

Name: _____

A.F.C.Q.B.

Health

8

7

6

5

4
-3 AP

3
-4 AP

2
-5 AP

1
-6 AP


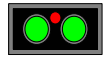

Weapon In Use
Place weapon card here.
Rifles require two hands to fire
1 AP to change Weapons

Mark firing mode with a marker

At end of round figure:

| | |
|-----------------|-------------------|
| Is still moving | Stays in position |
|-----------------|-------------------|

Gear in Use

| | |
|---|---|
|  Gas Mask |  NVG |
| IR Illuminator or Visible light |  Rope |

Optional: Light conditions

| Day | Low -1 to hit Gets Dark 1D6 | Dark -2 to hit |
|-----|--------------------------------------|-------------------|
| 1-2 | 3-4 | 5-6 |

Using IR/Lights: If you are using either an Rail Light, or Flashlight you can be seen by another player and they can hit you at +1 if in view. If using IR Illuminator players with NVG can hit you at +1.

Silenced Weapons: Target figure may not return fire with a Snaphot unless shooter is in full view.

Action results table: Use 1D6

| Same area | 1 | 2 | 3 | 4 | 5 |
|-----------|-----|-----|-----|-----|---|
| 1-5 | 1-4 | 1-3 | 1-2 | 1-2 | 1 |

| Target Mods: | Target prone | Partial cover | Full cover | Target or Shooter moving: -1 to hit |
|---------------|--------------|---------------|-------------|--|
| | -2 | -1 | -2 | |
| Shooter Mods: | Kneeling | Prone | Gas effects | Both Shooter and Target moving: -2 to hit |
| | +1 | +2 | -2 | |

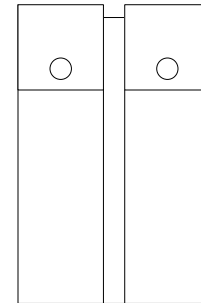
Auto / 3 rnd burst hit results. Round down

| Same area | 1 | 2 | 3 | 4 | 5 |
|-----------|------------|------------|------------|------------|------------|
| 1 100% | 1 100% | 1-3 2/3 | 1-2 2/3 | 1 2/3 | 1 2/3 |
| | 2-4 2/3 | 4-5 1/3 | 2-4 1/3 | 2-4 1/3 | 2-3 1/3 |
| | 5 1/3 | 6 0% | 5-6 0% | 5-6 0% | 4-6 0% |
| | 6 0% | | | | |

Grenades: Throw / Shoot using 'Action Results table', for each Pip missed by, Grenade lands 1 away from Target space. 1D6: 1-2 falls short, 3-6 overshoots

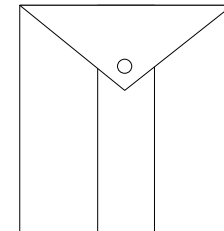
| Action Points | | | | |
|---------------|---|---|---|---|
| 10 | 9 | 8 | 7 | 6 |
| 5 | 4 | 3 | 2 | 1 |

2 Ammo Pouches



Needed to carry ammo:
2 rifle mags, 2 Auto Pistol mags,
6 Revolver speedloads, 16 shotgun rounds, 6 40mm grenades

4 Cargo Pockets



1 pocket holds 1 small item