+, +1 hit per 2 Success Levels
F	Shoot Suppressing Fire	Suppress 45° zone, Jam 94+ BS-20 to hit random target in zone, all in zone pin check WP-20
H	Standard Ranged Shot	BS+0, Jam 96+
H	Standard Melee Attack	WS+0
F	Stun Attack	No Talent WS-20; Takedown Talent WS+0. Success: Stuns= 1d10+SB vs 1d10+HeadAV+OppTB in rounds, if result >=0, also do 1 FL
F	Tactical Advance	2x AgB m from cover to cover, count as covered whole way
V	Use Skill	varies
R	Dodge Standard Attack	Dodge Skill Test to avoid taking damage. Declare after hit roll, before damage roll.
R	Dodge Area Attack	If cover or edge ≤AgB m, Dodge test to get there. If not, autofails
R	Parry Melee Attack	WS to avoid taking damage. Declare after hit roll, before damage roll.

BS	Range	BS	WS	Condition	Modifier Limit Total modifiers may not exceed +30 Bonus nor -30 Penalty
+0	In Melee (Pistols Only)	-10	-10	Fatigued (FL≥1)	
+30	≤3m	-20	—	Pinned (Half Actions only, as well)	
+10	Short ≤(1/2 Range)	±0	+10	Higher Ground	
+0	Normal ≤Range	-20	-20	Off Hand Attack	
-10	Long ≤(2x Range)	+0	-10	Difficult Ground (Also move halved, dodge -10)	
-30	Extreme ≤(3x Range)	+0	-30	Arduous Ground (Also move halved, dodge -30)	
-20	Target in Melee with others	-20	-20	Called Shot	
Helpless Targets To Hit: Auto. Roll 2 damage dice, if either comes up 10, chance of Righteous fury. If both 10's, Righteous Fury is automatic.					
Righteous Fury On a Damage Die Roll of a 10, Roll again to hit, if successful, Righteous Fury has happened, and the damage open-ends. Once begun, open ending continues on all further 10's rolled.					
When Rolling a D5, a natural 10 on the die before halving is a chance of Righteous Fury.					1D5 on 1D10 d10 d5 1-2 1 3-4 2 5-6 3 7-8 4 9 5 10 5 (RF?)

Dark Heresy

Character Dossier

Subject File Identifier

Image of Subject