

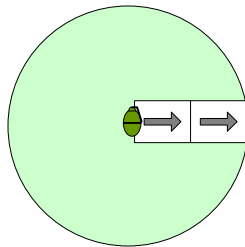
AFCQB by Chris Heinzmann

Optional rules:

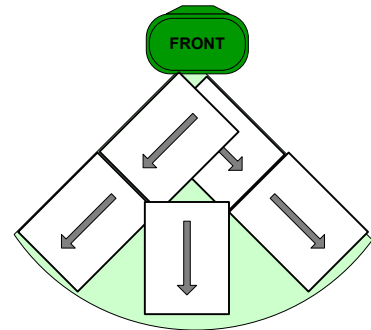
NO AMMO TRACKING: All weapons cards have circled numbers in the upper right hand corner Example: 2/6, or 1/4. The number on the right of the slash is the cost to use if you would like to play AFCQB without keeping track of the amount of rounds spent during your firefights. It represents the weapon plus a full load of ammo taken into combat with you. This makes for a quicker game and is a little less 'real' since you don't have to keep track of rounds and switch magazines when you run out of ammo.

Optional Weapon: Claymore Mines. To set a Claymore you must put a mine marker where the mine is and your figure must be within 4 spaces (the length of the cord). 1 AP to detonate the claymore mine. You may place 'dummy' markers around the mine area but the actual mine must be marked on the bottom to show where the real mine is.

Grenade damage:
ANYONE/anything within 2
cards of where the grenade
lands takes 2 points of
damage



Claymore Blast effects:
2 wide, 2 deep.
Anywhere within the
cone is considered hit



Reasoning behind rules:

Movement = Half of available AP rounded down: This is to keep playing area 'scale' manageable.

AP cost for actions: To keep rounds and turns short, so players are not waiting on each other too much.

Order of Battle:

Option: Decide if you are going to play with or without tracking ammo usage.

Setup: Put some terrain down. Anything will do, tissue boxes, napkin holders. A shoe. Pick gear and weapons. Place figures in starting positions. You may start in any position (Standing, Prone, Kneeling, or behind cover)

Option: At least 6 or 7 spaces from opposing player's figures.

Option: Roll 1D6 for Light conditions.

Initiative Roll: Roll + AP; High number wins, that player / team starts their round with an Action (up to 1/2 of AP rounded down in movement). Players may only fire not move, during someone else's round.

Ending your round: After you have done your Actions, place counters on control panel if your figure is 'staying in place', 'still moving' and mark current health, rounds spent if you are tracking them and available AP.

Next players round: After 1st player has gone next player / team may start their Actions. When Actions are done, place counters on control panel if your figure is 'staying in place', 'still moving' or is 'aiming (1 AP +1 to hit)'.