

COMBAT ZONE QUICK REFERENCE SHEET

TURN SEQUENCE: 1.COMPULSORY ACTIONS 2.REACTION TEST 3.INITIATIVE 4.ACTIONS

1. COMPULSORY ACTIONS

All Compulsory Actions must be taken first, such as Rout moves or Robot Malfunctions

2. REACTION TEST

WHO TAKES A REACTION TEST

Any figure suffering from reaction such as panic or rout must test to remove the reaction.
Reactions may only be removed by taking a reaction test
If the reaction is removed, the figure only has 3 action points for this turn.
Turn the reaction counter face down as a reminder that the figure only has 3 AP's for the remainder of the turn.

METHOD

Roll 2D6
Add any Reaction or Quality modifiers
Total the score

RESULT

8+ OK
7-5 Panic
4 or less Rout

PANIC

All figures suffering from panic only have 3 action points this turn.
Panicking figures suffer an additional -1 to all Hit rolls.
Any figures suffering from panic may not initiate close combat.
Panicking figures suffer an additional -2 to their Attack score in close combat.
If Panic has been removed following a reaction test the counter should be placed face down until the end of the turn, when it may be removed.

QUALITY MODIFIERS

-1 Green
0 Average
+1 Veteran
+2 Elite

REACTION MODIFIERS

-2 If the figure is the last living member of the group (excludes individuals such as Heroes)
-1 If less than half the group are alive (round down)
-1 If already suffering from a rout reaction
-1 If engaged in close combat
+1 If in base-to-base with a Group Leader or Sub-Leader
+1 If figure is a Sub-Leader
+2 If figure is a Group Leader

ROUT

Any figures routing will move 20cms towards the nearest table edge.
A rout move is a compulsory action.
A routing figure may perform no other actions.
Any figures leaving the table may not return
If a routing figure is engaged in close combat it is automatically removed from play as a casualty.

3. INITIATIVE

EACH PLAYER ROLLS:

1D6 for each group in group coherency
1D4 for each group out of group coherency
1D8 for each Hero who is alive and not suffering from a reaction.
Add +2 for each group Leader who is alive and not suffering from a reaction.
Add +1 for each Sub-leader who is alive and not suffering from a reaction

GROUP COHERENCY

Groups must stay within 15cm of the Group Leader or 10cm of the Subleader in order to maintain group coherency. Groups without Leaders or Sub-leaders cannot maintain group coherency.

The player with the highest score has the choice of going first or second.
In the event of a draw, the side with the highest single dice score wins.

Players then take turns to activate one group each until all of the groups have been activated.

4. ACTIONS

ACTION POINTS TABLE

Number of Action Points Per Turn

Green 5 action points
Average and Veteran 6 action points
Elite 7 action points
Heroes 8 action points

All figures in a group out of coherency lose 1 action point

Movement

Turn up to 90 degrees 0 action points
Move up to 4cms in a Combat Suit 1 action point
Move up to 5cm 1 action point
Turn 91 to 180 degrees 1 action point
Move up to 5cm through difficult terrain 2 action points

Combat Actions

Initiate close combat 1 action point
Fire 1 shot 1 action point
Fire burst of shots 2 action points
Fire 1 shot with heavy weapon 2 action points
Fire burst of shots with heavy weapon 3 action points
Take 1 aimed shot 5 action points
Opportunity Fire 5 action points

General Actions

Open/close door 1 action point
Pick up 1 item 1 action point
Crossing Obstacle 3 action points
Drop down 1 action point

MACHINE DAMAGE TABLE

If a wound is scored the machine is not removed from play but the level of damage is checked:-

If the wound score is equal to or between 1 to 3 points greater than the machine's toughness, then the machine has suffered minor damage.

If the wound score is 4 or 5 points greater than the machine's toughness, then the machine has suffered major damage.

If the wound score is 6 or more points greater than the machine's toughness, then the machine has suffered critical damage.

Subtract -1 from the score if the machine has an auto-repair function
If this gives a Wound score less than the machine's toughness then the machine is not damaged.

Add an additional +1 to the wound score if the machine has already suffered major damage.

Add an additional +2 to the wound score if the machine has already suffered critical damage.

Roll 1D6 and refer to the Damage Table.

DAMAGE TABLE

Hardware 1-3
Power 4-5
Software 6

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SHOOTING

GENERAL RULES

Establish line of sight to the target
The shooting player states the number of shots and targets, According to weapon type.
The number of shots aimed at each target must be stated before any dice are rolled.
Range to the target is measured.
The shooting player makes the appropriate number of Hit rolls.

HIT ROLL

Roll 1D6 (for each shot), total the score, then add or subtract any Hit or Quality Modifiers applicable.
A total score of 6 is needed to hit the target.
Any 1's rolled are automatic misses
Any 6's rolled are automatic hits
If the hit roll is successful then the shooting player makes a Wound roll.

WOUND ROLL

Roll the weapons damage dice.
Add or subtract any wound modifiers.
Total the score.
This is the wound score.
If the wound score is equal to or more than the targets toughness then the target is removed from play as a casualty.
If the wound score is 1 to 3 points less than the targets toughness then the target is given a panic reaction.

BURST FIRE

When a shooter wishes to fire two or more shots, they may decide to fire a 'Burst' of shots. The shooter may only fire as many times as his weapon will allow, in 1 game turn.

OPPORTUNITY FIRE

They may fire a burst of shots at any time during an opponent's activation providing the enemy targeted performs an action in the firer's line of sight. A figure loses it's opportunity fire at the beginning of the next turn, if they are shot and hit, or after the figure shoots.

MODIFIERS

TO HIT MODIFIERS		QUALITY MODIFIERS	
-1	Target has 'Dropped Down'	-1	Green
-1	Shooter suffering from Panic	0	Average
+1	Short Range	+1	Veteran
+2	Aimed Shot	+2	Elite
+2	Point Blank Range		

WOUND MODIFIERS

COVER BONUS		ARMOUR RATING	
-1	Soft Cover	-1	Primitive Armour
-2	Medium Cover	-1	Ablative Armour
-3	Hard Cover	-2	Flak Jacket
-4	Extra Hard Cover	-3	Combat Suit

TOUGHNESS		RANGE	
7+	Basic Figure	+1	Shooter at point
8+	Gang Leader		Blank Range
9+	Hero		

WEAPONS TABLE

NAME	RoF	DAM	POINT	SHORT	LONG
<u>SMALL ARMS</u>					
Light Pistol	2D6	2D4	3	12	40
Medium Pistol	2D6	2D6	3	15	50
Heavy Pistol	2D6	2D8	3	15	50
Auto Pistol	3D6	2D6	3	20	60
Integrated Grenade					
Launcher	1D6	3D8	3	10	20
Machine Pistol	4D6	2D6	3	20	70
Shotgun	1D6	3D6	3	10	20
Auto Shotgun	2D6	3D8	3	10	20
Assault Rifle	3D6	3D6	3	25	80
<u>HEAVY WEAPONS</u>					
Autocannon	3D6	3D8	5	25	125
Machine Gun	5D6	3D6	5	25	100
Recoilless Rifle	1D6	4D8	5	30	150

CLOSE COMBAT

GENERAL RULES

Combat is initiated immediately a figure makes base to base contact with an enemy figure and uses 1 action point to initiate close combat.
No other actions are possible once close combat has been initiated unless your opponent is killed or you run away.
Each opponent after the first one gains an extra attack dice.
Both combatants make their attack rolls.
More than one round of close combat is possible in each turn.

THE ATTACK ROLL

Both players roll the attack dice
Add or subtract any attack or quality modifiers
Total the score
This is the Attack Score
The player with the highest attack score wins
If both sides have an equal attack score the combat is treated as having no effect.
The winner may now make a wound roll against the loser.

THE WOUND ROLL

Roll the wound dice.
Add any Wound modifiers.
Total the score.
This is the Wound Score.
If the Wound Score is equal to or more than the target's toughness then the target is removed from play as a casualty
If the Wound Score is 1 or 2 points less than the target's toughness then the target is given a rout reaction.
If the Wound score is 3 or 4 points less than the targets toughness then the target is given a panic reaction.
If the loser is forced to fight another round of combat while suffering from a rout reaction than the loser should be automatically removed from play.

ATTACK DICE

+1D6 Attack dice for the figure that initiated the first round of close combat
+1D6 Attack dice for each opponent after the first

Basic Figure	2D6 Attack dice
Gang Leader	2D8 Attack dice
Hero	2D8 + 1D6 Attack dice

ATTACK MODIFIERS		QUALITY MODIFIERS	
-2	Panic	-1	Green
+1D4	Dagger	0	Average
+1D4	Any Pistol	+1	Veteran
+1D4	Club	+2	Elite
+1D6	Sword		
+1D6	Axe		
+1D4	2nd Hand Weapon		

WOUND DICE		WOUND MODIFIERS	
Basic Figure	2D6 Wound dice	+1	2nd Hand Weapon
Gang Leader	2D8 Wound dice	+1	Dagger/Club
Hero	2D8 Wound dice	+1	Any Pistol
		+2	Sword
		+3	Axe

ARMOUR		TOUGHNESS	
-1	Primitive Armour	7+	Basic Figure
-1	Ablative Armour	8+	Gang Leader
-2	Flak Jacket	9+	Hero
-3	Combat Suit		