

The below actions can be taken on your turn. Note that you may also be able to attack on your *opponent's* turn (and likewise your opponent may be able to attack on your turn) if your opponent has left himself open to interception fire (ranged combat) or an attack of opportunity (melee combat). Attacks of opportunity may be triggered when a character tries to leave a melee combat without using the Disengage action. Interception fire may be triggered when a character in view of an opponent using a ranged weapon takes any action other than a free action or a Disengage action. Note that most characters are limited to a single interception fire or attack of opportunity per turn, though some talents or racial abilities may increase this.

Full Actions

All-Out Attack: The character gets a +20 WS bonus on his attack. Until his next turn, the character cannot parry or dodge.

Charge Attack: The character rushes an opponent and delivers a single attack. The opponent must be at least 4 yards (2 squares) away from the character but within the character's charge move. The last 4 yards of the charge must be in a straight line. The charging character gains a +10 WS bonus.

Defensive Stance: The character makes no attack this turn. Until his next turn, all melee attacks against the character suffer a -20 WS penalty.

Disengage: The character breaks off from combat and may move away without triggering interception fire or attacks of opportunity.

Guarded Attack: The character makes his melee attack with a -10 WS penalty. Until his next turn, the character gains a +10 bonus on any attempted parries and dodges.

Jump/Leap: The character jumps down or leaps across something. For details on jumping and leaping, see p. 138 of the core rulebook.

Run: Move up to triple movement. Enemies that the character passes get +20 to WS and -20 to BS to attack him until the start of the character's next turn, and the character may not make any dodge test during that time. Characters cannot run in difficult terrain.

Suppressive Fire: Using a firearm in full auto mode, and ending the phase in full auto mode, expend all the bullets one would use for a full

auto attack. Targets within the area that would be subject to interception fire must make a hard (-20) Willpower Test or become Pinned. The attacker also makes a hard (-20) Ballistics Skill Test to hit targets in the area—hits being randomly assigned to targets (no distinction between enemy or ally). An extra hit is scored for each additional success.

Swift Attack: The character can make a number of melee or ranged attacks equal to his Attacks characteristic. The character must have Attacks 2 or better to take advantage of this action. If making a missile attack, a character can only use this action if the weapon has enough ammunition for the multiple attacks, or if it can be reloaded as a free action.

Half Actions

Aim: The character takes extra time to set up a melee or missile attack, thus increasing the chance to hit. If the character's following attack is a standard attack, he gains a +10 bonus to WS (for melee attacks) or BS (for ranged attacks).

Delay: If the character chooses not to act at his place in the initiative order, he may take a half action at any later point in the turn. If two conflicting characters are both trying to use a delayed action simultaneously, make an Opposed Agility Test to see who acts first. If the delayed action is not taken before the character's next turn, it is lost.

Feint: Make an Opposed Weapon Skill Test against opponent. If the character wins, his next attack cannot be either dodged or parried. If the character's next action is anything other than a standard attack, this advantage is lost.

Maneuver: The character forces his opponent to move 2 yards (1 square) in a direction nominated by the player. If desired the character can advance 2 yards as well. Maneuver is resolved as an Opposed Weapons Skill Test. The opponent cannot be forced into another character or terrain feature (wall, barrel, etc.)

Move: The character can make a short move (see Table 6-1: Combat Movement in Yards in the core rulebook for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up).

A Move action need not be contiguous—a character could step around a corner, perform a Standard Attack half action, and then finish the Move half action by ducking back behind cover.

As part of a Move action, the character can change a firearm capable of using different modes between single-shot, semi-auto, and full-auto mode. (This may be done only once per Move action.)

Parrying Stance: The character readies to parry an incoming blow. Any time before his next turn, the character can try to parry one successful melee attack against him if the character is aware of the attack. Parrying stance ends at the start of the character's next turn, regardless of whether he parried a blow.

Ready: The character can unsheathe a weapon or pull an item from a convenient pouch or pocket. The character can also put away an item already in hand at the same time.

Stand/Mount: The character can get up if currently on the ground, or mount a riding animal or enter a vehicle.

Standard Attack: The character can make one melee or ranged attack.

Variable Actions

Cast: The character unleashes a magic spell. If the character spends an extra half action, the Casting Roll can be augmented with a Channelling Skill Test. See Chapter 7: Magic in the core rulebook for more information.

Casting can be an extended action. You cannot cast more than one spell per round.

Catch Breath: Restore 1d10/2 (round up) wound points damage received since the end of one's last round. Note that this action cannot be taken if the character has suffered any critical injuries, and it cannot restore wound points lost more than a turn ago. If done as a full round action, restore up to 1d10 wound points.

Reload: The character can reload a missile weapon. See Chapter 5: Equipment in the core rulebook for the time taken to reload different ranged weapons. Reload can be an extended action.

Use a Skill: The character uses a skill, which usually involves making a Skill Test. This can be an extended action.

Free Actions

Change Facing: Change the direction the character is facing, and thus who/what is in his arc of vision.

Change Setting: If the character has the quick draw or rapid reload talent, and has not already used the talent in the current turn, he can change a firearm capable of using different modes between single-shot, semi-auto, and full-auto mode as a free action. (Without either of these talents, or to perform this action more than once in a turn, Change Setting must be done as part of a Move action.)

Dodge: If the character has the Dodge Blow skill, he may attempt to dodge one successful melee blow per turn as a free action. (By spending a fortune point, Dodge Blow may instead be used to try to evade a successful ranged attack.)

Parry: If a character has a secondary melee weapon in his offhand, he may parry once per round as a free action. (If he does not have a secondary melee weapon, parrying requires a primary melee weapon and taking up a Parrying Stance.)