

Combat: To make this game fun and fair remember: When shooting and moving the figure can 'see' a forward facing 180° arc. Don't move your figure to intercept something they cannot see. Be fair.

To start a turn, each player or team (1 Person from a team rolls) makes an initiative roll. Roll 1D6 + your available AP *Example: I roll a 3 + 7 (AP) = 10, the other player rolled a 6 + 6 (AP)=12. The other player goes first.* high total wins. The player or team that wins, gets to do up to half (round down) of available AP in movement, and up to the remainder of available AP's doing actions (shooting, getting into position, aiming, opening, jumping, etc). When the first player is finished with moving and shooting that round is done and someone on the same team may now start their round by moving, shooting or even staying in position and aiming at an area.

The number of rounds to a turn equals the number of figures that are in play (not players as 1 person may be playing more the one figure), 2 figures = 2 rounds, 5 figures = 5 rounds per turn. Opposing player(s) may shoot or change position during your round but, cannot make movements. Your figure movements may only be made during your own round. You may change position, Stand to Kneel, Kneel to Prone, Kneel to Stand, Prone to Stand. You may start the round with either an action or a move. If you want to shoot something, find the range with the 'Range cards'. Shoot at it and roll 1D6, add or subtract any roll modifiers (modifiers are found on the control panel) and check your roll against the Action Result Table. **If you lay range cards down to estimate range, it counts a shot, even if target is out of range, adjust for ammo and AP spent.**

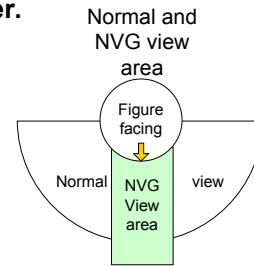
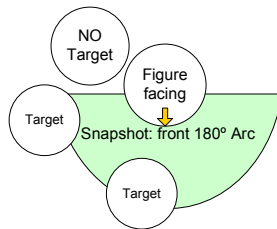
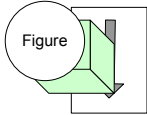
Taking a shot: It is assumed that your figure is always carrying its weapon at the ready and can shoot at any time. There are two different ways to take a shot in CQB.

1. A normal shot is an opposing figure is in view and you want to shoot them, you would add any weapon, or position modifiers to your roll.

Example: My round starts, I see an opposing figure in clear view (no cover) 4 spaces away, I have a Styer AUG (1.5x scope) +1 to hit set to 3 round burst. I roll a 3 (miss). Since I have +1 for the 1.5x scope, I hit. Then I would resolve the number of rounds that hit and damage.

2. A Snapshot is when you or an opposing figure come within a 180° arc of each other and either of you take a Snapshot. If it is your round you may take the Snapshot first. You may make as many Snapshots as you like for 1 AP, and -1 to hit. **You may not make a Snapshot with the Grenade Launcher.**

You may only jump down 1, within 1 card space.



Example of Movement and Combat with a 2 player game: I win the initiative roll and have 7 AP available. I check to see if any opposing players are in view. No figures are in view, I place three Range cards lengthwise end to end showing the path my figure will take. Movement starts where my figure and the edge of the card meet and continues to the far edge of the last card, I move my figure 2 and I see an opposing figure in view now but I don't want to take a Snapshot. The other player decides to take a Snapshot since I declare that I am not going to shoot. My figure 'hears' a shot, moves 1 more space (half of 7 AP rounded down = 3 AP or 3 card lengths), kneels down behind a rock, and 'aim' my weapon towards the opposing player who is now in view and mark **'Stays in place'** on control panel to show that I am not moving and is the end of my round. **Totals:** Movement 3, kneeling 1, which leaves me with 2 AP to shoot with when he moves close enough to smell him.

During my round an opposing player saw me move into the open and takes a 'Snapshot' at -1 to hit and a cost of 1 AP, I am 3 spaces away. He is using an AK-47 on 'Semi Auto'. He rolls a 3 and misses, and marks off 1 round on the 'rifle ammo' on control panel. This is why I hid behind that rock. Now the opposing player starts movement, he comes right toward me 2 spaces, now he 1 space away, I am on auto and kneeling +1(to hit) but he is moving -1(to hit). My total to hit modifiers are 0. I roll a 3, a **HIT!** Then a 1D6+2 (Rifle set to Auto) to determine how many rounds are fired, I roll a 6 +2=8 rounds. Now I roll 1D6 to determine hit ratio. I roll a 2, so 2/3 of my rounds hit. That's 5 points of health gone. He now has only 5 health left and immediately loses -3 AP. I still have 1 AP left and could fire again. If neither of us shoot again, it's the end of the turn because I did my action and moved, then my opponent did his movement and action, now it's a new turn and I go back to 7 AP. The opposing player gets back his AP, but is -3 AP since his health is low. Both players make the initiative roll and start again.

Silenced Weapons:

If you are using a silenced weapon, and take a shot with that weapon, your target figure and other opposing players **cannot take a Snapshot** at you unless you are in clear view when you make the shot (if you are hiding behind your shield in clear view **you are visible** and can receive return fire).