

Action Points (AP): AP are used for all actions in this game. If you want to kneel, stand, go prone, open a door, jump, shoot, move, get something, throw something, break something, use a first aid kit or, any time you want to do an action it costs 1 AP unless a card or ruling states otherwise. Some gear will hamper your movements. Ability to shoot at a cost of AP, so read the cards.

Example: If I start off with 7 AP and I remove and drop my backpack from my figure where it is in position (1 AP) during my round containing a CS Grenade, 2 Rifle Mags, and a small first aid kit, I would get the max 10 AP, but lose that gear until I pick it up again on my next turn at a cost of 1 AP for picking it up, and adjust available AP for the cost of the gear I just retrieved and would be back at 7 starting next round.

Range and Movement: Range and movement spaces are determined by using the Range cards: 1 card = 1 space of movement or range. You may use up to half of your available AP (rounded down 7 AP = 3 movement) for movement and you may stop anywhere within your available spaces.

If I want to see how far something / someone is, place the cards end to end lengthwise from the leading edge of my figure to the far edge of the last card I place is touching or about a 1/8" / 3mm from the edge of your target. Sometimes you won't be able to place the card exactly as terrain or other figures may be in the way. **This is a game Estimate fairly!** Retrieve the cards on the playing area once you have figured the range so they don't get in the way. If you place cards to find the range for a shot it, counts as a shot (see **Combat** rules) even though your target may be out of range.

Jumping down: A figure may jump down 1 space. When your figure hits the ground roll 1D6, if you roll a one, roll 1D6/2 damage. When jumping down you can only jump directly down to the 'same space'. Place a card centered over figure that is the area you can jump down to.

Examples of Actions and Costs: Each cost 1 AP

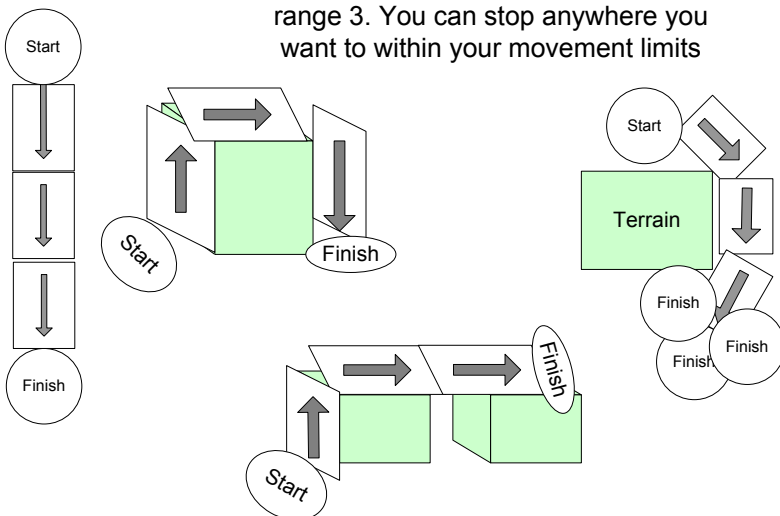
- Aiming a weapon (+1 to hit)
- Changing position (exp: stand to kneel)
- Moving 1 space
- Using crowbar on someone / something
- Shooting, or taking a 'Snapshot' (-1 to hit)
- Dropping gear once per turn (you may drop one or more items at a total of 1 AP)
- Opening a door or window
- Using a First Aid kit
- Changing facing while kneeling up to 180° = 1 AP

- Climbing: 1 space = 2 AP
- Crawling in Prone: 1 space = 3 AP
- Changing facing when prone: up to 180° = 2 AP

Actions that are Free

- Changing facing of figure while standing
- Switching Weapon mode of fire (exp: 3 round to Auto)
- Dying after being shot

Movement or Range: Start to finish range 3. You can stop anywhere you want to within your movement limits



Elevated Movement or range.

