

Actions

Move	Move 3" in straight line, ignore first obstacle.
Use	Push button, open door, pickup item etc.
Aim	Place aim marker anywhere within LOS. Any action except shoot within aim removes aim.
Shoot	Take one shot with a weapon or throw a grenade. Centers aim on target.
Ready weapon	Draw weapon, reload etc. May take multiple actions to finish.
Recover	Skill check to remove stun.
Defend	Skill check to reduce damage by one hit per attack. Any action except ready weapon or recover cancels defend status.
Take cover	Remove aim marker (free action).
Pass	Do nothing (still triggers reaction).
Free action	Talk, drop anything in hands. Does not count as action.

Skill check

Roll 1d10. A result **equal to or lower** than model's skill rating is a success.

Step movement

Any action other than move may be combined with a step of max one base width before or after the action.

Aim Zone

- within 3" of the aim point, or
- within 1" wide line drawn from shooter through the aim point to table edge

Shooting

Target class	Target number	Description
In cover	10	The target is in cover.
In cover, shooting	9	As above, but the target is shooting at something (reaction only). Target is in a moving vehicle.
Exposed	8	The target is in cover, but it has an aim marker and the shooter can see the start of the target's line of aim. Target is in a stopped vehicle. Target in cover against shooter in higher position.
Open, moving	7	Target is in open, moving (applies to reaction shots only)
Open, not moving	6	The target is not in cover wrt shooter. Flanking shots.
Immobile	5	Target is in open and incapable of movement such as inanimate objects, stopped cars etc.

Shooter is	Dice rolled
Aiming (target in aim zone)	3d10
Snap firing (target not in aim zone)	3d8

Number of hits	Effect
1	Target stunned, loses aim
2	Target wounded, loses aim
3	Target killed

Close range (4" or less)	+1 dice shift
Point blank range (1" or less)	+1 dice shift, hits count double
Intense fire	+1 die, take 1 ammo counter automatically
Crossfire	+1 dice shift
Weapon modifiers	see weapon descriptions

Ammo

- add one ammo counter for every 1 rolled
- ammo equal to weapon capacity → out of ammo, resolve shot
- more → out of ammo and automatic miss

Damage effects

Stunned	-1 action. Recover removes. 2x stun = wound.
Wounded	-1 action, cumulative with stun. 2x wound = killed.
Killed	Dead, drop anything in hands.

Hail Mary Shots

Each die rolling maximum may be used to give +1 to another die instead, after ammo check.

Reactions

Inactive models may react to enemy actions:

- A model on defend cannot react to anything
- A model may react to **any** enemy action is its aim zone

Shoot	Shoot at the cause of the reaction.
Take cover	Drop aim. Maybe be combined with shoot.

Action/reaction priority order

1. Aim, Defend, Recover, Take Cover*
2. Aimed fire, Take Cover*
3. Snap fire
4. All other actions

*) The player may choose which priority to use for taking cover

Weapons

Name	Ammo level	Reload speed	Special
Service revolver	1	3	-1 shift over 12"
Service pistol	1	2	-1 shift over 12"
Machine pistol	2	2	-1 shift over 12"
Submachine gun	3	3	
Assault rifle	3	3	
Combat shotgun	2	2 per ammo	Close range 8", -1 shift over 16"
Magazine shotgun	2	3	Close range 8", -1 shift over 16", Unreliable
Machinegun, belt-fed	6	5	Requires ready action before aim
Machinegun, drum-fed	5	4	Requires ready action before aim

Grenades

- may be thrown 6" per action used, up to 3 actions
- skill check to pass each choke point, ignoring base contact
- lobbing over high obstacles, add 6" to range, skill check to clear each
- skill check to hit target if within aim zone (auto fail if not within aim zone)
- if failed, will deviate 1d6" in random direction from point where check was failed

Grenade explodes at the start of the thrower's next turn.

Grenade type	Effect
Frag	6d10 attack, -1 die for each full 1" distance
Smoke, Gas	3" radius cloud created
Flashbang	As frag, but 6d12 and non-lethal

Vehicles

- move 12" per action, may take one 90 degree turn at start of move
- stopping a vehicle is an action
- action to enter or exit, only if vehicle stopped and has not already moved
- skill check to dive out of way, automatic wound on failure
- crashing stops and stalls the vehicle and causes 1d6 hits
- can't shoot from most vehicles
- most vehicles can take 5 hits
 - after that roll 1d10 for each hit, explodes on 10 like a frag grenade
- when a vehicle or passenger is hit, everyone else must make a skill check or take one hit
 - vehicle uses driver's skill if moving, otherwise automatically fails

Obstructions

- Lose one die for each obstruction in the way, starting from highest roll.
- If result is high enough to hit the obstruction it gets one hit.
- Models may attempt skill check to avoid, the shooter may attempt skill check to avoid inanimate objects.

Collateral

- Anyone in line of fire behind the target up to 4" away is in danger.
- If **any** of the attack dice rolled is high enough to hit a collateral target, it gets a single hit.
- Models may attempt skill check to avoid, the shooter may attempt skill check to avoid inanimate objects.

Reinforcements

- At the **end** of the turn place any new reserves available in the reserves box. Then each model in the active player's reserve box may make a skill check. On a success that model may be moved from the reserve box next to any of the entry points. If they stay in the box, they must roll again.
- Models can be kept in the reserve box as long as the player likes, but once they are moved next to an entry point, they are committed and may not change entry point or go back to the reserve pool.
- At the start of his turn, the player may deploy any models waiting next to an entry point onto the table. Unless otherwise dictated by the scenario, they may be deployed anywhere within 4" of the entry point. Deployment does not count as an action and will not trigger reactions, but any subsequent actions taken by the models obviously will.
- Once deployed, models are fully functional and have their full allotment of actions to use.